

Winning at the Track

The DATABASE Transfer Program

Downloading a Race Card

It is now possible to receive DAILY RACING FORM data from a computer service company and download one or more files from its website. When a data source file is entered into the *Winning at the Track* Transfer program, you can create a WATT Race File (a complete race card) in just a matter of minutes with little or no typing. Today, an entire WATT race card file can be created in less time than it took years ago to manually type in all the horses and their data for just ONE race. And, typically, the downloaded file is more accurate and costs only about \$1.00 per race card.

The recommended file for this purpose can be downloaded from Bloodstock Research (also known as BRIS) of Lexington, Kentucky. BRIS refers to their file as the "PP Data File (Single)". Each past performance file is sent to you as a compressed ("zip") file making the file smaller and faster to download. Once the file is "decompressed" (opened), this "k" file becomes the .DRF file. There is always a "k" in the file name. In zipped form, the file is typically 150k in size. Opened, it can be 500k in size.

As an example, a file for November 17, 2012 for Aqueduct would be called AQU1117k.ZIP in zipped format. Opened, the file would bear the name AQU1117.DRF. To open the file, the user would require a small shareware program called PKUNZIP. This program is included as part of the WATT Transfer program.

For a BRIS .DRF file to be entered into the Transfer program, it *must* be located in the same "Track" folder as the WATT program segments. If not, the WATT program will not work properly. To repeat, the BRIS .DRF file cannot be entered into the Transfer program unless it has been opened and it is located in the "Track" folder.

The "path" to download this sample file into the "Track" folder would be...

```
C:\TRACK\AQU1117k.ZIP
```

Active racing fans who download many data files over time may prefer to create a separate BRIS directory, decompress the .ZIP file in that directory, and then copy the .DRF file into the "Track" folder. This way, users can save source files and create an archive of older files for back testing at a later date. Developing new handicap methods always requires some back testing. Otherwise, the .DRF and .ZIP files can be deleted once the WATT file is created (we strongly recommend saving old WATT race files since they are small and easy to access later). If a BRIS directory is created be sure the PKUNZIP.EXE file is also copied into that folder as well. By typing pkunzip in front of the .ZIP file name, the compressed file will open. For example, at C:\TRACK> type this: "pkunzip AQU1117k.ZIP". (You can also open the file by typing "openfile" rather than "pkunzip"). Either way, if you do this, you will then have the required AQU1117.DRF file that will be entered into the Transfer program.

To enter the Transfer program, at the DOS prompt of "Track," type the following message, TRANSFER (or "run" TRANSFER.EXE in Win95/98/XP/Vista).

Next, when it asks to enter the BRIS File Name, type in the entire .DRF file name (e.g., AQU1117.DRF). Then, the Transfer program will prompt you to name the WATT file you are creating (we suggest you name the new WATT file "11-17-12.AQU"). Later, both the WATTdos and WATTwin program segments will be looking for this file.

