

UK National Lottery Syndicate Manager

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Default Syndicate


When UK National Lottery Syndicate Manager is started, the last referenced syndicate file will be automatically loaded.

Creating a New Syndicate

To create a new Syndicate file, either select the **New Syndicate** option from the **File** menu, or click on the New Syndicate Toolbar button. 


If you currently have a syndicate in memory which contains unsaved changes, you will be prompted to save the changes before the data is cleared.

Opening An Existing Syndicate

To open an existing Syndicate file, either select the **Open Syndicate...** option from the **File** menu, or click the Open Syndicate Toolbar button. 


If you currently have a syndicate in memory which contains unsaved changes, you will be prompted to save the changes before the data is cleared.

Saving The Current Syndicate

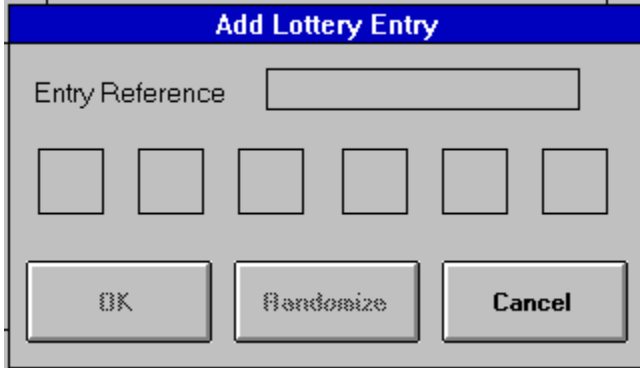
To save the syndicate currently in memory, either select the Save Syndicate option from the File menu, or click the Save Syndicate Toolbar button. 

You may also save the current syndicate under a new name by selecting **the Save Syndicate As...** Option from the **File** menu.

Creating a Syndicate Entry

To create a new entry in the current syndicate, either select **Create...** from the **Entry** menu or press the Create Entry Toolbar button. 

Once selected the create entry dialogue box will appear :



The dialog box titled "Add Lottery Entry" features a blue header bar. Below the header, there is a text input field labeled "Entry Reference". Underneath this field is a row of six empty square boxes for entering numbers. At the bottom of the dialog, there are three buttons: "OK", "Randomize", and "Cancel".

First of all you add an entry reference (e.g. Members Name, Ticket Number etc.).

To enter your numbers, just key them one by one and press enter between each one. The program will not allow you to enter numbers out of range (01 to 49) or duplicate numbers.

Optionally, you can allow the computer to randomise a set of numbers, just click the **Randomise** button.

Once six numbers have been entered you can click on **OK** and the entry will be added to the syndicate.

Click on the **Cancel** button to terminate the entry creating process at any time.


Deleting a Syndicate Entry

To delete a syndicate entry, click on the entry line in the entry list box on the main screen. Next either select Delete from the Entry menu, or press the Delete Entry Toolbar button

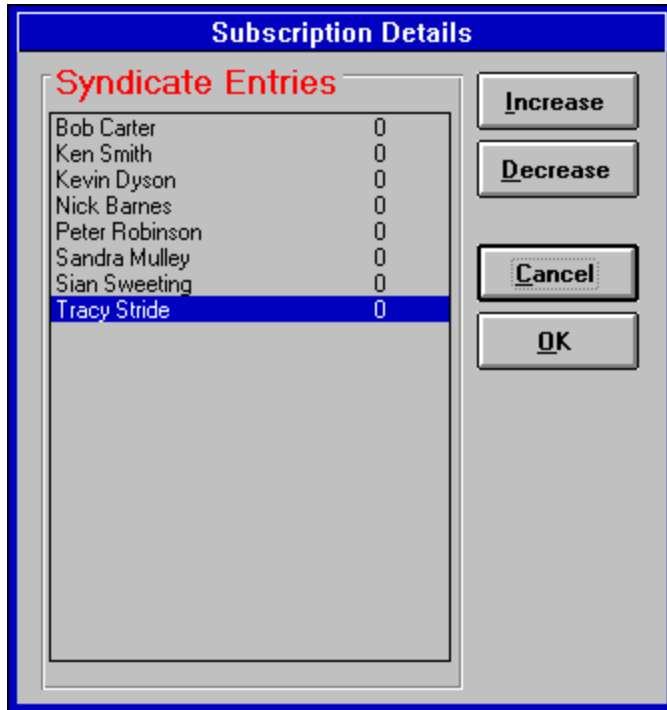


Subscription Screen

UK National Lottery Syndicate Manager allows the tracking of subscriptions against the syndicate entries.

