User Guide

Beta Version 0.1.8

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Before using our software make sure that in your country or state of residence the sports betting game is allowed and complies with legality. However, Maximum1X2 can be used for entertainment or simulation in order to live the sport from a new perspective.

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You can go directly to the page of interest by clicking on the sections of the index

Index of Maximum1X2 User Guide

1 Introduction

1.1 Welcome to Maximum1X2

Maximum1X2 Team wants to thank you for choosing Maximum1X2 and welcome to this User Guide. With this guide you will understand step by step our application and take full advantage of all the power of our tool. We hope you will enjoy with it.

1.2 What is Maximum1X2?

In the world there are billions of people passionate about the great sporting events. Many of them practice one or several sports because sport is essential to maintain a healthy life. In elite sport only a few can participate, while the rest live in the highly competitive sports events as spectators. If we wish we can become fans of a particular team or athlete. And, this, is another great way to enjoy the sport.

At the end of every sporting event produced several results. As fans, the result will be positive if our team wins, but the opposite effect can also occur. With these elements it comes another fun sport way that is to try to guess which team will win or lose a sporting event. Surge bet. Sometimes you bet with friends in an informal setting, but you can do other more formal way by betting that, if hit, the player can bring a great sum of money. Unfortunately, this task is complex for many fans. And here comes Maximum1X2.

Maximum 1X2 is a powerful software application whose ultimate goal is to select precisely the combination or combinations of results of different sporting events that will ensure the highest prize in sports betting. Maximum1X2 means maximum accuracy to 1 (win), X (draw) and 2 (lose).

To do this, Maximum1X2 can make complex calculations with a simple interface that is capable to managing up to several billions of combinations with the 3 possible results of each sport event. The user with Maximum1X2 can apply determined conditions and filters with certain parameters[1] each one that, if are configured properly, we ensure the success.

Maximum 1X2 saves us the tedious job of making these calculations by hand. These calculations would be impossible to make if it were not for the powerful tool that is our Maximum1X2 software.

We know that our tool will help the user to hit forecasts of sporting events and bet becomes a new form of fun and satisfaction nearby for all.

1.3 How read this User Guide?

This manual will teach you everything you need to become an expert user of Maximum1X2. Please read this manual from the first chapters to the end. This way you will learn step by step everything you need for a optimum use of all the features our software.

Theoretical concepts are complemented with images that help to clear the content of each chapter. Some of them contain numbers to localize the theoretical element works.

(1) – First number of image
*This explains the theoretical content of the **first** point.*

(2) – Second number of image
*This explains the theoretical content of the **second** point.*

(?) – ...
Here we explain the successive..

In some sections of some complexity, the user will find useful the present practical examples. It is vital that the user check carefully to understand the theoretical part of the manual.

PRACTICE
This box is used in the manual to develop practical examples.

In other parts of the manual we mention important aspects to which the user should pay special attention. Therefore are highlighted.

IMPORTANT
The user must pay particular attention to this box because it mentions some important aspect to consider.

The manual provides in index of hyperlinks that allow you to quickly access the content you want to see.

And finally remember that this manual will be updated when come out a new version of Maximum1X2.

2 Configure preferences

2.1 Preferences of Maximum1X2

This section shows all options that you can modify to customize your needs of Maximum1X2. If you do not want to delve into the various customizable aspects you can skip to Section 3.

2.1.1 Preferences toolbar

Here are shown customizables values of Maximum1X2 *(figure 2.1)*.

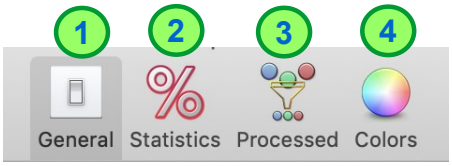


figure 2.1 – Preferences Toolbar

(1) – General Preferences
Select parlay² settings (See section 2.1.2).

(2) – Statistics Preferences
Select calculation parameters of parlay conditions (See section 2.1.3).

(3) – Processing Preferences
Select calculation parameters of parlay conditions (See section 2.1.3).

(3) – Color Preferences
Assign colors to various elements of the processing (See section 2.1.4 y 2.1.5).

2.1.2 General preferences

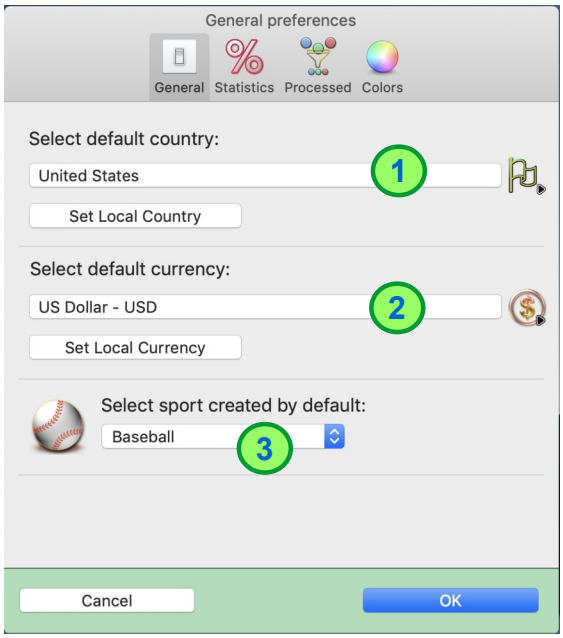


figure 2.2 - General preferences window

("**General**") icon shows preferences *(figure 2.2)* that determine the default parameters that are shown to create a new parlay 1X2[3].

The values that can be selected are:

(1) – Country parlays
Select the country where the parlays 1X2 are located. Some countries have predefined parlays. Presets of country parlays are available in Annex 1.

(2) – Currency
Select default currency to be used for local bets.

(3) – Sport
Select default sport for all sporting events. If football is selected, all sporting events have this sport. The type of sport can be changed later.

2.1.3 Statistics Preferences

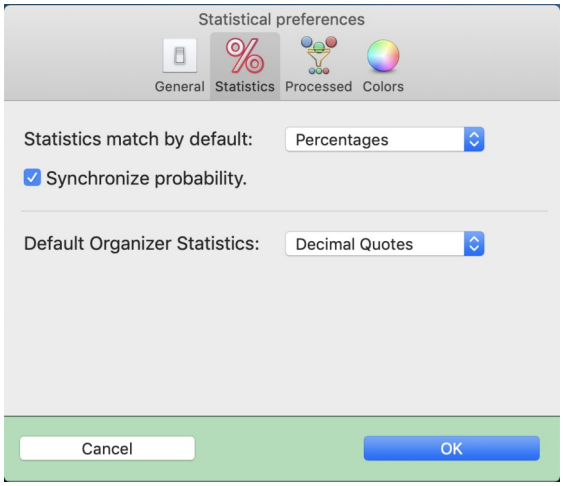


figure 2.3 - Statistics preferences window

The ("**Statistics**") icon shows the parameters *(figure 2.3)* to determine the probability of sporting events.

The values that can be selected are:

(1) – Default statistics of sporting events
Select the default probability[4] that will be used in all sporting events. The type of probability can be changed later. It can also be predetermined that all types of probabilities are synchronized.

(2) – Default statistics in Organizer
Select the default statistic that will appear in the events registered in the bankroll organizer.

2.1.4 Processing Preferences

("**Processed**") icon shows processing preferences *(figure 2.4)* that customize actions related to the calculation conditions[5] are shown.

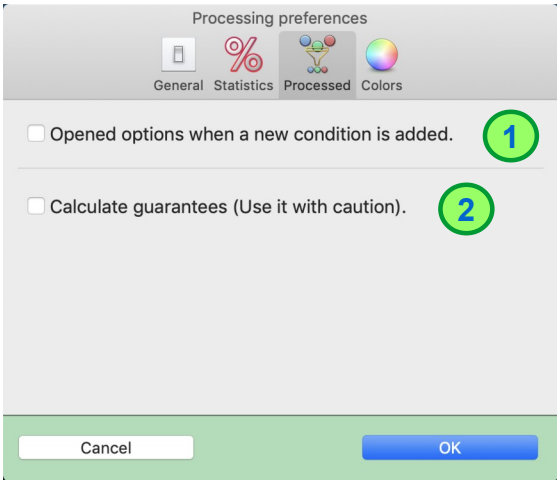


figure 2.4 – Processing Preferences window

(1) – Default options open

When a condition or operation is inserted the default options appear hidden initially. You can predetermine from preferences that default options appear open initially. They can always close when desired.

(2) – Guaranties calculation

When a combination of columns is processed we can execute calculations that measure the probability or guarantee of finding a column with certain successful results (see section 12.3).

IMPORTANT

The calculation guarantees function of a combination requires a lot of computing time when the combination has a high number of columns.

It is not recommended to use the calculation of guarantees in the early stages of creating a parlay. Only it recommended when it comes to improving the parlay and is required to have a knowledge of the number of hits to be had.

2.1.5 Preferences of conditions colors

("**Colors**") icon shows preferences relative to the colors assigned to the conditions *(figure 2.5)*. Here you can choose distinctive colors for each condition or keep the default colors.

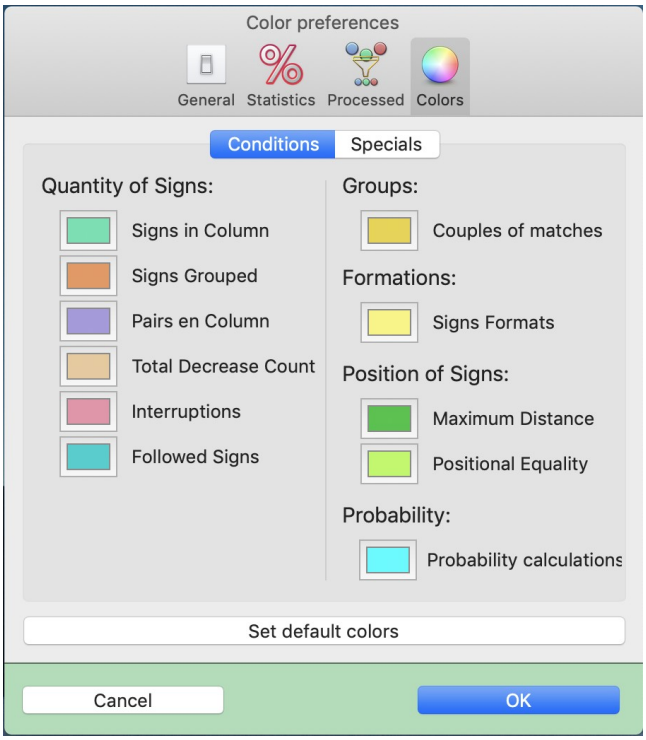


figure 2.5 – Preferences window of conditions colors

2.1.6 Preferences for special colors

As in the preferences tab of conditions, in preferences tab for special colors *(figure 2.6)* can be selected distinctive colors of the remaining processing elements. This section includes operations, external filters, etc.

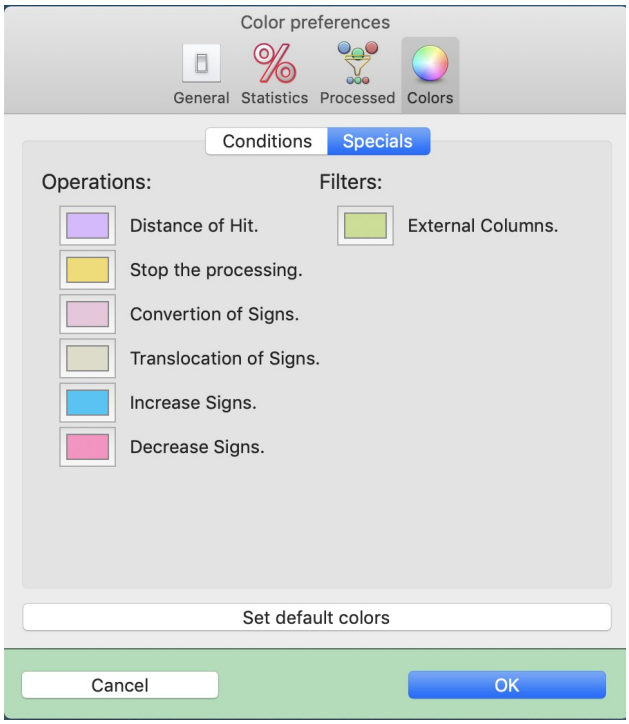


figure 2.6 - Preferences window for special colors

3 Initial Configuration

3.1 Welcome window

If you open Maximum1X2 for the first time, a welcome window will appear *(figure 3.1)* that starts the program.

figure 3.1 – Welcome window to Maximum1X2

If you press the left button ("**Exit**") you will quit Maximum1X2 immediately. Pressing the center button ("**User Guide**") will access to this user guide. The present document will guide the user on the general operation of the program.

3.2 Initial parlay setup

If you decide to start to create a custom parlay you must press the right button ("**Parlay Setup**") and the window *(figure 3.2)* will show options that will allow us to set a new parlay 1X2 from scratch or choose a parlay created earlier.

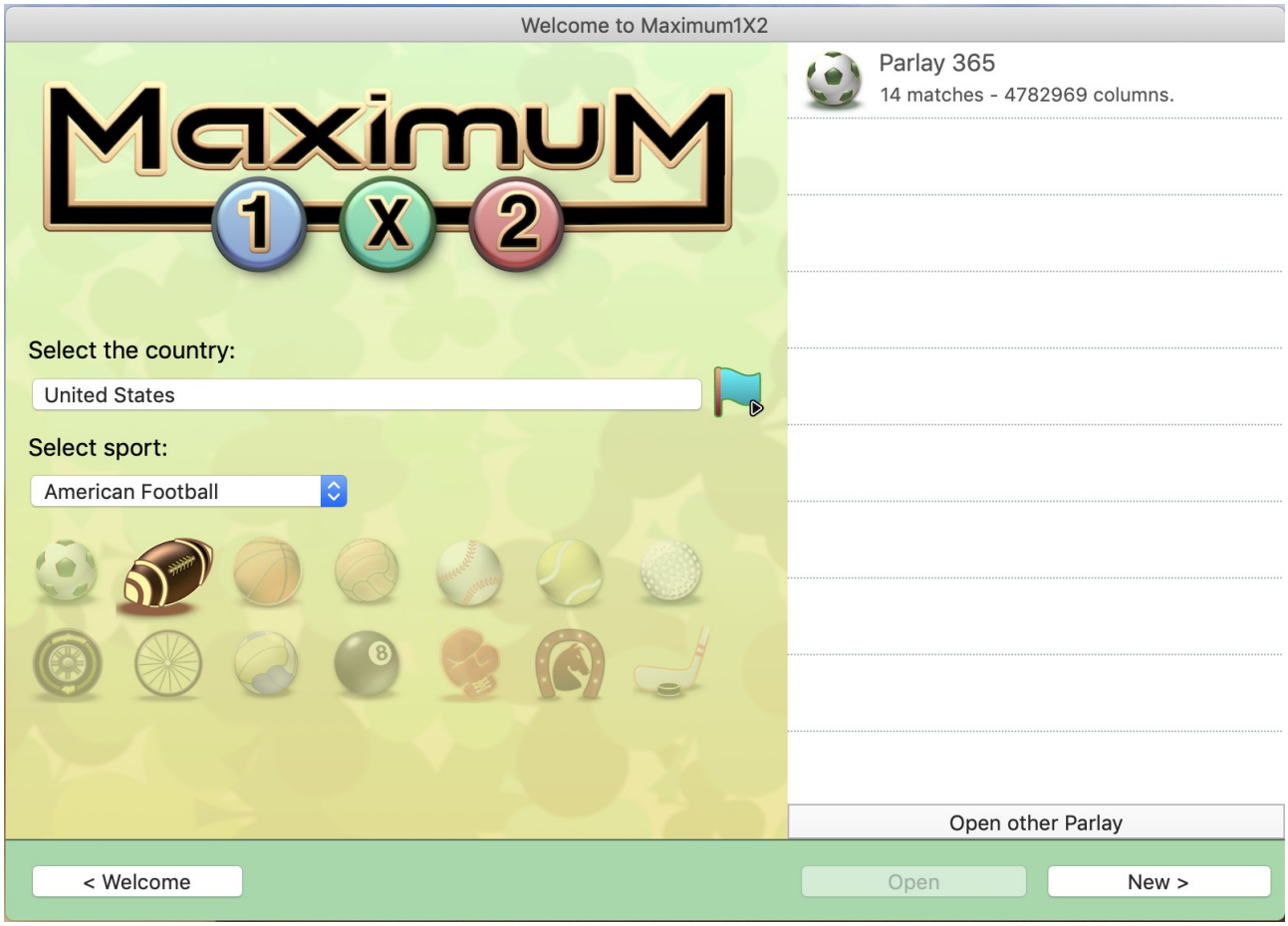


figure 3.2 – Inicial window to setup of parlays

In the right side of the window will appear parlays previously created that can be opened by double click. You can also open some parlay that is not in that list down the button ("**Open other Parlay**").

PRACTICE

*In figure 3.2 the "Parlay 365" parlay appears with information about your configuration. This parlay created previously consists of a total of 14 sports events with 4,782,969 bets . To open this parlay you can double click or select it and press the bottom button ("**Open**").*

On the contrary define a new parlay will take several steps. First you must select the country of residence where the developed parlays are located. The listed default country is selected in General preferences (Section 2.1.2). If you want to select another country click on the country name or flag.

PRACTICE

The "Quiniela" is a set of 14 matches to triple result 1X2 that is betting in Spain. To play this parlay you need to select Spain in listed countries and make double click the preset betting parlay for "Quiniela". You can also create it yourself if you select Spain and apply a setup of customized parlay with the same characteristics.

IMPORTANT

To play predefined parlays (ANNEX 1) select the country of origin.

3.2.1 Sport types

Second **select the default sport** for all sporting events. You can click on the icon or choose the sport from the drop down menu.

The sports available in Maximum1X2 are as follows:

Basketball

Handball

Baseball

Billiard

Boxing

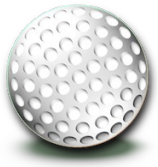
Horse Race

Cycling

Formula 1

Soccer

American Football



Golf

Ice Hockey

Tennis

Volleyball

Some sports that are not present can be added in future versions of Maximum1X2.

If the parlay contains several types of sports, the multi-sport icon is displayed.

Multisport

IMPORTANT

The type of sport for all or some specific events can be changed later.

3.2.2 Customize a new parlay

Once chosen sport and country press button ("**New**") and go to the next panel *(figure 3.3)*.

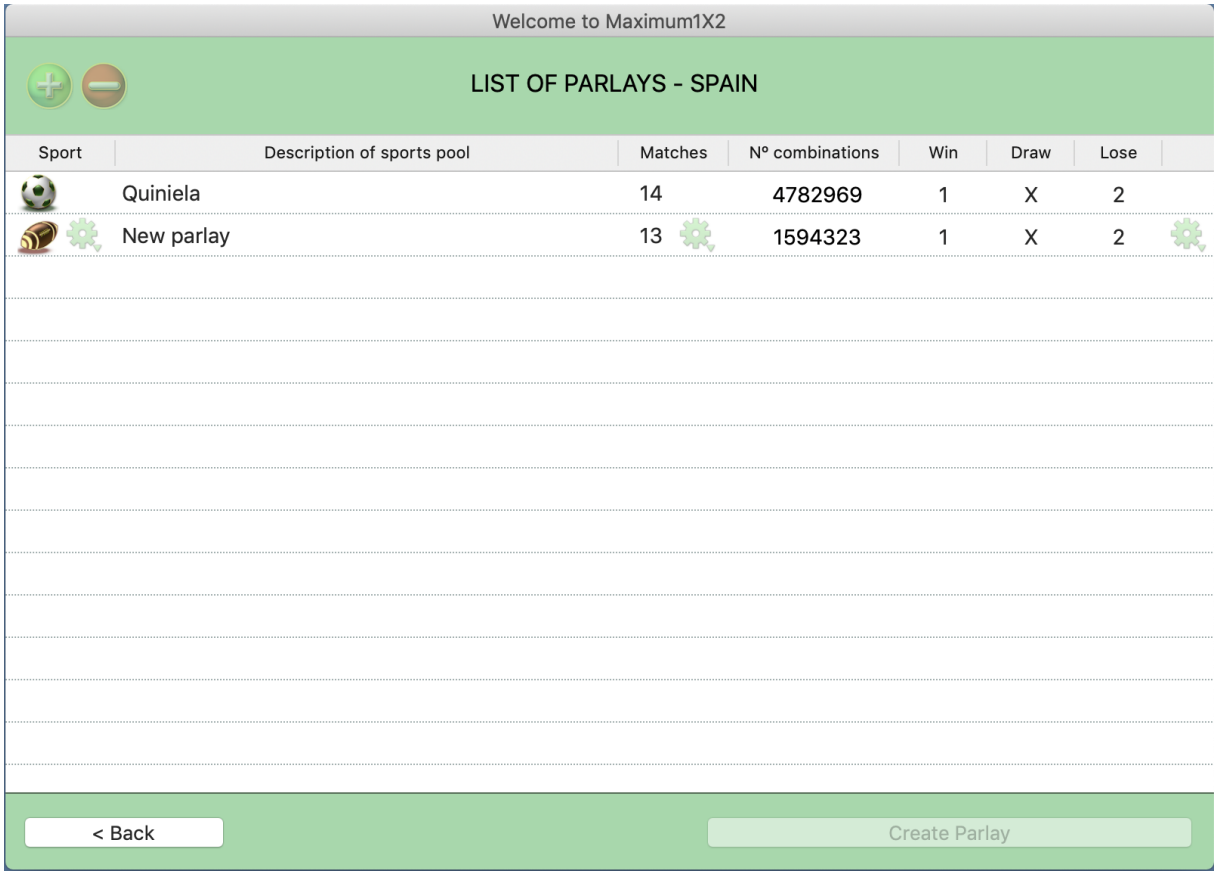


figure 3.3 - Setup window of a new parlay

As Spain was the selected country, this country has created a predefined set of 14 matches with a total of 4,782,969 bets. You can select the parlay or create a different one.

Press on the upper button with a **(+)** symbol to start a new custom parlay. Here you will see the following panel *(figure 3.4)*.

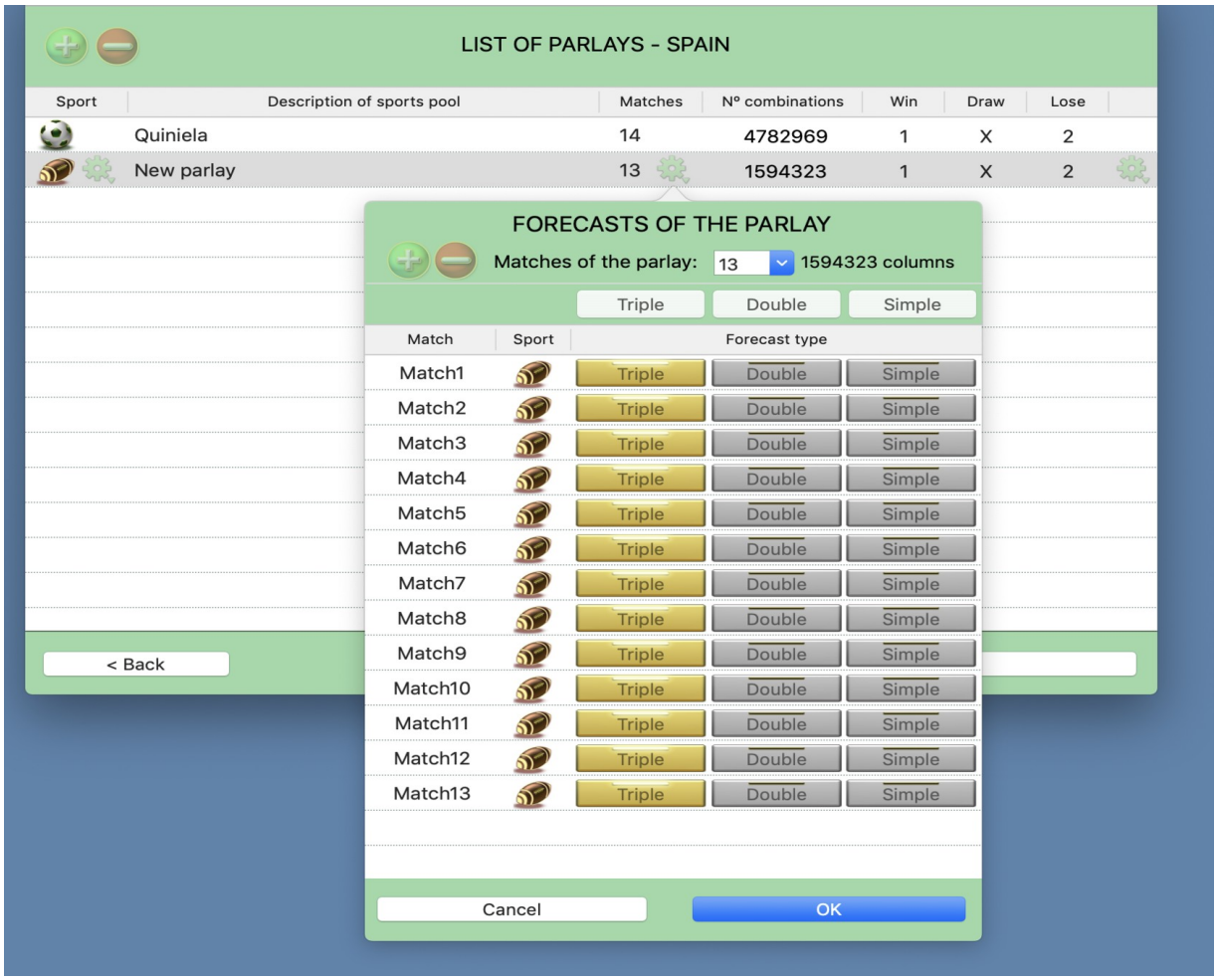


figure 3.4 - Set the new tips parlay

As we selected football in every match all sports events will be matches of this kind of sport. By default we have created 13 matches but you can increase or decrease this number with the (+) to increase and (-) to decrease. The maximum number is 15 matches.

In each type of sporting event is selected the type of tips. If we want this match has 3 possible results we will select **triple** (win and draw and lose); if we only have 2 results we will select **double** (win and lose) and if we want to predict only one possible tip we will select "**Simple**" tip (win or draw or lose).