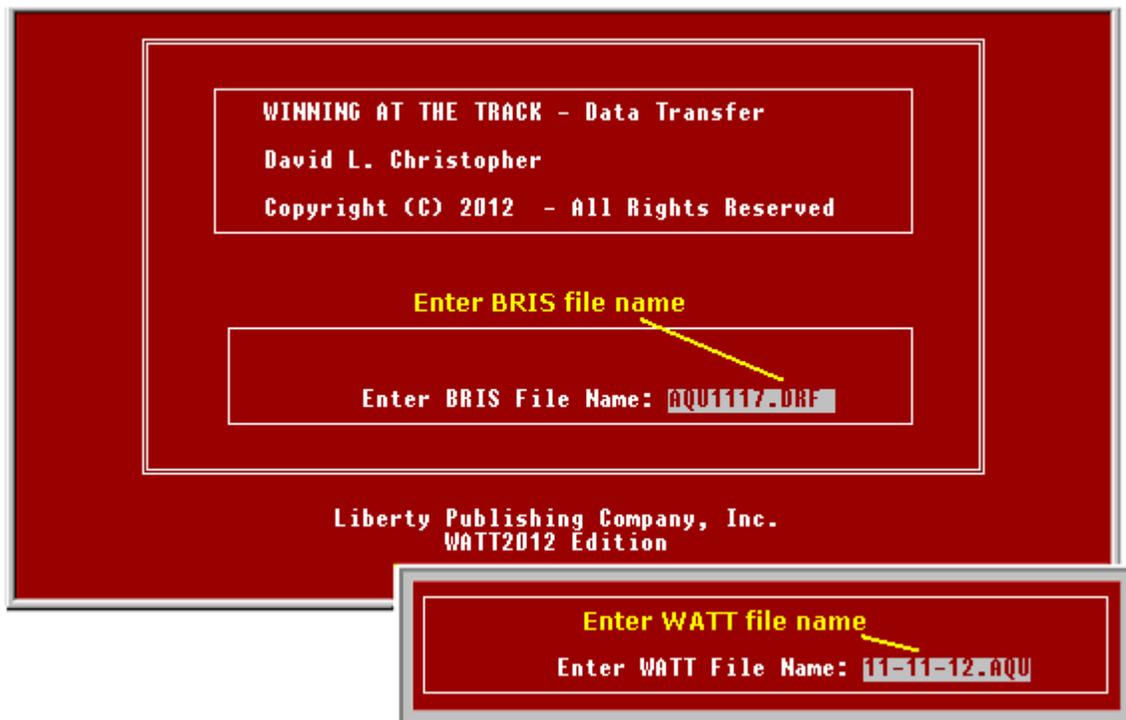
A typical sequence of DOS commands might be:

```
C:\TRACK> pkunzip AQU1117k.ZIP (this opens your BRIS file)
```

```
C:\TRACK> transfer (this allows you to enter the Transfer program)
```

When you type TRANSFER, a red screen will appear as shown below.

After this, the program will ask for **two** file names. First, enter the .DRF file that you received from BRIS; then, enter a new name for WATT file you are creating. These two steps will create your new WATT file.



Once you are inside the Transfer program, follow the menu at the bottom of the screen to modify the WATT file to your liking. Once you have finished, exit the Transfer program and use the file in the *Winning at the Track* program (type DESKTOP to use the file you made). Here, you will be putting "finishing touches" such as personal notes, etc. Once this is done, be sure to SAVE your work.

We suggest that you create your WATT race file with the Transfer program and then immediately go to the WATTdos program (type DESKTOP at the C:\TRACK> prompt). Again, put the finishing touches on your WATT race file (enter Notes, etc.), save the file, and then use it in the WATTdos and WATTwin programs whenever you handicap.

Usually, printing is best done in WATTwin since many printers today cannot print DOS. For those who would like to expand the capability of their printers, we suggest that users look into a free program called GREENSHOT (go to - <http://getgreenshot.org/>).

Operating the Transfer Segment

Once inside the Transfer program, there are only three choices: **"Include,"** or **"Blank,"** or **"Delete."** The WATT Transfer segment is not a data-entry program. All the data is transferred from the .DRF source file, entered into the proper cells, and automatically denoted with "i" (include). The user can decide whether the data is to remain, or be removed. To remove any data, the "i" is changed either to a "b" (blank) or "d" (delete). In other words, WATT users are in complete control of the data entry.

If any data is "blanked" it is removed, but all data below it remains in place. If the data is "deleted," all the data is removed, and all data below moves up. For example, if the third race is deleted with the STATUS key, in the new WATT file, the fourth race becomes the third; the fifth becomes the fourth, and so on. If the third race is "blanked," all the races below remain as they are. The same rule applies to the data in each Entry Screen (the History Worksheet screen). If a pace line is removed with "b" the data below remains in place. If a pace line is removed with "d" all data below it will move up. Users can remove or renew any data simply by toggling these keys.

There are two places that data is removed inside the Transfer program: Using the "Status" key to remove races on the race card; or, on the "Entry" screen to remove horses with the F1 key, or removing PP lines (with I, B, or D) on worksheet.

