

# CGMBet26 System

Football Analysis Software

*Powerful tool for experienced punters*

## User Guide

Version 2.16 — Season 2025/2026  
February 2026

## Table of Contents

Table of Contents .....	2
1. Getting Started .....	8
1.1 Installation .....	8
1.2 License Activation .....	8
1.3 Free Mode .....	9
1.4 Resetting Your License .....	9
1.5 Main Interface Overview .....	10
1.5.1 Toolbar Buttons .....	10
1.5.2 Settings Menu .....	11
1.5.3 Navigation Sidebar .....	12
2. Tables .....	14
2.1 League Table and Filters .....	14
.....	14
2.2 Team's Results.....	16
2.3 Teams' Form.....	17
2.4 League's Statistics .....	19
3. H2H (Head-to-Head) .....	21
3.1 Team Selection and Global Filters.....	21
3.2 Results Tab .....	22
3.2.1 Match List.....	22
3.2.2 Panel Filters.....	23
3.2.3 Statistical Summary.....	24
3.3 Goals Tab.....	25
3.3.1 Match List with Goal Timeline .....	26
3.3.2 Goals Tab Filters.....	26
3.3.3 Goal Distribution Charts.....	26
4. Statistics .....	28
4.1 League and Team Selection .....	28
4.2 Leagues tab .....	28
4.3 Teams Tab .....	30
4.4.1 Display Mode .....	32
4.5 Export.....	32

5. Upcoming.....	33
5.1 General Overview .....	33
5.1.1 Top Filters.....	34
5.1.2 Match Grid Columns .....	34
5.1.3 Bottom Toolbar .....	35
5.2 System Tabs Panel.....	36
5.2.1 Tab Configuration Options.....	37
5.3 Calculating a Column — Step-by-Step Example.....	39
5.4 Filter Section .....	40
5.5 Custom Column Formula Editor.....	40
5.6 Save/Load System .....	42
5.7 Match Context Menu (Right-Click).....	43
6. Alerts Manager.....	44
6.1 General Overview .....	44
6.1.1 Alert Slot List .....	44
6.1.2 Configuration Panel .....	45
6.2 Conditions .....	45
6.2.1 Home and Away Team Conditions.....	45
6.2.2 Filter Odds.....	46
6.2.3 Comments .....	46
6.3 Combine Settings .....	47
6.4 Action Buttons .....	47
6.5 Alerts in Action.....	48
7. Suggestions (AI).....	50
7.1 Header and Controls .....	50
7.2 Filter Bar .....	51
7.3 Predictions Grid.....	51
7.4 Overall Confidence (Stars) .....	52
7.5 Colour Coding.....	52
7.6 Value Bet Detection .....	53
7.7 Tooltips.....	53
8. A.G.S. (Advanced Goals Statistics) .....	54
8.1 Left Panel — Configuration.....	55
8.1.1 League / Team.....	55
8.1.2 Range .....	56

8.1.3 Teams & ELO .....	56
8.1.4 Filters.....	56
8.1.5 Condition Logic.....	57
8.1.6 Refresh and Reset .....	58
8.2 Centre Panel — Filters and Games Grid.....	58
8.2.1 Filter Toolbar .....	58
8.2.2 Tab Bar .....	59
8.2.3 Games Grid.....	59
8.2.4 Statistics Footer .....	59
8.3 Right Panel — Market Statistics.....	60
8.3.1 Calculation Mode .....	61
8.3.2 Period .....	61
8.3.3 Results Grid .....	61
8.3.4 Column Definitions.....	62
8.4 Bottom Toolbar .....	63
9. Goals Statistics .....	64
9.1 Game Selector (Top Bar) .....	64
9.2 Tab Management .....	65
9.3 Filter Controls (Row 1) .....	66
9.4 Display Options (Row 2).....	66
9.5 The Data Grid .....	67
9.5.1 Market Categories.....	67
9.6 Bottom Controls.....	68
9.6.1 Live Match Controls (First Row) .....	68
9.6.2 Data Source and Highlighting (Second Row).....	68
9.7 How to Read the Grid.....	69
9.8 Save / Load System .....	69
9.9 Practical Tips .....	69
10. Score Evolution .....	70
10.1 Game Selector and Tab Management .....	70
10.2 Filter Controls.....	70
10.2.1 Row 1 — League, Teams, and Advanced Filters .....	70
10.2.2 Row 2 — Data Source and Minute Range.....	71
10.3 Graphical Tree (Tab 1).....	71
10.3.1 Top Summary Bar.....	72

10.3.2 Left Filter Panel .....	72
10.3.3 The Tree Diagram .....	72
10.3.4 Correct Score Strip .....	73
10.4 Tree View (Tab 2) .....	73
10.5 Diagram — Main Path (Tab 3).....	74
10.6 Diagram — Full (Tab 4) .....	75
10.7 Results Table (Right Panel).....	76
10.7.1 Calculation Mode .....	77
10.7.2 Market Groups .....	77
10.7.3 Column Definitions .....	77
10.8 Bottom Controls .....	78
10.9 Practical Tips .....	78
11. Poisson .....	79
11.1 Expected Goals and Corrections (Top Bar) .....	80
11.1.1 Expected Goals.....	80
11.1.2 Corrections.....	80
11.2 The Number of Goals (Table 1) .....	81
11.3 Line and Totals (Table 2) .....	81
11.4 Correct Score (Table 3) .....	82
11.5 Navigation from Upcoming.....	82
12. Advanced Poisson .....	83
12.1 Controls Toolbar (Row 0) .....	84
12.2 xG Formula Builder (Row 1) .....	84
12.2.1 Formula Components .....	84
12.2.2 Formula Syntax .....	85
12.2.3 How xG Is Calculated.....	86
12.3 Refresh and Adjustment (Row 2).....	86
12.4 The Data Grid (Row 3).....	86
12.4.1 Fixed Columns.....	87
12.4.2 Market-Group Columns .....	87
12.5 Bottom Toolbar (Row 6).....	87
12.6 Right Sidebar — Highlight and Filter Controls .....	88
12.6.1 Highlighting .....	89
12.6.2 Filters.....	89
12.7 Right Sidebar — Market Statistics .....	89

13. Rating V .....	91
13.1 Controls Toolbar (Row 0) .....	91
13.2 How Rating V Calculates Probabilities .....	92
13.3 The Data Grid (Row 2).....	93
13.3.1 Fixed Columns.....	93
13.3.2 Market Columns.....	93
13.4 Bottom Toolbar (Row 3).....	94
13.5 Right Sidebar — Highlight & Show Controls .....	94
13.5.1 Sample Size Filter .....	95
13.5.2 Percentage Highlighting.....	95
13.5.3 Back Value Highlighting.....	95
13.5.4 Lay Value Highlighting.....	95
13.5.5 Legend.....	96
13.6 Practical Usage Tips .....	96
16.1 P-value Calculator .....	109
16.1.1 Load & Analyse.....	109
16.1.2 P-value Test.....	111
16.1.3 Manual Input Mode .....	112
16.1.4 Educational Display .....	113
16.2 Hedged Dutch Betting Calculator.....	114
16.3 Back / Lay Arbitrage Calculator.....	115
16.4 DNB & Double Chance Calculator .....	116
16.5 Asian Handicap Calculator .....	117
16.6 Arbitrage Calculator .....	118
16.7 Kelly Criterion Calculator .....	119
16.8 Odds Converter .....	121
16.9 Parlay Calculator .....	122
16.10 Practical Tips .....	123
17.1 My Leagues Manager.....	124
17.1.1 Window Layout .....	124
17.1.2 Creating a League Group .....	125
17.2 My Teams Manager .....	126
17.2.1 Window Layout .....	126
17.2.2 Creating a Team Group .....	126
17.3 Using Your Groups .....	127

17.4 Managing Groups.....	127
17.4.1 Editing a Group .....	127
17.4.2 Deleting a Group .....	128
17.5 Practical Tips .....	128
18.1 Time Zone .....	129
18.2 Date Format .....	130
18.3 League Format .....	131
18.4.1 Window Size.....	132
18.4.2 Program Start-up .....	133
18.5 Backup & Restore.....	133
18.5.1 Backup Options .....	134
18.5.2 Automatic Backup.....	134
18.6 Save & Load.....	135
18.7 Saving Your Preferences .....	136

*Note: Right-click the Table of Contents above and select "Update Field" to refresh page numbers after editing.*

# 1. Getting Started

This chapter covers the installation, activation, and first launch of the CGMBet System. Whether you have a license key or want to explore the software in free mode, this section will get you up and running.

## 1.1 Installation

To install the CGMBet System on your computer:

1. Download the latest setup file from the official CGMBet website.
2. Run the installer (**CGMBetSetup.exe**) and follow the on-screen instructions.
3. Choose your installation directory or accept the default location.
4. Once the installation completes, launch the CGMBet System from your desktop shortcut or Start menu.

**System requirements:** Windows 10 or later, .NET 8.0 runtime (included in the installer), and an active internet connection for license activation and data updates.

## 1.2 License Activation

On the first launch, the CGMBet System will display an activation dialogue asking you to enter your license key. If you have purchased a license, enter the key provided to you and click **Activate License**. The software will verify your key with the server and unlock the features corresponding to your license tier.

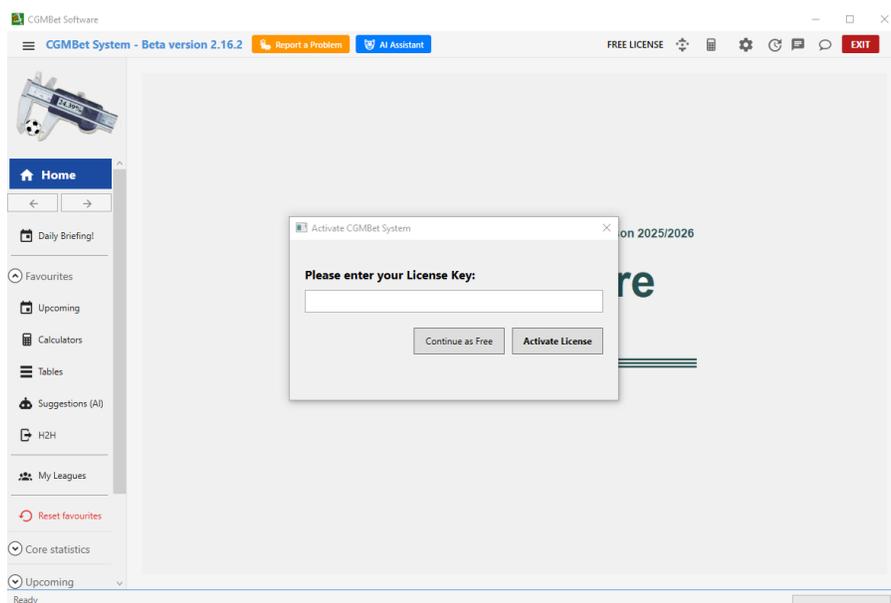


Figure 1.1 — License activation dialogue on first launch

CGMBet System offers several license tiers, each unlocking different levels of functionality:

License Tier	Description
Free	Basic access to core statistics, tables, and limited league access.
VIP	Everything except the features available only in VIP Plus.
VIP Plus	Everything in VIP, plus Custom Column formulas, Full Export, AI Export, server backups, and other premium features that the CGMBet team will implement in the future.

### 1.3 Free Mode

If you do not have a license key, you can click **Continue as Free** to enter the software in free mode. Free mode provides access to core statistics, league tables, and basic features for the 2nd leagues, allowing you to explore the software before purchasing a license. The advanced features, such as AI Suggestions, the Advanced Poisson calculator, extended export options, and custom column formulas, will be restricted.

### 1.4 Resetting Your License

If you need to change your license key (for example, after upgrading your license), you can reset it from within the application. Click the **Settings** menu (⚙️ icon in the toolbar) and select **Reset License**. The application will close. On the next launch, the activation dialogue will appear again, allowing you to enter your new license key.

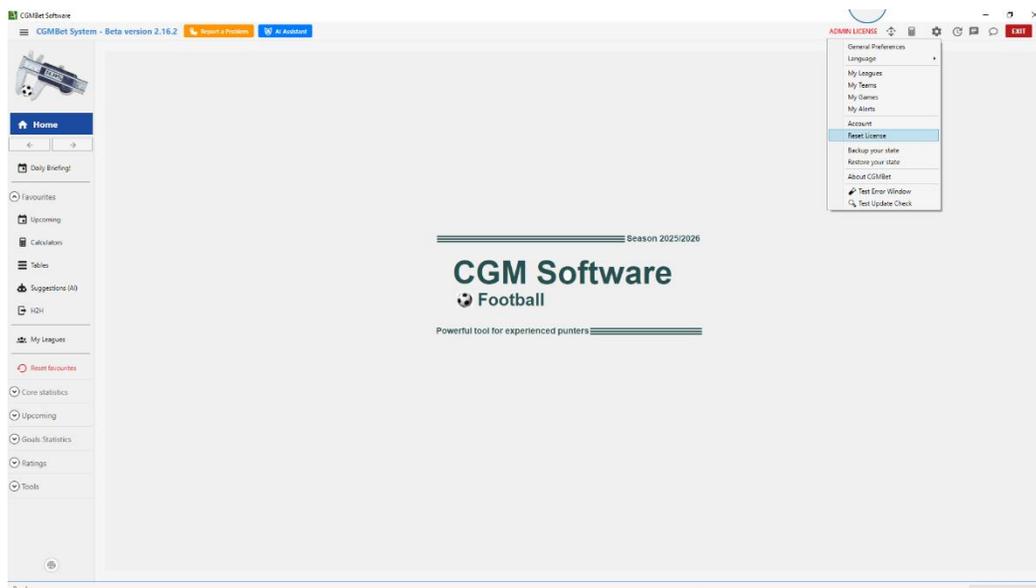


Figure 1.2 — Resetting the license.

## 1.5 Main Interface Overview

After activation, you will see the main application window. The interface is organised into a navigation sidebar on the left, a content area in the centre, and a toolbar across the top.

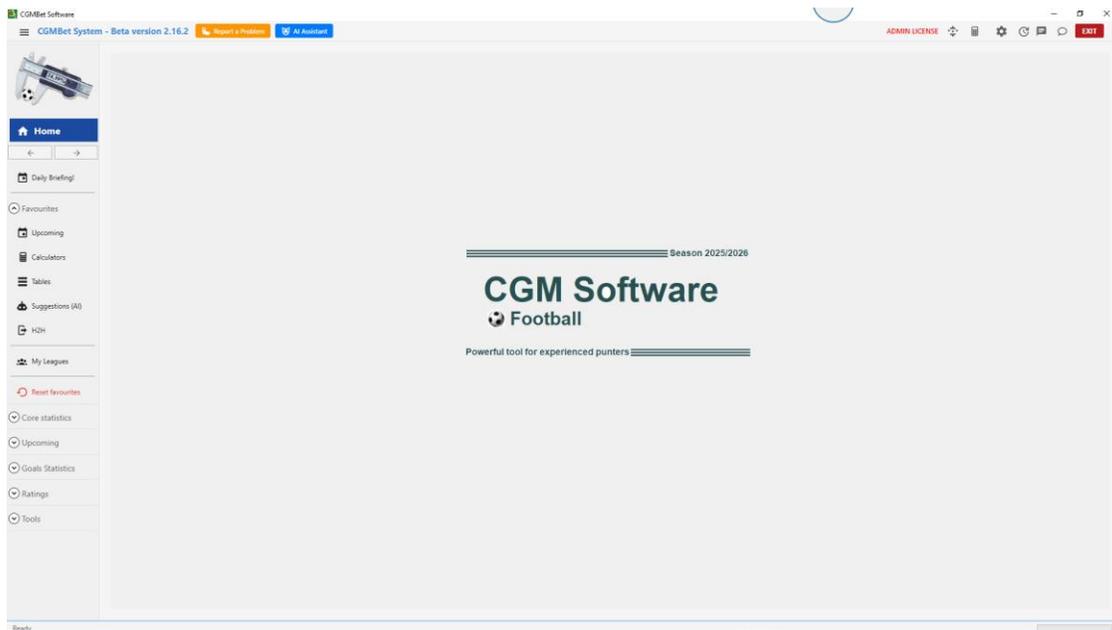


Figure 1.3 — CGMBet System main interface

### 1.5.1 Toolbar Buttons

The toolbar at the top-right of the window provides quick access to essential functions:

Button	Description
Report a Problem	Opens a dialogue to report bugs or issues directly to the development team.
AI Assistant	Launches the AI-powered assistant for help with the software's modules.
⚙ Preferences	Opens the General Preferences panel for adjusting display, date format, and other settings.
⚙ Settings	Opens the settings menu (see section 1.5.2 below).
🔄 Update	Checks for database updates and downloads the latest match data from the server.
💬 Chat	Opens the community chat window to communicate with other users in real time.
💬 Feedback	Opens a direct messaging channel to see the CGMBet support messages.
EXIT	Closes the application.

## 1.5.2 Settings Menu

Clicking the Settings button (⚙️) opens a menu with the following options:

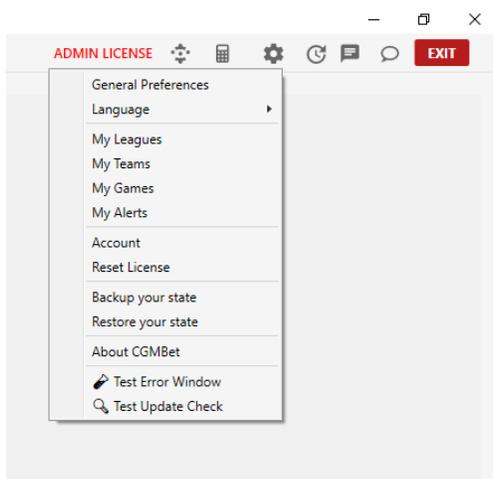


Figure 1.4 — Settings menu

Menu Item	Description
General Preferences	Adjust display settings, date format, default season range, and other application-wide preferences.
Language	Switch the application language. Available languages include English, German, Spanish, French, Hungarian, Italian, Portuguese, Romanian, and Greek.
My Leagues	Manage your custom league groups for quick filtering across all views.
My Teams	Save and manage your favourite teams for quick access.
My Games	Bookmark specific matches for later reference and tracking.
My Alerts	Configure alerts and notifications for specific matches or statistical thresholds.
Account	View your license details, expiry date, and account information.
Reset License	Deactivate the current license key. The application will restart and prompt for a new key.
Backup your state	Export all your personal settings, custom leagues, teams, alerts, and preferences to a backup file.
Restore your state	Import a previously saved backup to restore all your personal settings.
About CGMBet	View version information and credits.

The other options are available only in Administrative mode.

### 1.5.3 Navigation Sidebar

The left sidebar provides access to all application sections, organised into collapsible groups. The sidebar also includes **Back** (←) and **Forward** (→) navigation arrows at the top, allowing you to move between previously visited views.

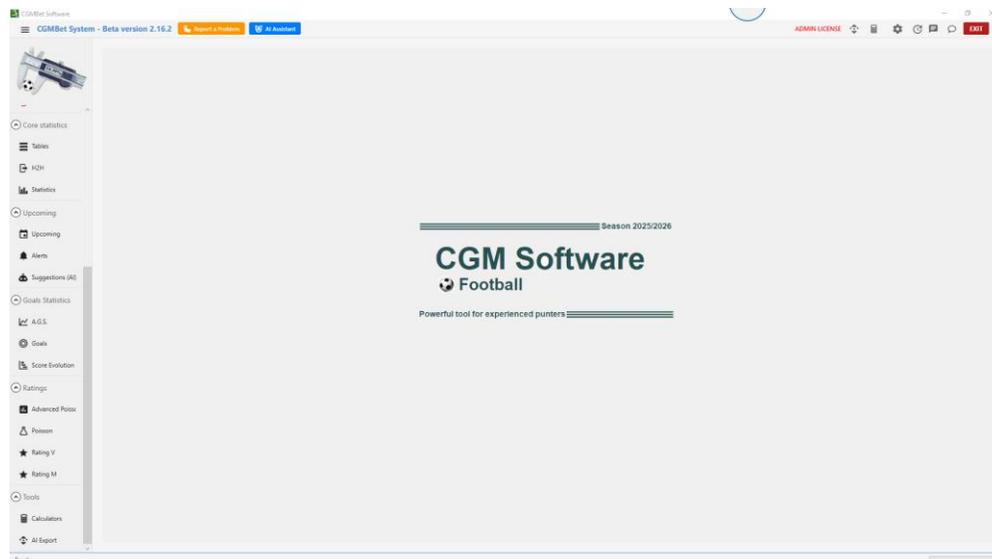


Figure 1.5 — Navigation sidebar with all sections expanded.

Section / Item	Description
 Home	Returns to the welcome screen.
 Daily Briefing!	A quick summary of today's key matches and statistics, based on your selections.
<b>Favourites</b>	<i>A customisable section with shortcuts to the views you use most often. Click "Reset favourites" at the bottom to restore defaults.</i>
Upcoming	Shortcut to the Upcoming matches view.
Calculators	Shortcut to the Calculators view.
Tables	Shortcut to the League Tables view.
Suggestions (AI)	Shortcut to the AI Suggestions view.
H2H	Shortcut to the Head-to-Head comparison tool.
My Leagues	Shortcut to your custom league groups.
<b>Core statistics</b>	<i>Detailed league-level statistics and data exploration.</i>
Tables	League standings tables for all supported leagues.
H2H	Head-to-head comparison tool for any two teams.
Statistics	Comprehensive league and team statistics.
<b>Upcoming</b>	<i>Full upcoming match centre with advanced filtering.</i>

Upcoming	Upcoming matches with odds, system tabs, and advanced filters.
Alerts	View and manage your match alerts and notifications.
Suggestions (AI)	AI-powered match suggestions and analysis (requires VIP licence or higher).
<b>Goals Statistics</b>	<i>In-depth goal analysis and scoring patterns.</i>
A.G.S.	Advanced Goals Statistics — analyse various scenarios, based on the goals' minutes.
Goals	Goal totals, over/under trends, and scoring data by league and team.
Score Evolution	Track how scores evolve over the course of the game.
<b>Ratings</b>	<i>Team strength ratings and prediction models.</i>
Advanced Poisson	Advanced Poisson distribution calculator with custom xG formulas and filters.
Poisson	Standard Poisson probability calculator for match outcomes.
Rating V	Team value rating based on performance and odds analysis.
Rating M	Team momentum rating based on results in similar games.
<b>Tools</b>	<i>Advanced analytical and utility tools.</i>
Calculators	Statistical calculators: Poisson, value betting, accumulator, and Kelly criterion tools.
AI Export	Export data using AI-powered formatting and analysis templates.



The standings table shows the following columns for each team:

Column	Meaning
#	Position in the league.
Team	Team name. Click on a team to see its detailed data on the right side.
MP	Matches Played.
W	Wins.
D	Draws.
L	Losses.
GF	Goals For (scored).
GA	Goals Against (conceded).
GD	Goal Difference (GF – GA).
Pts	Total points.
H	The team's results at home.
A	The team's results away.

 **Tip:** Click on any team in the standings table to load its detailed data in the right-hand panel. The panel has three tabs: Team's results, Teams' form, and league's statistics.

## 2.2 Team's Results

The **team's results** tab displays a complete list of matches for the selected team in the chosen season. Each row represents one match; past results show full statistics, and future fixtures show only the opponent name.