You can rename the new parlay with a more descriptive name *(figure 3.5)*.

figure 3.5 - Renaming the new parlay

If you want to change football, which is the type of sport by default for all sporting events, just press the setting button that appears in the column of sport and will show the next panel where we can switch to another sport *(figure 3.6)*.

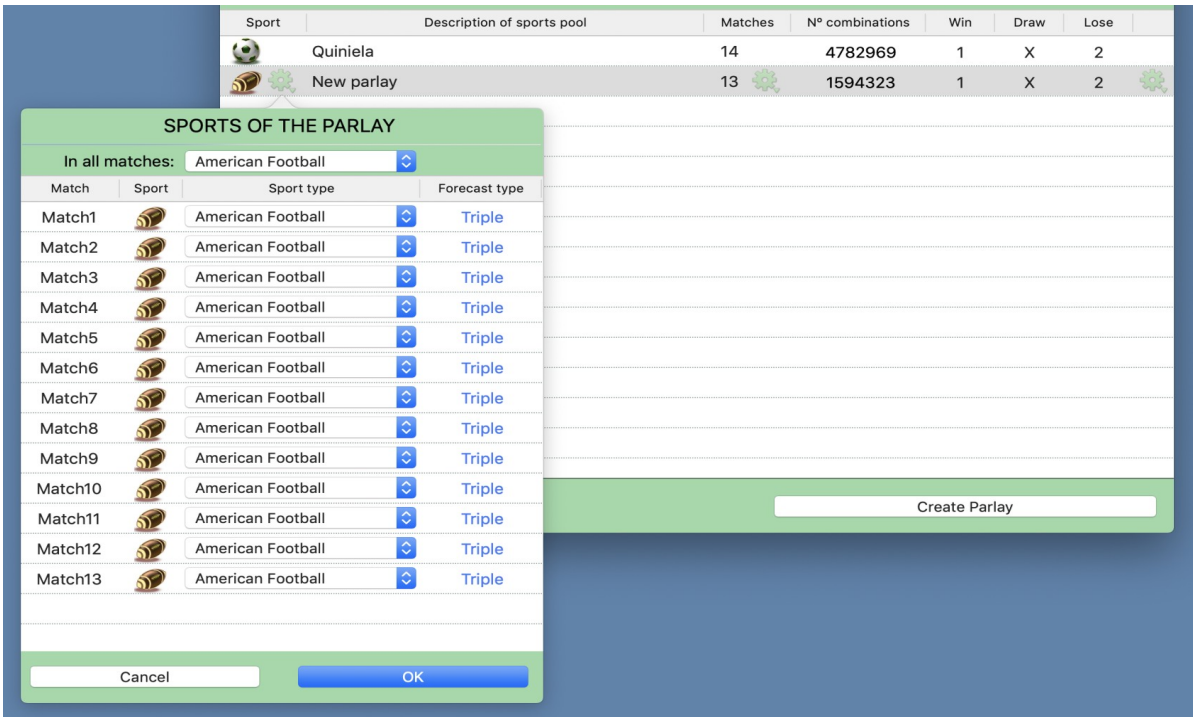


figure 3.6 - Cambiar tipo de deporte por defecto de los partidos

You can change the type of sport in all matches at once pressing the top dropdown menu or you can change separately the type of sport of every match.

The right column tells us the type of prediction selected for every match. This column is for informational purpose.

Finally, if we want to change the default 1X2 signs of our parlay by another symbology just press the setup button that appears behind the lose column *(figure 3.7)*.

figure 3.7 – Symbols of the parlay

You can not define any kind of signs. The admitted signs appear in the panel and include the most used by all countries.

*When the whole parlay is set you can press the button ("**Create Parlay**") to go to the window of sporting events (see Section 6).*

IMPORTANT

If you wish to rectify any of the parameters of this new parlay you can modify later.

We have defined already our custom parlay. Then in the following chapters we will learn the whole field of possibilities offered by Maximum1X2 to use the new parlay we just created.

4 Menu Bar

4.1 Menu bar of Maximum1X2

Maximum1X2 contains a menu bar that appears at the top of the screen *(figure 4.1)*. It has an organization similar to the one used by the huge amount of applications that exist for the MacOS operating system. This menu arrangement will be familiar to you if you have already used applications for that operating system. However, Maximum1X2 contains menus and options for the purpose of handling 1X2 sports betting. The menus that contain Maximum1X2 are the following:

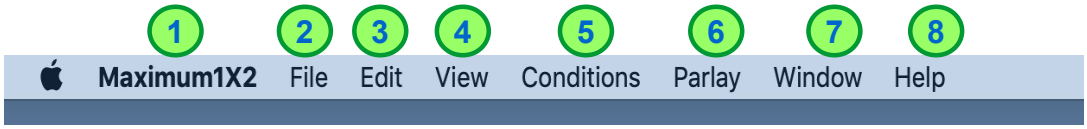


figure 4.1 – Menu bar of Maximum1X2

(1) – Menu - Maximum1X2
From this menu you can access information and preferences settings.

(2) – Menu - File
With this menu you can access the options for creating and modifying files that save parlays of Maximum1X2.

(3) – Menu - Edit
This menu contains options for redoing and undoing the steps taken since the application was started. But it is mostly used to edit processing conditions.

(4) – Menu - View
The most important function of this menu is to be able to switch between the different working views of Maximum1X2. However you can open additional editors.

(5) – Menu - Conditions
This menu allows you to add, delete and define characteristics of the processing elements (conditions, operations and filters).

(6) – Menu - Parlay
This menu contains a set of options that have their action on the 1X2 parlay that is open.

(7) – Menu - Window
It is a menu with action options on the parlay window.

(8) – Menu - Help

Use this menu to access help options for using Maximum1X2.

IMPORTANT

Many menus contain shortcut keys that allow you to select the option without having to search it and activate it in the menu. For example, to exit Maximum1X2 you can press the cmd + Q keys at the same time. The application will close.

4.1.1 Menu - Maximum1X2

This menu *(figure 4.2)* contains options that have direct effect on the Maximum1X2 application.

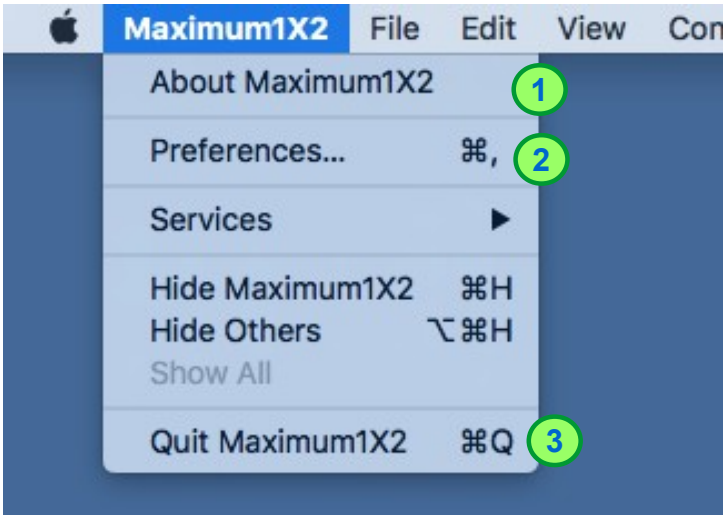


figure 4.2 – Menu - Maximum1X2

(1) – About Maximum1X2

Displays a window with version and copyright information of Maximum1X2.

(2) – Preferences...

Opens the window that allows you to configure the Maximum1X2 preferences (see Section 2).

PRACTICE

*The **Preferences...** shortcut is: cmd +, (the "," character is pressed)*

(3) – Quit Maximum1X2

*When you select **Quit**, Maximum1X2 is closed.*

PRACTICE
*The **Quit Maximum1X2** shortcut is: cmd + Q*

4.1.2 Menu – File

This menu *(figure 4.3)* shows the options for working with Maximum1X2 files.

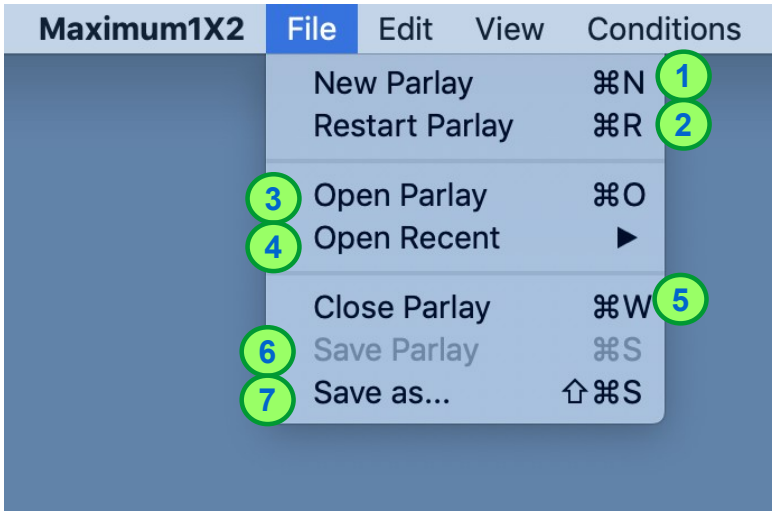


figure 4.3 – Menu - File

(1) – New Parlay
Creates an empty parlay in all configuration features. It is used when you want to work from scratch from an already configured parlay.

PRACTICE
*The **New Parlay** shortcut is: cmd + N*

(2) – Restart Parlay
It empties any open parlay configuration settings. It eliminates all selected parameters in matches, processing and results.

PRACTICE
*El atajo de **Restart Parlay** es: cmd+R*

(3) – Open Parlay

Opens a previously saved parlay. It is used to continue working on the parlay and to recover the parameters already introduced.

PRACTICE

*The **Open Parlay** shortcut is: cmd + O*

(4) – Open Recents

It allows you to quickly open the last saved parlays. Displaying an arrow to the right indicates that a floating menu is displayed showing these recent parlays.

(5) – Close Parlay

Close the open parlay and open the initial configuration screen in case you want to work with another parlay.

PRACTICE

*The **Close Parlay** shortcut is: cmd + W*

(6) – Save Parlay

It allows to save the open parlay with the parameters introduced in each section with the objective to recover the parlay when it is desired. It appears inactive if the parlay has never been recorded before.

PRACTICE

*The **Save Parlay** shortcut is: cmd + S*

(7) – Save as...

It allows you to save the open parlay for the first time with all the parameters indicated in it. It allows you to assign a name and work with it on another occasion.

PRACTICE

*The **Save as...** shortcut is: uppercase + cmd + S*

4.1.3 Menu – Edit

This menu *(figure 4.4)* modifies the processing conditions.

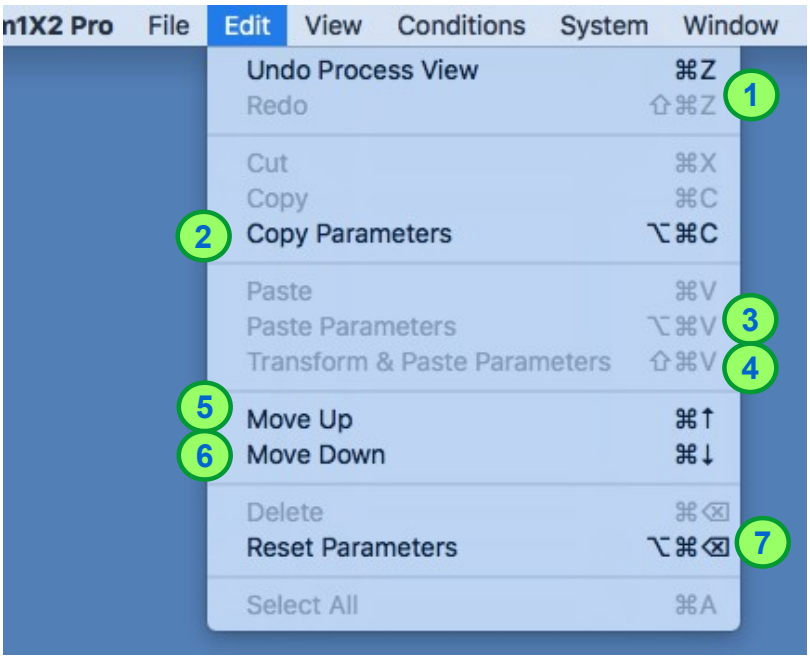


figure 4.4 – Menu – Edit

(1) – Undo / Redo

It is used to undo and redo the steps in case of having made a mistake.

IMPORTANT

Maximum1X2 displays information with the type of step to undo and redo.

PRACTICE

*The **Undo** shortcut is: cmd + Z*

*The **Redo** shortcut is: uppercase + cmd + Z*

(2) – Copy Parameters

It allows to make a copy of the values of the condition or operation that has been selected.

PRACTICE

*The **Copy Parameters** shortcut is: option + cmd + C*

(3) – Paste Parameters

The parameters of the selected condition will be replaced when:

1. *- A copy of the parameters of a condition has been made.*
2. *- A condition identical to that copied in the previous step has been selected.*

PRACTICE

*The **Paste Parameters** shortcut is: option + cmd + V*

(4) – Transform and Paste Parameters

*This action performs a replacement of the selected condition, but unlike **Paste Parameters**, the selected condition does not have to match the one that was copied using **Copy Parameters**. Any type of condition selected will be replaced by the copied condition.*

PRACTICE

*The **Transform and Paste Parameters** shortcut is: uppercase + cmd + V*

(5) – Move Up

The selected condition will move up one level and send the previous condition behind it. This action can be re-pressed if you want to keep moving the selected condition up. It is a very practical action because it saves a lot of steps.

PRACTICE

*The **Move Up** shortcut is: cmd+arrow up*

(6) – Move Down

*Unlike **Move Up**, this action moves one level down the selected condition and sends up one level the condition immediately after it. This action can be re-pressed if you want to keep moving the selected condition down.*

PRACTICE

*The **Move Down** shortcut is: cmd+arrow down*

(7) – Reset Parameters

This action resets the parameters of the selected condition as if it had been added for the first time.

PRACTICE

*The **Reset Parameters** shortcut is: option+cmd+delete key*

4.1.4 Menu – View

With this menu *(figure 4.5)* you can select the different working elements of Maximum1X2 parlays.

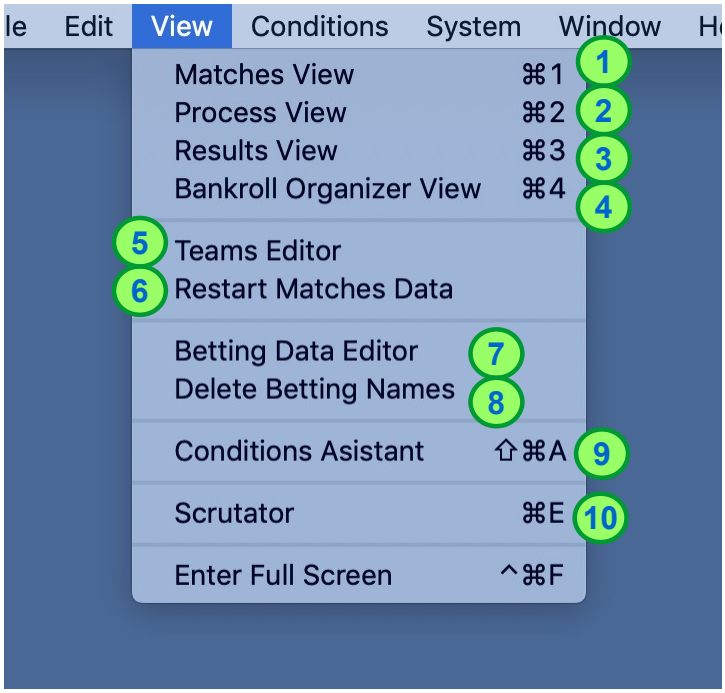


figure 4.5 – Menu – View

(1) – Matches View

It allows to visualize and configure the data corresponding to the matches of our parlay (see Section 6).

PRACTICE

*The **Matches View** shortcut is: cmd+1*

(2) – Process View

This view is the most important of Maximum1X2. It allows you to create and modify the conditions of the parlay (see Section 7).

PRACTICE

*The **Process View** shortcut is: cmd+2*

(3) – Results View

Through this view is shown a graph of the set of conditions and operations of the parlay (see Section 12).

PRACTICE

*The **Process View** shortcut is: cmd+3*

(4) – Bankroll Organizer View

This view is very important because it shows a list of all sporting events with financial data that will help you manage your bankroll.

PRACTICE

*The **Organizer View** shortcut is: cmd+4*

(5) – Teams Editor

When this option is selected, the editor is accessed to define the teams that will be part of the matches in the Matches View (see Section 14.1).

IMPORTANT

In each sport, leagues must be defined. Then in each league will have to define the teams.

(6) – Restart Matches Data

It is used to delete completely all Matches View data.

(7) – Betting Editor

Each match can define a type of bet that helps us to know what we are betting. There are predetermined types of bets but this option accesses an editor that will help us define personalized bet types.

(8) – Delete Betting Names

Clears betting types from all parlay matches.

(9) – Asistant of Conditions

The asistant of Conditions is an excellent help to check the parameters of a particular combination.

IMPORTANT

Only certain Maximum1X2 conditions can be displayed.

PRACTICE

*The **Asistant of Conditions** shortcut is: shift+cmd+A*

(10) – Scrutator

The Scrutator allows checking the successes and failures of each combination.

PRACTICE

*The **Scrutator** shortcut is: cmd+E*

4.1.5 Menu – Conditions

This menu *(figure 4.6)* contains options for creating and modifying parlay conditions.

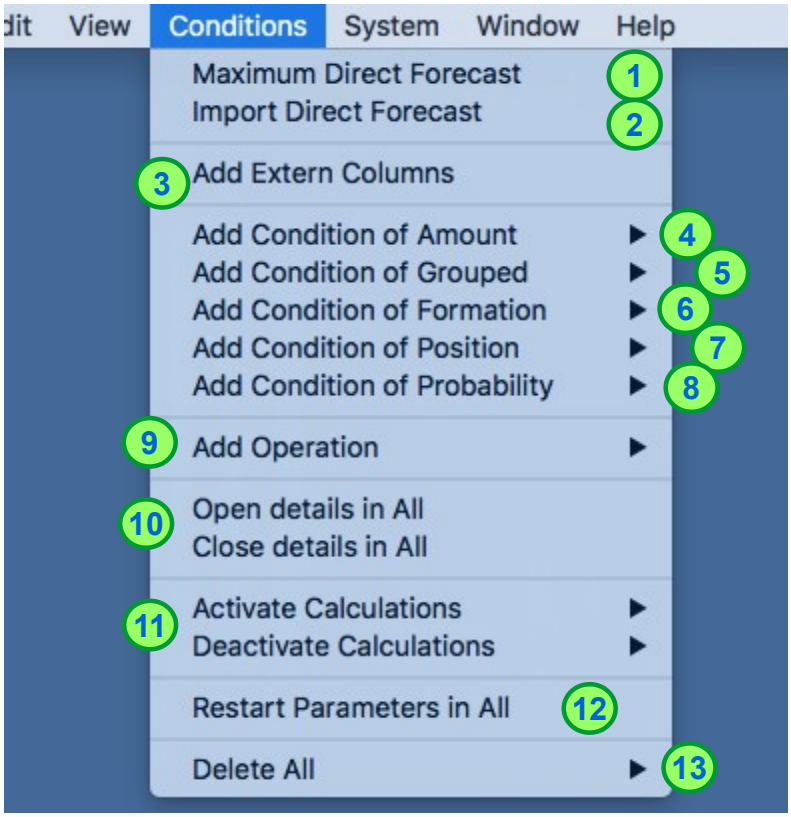


figure 4.6 – Menu – Conditions

(1) – Maximum Direct Forecast

Restart the initial direct forecast with as many combinations as possible. That is, all signs of all matches will be counted and processed in the following conditions.

(2) – Import Direct Forecast

This option will allow you to import an external combination file as an initial direct forecast.

IMPORTANT

You have to remember that the initial direct forecast will always contain the winning combination.

(3) – Add Extern Columns

This option is similar to Import Direct Forecast but with the following differences:

– External combinations can be added anywhere in the parlay from the initial

forecast.

- *They may contain the winning combination or not. It must be selected in the details of the external filter.*

(4) – Add Condition of Amount

This option opens a floating menu with the conditions available in Maximum1X2 whose configuration parameters are by number of signs in the matches column.

(5) – Add Condition Grouped

This option opens a floating menu with conditions whose configuration parameters are grouped by signs in the matches column.

(6) – Add Condition of Formation

This option opens a floating menu with conditions with which you can create different sign formations.

(7) – Add Condition of Position

This option opens a floating menu with conditions in relation to the position of the signs located in the matches column.

(8) – Add Probability Condition

This option opens a floating menu with conditions in relation to the probability of the different matches of the parlay and its application to the columns.

(9) – Add Operation

This option opens a floating menu with all the operations that can be applied to the combinations in the parlay processing.

(10) – Open / Close Details in All

With these options you can open / close the details of all combinations of the parlay. These options avoid having to open / close condition by condition.

(11) – Activate / Desactivate Calculations

With the option to activate / deactivate it can be requested that certain groups of conditions or operations are processed in the calculation of combinations. That is to say that they can be considered as if they did not exist and their parameters will not affect the final result of the final combination.

(12) – Restart Parameters in All

This option resets the parameters of all the conditions that are part of the parlay.

IMPORTANT

*The forecast is excluded because it is normally configured in the **Matches View**.*

(13) – Delete All
This option selectively deletes certain groups of parlay elements (conditions, operations, filters).

4.1.6 Menu – Parlay

This menu *(figure 4.7)* contains actions on the current parlay.

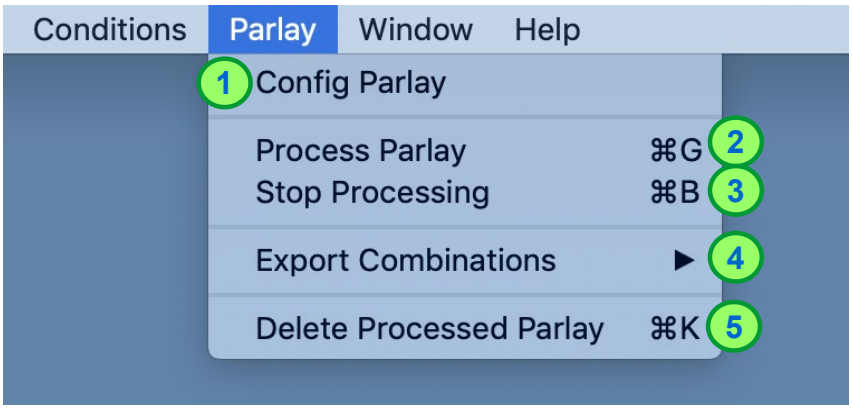


figure 4.7 – Menu – Parlay

(1) – Config Parlay
This option allows you to modify aspects of the parlay if necessary.

(2) – Process Parlay
Pressing this option starts to process the parlay conditions.

PRACTICE
*The **Process Parlay** shortcut is: cmd+G*

(3) – Stop Processing
Pressing this option stops the processing of parlay conditions.

PRACTICE
*The **Stop Processing** shortcut is: cmd+B*

(4) – Export Combinations
After completing the calculations of the parlay you can export the result. It opens a floating menu that allows you to export quickly.

(5) – Delete Processing Parlay
This action is pressed in case you wish to delete all calculations in the parlay.

PRACTICE
*The **Delete Processing Parlay** shortcut is: cmd+K*

4.1.7 Menu – Window

This menu *(figure 4.8)* applies changes to the Maximum1X2 working window.

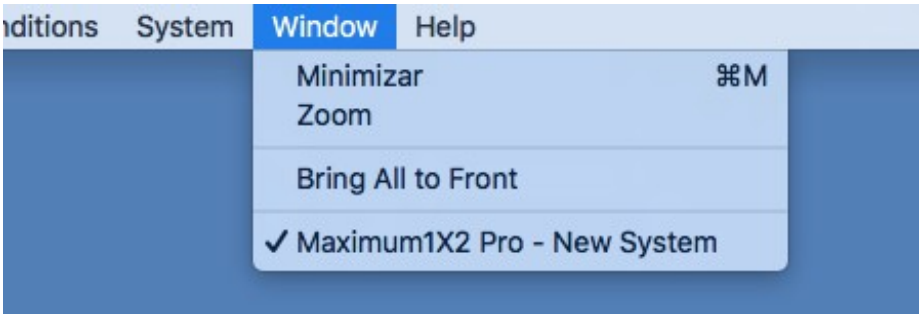


figure 4.8 – Menu – Window

IMPORTANT
In Maximum1X2 only one parlay can be opened at a time.

4.1.8 Menu – Help

This menu *(figure 4.9)* shows different aspects of how to use Maximum1X2.

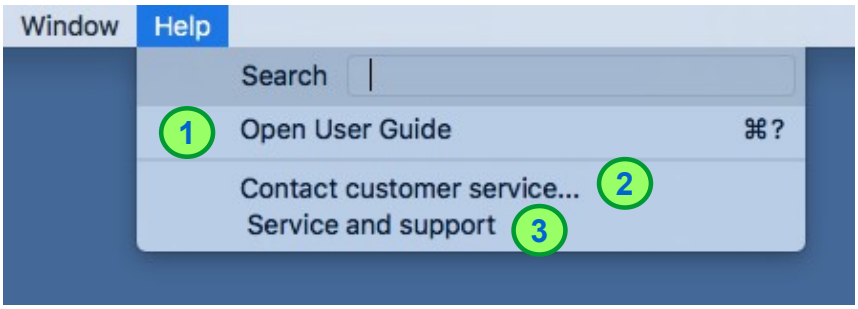


figure 4.9 – Menu – Help

(1) – Open the User guide
It is opened this manual that you are currently reading.

(2) – Contact with customer service
It allows access to the website that contains information on how to contact with Maximum1X2 customer service.

(3) – Service and support
It allows access to the web page that will give you the adequate support to solve possible Maximum1X2 problems.

5 Tools of Maximum1X2

5.1 Toolbar of Maximum1X2

The main program has a toolbar *(figure 5.1)* which allow to access to the various parts of the program.

