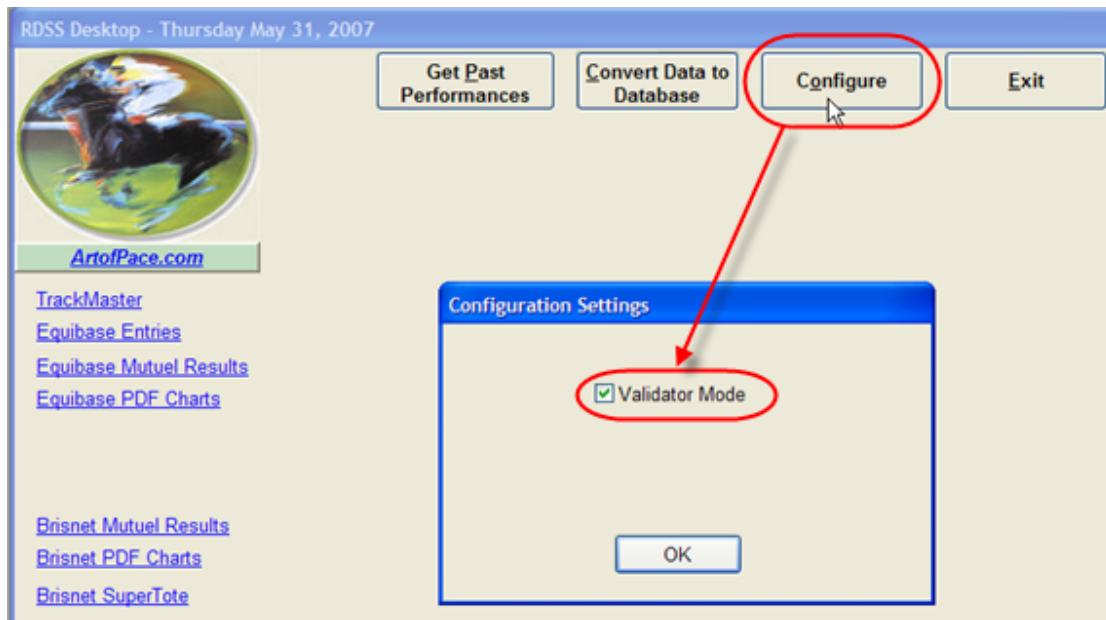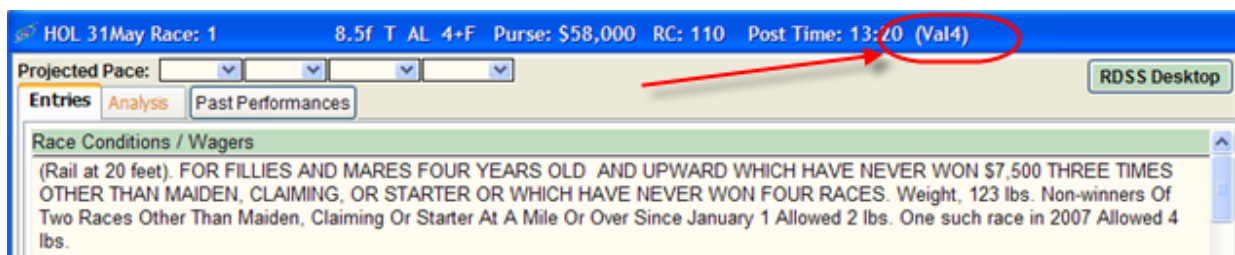# RDSS Update - Version - 0.97.0 (May 31, 2007)

Changes

1. Expiry Date is July 15, 2007

2. Validator Mode.

   RDSS now can produce the same readouts and rankings as Validator 4. To choose this, on the RDSS Desktop, click the new Configure button and check the Validator box. I'll be putting more and more configuration settings in this new window, but for now, that's the only one!