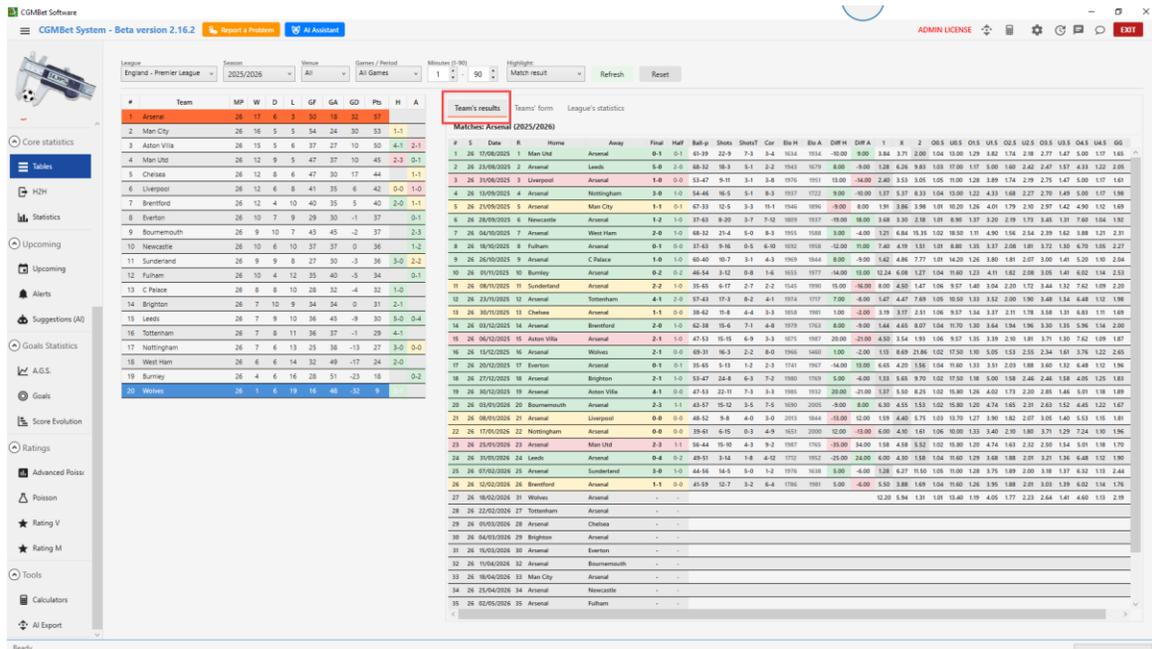


Figure 2.2 — Team's results tab (Arsenal, Premier League 2025/2026)

The match list includes the following columns:

Column	Meaning
#	The match number in the season.
S	Season identifier.
Date	Date the match was played (or is scheduled).
R	Round number.
Home / Away	The home team and the away team.
Final	Full-time score (e.g. 1–0).
Half	Half-time score.
Ball-p	Ball possession percentage for the selected team.
Shots	Total shots
ShotsT	Shots on target.

<b>Cor</b>	Corners.
<b>Elo H / Elo A</b>	ELO rating of the home and away team at the time of the match.
<b>Diff H / Diff A</b>	ELO difference (change) for the home and away team after the match.
<b>1 / X / 2</b>	Pre-match odds for Home win, Draw, and Away win.
<b>O0.5 – O4.5</b>	Pre-match odds for Over 0.5, 1.5, 2.5, 3.5, and 4.5 goals.
<b>U0.5 – U4.5</b>	Pre-match odds for Under 0.5, 1.5, 2.5, 3.5, and 4.5 goals.
<b>GG</b>	Pre-match odds for both teams to score (GG/BTTS).

**Tip:** Future fixtures are displayed at the bottom of the list

**Tip:** The results are colour-coded: green for wins, yellow/orange for draws, and red for losses, making it easy to spot form patterns at a glance.

## 2.3 Teams' Form

The **Teams' form** tab lets you compare multiple teams' performance throughout the season using interactive line charts. Select one or more teams from the list on the left, and the chart on the right will update to show their performance trends.

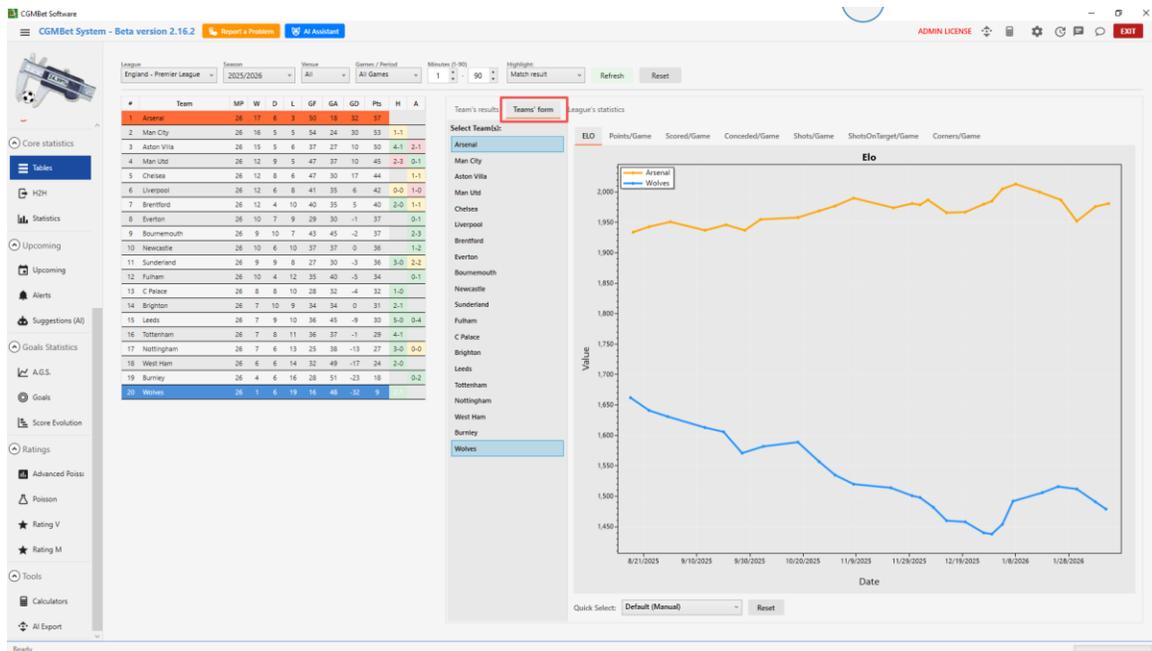


Figure 2.3— Teams' form tab (ELO comparison: Arsenal vs Wolves)

The chart tabs at the top let you switch between different performance metrics:

Chart Type	What It Shows
ELO	ELO rating progression over the season. Higher values indicate a stronger form.
Points/Game	Average points per game over time.
Scored/Game	Average goals scored per game.
Conceded/Game	Average goals conceded per game.
Shots/Game	Average total shots per game.
ShotsOnTarget/Game	Average shots on target per game.
Corners/Game	Average corners per game.

How to use this tab:

5. Click on a team name in the **Select Team(s)** list to add it to the chart. Click again to deselect it.
6. Select multiple teams (keep CTRL key pressed) to compare their trends side by side.
7. Use the chart type tabs (ELO, Points/Game, etc.) to switch between different metrics.
8. Use the **Quick Select** dropdown at the bottom to quickly select predefined team groups, or choose **Default (Manual)** for manual selection.
9. Click **Reset** to clear all selected teams and start fresh.

 **Tip:** Comparing ELO charts is particularly useful before a match: if one team's ELO is trending up while the other's is declining, this may indicate a shift in form that the raw standings don't capture.

## 2.4 League's Statistics

The **league's statistics** tab provides a league-wide statistical overview, ranking all teams by the selected metric. This is useful for identifying league trends, comparing team strengths in specific areas, and spotting over- and under-value.

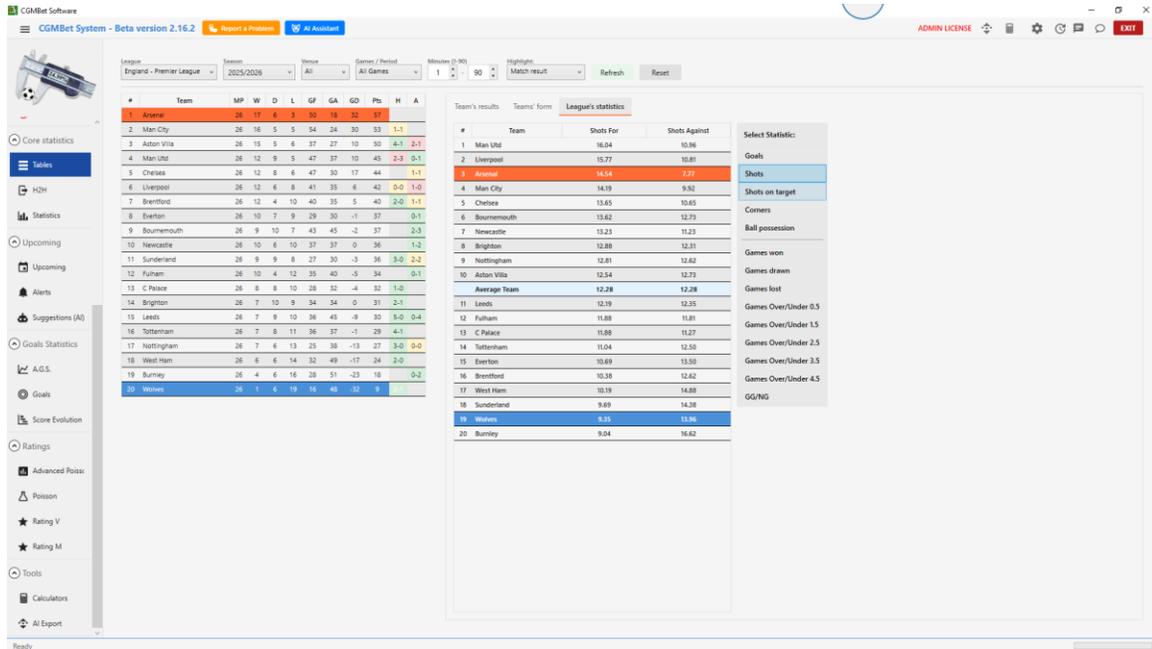


Figure 2.4 — League's statistics tab (Shots For and Shots Against)

The right-hand panel lists all available statistics you can select. Click on any statistic to update the ranking table:

Statistic	What It Shows
Goals	Average goals scored and conceded per game for each team.
Shots	Average total shots for and against per game.
Shots on target	Average shots on target for and against per game.
Corners	Average corners for and against per game.
Ball possession	Average ball possession percentage for each team.
Games won	Total number of games won by each team.
Games drawn	Total number of drawn games.
Games lost	Total number of games lost.
Games Over/Under 0.5	Number of games with over or under 0.5 total goals.
Games Over/Under 1.5	Number of games with over or under 1.5 total goals.
Games Over/Under 2.5	Number of games with over or under 2.5 total goals.
Games Over/Under 3.5	Number of games with over or under 3.5 total goals.

<b>Games Over/Under 4.5</b>	Number of games with over or under 4.5 total goals.
<b>GG/NG</b>	Number of games where both teams scored (GG) vs games where at least one team did not score (NG).

The ranking table shows each team with two data columns: the "For" value (how much the team produces in that statistic) and the "Against" value (how much the team concedes). Teams are ranked from highest to lowest in the "For" column. An **Average Team** row is included as a reference point, showing the league-wide average.

 **Tip:** The selected team (from the standings table on the left) is highlighted in the ranking, making it easy to see where it stands relative to the rest of the league.

 **Tip:** Use this tab to find value bets: for example, a team with high "Shots on target" but low "Goals" may be underperforming and due for a scoring correction.

## 3. H2H (Head-to-Head)

The H2H view is available under **Core statistics** → **H2H** in the sidebar, or via the **H2H** shortcut in the Favourites section. It provides a detailed side-by-side comparison of two teams, displaying their recent results, statistical summaries, and goal-timing analysis. This is one of the most powerful pre-match research tools in the CGMBet System.

### 3.1 Team Selection and Global Filters

At the top of the H2H view, you will find the team selection area and three global filter dropdowns that affect all data displayed on the screen.

To select the two teams you want to compare, use the four dropdown menus in the centre of the screen. For each team (left and right), first choose the **league**, then select the **team** from the second dropdown. The teams do not need to be from the same league — you can compare any two teams from any supported competition.

The global filters at the top of the view control the data context:

Filter	Description
Statistic calculated before	Sets a cut-off date for the statistics. Only matches played before this date are included in the calculations. This is useful for analysing how teams looked heading into a specific fixture.
Synchronisation mode	Controls whether the left and right panels share the same filter settings. When set to “Home and away statistics are synchronised”, changing a filter on one side automatically applies the same change to the other. When set to “Home and away statistics are not synchronised”, each panel’s filters are independent, allowing you to compare different slices of data (e.g., Team A at home vs Team B away).
Game status	Choose between “Show the played games only” (to view completed results) or “Show the scheduled games only” (to see upcoming fixtures).

### 3.2 Results Tab

The **Results** tab is the default view when the H2H window opens. It displays two side-by-side panels — one for each selected team — each containing a match list at the top and a statistical summary below.

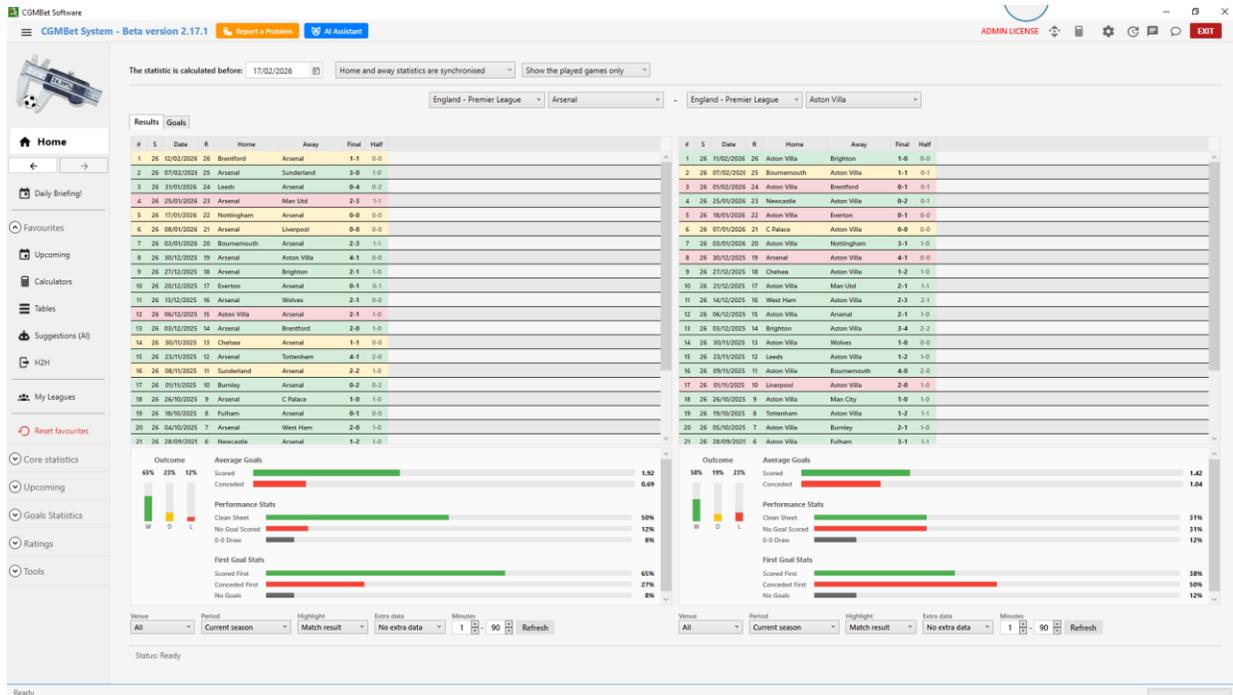


Figure 3.1 — H2H Results tab (Arsenal vs Aston Villa, Premier League 2025/2026)

#### 3.2.1 Match List

The upper portion of each panel shows a scrollable list of matches for the selected team. Each row represents one match, colour-coded by result: **green** for wins, **yellow/orange** for draws, and **red** for losses.

Column	Meaning
#	Match number in the season.
S	Season identifier.
Date	Date the match was played.
R	Round number.
Home	The home team.
Away	The away team. The selected team’s name is shown in bold and highlighted.
Final	Full-time score (e.g. 1–1).
Half	Half-time score.

### 3.2.2 Panel Filters

Below the match list (at the bottom of each panel), a set of filters lets you customise the data for each team. When synchronisation is enabled, changing a filter on one panel automatically updates the other.

#### Venue

Option	Description
All	Show all matches regardless of venue (default).
Home	Show only matches where the team played at home.
Away	Show only matches where the team played away.
Head to Head	Show only the direct encounters between the two selected teams. When this option is selected, a “Split by venue” checkbox appears, allowing you to further break down the head-to-head record into home and away results.

#### Period

Option	Description
Current season	Show matches from the current season only (default).
Last 2 seasons	Show matches from the current and previous season.
All seasons	Show all historical matches available in the database.
Last 5 games	Show only the most recent 5 matches.
Last 10 games	Show only the most recent 10 matches.
Last 30 days	Show matches played within the last 30 days.
Last 60 days	Show matches played within the last 60 days.

#### Highlight

Option	Description
Match result	Colour-code rows by win (green), draw (yellow), and loss (red). This is the default.
O/U 0.5	Highlight based on Over/Under 0.5 total goals.
O/U 1.5	Highlight based on Over/Under 1.5 total goals.
O/U 2.5	Highlight based on Over/Under 2.5 total goals.
O/U 3.5	Highlight based on Over/Under 3.5 total goals.
O/U 4.5	Highlight based on Over/Under 4.5 total goals.
GG/NG	Highlight based on whether both teams scored (GG) or not (NG).

**Extra data**

Option	Description
No extra data	Display only the standard match columns (default).
ELO Rating	Show ELO ratings for both teams at the time of each match.
Form Rating	Show the form rating values for each match.
Rank	Show the league position of each team at the time of the match.
Shots	Show total shots for and against.
Shots on target	Show shots on target for and against.
Corners	Show corner counts for and against.
Ball possession	Show ball possession percentage.

**Minutes (1–90)**

Restrict the statistics to a specific minute range. For example, entering 1–45 limits all calculations to first-half data only. Click **Refresh** to apply the updated minute range.

**3.2.3 Statistical Summary**

Below the match list, each panel displays a statistical summary section divided into three areas: **Outcome**, **Average Goals**, and **Performance Stats**. An additional **First Goal Stats** section is also shown.

**Outcome**

Displays the percentage of wins, draws, and losses for the selected team across the filtered matches, represented as vertical bar charts with colour-coded bars (green for wins, yellow for draws, red for losses). When the Highlight filter is set to an Over/Under or GG/NG option, the Outcome section adapts to display the relevant percentages (e.g., Over vs Under).

**Average Goals**

Shows the average number of goals scored and conceded per match, displayed as horizontal progress bars with numeric values. Green represents goals scored, and red represents goals conceded.

**Performance Stats**

A set of key performance indicators with horizontal progress bars and percentage values:

Statistic	What It Shows
Clean Sheet	Percentage of matches in which the team conceded zero goals.
No Goal Scored	Percentage of matches in which the team failed to score.
0–0 Draw	Percentage of matches that ended in a goalless draw.

## First Goal Stats

Analyses who scored the first goal in each match:

Statistic	What It Shows
Scored First	Percentage of matches in which the team scored the opening goal.
Conceded First	Percentage of matches in which the opponent scored first.
No Goals	Percentage of matches where no goals were scored at all.

**Tip:** Compare the First Goal Stats between the two teams to identify which team tends to take the initiative. A team that frequently scores first may hold a psychological advantage in a head-to-head encounter.

## 3.3 Goals Tab

The **Goals** tab provides a visual minute-by-minute breakdown of when each team scores and concedes goals. It is designed to help you identify scoring patterns, such as teams that are strong starters or late finishers.

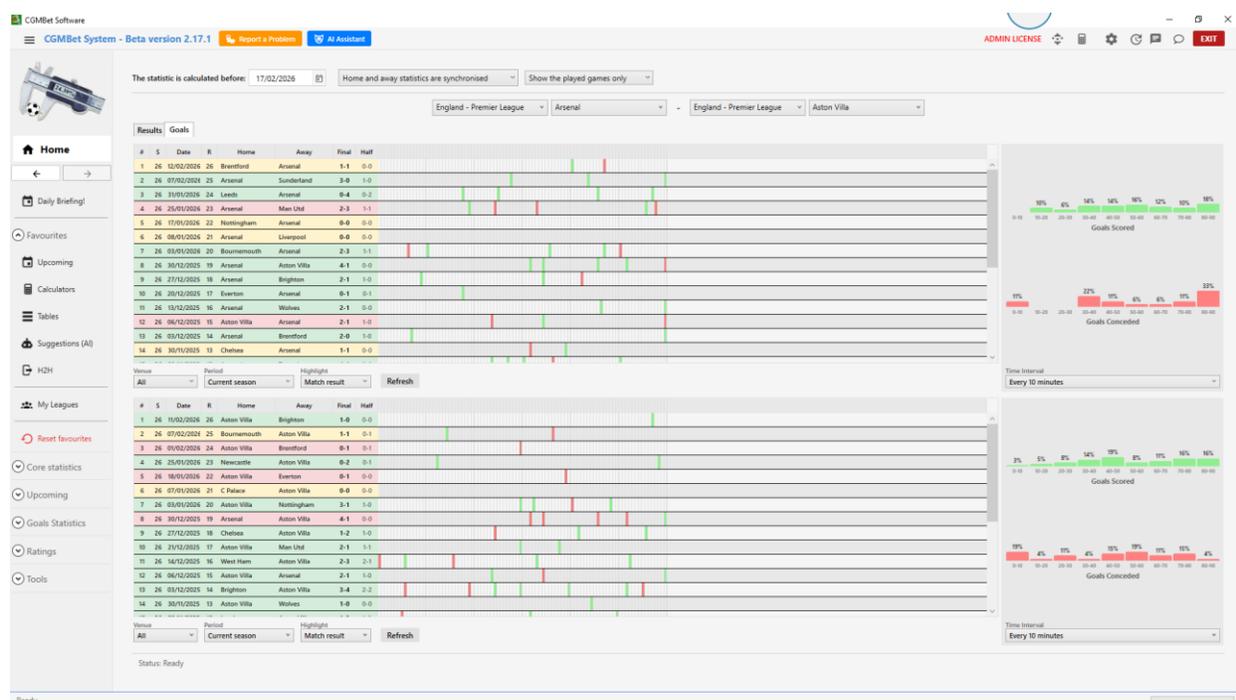


Figure 3.2 — H2H Goals tab (Arsenal vs Aston Villa, minute-by-minute goal analysis)

### 3.3.1 Match List with Goal Timeline

The Goals tab is split into two stacked panels (top for the first team, bottom for the second). Each panel displays a match list on the left side, identical to the Results tab (with the same #, S, Date, R, Home, Away, Final, and Half columns). However, instead of the statistical summary, the right side of each row features a **goal timeline bar**—a horizontal strip spanning minutes 1–90. Each goal is represented by a coloured vertical mark on the timeline:

Colour	Meaning
Green	A goal scored by the selected team.
Red	A goal conceded by the selected team.

This visualisation makes it easy to spot patterns at a glance — for example, clusters of goals in the final 15 minutes, or a team that frequently concedes early.