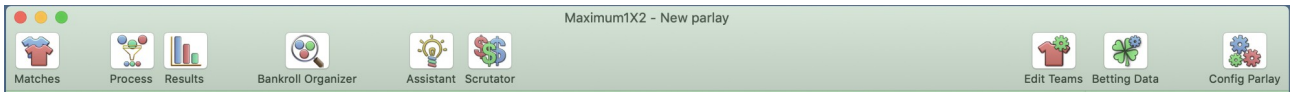


figure 5.1 – Toolbar of Maximum1X2

5.1.1 The basic tools

The basic tools of Maximum1X2 are three *(figure 5.2)* and can be passed from one to another freely.

figure 5.2 – Basic tools

(1) - Setup parameters of sporting matches
Through this view are determined all configuration parameters in the sporting matches of the parlay. (See features in Section 6)

(2) - Processor of conditions
With this view have everything needed to set the conditions, filters and operations and the final result of our parlay. (See features in Section 7)

(3) - Results Viewer
The viewer can analyze results of calculations obtained in the processing conditions. You can get visual and concrete data that will help make changes if needed. (See features in Section 12)

5.1.2 Bankroll Organizer Tool

The Bankroll tool *(figure 5.3)* allows to access to the organizer.

figure 5.3 – Bankroll Organizer Tool

5.1.3 Utilities of analysis

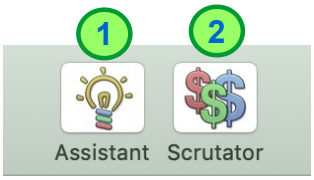


figure 5.4 – Utilities of analysis

In addition there are other utilities that help complete our development and parlay analysis *(figure 5.4)*.

(1) - Analysis wizard in column of signs.
The wizard generates the exact values of analysis in each one conditions with a particular combination of signs. (See features in Section 14.1)

(2) - Scrutator of combinations
The scrutator shows the number of hits of the final parlay combinations. It shows the result of prizes won. (See fearures in Section 14.2)

5.1.4 Additional editors

Apart from the above tools there are several options to edit and configure aspects of the parlay *(figure 5.5)*.

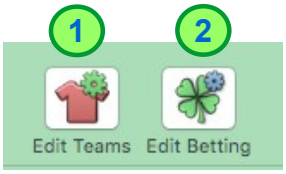


figure 5.5 – Additional editors

(1) – Teams Editor
It allows you to create leagues and teams to define the characteristics of teams in each league. (See features in Section 15.1)

(2) – Bets editor
Allows user to define the names betting that is playing at sporting events in Maximum1X2. (See features in Section 15.2)

5.1.5 Configure Parlay

With this last icon *(figure 5.6)* you can change some of the parlay settings.

figure 5.6 – Configure Parlay

6 Sporting matches

6.1 Interface of sports matches

The screen which begins to develop a new parlay *(figure 6.1)* is what helps us to define all the necessary parameters in our sports matches.

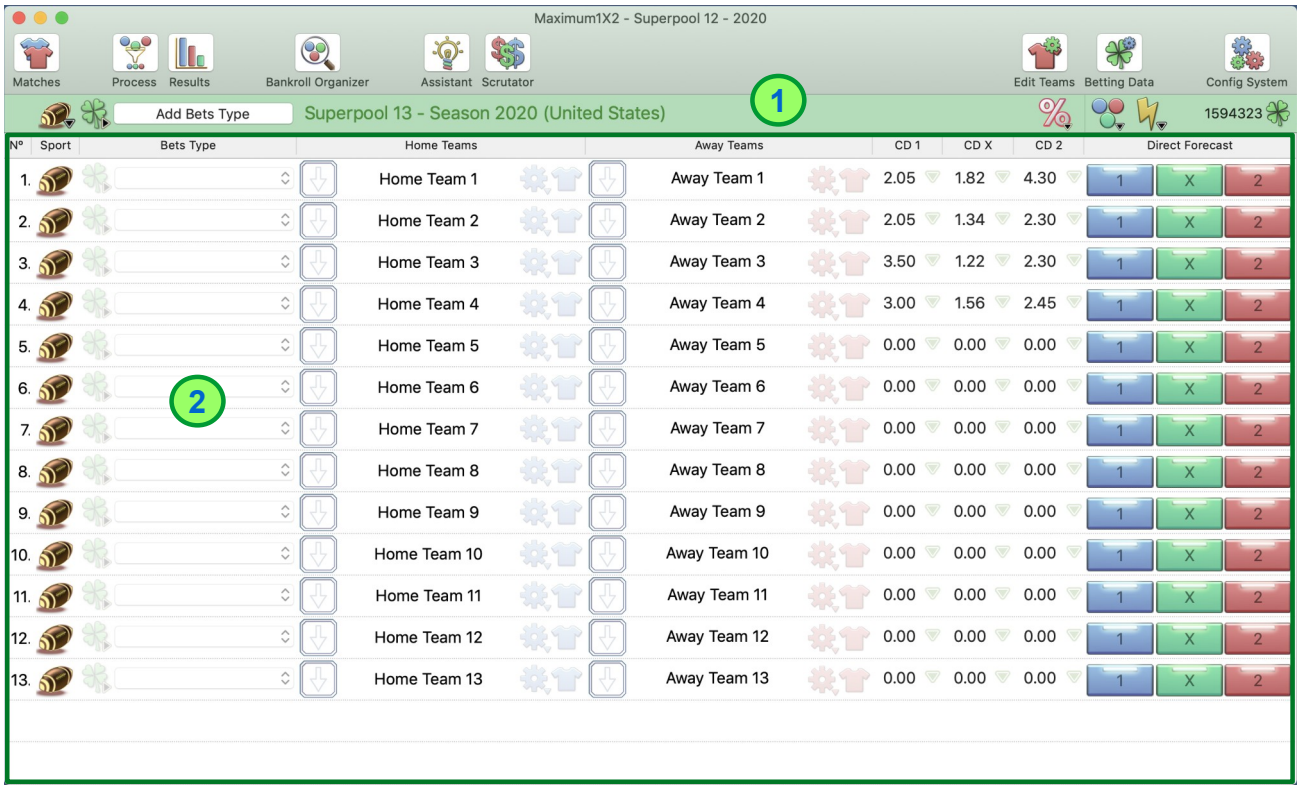


figure 6.1 – Setup parameters of Sports matches

(1) – Toolbar of sports matches

Set of tools that accelerate configuration parameters of sports matches. (See features in Section 6.2)

(2) – View of sports matches

Here they are defined all the parameters of the matches which will be applied in different parts of Maximum1X2. (See features in Section 6.3)

6.2 Toolbar of sports matches

At the top appears a bar with different settings for sports parameters *(figure 6.2).*

figure 6.2 – Toolbar to setup the parameters of sporting matches

(1) - Set the type of sport in every sport match

A panel (figure 6.3) that allows you to change the type of sport in each sport match. This panel has the same purpose as the parlay configuration panel that describes the (figure 3.4).

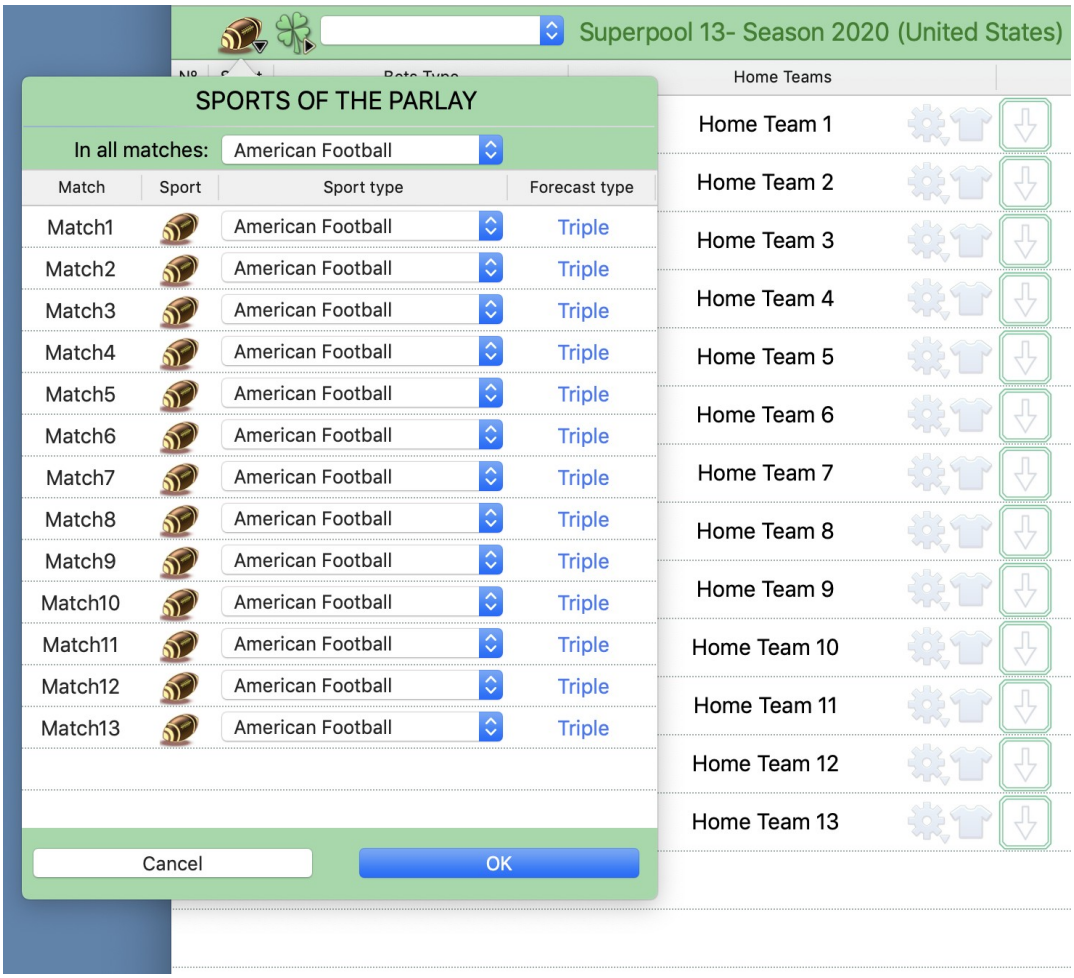


figure 6.3 – Set the type of sport in every sport match

(2) - Selection of sports betting by default

A panel (figure 6.4) that allows you to select the name of the betting according to the type of sport that is displayed in every sports event. These betting names are own of every sport and can not be changed.

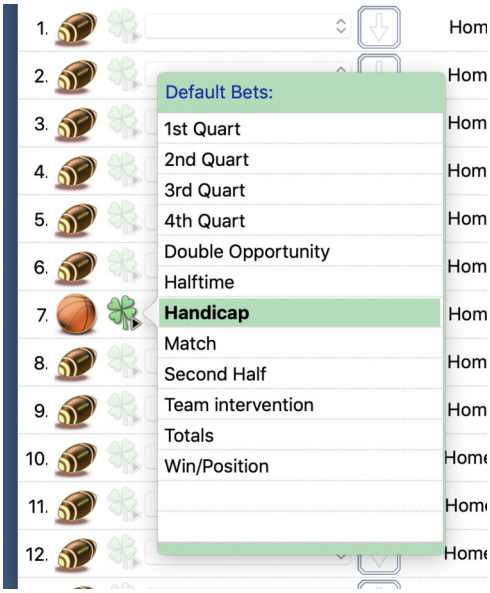


figure 6.4 – Betting names by default

IMPORTANT

Since each sport has a certain type of betting names assigned, if the type of sport for this match is changed also will change the bet name. If type of bet is not removed, it is because both of them sports are using the same bet, the previous and the new. If the match does not have the same name bet you can return to choose a new name for this new sport or enter a custom bet (Section 15.2).

(3) - Selecting the name of sports betting

A dropdown list appears and apply the selected bet name on all sports matches of the parlay. The names of bets can be pre-set by the bets editor. (See features editor in Section 15.2)

(4) – Information of internal name

Name and country of the parlay (figure 6.5) allocated in the initial setup.

figure 6.5 – Name and country of the parlay

(5) - Probability operations

Appears a dropdown menu (figure 6.6) that allows different types of actions with the probability:

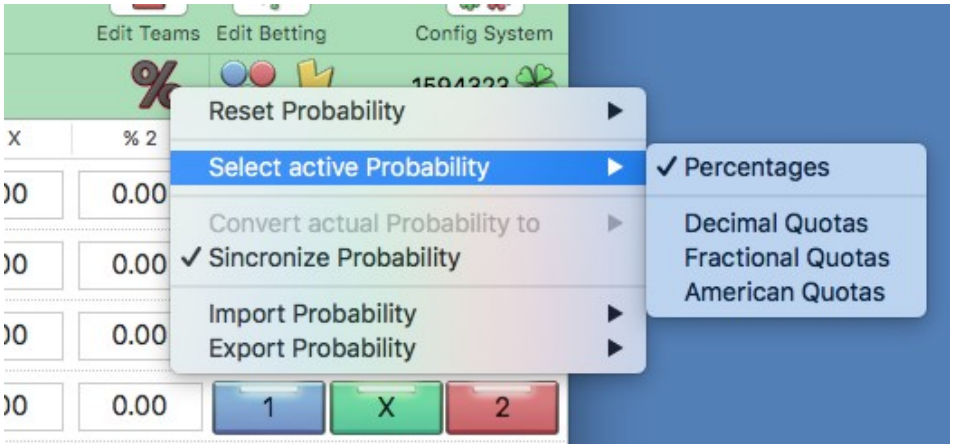


figure 6.6 – Probability operations

- *("**Restart probability**") will set that kind of probability to zero in all signs and matches of the parlay.*

- *(**Select active probability**): will set in view of matches the probability which user wants to activate. Some users prefer a certain quotes to others.*

- *("**Convert probability**") can transform a probability to another without having to do it manually.*

- *("**Synchronize probability**") can automatically transform the selected probability to other without having to convert them. Whenever user changes a probability value, this value will change for all types of probability. This utility is very powerful but you must know what you are doing to avoid surprises.*

IMPORTANT

If you want to know that synchronizing of probabilities is active you will see the button icon turns red at the edge.
*By activating the synchronization of probabilities will disable the option ("**Convert probability**") because now all types of probabilities are becoming at the same time.*

PRACTICE

Activate the synchronized probability and check that edge of button of probability parameters turns red (This also occurs when "Convert Probability" is inactive). Select the probability of percentages. Then select the probability decimal odds. See what's in the probability of winning in the 1st match. Reselect probability of percentages and introduce 12 in the value of winning the 1st match. Select decimal odds and check that the probability value of the 1st match to win changed. That is, the probabilities are synchronized.

- *The option ("**Import probability")** allows to bring a certain probability that you previously exported. This way you can quickly change the settings without having to write them from scratch.*

- *The option ("**Export probability**") saves in an external file the set of probability values to import on another parlay if necessary.*

(6) - Selecting the type of prediction

It appears a panel (figure 6.7) that allows you to select the type of parlay starting predictions. Direct from signs 1X2 of each match or imported from a combination external.

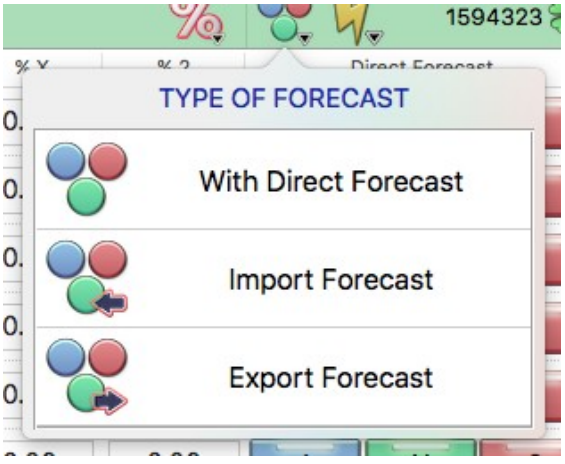


figure 6.7 – Selection of forecast

(7) - Quick Setup of prediction

Using panel (figure 6.8) you can select the desired direct prediction with just the push of a button in some cases. A real advantage.

figure 6.8 – Selector fast of direct predictions

(8) – Number combinations in prediction

*The total number of combinations that contains the prediction is displayed at the end of the toolbar information (figure 6.9). If it is a **direct prediction**, the number will change by signs marked on each match. If, by contrast, is an **external prediction**, the number correspond to the combinations contained in the prediction imported file.*

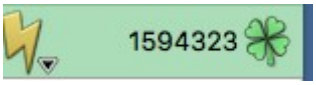


figure 6.9 – Information of combinations in prediction

6.3 Parameters of sports matches

The configuration parameters of a sport event *(figure 6.10)* work similarly in the rest of matches. However entire set encounters determine the total parlay entity.

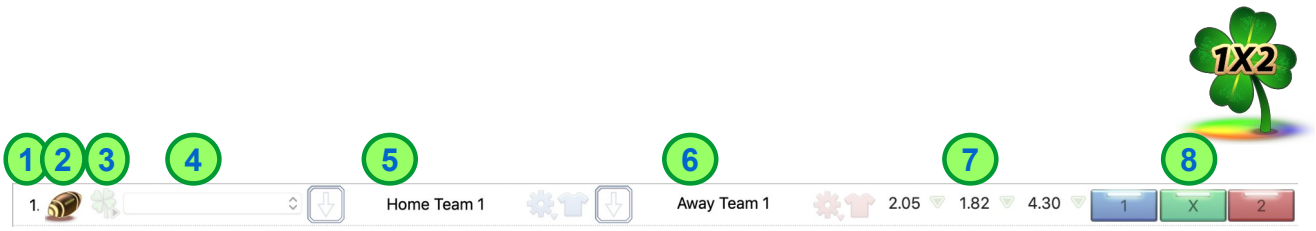


figure 6.10 – Parameters of a sport match

(1) – Number of sport match

It indicates the placement of the match in the parlay. You can not change the order of sport events.

(2) – Type of sport

Reports the type of sport selected for this sports match (figure 6.11). If you want to change the sport assigned to that match you should select it in the selector toolbar from top.

IMPORTANT

You can only add league teams belonging to that type of sport.

figure 6.11 – Type of sport in each match

(3) – Select default bet

Allow to select the name of bet in this match with this type of sport.

(4) – Type of bet

A report of bet type being played at this match (figure 6.12). You can select a particular bet in a listing of names of custom bets (see section 15.2).

IMPORTANT

If you select the same type of bet for all matches, previously selected bets will be deleted.

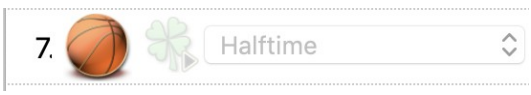


figure 6.12 – Information of bet type in this match

(5) – Local team

*It shows information of a team or local player in a sporting match. if press button with a **blue shirt** you can determine name and shield in a local team by panel (figure 6.13).*

IMPORTANT

If not define leagues and teams in a particular sport you can not assign the name and shield in the view of sporting matches.

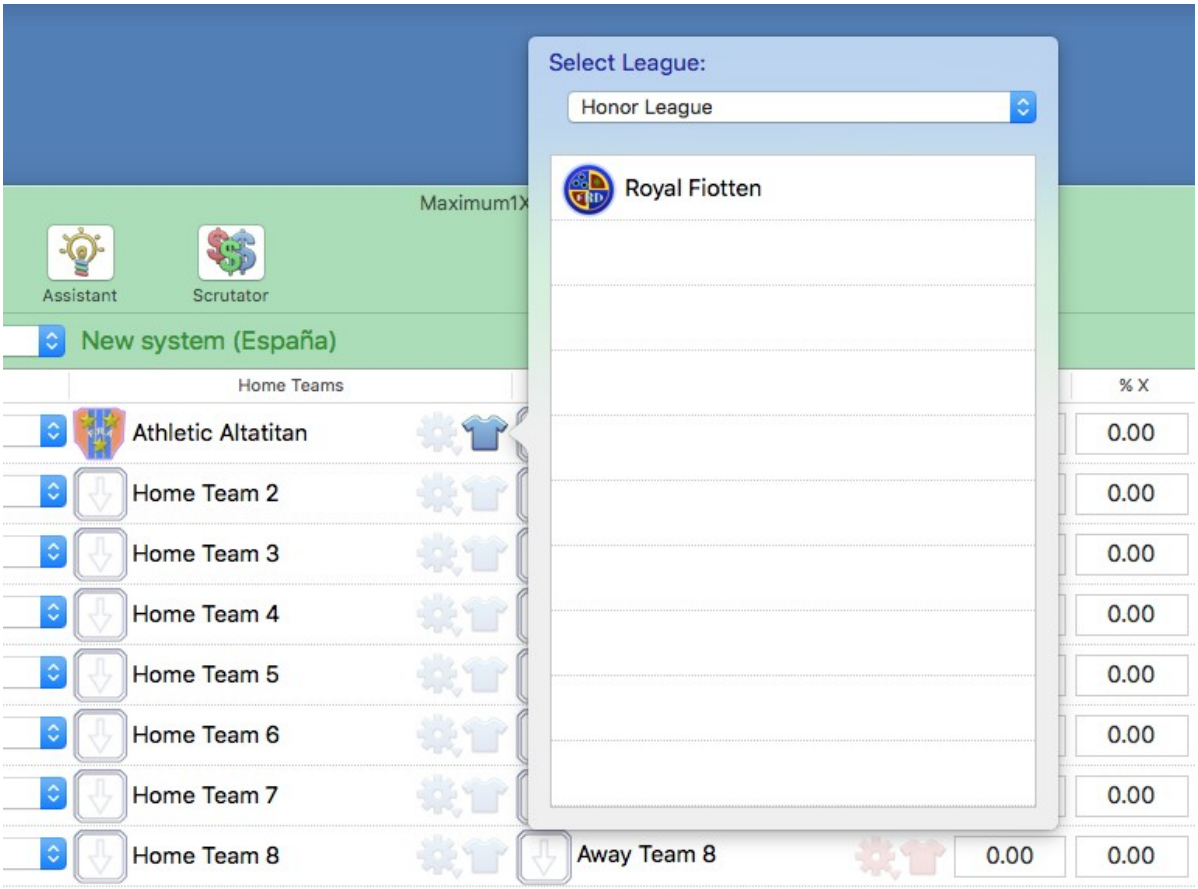


figure 6.13 – Local team selector for this match

(6) – Away team

*The away team is determined in the same manner as for the local team, but we need to press the button of **red shirt**.*

(7) – Likely outcome of the match

The probability of occurring each outcome (win, draw, lose) are determined in the boxes for each sign 1X2 . (figure 6.14)

IMPORTANT

If select a different probability, the new probability will be set up to all matches. In addition the boxes will be modified to allow to write adequate values for each type.

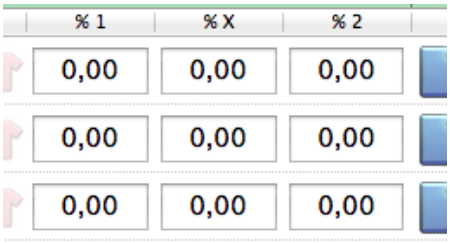


figure 6.14 – Probability boxes of signs 1X2 in each match

(8) – Forecast of sporting match

Each match can start from a different forecast (figure 6.15). That forecast is adjusted to the selected parlay configuration.

figure 6.15 – Signs 1X2 of forecast for this match

*If it is determined **triple**, then is show three signs 1X2 and you will allow to select the three signs, 2 signs or at least 1 sign.*

*If it is determined **double,** then will show only 2 signs (win 1 and lose 2) and you will allow to select 2 signs or at least 1 sign.*

*If it is determined **simple**, then will show three signs 1X2 like a triple, but you can only select 1 sign.*

With parameters of each match defined, you can move to the next section that explains how to properly process conditions forecast we have assigned.

IMPORTANT

Now, after setting all parameters of sporting matches, it would be logical continue with the processing conditions, but it's really not necessary. You can go to the processing of conditions without determine all data. The betting names and parameters of teams (name and shield) are not required to continue the calculation conditions below.

7 Process of parlays

7.1 View in process of conditions

The view that process the conditions *(figure 7.1)* allows us to define several conditions in order to reduce the large number of combinations having in starting forecast. Maximum1X2 will perform the calculations required to find the final combination.

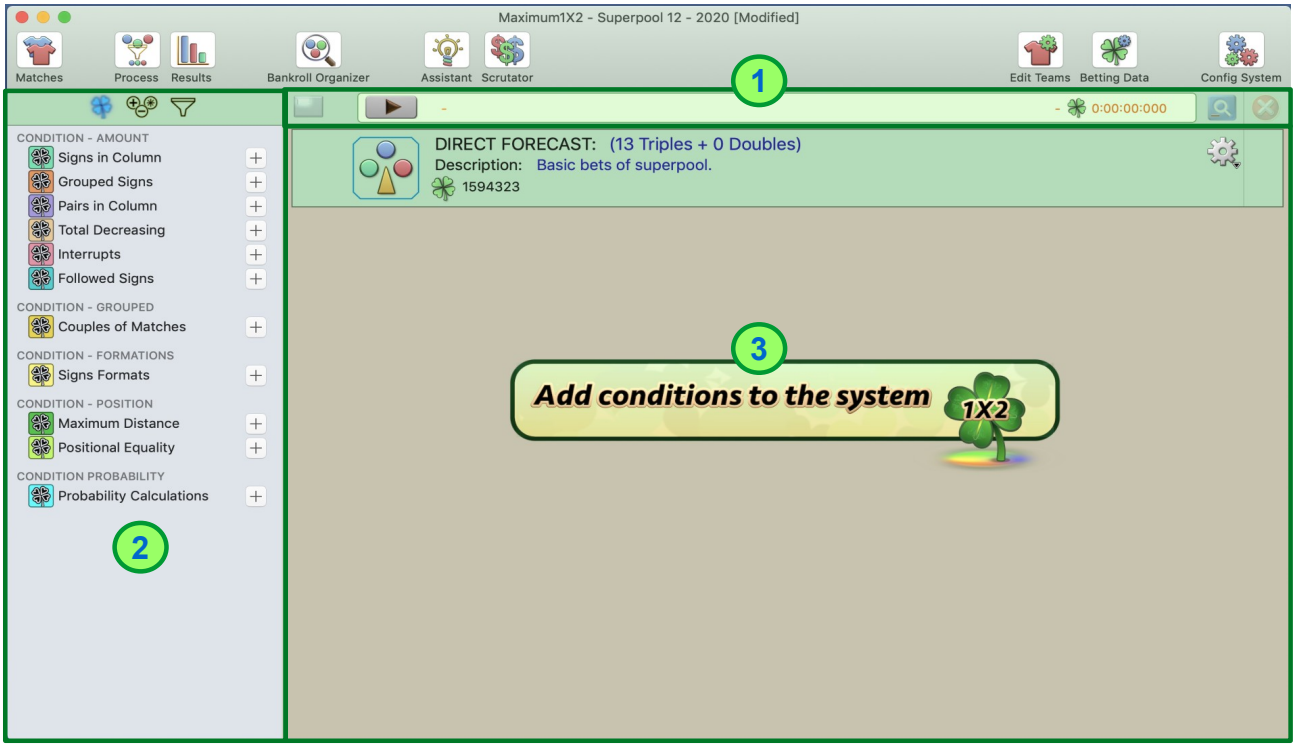


figure 7.1 – Setting conditions

(1) – Toolbar in process of conditions

Tools that help management in process of conditions. (See features in Section 7.2)

(2) – Hierarchical organizer of condicions

Hierarchical organization with all conditions and operations availables in Maximum1X2. (See features in Section 7.3)

(3) – Sequencer of conditions and operations

The sequencer is the part of Maximum1X2 where they are located and configured the parameters of conditions availables. (See features in Section 7.4)

7.2 Processing toolbar

In the top right bar *(figure 7.2)* appears a toolbar with options to modify conditions.

figure 7.2 – Processing toolbar

(1) – Button (On / Off) of all conditions
This option eliminates the need to activate or deactivate one by one.