When you open a card in Validator mode, check the race window title to confirm you are producing Validator numbers:

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What *Validator Mode* means:

Up till now, RDSS has produced figures and rankings which are the same as those produced by Speculator 160. The differences between how Spec160 computes and ranks factors and how Val4 does, falls into the following categories (underline: possibly more information than you really want to know!):

a) Beaten Lengths – Val4 uses a variable beaten length depending on the distance of today's race (since all pacelines are equalized to today's distance). Spec160 uses a fixed beaten length.

b) Projections and Extractions – Val4 uses somewhat different formulae to project sprints to routes and extract routes from sprints than does Spec160.

c) TrackMaster Speed Rating – Val4 shows the TM *Horse's* SR net of Daily Track Variant (DTV). Spec160 shows the TM *Winner's* SR net of DTV, less beaten lengths. RDSS shows the actual TM Winner's SR (i.e. including the DTV), the DTV, and the net SR (i.e. net SR according to mode).

(Note: this TrackMaster SR is distinct from the internally calculated SR, which is derived from final time and is calculated the same way regardless of mode.)

d) SCBL (Second Call Beaten Length) – Val uses a different formula than Spec160 to derive computed beaten lengths at the 2nd call. On Val4, this appears on the BL/BL Superscreen. In RDSS it appears on the Segments screen in the Computed Beaten Lengths (CBL) section, the SC (2nd Call) column. Spec160 and RDSS display CBL at 3 call points. In RDSS Val mode, all three CBL figures use the same Val formula for their respective race segments.

e) Incremental Match Up – in Val4, the 3rd panel on the IMUG graph simply shows the V/DC ranking, though it is captioned 3F+Total Pace. In Spec160, this panel ranks the sum of 3rd Fraction + True Speed. In RDSS, depending on mode, the 3rd panel in the Segment screen Incremental Match Up section shows the *relative value* (not rank) of either the underlying V/DC computation (Val mode) or 3rd Fraction + True Speed. I thought it was redundant to just show ranks when we showed them elsewhere already. I may change this, depending on feedback.

f) V/DC – the V/DC computation is the same regardless of mode and as always, the better of the Primary Line Score rank or the actual V/DC computation rank is the rank shown – *that's why there are ties*. However, depending on mode, the underlying factor values which go into V/DC will be different due to a) and b) above.

g) <u>Rounding Precision</u> – in general, Validator computations use a bit more decimal precision than does Speculator. Also, in Spec, factors which are within .10 of each other are generally ranked the same, while in Val they are not.

For myself, I have not formed an overall opinion about which mode is better, and you can answer that question for yourselves eventually by record keeping. I do think the Projection and Extraction formulae in Spec160 are better than in Val.

<u>Comparing DOS Val4 screens to RDSS Screens</u>

a) As far as I can tell, all the numbers found in Val4 appear somewhere in RDSS. If you are a Val4 DOS user, you should compare Val4 screens directly to RDSS screens for a number of races to satisfy yourself that RDSS duplicates Val4. In general, I observe that factors values agree to within .01 (due to rounding) and that ranks are identical. (E.g. Val4 may state Total Energy at 164.55 and RDSS at 164.56). Some SCBL figures may differ by .10 Velocity figures are expressed in hundreds in Val and in tenths in RDSS.

b) Despite the underlying formulae being identical (subject to testing), some screens do differ in presentation concept. The main ones I can think of are:

<u>Val Screen #3 Total Energy and Primary Factors</u> (PF) compared to the <u>RDSS Primary Factors</u> screen. Val shows PF ranks, where RDSS shows the variance from best (the Perceptor concept) and colour codes the top 3 ranks. Both show the Primary Line Score, but RDSS adds the Perceptor Total LS, while Val adds the Supplementary Factors LS.

<u>BLBL / Superscreen</u> – due to layout, in RDSS everything is shown on 1 line, and (so far) the horse's age is omitted, SCBL is moved to Segments, LSP is swapped for Deceleration and V/DC is added

3. <u>APV and CR (Average Purse Value and Class Rating)</u> – These are now shown on the Entries screen for each race, and on the new Earnings/Stats screen for each horse.