To go to the Subscription management screen, either click the **Subscription** menu item or select the Subscription Toolbar button. 

The following screen will appear :



Syndicate Entries	
Bob Carter	0
Ken Smith	0
Kevin Dyson	0
Nick Barnes	0
Peter Robinson	0
Sandra Mulley	0
Sian Sweeting	0
Tracy Stride	0

The screen shows a list of syndicate entries, and against each entry the current paid up subscription value.

E.g. If Ken Smith has paid £5.00 toward the syndicate then his subscription value should be increased by 5 to show that he is 5 entries in credit.

To increase or decrease a subscription value click an entry line and hit the increase or decrease button.

The subscription values will be automatically decreased when a draw is input and saved to the history file.

Changes are not committed until the OK button has been pressed.

To cancel without saving the subscription changes, press the OK button.

Making a Draw

Making a draw is very simple. Simply enter the draw numbers as they are called, as each draw number is entered, the results of the draws are shown to the right of the main screen.

The upper right box shows each line which has at least one matching number along with the matching numbers.

The lower right box shows a summary of the draw results.

Once the six main numbers have been entered, they are automatically sorted into ascending order.

Once the bonus ball number has been input, the save function becomes available.

The program disallows the entry of duplicate numbers.

Saving a Draw

Once you have entered 7 numbers on the main screen, then the **Save** button will be enabled.

If you wish to save the entered draws to the history file, then press the **Save** button. Once pressed the following dialogue box will be displayed :



The image shows a dialog box titled "Save Draw" with a blue header bar. It contains three input fields: "Draw Date" with the value "26-03-95", "Draw Stake" with the value "£ 8", and "Draw Winnings" with the value "£ 10". Below these fields is a checkbox labeled "Post Against Subscription Values" which is checked. At the bottom of the dialog box are two buttons: "OK" and "Cancel".


The box displays the current system date (you may change this in the event that you are keying historic entries), the draw stake, (i.e. the number of lines in the syndicate multiplied by £1), and the draw winnings. The draw winnings are pre-set to £10 multiplied by the number of three ball matches, however you will need to adjust this for any other winning combinations since the winning values for these can vary.

You also have the option of posting the stake against the subscription values (i.e. 1 is subtracted from each lines value). If you do not wish this to happen, then uncheck the box.

Once you are happy with the history details, press **OK** to save the entry to the history file.

To **Cancel** the save, press the cancel button.

Examining History

To examine previously saved history, select the History item from the menu or press the History button on the toolbar. 

The history screen will be displayed. The history screen is split into three parts :

The left hand side of the screen shows the list of historic draws. Each line shows the date of the draw and the six numbers which were drawn.


The lower right portion of the screen shows the total winnings against total stake so far.

The upper right portion of the screen shows the winning details for each draw. To display the statistics for any particular draw, simply click on that draw on the left hand of the screen.

You can delete a draw from the history by clicking on the **Delete** button. If the number of lines active when the draw was made is equal to the current number of lines, you are given the option to refund the stake against the subscription values. If the number of entries differs then the option is not available.

To close the history display then click the **OK** button.


Odds Against Winning

To display your odds against winning with your current number selections, select the **Odds** menu item or press the Odds Display Toolbar button. 

A screen will be displayed which displays the odds against winning each of the possible winning combinations.

Press OK to return to the main screen.

Numbers Spread

To display an analysis of the spread of your current selections, select the **Numbers** menu item or press the Odds Display Toolbar button. 

A screen will be displayed which displays, in order of popularity, how many times each number has been selected in your syndicate.


Press **OK** to return to the main screen.

Print Set-up

To set-up your current printer parameters, Select **Print Set-up** from the **File** menu. You will be presented with a dialogue box. Set your parameters and press OK.

Note that any changes made affect the entire windows environment and not just the Syndicate Manager program.

Printing Syndicate Details

To print details from your syndicate, either select the **Print** option from the **File** menu, or press the print button on the Toolbar. .

A screen will appear displaying the items available for printing. Check the items you wish to print and press **OK** to continue or press the **Cancel** button to abort.

Toolbar

The row of icons which appears at the top of the main Syndicate Manager screen.