(2) – Processing calculations button in current conditions
If the button is pressed, will start the calculation of combinations that they are accepted according to parameters from each of the parlay conditions.

(3) – Information panel
A information panel show the condition name that has just been processed, the number of combinations that have resulted from the calculation and computation time required.

(4) – Button to Show / Hide all conditions
This option eliminates the need to open or hide the details of the conditions one by one.

(5) – Button to erase all conditions
This option delete all parlay conditions. The forecast is the only one unerased. As shown in figure 7.1.

IMPORTANT
If you delete all conditions, the other configuration parameters assigned to the parlay is not altered.

7.3 Selector of processing elements

There are a hierarchical view to the left of processing conditions *(figure 7.3)* with the elements that can be assigned to a parlay. **The aim of these conditions / operations is to reduce the number of combinations of the forecast**. Maximum1X2 is responsible for reducing the forecast eliminating those that do not meet the parameters set by the user in each condition. So Maximum1X2 always will find the winning combination of your parlay when all the criteria for selecting the winning combination are met. Maximum1X2 makes it transparently and instantly showing all necessary details of the calculation.

figure 7.3 – Hierarchy view of conditions / operations of processing

To add a condition / operation just press the (+) button at the end of each element of the hierarchical view element. Instantly the added condition appears in the sequencer of conditions and operations *(figure 7.5)*. The elements can be placed in the order you want.

IMPORTANT

You can know the number of elements of each type placed because there is a number to the left side of the button (+) indicating the existing amount of elements in the parlay.

PRACTICE

Click on the (+) button in the condition "Signs Column". Check that the number is (1) on the left side of the button (+). This means that the parlay contains one condition of type "Signs Column".

The hierarchical distribution of the elements in parlay is divided into two classifications. To access each element of each classification must click on the icons *(figure 7.4)* that are on the top of the hierarchical view:

figure 7.4 – Icons to select conditions / operations

(1) – Parlay conditions

By selecting this icon all conditions that can be added to the parlay appear. Current conditions allow the user to convert the initial forecast with a very higher number of combinations in a number of combinations more according to personal taste and the personal economic posibilities, but in subsequent versions will add new ones. Full power of Maximum1X2 depends on the conditions. These are the core of the application.

(2) – Operations

This icon shows all operations that can be applied in the parlay conditions. The operation affects the above condition with respect to its position.

(3) – External filters

This section allows to work with external combinations

7.4 Sequencer of conditions and operations

Pressing the (+) button from the selector a condition is added to the sequencer of conditions and operations. This view *(figure 7.5)* allows you to see the order in which they will be processed conditions.

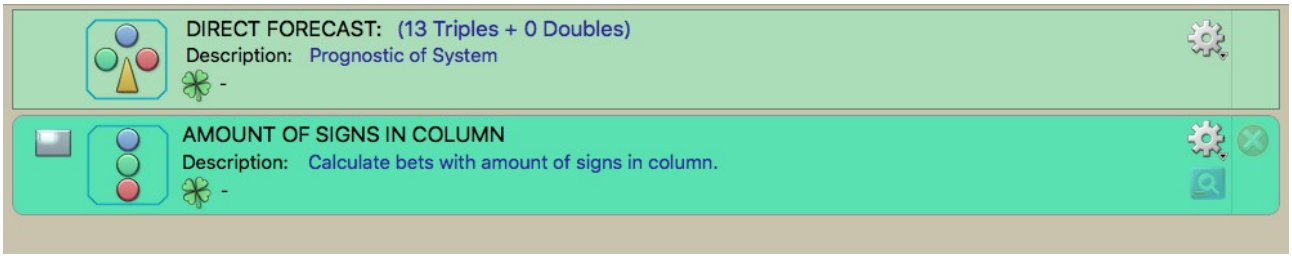


figure 7.5 – Sequencer of processing

You can change the order of conditions by clicking the mouse and moving the condition elsewhere. The condition not loses the configuration parameters stored (See section 9), but if you have processed the parlay will lose all calculated combinations.

IMPORTANT

You can not place a condition ahead of the forecast. The forecast is always the first condition of all conditions.

8 Processing elements

8.1 Columns of signs

Before you begin to describe what are the conditions, you should understand well what is a column of signs. Full understanding of this concept is vital to correctly select the parameters for each condition.

The column of signs is a set of ordered signs. The sign is the probable outcome of a sporting event; the order of signs corresponds to the order of matches and the number of signs of the column is the number of matches. For a better understanding of sporting events refer to Section 6.

Columns write signs horizontally and the order of signs is from left to right. If the columns are written vertically the order of signs is from top to bottom. Both columns are equal but different placement. The sports betting is that column.

PRACTICE

The column 1X22X1 consists of 6 sporting events. The first sign is 1 (Winning) that is the result of the first sporting match. The next sign is X (Draw) of the second match. The third sign is 2 (Loss) for the third match. The fourth sign is another 2(Loss) for the fourth match. The fifth sign is X (Draw) of the fifth match. The sixth sign is 1 (Winning) the sixth match.

8.2 The forecast

The prognosis is not itself a condition but a starting combination of columns. To understand it better would be the first condition. Its predictions are easy to understand but hard to guess. To the right of each sporting match are the 1X2 forecast buttons. If a sporting match is marked with 1 and X buttons *(figure 8.1)* is because we assume that the local team will win (sign 1) or both players will get a draw (sign X). if user not clicks the button 2 we assume that the visiting team will not win. There will not exist any column which will have 2 (Loss) in this match.

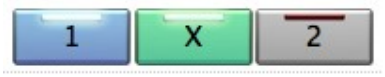


figure 8.1 – Forecast with signs 1X actives

The number of signs marked on each match along with the number of matches

will generate the forecast, that is the number of possible combinations or columns. Obviously if you mark more signs and add more matches, then will have more combinations. The forecast will be more dificult to guess.

PRACTICE

Create a set of 6 matches with triple in the forecast for each match. Select a parlay as signs 1X2. Click and unclick 1X2 buttons of the forecast. Meanwhile check how it change the number of combinations on the right side of the toolbar sporting matches. The user needs to get 144 combinations in the direct forecast.

At a minimum there must be a sign selected in each forecast of each sporting match. Maximum1X2 not allow a match without forecast.

8.3 What is a condition?

A condition is the basic processing element in Maximum1X2. Their representation in the processing sequencer *(figure 8.2)* is similar in all of them.

figure 8.2 – Example of view of a condition

(1) – Activate / Deactivate a condition

*If the condition is **active** it will be included in the calculation processing If you are **inactive** will be skipped and it will be processed the next condition.*
Some conditions have complex configuration parameters. Inactivate this condition has the advantage of seeing the end result of the parlay without deleting the condition or reconfigure its parameters again.

(2) – Type of condition

Name identifying the type of condition.

(3) – Condition Description

You can include a brief description to identify what you want to accomplish by that condition.

(4) – Number of processed combinations

When the parlay is processed, the number of combinations that are generated in this condition appears. If the condition is inactive it not appears the number of processed combinations.

(5) – Condition parameters

Pressing this button, it appears a panel with parameters that can be configured for each condition. Each condition type has its own type of parameters. Some specific conditions would have parameters inactives because can not be set up. The condition would inactivate this parameters automatically.

(6) – Details of the condition

Pressing this button it shows details of the condition. In details are buttons that allow ***export*** *the condition (save a file with the combinations created by this condition) or* ***edit the combinations*** *of condition (See section 8.4) and so on.*

IMPORTANT

Only a combination that has been exported as text (TXT) can be imported as a forecast or as a file of external combinations. A file (PDF) can not be imported.

(7) – Delete condition

Pressing this button, the condition in the sequencer is deleted. This also decreases the number of conditions in hierarchical panel of elements.

IMPORTANT

Each condition has a different color to recognize each one correctly. You can change the default color for each one condition in preferences of Maximum1X2 (See Section 2.1.4).

There are different types of conditions. They appear classified according to the type of effect it has on the whole sporting matches. In chapter 7 will see the operation of each one.

IMPORTANT

It is recommended to test each condition until the user fully understand the operation of each condition.

8.4 Edit manually combinations

Although conditions processed calculate automatically columns that meet the parameters chosen by the user, there is the possibility of reviewing the resulting columns and edit or delete them manually. This does not apply to forecast because it is the first of the conditions that make up the parlay.

You can not edit a condition that has not been processed. The option to edit combinations appear when expand the details of each condition *(figure 8.3)*, but only if there are processed combinations.

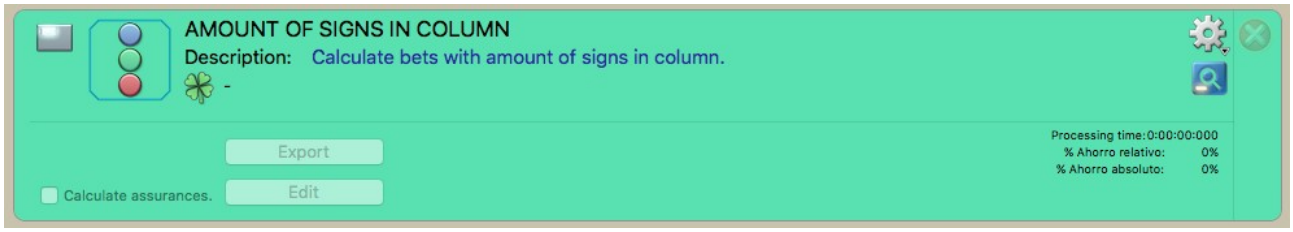


figure 8.3 – Details of condition

Clicking the ("Edit") button appears a popup window with the following interface *(figure 8.4)*.

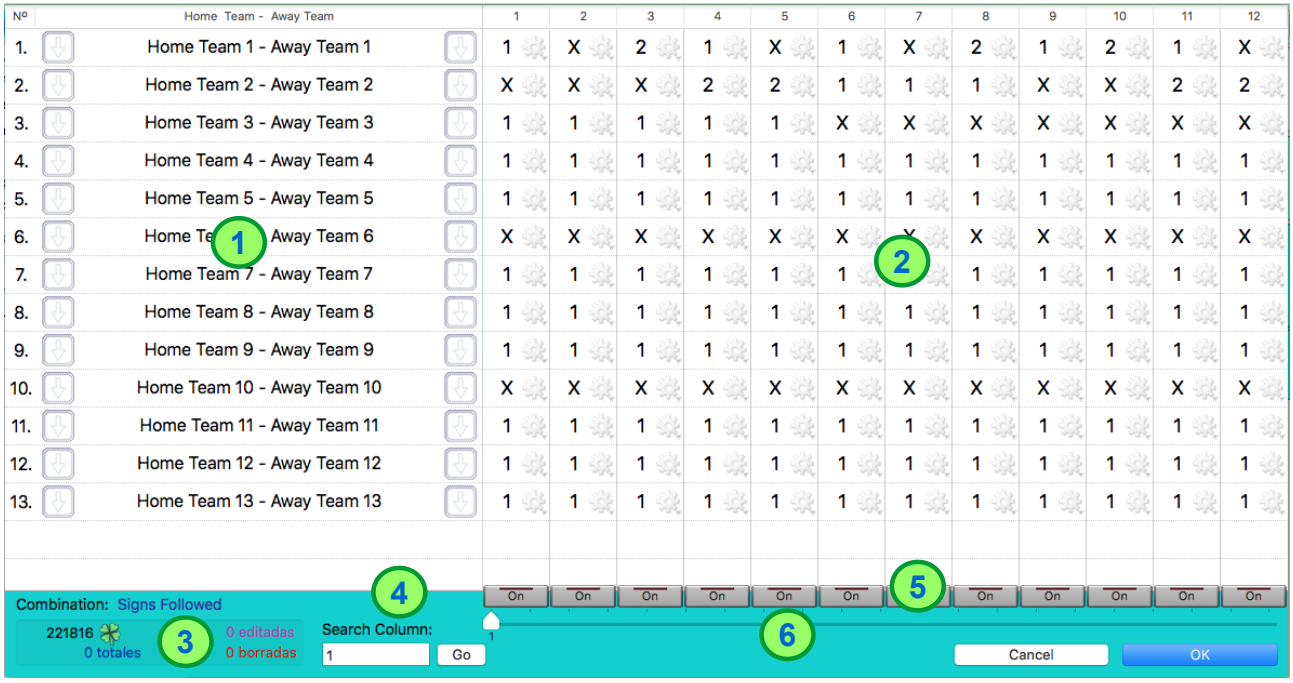


figure 8.4 – Interface to edit the columns of the condition

(1) – List of sporting events

They are displayed the respective matches.

(2) – Columns of the condition that can be edited

It display a table with all the columns that are part of the condition. In each column you can see the signs 1X2 generated for each meeting. At the top appear the order occupied by the column inside the column set.

(3) – Information of the edited columns

The original columns or unedited columns of the combination appear next to clover. Total final edited columns appear blue. Edited columns, namely converted into each other appear purple. Columns that have been deleted manually are displayed in red.

(4) – Search column

Some conditions may contain thousands of columns. You can go directly to the desired column by placing the column number and pressing the button ("Go to column").

(5) – Enable / Disable columns

To enable or disable columns, the user has to press the buttons below the list of edited columns (figure 8.5).

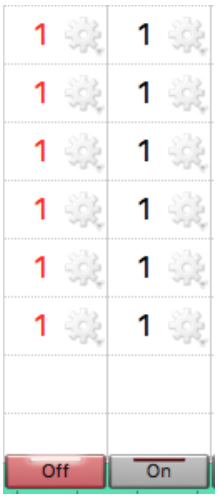


figure 8.5 – Buttons to activate / deactivate columns manually

IMPORTANT

When a column is active signs are black. While a column is disabled the signs become red.

(6) – Slider to search columns

You can also search by the slider. But the search is not as accurate when there are thousands of columns. This slider should be used when there are few columns in the combination of the condition.

IMPORTANT

If you change any of the columns that are part of the condition will have to reprocess the parlay. That is so because when remove or change the present condition these changes will affect the resulting columns of subsequent conditions.

8.4.1 Modify signs of a column

Beside each sign there is a button *(figure 8.6)* that allows you to change the sign of a column by another sign. One mini-window will be displayed and will allow you select only the signs that the column can adopt.

figure 8.6 – Button to change a sign of column

IMPORTANT

You can only change a sign of an active column. If the column is inactive (red signs), the button to change signs disappears and signs can not be modified.

If the forecast is configured so that it does not contain a sign in a match, this sign can not be selected in the mini-window.

When a sign is changed is shown in purple. The remaining unmodified signs are displayed in green. This way you remember which sign was changed in a given column.

IMPORTANT

The modified purple sign also appears when the column was deactivated. This

occurs when a column is modified and a column that already exists is created. Thus when it reverse the modified sign we can reactivate the new eliminated column. That is due to boths columns are duplicate.

PRACTICE

Create a parlay with 3 matches in the sport of their choice. Add a condition and process the parlay. Display the details of the condition in processing window. Press "Edit" and modify one of the signs of a column to other sign. Check that signs changes to purple and other signs are green.

8.5 What is an operation?

It can apply an operation to a condition. A processing operation alters combinations of a condition if this status is processed. If is inactive will affect the above and so on.

There are also operations that control processing flow of calculation.

Like conditions, operations also have distinctive colors that can be determined in preferences *(see Section 2.1.5)*. When an operation is added to the sequencer, like in conditions, a figure is also added in the hierarchy of operations *(figure 8.3)*.

But the representation of operations not contains the same elements as the conditions. Operations do not have details of condition and some may only have operating parameters.

9 Types of conditions

9.1 Conditions about amount of signs

9.1.1 Signs in Column

This condition counts the number of signs of the column. The type of signs that can check the condition are the variants (signs X and 2 summed together), the number of X signs and number of 2 signs. When the condition is processed only will admit the columns that contain the exact sum of the signs present in the column.

The way to indicate the sums of signs allowed or not allowed in each column is done by clicking on the settings of the condition. It will appear a panel with the types of signs and all possible values *(figure 9.1)*. It should check or uncheck the values of sums that the user sees fit to win.

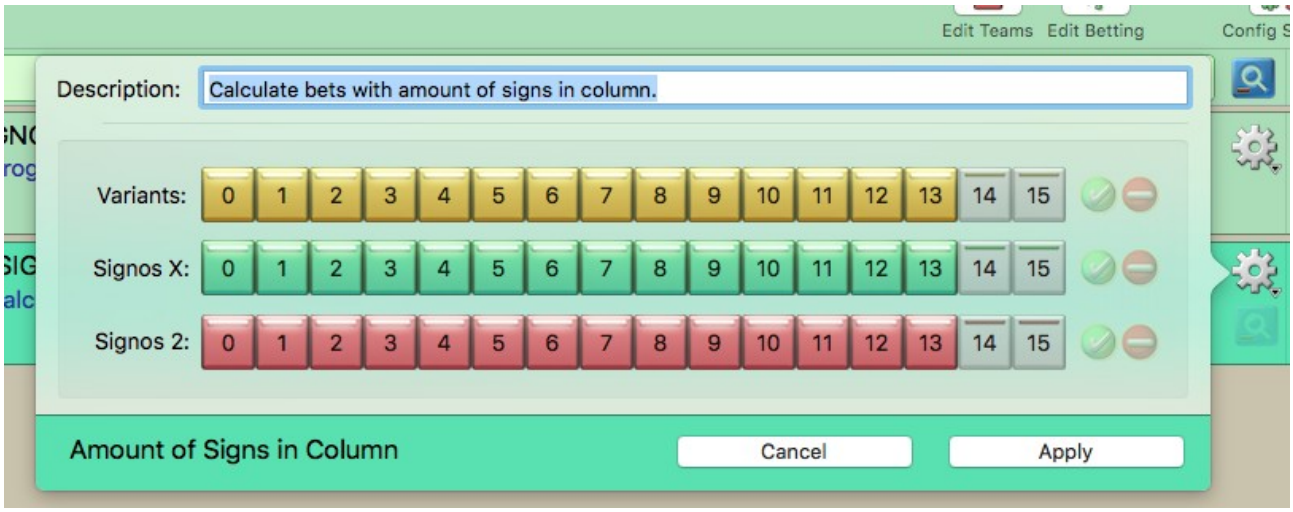


figure 9.1 – Settings panel of Signs in Column

PRACTICE

The column 1X22X1 already seen above contains a sum of four variants because it contains two X and two 2. It contains the sum of two 2 and the sum of two X. The condition is satisfied if the parameters value marked is 4 variants, 2 in the X signs and the value 2 in the signs 2. Therefore, once processed the condition, the award combination would be among the resulting combinations.

In all conditions that the buttons appear *(figure 9.2) can check or uncheck several values at a time in order to save t*ime. The green button mark values and red unmarked.

figure 9.2 – Check / Uncheck multiple values

9.1.2 Signs Grouped

The signs grouped condition is similar to the condition of signs in column because it adds the number of signs X (Tie) and signs 2 (Losing) in a column. But the values that are showed in the status panel *(figure 9.3)* are the sums of those two signs as a group.

IMPORTANT

The first numerical value is the sum of the X signs and the second numerical value is the sum of signs 2. Between these signs the + symbol is placed.

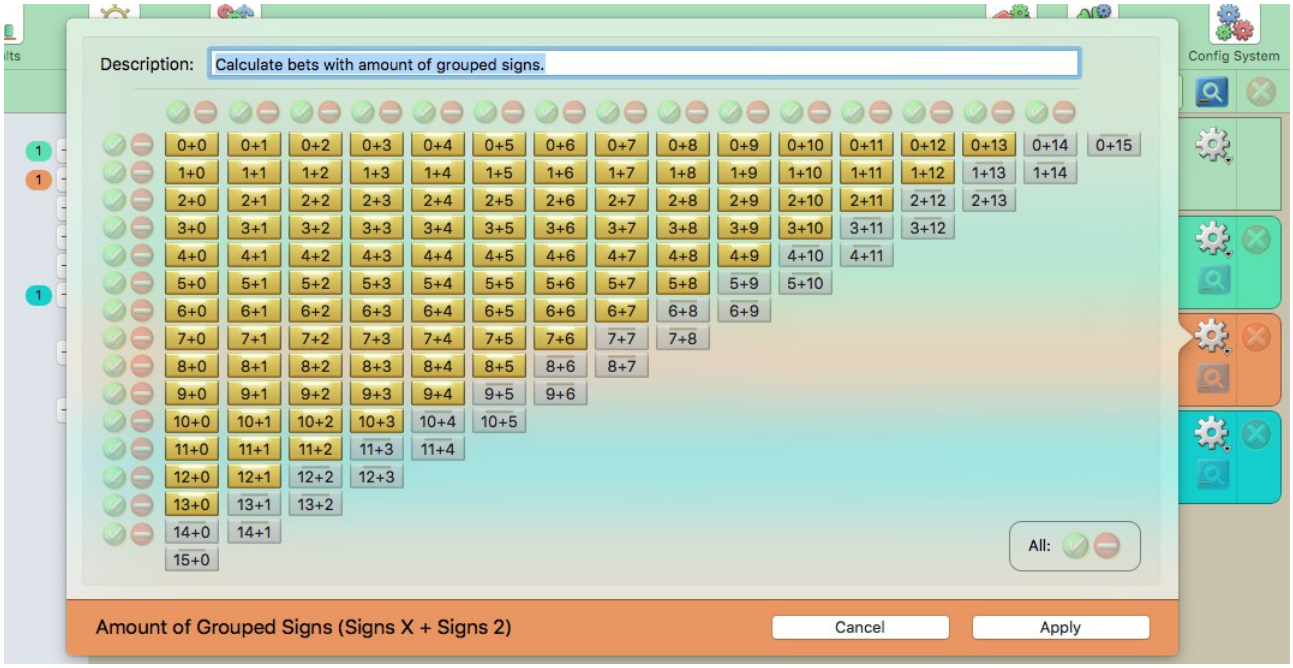


figure 9.3 – Settings panel of Signs Grouped

PRACTICE

In 1X22X1 column there are two signs X and two signs 2. The condition is met if the parameter (2 + 2) is checked. Once processed condition then we would find the winning combination of the award between the resulting combinations.

The buttons of *(figure 9.2)* help to a quick selection of parameters in rows or

columns. As there are a large number of parameters, two buttons exist in the lower right of the panel to check or uncheck all parameters.

9.1.3 Pairs in Column

This condition of Pairs in Column examines whether two equal signs appear next to each other. That is, a pair of equal signs. In the panel condition parameters *(figure 9.4)* appear all possible pairs. **The letter V represents variants** and means that the sign V can be a sign X or 2.

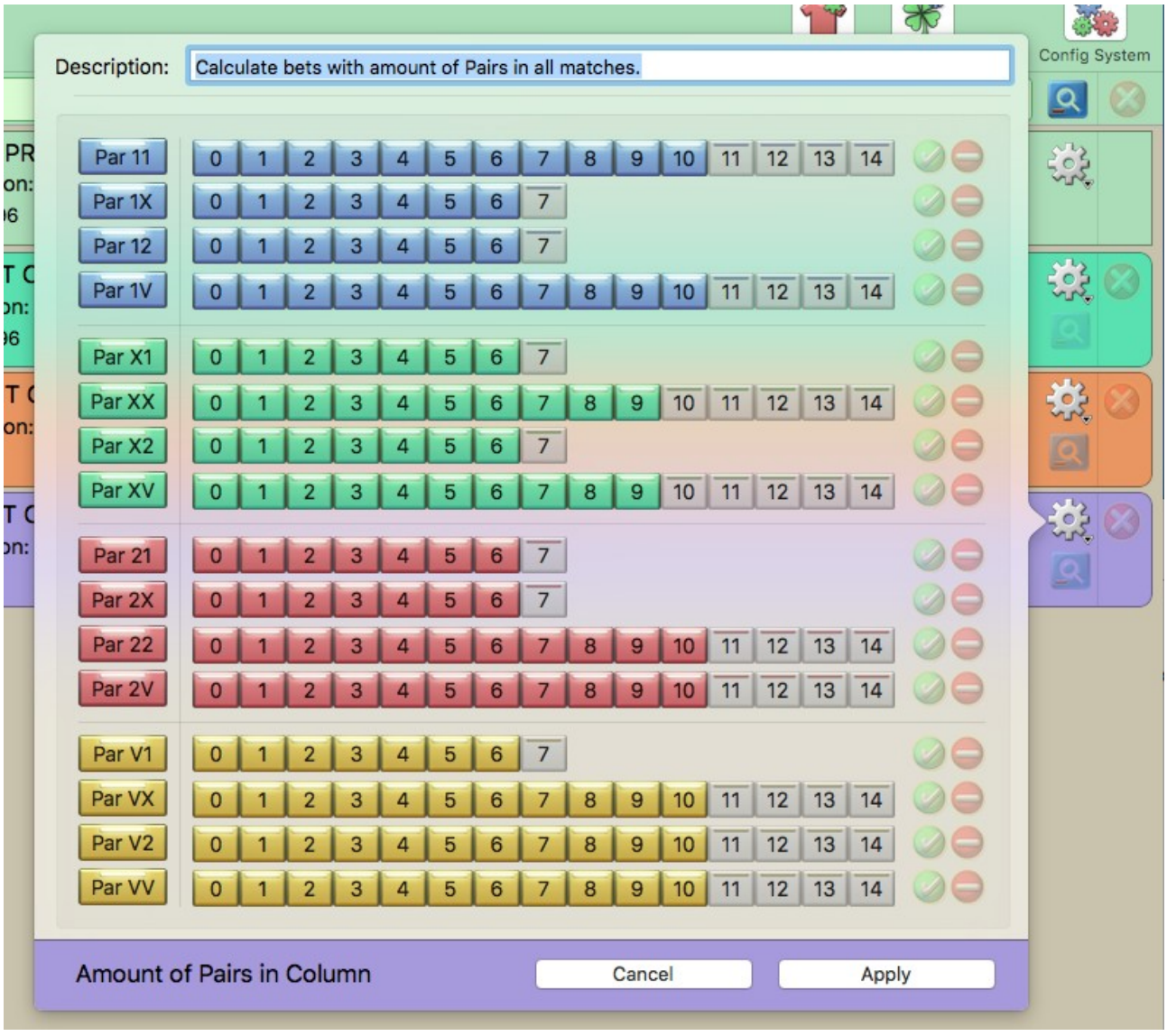


figure 9.4 – Settings panel in Pairs in Column

If you do not want to select a particular type of pair you can disable it by

unchecking the type of pair. Only if that is marked it shall verify that the column contains the number of pairs expressed on the right. (See figure 9.5)

figure 9.5 – Pair X1 inactive; Pair XX active only to values 1 and 2

IMPORTANT

Pairs can be overlap so that a sign of a pair may be part of another pair.