### 3.3.2 Goals Tab Filters

Each panel in the Goals tab has its own set of filters at the bottom:

Filter	Description
Venue	Same options as the Results tab: All, Home, Away, or Head to Head.
Period	Same options as the Results tab: Current season, Last 2 seasons, All seasons, Last 5/10 games, Last 30/60 days.
Highlight	Same options as the Results tab: Match result, O/U 0.5–4.5, or GG/NG. Controls the colour-coding of the match rows.
Refresh	Reloads the data with the current filter settings.

### 3.3.3 Goal Distribution Charts

On the right-hand side of each panel, two bar charts provide an aggregated view of goal timing across all filtered matches:

Chart	What It Shows
Goals Scored	The percentage of the team's goals scored in each time interval. The bars are coloured green.
Goals Conceded	The percentage of goals conceded in each time interval. The bars are coloured red/pink.

The horizontal axis is divided into time intervals (e.g. 0–10, 10–20, ... 80–90), and the percentage label above each bar shows what proportion of total goals fell within that interval.

A **Time Interval** dropdown below each chart lets you choose the granularity of the time buckets:

Option	Description
Every 5 minutes	Finest granularity — 18 intervals from 0–5 to 85–90.

Every 10 minutes	Default — 9 intervals from 0–10 to 80–90.
Every 15 minutes	6 intervals from 0–15 to 75–90.
Every 30 minutes	3 intervals: 0–30, 30–60, 60–90.
Every 45 minutes	2 intervals: first half (0–45) and second half (45–90).

 **Tip:** Use the “Every 10 minutes” or “Every 15 minutes” intervals for the best balance of detail and readability. Switch to “Every 5 minutes” when investigating very specific tactical patterns, such as goals immediately after half-time.

 **Tip:** If one team scores a disproportionate number of goals in the 70–90 range while the other concedes heavily in the same window, this is a strong signal to consider late-game markets such as Over 1.5 second-half goals.

## 4. Statistics

The Statistics view is available under **Core statistics** → **Statistics** in the sidebar. It provides a cross-league and cross-team statistical overview, allowing you to compare key betting-relevant metrics across all leagues and all teams in the database. The data is presented in two separate tabs: **Leagues** and **Teams**. Both tabs share the same set of filters at the bottom of the screen and display a rich set of columns covering results, goal thresholds, and first-goal statistics.

### 4.1 League and Team Selection

At the top of the Statistics view, two dropdown menus allow you to narrow the data before it is loaded:

Dropdown	Description
League	Select a specific league to view (e.g. England – Premier League), or leave it set to “All Leagues” to include every league in the database.
Teams	Select a specific team, or leave it set to “All Teams” to include all teams. When a league is selected, the Teams dropdown filters to show only teams belonging to that league.

These top-level dropdowns control which leagues or teams appear in both the Leagues and Teams tabs.

### 4.2 Leagues tab

The **Leagues** tab displays one row per league, summarising the aggregated statistics across all matches in that league for the selected filters. This is the default tab when the Statistics view opens.

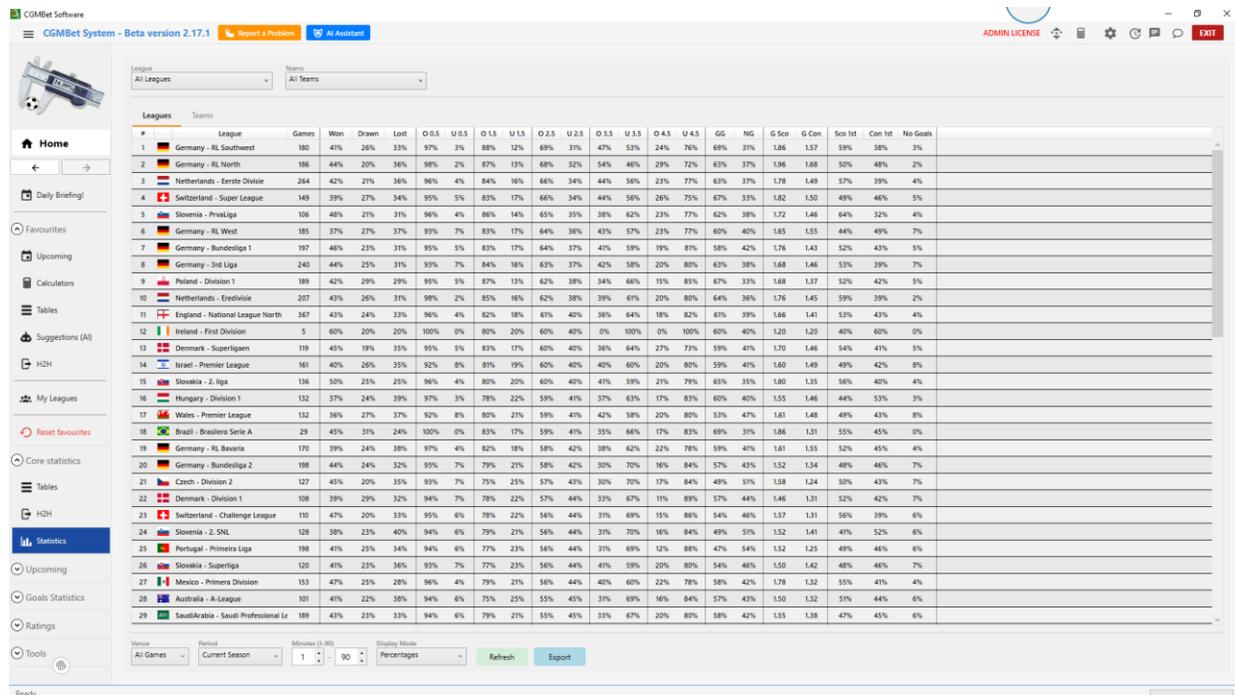


Figure 4.1 — Statistics view — Leagues tab (all leagues, current season, percentages mode)

Each row represents a league and includes the following columns:

Column	Meaning
#	Ranking position (sorted by Over 2.5 percentage by default).
(Flag)	The country flag associated with the league.
League	The full name of the league.
Games	Total number of matches played in the league for the selected period.
Won	Percentage (or streak) of matches won by the home team.
Drawn	Percentage (or streak) of matches ending in a draw.
Lost	Percentage (or streak) of matches won by the away team.
O 0.5 / U 0.5	Percentage of matches with Over or Under 0.5 total goals.
O 1.5 / U 1.5	Percentage of matches with Over or Under 1.5 total goals.
O 2.5 / U 2.5	Percentage of matches with Over or Under 2.5 total goals.
O 3.5 / U 3.5	Percentage of matches with Over or Under 3.5 total goals.
O 4.5 / U 4.5	Percentage of matches with Over or Under 4.5 total goals.
GG	Percentage of matches where both teams scored (BTTS — Both Teams To Score).
NG	Percentage of matches where at least one team did not score (No Goal / not BTTS).
G Sco	Average goals scored per match across the league.

G Con	Average goals conceded per match across the league.
Sc0 1st	Percentage of matches where the home team scored first.
Con 1st	Percentage of matches where the away team scored first.
No Goals	Percentage of matches that ended with no goals at all (0–0).

**Tip:** Click any column header to sort the table by that metric. For example, click “GG” to find the leagues with the highest Both Teams To Score rate — useful for identifying GG-friendly competitions.

### 4.3 Teams Tab

The **Teams** tab displays one row per team, showing individual team statistics. It shares most of the same columns as the Leagues tab, but includes additional team-specific data.

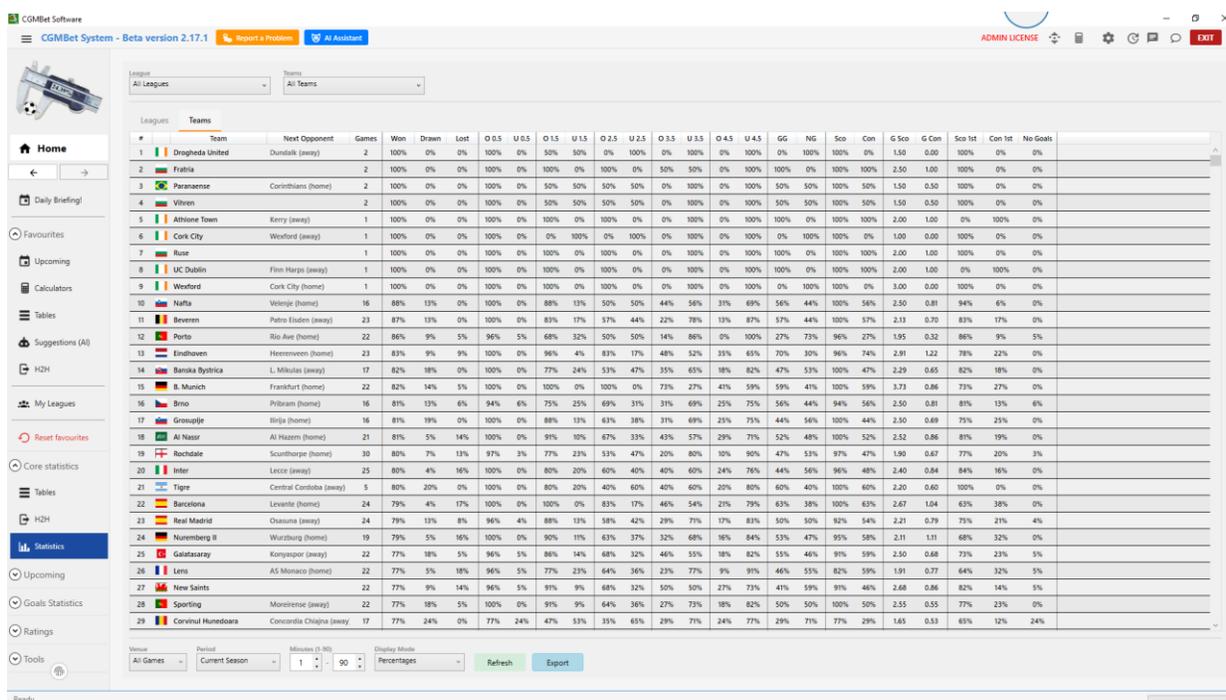


Figure 4.2 — Statistics view — Teams tab (all teams, current season, percentages mode)

The Teams tab includes all the columns described in the Leagues tab above, plus the following additional columns:

Column	Meaning
Team	The team name (replaces the League column).
Next Opponent	The team’s next scheduled opponent, including whether the match is at home or away (shown in parentheses).
Sc0	Percentage of matches in which the team scored at least one goal.

Con	Percentage of matches in which the team conceded at least one goal.
-----	---

The remaining columns (Won, Drawn, Lost, O/U thresholds, GG, NG, G Sco, G Con, Sco 1st, Con 1st, No Goals) have the same meaning as in the Leagues tab, but are calculated at the individual team level rather than league-wide.

 **Tip:** The Teams tab is particularly powerful when combined with filters. For example, set the venue to “Away” and sort by “Won” to find the teams with the best away win rate across all leagues.

#### 4.4 Filters

At the bottom of both tabs, a shared filter bar allows you to refine the data. Changing any filter and clicking **Refresh** updates both the Leagues and Teams tabs.

##### Venue

Option	Description
All Games	Include all matches regardless of venue (default).
Home	Include only home matches (on the Leagues tab this means all home-side data; on the Teams tab it shows only matches where the team played at home).
Away	Include only away matches.

##### Period

Option	Description
Current Season	Show data from the current season only (default).
Last 2 Seasons	Combine the current and previous season.
All Seasons	Include all historical data available in the database.
Last 5 Games	Show only the most recent 5 matches per league or team.
Last 10 Games	Show only the most recent 10 matches per league or team.
Last 30 Days	Include only matches played within the last 30 days.
Last 60 Days	Include only matches played within the last 60 days.

##### Minutes (1–90)

Restrict the calculations to a specific minute range. By default this is set to 1–90 (full match). Changing it to, for example, 1–45 will recalculate all statistics based on first-half data only.

### 4.4.1 Display Mode

The **Display Mode** dropdown controls how the statistical values are presented in the table. This is a powerful feature that transforms the same underlying data into three completely different analytical perspectives:

Option	Description
Percentages	The default mode. Each cell shows the percentage of matches that meet the given criterion. For example, an Over 2.5 value of “69%” means 69% of the league’s matches had more than 2.5 total goals. Goal averages (G Sco, G Con) are shown as decimal values (e.g. 1.86).
Positive Streaks	Each cell shows the current positive streak — the number of consecutive most recent matches where the condition was true. For example, an Over 2.5 value of “4” means the last 4 matches in a row had more than 2.5 total goals. The streak is counted from the most recent match backwards and stops as soon as a match breaks the pattern. A value of 0 means the most recent match did not meet the condition.
Negative Streaks	Each cell shows the current negative streak — the number of consecutive most recent matches where the condition was NOT met. For example, an Over 2.5 value of “3” means the last 3 matches in a row did NOT have more than 2.5 total goals. This is useful for identifying droughts or patterns that may be due for a correction.

 **Tip:** Positive Streaks mode is invaluable for identifying “hot” trends. For example, if a team shows a positive streak of 7 for GG (Both Teams To Score), that team’s last 7 matches all had both teams scoring — a strong signal that the trend may continue.

 **Tip:** Negative Streaks mode helps you spot potential value bets. If a team has a negative streak of 5 for Over 2.5, it means the last 5 matches all had 2 or fewer goals. This could signal either a genuinely low-scoring team or a correction waiting to happen — use this alongside other data to make your judgement.

### 4.5 Export

The **Export** button at the bottom-right of the screen allows you to export the current table (Leagues or Teams, depending on which tab is active) to a file for further analysis in spreadsheet software. The exported data reflects the currently applied filters and display mode.

## 5. Upcoming

The Upcoming view is available under **Upcoming** in the sidebar. It is the central match centre of the CGMBet System, where you can browse all scheduled and played matches, apply advanced filters, configure custom statistical columns (called "system tabs"), and run calculations across every match in the database. This is the most feature-rich view in the application and the primary workspace for building and testing betting systems.

### 5.1 General Overview

The Upcoming view is divided into two main areas: a **match grid** on the left and a **system tabs panel** on the right. The match grid displays all matches for the selected period. At the same time, the system tabs panel on the right allows you to configure up to 27 custom statistical columns that are appended to the match grid when enabled.

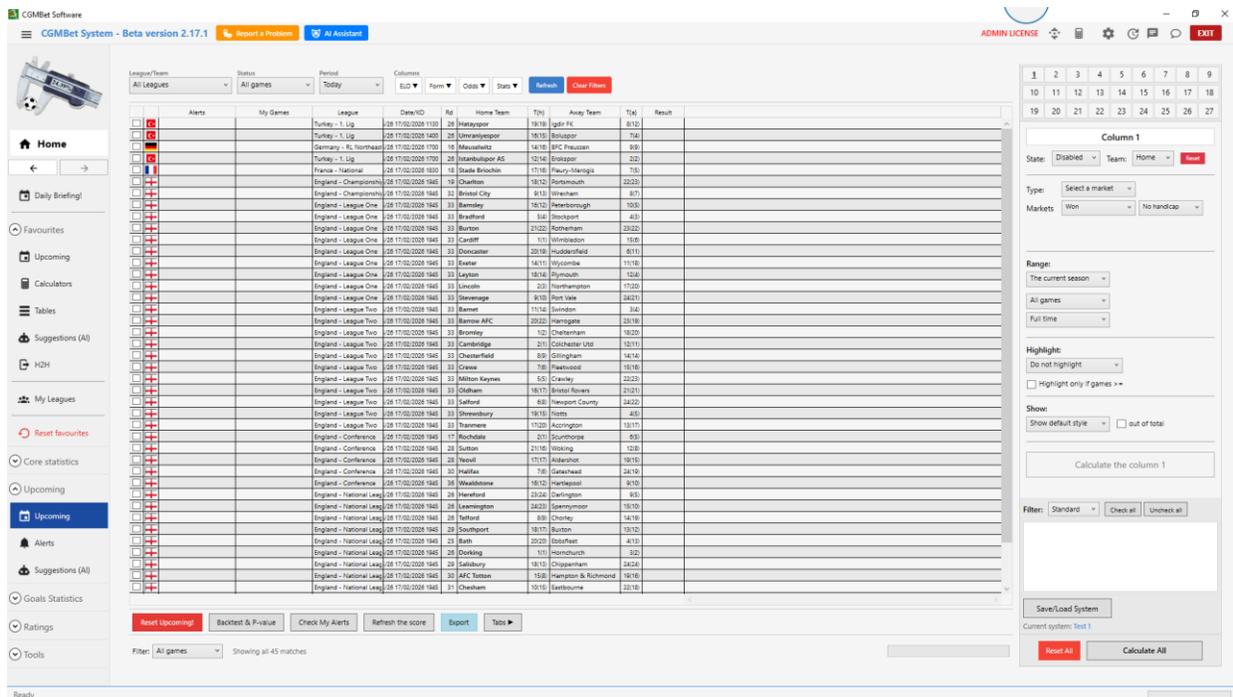


Figure 5.1 — Upcoming view — general overview with match grid and system tabs panel

### 5.1.1 Top Filters

The top row of the Upcoming view provides a set of filters and column visibility controls:

Filter / Button	Description
League / Team	Select a specific league or team to filter the match list. Supports "My Leagues" custom groups. Set to "All Leagues" by default.
Status	Filter matches by their state: All games (default), Only played, or Only scheduled.
Period	Select the time window for the matches: Last 7 days, Last 3 days, Yesterday, Today (default), Tomorrow, Next 3 days, Next 7 days, Between dates (custom date range), Current season, or Between seasons.
ELO ▼	Opens a pop-up to show or hide the ELO H / ELO A columns and set minimum/maximum ELO range filters for home and away teams.
Form ▼	Opens a pop-up to show or hide the Form H / Form A columns and set minimum/maximum form rating filters for home and away teams.
Odds ▼	Opens a pop-up to show or hide odds columns (1, X, 2, O/U 0.5–4.5, GG, NG) and set minimum/maximum odds range filters for each market.
Stats ▼	Opens a pop-up to show or hide match statistics columns (Shots, Shots on Target, Corners, Ball Possession) and set minimum/maximum filters. Includes a period selector (Full time, First half, Second half).
Refresh	Reloads the match list with the current filter settings.
Clear Filters	Removes all active column filters (ELO, Form, Odds, Stats ranges) and resets them to their defaults.

### 5.1.2 Match Grid Columns

The match grid displays the following columns. Some columns are hidden by default and can be shown using the pop-up buttons described above.

Column	Meaning
(Checkbox)	Select individual matches for batch operations.
Alerts	Shows whether an alert has been set for this match.
My Games	Shows whether the match has been bookmarked in My Games.
League	The league name.
Date/KO	Date and kick-off time of the match.
Rd	Round number.
Home Team	The home team name.
T(h)	Table position (rank) of the home team in the league standings.
Away Team	The away team name.
T(a)	Table position (rank) of the away team.
Result	The final score (for played matches).

ELO H / ELO A	ELO ratings for the home and away teams (hidden by default).
Form H / Form A	Form ratings for the home and away teams (hidden by default).
1 / X / 2	Pre-match odds for home win, draw, and away win (hidden by default).
O0.5–O4.5 / U0.5–U4.5	Over/Under odds for various goal thresholds (hidden by default).
GG / NG	Both Teams To Score and Not Both Teams To Score odds (hidden by default).
Sh H / Sh A	Total shots for home and away teams (hidden by default).
ST H / ST A	Shots on target for home and away teams (hidden by default).
Cor H / Cor A	Corners for home and away teams (hidden by default).
Pos H / Pos A	Ball possession percentage for home and away teams (hidden by default).

### 5.1.3 Bottom Toolbar

At the bottom of the match grid, a toolbar provides the following actions:

Button	Description
Filter	A dropdown that lets you filter the visible matches: "All games" shows everything, "My Games only" shows only bookmarked matches.
Reset Upcoming!	Resets the entire Upcoming view to its default state, clearing all filters, system tab configurations, and calculated results.
Backtest & P-value	Runs a statistical backtest of the currently calculated system tabs against historical results and computes a P-value to assess the system's statistical significance. This feature will be described in detail in a separate chapter.
Check My Alerts	Scans the current matches against your configured alerts and highlights any matches that trigger an alert condition.
Refresh the score	Updates the live scores for today's matches from the server.
Export	Exports the current match grid (including all visible columns and calculated system tab values) to a file.
Tabs ►	Toggles the visibility of the system tabs panel on the right side. Click to hide or show the panel.

## 5.2 System Tabs Panel

The right side of the Upcoming view contains the **system tabs panel** — the most powerful analytical feature of the CGMBet System. It provides 27 configurable tabs (1–27), each representing a custom statistical column that can be added to the match grid. By configuring multiple tabs with different markets, ranges, and filters, you can build a complete betting system and evaluate it across all matches at once.

<b>1</b>	2	3	4	5	6	7	8	9
10	11	12	13	14	15	16	17	18
19	20	21	22	23	24	25	26	27

**Column 1**

State: Disabled Team: Home Reset

---

Type: Select a market

Markets: Won No handicap

---

**Range:**

The current season

All games

Full time

---

**Highlight:**

Do not highlight

Highlight only if games >=

---

**Show:**

Show default style  out of total

---

Calculate the column 1

---

Filter: Standard Check all Uncheck all

---

Save/Load System

Current system: Test 1

---

Reset All
Calculate All

Figure 5.2 — System tabs panel (Column 1, default/disabled state)

### 5.2.1 Tab Configuration Options

Each tab can be independently configured with the following settings:

#### State and Team

Setting	Description
State	Set to Disabled (column is inactive) or Enabled (column will be calculated and displayed in the grid). When enabled, the tab header turns orange if it is a "home tab" or blue if it is an "away tab".
Team	Choose which team's perspective to calculate from: Home or Away.
Reset	Resets the current tab to its default (disabled) state.
Header	A custom name for the column (visible only when the tab is enabled). This name appears as the column header in the match grid.
Copy from	Copy the configuration from another tab to quickly duplicate settings.
Import tab / Export tab	Import or export a single tab's configuration to/from a file, allowing you to share individual column setups.

#### Type

Option	Description
Select a market	Choose from a list of predefined markets (see Markets below). This is the standard mode for most calculations.
Custom	Opens the Custom Column formula editor, allowing you to write advanced formulas using built-in functions. This powerful feature is described in detail in a separate chapter.

#### Markets

When the Type is set to "Select a market", the Markets dropdown offers a comprehensive list of betting markets to analyse. The available markets include:

Market Group	Options
Match result	Won, Drawn, Lost, Not Won, Not Drawn, Not Lost.
Goals (game level)	Over (game), Under (game), Exactly (game) — with a configurable goal threshold and optional handicap.
Both Teams To Score	GG (both teams scored), NG (at least one team did not score).
Goals (team stats)	Scored, Conceded, Total — average goals per match.
Goals (team level)	Over (team), Under (team), Exactly (team) — goals by the selected team only.
Goals (opponent level)	Over (opponent), Under (opponent), Exactly (opponent) — goals by the opponent only.
Points	Points/game, Points/game (opponent) — average points per match.

Match statistics	Shots, Shots on target, Corners, Ball Possession.
Correct score	Probability of specific exact scores (e.g. 1–0, 2–1).
Combination markets	HT/FT (half-time/full-time result), 1st/2nd (first half vs second half winner).

## Range

The Range section controls which matches are used for the statistical calculation:

Setting	Description
Range	The current season (default), The last X games (with a configurable number), The last X seasons, or All seasons.
Game type	All games (default), Home games only, or Away games only.
Time period	Full time (default), First half, Second half, or Between minutes (with configurable start and end minutes).