   APV shows what percentage a horse's average competitive (i.e. in-the-money IM) purse value is compared to today's purse value. Values over 100% mean a horse has raced competitively for purses higher than today's – under 100% means the converse. One measure of Class.

   The Class Rating (CR) comprises portions of APV, Earnings per Start and IM percentage.

Sc	Pn	Name	APV%	CR	Age/Sex	M/L Odds	WPS Results	Pgm#
☐	1	Velvet Moonlite	88 [4]	3.09 [2]	4 F	7/2		1
☐	2	Dancing General	246 [1]	7.11 [1]	5 F	8/5		2
☐	3	Nakaba (BRZ)	96 [3]	2.09 [4]	5 F	4		3
☐	4	Grecian (ARG)	51 [5]	2.00 [5]	6 F	4		4
☐	5	Sweet Belle	134 [2]	2.75 [3]	4 F	3		5

Note that I have not colour coded these ratings, as I'm wary of over highlighting simply the top 3. Instead, I have bolded the top 5 ranks from each category.

The formulae used here come directly from Follow Up Issue #5, Page 7, and is the one implemented in Energy II – warts and all (at least that is what I'm testing with). Possibly it is the same formula in the APV/CR modules of other older Sartin software. You can look that up along with Dick Schmidt's discussion. (Also see FU #9, Page 52).

That said, there is certainly room for improvement or refinement of this. My initial attempt at improvement (unfinished in this release) is to just use the last 6 lines of a horse's performance, calculating the earnings from the purse of each race according to finish position. This eliminates excessive back-class; also use 60-20-10% rather than 55-20-15% which is a more modern percentage purse distribution to W-P-S finishers; use only similar surface performances, or choose the precise 6 (or less) lines to use (e.g. skip racing accidents, etc).

Also, I will show the APV and CR values and *ranks* on each horse's PP page (just ran out of time for this update).

4. Earnings/Stats (Horse, Jockey, Trainer) – This is now the left-most and default screen on the 2nd panel of each horse's Past Performances, and duplicates that of Spec and Val, adding an 'In-the-money' percentage column. I will complete the rankings of Earnings currently found in Spec and Val, and add the Pedigree info for the next release. Any above enhancements to the APV and CR ratings may also be calculated here.

5. Sorted BL/BL Screen – the BL/BL screen is sorted by Primary Line Score, then by V/DC rank, then by Total Energy. All other Analysis screens are still sorted by Program Number. This will evolve such that all Analysis screens can be sorted by any factor on the screen (e.g. Primary Screen sort by Perceptor 1, Energy Screen sort by Total Energy, or TPP, etc), and you can temporarily use a given factor to sort other screens, even if that factor does not appear on the other screen (e.g. sort the EL+TPR screen by V/DC).

Requests for Testing Feedback

1. I would greatly appreciate the following feedback from those who are using Val4:

   Run several races, different tracks, different surfaces, different distances through both Val4 and RDSS in Val mode. Select the same pacelines in each software and compare the related screens. If any factor values differ by more than .05 (or more than .1 for SCBL), or if ANY ranks are different, please report it to me.

   If you report anything, please just let me know the race, the horses and the lines selected (or send a screenshot). Don't send a TrackMaster card – I have those.

2. Please let me have any comments about displaying screens or factor info you are used to seeing in Val4. The general concept of RDSS screen presentation is not going to change, and I won't be making Windows RDSS screens look like a DOS screen just for historical purposes. But all the info should be there, and ergonomically so – so please let me have your thoughts.

3. Please run some APV and CR figures through various older Sartin modules and see if they match, or check the Follow Up reference in Point #3 above and do some manual computations and let me know if anything is way off.

   Please use judgement before blindly accepting the APV and CR figures: the most important ratings are those which show current form/class. Aggregated APV/CR numbers from 2 years may exaggerate what a horse is capable of today.

That's all for now. I hope in June updates will follow more frequently. As always, I look forward to your feedback.

Very best regards,

Ted Craven