PRACTICE

In 1X22X1 column are the following pairs:

Pairs 11: 0 pairs.
Pairs 1X: 1 pair in 1X22X1
Pairs 12: 0 pairs.
Pairs 1V: 1 pair in 1X22X1 because X is a variant.

Pairs X1: 0 pairs.
Pairs XX: 1 pair in 1X22X1
Pairs X2: 1 pair in 1X22X1
Pairs XV: 1 pair in 1X22X1 because 2 is a variant.

Pairs 21: 0 pairs.
Pairs 2X: 1 pair in 1X22X1
Pairs 22: 1 pair in 1X22X1
Pairs 2V: 2 pairs: 1X22X1 and 1X22X1 because 2 and X are variants.

Pairs V1: 1 pair in 1X22X1 because X is a variant.
Pairs VX: 1 pair in 1X22X1 because 2 is a variant.
Pairs V2: 2 pairs: 1X22X1 and 1X22X1 because X and 2 are variants.
Pairs VV: 3 pairs: 1X22X1, 1X22X1 and 1X22X1. All signs in red are variants.

*In the case of pair VV you can see what are the **overlapping pairs** because a sign of the previous pair is part of the next pair.*

The condition is met if the number of pairs of each type are marked. The award combination would be among the combinations resulting from that.

You can only press the buttons fast selection *(figure 9.2)* if the pair is marked. If the pair is unchecked then we can not be used.

9.1.4 Total Decrease Count

The following condition calculates the total number of consecutive signs of each type and place those amounts decreasingly. To represent all possible parameters is used a extensive panel *(figure 9.6)*. At first glance it can be intimidating, but once the behaviour is understood the condition is very useful.

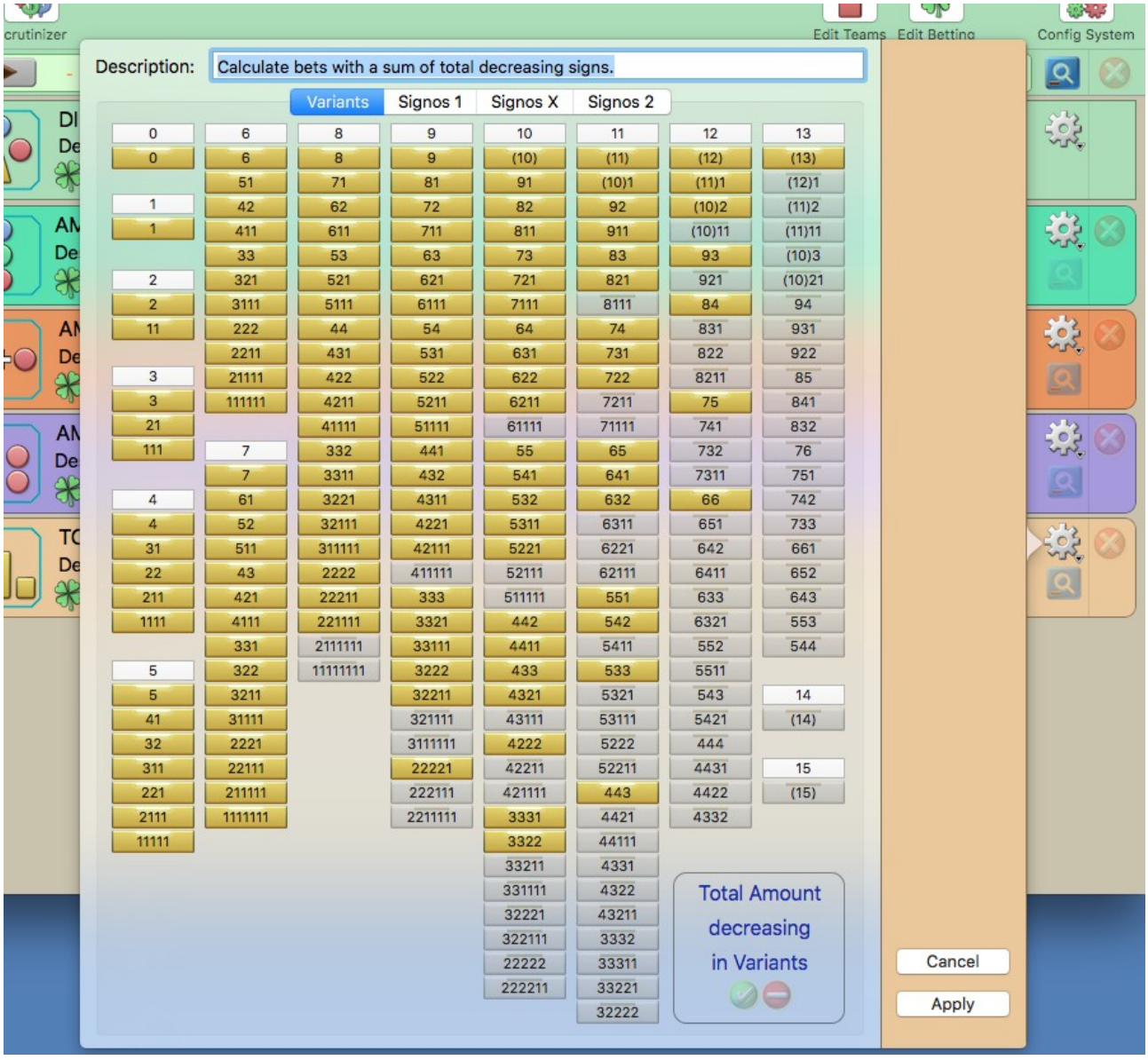


figure 9.6 – Settings panel of Total Decrease Count

This condition has the same parameters for each type of sign. If we desire to decrease the total amount of 2 signs then must click on the tab titled "Signs 2" *(figure 9.7)*.

figure 9.7 – Tabs to select total decrease count for each type of sign

PRACTICE

In 1X2X11X2XX221X column the total decrease count is:

Variants: The parameter would be (631) because there are three groups of variants followed. A group of 6, another 3 and a group of 1 that can be seen in 1X2X11X2XX221X. The other signs are not variants and not counted.

Signs 1: The parameter would be (211) because there are three groups of signs 1 followed. A group of 2 signs, two other groups with signs 1 that can be seen in 1X2X11X2XX221X. The other signs are not signs 1 and not counted.

Signs X: The parameter would be (21111) because there are five groups of signs X followed. A group of 2 signs and other four with X sign that can be seen in 1X2X11X2XX221X. The other signs are not X and not counted.

Signs 2: The parameter would be (211) because there are three groups of signs 2 followed. A group of 2 signs and other two groups with one 2 sign that can be seen in 1X2X11X2XX221X. The other signs are not the 2 sign and are not counted.

The condition is met if the parameters (631) in variants, (211) in signs 1 (21111) in signs X and (211) in signs 2 are marked. If so processing the parlay would find the winning column between the resulting combinations.

In this condition you can quickly select and deselect parameters by clicking on the boxes of the sign numbers. Figure 9.7 shows the boxes for 8, 9, 10 and 11 signs but with all other signs works the same.

IMPORTANT

If we open the details of the condition you can see options to set a certain type of sign by Total decrease count (figure 9.8). Unchecking the signs is preferable because the calculation speed will increase.

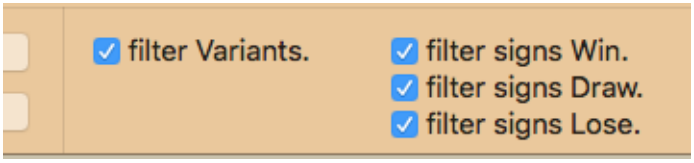


figure 9.8 – Details to set certain signs in Total Decrease Count

9.1.5 Interruptions

The condition of interruptions traces the signs of each column from left to right and indicates the changes of sign ("interruptions") occur with the consecutive sign. That is, every time you change a sign and is different from before, it appears an interruption of that sign. There are different types of interruptions (figure 9.9).

figure 9.9 – Settings panel of Interruptions Followed and Interruptions

Global Interrupts: which counts all interruptions or changes from one sign to another sign whatever it is.
Interruptions of Variants: counts all variants interruptions (X and 2). That is, they change from 1 to variant.
Interruptions of Sign 1: counts all interrupts from 1 to variant.
Interruptions of Sign X: counts all interrupts from X to any other sign.
Interruptions of Sign 2: counts all interrupts from 2 to any other sign.

PRACTICE

For example the following 11X2XX1222X1X2 column consists of 14 matches and has 9 interruptions:

1st interruption from 1 to X: 11X2XX1222X1X2. (Interruption of 1)
2nd interruption from X to 2: 11X2XX1222X1X2. (Interruption of X)
3rd interruption from 2 to X: 11X2XX1222X1X2. (Interruption of 2)
4th interruption from X to 1: 11X2XX1222X1X2. (Interruption of V and X)
5th interruption from 1 to 2: 11X2XX1222X1X2. (Interruption of 1)
6th interruption from 2 to X: 11X2XX1222X1X2. (Interruption of 2)
7th interruption from X to 1: 11X2XX1222X1X2. (Interruption of V and X)
8th interruption from 1 to X: 11X2XX1222X1X2. (Interruption of 1)
9th interruption from X to 2: 11X2XX1222X1X2. (Interruption of X)

The condition is met if the following parameters are marked. Global interruptions (9) that would be the shown value. Interruptions of variants signs with value (2). In interruptions of sign 1 with value (3). In interruptions of signs X with value (4). And interruptions ot signs 2 the value (2). If we process we would find the winning combination between the resulting combinations of the parlay.

Along with this condition of Interrupts Maximum1X2 includes the parameters to configure Followed Interrupts, but is discussed below.

9.1.6 Followed Interruptions

With the condition of "Interruptions" of (Section 9.1.5) we include the condition "Followed Interruptions". This condition traces the maximum consecutive of followed interruptions.

The parameters to condition interruptions followed are named equal than "normal" interruptions as you can be seen on the panel *(figure 9.9)*.

PRACTICE

In the column 11X2XX1222X1X2 there are the following interruptions:

Globals: the maximum number of consecutive interruptions of the column. In the column there is a maximum of 4 global which are those of the following signs: 11X2XX1222X1X2 From 2 to X, from X to 1, from 1 to X and from X to 2.

Variants: Of the 4 global followed interruptions earlier there is only one followed interruption that changes to 1. The second variant changing from X to 1. 11X2XX1222X1X2

Signs 1: Of the 4 global followed interruptions only 1 change from sign 1 to another sign. The third that changes from 1 to X. 11X2XX1222X1X2

Signs X: Of the 4 global followed interruptions there are 2 consecutive interruptions passing from X to another sign. The second X-1 and the fourth X passing to 2. 11X2XX1222X1X2

Signs 2: Of the 4 global followed interruption there is 1 interruption passing from 2 to another sign. the first is passing from 2 to X. 11X2XX1222X1X2

The condition is met if the following parameters are marked. Interruptions followed in global value is (4). In consecutive interrupts of variants the value is (1). In followed interruptions in signs 1, the value is (1). In interruptions followed in signs X the value is (2). And interruptions followed in signs 2 the value is (1). If we process the parlay we would find the winning combination condition between the resulting combinations.

9.1.7 Followed Signs

*This condition check the **maximum amount of equal followed signs** that contains the column of signs. Parameters of followed signs that can be conditionate are amount of variants (X and 2), signs 1, signs X and signs 2 (figure 9.10)*

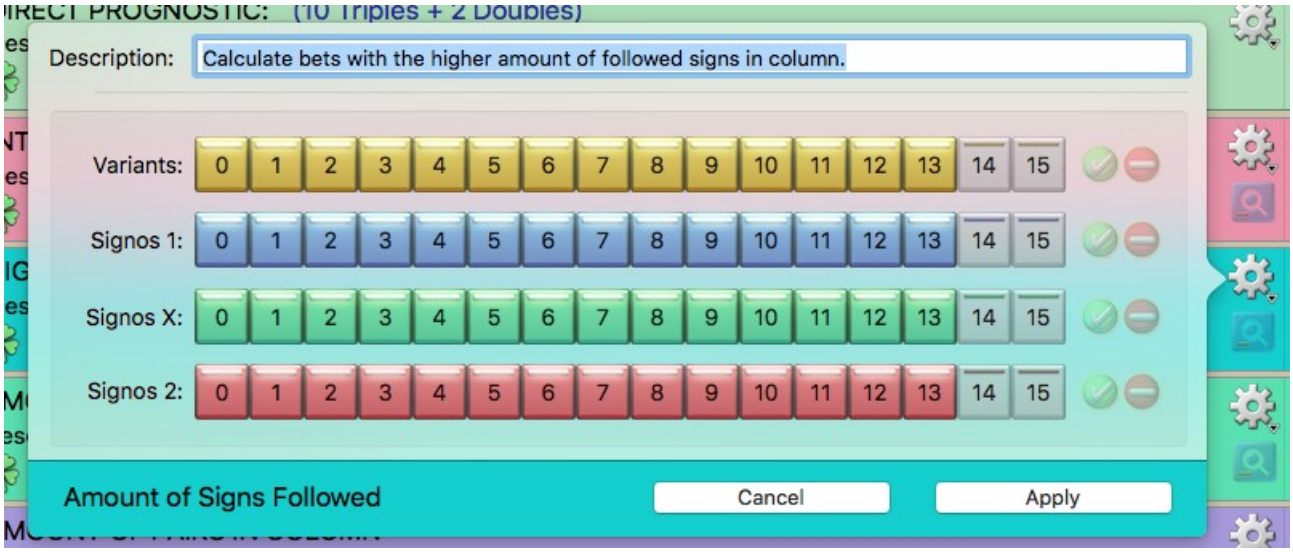


figure 9.10 – Settings panel of Followed Signs

PRACTICE

For example for 1X22X111X22XX1 column:

Variants (X y 2): In the column there are variants followed: 1X22X111X22XX1. There are two groups of followed variants, but the largest number of followed variants is (5).

Signs 1: In the example column, the maximum amount of followed signs 1 are: 1X22X111X22XX1 and although there are three groups of signs 1, the largest is (3) which is the amount to be taken into account.

Signs X: In the following column: 1X22X111X22XX1 although there are four groups of X, the largest number of consecutive X is (2) which is the amount to be taken into account.

Signs 2: In the following column: 1X22X111X22XX1 there are two equal groups of consecutive signs 2, the number of doses to be taken into account is (2).

The condition is met if the following parameters are marked. In Followed Signs by variants the value is (5). In Followed Signs in signs 1 the value is (3). In Followed Signs in signs X the value is (2). And Followed Signs in signs 2 the value is (2). If process the parlay, we would find the winning column between the resulting combinations.

9.2 Conditions by grouping of signs

So far the quantity conditions (Section 9.1) examined signs present in the column sequentially (one after another). However, grouping conditions allow examine the signs depending on the combination of signs that the user wants. This is because the user may find it easier to relate an encounter with another.

9.2.1 Couples of matches

The condition of couples of matches creates pairs of signs. A pair formed with the sign of an encounter and the sign of a different encounter. In the condition to determine which paired signs are related is shown in *(figure 9.11)*. If the number of matches is odd, one match would be without couple (empty) and not be taken into account.

figure 9.11 – Twinning of matches

If you want to change the relationship of couples of signs simply select with the mouse the name of a pair and drag it to the couple which wish to relate.

Once we have selected the couples, which can be changed when desired, we

proceed to select the parameters that will serve to eliminate columns that do not meet our criteria. The parameters are of two types:

(1) – Number of Pairs in Couples

In each pair there are 9 types of pairs of possible signs: 11, 1X, 12, X1, XX, X2, 21, and 22. The condition 2X allows you to select the number of pairs of signs that will appear in all couples of matches. (figure 9.12)

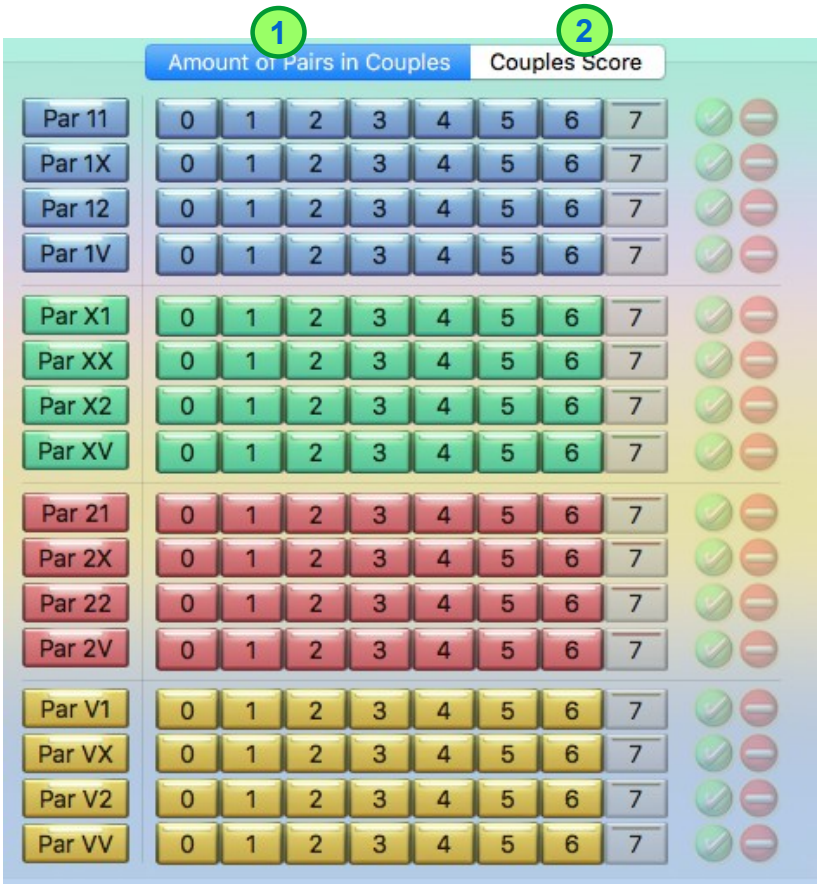


figure 9.12 – Number of pairs of signs in the condition Couples of Groupings Matches

PRACTICE

For example in the column 1X22X111X22XX1, if we apply the couples like in the (figure 9.11) then results of the pairs of signs would be:

*Pair 11: The pair of 1st and 2nd matches is 1X22X111X22XX1 (is not pair 11); the couple of matches 3rd and 4th is 1X22X111X22XX1 (is not pair 11); the couple of matches 5th and 6th is 1X22X111X22XX1 (is not pair 11); the couple 7th and 8th matches is 1X22X111X22XX1 (**is pair 11**); the couple 9th and 10th matches is 1X22X111X22XX1 (is not pair 11); the pair of 11th and 12th matches is 1X22X111X22XX1 (is not pair 11) and the pair of 11th and 12th matches is 1X22X111X22XX1 (is not pair 11).*

Only there are (1) pair in couples signs of type 11. If we mark the parameter (1) in the couple pair11 then the condition would be fulfilled.

To the rest of pairs of signs we will do similarly.

(2) – Couples Score

Each game will be scored with 2, 1 or 0 according to the value considered more to less probable. That is, 2 will be the most probable, 1 with intermediate probability and 0 the least probable. So with all the sports matches.

How to select the correct parameters in the couples score?

The sum of the values a couple of matches go from 0 to 4 as follows:

- *If the sign of the first match of the couple has the **value 2** and the sign of the second match of the couple has the **value 2** then **2 + 2 = 4**.*
- *If the sign of the first match of the couple has the **value 2** and the sign of the second match of the couple has the **value 1** then **2 + 1 = 3**.*
- *If the sign of the first match of the couple has the **value 1** and the sign of the second match of the couple has the **value 2** then **1 + 2 = 3**.*
- *If the sign of the first match of the couple has the **value 1** and the sign of the second match of the couple has the **value 1** then **1 + 1 = 2**.*
- *If the sign of the first match of the couple has the **value 0** and the sign of the second match of the couple has the **value 1** then **0 + 1 = 1**.*
- *If the sign of the first match of the couple has the **value 1** and the sign of the second match of the couple has the **value 0** then **1 + 0 = 1**.*
- *If the sign of the first match of the couple has the **value 0** and the sign of the second match of the couple has the **value 0** then **0 + 0 = 0**.*

The condition will accept combinations whose sum of values matches the couples score.

PRACTICE

For example, for column 1X22X111X22XX1 if couples of matches are as in figure 9.11 and values for all matches are: Win value (2), draw value (1) and lose value (0) as shown In figure 9.13; The results of the couples score would be:

*Couple with match 1 and 2: 1X which is **2+1=3**; Correct if we select 3.*
*Couple with match 3 and 4: 22 which is **0+0=0**; Correct if we select 0.*
*Couple with match 5 and 6: X1 which is **1+2=3**; Correct if we select 3.*
*Couple with match 7 and 8: 11 which is **2+2=4**; Correct if we select 4.*
*Couple with match 9 and 10: X2 which is **1+0=1**; Correct if we select 1.*
*Couple with match 11 and 12: 2X which is **0+1=1**; Correct if we select 1*
*Couple with match 13 and 14: X1 which is **1+2=3**; Correct if we select 3.*

Valor 1	Valor X	Valor 2
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0
2	1	0

figure 9.13 – Example of score values in Couples of matches

9.3 Conditions according to formation of signs

Condition by sign formation allows to make sets of signs to suit the user. This allows a greater personalization of the conditions.

9.3.1 Sign Formats

The condition of signs formats allows to create groups of signs in three different ways *(figure 9.14)*:

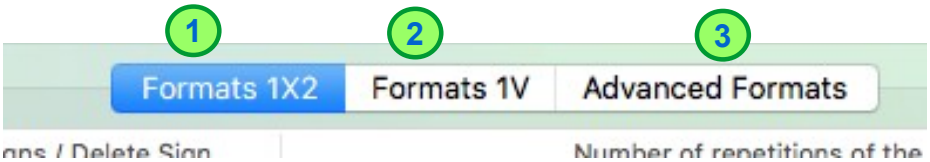


figure 9.14 – *Tab to select the types of Sign Formats*

(1) – Formats 1X2
Only signs (1, X, 2) can be added to the format you want to create.

(2) – Formats 1V
It allows to create groups of signs with the sign (1) and variant (V) that can be any of the signs (X, 2).

(3) – Advanced Formats
It allows to create groups of signs with the signs (1, X, 2) and the sign (#) that can be any of the signs (1, X, 2).

It begins by selecting the tab to add the type of format. At the beginning there are no formats so you have to add a new format using the button *(figure 9.15)* on the left.

figure 9.15 – *Button to add a new Format*

An empty format will appear. To add signs to the format, click on the buttons with the signs. If we are in **Formats1X2** we will have the buttons *(1, X, 2)*. If we are in **Formats1V** there will be the buttons (1, V). With **Advanced Formats** we can press the buttons *(1, X, 2, #)* where the last button allows to replace the format by any sign.

The number of repetitions of our format type will be reduced as we add signs. These repetitions must be activated by pressing the buttons in the number of repetitions section.

PRACTICE
*The following example (figure 9.16) means that the type of F**ormats1X2** contains 3 types of formats:*

***222**: Format that will be repeated 0 times in the matches column.*
***XXX**: Format that will be repeated 0 or 1 times in the matches column.*
***111**: Format that will be repeated 1 or 2 times in the matches column.*

figure 9.16 – Example of Formats1X2

IMPORTANT

On the left side there is a button that allows to activate the cyclic format. If format type is activated, it will start again at the beginning of the sign column.

PRACTICE

For example, a 5-matches parlay with a cyclic format type (2X) would have 2 formats in the column (X2X12).

*The pairs detected by the condition **without active cyclic option** are (X2, 2X, X1, 12) and **with the active cyclic option** they would be (X2, 2X, X1, 12, 2X). The last pair is formed with the last sign of the column and the first sign. The cycle has been created.*

In the right part *(figure 9.17)* there is a panel to select values of 2 types of intervals:

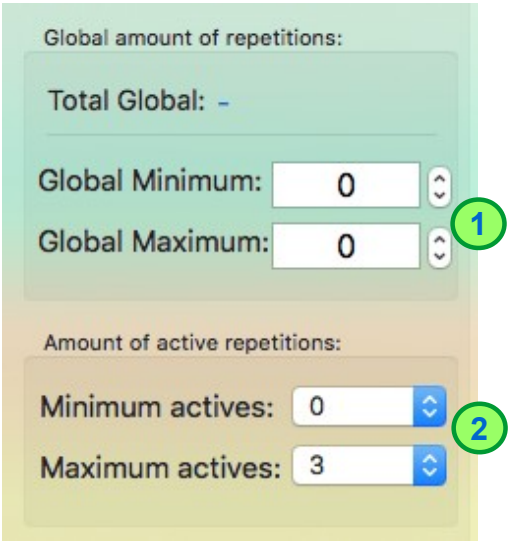


figure 9.17 – *Intervals of global and active repetitions*

(1) – Total number of repetitions of formats

This interval adds the number of active total repetitions and can set a minimum

and maximum of that overall number of completed formats.