## Highlight

The Highlight section allows you to colour-code the calculated values in the match grid to spot entries that meet your criteria quickly:

Option	Description
Do not highlight	No colour-coding applied (default).
Highlight if >=	Highlight cells green where the value is greater than or equal to a threshold you specify.
Highlight if <=	Highlight cells whose values are less than or equal to a threshold.
Highlight if between	Highlight cells whose values fall between two thresholds.
Highlight if not between	Highlight cells whose values fall outside two thresholds.
Highlight if true	Highlight cells where the condition is true (for Boolean markets).
Highlight if false	Highlight cells where the condition is false.
Highlight only if games >=	An additional checkbox that restricts highlighting to teams that have played a minimum number of games, preventing misleading results from small sample sizes.

## Show

Setting	Description
Show default style	Displays the calculated value using the default format (percentage, average, or count depending on the market).
Show percentage	Forces the display as a percentage.
Show number	Forces the display as a raw number.

Out of the total      When checked, appends the total number of matches (e.g. "4/10" instead of just "40%").

### Calculate the column

Once you have configured a tab, click the **Calculate the column N** button to run the calculation. The system will process every match in the grid and populate the corresponding column with the calculated values. If you change settings after a calculation, the button label updates to indicate that a recalculation is needed.

## 5.3 Calculating a Column — Step-by-Step Example

This example demonstrates how to set up a simple system tab that calculates the home team's win percentage over their last 5 home games, with highlighting applied to values of 60% or higher.

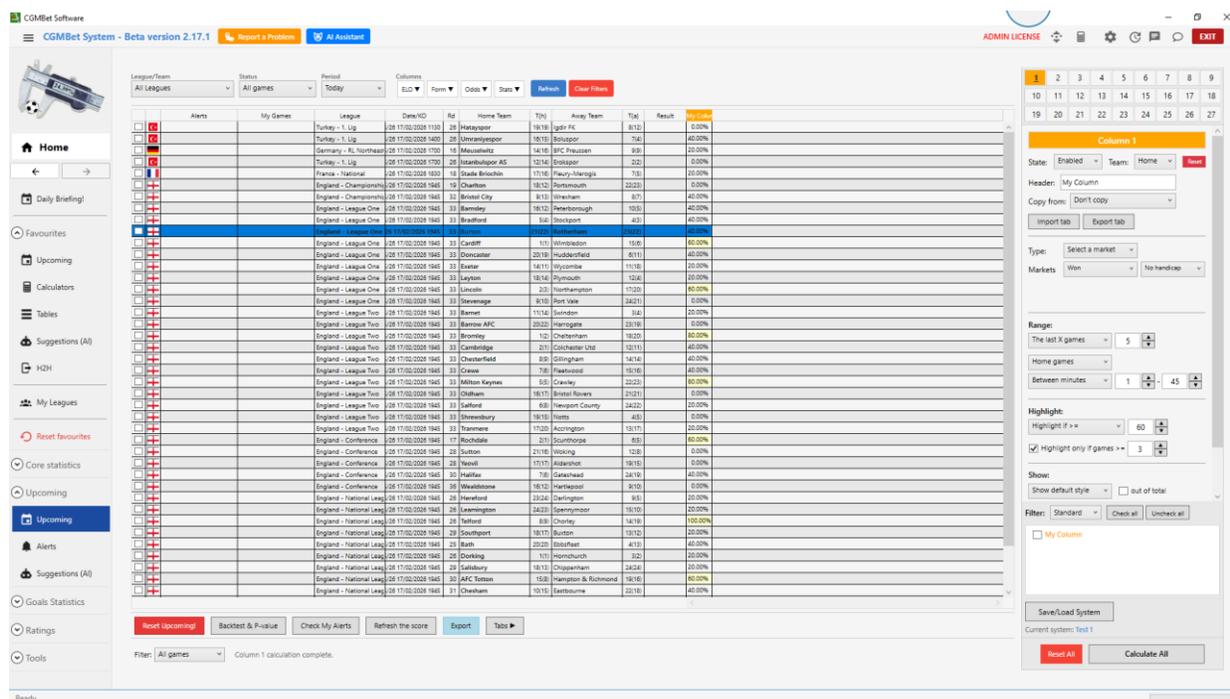


Figure 5.3 — A calculated column ("My Column") with highlighted values  $\geq 60\%$

**Step 1:** Click on tab 1 in the numbered grid at the top of the system tabs panel.

**Step 2:** Change the **State** from "Disabled" to "Enabled". The tab header turns orange to confirm it is active.

**Step 3:** Enter a **Header** name—for example, "My Column". This text will appear as the column header in the match grid.

**Step 4:** Set the **Type** to "Select a market" and choose **Won** from the Markets dropdown.

**Step 5:** Under **Range**, set the range to "The last X games" with a value of **5**, set the game type to "Home games", and set the time period to "Between minutes" with values **1** to **45** (first half only).

**Step 6:** Under **Highlight**, select "Highlight if >=" and enter **60**. Optionally, check "Highlight only if games >=" and set the minimum to **3** to avoid highlighting teams with very few matches.

**Step 7:** Click "**Calculate**" in **column 1**. The system processes every match and populates the "My Column" column in the grid. Values of 60% or higher are highlighted in green.

 **Tip:** You can configure multiple tabs simultaneously and then click "Calculate All" at the bottom of the panel to run all enabled columns at once, saving significant time.

## 5.4 Filter Section

Below the system tabs panel, the Filter section lets you filter the match grid by calculated column values. The filter mode can be set to:

Mode	Description
Standard	Displays a list of checkboxes, one per enabled system tab. Checking a checkbox filters the grid to show only matches where that column's highlight condition is met. Use the Check all and Uncheck all buttons to toggle all filters at once.
Advanced	Provides a more powerful filtering engine with custom conditions.

## 5.5 Custom Column Formula Editor

When the **Type** dropdown is set to "Custom", a **Create or modify a custom query** button appears. Clicking it opens the Custom Column formula editor — a powerful dialogue where you can write advanced formulas using a library of built-in functions.

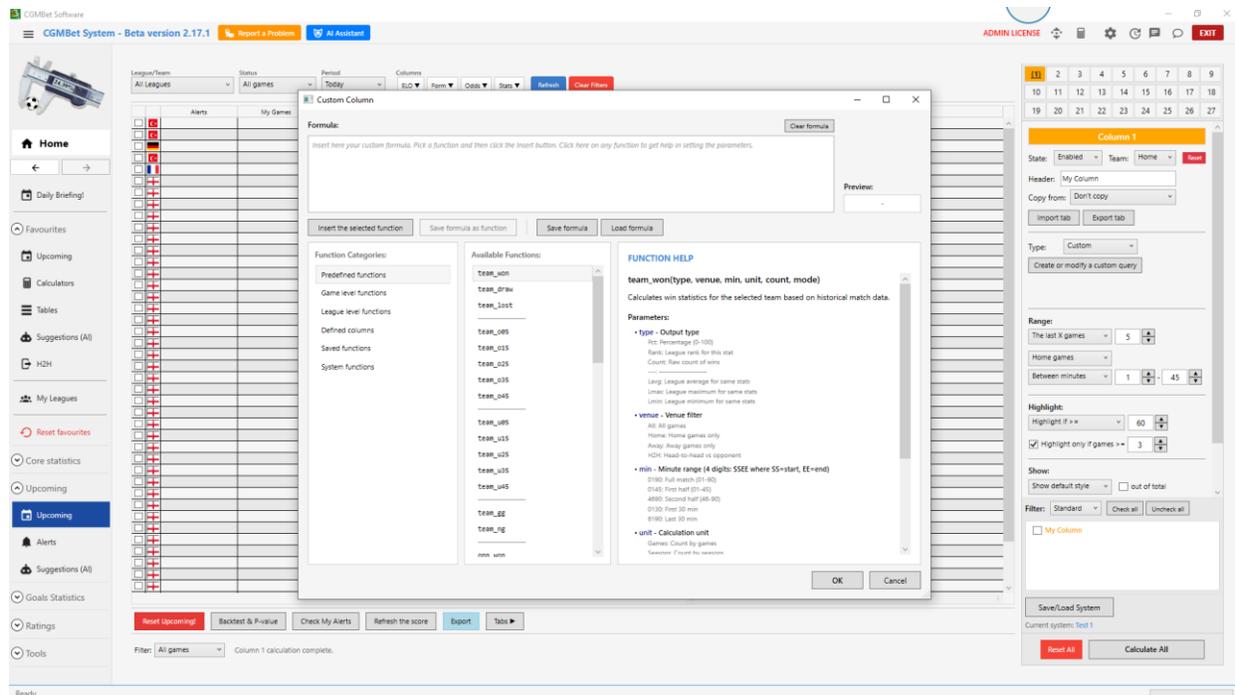


Figure 5.6 — Custom Column formula editor with function categories and help panel

The editor provides function categories (Predefined functions, Game level functions, League level functions, Defined columns, Saved functions, and System functions), a list of available functions, and a detailed help panel that explains each function's parameters. You can compose complex queries by combining multiple functions, save formulas for reuse, and load previously saved formulas.

**Note:** The Custom Column formula editor is a premium feature (VIP Plus) and will be presented in detail in a separate chapter.

## 5.6 Save/Load System

The **Save/Load System** button opens a dialogue that lets you save and load complete system configurations. A system configuration includes all 27 tab settings (markets, ranges, highlights, formulas) so you can switch between different betting strategies quickly.

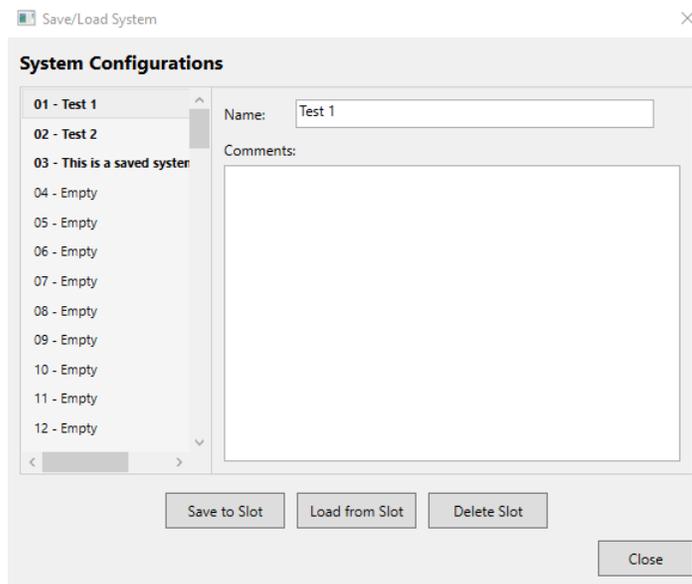


Figure 5.4 — Save/Load System dialogue with multiple configuration slots

The dialogue provides the following features:

Element	Description
Slot list	A scrollable list of configuration slots (up to 99). Each slot shows its number and name. Empty slots are labelled "Empty".
Name	A text field to give the selected slot a descriptive name.
Comments	A free-text area for notes about the system (e.g. what markets it targets, when to use it).
Save to Slot	Saves the current 27-tab configuration to the selected slot.
Load from Slot	Loads a previously saved configuration from the selected slot, replacing all current tab settings.
Delete Slot	Clears the selected slot.

The currently loaded system name is displayed at the bottom of the system tabs panel as "Current system: [name]".

**Tip:** Build different systems for different leagues or strategies (e.g. "Over 2.5 System", "BTTS Value Finder") and switch between them using Save/Load. This is much faster than manually reconfiguring all 27 tabs.

## 5.7 Match Context Menu (Right-Click)

Right-clicking on any match row in the grid opens a context pop-up with quick navigation options for that specific match:



Figure 5.5 — Right-click context menu for a match

Option	Description
Head to Head	Opens the H2H view with the two teams from this match pre-selected.
Tables	Navigates to the Tables view with the match's league pre-selected.
Manage My Games	Add or remove this match from your My Games bookmarks.
Analyse with Goals	Opens the Goals Statistics view focused on this match's teams.
Analyse with Score Evolution	Opens the Score Evolution view for this match.
Analyse with A.G.S.	Opens the Advanced Goals Statistics view for all played games in the table.
Analyse with Rating M	Opens the Rating M (momentum rating) view for this match.
Send to Poisson	Sends the match to the Poisson calculator, optionally pre-filling calculated xG values. The dropdown at the bottom lets you choose between home + Away xG or league-average xG.

**Tip:** The right-click context menu is the fastest way to deep-dive into a specific match. Use it to quickly jump from the Upcoming view to any analytical module without losing your current filters or system tab configuration.

## 6. Alerts Manager

The Alerts Manager is accessible from the **Upcoming** → **Alerts** item in the sidebar, or via the **Settings** → **My Alerts** menu. It allows you to define custom alert rules that are automatically checked against upcoming matches. When a match meets all the conditions defined in an alert, it is flagged in the Upcoming view and highlighted in the Daily Briefing window.

The Alerts Manager supports up to **99 alert slots**, each of which can hold a complete, independent alert configuration. This means you can create a wide range of alerts targeting different markets, leagues, or strategies simultaneously.

### 6.1 General Overview

The Alerts Manager window is divided into two main areas: an **alert slot list** on the left and a **configuration panel** on the right.

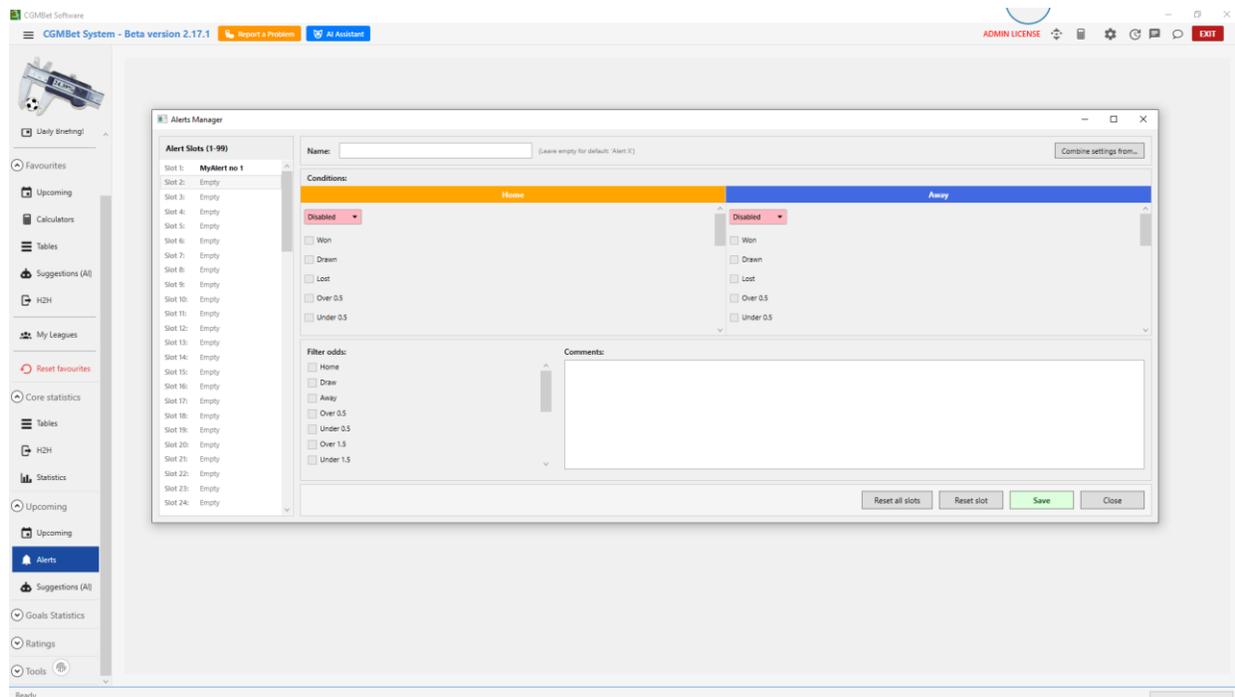


Figure 6.1 — Alerts Manager — general overview with slot list and configuration panel

#### 6.1.1 Alert Slot List

The left panel displays a scrollable list of alert slots, numbered from Slot 1 to Slot 99. Each slot shows its number and name. Slots that have not been configured yet are labelled “Empty”. Slots with a saved alert display the alert’s name in bold.

Click on any slot to select it. The right panel immediately loads that slot’s configuration, allowing you to view or edit it.

### 6.1.2 Configuration Panel

The right side of the window contains all the settings for the selected alert slot. It is organised into the following areas:

#### Name

A text field at the top where you can give the alert a descriptive name (e.g. “Over 2.5 Favourites”). If left empty, the alert defaults to “Alert X”, where X is the slot number.

#### Combine settings from...

A button in the top-right corner that opens the Combine Settings dialogue (see section 6.3).

## 6.2 Conditions

The Conditions area is the heart of the Alerts Manager. It is split into three sections: **Home** team conditions (with an orange header), **Away** team conditions (with a blue header), and **Filter odds**. The Home and Away sections are independent and can be turned on or off separately.

### 6.2.1 Home and Away Team Conditions

Each team panel (Home and Away) has an **Enabled/Disabled** dropdown at the top. When set to “Disabled” (the default), the conditions in that panel are ignored. Change it to “Enabled” to activate the conditions for that side.

Below the toggle, a scrollable list of market conditions is displayed. Each market appears as a row with a **checkbox** to enable or disable that condition. When a checkbox is ticked, additional controls appear on the same row, allowing you to fine-tune the condition.

The available market conditions are:

Market Group	Conditions
Match result	Won, Drawn, Lost.
Goal thresholds	Over 0.5, Under 0.5, Over 1.5, Under 1.5, Over 2.5, Under 2.5, Over 3.5, Under 3.5, Over 4.5, Under 4.5.
Both Teams To Score	GG (both teams scored), NG (at least one team did not score).
Goal averages	Avg goals scored, Avg goals conceded.
Match statistics	Avg shots, Avg shots on target, Avg corners, Avg possession.

When a market condition is enabled (checkbox ticked), the following controls become available for that row:

Control	Description
Game filter	Restrict the calculation to a specific venue context: All games (default), Home, Away, or H2H (head-to-head matches only).
Between (minutes)	Set the minute range for the calculation (default: 1–90 for full match). For example, 1–45 limits the condition to first-half data only.

Between (value)	Set the minimum and maximum threshold for the condition to be met. For percentage-based markets (e.g. Won, Over 2.5), this is a percentage range (0–100). For averages (e.g., Avg goals scored), the range is adjusted to the appropriate scale (e.g., 0–5).
From	Choose the data range: “Current season” (uses the full current season) or “Games” (uses the last X matches, with a configurable number).

 **Tip:** An alert is triggered for a match only when ALL enabled conditions across both the Home and Away panels are satisfied simultaneously. This means you can create complex multi-condition alerts such as “Home team won > 60% of their last 10 home games AND Away team conceded > 1.5 goals on average.”

### 6.2.2 Filter Odds

The **Filter odds** section, located below the Home and Away condition panels, allows you to add odds-based conditions to the alert. Each row represents a betting market and has a checkbox to enable it. When enabled, you can set a minimum and maximum odds range.

The available odds markets are:

Market Group	Markets
Match result odds	Home (1), Draw (X), Away (2).
Goal threshold odds	Over 0.5, Under 0.5, Over 1.5, Under 1.5, Over 2.5, Under 2.5, Over 3.5, Under 3.5, Over 4.5, Under 4.5.
Both Teams To Score odds	GG, NG.

 **Tip:** Odds filters are particularly useful for value betting. For example, you could create an alert that triggers when the home team has a strong win record (> 70%), but the odds for a home win are still above 2.00, suggesting the bookmaker may be undervaluing the home team.

### 6.2.3 Comments

A free-text **Comments** area is provided next to the Filter odds section. Use it to write notes about the alert’s purpose, the strategy behind it, or any observations you want to remember when reviewing the alert later.

## 6.3 Combine Settings

The **Combine settings from...** button opens a dialogue that lets you merge the conditions from one or more existing alert slots into the currently selected slot. This is a powerful feature for building complex alerts by combining simpler ones.

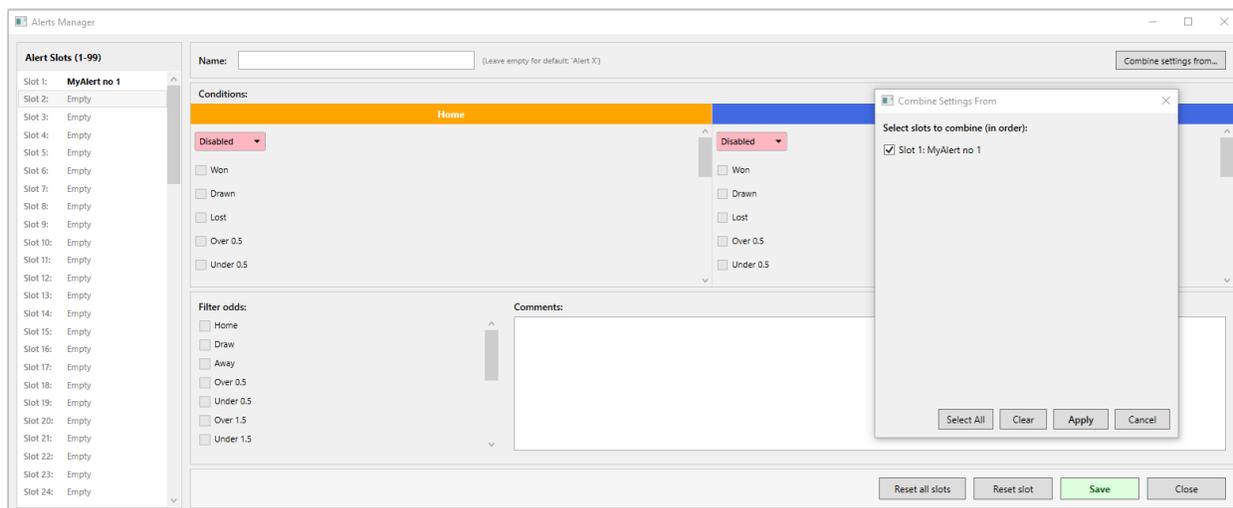


Figure 6.2 — Combine Settings dialogue — select slots to merge into the current alert

The dialogue displays a list of all non-empty alert slots (excluding the currently selected one). Each slot is shown with a checkbox. You can select one or more slots to combine.

Button	Description
Select All	Checks all available slots.
Clear	Unchecks all slots.
Apply	Merges the conditions from the selected slots into the current slot. Existing conditions in the current slot are preserved; new conditions from the selected slots are added on top.
Cancel	Closes the dialogue without making any changes.

**Tip:** Use Combine Settings to build a “master alert” by first creating several focused alerts in separate slots (e.g. Slot 1 for home win conditions, Slot 2 for goal thresholds, Slot 3 for odds filters), then combining them all into a single slot that checks everything at once.

## 6.4 Action Buttons

At the bottom of the Alerts Manager window, four buttons provide slot management actions:

Button	Description
--------	-------------

Reset all slots	Clears all 99 alert slots, removing every saved alert configuration. A confirmation dialogue is shown before proceeding.
Reset slot	Clears only the currently selected slot, restoring it to its default (empty) state.
Save	Saves the current slot's configuration (name, conditions, odds filters, and comments) to disk. Alerts are stored locally and persist between application sessions.
Close	Closes the Alerts Manager window.

**Important:** Always click **Save** after making changes to an alert slot. Changes are not automatically saved when switching between slots or closing the window.