The screenshot shows the WATT program interface. At the top, it says "RACE CARD" and "RACETRACK: Calder Race Crse FL". Below this is a prompt: "Include, Delete, or Blank this Race: I (Race Status)". On the left, there is a vertical list of race positions from 1st to 11th, with the 2nd position highlighted. In the center, there is a table with two columns: "Name" and "Status". The table lists several horses, all with a status of "I". A yellow arrow points from the text "This horse was later scratched (with the 'zero' function) in the WATT file." to the status "I" of the horse "MAJESTIC WONDER". Another yellow arrow points from the text "Hit 'E' to review or change the pp lines of each horse." to the "Status" column header. A third yellow arrow points from the text "When finished, hit 'W' to save your file to 'TRACK'." to the "WATT File" menu option. At the bottom, there is a menu with options: "Status", "Entries", "WATT File", "Help", "Conditions", "Load", "Keep", and "Quit". Below the menu, it says "Change the Include Status of the selected race".

Name	Status
STEPHEN LOVES ME	I
AFLEET IN DISGUISE	I
FINALLYUNBRIDLED	I
TIMETOLITETHESTAR	I
MAJESTIC WONDER	I
GOLD DIGGIN DIVA	I
SARAH	I
MACUMBIRA	I
PURE HEAT	I

Maximum WATT Races/file: 11

WATT File Help Conditions Load Keep Quit

Change the Include Status of the selected race

ENTRY SCREEN				RACE (Max. 10) 2								
Horse Name: TIMETOLITETHESTAR				Today's Weight: 118								
Include/Delete Horse? I				A turf line is being removed from this dirt race.								
Track	Dist.				Lengths Out			Wt.	SR	TU	I/D/B	
1	CRC	7 f	0:22.2	0:45.3	1:26.0	5	12	21	118	0	12	U
2	CRC	Mile 70	0:49.1	1:15.1	1:48.1	2	5	34	121	0	25	I
3	CRC	6 f	0:23.0	0:47.1	1:14.1	1	4	10	121	0	19	I
4	CRCT	1 1/16	0:49.1	1:13.4	1:44.0	6	7	9	118	0	14	B
5	CRC	6 f	0:22.4	0:47.2	1:14.2	6	6	9	118	0	18	I
6	GP	6 1/2 f	0:23.3	0:47.2	1:19.2	5	10	28	121	0	19	I
7	GP	6 f	0:22.4	0:46.0	1:11.3	10	10	12	121	0	7	I
8												

PAGE DOWN - Next Horse
PAGE UP - Previous Horse
Help? (Hit Alt-H)

DECISION - Include, Delete, or send Blank
F1 Key - Include or Delete this Horse
ESCAPE (Esc) - Return to Race Card

TWO PROGRAM LIMITATIONS

There are two instances when the Transfer program will not allow the user to create a new race file using "WATT File Save" – 1) If there are more than ten races, the file cannot be saved with more than ten; 2) Whenever there are more than fifteen horses in any single race the new WATT file cannot be saved.

If the user has a race card with, say, twelve races and wants to play all twelve, then *two* WATT race files must be created -- one with ten races and one with two. Of course, the user must not name both race files with the identical name. For example, the first WATT race file can be named 11-17-15.AQU and the second one can be named 11-17B.AQU.

The Status Key

The purpose of the Status Key is to select which races on the card are to be included in the new WATT race file. If there are nine races on the card and the user wants all nine to be in the new file, then the Status Key is never touched. If there are more than ten races, then the Status Key is used to select which ten races are to be included and which are not. Remember, a "d" will allow each race below it to move up; whereas a "b" will blank that race and all the races below will remain in their proper slots but the total number of races will not change.

Also-Eligible Horses

Hit "E" on the menu and you will go to the Entry Screen where decisions are made regarding which horses are to be included in the field and which are not (hit the F1 key on each horse's Entry Screen whenever making that decision). On the Race Card screen, if fifteen horses appear (twelve in the left column and three in the right column), the last three (the "Also-Eligibles") can be included in the file or removed. It is up to the user to make that decision. However, it is likely that most, if not all, will

be "scratched." If there are sixteen horses, one will have to be removed, regardless, otherwise the file cannot be saved. It's up to the user to decide exactly how each Also-Eligible is to be ejected. Remember, any Also-Eligible horse included now can also be removed later in the WATT program. We recommend that you confine your scratches to the WATTdos program whenever possible.