(2) – Number of repetitions of active formats

In this interval, select the minimum and maximum of formats that will be active.

PRACTICE

*In (figure 9.17) there will be a **minimum and maximum of 0 global repetitions** completed. That is, all the formats are in quantity 0 in the columns. There will also be a **minimum of 0 and a maximum of 3 active repetitions**.*

PRACTICE

*Create a type of non-cyclic **Formats1X2** with the signs (2XX2) and select in repetitions only the button (1). In the panel of intervals of active repetitions select minimum of 1 and maximum of 1.*

This means that columns that contain 1 time the 2XX2 format within the column will be accepted.

9.4 Conditions according to signs position

9.4.1 Maximum Distance

The condition of distances calculates the maximum distance between signs. It is called maximum distance because there are the bigger amount of signs between two equal signs. The condition examines the positions of the distant signs. Then the position of greater value is subtracted with the lower position value. The result is the the maximum distance from both signs. The parameters that can condition can be seen in *(figure 9.18)*.

figure 9.18 – Setting panel in the condition of Maximum Distance

PRACTICE

For example, if we need to calculate the greater distance between X signs in the column 11X2XX1222X1X2 then will examine all relationship from one X sign with another sign X always whenever there is no other sign X between them.

11X2XX1222X1X2 is the first distance that can see in the two Xs marked. The position of the last X is subtracted with the position of the first X. That is, 5-3 = 2. There are a distance of (2) between these two X signs. If we continue comparing the rest of Xs each other we visualize the following two Xs 11X2XX1222X1X2 and calculate that there are a distance of 6-5 = 1 between these two Xs. The following two 11X2XX1222X1X2 have a distance 11-6 = 5. And finally between the last two Xs 11X2XX1222X1X2 there would be a distance of 13-11 = 2.

PRACTICE

Reviewing the rest of parameters in the column 11X2XX1222X1X2 the results would be:

Variants distances: the greatest distance between variants (X and 2). In the example would be distance (2) because both 8-6 = 2 in 11X2XX122X1X2 as 13-11 = 2 in 11X2XX1222X1X2 have the same maximum distance.

Distances of Signs 1: the longest distance between signs 1. In the example would be distance (5) because both 7-2 =5 in 11X2XX1222X1X2 as 12-7 = 5 in 11X2XX1222X1X2 have the same maximum distance.

Distances of Signs X: the greatest distance between Xs. In the example it would be distance (5) because in 11X2XX1222X1X2 it would 11-6 = 5 as already explained above.

Distances of Signs 2: the longest distance between signs 2. In the example would be distance (4) because both 8-4 = 4 in 11X2XX1222X1X2 as 14-10 = 4 in 11X2XX1222X1X2 have the same maximum distance.

The condition is met if the following parameters are marked. At maximum range of signs variants the value of (2). Maximum distance in signs 1 a value of (5). Maximum distance of signs X the value (5). And signs 2 with maximum distance with the value of (4). While processing the condition would find the winning combination.

9.4.2 Positional equality

The Positional Equality condition allows to select a concrete column as it can be seen in *(figure 9.19)*. The signs selected in this column will be compared, one by one, with the signs of each column of our combination.

figure 9.19 – *Signs to be compared using the Positional Equality condition*

The Positional Equality condition will admit the columns with a number identical to the number of signs indicated in the selected parameters (figure 9.20).

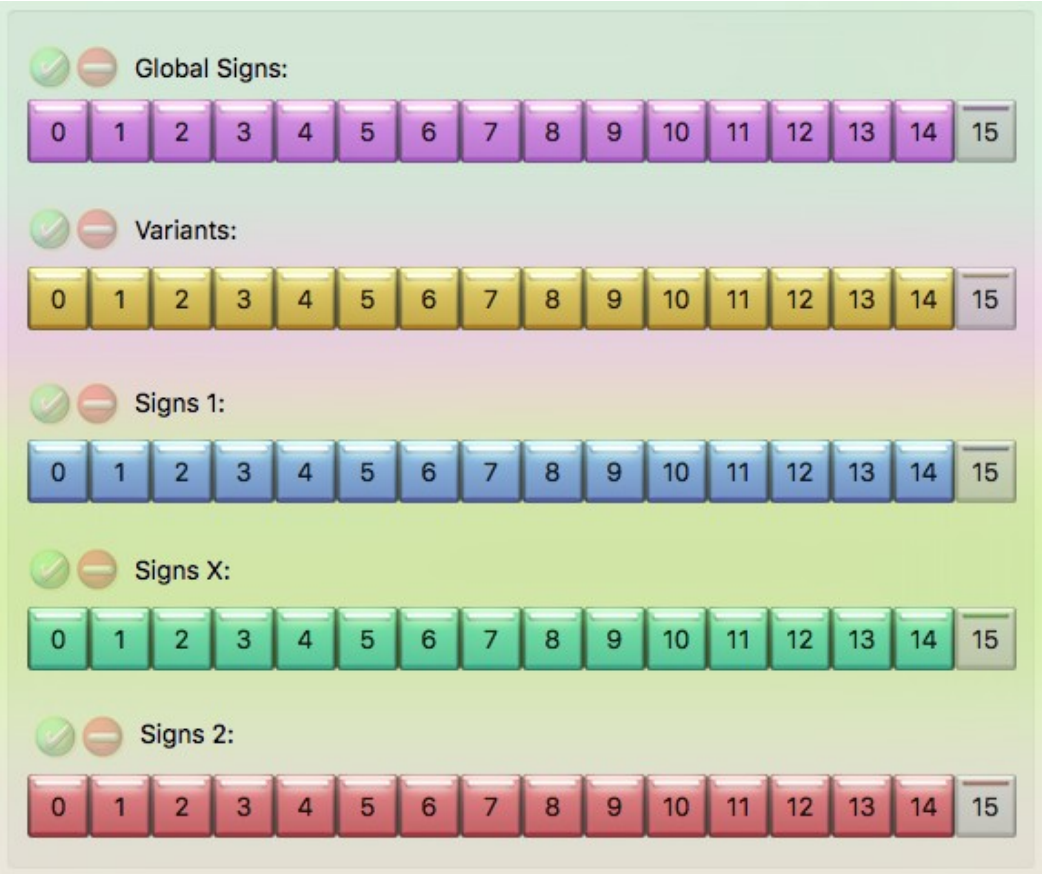


figure 9.20 – *Parameters of the Positional Equality condition*

PRACTICE

The column 111X2X121X11X1 is selected in the (figure 9.19).

For example, if our combination contains all the signs to win 1111111111111, there are 8 signs that match our selected column. If in our parameters we have 8 global signs or 8 signs to win, this column will be admitted. So will be with each column of our combination.

9.5 Conditions by probability

9.5.1 Probability calculations

The condition of probability calculations allows different operations to be applied to each statistical parameter of each match and obtain the columns

that meet determined numerical results *(figure 9.21)*.

figure 9.21 – *Condition of Probability Calculations*

Applying the basic arithmetic operations of adding, subtracting, multiplying and dividing, we obtain global numerical results. These overall results are between a minimum and a maximum *(figure 9.22)*.

figure 9.22 – *Minimum limit and maximum results of probability operations*

IMPORTANT

If any operation is modified immediately the maximum and minimum result will be updated. Changing the maximum and minimum will erase any interval selection that has been created.

To emphasize a particular operation, a coefficient can be applied to that operation in that match *(figure 9.23)*. The coefficient multiplies the result of

that operation.

figure 9.23 – *Match operation coefficients*

IMPORTANT

If you want to obtain results without altering the operation applied to the probability, it is enough to leave "1" as the coefficient.

Once you have selected the operations that give us the desired lower and upper limits, you can create as many selection intervals as you wish *(figure 9.24)*.

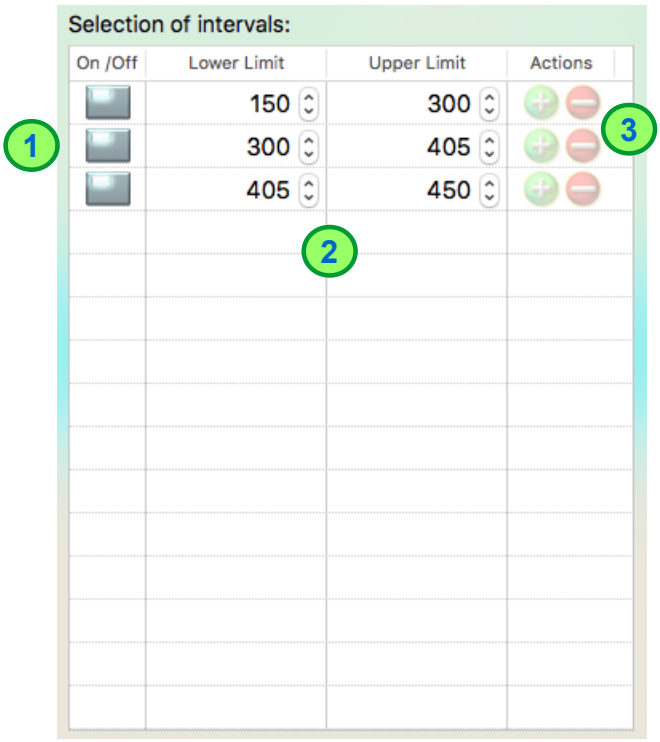


figure 9.24 – *Selection intervals*

The selection intervals are subintervals of the total interval that is delimited by the minimum and maximum indicated in (*figure 9.22)*.

(1) – Activate / Deactivate Selection Interval

Activate or deactivate the columns whose results are included between that lower and upper limit of the subinterval.

(2) – Lower Limit and Upper Limit

They are the limits that comprise a subinterval. You can modify the lower or upper values of a subinterval to your personal taste to more or less refine the result of the resulting columns.

IMPORTANT

To modify a range, the increment or decrement that appears by default is "1" but it can be changed in the details parameters of the condition.

(3) – Actions

They allow adding a subinterval or delete it.

The probabilities that will appear in this condition are selected in view of matches. (See Section 6.1)

IMPORTANT

If, after creating a probability calculations condition, the probability of a match is modified, the probability calculation condition will be completely reset and all calculations processed from it will be erased.

10 Types of Operations

10.1 Operations - PLUS

In this section all operations that increase the number of combinations are grouped together.

10.1.1 Increase signs

This operation allows adding new combinations containing the incremental signs *(figure 10.1)*.

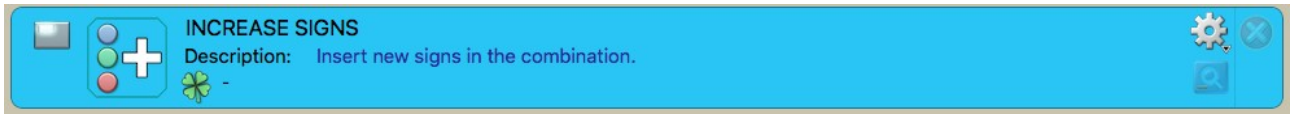


figure *10*.1 – Operation – Increase signs

You must mark the signs that you want to add to the combination. If no sign is activated, the same combination is maintained (Figure 10.2).

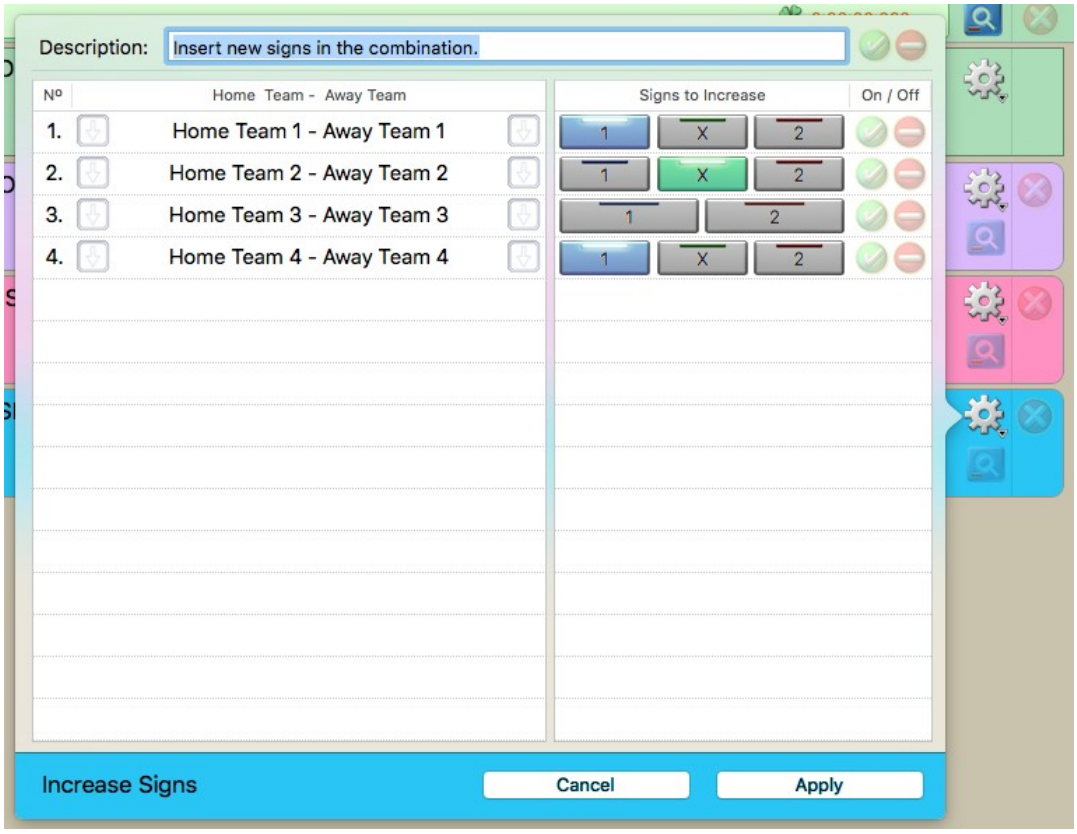


figura *10*.2 – Settings panel in operation of Increase Signs

10.1.2 Distance of hit

This operation can increase the distance of success in a combination *(figure 10.3)*.

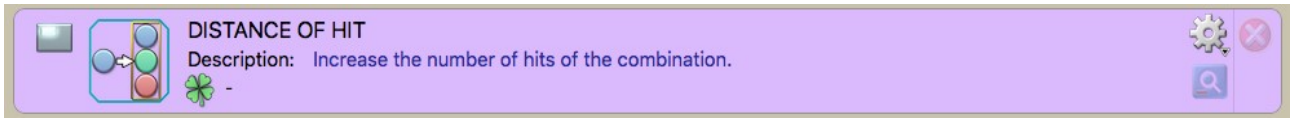


figure 10.3 – Operation – Increase distance of success

Hit distances can be selected from the dropdown that appears when you click the button operation settings *(figure 10.4)*.

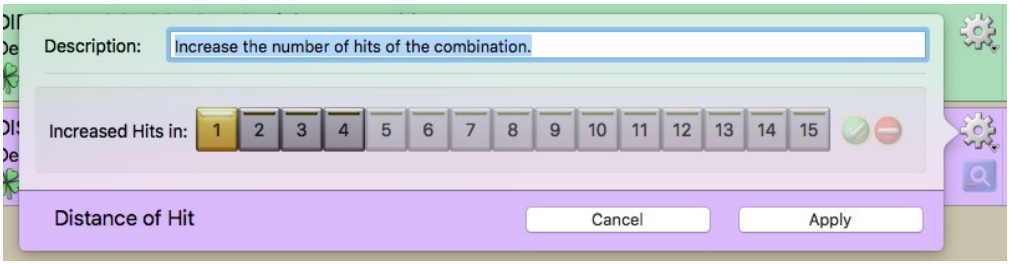


figure 10.4 – Settings panel in operation of Hit Distance

If distance 1 is selected increases by one the successes that contains the combination. If distances 2 and 5 are selected then the obtained combination will increase by two and five successes.

IMPORTANT

As distances success of the combination are increased you can check also that increase significantly the amount of the new processed columns.

It is recommended to use this operation with caution.

IMPORTANT

Do not confuse Distance of Hit with Increase Signs.

Distance of Hit creates all possible combinations at a given distance from all existing combinations. Increase Signs does not add all possible but only those combinations that lack the sign to increase.

10.2 Operations - MINUS

In this section are grouped all operations that decrease the number of combinations.

10.2.1 Decrease signs

This operation removes the combinations containing the selected signs *(figure 10.5)*.

figure *10*.5 – Operation – Decrease Signs

The parameter window to select the signs to decrease is similar to the parameter increase sign window. (Figure 10.6).

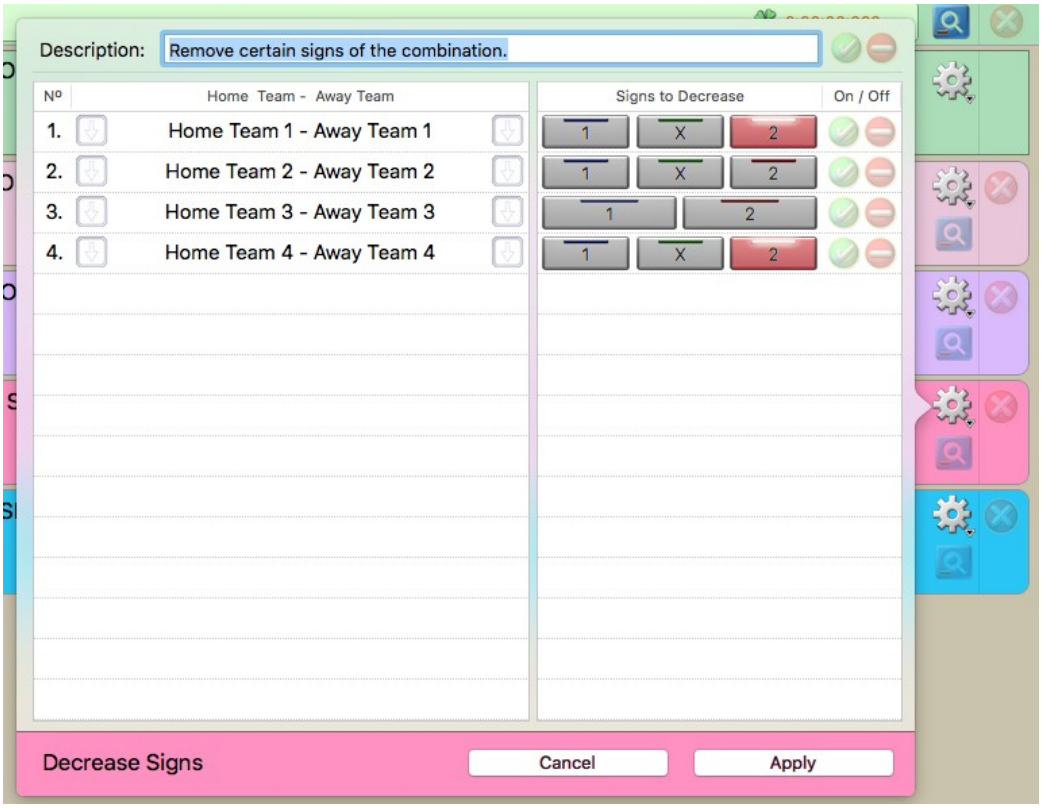


figure *10*.6 – Settings panel in operation of Decrease Signs

IMPORTANT

BE CAREFULL! Do not confuse Decrease Signs with Increase Signs. Otherwise the results would be different than expected.

10.3 Operations - RELOCUS

In this section all operations that change the placement of the signs of a combination are grouped together.

10.3.1 Convertion of signs

This operation allows to convert one sign to another *(figure 10.7)*.

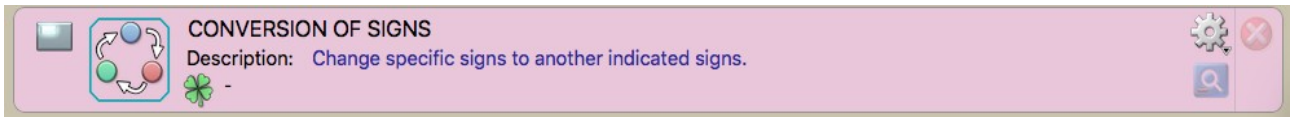


figure 10.7 – Operation – Convertion of Signs

The conversion operation of signs contains the following parameters *(figure 10.8)*. To convert a sign in another chosen sign you need to select the new sign by which want to change in the drop-down menu that appear on the right of the first sign.

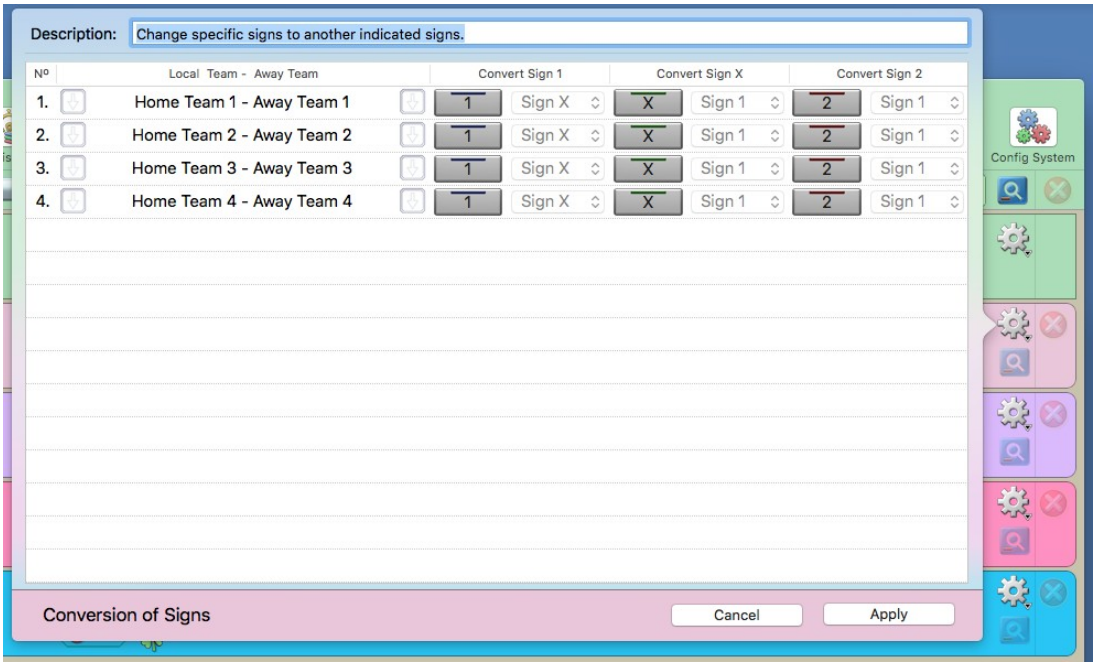


figure 10.8 – Settings panel in operation of Conversion of Signs

PRACTICE

Create a combination and select double 1X in all matches of the forecast. This will generate all possible combinations with signs 1 and X. Then convert this set of columns to a combination of columns that will contain only signs 1 and 2. Export this combination and check that effectively the X signs have become in signs 2.

10.3.2 Translocation of signs

This operation transfers signs of a match to another match *(figure 10.9)*.

figure 10.9 – Operation – Translocation of Signs

The operation of translocation of signs contains the following parameters *(figure 10.10)*. To translocate the signs of a match to another match just have to place the signs of the end position in the desired order. When proceeding to the calculation of the operation, the initial position signo 1 be allocated in the place indicated by the signo 1 of end position. And so with the other signs.

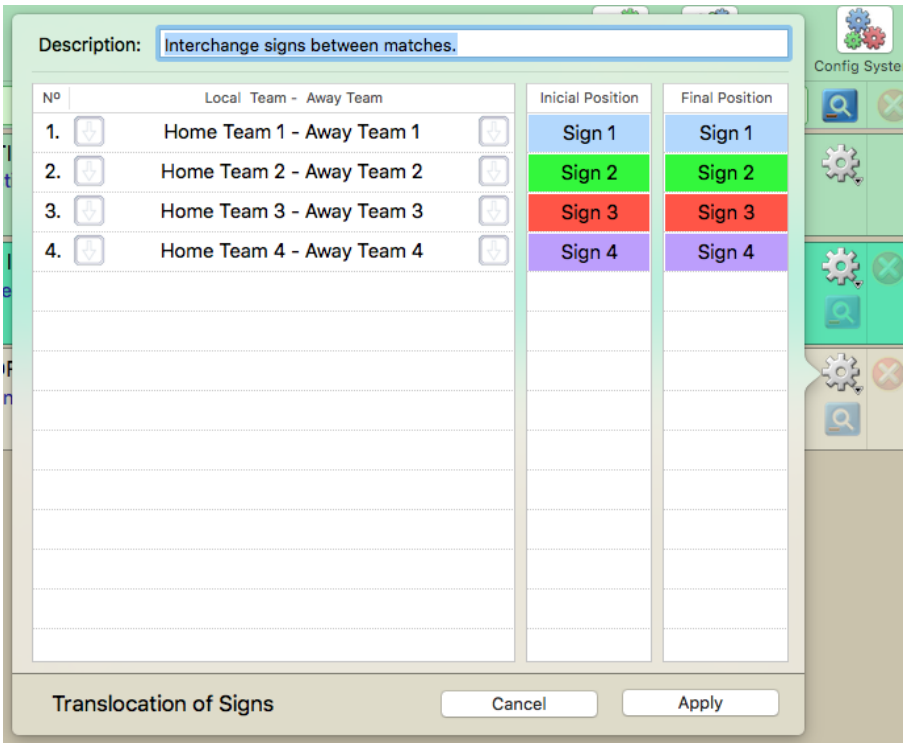


figure 10.10 – Settings panel in operationn of Translocation of Signs

IMPORTANT

When is translocated a sign from one position to another position, necessarily one sign must go to another position. Then, at least, there are two signs that will be translocated.