## 6.5 Alerts in Action

Once you have configured and saved one or more alerts, they are automatically evaluated against upcoming matches. Alerts are surfaced in two places within the CGMBet System:

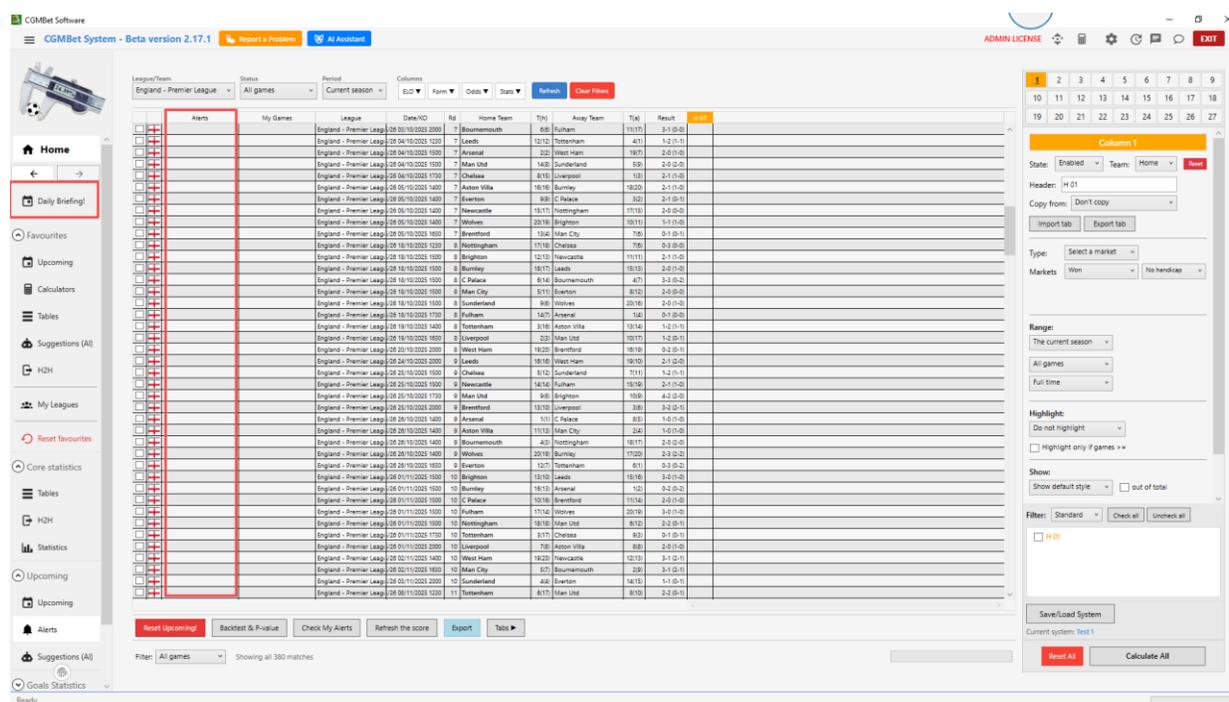


Figure 6.3 — The Alerts column in the Upcoming view, showing triggered alerts for each match

**Upcoming view:** The match grid includes an **Alerts** column. When a match satisfies all the conditions of one or more alert slots, the corresponding alert indicators are displayed in this column. You can also click the **Check My Alerts** button in the Upcoming bottom toolbar to trigger an alert check across all visible matches manually.

**Daily Briefing:** Triggered alerts are also presented in the **Daily Briefing!** window, providing a quick summary of today's matches that meet your alert criteria. The Daily Briefing window will be described in detail in a separate chapter.

 **Tip:** Alerts are a powerful way to automate your pre-match screening. Instead of manually checking dozens of matches every day, define your criteria once in the Alerts Manager and let the system flag the matches that deserve your attention.

## 7. Suggestions (AI)

The Suggestions view is accessible from the **Upcoming** → **Suggestions (AI)** item in the sidebar. It provides automated match predictions for upcoming matches, generated by analysing current-season statistics for both teams. The system evaluates multiple markets — match result, goal thresholds, and Both Teams To Score — and presents each prediction with a confidence level and colour-coded background, making it easy to scan for high-conviction opportunities at a glance.

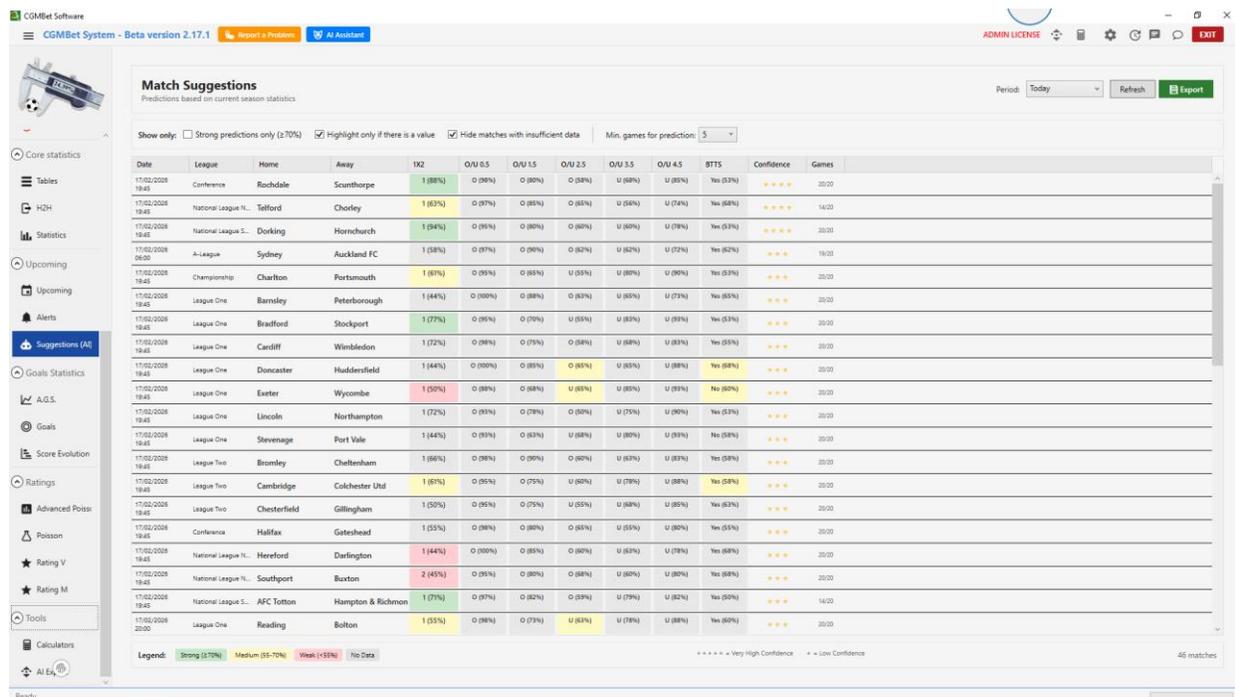


Figure 7.1 — Suggestions (AI) view — match predictions for today's fixtures with colour-coded confidence levels

### 7.1 Header and Controls

The top of the view displays the title **Match Suggestions** with the subtitle “Predictions based on current season statistics”. On the right side, the following controls are available:

Control	Description
Period	A dropdown to select the time window for which matches are displayed: Today (default), Tomorrow, Next 3 days, or Next 7 days.
Refresh	Reloads the predictions with the current settings.
Export	Exports the current suggestions table to a file. Supported formats include Excel (.xlsx), CSV (.csv), and PDF (.pdf).

## 7.2 Filter Bar

Below the header, a filter bar lets you refine which predictions are displayed:

Filter	Description
Strong predictions only ( $\geq 70\%$ )	When checked, only predictions with a confidence of 70% or higher are shown. This hides medium- and weak-prediction signals, leaving only the strongest signals.
Highlight only if there is a value.	When checked (default), cells are colour-coded only when the prediction also represents a “value bet” — that is, when the implied probability from the statistics is at least 10% higher than the probability suggested by the bookmaker’s odds. Cells without value are shown in light grey, even if the prediction confidence is high.
Hide matches with insufficient data.	When checked (default), matches where one or both teams have fewer than the minimum number of games are hidden entirely.
Min. games for prediction	Sets the minimum number of matches a team must have played before a prediction is generated—options: 3, 5 (default), 8, or 10. Teams with fewer games show a dash (“–”) instead of a prediction.

 **Tip:** The “Highlight only if there is a value” filter is one of the most important settings in this view. A high statistical confidence alone does not make a bet profitable — the odds must also offer value. When this filter is active, only predictions where the statistical edge exceeds the bookmaker’s pricing by at least 10% receive a coloured background.

## 7.3 Predictions Grid

The main grid displays one row per match, with the following columns:

Column	Meaning
Date	The date and kick-off time of the match.
League	The league the match belongs to.
Home	The home team name.
Away	The away team name.
1X2	Match result prediction: “1” (home win), “X” (draw), or “2” (away win), followed by the confidence percentage in parentheses. For example, “1 (88%)” means the system predicts a home win with 88% confidence.
O/U 0.5	Over/Under 0.5 goals prediction: “O” (over) or “U” (under), with the confidence percentage. For example, “O (98%)”.
O/U 1.5	Over/Under 1.5 goals prediction.
O/U 2.5	Over/Under 2.5 goals prediction.

O/U 3.5	Over/Under 3.5 goals prediction.
O/U 4.5	Over/Under 4.5 goals prediction.
BTTS	Both Teams To Score prediction: “Yes” or “No”, with the confidence percentage. For example, “Yes (68%)”.
Confidence	An overall confidence rating displayed as 1 to 5 stars (☆). More stars indicate higher overall confidence, calculated as the average of the 1X2, Over/Under 2.5, and BTTS confidence levels, adjusted by the amount of data available.
Games	The number of games played by both teams, displayed as a fraction (e.g. “20/20” means the home team has 20 games and the away team has 20 games, or “14/20” if the home team has only 14).

## 7.4 Overall Confidence (Stars)

The overall confidence is the average of three key predictions: 1X2, Over/Under 2.5, and BTTS. This average is then adjusted based on the number of matches played — teams with more matches receive a bonus, while teams with very few matches are penalised. The final score is converted to a 1–5 star rating:

Stars	Confidence Level
☆☆☆☆☆ (5 stars)	Very high confidence (adjusted score ≥ 75%).
☆☆☆☆ (4 stars)	High confidence (adjusted score ≥ 65%).
☆☆☆ (3 stars)	Moderate confidence (adjusted score ≥ 55%).
☆☆ (2 stars)	Low confidence (adjusted score ≥ 45%).
☆ (1 star)	Very low confidence (adjusted score < 45%).

## 7.5 Colour Coding

Each prediction cell in the grid is colour-coded to provide an instant visual assessment of the prediction’s strength. The confidence percentage determines the colour and, when the value filter is active, whether the prediction also represents a value bet.

Colour	Meaning
Green	Strong prediction — confidence is 70% or higher. The statistical data strongly support this outcome.
Yellow	Medium prediction — confidence is between 55% and 70%. The data lean toward this outcome but are not decisive.

Red/Pink	Weak prediction — confidence is below 55%. The data provides only a marginal edge, or the outcome is close to a coin flip.
Grey	No data available (the team has fewer than the minimum number of games), or — when the “Highlight only if there is a value” filter is active — the prediction does not represent a value bet despite having sufficient confidence.

This colour scheme is also shown in the legend bar at the bottom of the view for quick reference.

## 7.6 Value Bet Detection

A core concept behind the Suggestions view is **value bet detection**. A prediction is flagged as having “value” when the statistical probability implied by the team’s season data is at least 10% higher than the probability implied by the bookmaker’s odds.

For example, suppose the system calculates that the home team wins 70% of matches (implied odds of 1.43). If the bookmaker offers odds of 1.60 or higher for a home win, the system considers this a value bet because the bookmaker’s implied probability (~62.5%) is significantly lower than the statistical probability (70%). The cell will receive a green background.

Conversely, if the bookmaker’s odds are too low (e.g. 1.30), the statistical edge is not sufficient relative to the odds, and the cell appears in light grey when the value filter is active — even though the prediction itself may be confident.

 **Tip:** Predictions without value can still be correct, but they are less likely to be profitable in the long run because the bookmaker’s odds do not offer a sufficient return relative to the true probability. Focus on green cells when looking for bets with a positive expected value.

## 7.7 Tooltips

Hovering over any prediction cell in the grid reveals a detailed tooltip showing the underlying rates and odds used to generate the prediction. For example, hovering over a 1X2 cell displays the home win rate, away win rate, draw rate, and the bookmaker’s odds for all three outcomes. Hovering over an Over/Under cell shows the Over rate and the Over/Under odds. These tooltips are invaluable for understanding why the system made a particular prediction and for cross-referencing with your own analysis.

 **Tip:** Use the Suggestions view as a starting point for your research, not as a standalone betting strategy. The predictions are based on overall season statistics and do not account for factors such as injuries, suspensions, recent form changes, or tactical adjustments. Always cross-reference with the H2H, Statistics, and Upcoming views before making a final decision.

## 8. A.G.S. (Advanced Goals Statistics)

The A.G.S. view is accessible from the **A.G.S.** item in the sidebar. It is one of the most powerful analytical tools in CGMBet, designed for in-depth historical match research. A.G.S. allows you to query the entire match database using a flexible combination of league, team, date-range, ranking, ELO, and score-condition filters, and then instantly calculates win rates, odds, yield, and statistical significance for dozens of betting markets across the filtered result set.

The view is divided into three main areas: a **configuration panel** on the left, a **games grid with a filter toolbar** in the centre, and a **market statistics panel** on the right. A bottom toolbar provides Refresh, Reset, Save/Load, and Live Game controls.

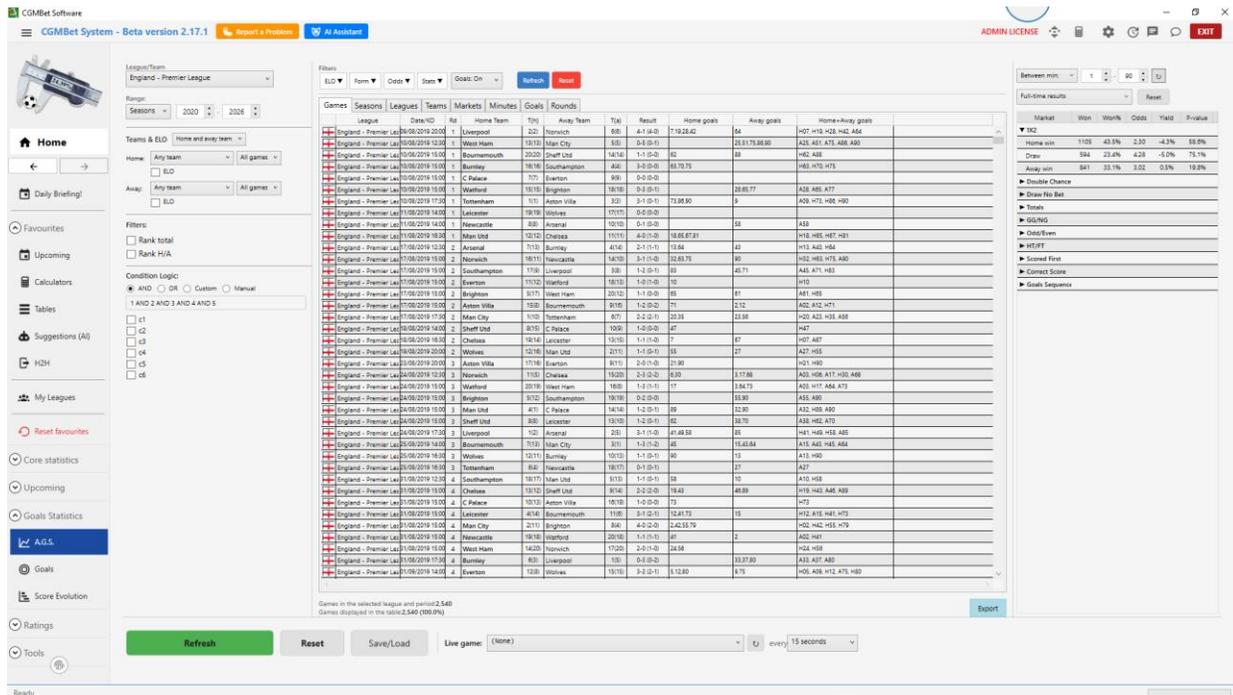


Figure 8.1 — A.G.S. view — general overview showing the left configuration panel, centre games grid, and right market statistics panel

## 8.1 Left Panel — Configuration

The left panel contains all the controls for defining which matches to retrieve and how to filter them. Every change in this panel takes effect when you click **Refresh**.

The screenshot shows the configuration interface for the left panel. It is organized into several sections:

- League/Team:** A dropdown menu showing "England - Premier League".
- Range:** A dropdown menu set to "Seasons" with a range from 2020 to 2026.
- Teams & ELO:** A dropdown menu set to "Home and away team". Below it, "Home:" and "Away:" sections each have a "Any team" dropdown and an "All games" dropdown. There are also checkboxes for "ELO" under both sections.
- Filters:** Two checkboxes for "Rank total" and "Rank H/A", both of which are unchecked.
- Condition Logic:** Radio buttons for "AND", "OR", "Custom", and "Manual", with "AND" selected. A text input field contains the logic "1 AND 2 AND 3 AND 4 AND 5".
- Conditions:** A list of six conditions (c1 to c6). Each has a checkbox and a dropdown menu.
  - c1: Checked, "Home leads", "Between minutes", 1 to 90.
  - c2: Checked, "2-0", "Anytime between", 1 to 90.
  - c3: Checked, "Away leads", "Between minutes", 19 to 65.
  - c4: Unchecked.
  - c5: Unchecked.
  - c6: Unchecked.

Figure 8.2 — Left panel — League/Team, Range, Teams & ELO, Filters, and Condition Logic sections

### 8.1.1 League / Team

The **League/Team** dropdown selects the league whose historical matches will be queried. Leagues are grouped by country (with headers and separators). If you have configured **My Leagues** groups, they also appear for quick access. Selecting a league automatically populates the Home and Away team dropdowns with the teams that have played in that league during the selected season range.

### 8.1.2 Range

The **Range** control determines which seasons or date span to include. It has two modes:

Mode	Description
<b>Seasons</b>	Select a start season and an end season using the up/down spinners. For example, <b>2020 – 2026</b> retrieves all matches from the 2019/20 season through to the current 2025/26 season.
<b>Dates</b>	Select an explicit date range using two date pickers (From – To). Only matches played within this window are included.

### 8.1.3 Teams & ELO

This section controls which teams are included in the query and offers two modes, selectable via the dropdown next to the section title:

Mode	Description
<b>Home and away team</b>	The default mode. You can independently select a specific team (or <b>any team</b> ) for both the Home and Away positions. Each team also has a venue filter ( <b>All games, home, or Away</b> ) to further narrow the matches.
<b>One team</b>	Focuses the entire analysis on a single team, regardless of whether that team played at home or away. The Away team row is hidden, and the label changes to ‘team’. In this mode, the market statistics panel automatically adjusts to always present results from the perspective of the selected team (e.g., “Home win” becomes “Team win”).

Below each team dropdown, an **ELO** checkbox is available. When ticked, two spinners appear, allowing you to set a minimum and maximum ELO rating for that team. Only matches where the team’s ELO at the time of the match falls within the specified range are included.

 **Tip:** Use the ELO filter to compare how a team performs against opponents of a specific strength class. For example, filtering the away team’s ELO to 2000–3000 shows only matches against very strong opponents.

### 8.1.4 Filters

The **Filters** section provides two optional ranking filters, each with independent Home and Away ranges controlled by up/down spinners:

Filter	Description
<b>Rank total</b>	Filters match by each team’s overall league position (the same ranking shown in the Tables view). Set a Home range and an Away range; for example, Home 1–6 / Away 1–6 returns only matches between top-six teams.

<b>Rank H/A</b>	Filters by each team's home-only or away-only ranking. This is useful because some teams are significantly stronger at home than away and vice versa.
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Each filter is turned off by default. Tick the checkbox to enable it and reveal the spinner controls. The format is **Home min–Home max / Away min–Away max**.

### 8.1.5 Condition Logic

The **Condition Logic** section is one of A.G.S.'s most distinctive features. It allows you to define up to six score-based conditions (**c1** through **c6**) and combine them with Boolean logic to filter matches based on what happened during the game at specific minutes.

**Logic mode** — Four radio buttons control how the enabled conditions are combined:

Mode	Description
<b>AND</b>	All enabled conditions must be true simultaneously. The expression reads "1 AND 2 AND 3 AND 4 AND 5".
<b>OR</b>	At least one enabled condition must be true. The expression reads "1 OR 2 OR 3 OR 4 OR 5".
<b>Custom</b>	You can write a custom Boolean expression using the condition numbers and the operators <b>AND</b> , <b>OR</b> , <b>NOT</b> , and parentheses. For example: <b>(1 AND 2) OR 3</b> .
<b>Manual</b>	The expression text box becomes fully editable, and you manually write the minute and the score evolution: "30112" = until the 30th minute; the score evolution was Home/Home/Away, so the score is 2-1 in the 30 <sup>th</sup> minute, with the given score evolution.

**Conditions (c1–c6)** — Each condition row has the following controls:

Control	Description
<b>Checkbox</b>	Turns the condition on or off. When ticked, the result dropdown and time controls become visible.
<b>Result dropdown</b>	Selects what the condition checks for. Options are grouped into: exact scores (1-0, 2-1, etc.), general results (Home leads, Away leads, Draw), lead margins (H leads 1, H leads 2, etc.), negative checks (H doesn't lead, A doesn't lead, Not draw), totals (Over/Under 0.5–4.5), GG/NG, first-goal (H scored 1st, A scored 1st, No goal), and exact team goals (H scored 1, A scored >2, etc.).
<b>Time mode</b>	Two options: <b>Between minutes</b> checks the score at a specific minute range (e.g. between minute 1 and 90 for full time), while <b>Anytime between</b> checks whether the condition was true at any point within the range.

<b>Minute spinners</b>	Set the From and To minutes for the condition. The default is 1–90 (full-time).
------------------------	---

 **Tip:** Conditions are extremely powerful for in-play research. For example, you could set c1 to “Home leads” between minutes 1–45 and c2 to “Draw” between minutes 1–90 to find all matches where the home team led at half-time but the game ended in a draw. Combine this with ELO and ranking filters to narrow down to specific team profiles.

### 8.1.6 Refresh and Reset

At the bottom of the left panel, two small buttons are available:

Button	Description
<b>Refresh</b>	Applies the current configuration and loads the matching games into the centre grid. Also recalculates the market statistics in the right panel.
<b>Reset</b>	Resets all left-panel controls to their default values (Any team, all seasons, no rank/ELO filters, no conditions enabled).

## 8.2 Centre Panel — Filters and Games Grid

### 8.2.1 Filter Toolbar

At the top of the centre panel, a **Filters** toolbar provides pop-up buttons that control column visibility and additional filtering on the games grid:

Button	Description
<b>ELO</b>	Opens a pop-up to filter matches by Home and Away ELO ranges (Min/Max spinners for each team). A <b>Show ELO columns</b> checkbox toggles the ELO columns in the grid. Click <b>Apply</b> to activate.
<b>Form</b>	Opens a pop-up to filter by team form rating (a numeric score from –50 to +50). A <b>Show Form columns</b> checkbox toggles the Form columns. Click <b>Apply</b> to activate.
<b>Odds</b>	Opens a pop-up listing all supported odds markets: Home (1), Draw (X), Away (2), and Over/Under lines from 0.5 to 4.5, plus GG/NG. Each market has a checkbox, a Min and Max range. Enable a market to show its odds column in the grid and filter out matches outside the range. The <b>Show All/Hide All</b> buttons toggle all markets at once.
<b>Stats</b>	Opens a pop-up to toggle match statistics columns: Shots (Home/Away), Shots on Target (Home/Away), Corners (Home/Away), and Ball Possession (Home/Away). The <b>Show All / Hide All</b> buttons toggle all statistics at once.
<b>Goals: On / Off</b>	A dropdown that toggles three goal-minute columns: <b>Home goals</b> , <b>Away goals</b> , and <b>All goals</b> . When set to <b>On</b> , each column shows the minutes at which goals were scored (e.g. “7, 19, 28”).