The Entry Screen

In the Entry Screen, the user decides which pace lines are to be included (no need to change anything) or deleted (either blank or delete). Follow the menu at the bottom.

If an improper letter is typed in a cell (anything other than i, b, or d) the program will not allow the user to move. An "X" designation tells the user the data cannot be saved to the new file. The only letter that can replace an "X" is a "B". Each past performance line that is noted with an "i" will be saved unless the user decides otherwise. The user simply pages up and down through the horses to be sure each horse's worksheet is as the user wishes it to be. New WATT files can be made quickly!

Recommendations: Remove all turf races from a horse's history if tomorrow's contest is to be run on the dirt. If tomorrow's race is to be run on the grass (turf), then it's best that ALL pace lines, both dirt and turf, be left in the worksheet. Also, to decide which pace lines are kept in or removed, first check the "Conditions" screen to determine the distance. Remove all inappropriate races (for example, a five furlong sprint is probably of little value handicapping a 1 1/4 mile route). In most other cases, however, trust the program to make the proper adjustments between distances. Including turf lines in a dirt race is an important decision. We suggest that you apply this rule: **Most talented dirt-running horses run well on the turf. However, not all talented turf horses run well on the dirt.** This can be important at many racetracks. If this is a turf horse and turf data is left in, make a note as a reminder.

Remember, in the WATT program, the first three lines represent the "Ability Factor" so, when reviewing each horse's Entry Screen, the user can apply a little judgment and common sense to the process: "Do these three top lines fairly represent this animal's current 'form'?" These are not critical decisions but they do lead to more accurate readings later. Taking these steps will give a user greater confidence in the handicap.

Do not close any Window without making the proper exit from the WATT program first.

Summary of the Entire Process

Download a BRIS "k" file into the TRACK folder;
Open the BRIS "k" file (you now have a BRIS "k" file and a "DRF" file);
Type "TRANSFER" to enter the Transfer program and enter the Bris file name;
Using our suggested method, name the new WATT file that you are creating;
Remove unwanted races using the STATUS key;
In the Entry screens, decide which PP lines are to remain (or removed);
Exit the program by saving the file (hit "**WATT File Save**")
After confirming the track and new file name, hit "Q" to exit the program;
Type "DESKTOP" to enter the WATTdos program and type the new WATT file name;
Go to the P/M Table for each race to call up the data before hitting SAVE (Calc);
Put "finishing touches" on the new file by going to a "Name Line" and hitting Alt-A.

Rule: Always follow the menu at the bottom of each screen. Also, SAVE your files!

The Data (Storage) Function

The first and most widely used function in this DATABASE program is the Transfer Segment. The second function is the Storage Function for saving the histories of individual horses. In so doing, individual horses can be moved within the WATT program. For example, because each horse has its own file, the order of the horses listed in the field can be rearranged in another order if the user desires to do so. Or, horses on the Also-Eligible list can be written to the DATABASE, scratched from the contest, and then retrieved at will. Up to 5,000 horses can be saved in the program.

When saving individual horses to the DATABASE, the program automatically assigns a number to each new horse added to the archive. Dr. Fager, the sample horse, has been given the first number (1.HDB). Horses added to the archive after that will be numbered sequentially.

Creating New .HDB Files (Writing new horses to the archives)

Existing *Winning at the Track* race files can be a valuable source of DATABASE information. If old race files have been saved and they aren't too out of date, it is possible to begin your DATABASE archive with several hundred horses or more.

Upon entering any P/M Table of an existing *Winning at the Track* race file, you will see all the horses listed, as they were when the file was first used. When "Name" is hit on the Menu, a horse's name will be highlighted. If you want the horse's name and its history written to the DATABASE, simply hit the "Alt" and the "W" (write) keys simultaneously and a new .HDB file will be created. Make a note of each horse's newly assigned ID number next to its name in the newspaper (assuming you save old newspapers as many handicappers do). You can use the "Peek" function in the DATABASE, or go to the HDBFILES sub-directory to find the most recently assigned ID numbers. Thereafter, each new ID assignment will be one digit higher.

Later, when you enter the Storage Segment (keyword is "DATA" or "DATA.EXE" using Windows), the ID number will allow you to retrieve that horse's history which can be updated at any time.