10.4 Operations - Other

In this section are grouped the rest of operations that do not increase, decrease or alter the signs of the combinations.

10.4.1 Stop the processing

This operation stops the calculation processing. It does not contain operating parameters *(figure 10.11)*. You can enable or disable this operation without deleting columns of the combination.

figure 10.11 – Operation - Stop the calculation processing

11 Filters

11.1 External Filters

11.1.1 External columns

External filters introduce combinations in process calculations *(figure 11.1)*. To upload a file with external combinations press the settings button of operation. You can only import a file with the TXT format. When finished loading the file, if the reading is successful, shown on the right a shaped icon file and the number of columns it contains.

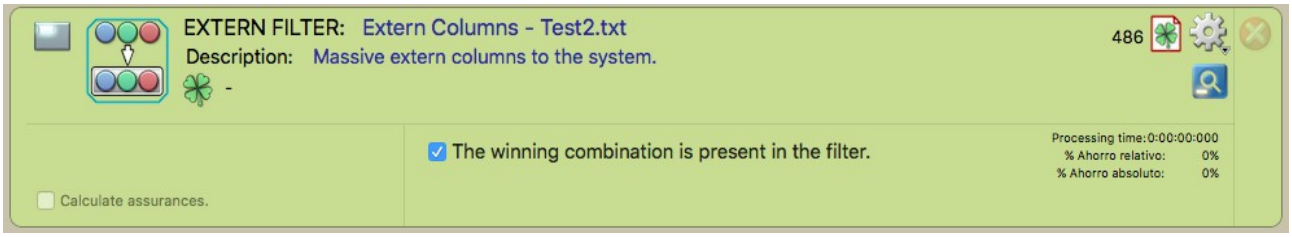


figure 11.1 – Operation – Details of External Filters

The external file incorporates new combinations that can affect the calculation of two ways:

Incorporate combinations (Checked option)
If we mark the option, we are assuming that the winning column is in the external filter and we want to incorporate it again. With this we try to add back if some imprecise condition would have removed before.

Subtract the combinations (Unchecked option)
If you uncheck the option, all columns that form the extern filter will be subtracted from the columns of the condition that is placed before the extern filter.

The external filters are a powerful way to eliminate massive columns of process calculation without specifying the parameters that define them.

IMPORTANT
If an external filter is inserted and you do not know what combinations contain, then could introduce combinations that are outside the prognosis. In this way it becomes more difficult to get the winning combination in the parlay.

When an external file of combinations is not load by any reason then appears

an explanatory message *(figure 11.2)*. Maybe the external filter has been created for a different number of matches that the current parlay. Thus, the filter will not be incorporated into the parlay.

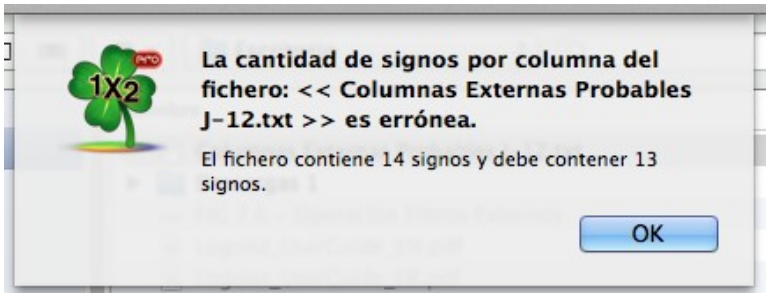


figure 11.2 – Error reading the operation "External Filter"

12 Viewer of results

12.1 Interface of results

The tool allows you to visually see results the number of columns processed in the calculation *(figure 12.1)*.

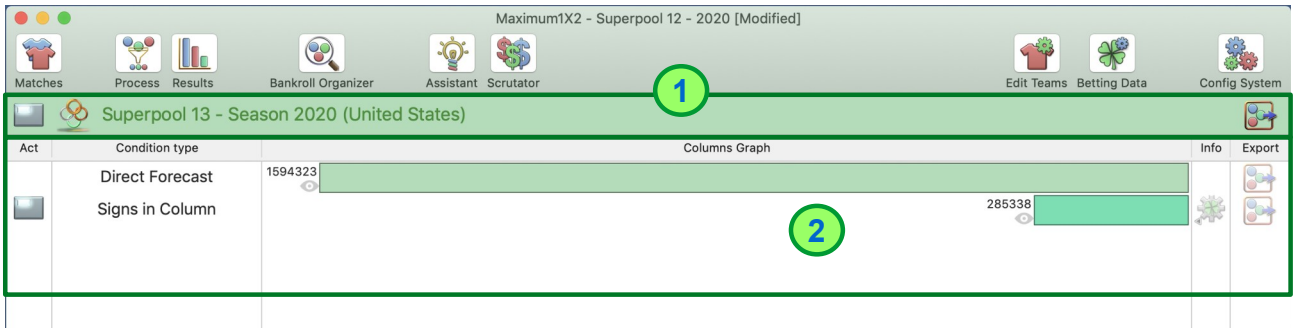


figure 12.1 – Interface of results tool

(1) - Toolbar
At the top there is a very simple tool bar that offers some basic options to operate with results. (See Section 12.2)

(2) - Sequence of processing conditions
At the bottom toolbar is placed the entire view of sequence of processing conditions that starting with the forecast. (See Section 12.3)

12.2 Toolbar of results

The results toolbar *(figure 12.2)* contains an icon to the left with the type of sport parlay along with the name of that parlay. On the right side appears a button that exports all combinations of all the conditions generated in the calculation.

figure 12.2 – Results Toolbar

12.3 Sequence of processing conditions

The result of each processed condition will be reflected in the view in sequence of conditions *(figure 12.3)*.

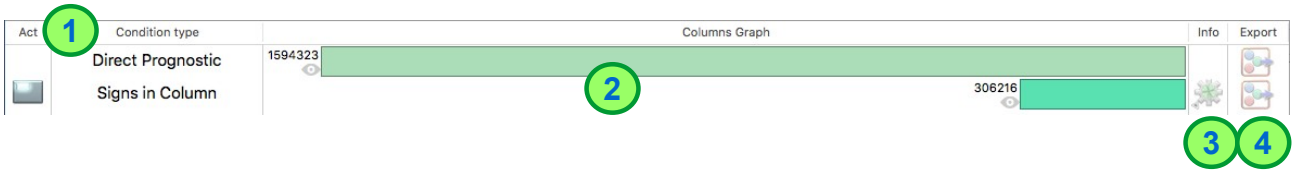


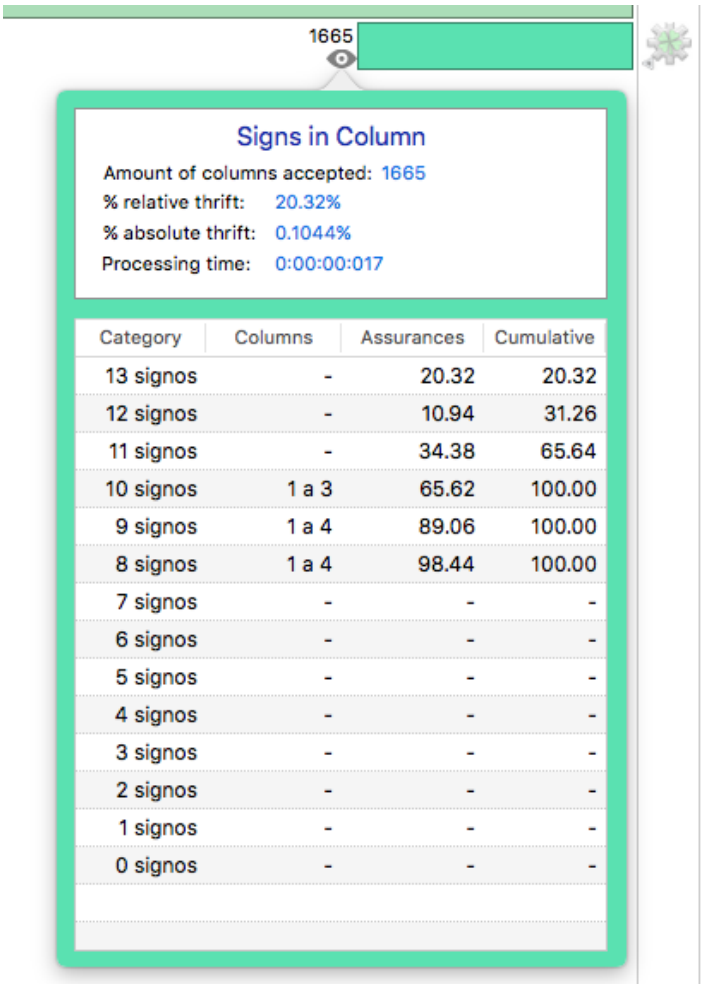
figure 12.3 – Sequence of processing conditions

(1) – Number and type of condition

Order number of the condition and the type of condition.

(2) – Graphic Bar

In the central part appears a bar graph with the number of columns generated by the calculation. Also shows an eye, that when clicked in it, display a panel with information about the calculation and guarantees of the condition (figure 12.4).



Category	Columns	Assurances	Cumulative
13 signos	-	20.32	20.32
12 signos	-	10.94	31.26
11 signos	-	34.38	65.64
10 signos	1 a 3	65.62	100.00
9 signos	1 a 4	89.06	100.00
8 signos	1 a 4	98.44	100.00
7 signos	-	-	-
6 signos	-	-	-
5 signos	-	-	-
4 signos	-	-	-
3 signos	-	-	-
2 signos	-	-	-
1 signos	-	-	-
0 signos	-	-	-

figure 12.4 – Panel with details of the calculation results of the condition

(3) – Information button of combinations per condition

This button allows us to see all the parameters of each condition with the number of generated columns in each parameter (figure 12.5). If you want to see the parameter of each specific amount of combinations, just press the bottom "Show Parameters" option. This option is not destructive. the combinations are not deleted when you press each parameter.

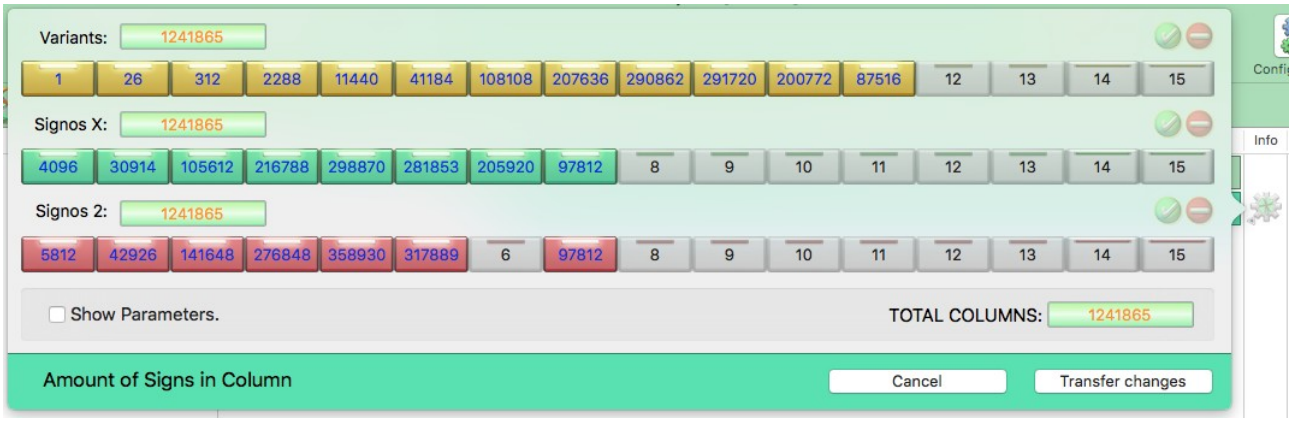


figure 12.5 – Number of combinations per parameter in the condition of Signs in Column

PRACTICE

If we want to delete certain combinations of a parameter you can disable the parameter and we would see the amount of columns that would be eliminated in the condition. If we like the amount of eliminated combinations you can press the button ("Transfer changes") which will transfer the changes to the condition. We recalculate the parlay and ready.

(4) – Button to export the condition combinations

Used to export the generated combinations in that condition. There are several formats which the combination can be exported.

IMPORTANT

If the parameters of each condition have not eliminated our winning combination, is understood that the latter condition that appears in the sequence is the final winning combination with the least number of possible combinations. If you still have many combinations must apply new conditions. But it is recommended that the user has well studied the new conditions to apply.

13 Bankroll Organizer

13.1 Banking Organizer Interface

In general, great tipsters are experts in keeping meticulous control of the status of their bankroll. That said, anyone who wants to enter inside the world of sports betting, like tipsters, should keep a betting calendar with the progress of their income and losses.

Taking control of the bankroll isn't an easy task. Even more so if you work with different sportsbooks. However, Maximum1X2 has everything necessary to manage this situation. The bankroll organizer is a tool for registering sports events *(figure 13.1)* with which we can check the financial health of our money.

figura 13.1 – Banking Organizer Interface

(1) – General bankroll management interface and parameters

At the top of the organizer screen, different bankroll control parameters are shown based on the sports events of the list.

(2) – Records of sporting events

The lower part shows the sporting events wagered and the values that were played in that event.

13.2 General Bankroll Parameters

On the left side (figure 13.2) there are vertical buttons that are used to add and delete records. The lower button is used to search the records within the total and display them in the event organizer.

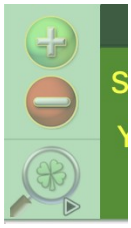


figura 13.2 – Creation, deletion and record search buttons

(1) – Create a new sporting event

A new record is created in the history and added to the data displayed by the organizer at that time.

(2) – Delete all sporting events displayed

Pressing the button deletes the events that are currently being displayed.

IMPORTANT

Only the events that are being displayed are deleted. If there are other events that are not being displayed, they will not be deleted.

(3) – Search sporting events

When you click on that magnifying glass button, a window will appear allowing you to select the desired events according to various selection criteria. The criteria that can currently be selected are: date, sport, sportsbook, tipsters, stake and final result.

On the right side *(figure 13.3)* several parameters are shown that will help the user to better manage their bankroll.

figura 13.3 - General Bankroll Parameters

The values of bankroll management parameters are:

- *TOTAL PARAMETERS:*
  - *Balance: The real money that exists in our bank*
  - *Yield: The economic performance of the bankroll expressed in percentage.*

- *BANK:*
  - *Deposits: All the money that has been deposited.*
  - *Bonus: Welcome bonuses received.*
  - *Refunds: The money we have extracted from our banks.*
  - *Earnings: Amount earned in sporting events.*
  - *Benefits: Difference between earned and lost.*
  - *Losses: Amount lost in sporting events.*

- *BET REPORT:*
  - *Successes: Number of successful and percentage records.*
  - *Faults: Number of records failed and in percentage.*
  - *Nulls: Number of nulls and percentage records.*
  - *Bets: Number of betting records with respect to the total.*
  - *Average Stake: Average confidence shown in bets.*
  - *Average quota: Average probability of the records displayed.*
  - *Average bet: Average bet of the displayed records.*
  - *Sportsbooks: Number of Sportsbooks in the records.*
  - *Tipsters: Number of tipsters in the records.*

On the right side of the bankroll management parameters, buttons appear that allow adding sportsbooks or tipsters *(figure 13.4)*. This is especially useful when adding a betting event and it has been done with a sportsbooks or with a different tipster than the ones stored.

Figura 13.4 - Sportsbooks and tipsters values management

13.3 Records of bankroll betting events

The betting event organizer creates a list that provides the data to the parameters mentioned in section 13.2. When adding a betting event, it is empty *(figure 13.5)*. This empty record it can be modified to adjust it to the situation in which it occurred the wager.

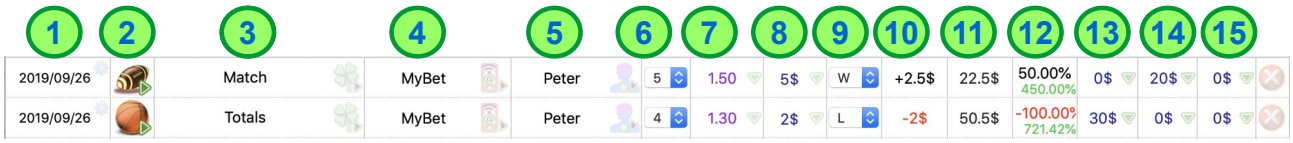


Figura 13.5 – List of sports events wagered

(1) – Date of the betting event
When an event is added it stores the date. If desired, it can be modified.

(2) – Type of event sport
The type of sport of the betting event is selected.

(3) – Type of bet or bet event
Depending on the type of sport that has been selected, some types of bets or others may be selected.

(4) – Sportsbooks
The type of sportsbooks with which the event is held is selected.

(5) – Tipster
The expert who guided us in the event is selected.

(6) – Stake
The stake is selected, which is the confidence with which we place the bet (Values are between 1 and 10) where 1 is a low confidence and 10 is maximum confidence.

(7) – Quota or probability
The value of the odds or odds that was played in the betting event is selected.

(8) – Bet
Amount of money bet on the betting event.

(9) – Final score
Select the outcome of the betting event. Depending on the result, the parameters

will change in the rest of the events.

- *(NO) Event is not determined.*
- *(W) Winning event won.*
- *(L) Lost bet event.*
- *(P) Pending bet event.*

(10) – Balance or benefit

The financial result of the betting event is displayed. If it has been favorable it will show in positio (+) what we accumulate in our bank and it has been unfavorable it will show result (-).

(11) – Bank

It shows all the money accumulated through deposits, bonuses and the proceeds through profits or losses. If money is refunded, it will be subtracted from the amount in the bank.

(12) – Yield

This box shows the yield of the betting event. In green, the accumulated yield will be shown in all betting events up to the present.

(13) – Deposit

You can add money to our bank in a given betting event.

(14) – Bonus

If the sportsbook gives us a welcome bonus that we can use if we meet the requirements.

(15) – Refund

If money is withdrawn from the bank.

13.4 Search for records in the event history

Maximum1X2 allows us to select the betting events that we consider necessary to make our study of the evolution of the bankroll. In the selection window (figure 13.6) we will press the types of events we wish to select.

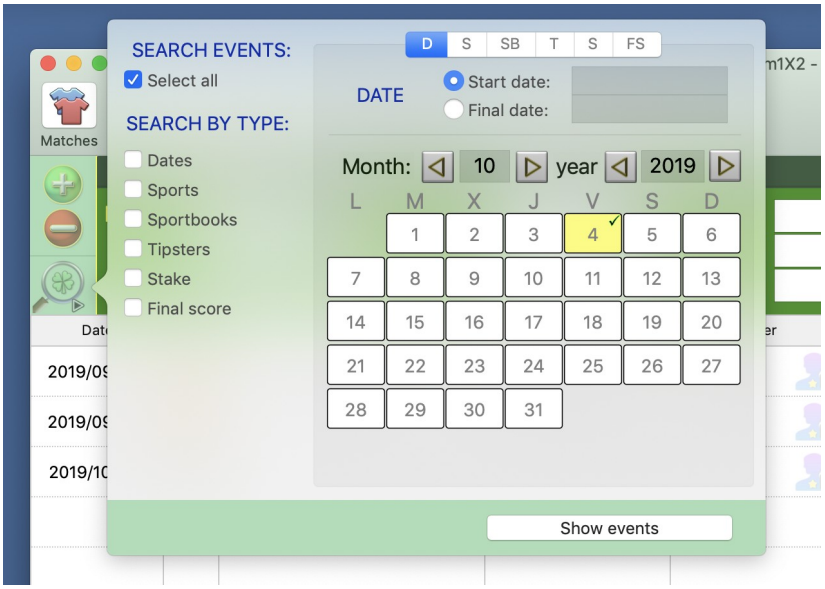


Figura 13.6 – Event search window

PRACTICE

In Figure 13.6 only the events of the organizer whose dates of realization are included between 2019/09/01 and 2019/09/30 have been selected. In addition, certain types of sports have been selected.

To select all events, click on "Select all".

Practice various selection criteria and verify that they are displayed as desired.

14 Utilities of analysis

14.1 Analysis wizard of column signs

Pressing the button ("Wizard") from the main toolbar appears a popup window that displays a simple interface *(figure 14.1)*. This utility is very interesting because it allows the user to automatically display the conditions parameters of Maximum1X2.

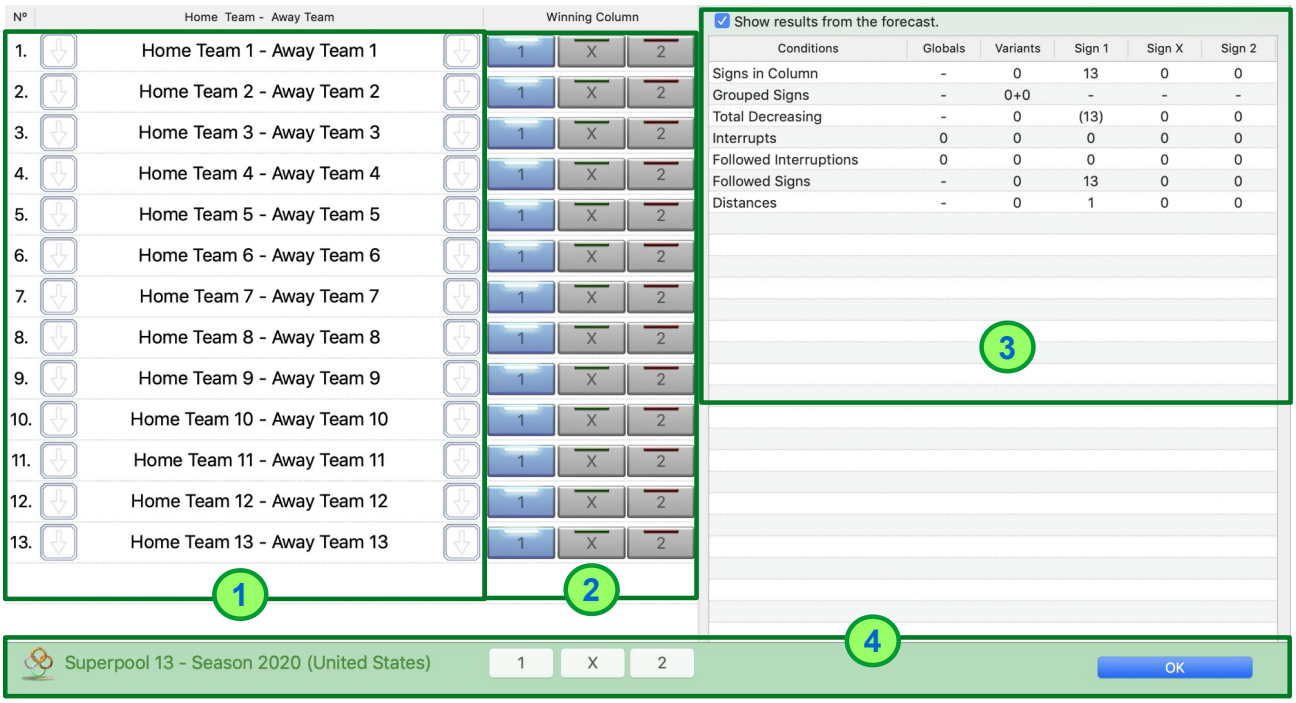


figure 14.1 – Analysis interface of column signs

(1) – List of matches parlay

The list is the set of matches that have been determined in the parlay.

(2) – Selection of winning column

In this column can select the possible signs of the forecast. Change a sign in the winning column will update instantly the parameters in every conditions.
There is an ckeck button over the parameters table (figure 14.2), that if is marked, only allows viewing the winning columns that belong to the forecast of the parlay. The signs outside of the forecast can not be used to analyze conditions parameters.

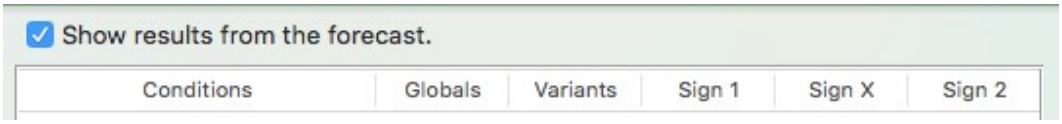


figure 14.2 – Option button to analyze only winning columns of the forecast

(3) – Table of conditions parameters

The table lists the parameters that will set the conditions when are selected the possible signs of winning column.

(4) – Toolbar

At the bottom of the pop-up window you can see an icon with the type of sport, the parlay name and three buttons for quick selection of signs of one kind or another.

PRACTICE

Display all the conditions parameters of the following column: 11X2XX1222X1X2. Check that are the parameters that we worked on each of the conditions in Section 6.

14.2 Scrutator of combinations

Pressing the button ("Scrutator") from the main toolbar appears a popup window showing a utility that report the awards won by the combinations of conditions *(figure 14.3)*.