A small **Refresh** and **Reset** button pair to the right of the filter toolbar re-applies or clears the filter-toolbar settings.

### 8.2.2 Tab Bar

Below the filter toolbar, a tab bar provides eight tabs: **Games**, **Seasons**, **Leagues**, **Teams**, **Markets**, **Minutes**, **Goals**, and **Rounds**. Currently, the **Games** tab is the active tab containing the main data grid. The remaining seven tabs are reserved for future analytical breakdowns and display a “Coming soon” placeholder.

### 8.2.3 Games Grid

The **Games** tab displays a sortable, scrollable data grid with one row per match. The always-visible columns are:

Column	Description
<b>Flag</b>	The country flag of the league.
<b>League</b>	The league name.
<b>Date/KO</b>	Match date and kick-off time.
<b>Rd</b>	The round (matchday) number.
<b>Home Team</b>	Name of the home team (displayed in bold).
<b>T(h)</b>	The home team’s league position, shown as <b>Total(Home)</b> — e.g. “3(1)” means 3rd overall, 1st in the home table.
<b>Away Team</b>	Name of the away team.
<b>T(a)</b>	The away team’s league position, shown as <b>Total(Away)</b> .
<b>Result</b>	The full-time result in the format <b>H–A (HT H–HT A)</b> — e.g. “3-1 (0-1)” means 3–1 full time, 0–1 at half-time.
<b>Home goals</b>	Minutes at which the home team scored (visible when Goals is On).
<b>Away goals</b>	Minutes at which the away team scored (visible when Goals is On).
<b>Home+Away goals</b>	Combined chronological list of all goals with team indicators (visible when Goals is On).

Additional columns for **ELO** (Home/Away), **Form** (Home/Away), **Odds** (1, X, 2, O/U 0.5–4.5, GG, NG), and **Stats** (Shots, Shots on Target, Corners, Possession for each team) can be toggled from the filter toolbar pop-ups described above.

### 8.2.4 Statistics Footer

Below the games grid, two counters are displayed:

**Games in the selected league and period** — the total number of matches in the database for the chosen league and range, before any condition or filter is applied.

**Games displayed in the table** — the number of matches currently shown in the grid after all conditions, rank filters, ELO filters, and toolbar filters have been applied. The percentage relative to the total is shown in parentheses.

An **Export** button in the bottom-right corner allows you to export the currently displayed games to a file for external analysis.

### 8.3 Right Panel — Market Statistics

The right panel automatically calculates and displays statistics for a wide range of betting markets based on the matches currently shown in the games grid. Whenever you refresh the data or click a market row, the statistics update accordingly.

Market	Won	Won%	Odds	Yield	P-value
▼ 1X2					
Home win	1105	43.5%	2.30	-4.3%	58.6%
Draw	594	23.4%	4.28	-5.0%	75.1%
Away win	841	33.1%	3.02	0.5%	19.8%
▼ Double Chance					
Double 1X	1699	66.9%	1.49	-	-
Double 12	1946	76.6%	1.31	-	-
Double X2	1435	56.5%	1.77	-	-
▼ Draw No Bet					
DNB Home	1105	43.5%	2.30	-	-
DNB Away	841	33.1%	3.02	-	-
▼ Totals					
Over 0.5	2399	94.4%	1.06	-1.2%	0.0017%
Over 1.5	2008	79.1%	1.26	-0.6%	0.15%
Over 2.5	1395	54.9%	1.82	-2.6%	41.7%
Over 3.5	825	32.5%	3.08	-4.0%	54.6%
Over 4.5	409	16.1%	6.21	-15.1%	98.9%
Over 5.5	164	6.5%	15.49	-	-
Over 6.5	68	2.7%	37.35	-	-
Under 0.5	141	5.6%	18.01	-38.0%	100.0%
Under 1.5	532	20.9%	4.77	-17.4%	99.8%
Under 2.5	1145	45.1%	2.22	-3.5%	58.3%
Under 3.5	1715	67.5%	1.48	-3.3%	45.4%
Under 4.5	2131	83.9%	1.19	-2.3%	1.1%
Under 5.5	2376	93.5%	1.07	-	-
Under 6.5	2472	97.3%	1.03	-	-
▼ GG/NG					
GG	1363	53.7%	1.86	-2.1%	23.4%
NG	1177	46.3%	2.16	-5.7%	76.6%
▶ Odd/Even					
▶ HT/FT					
▶ Scored First					
▶ Correct Score					
▶ Goals Sequence					

Figure 8.3 — Right panel — market statistics showing Win rate, Odds, Yield, and P-value for each market

### 8.3.1 Calculation Mode

At the top of the right panel, a dropdown selects the calculation mode:

Mode	Description
<b>Between min:</b>	Calculates market results between two specific minutes (set via the spinners). The default range is <b>1–90</b> (full match). You can narrow this to any sub-range, e.g. 46–90 for second-half analysis.
<b>Next min:</b>	Calculates what happens in the next <b>N</b> minutes from the highest condition minute. This mode is designed for in-play analysis: set a condition on the current game state, then see the probability of what happens next.

### 8.3.2 Period

Below the calculation mode, a **Period** dropdown selects which part of the match is analysed:

Period	Description
<b>Full-time results</b>	Market statistics are calculated using the full 90-minute result. This is the default.
<b>First-half results</b>	Market statistics use only the first-half score (minutes 1–45).
<b>Second-half results</b>	Market statistics use only the second-half score (minutes 46–90).

A **Reset** button next to the period dropdown clears any market selection and returns the statistics to the full, unfiltered view.

### 8.3.3 Results Grid

The main results grid displays market statistics in collapsible groups. Click a group header (▼ / ►) to expand or collapse it. The available market groups are:

Market Group	Markets Included
<b>1X2</b>	Home win, Draw, Away win.
<b>Double Chance</b>	Double 1X, Double 12, Double X2.
<b>Draw No Bet</b>	DNB Home, DNB Away.
<b>Totals</b>	Over and under for lines 0.5, 1.5, 2.5, 3.5, 4.5, 5.5, and 6.5.
<b>GG/NG</b>	Both teams scored (GG), and at least one team did not score (NG).
<b>Odd/Even</b>	Total goals are either odd or even.
<b>HT/FT</b>	All nine half-time / full-time combinations (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, 2/2).

<b>Scored First</b>	Home scored first, Away scored first, No goal.
<b>Correct Score</b>	All common exact score lines (0-0 through 4-4 and grouped by home win, draw, away win).
<b>Goals Sequence</b>	Pattern-based goal sequences using notation: <b>1</b> = home goal, <b>2</b> = away goal, <b>X</b> = any goal, <b>-</b> = no goal. Example: "1XX" = home scored first, then any two goals.

### 8.3.4 Column Definitions

Each row in the results grid shows the following columns:

Column	Meaning
<b>Market</b>	The name of the market or sub-market (e.g. "Home win", "Over 2.5").
<b>Won</b>	The number of matches (out of the displayed set) in which this market would have won.
<b>Won%</b>	The win rate is expressed as a percentage: $\text{Won} \div \text{Total games} \times 100$ .
<b>Odds</b>	The average bookmaker odds for this market across the displayed matches. Calculated only from matches that have valid odds data. Shown as "-" when odds data is unavailable or the period is not full-time (bookmaker odds apply to the full match only).
<b>Yield</b>	The theoretical return on investment if you had placed a flat 1-unit bet on this market for every match. Calculated as: $(\text{total returns} - \text{total stakes}) \div \text{total stakes} \times 100$ . A positive yield means the market has been profitable; a negative yield means a loss. Only calculated for full-time results with valid odds, shown as "-" otherwise.
<b>P-value</b>	A statistical significance indicator. It represents the probability that the observed win rate could have occurred by chance alone, given the average odds. A low P-value (e.g. below 5%) suggests the result is statistically significant rather than a random fluctuation. Shown as "-" when odds data is unavailable.

 **Tip:** Click any market row in the results grid to filter the games grid so that only the matches where that market won are displayed. This is a quick way to inspect the actual games behind a statistic. Click the Reset button next to the period dropdown to remove the filter and show all games again.

**Important:** Yield and P-value are only calculated for full-time results because bookmaker odds are only available for the full 90-minute match. When using first-half or second-half periods, or a custom minute range, these columns will show "-".

## 8.4 Bottom Toolbar

The bottom toolbar spans the full width of the window and provides the following controls:

Control	Description
<b>Refresh</b>	The main Refresh button (green). Applies all configuration settings and reloads the games grid and market statistics.
<b>Reset</b>	Resets the entire A.G.S. view to its default state, clearing all filters, conditions, and results.
<b>Save/Load</b>	Opens the Save/Load window, where you can save the current A.G.S. configuration to one of <b>99 slots</b> or load a previously saved configuration. Each slot stores all settings: league, range, team mode, ELO, rank filters, conditions, logic expression, toolbar filter settings, and calculation mode/period. This is useful for keeping a library of research queries.
<b>Live game</b>	A dropdown listing today's live matches. Selecting a live game automatically configures A.G.S. to match the league, teams, and current score of that game, so you can instantly research the historical outcome of similar in-play situations. A refresh button (↻) reloads the list of live games.
<b>Every (interval)</b>	Sets the auto-refresh interval for the selected live game: <b>15 seconds, 30 seconds, 60 seconds, or Stop refreshing</b> . When a live game is selected, and an interval is active, A.G.S. periodically requeries the live score and automatically updates the conditions and statistics.

 **Tip:** The Save/Load system is one of the most valuable features of A.G.S. Build up a library of research queries for different strategies — for example, one slot for “top-6 home teams leading at half-time”, another for “underdogs drawing at 60 minutes” — and reload them instantly before each matchday.

 **Tip:** The Live Game feature turns A.G.S. into a real-time research assistant. When you select a live match, the system automatically sets up the league, teams, and current score as conditions, then calculates the probability of every market for the remainder of the match. With auto-refresh enabled, the statistics update as the game progresses, giving you a constantly evolving picture of the most likely outcomes.

## 9. Goals Statistics

The Goals Statistics view is available under **Goals Statistics** → **Goals** in the sidebar. It provides a comprehensive, minute-by-minute probability breakdown for a wide range of betting markets, based on historical data from matches involving teams of similar strength (measured by ELO rating).

The data is presented as a grid, with each row representing a market (Home win, Over 2.5 goals, Correct Score 1–0, etc.) and each column representing a point in the match (from 5 minutes to 90 minutes, plus Full Time and Half Time totals). You can open multiple analysis tabs simultaneously, each tracking a different match.

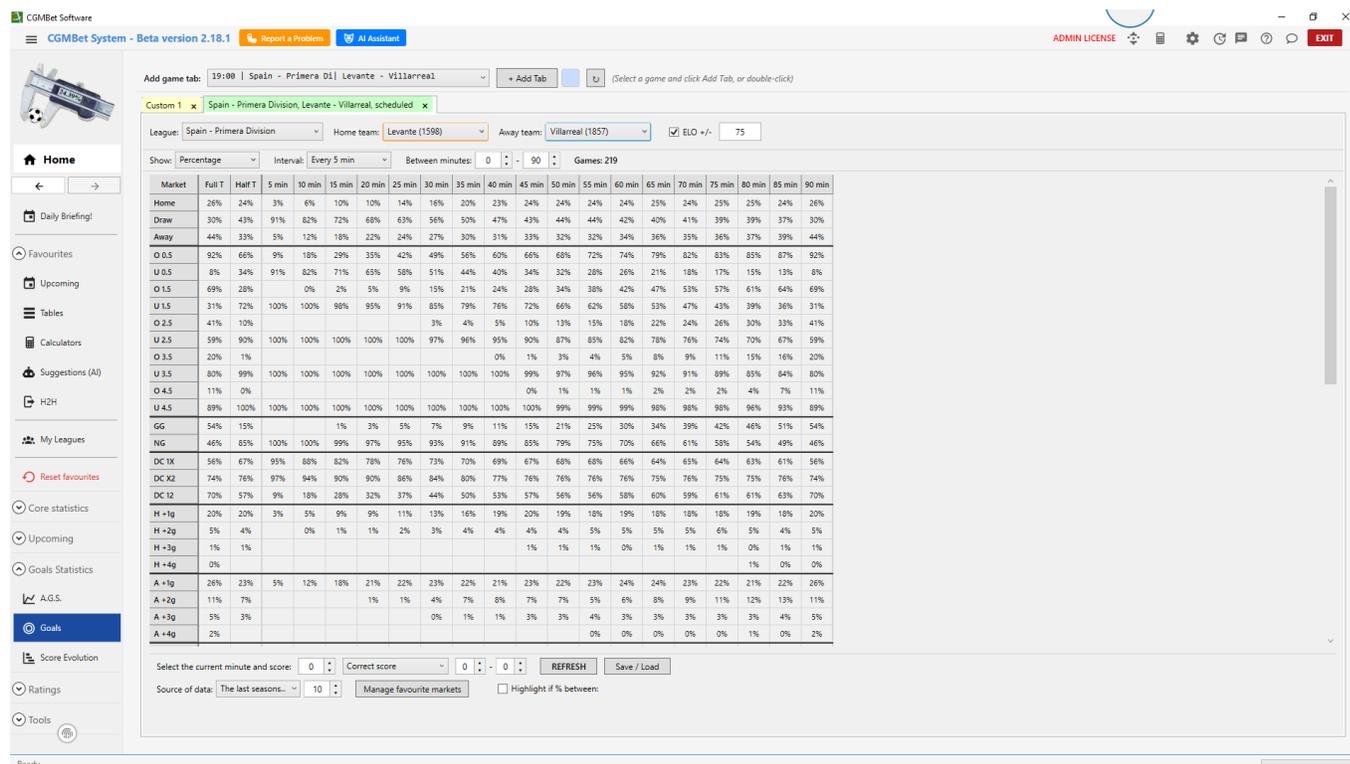


Figure 9.1 — Goals Statistics view with two tabs open

### 9.1 Game Selector (Top Bar)

The top bar lets you create new analysis tabs from live, scheduled, or finished games. It contains the following controls:

Control	Description
Add game tab	A dropdown listing all currently available matches, fetched from the CGMBet live server. Matches are grouped into three categories: Live (currently in play, showing minute and score), Scheduled (not yet started, showing kick-off time), and Finished (full-time result shown).

+ Add Tab	Creates a new tab for the selected game. You can also double-click a game in the dropdown to add it immediately.
Colour picker	A small coloured square next to the Add Tab button. Click it to cycle through 10 pastel colours; the next tab you create will use the selected colour as its header background.
↻ Refresh	Re-downloads the live games list from the server.
Custom	The first item in the dropdown. Selecting this and clicking Add Tab creates a blank tab where you manually choose the league and teams.
<p> <b>Tip:</b> You can have up to 10 tabs open simultaneously. Each tab operates independently with its own league, teams, filters, and live-update timer.</p>	

## 9.2 Tab Management

Each tab displays a coloured header showing the match information (league, teams, and live score, if applicable). Key behaviours:

**Closing a tab:** Click the × button on the tab header. If you close the last tab, a new empty "Custom" tab is created automatically.

**Live updates:** When a tab is created from a live game, it automatically polls the server every 15 seconds to update the match minute and score. The data grid recalculates whenever the score or minute changes—when the game ends (Full Time), auto-refresh stops.

**Tab header:** For live games, the header shows the league name, team names, current score, and minute (e.g. "Spain - Primera Division, Levante - Villarreal 0-0 32"). For custom tabs, it shows "Custom 1", "Custom 2", etc.

**Navigation from Upcoming:** You can right-click a match in the Upcoming view and select "Open in Goals" to automatically create a pre-configured tab with the correct league, teams, and live score.

### 9.3 Filter Controls (Row 1)

Below the tab bar, each tab has its own independent set of filter controls:

Filter	Description
League	Select the league. This determines which teams appear in the Home and Away dropdowns.
Home team	Select the home team (displayed with an orange border). The ELO rating is shown in brackets next to the team name, e.g. "Levante (1598)".
Away team	Select the away team (displayed with a blue border). The same ELO display applies.
ELO +/-	When checked, the system only considers historical matches where both teams had ELO ratings within the specified range ( $\pm 75$ by default) of the currently selected teams. Uncheck to include all matches regardless of strength.
<p><b>⚠ Important:</b> The ELO filter is one of the most powerful features of the Goals view. By narrowing the data to matches between similarly-rated teams, the probabilities become far more relevant to the specific match you are analysing.</p>	

### 9.4 Display Options (Row 2)

Option	Description
Show	Toggle between percentage (e.g. 82%) and Implied Odds (e.g. 1.22). Implied odds are calculated as 100 divided by the percentage.
Interval	Controls which minute columns are visible: Every 5 min (all columns), Every 10 min, Every 15 min, Every 30 min, or Every 45 min. Useful for reducing clutter on smaller screens.
Between minutes	A from/to range filter. Only minute columns within this range are shown. For example, setting 45–90 shows only the second-half columns.
Games count	Displays how many historical matches were found that match the current filters (e.g., "Games: 219"). A higher number means more reliable statistics.

## 9.5 The Data Grid

The main area of each tab is a scrollable grid showing probabilities for every market at every time interval. The grid has 21 columns:

Column	Description
Market	The market name (leftmost column). Markets are grouped by category with thin dark separator lines between groups.
Full T	The probability for the full match (0–90 minutes).
Half T	The probability for the first half only (0–45 minutes).
5 min ... 90 min	The probability at each 5-minute interval. These columns answer the question: "Given the current score at minute X, what is the probability that this market will be true?"

### 9.5.1 Market Categories

The grid contains the following market groups, separated by dark horizontal lines:

Group	Markets
1X2	Home, Draw, Away — full-time result probabilities.
Over/Under	O 0.5 / U 0.5 through O 4.5 / U 4.5 — total goals over or under a given threshold.
Both Teams to Score	GG (both teams score) and NG (at least one team scores zero).
Double Chance	DC 1X, DC X2, DC 12 — combinations of two outcomes.
Home/Away lead	H +1g through H +4g, A +1g through A +4g — probability of a team leading by exactly N goals.
Correct Score (Home wins)	CS 1–0, CS 2–0, CS 2–1, CS 3–0, ... CS 4–3 — all home-win correct scores up to 4 goals.
Correct Score (Away wins)	CS 0–1, CS 0–2, CS 1–2, ... CS 3–4 — all away-win correct scores.
Correct Score (Draws)	CS 0–0, CS 1–1, CS 2–2, CS 3–3, CS 4–4.
Home/Away exact goals	H SCO 0 through H SCO 4, A SCO 0 through A SCO 4 — probability that a team scores exactly N goals.

## 9.6 Bottom Controls

The bottom section of each tab contains two rows of controls for live-match analysis and data management.

### 9.6.1 Live Match Controls (First Row)

Control	Description
Current minute	A spinner (0–90) representing the current match minute. For live games, this updates automatically; for manual analysis, you set it yourself.
Market type	A dropdown to filter the bottom-row calculation: Correct Score, Home Leads, Draw, Away Leads, specific handicaps (Home 1–4 goals ahead, Away 1–4 goals ahead), Over/Under 0.5–4.5, GG, NG.
Score spinners	Two spinners (0–0 by default) for the current score. Only visible when "Correct Score" is selected as the market type. Set these to the live score to see how probabilities shift.
REFRESH	Manually recalculates the entire grid with the current filters and settings.
Save / Load	Opens a window with 99 save slots. You can save the entire tab configuration (league, teams, minute, score, filters, display options) to a named slot and reload it later.

### 9.6.2 Data Source and Highlighting (Second Row)

Control	Description
Source of data	Choose between "All seasons" (entire database) or "The last N seasons" (limit to the most recent N seasons, default 10). Limiting to recent seasons can give more relevant results if playing styles or team strengths have changed.
Manage favourite markets	Opens a dialogue that lets you hide or show individual market rows. Useful for decluttering the grid if you only care about certain markets.
Highlight if % between	When checked, two spinners appear (default 70–100). All cells with a percentage in this range are highlighted in green, making it easy to spot high-probability outcomes at a glance.

## 9.7 How to Read the Grid

The grid answers the question: given the current score at a specific minute, what percentage of similar historical matches ended with a particular outcome?

**Example:** In the screenshot, the match is Levante vs Villarreal with the score 0–0 at minute 0 (pre-match). The "O 2.5" row at the "Full T" column shows 41%. This means that in 41% of historical matches between similarly rated teams in this league, the final score was over 2.5 goals.

**As the match progresses,** you update the minutes and score. If at minute 30 the score is still 0–0, the "O 2.5" probability in the 30 min column might show a lower percentage, reflecting that with less time remaining and no goals scored, over 2.5 becomes less likely.

 **Tip:** Set the current minute and score to match the live game state. The minute columns to the LEFT of the current minute become irrelevant (they represent earlier states). Focus on the columns from the current minute onwards to the 90-minute column.

## 9.8 Save / Load System

The Save/Load window provides 99 numbered slots for storing and retrieving complete tab configurations. Each slot stores:

League, home team, away team, ELO setting, display mode (percentage/odds), interval, minute range, data source (all/last N seasons), current minute, market type, current score, and highlight settings.

To save: select a slot, enter a name and optional comments, then click Save. To load: select a saved slot and click Load — the tab will be reconfigured with all stored settings, and the grid will recalculate immediately.

 **Tip:** Use Save / Load to create pre-configured templates. For example, save a slot called "Premier League template" with your preferred ELO range, interval, and highlight settings. When analysing a new Premier League match, load the template and just change the teams.

## 9.9 Practical Tips

**Monitor the Games count:** If the count is very low (under 30), the ELO filter may be too strict. Try increasing the ELO range from 75 to 100 or 150, or uncheck the ELO filter entirely.

**Use the Highlight feature:** Enable "Highlight if % between" and set 75–100 to spot markets with high-probability outcomes immediately.

**Compare live vs pre-match:** Open two tabs for the same match — one with minute 0 and score 0–0 (pre-match), and another with the current live state. This lets you see how the probabilities have shifted during the game.

**Limit to recent seasons:** If a team has significantly changed its squad or coaching staff, limiting to the last 3–5 seasons may give more accurate predictions than using the entire historical database.

**Favourite markets:** Use "Manage favourite markets" to hide markets you never use. This makes the grid more compact and easier to read during live games when speed matters.

## 10. Score Evolution

The Score Evolution view is available under **Goals Statistics → Score Evolution** in the sidebar. It analyses how the score is likely to change during a match by examining every possible progression of scorelines based on historical data from similar games. Unlike the Goals Statistics grid, which shows flat probabilities at each minute, Score Evolution focuses on the *paths* the score can take — from the current scoreline through each possible goal event to the final result.

The view presents the data in four different visual formats (tabs), a right-side statistical results panel, and shares the same game-selector and multi-tab architecture as the Goals Statistics view.

### 10.1 Game Selector and Tab Management

The top bar is identical to the Goals Statistics view: a dropdown listing live, scheduled, and finished games fetched from the server, with a + Add Tab button, colour picker, and refresh button. You can have up to 10 independent tabs open simultaneously. Each tab has a coloured header showing the team names, and a × close button.

**Navigation from Upcoming:** Right-clicking a match in the Upcoming view and selecting "Open in Score Evolution" creates a pre-configured tab with the correct league, teams, and live score.