Importing Horse Data Files into WATT

If your DATABASE files are current, an entire *Winning at the Track* Race Card can be created from the archives quickly and easily.

To import an .HDB file, set the proper distance for today's contest on the Race Card, go to the P/M Table and hit "Name" on the Menu below. When the word NAME is blinking on the P/M Table, hit "Alt-D" to retrieve a horse. Next, enter the horse's ID number (for example, type 1.HDB), hit "Enter," and the horse's name and History Worksheet will automatically be inserted into the WATT file.

When this is done, the horse's abbreviated name will appear, although the cells on the P/M Table will remain empty until the History Worksheet is flashed to bring the data in.

Notes (on the Name Line)

Once all the names and History Worksheets are in, you can hit "Alt-A" on any name line to bring in the Notes that normally appear after each horse's name. These are, as the Help section to the Pace Analyst explains, the Pole Speed / Pure Speed figures (valuable in the handicap process).

The Help Screens

Whenever you have a question using the TRANSFER or DATA segments, like all WATT programs, just hit "Alt-H" and the Help screen will appear. If the user happens to be in the WATT program and a transfer question arises, you must first go to the "Name" line on the P/M Table and then hit Alt-H (otherwise, only the WATT Help section will appear). To repeat, every WATT program segment has its own Help section.

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Helpful DOS and Windows Computer Notes

For those who are not familiar with, or who have forgotten, the older Disc Operating System (DOS) computer commands, here are a few for your convenience:

Click on START, PROGRAMS, ACCESSORIES (then click COMMAND PROMPT)

(How to obtain the DOS prompt on most Win95/98/2000/xp or Vista platforms)

C:\Windows> **CD\TRACK**

(How to go from the WINDOWS directory to the TRACK directory)

C:\TRACK> **MD HDBFILES**

Be sure to copy 1.HDB into your new sub-directory

(How to make a sub-directory of TRACK and call it "HDBFILES")

A:\> **Copy *.* C:\TRACK** (or from the "D" drive if you are using a CD)

(Copy everything from the "A" drive disc into the TRACK directory on the "C" drive)

A:\> **Dir** or C:\> **Dir A:**

(Show me everything listed on the "A" drive disc using either the A or C drive disc)

C:\TRACK> **Dir** or type **Dir /p**

(Show me everything listed in the TRACK directory. Note that "/p" stops the listing)

SUMMARY

INSTRUCTIONS for making WATT file (also, follow the instructions above)

1. Download the AQU0402k.zip file from the Bris site *into your TRACK folder*
2. On your Windows Desktop, go to the WATTdos icon (open up the black box)
3. At C:\track> prompt, type this: "pkunzip AQU0402k.zip" (hit enter)
4. At C:\track> prompt, type this: TRANSFER (hit enter)
5. When it asks for **Bris** file name, type in this: AQU0402.DRF (hit enter)
6. When it asks for **WATT** file name, type in this: 4-2-15.aqu (hit enter)
7. Inside the Transfer program, remove all unwanted data – or leave it alone.
8. When you are through, hit "WATT File Save" (hit "W" on your keyboard)
9. Make sure the track and file names are correct. Use the enter key to continue
10. Be sure the track symbol is "AQU"
11. Be sure the new file name of the file you created is "4-2-25.aqu"
12. Now the transfer is complete. Exit the Transfer program (hit "Q")

ENTER THE WATTdos PROGRAM TO COMPLETE THE FILE AND HANDICAP

1. At C:\track> type this: DESKTOP (hit enter) Then, WATT file name: 4-2-15.aqu
2. Go to "Race Date" and enter the date of the race (04-02-15) for printing purposes
3. Go to each "PM Table" of each race to bring in the numbers for all the horses in that race.
4. After doing all the races, at the Race Card, hit "P", hit "Calc", hit "S" to save the final file.

REMEMBER: The WATT program operates by using the menu at the bottom of the screen. You can move the cursor over and hit "enter" or you can just hit the first letter of the word on your keyboard. Whenever you want to return to a prior screen, hit "Esc" and "Q" on your keyboard.

Please call if you continue to need help.

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