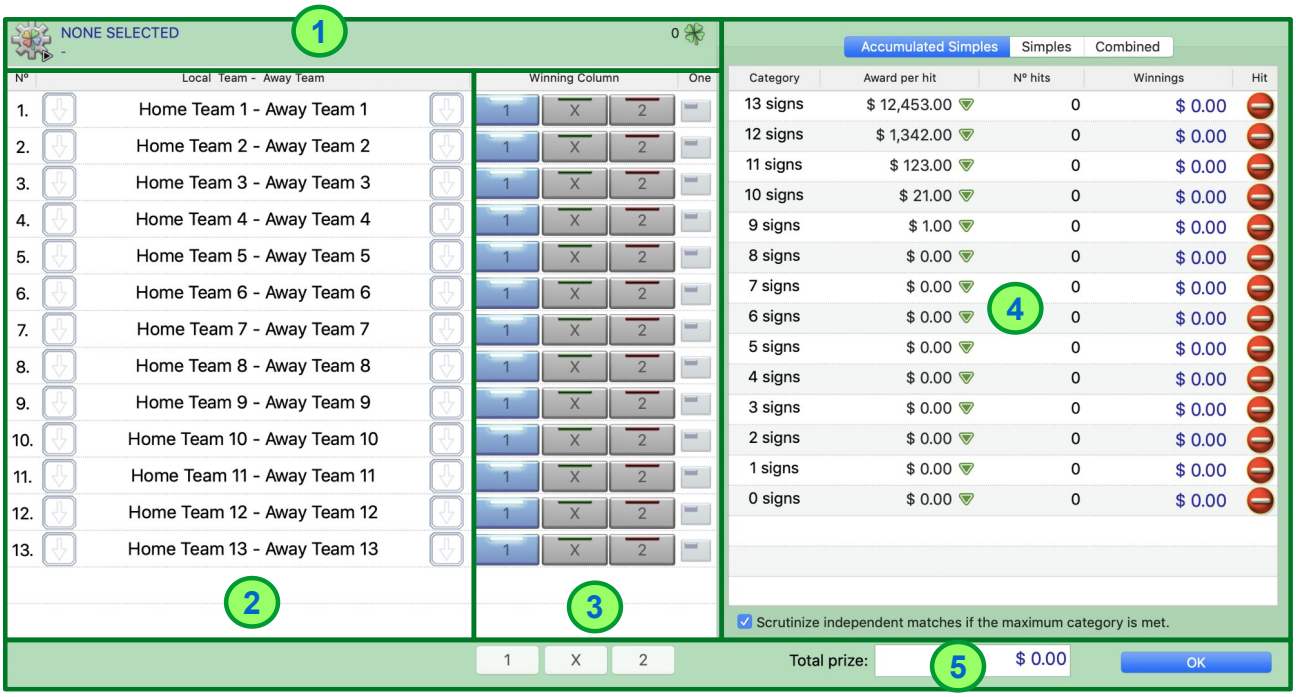


figure 14.3 – Interface of scrutator

(1) – Selecting the combination to scrutinize

On the left side of the window can select the combination that desired to scrutinize. In the same place appear the name and characteristics of the combination (figure 14.4).

IMPORTANT

If conditions exist but are not processed they can not be scrutinized until parlay processing. You can not scrutinize a condition without contain combinations. You can only contain combinations if processed.

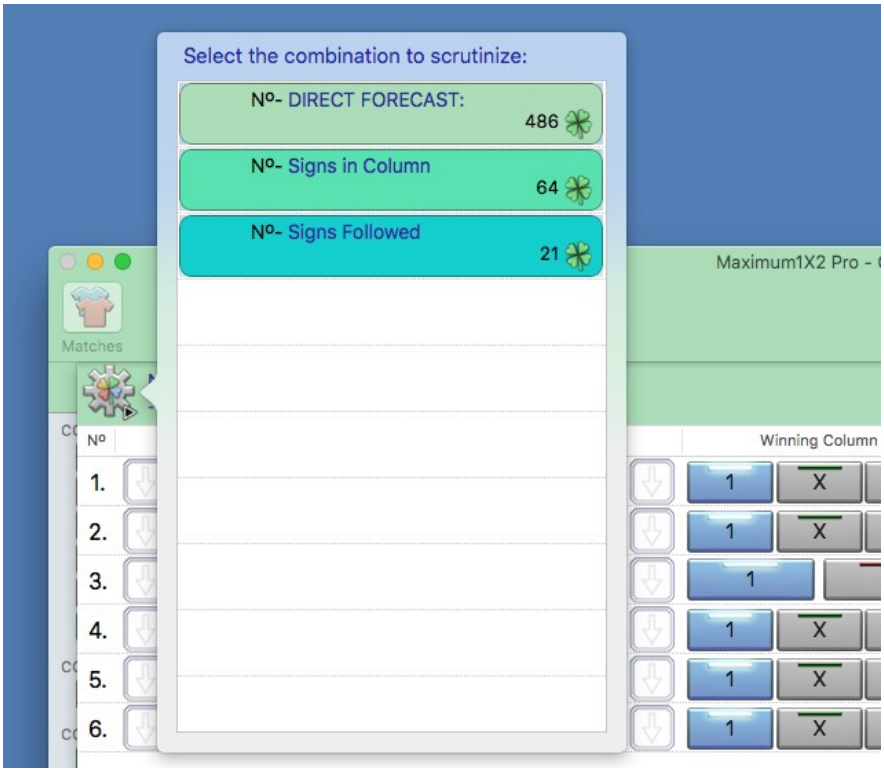


figure 14.4 – Selecting combinations to scrutinize

(2) – List of matches parlay

The list is the set of matches that have been determined in the parlay.

(3) – Selección de columna ganadora

In this column can select the possible signs of the forecast. Change a sign in the winning column will update instantly the parameters in every conditions.
On the right side of each forecast appears a small button that exclude the scrutiny of bets in this match when is active. That is, the forecast of that match will be independent from the rest of matches. So the final scrutiny will have a sign less per every independent match.

IMPORTANT

It is useful to take matches independently because we can scrutinize combinations with independence of results of the remaining matches. In some countries there are bets parlays with a independent match. For example Spain had "Pleno al 15" where the match number 15 of a parlay of 15 matches is scrutinized only when the other 14 matches had been successful. And adds a prize independently of the rest.
Only you can be scrutinized matches independents in a parlay of accumulated simples bets and the forecast match is simple type. (Can not be used with a forecast match that is double or triple).

PRACTICE

Create a set of 10 encounters with the third forecast match simple. Then processes the forecast.

(4) – Prize table

In the table appear several tabs that represent the types of possible bets (Simples accumulated, Simples, Combined and Multiple). To scrutinize each type of bets you should select the tab you want. By default will appear selected tab the Accumulated Simple bets.

- ***Simples accumulated:*** *They are bets with a result per encounter. It is counted all the successes of each match and the prize is smaller or bigger according to the category, that is the number of the parlay successes. To obtain the prize should have all the correct results. (figure 14.5).*

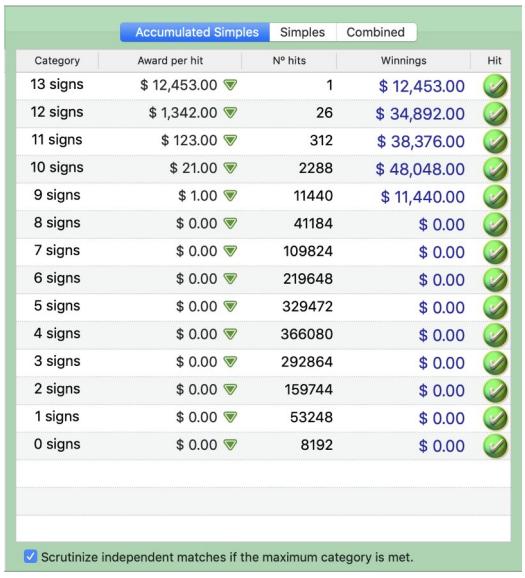


figure 14.5 – Bets simples accumulated

IMPORTANT

A combination contains many columns of signs. Each column will have different signs predicted for each match. Each column will then contain different number of successes for each column. THERE CAN NOT BE 2 EQUAL COLUMNS. There are examples of bet parlay with Simples Accumulated like "Quiniela" from Spain. But there are many more bet parlays in other countries. (See ANNEX 1)

- ***Simples:*** *They are bets with matches independents each other (figure 14.6). There is a bet per encounter and the prize is calculated by multiplying odds with the amount you want to bet. As are independent you may fail some encounter and the amount of that game is lost. In the right side appears a button that inform about the success or failure in the match.*

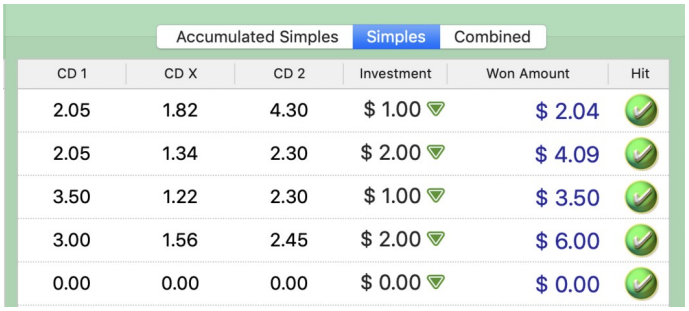


figure 14.6 – Simples Bets

- ***Combinated:*** *They are bets with a result per encounter but to obtain prize should have all the correct results (figure 14.7). Only is bet a certain amount and the prize is calculated by multiplying the amount wagered by the total count of odds of each encounter. It is not obtained prize when fails. Into the right exist a indicator that show if there is a column that meets all results of the matches.*

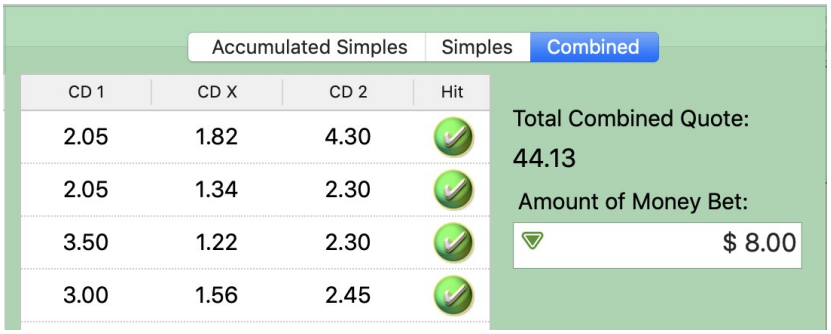


figure 14.7 – Combinated bets

15 Additional editors

15.1 Teams editor

This editor *(figure 15.1)* allows you to enter basic data of the teams or players in sporting events of the parlay (see Section 6).

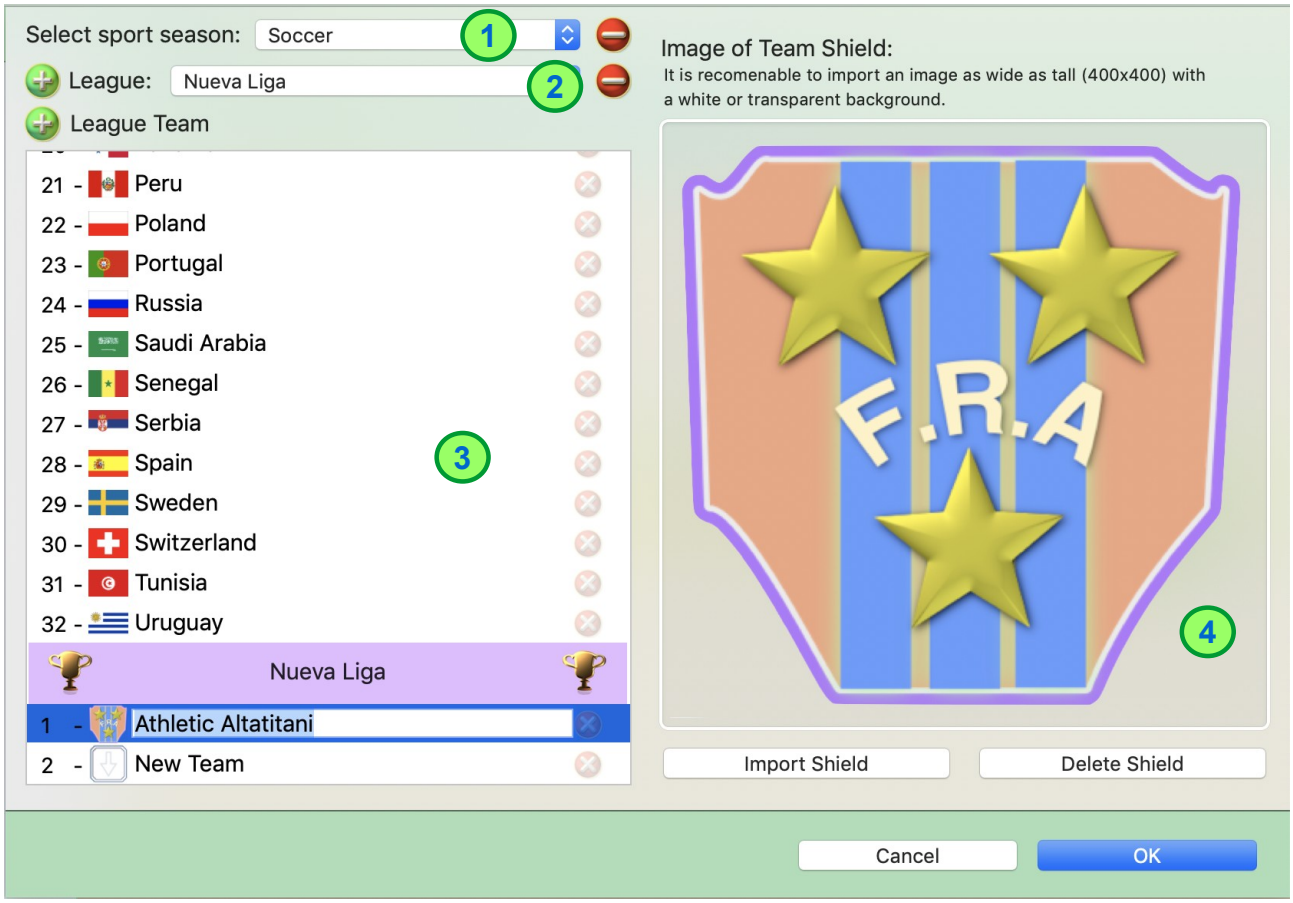


figure 15.1 – Teams editor

(1) – Select sport

The first thing to do is select the type of sport. Every sport has its teams and players. You can not mix a team of a sport in a different sport.

(2) – League of teams

Below is created a league that will contain a set of teams. If there are no leagues you can create one by pressing the button ("Create League").

(3) – Teams

To create a team pressed the button ("Create Team") on the toolbar of the window.

(4) – Image of Team shield

It must be selected a team to add an image of team shield. You can press the ("Import") button or drag and drop the desired image in the picture box of team shield. You can also delete the image by pressing button ("Delete").

PRACTICE

You can change the league teams by clicking on them and dropping them in place or league and in the desired order.

You can change the name of the league or team by clicking directly in it.

You can insert a image of team shield by importing or by dragging and dropping. Maximum1X2 does not contain any image or any team shield with the intention to the user upload the computer image you prefer. You can search images or symbols on the Internet. It is recommended to use images with a white background, a (square as possible) size 400x400 and in some compressed format JPG or PNG.

15.2 Betting Editor

This editor allows you to create appropriate names to inform about the type of bet that are in each sporting event *(figure 15.2)*.

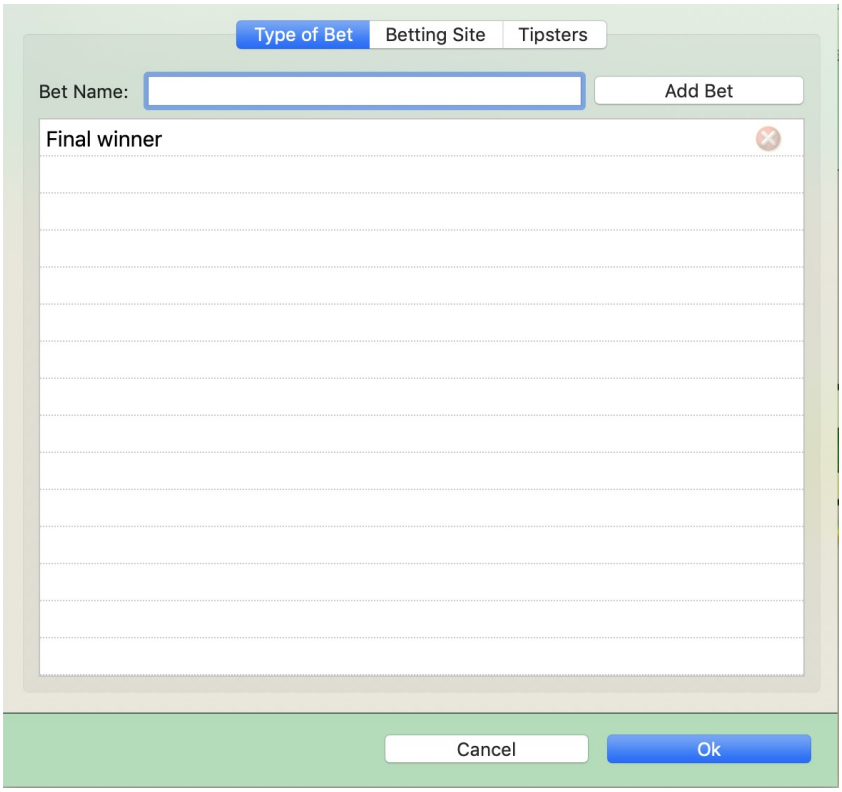


figure 15.2 – Betting Editor

When the name of a bet is created then can be used in the sporting events toolbar (see Section 6) to identify each match. You can select one bet name for all matches or for a particular match *(figure 15.3)*.

figure 15.3 – Selector bets for sporting events

PRACTICE

Create a bet that has the name of "Top Scorer" and apply that bet name on a parlay of four tennis encounters.

15.3 Sportsbooks Editor

This editor *(figure 15.4)* allows adding new Betting Houses. These will be used in the Bankroll Organizer *(See Section 13)* to determine at which betting site a particular betting event has been held.

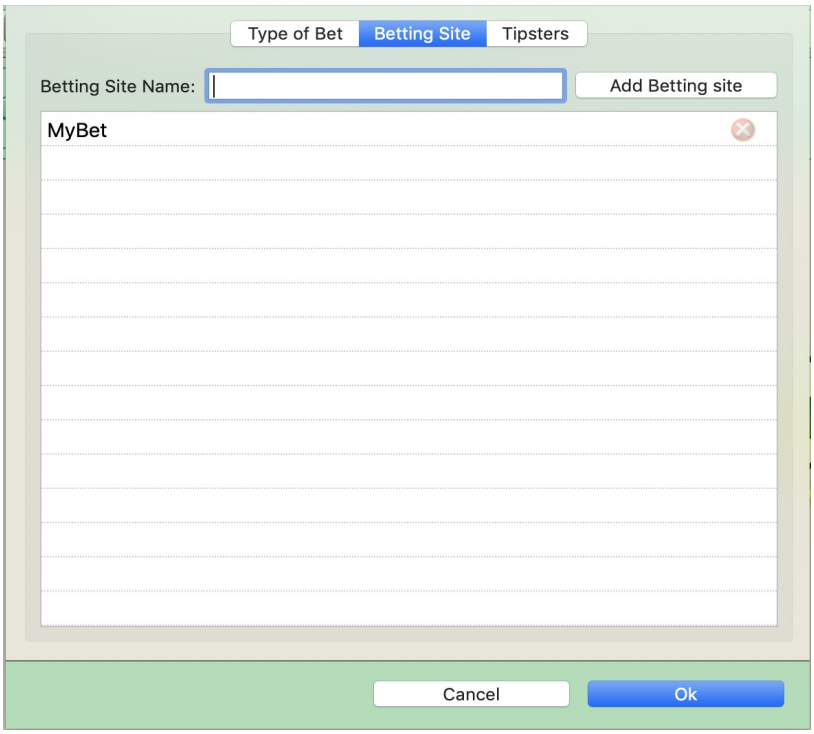


figura 15.4 – Sportsbooks Editor

15.4 Tipsters Editor

This editor *(figure 15.5)* allows adding new Tipsters or betting experts that, like the bookmaker editor, will be used in the Bankroll Organizer *(See Section 13)* to determine who advised a certain betting event.

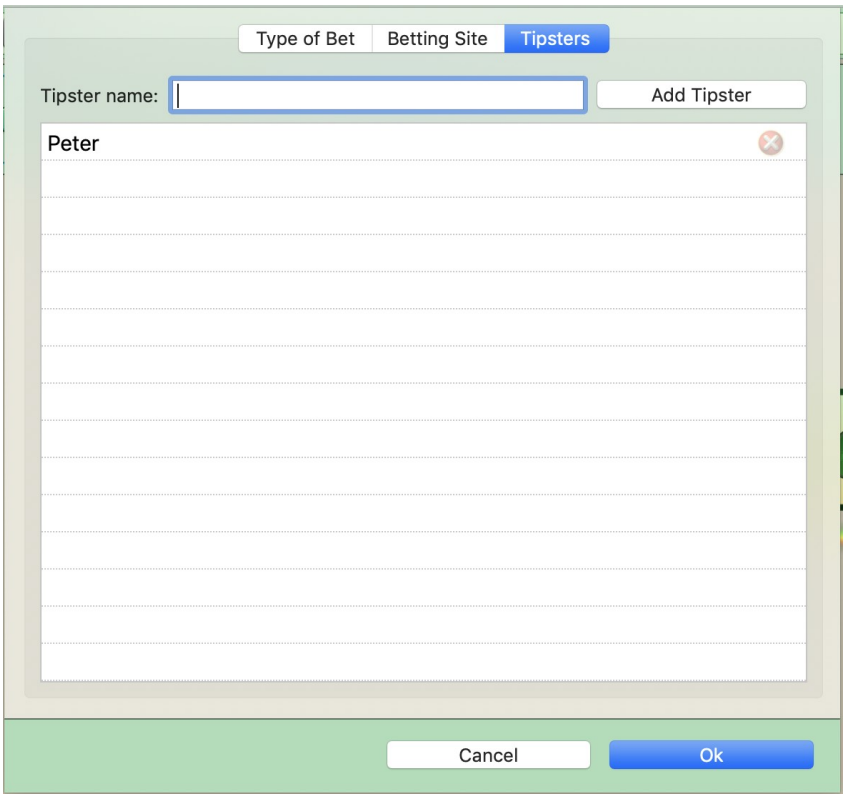


figura 15.5 – Tipsters Editor

16 Parlay editor

16.1 Configure Parlay

In this window *(figure 16.1)* you can reconfigure some parlay parameters.

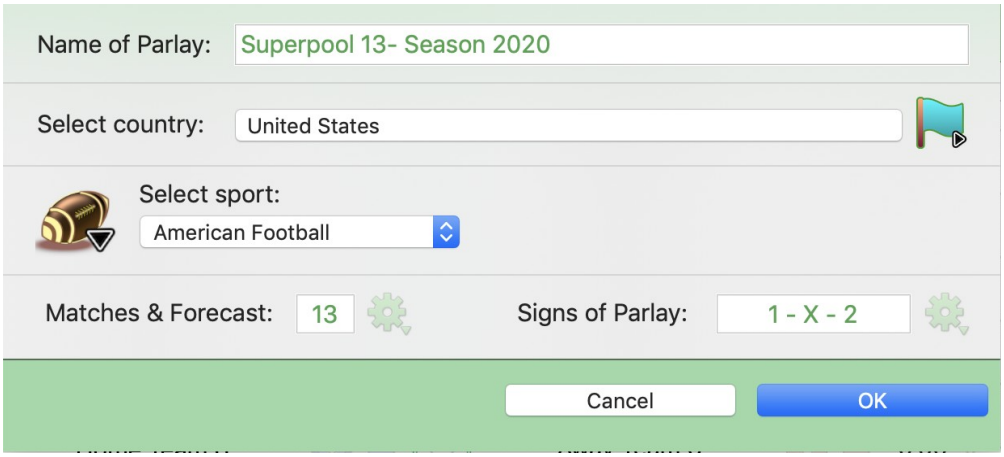


figure 16.1 – Parlay Configuration Window

ANNEX 1

List of predefined parlays

You must access to the setup parlays window to play a predefined Maximum1X2 parlay. Then you must select the country of residence and press button ("**New**"). Only will appear default parlays if the country contain such parlays.

At the moment there are only predefined parlays of football game.

Country residence	Parlay Name	Nº of Signs	Signs
EUROPA			
Germany	Toto 13er Wette	13	1 0 2
Austria	Toto	13 between 18	1 X 2
Bulgaria	Toto 1-13	13	1 X 2
Bulgaria	Toto 1-12	12	1 X 2
Bulgaria	Toto 1-10	10	1 X 2
Croatia	Toto 13	13	1 0 2
Croatia	Toto 10		
Denmark	Tips13	13	1 X 2
Denmark	Tips12	12	1 X 2
Spain	Quiniela	14 + Pleno	1 X 2
Finland	Vakioveikkaus	13	1 X 2
Finland	Jalkapallovakio	12	1 X 2
France	Totofoot 15 parions	14 + Pleno	1 N 2
France	Totofoot 7 parions	7	1 N 2
Great Britain			
Greece	Propo	14	1 X 2
Holland (Netherlands)	Toto 13	13	1 X 2
Hungary	Toto	13 + 1	1 X 2
Ireland			
Iceland	Enski boltinn	13	1 X 2
Iceland	Evropu boltinn	13	1 X 2
Italy	Totocalcio	14	1 X 2

Norway	Norsk Tipping	12	H U B
Poland	Toto Liga	13	1 X 2
Portugal	Totobola + (Super 14)	13 + S14	1 X 2
Czech Republic			
Romania	Pronosport	13	1 X 2
Romania	Prono-S	13	1 X 2
Sweden	Europatipset	13	1 X 2
Sweden	Stryptipset	13	1 X 2
Sweden	topptipset	8	1 X 2
Switzerland	Totogoal	13 + Match Score	1 X 2
Suisse Romande	Totogoal	13 + Match Score	1 X 2
Ukraine	Sportprognos	12	1 0 2
ORIENTE			
China	Toto 14	14	3 1 0
China	Toto 6	6	3 1 0
Japan	Toto	13	1 0 2
AFRICA			
Morocco	Totofoot	14	1 X 2
Morocco	Totofoot12	12	1 X 2
South Africa	SportStake	12	1 X 2
Tunisia	Promosport Nacional	13	1 X 2
Tunisia	Promosport Internacional	13	1 X 2
ASIA			
Israel	Winner	16	1 X 2
AMERICA			
Argentina	Prode	13	L E V
Brazil	Loteca	14	1 X 2
Chile	Polla Gol	14	L E V
Chile	Polla Gol 10	10	L E V
Mexico	Progol	14	L E V
Mexico	Progol Revancha	7	L E V

Peru	Ganagol	14	L E V

1 P**arameters** they are the possible values that can be assigned to a condition of Maximum1X2.

2 ***Parlay*** it is the set of sporting events on which can be defined as a forecast parameters, teams, odds, etc. Maximum1X2 save a file for each betting parlay.

3 **1X2** they are the three possible results of a sporting event. The 1X2 is the most widely used but can be defined using other.

4 **Probability** it quantifies the possibility that an event occurs. In Maximum1X2 is the possibility that occurring one of these results (win, draw or lose).

5 **Condition** it is a filter that removes 1X2 columns according certain parameters.