### 10.2 Filter Controls

Below the tab bar, each tab has two rows of filter controls that determine which historical matches are included in the analysis.

#### 10.2.1 Row 1 — League, Teams, and Advanced Filters

Control	Description
League	Select the league. Determines which teams appear in the Home and Away dropdowns.
Home team	Displayed with an orange border. ELO rating shown in brackets, e.g. "Levante (1598)".
Away team	Displayed with a blue border. Same ELO display.
ELO ▼	Opens a pop-up with Home and Away team ELO range filters (Min/Max). Only matches where teams' ELO values fall within the specified ranges are included. Click Apply to activate, Reset to clear.
Form ▼	Opens a pop-up with Home and Away team Form range filters (Min/Max, typically -50 to +50). Form measures the recent performance trend. Click Apply to activate, Reset to clear.
Odds ▼	Opens a pop-up where you can filter by pre-match bookmaker odds. Checkboxes for Home, Draw, Away, O 0.5-O 2.5, U 0.5-U 2.5, each with a Min–Max range. Only matches whose odds fall within the selected ranges are included.

### 10.2.2 Row 2 — Data Source and Minute Range

Control	Description
Source of data	Choose between "All seasons" (entire historical database) or "Last N seasons" (default 10).
Between minutes	A from/to range defining the period of the match to analyse (default 0–90).
Games count	Shows how many historical matches were found matching the current filters (e.g. "Games: 117").

### 10.3 Graphical Tree (Tab 1)

This is the primary and most detailed visualisation. It shows a branching tree diagram where each node represents a possible scoreline, and each branch represents a goal being scored by either team.

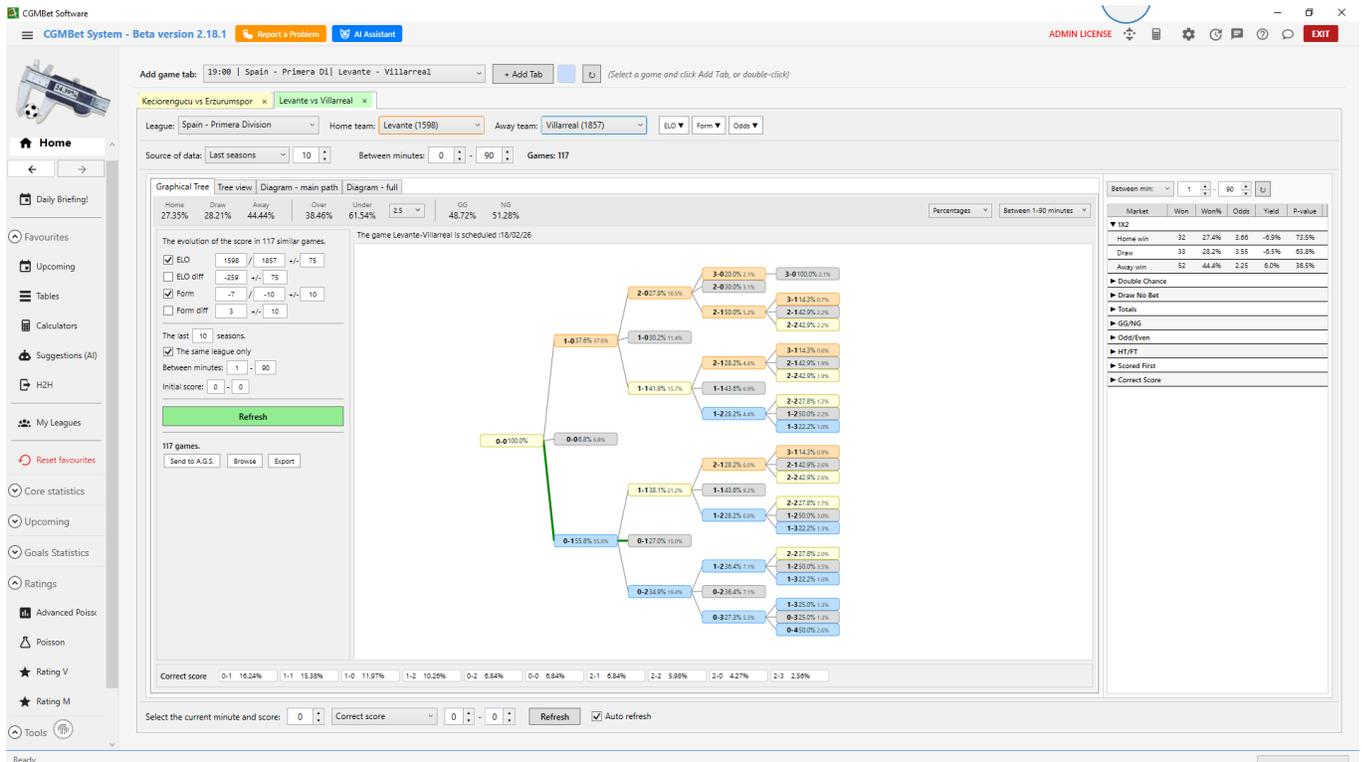


Figure 10.1 — Graphical Tree view showing the score evolution for Levante vs Villarreal

### 10.3.1 Top Summary Bar

At the top of this tab, a summary strip displays the key market probabilities at a glance:

Element	Description
Home / Draw / Away	Full-time 1X2 percentages based on the filtered historical matches.
Over / Under	Probability of the total goals being over or under a selectable threshold (0.5, 1.5, 2.5, 3.5, or 4.5).
GG / NG	Probability of both teams scoring (GG) or at least one side scoring zero (NG).
Display mode	Toggle between showing Percentages or Odds.
Minute range	Quick selector: Between 1–90 (full match), 1–45 (first half), or 46–90 (second half).

### 10.3.2 Left Filter Panel

The Graphical Tree tab has its own independent filter panel on the left side. This allows you to refine the tree analysis separately from the main tab filters:

Filter	Description
ELO	When checked, it filters by the selected teams' ELO ratings with a tolerance ( $\pm 75$ by default). Shows both team values (e.g. 1598 / 1857).
ELO diff	Filters by the difference in ELO between the two teams, with a tolerance value.
Form	When checked, it filters by each team's recent form value with a tolerance ( $\pm 10$ by default).
Form diff	Filters by the difference in form between the teams.
The last N seasons	Limit analysis to the most recent N seasons (default 10).
The same league only	When checked, only matches from the selected league are used.
Between minutes	The minute range within the match to analyse (default 1–90).
Initial score	The starting scoreline for the tree (default 0–0). For live games, this is automatically set to the current score.

**Refresh:** Click the green Refresh button to recalculate the tree with the current filter settings. The game's count is displayed below.

**Action buttons:** "Send to A.G.S." sends the current filter configuration to the Advanced Goals Statistics view. "Browse" opens the matching games in a list. "Export" saves the data.

### 10.3.3 The Tree Diagram

The tree starts from the current score (e.g., 0–0) on the left and branches to the right for each possible next goal. Each node shows:

The **scoreline** (e.g. "1-0", "0-1"), the **probability** of reaching that score (as a percentage), and the **cumulative probability** from the initial score. Nodes are colour-coded: **green** for home goals, **blue/teal** for away goals, and **orange/yellow** for draw scorelines.

### 10.3.4 Correct Score Strip

At the very bottom of the Graphical Tree tab, a horizontal strip shows the correct score probabilities in descending order (e.g. "0-1 16.24%", "1-1 15.38%", "1-0 11.97%", etc.). This gives an instant overview of the most likely final scorelines.

## 10.4 Tree View (Tab 2)

The Tree View presents the same data as the Graphical Tree but in a text-based, expandable/collapsible format. Each node can be expanded or collapsed by clicking the triangle icon.

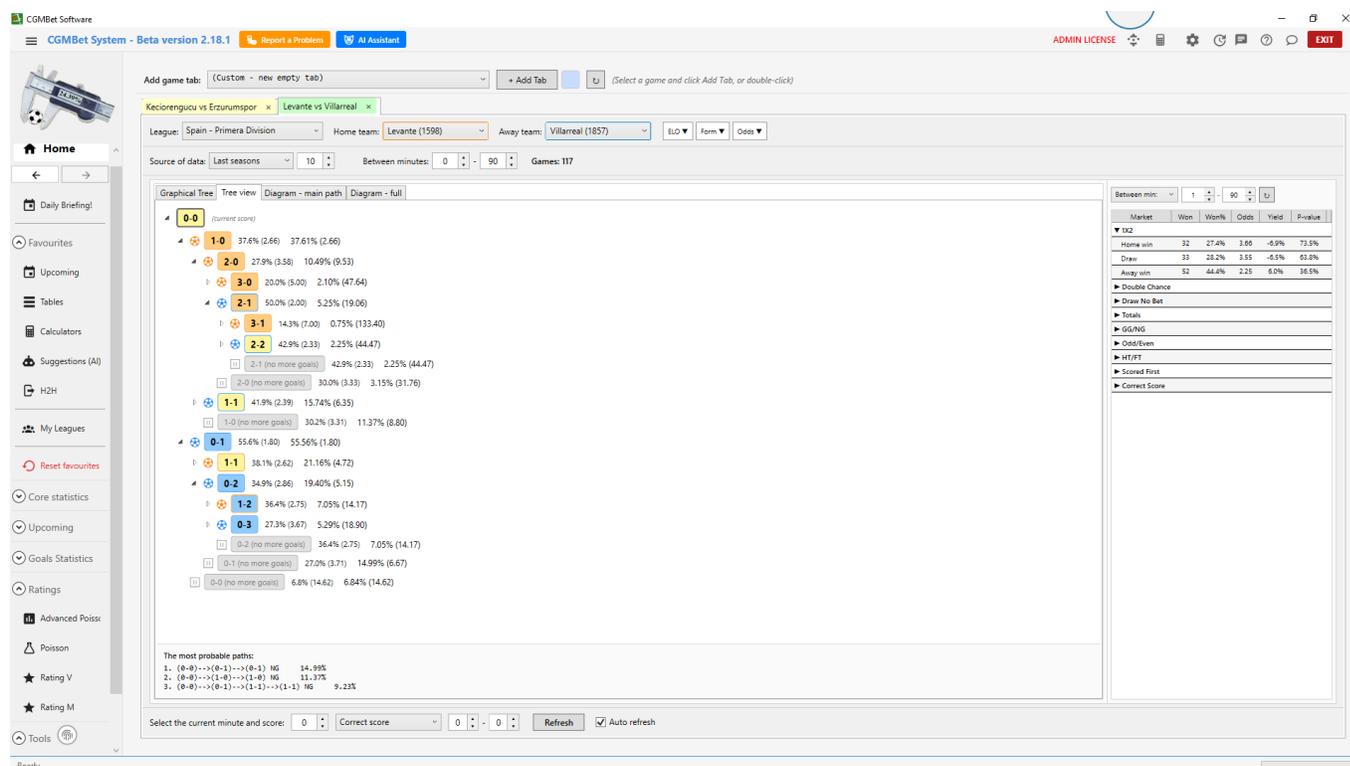


Figure 10.2 — Tree View showing expandable score progression with probabilities and odds

Each line in the tree shows:

Element	Description
Score badge	A coloured badge showing the scoreline (e.g. "1-0", "0-1"). Colour indicates who is leading.
Transition probability	The probability of this specific goal happening from the parent score (e.g. "37.6% (2.66)"). The value in brackets is the implied odds.

Cumulative probability	The combined probability from the initial score through the entire path to reach this node (e.g. "37.61% (2.66)").
(no more goals)	Terminal nodes marked "no more goals" indicate the probability that the score remains unchanged from that point to the end of the game.

**Most probable paths:** At the bottom of this tab, the system calculates and displays the 3 most probable score evolution paths. For example: "(0–0)→(0–1)→(0–1) NG 14.99%" means the most likely path is: the away team scores first and no more goals are scored, with a probability of ~15%.

## 10.5 Diagram — Main Path (Tab 3)

This tab shows an interactive visual diagram focused on the most probable score path. It presents each possible scoreline as a coloured box connected by lines, arranged in a diamond/lattice layout.

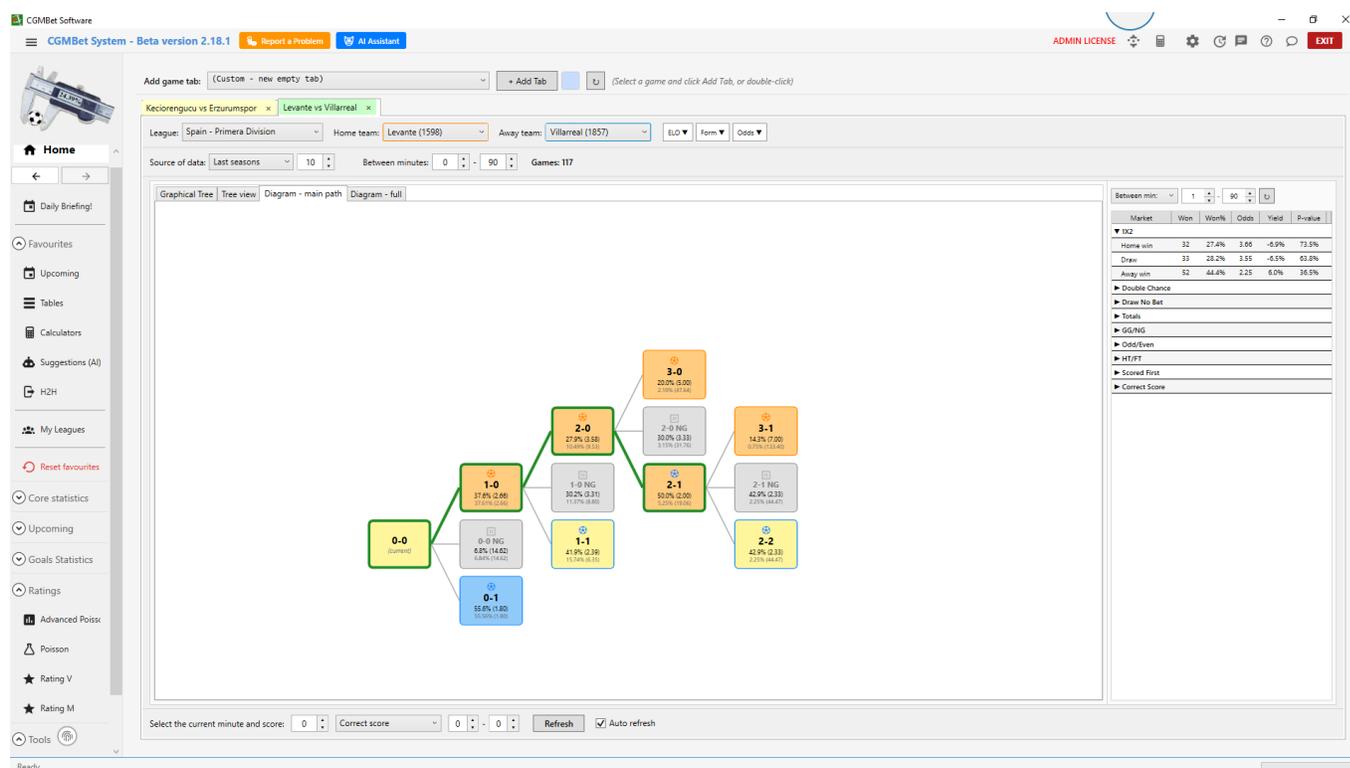


Figure 10.3 — Main Path diagram showing the most probable score progressions

Each node box contains:

Element	Description
Score	Large text showing the scoreline (e.g. "2–0").
Probability (Odds)	The probability of reaching this score with implied odds, e.g. "27.9% (3.58)".
Cumulative	Below: the cumulative probability from the initial score, e.g. "10.49% (9.53)".
Goal icon	A small icon indicates whether a home goal, an away goal, or "no more goals" leads to the next branch.

The **main path** (most probable route) is highlighted with **thicker green lines** connecting the nodes. Boxes labelled "NG" (no more goals) represent terminal states in which the score does not change thereafter.

## 10.6 Diagram — Full (Tab 4)

The Full Diagram shows the complete branching tree of all possible score evolutions, including every possible goal at every stage. This is the most comprehensive view, but it can be very large for matches with many possible outcomes.

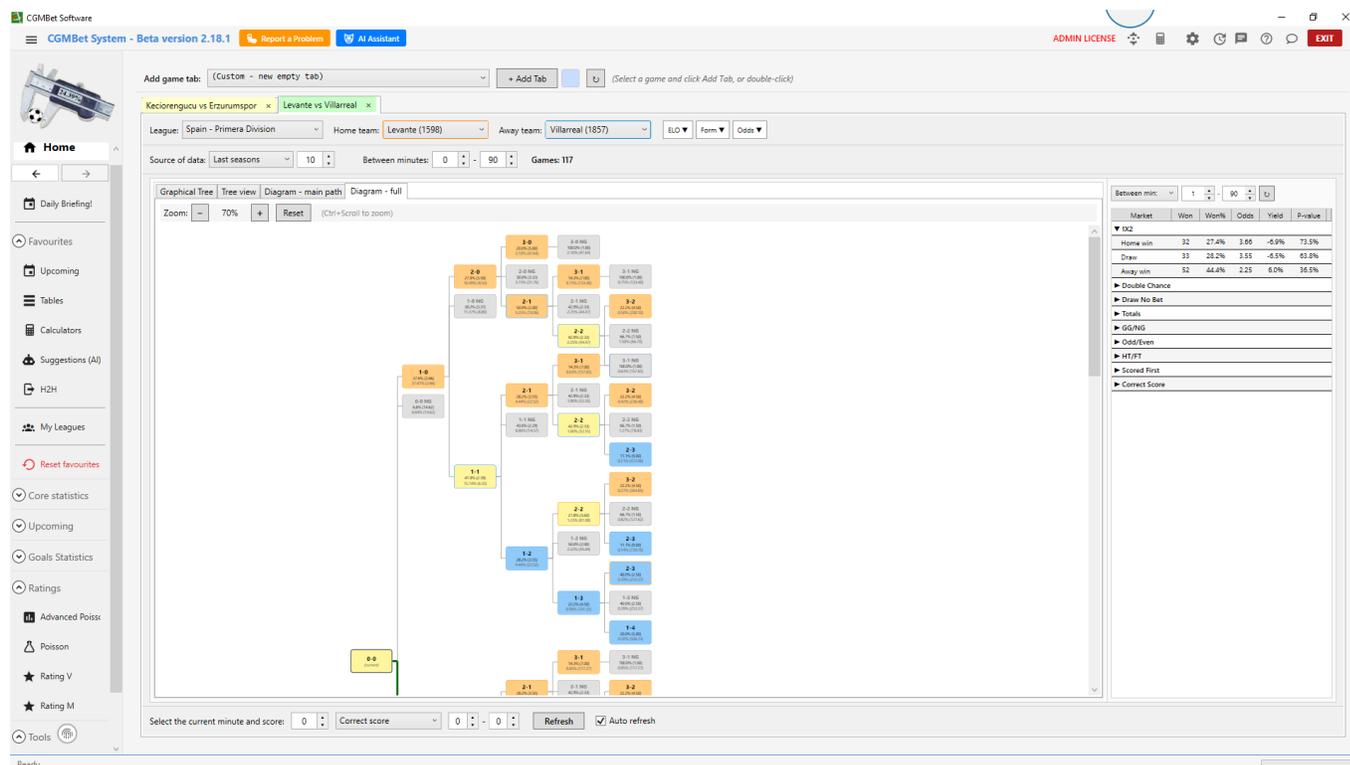


Figure 10.4 — Full Diagram showing all possible score branches (zoomed to 70%)

The tab includes zoom controls at the top:

Control	Description
- / + buttons	Decrease or increase the zoom level in steps.
Reset	Returns to 100% zoom.
Ctrl+Scroll	You can also zoom with Ctrl + mouse scroll wheel.
Zoom display	Shows the current zoom percentage (e.g. "70%").

The full diagram uses the same node styling as the Main Path diagram: coloured boxes with scores, probabilities, odds, and cumulative values. "NG" terminal nodes show where a score path ends with no more goals.

**Tip:** The Full Diagram can become very large. Use the zoom controls to get an overview (zoom out to 50–70%), then zoom in on specific branches of interest.

## 10.7 Results Table (Right Panel)

On the right side of every tab, a statistical results panel provides a comprehensive market-by-market breakdown based on the score evolution data.

Market	Won	Won%	Odds	Yield	P-value
<b>▼ IX2</b>					
Home win	32	27.4%	3.66	-6.9%	73.5%
Draw	33	28.2%	3.55	-6.5%	63.8%
Away win	52	44.4%	2.25	6.0%	36.5%
<b>▼ Double Chance</b>					
Double 1X	65	55.6%	1.80	-5.9%	82.0%
Double 12	84	71.8%	1.39	-1.6%	60.3%
Double X2	85	72.6%	1.38	0.1%	49.1%
<b>▼ Draw No Bet</b>					
DNB Home	32	27.4%	3.66	-	-
DNB Away	52	44.4%	2.25	-	-
<b>▼ Totals</b>					
Over 0.5	109	93.2%	1.07	0.9%	41.5%
Over 1.5	76	65.0%	1.54	-5.3%	76.1%
Over 2.5	45	38.5%	2.60	-17.2%	92.3%
Over 3.5	21	17.9%	5.57	-51.9%	98.2%
Over 4.5	9	7.7%	13.00	-28.6%	79.0%
Over 5.5	3	2.6%	39.00	-	-
Over 6.5	1	0.9%	100.00	-	-
Under 0.5	8	6.8%	14.62	-46.7%	90.4%
Under 1.5	41	35.0%	2.85	4.0%	46.4%
Under 2.5	72	61.5%	1.62	4.8%	21.9%
Under 3.5	96	82.1%	1.22	9.0%	7.9%
Under 4.5	108	92.3%	1.08	-1.4%	65.4%
Under 5.5	114	97.4%	1.03	-	-
Under 6.5	116	99.1%	1.01	-	-
<b>▼ GG/NG</b>					
GG	57	48.7%	2.05	-8.2%	78.8%
NG	60	51.3%	1.95	4.7%	41.2%
<b>► Odd/Even</b>					
<b>► HT/FT</b>					
<b>► Scored First</b>					
<b>► Correct Score</b>					

Figure 10.5 — Results Table with collapsible market groups

### 10.7.1 Calculation Mode

At the top of the panel, a calculation mode selector controls how the results are computed:

Mode	Description
Between min	Calculate probabilities for goals scored between the specified minute range (e.g. minute 1 to 90). This is the default and most common mode.
Next min	Calculate the probability of the next goal being scored within the specified minute range.

Both modes include from/to minute spinners and an apply (↻) button to recalculate.

### 10.7.2 Market Groups

The results are organised into collapsible groups. Click a group header to expand or collapse it:

Group	Markets included
1X2	Home win, Draw, Away win.
Double Chance	Double 1X, Double 12, Double X2.
Draw No Bet	DNB Home, DNB Away.
Totals	Over/Under 0.5 through 6.5 (14 markets total).
GG/NG	Both teams score (GG), No goal for one team (NG).
Odd/Even	Whether the total goals is an odd or even number.
HT/FT	All 9 half-time/full-time combinations (1/1, 1/X, 1/2, X/1, X/X, X/2, 2/1, 2/X, 2/2).
Scored First	Home scored first (H Sc 1st), Away scored first (A Sc 1st).
Correct Score	All correct scores from 0–0 through 4–4, plus "CS Other".

### 10.7.3 Column Definitions

Column	Description
Market	The market name. Group headers are bold and clickable; child rows are indented.
Won	The number of historical matches (from the filtered set) where this market outcome was true.
Won%	The percentage of matches where this market won (Won / Total Games).
Odds	The implied odds (100 / Won%).
Yield	The theoretical yield, if you had bet on this market at the real odds, which are stored in the database. Negative values indicate the market is overpriced.
P-value	Statistical significance of the result. Lower values (below 5%) indicate that the result is unlikely to be due to chance alone.

## 10.8 Bottom Controls

The bottom bar of each tab contains live match controls, shared across all four visualisation tabs:

Control	Description
Current minute	Spinner (0–90) for the current match minute. For live games, this updates automatically when auto-refresh is enabled.
Market type	Dropdown to select the market context: Correct Score, Home/Away Leads, specific handicaps (Home/Away 1–4 goals ahead), Over/Under 0.5–4.5, GG, NG.
Score spinners	Two spinners for the current score (visible only when "Correct Score" is selected).
Refresh	Manually recalculates all data with current settings.
Auto refresh	Checkbox (default: checked). When enabled and the tab is tracking a live game, the score and minute updates are automatically refreshed every 15 seconds from the live server.
<p><b>⚠ Important:</b> Unchecking "Auto refresh" is useful if you want to freeze the current state and explore the data without it being overwritten by live updates.</p>	

## 10.9 Practical Tips

**Start with the Graphical Tree:** It gives the best overview of how the score is likely to evolve. The top summary bar shows key market probabilities, and the tree visually shows branching paths.

**Use the Tree View for detail:** When you need exact numbers or want to explore a specific branch in depth, switch to the Tree View. Expand only the branches you care about and check the cumulative probabilities.

**Check the Most Probable Paths:** At the bottom of the Tree View tab, the system shows the 3 most likely paths the score will take. This is a quick way to identify the dominant scenarios.

**Use the Full Diagram for completeness:** When you need to see every possible branch, use the Diagram — Full tab. Zoom out to see the big picture, then zoom into specific areas of interest.

**Combine filters:** Use the ELO, Form, and Odds pop-up filters together to narrow the data to matches that closely resemble the current situation. This makes the score evolution predictions more relevant.

**Expand market groups in the Results Table:** Click group headers (1X2, Totals, Correct Score, etc.) to expand them and see detailed statistics with P-values for each market.

**💡 Tip:** For live match analysis, keep the "Auto refresh" checkbox enabled. The system will update the minute and score every 15 seconds, and all four visualisation tabs will recalculate to reflect the current match state.

# 11. Poisson

The Poisson view is accessible from the **Poisson** item in the sidebar, under the **Ratings** section. It provides a standalone Poisson distribution calculator that lets you enter expected goals (xG) for two teams and instantly see the full probability breakdown for every standard betting market.

This view is ideal for quick, manual what-if analysis. You type (or receive from the Upcoming view) an expected-goals value for each team, optionally apply a percentage correction, and the system instantly recalculates the probability of every scoreline, the implied odds for goal counts, the 1X2/Over-Under/GG-NG market probabilities, and a full correct-score ranking.

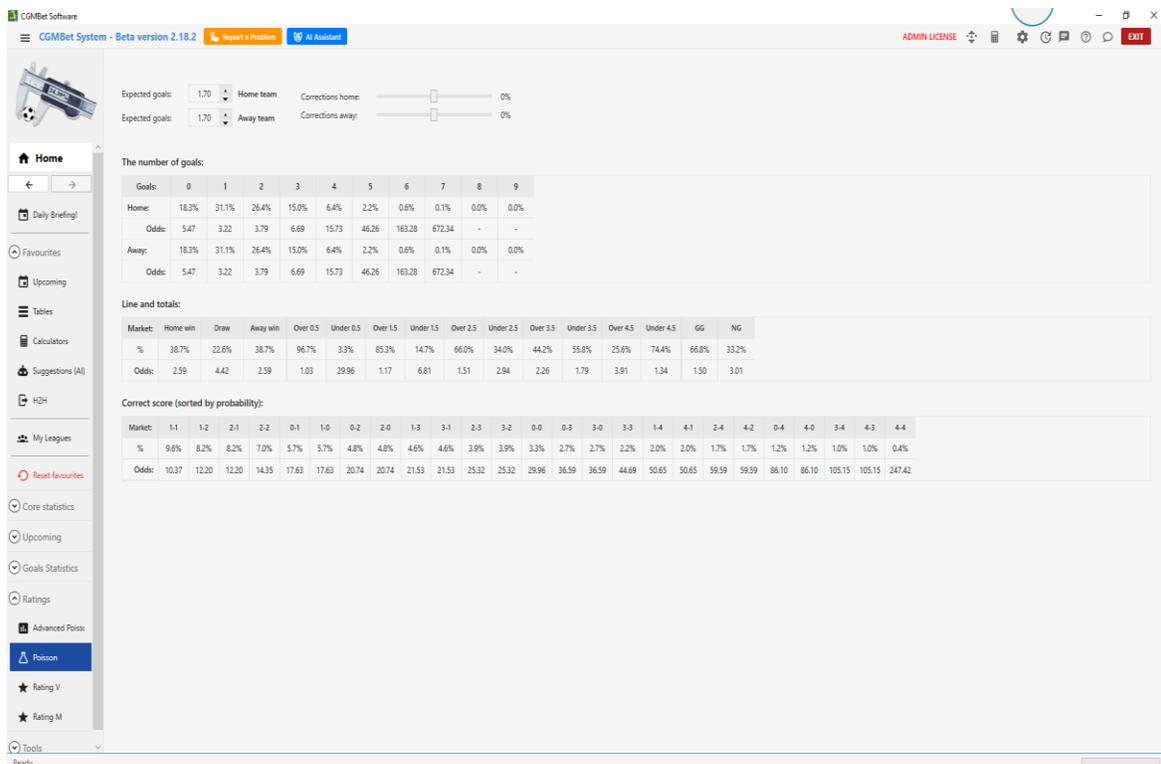


Figure 11.1 — Poisson view showing all four output sections

## 11.1 Expected Goals and Corrections (Top Bar)

The top bar is divided into two groups of controls: **Expected Goals** on the left and **Corrections** on the right.

### 11.1.1 Expected Goals

Two spinner controls let you set the expected goals ( $\lambda$ ) for the Home and Away team independently. Each spinner consists of a text box (where you can type a value directly) and small up/down arrow buttons that increment or decrement the value by 0.01 per click. Holding the button repeats the adjustment. The valid range is 0.00 to 9.99.

Next to each spinner, the team name is displayed in bold. By default, the labels read “Home team” and “Away team”, but when the view is opened via navigation from the Upcoming view (right-click a match and select “Open in Poisson”), the actual team names and their calculated xG values are pre-filled automatically.

Control	Description
Expected goals (Home)	The mean number of goals the home team is expected to score ( $\lambda$ for the home Poisson distribution). Default: 1.70.
Expected goals (Away)	The mean number of goals the away team is expected to score ( $\lambda$ for the away Poisson distribution). Default: 1.70.
▲ / ▼ arrows	Increment or decrement the adjacent expected-goals value by 0.01 per click. Hold to repeat.
Team name label	Displays the team name. Populated automatically when navigating from the Upcoming view.

### 11.1.2 Corrections

Two horizontal sliders allow you to apply a percentage correction to each team’s expected goals. The range is -50% to +50%. The corrected value is calculated as:

$$\text{Adjusted } \lambda = \text{Expected Goals} \times (1 + \text{Correction} / 100)$$

For example, if the home expected goals are 1.70 and the correction is +20%, the adjusted  $\lambda$  becomes  $1.70 \times 1.20 = 2.04$ . The percentage value is shown to the right of each slider (e.g. “+20%” or “-5%”). A correction of 0% means no adjustment.

 **Tip:** Use corrections when you believe a team is stronger or weaker than the raw xG suggests — for instance, if a key player is injured or suspended, or if the match has special importance (derby, relegation battle).

## 11.2 The Number of Goals (Table 1)

This table shows the Poisson probability distribution for each team scoring exactly 0, 1, 2, ... 9 goals. It has four data rows:

Row	Description
Home	The probability (%) that the home team scores exactly k goals, for k = 0 to 9.
Odds (Home)	The implied decimal odds for the home team scoring exactly k goals. Calculated as $1 \div \text{probability}$ . Values above 999.99 or below 0.1% are shown as “-”.
Away	The probability (%) that the away team scores exactly k goals, for k = 0 to 9.
Odds (Away)	The implied decimal odds for the away team scoring exactly k goals.

Each column header (0, 1, 2, ... 9) represents the number of goals. The probabilities always sum to approximately 100% across the row (any remainder is in the >9 goals tail, which is negligibly small for typical  $\lambda$  values).

The underlying formula is the standard Poisson probability mass function:

$$P(X = k) = (\lambda^k \times e^{-\lambda}) / k!$$

## 11.3 Line and Totals (Table 2)

This wide, horizontally scrollable table shows the derived probabilities and implied odds for the most common betting markets. It is divided into three groups, separated by thin vertical lines:

Group	Markets	Calculation
1X2	Home Win, Draw, Away Win	Summing the joint probabilities $P(\text{home}=h) \times P(\text{away}=a)$ over all (h, a) where $h>a$ , $h=a$ , or $h<a$ , respectively.
Over/Under	Over 0.5 / Under 0.5 through Over 4.5 / Under 4.5	Summing the joint probabilities for all scorelines where $h+a$ is above or below the threshold.
GG / NG	Both Teams to Score (GG) and No Goal from one side (NG)	$GG = 1 - P(\text{home}=0) - P(\text{away}=0) + P(0,0)$ . $NG = 1 - GG$ .

Each group shows two rows:

Row	Description
%	The probability of the market outcome is expressed as a percentage.
Odds	The fair (implied) decimal odds are calculated as $1 \div (\text{percentage} / 100)$ . These do not include any bookmaker margin.

**⚠ Important:** The odds shown are fair odds with zero margin. Real bookmaker odds will always be lower. To assess value, compare the Poisson odds with the bookmaker’s offered odds — if the bookmaker’s odds are higher than the Poisson fair odds, the bet may represent value.

## 11.4 Correct Score (Table 3)

The bottom table shows every possible scoreline from 0–0 through all combinations up to 4–4 (and beyond, depending on the xG values), **sorted by probability from highest to lowest** (left to right).

Each column represents one scoreline (e.g. “1–1”, “1–2”, “2–1”) and shows three rows:

Row	Description
Market (header)	The scoreline label (e.g. “1–1”, “0–2”).
%	The probability of that exact scoreline occurring. Calculated as $P(\text{home}=h) \times P(\text{away}=a)$ .
Odds	The implied decimal odds for that exact scoreline.

The table is horizontally scrollable, as there can be 50+ scoreline columns. The most likely scorelines appear on the left, making it easy to identify the top predicted results at a glance.

**💡 Tip:** For typical xG values around 1.0–2.0, the most probable scorelines are usually 1–1, 1–0, 0–1, and 2–1. Casual bettors often overestimate draws, so pay attention to the actual Poisson percentages.

## 11.5 Navigation from Upcoming

The Poisson view integrates directly with the **Upcoming** view. When you right-click a match in Upcoming, the context menu includes an **Open in Poisson** option. Selecting it:

1. Navigates to the Poisson view automatically.
2. Pre-fills the home and away expected goals with the values calculated by the system for that match.
3. Sets the team name labels to the actual team names.
4. Resets the correction sliders to 0%.

This workflow lets you quickly jump from examining a scheduled match to exploring its Poisson projections with a single click, then fine-tune the expected goals using the corrections if you wish.

## 12. Advanced Poisson

The Advanced Poisson view is accessible from the **Advanced Poisson** item in the sidebar, under the **Ratings** section. It is the most powerful analytical engine in CGMBet, combining a fully customisable expected-goals (xG) formula builder with batch Poisson calculations across an entire league's worth of matches. Where the standard Poisson view (Chapter 11) analyses a single match, Advanced Poisson processes hundreds of matches at once, computes probabilities and implied odds for every market on every match, compares them against real bookmaker odds, and reports hit rates and yield.

The view is divided into two main areas: a **main content panel** on the left (containing the toolbar, formula builder, data grid, and action buttons) and a **sidebar panel** on the right (containing highlight controls, filters, and market statistics).

Figure 12.1 — Advanced Poisson view — general overview showing the toolbar, formula builder, data grid, and right sidebar

## 12.1 Controls Toolbar (Row 0)

The top toolbar contains all the scoping selectors that match the analysis.

Control	Description
League/Team	A dropdown listing all leagues grouped by country (with My Leagues groups if configured). Selecting a league populates the Home and Away team dropdowns. You can also select a specific team to filter results to only matches involving that team.
Home / Away team	Optional team filters. By default, both are set to show all teams in the league. Select a specific team to narrow results.
Period	Select the time range: Current season, Last 2 seasons, Last 3 seasons, All seasons, or a Custom date range (From/To date pickers appear).
Stats	Select the statistical period for goal counting: FT (Full Time, 1–90 min), 1st Half (1–45), 2nd Half (46–90), or Custom (where you enter From minute and To minute).
Filters: ELO	Toggle button to show/hide the ELO rating column in the grid.
Filters: Form	Toggle button to show/hide the Form column.
Filters: Odds	Toggle button to show/hide bookmaker odds columns.
Filters: Stats	Toggle button to show/hide shots and corners columns.
Filters: Score	Toggle button to show/hide correct-score market columns.
Refresh	Executes the query, recalculates all xG values and Poisson probabilities, and populates the grid.

**⚠ Important:** If the selected Stats period uses a minute range for which no odds are available in the database (e.g. 1st Half odds when only Full Time odds exist), a yellow warning banner appears: “For this period, there are no odds, so only calculations which DO NOT depend on odds will be made.” In this case, the Value and Yield columns will be empty.

## 12.2 xG Formula Builder (Row 1)

This is the heart of Advanced Poisson. The formula builder lets you define **exactly how the expected goals (xG) for each team are calculated**, giving you full control over which historical data feeds into the Poisson model.

The builder is divided into two halves — **Home team** (orange header) and **Away team** (blue header) — each with identical controls:

### 12.2.1 Formula Components

Each formula is built from one or more components that you add using the dropdown controls and the **Add** button. Each component is encoded as a short code and appended to the formula text box. The dropdowns are:

Dropdown	Options	Meaning
Team type	H = Home team, A = Away team, L = League average	Whose goals are to use. H uses the home team's historical data, A uses the away team's, and L uses the league-wide average.
Scored / Conceded	Scored, Conceded	Whether to count goals scored by the team or goals conceded (i.e. scored against them).
Venue	All, Home, Away	Filter the historical matches by venue. "Home" means only matches where the team played at home; "Away" means only away matches; "All" includes both.
Matches	S (Season), 0–20	How many recent matches to include? "S" means the entire current season. A number like "5" means only the last 5 matches.

### 12.2.2 Formula Syntax

When you click **Add**, the system generates a code in the format:

$$XY(V,M,RRRR)$$

where:

Part	Meaning	Example
X	Team type: H (Home team), A (Away team), or L (League)	H
Y	S = Scored, C = Conceded	S
V	Venue filter: H (Home), A (Away), or blank for All	H
M	Match count: S (Season) or a number	S
RRRR	Minute range: 4-digit code (e.g. 0190 = 01–90 min = Full Time)	0190

#### Examples of complete formulas:

$$HS(H,S,0190)$$

This is the default home formula. It reads: Home team's goals **Scored**, in **home** matches only, for the entire **season**, during minutes **01–90** (full time). The system averages the goals-per-match from these filtered matches to produce the xG.

$$AS(A,S,0190)$$

The default away formula. Away team's goals **Scored**, in **Away** matches only, full season, full time.

$$(HS(H,5,0190)+LC(,S,0190))/2$$

A more complex formula combining two components with “+”. It takes the home team’s goals scored at home over their last 5 matches, then adds the league’s average goals conceded for the full season. The final xG is the mean of both components. You can combine any number of components to build a custom model.

 **Tip:** The formula text box is directly editable — you can type or modify formulas manually without using the dropdown controls. This is useful for power users who want to tweak a formula quickly.

### 12.2.3 How xG Is Calculated

When you click **Refresh**, the system processes each match in the grid individually. For each match, it:

1. Parses the home formula into its components (e.g. HS(H, S,0190) → one component).
2. For each component, query the database for the relevant team’s historical matches (filtered by venue, match count, minute range) that were played BEFORE the match date.
3. Calculates the average goals per match from the historical data for that component.
4. If the formula has multiple components joined by “+”, it computes all components to produce the final xG value.
5. Repeats the process for the away formula.
6. Uses the two xG values as the  $\lambda$  parameters of two independent Poisson distributions and calculates all market probabilities (1X2, Over/Under, GG/NG, Correct Scores).

## 12.3 Refresh and Adjustment (Row 2)

Control	Description
Refresh the home & away calculations.	The main action button. Executes the xG calculation for every match in the selected scope and populates the grid.
Adjustment dropdown	Select a statistical adjustment to apply on top of the raw Poisson model: No adjustments (pure Poisson), Dixon-Coles adjustment (corrects for the known tendency of Poisson to underestimate low-scoring draws 0–0, 1–0, 0–1, 1–1), or Zero-Inflation adjustment (adds extra probability mass to 0–0 draws).
Exclude outliers	When checked, matches where either team’s goal count is more than 2 standard deviations from the mean are excluded from the xG calculation. This prevents freak results (e.g. 7–0) from skewing the averages.

## 12.4 The Data Grid (Row 3)

The main grid displays one row per match. The columns are divided into fixed columns on the left and market-group columns on the right.

### 12.4.1 Fixed Columns

Column	Description
Flag	The league's country flag icon.
League	League name.
Date/KO	Match date and kick-off time.
Rd	Round number in the league.
Home Team	Home team name (bold).
T(h)	Home team's league table position, shown as TotalPosition(VenuePosition).
Away Team	Away team name.
T(a)	Away team's table position.
Result	The final score (e.g. "2-0"), colour-coded: green for home win, yellow for draw, red for away win. Upcoming matches show "-".
ExpG H / ExpG A	The expected goals for home and away teams are calculated using the xG formula.

### 12.4.2 Market-Group Columns

For each enabled market, four sub-columns appear under a grouped header:

Sub-column	Description
%	The Poisson-calculated probability for that market outcome.
O(C)	Calculated fair odds ( $1 \div \text{probability}$ ). These are the odds the Poisson model implies.
O(R)	Real bookmaker odds from the database for that market.
Value	The value percentage: $((O(R) \div O(C)) - 1) \times 100$ . Positive values indicate the bookmaker is offering better odds than the model expects — a potential value bet. Highlighted in colour when within the configured value range.

The available market groups (toggled via the toolbar buttons) are: 1X2 (Home Win, Draw, Away Win), Over/Under (0.5-4.5), **GG/NG**, and **Correct Scores** (all common scorelines).

### 12.5 Bottom Toolbar (Row 6)

Button	Description
Backtest P-Value	Runs a statistical significance test on the filtered results, comparing the model's predictions against actual outcomes to determine whether the observed hit rate is statistically different from what would be expected by chance.
Save & Load	Opens a Save/Load window with 99 slots. You can save the entire configuration (league, formulas, filters, adjustments) and reload it later.

	Saved configurations persist across sessions and are included in the general settings backup.
Export	Exports the current grid data to a file for external analysis.

## 12.6 Right Sidebar — Highlight and Filter Controls

The right-hand panel (300px wide) is divided into two areas: **Highlight/Filter controls** at the top and **Market statistics** at the bottom.

**Highlight:**

Value  -   Only if it won

%  -   Only if it won

**Filters:**

Results:

%:

Value:

**Markets**

Calculate HR and Y for:

	S	HR	Y
<b>1X2</b>	-	-	-
<input checked="" type="checkbox"/> Home win	200	42.5	-6.6
<input checked="" type="checkbox"/> Draw	200	26.0	3.9
<input checked="" type="checkbox"/> Away win	200	31.5	-5.6
<b>Over/Und</b>	-	-	-
<input checked="" type="checkbox"/> Over 0.5	200	94.0	-2.7
<input type="checkbox"/> Under 0.5	200	6.0	-24.3
<input type="checkbox"/> Over 1.5	200	82.5	3.4
<input type="checkbox"/> Under 1.5	200	17.5	-31.0
<input type="checkbox"/> Over 2.5	200	54.5	-0.9
<input type="checkbox"/> Under 2.5	200	45.5	-4.9
<input type="checkbox"/> Over 3.5	200	29.0	-13.8
<input type="checkbox"/> Under 3.5	200	71.0	2.4
<input type="checkbox"/> Over 4.5	200	15.0	-20.8
<input type="checkbox"/> Under 4.5	200	85.0	-1.5
<b>GG/NG</b>	-	-	-
<input type="checkbox"/> GG	200	57.0	-1.6
<input type="checkbox"/> NG	200	43.0	-9.0
<b>Top CS</b>			
<input checked="" type="checkbox"/> Top			
<input type="checkbox"/> Top 2			
<input type="checkbox"/> Top 3			
<input type="checkbox"/> Top 4			
<input type="checkbox"/> Top 5			
<input type="checkbox"/> Top 6			
<b>CS Home</b>	-	-	-
<b>CS Away</b>	-	-	-
<b>CS Draw</b>	-	-	-

Figure 12.2 — Right sidebar showing Highlight, Filters, and Markets panels

### 12.6.1 Highlighting

Highlighting lets you visually mark cells in the data grid that meet certain criteria:

Control	Description
Value (checkbox + range)	When checked, cells in the Value column that fall within the specified range (default 15–70) are highlighted with a coloured background. This makes it easy to spot value bets at a glance.
Only if won	An additional filter: only highlight Value cells if the market outcome was actually correct (i.e. the bet would have won).
% (checkbox + range)	When checked, cells in the % column that fall within the specified range (default 70–100) are highlighted.
% Only if won	Same as above — only highlight if the outcome was correct.
Refresh (Highlight)	Applies the current highlight settings to the grid.

### 12.6.2 Filters

Filters narrow the grid to show only rows matching specific criteria:

Filter	Description
Results	Filter by match outcome: All results, Home Win, Draw, Away Win, or any specific Over/Under, GG/NG, or Correct Score result.
%	All (show everything) or Highlighted only (show only rows where the % rule highlights at least one cell).
Value	All games, value on any market (show only matches where at least one market has value), or Value on a specific market (e.g. “Value on Over 2.5”).
Refresh (Filters)	Applies the current filter settings to the grid.

## 12.7 Right Sidebar — Market Statistics

Below the filters, the sidebar displays the **Markets** panel — a scrollable list of all betting markets grouped into expandable sections (1X2, Over/Under, GG/NG, Top Correct Scores, CS Home, CS Away, CS Draw).

Each market row shows three key statistics:

Column	Description
S	Sample size — the number of matches in the current dataset.

HR	Hit Rate (%) — the percentage of matches where the market outcome was correct. For example, if HR for “Over 2.5” is 54.5%, it means 54.5% of matches had 3 or more total goals.
Y	Yield (%) — the return on investment if you had placed a flat bet on every match for that market. Calculated as: $((\text{total payout} - \text{total staked}) \div \text{total staked}) \times 100$ . A positive yield means profit; a negative yield means loss.

At the top of the Markets panel, the **Calculate HR and Y for** dropdown lets you switch between two modes:

Mode	Description
All games	Statistics are calculated across all matches in the dataset.
Value odds	Statistics are calculated only for matches in which the Poisson model identified a value (i.e., the real odds were higher than the calculated fair odds). This is the key metric for assessing whether the model generates profitable signals.

Each market also has a **checkbox** that controls whether its columns are visible in the data grid. Checking or unchecking a market immediately shows or hides the corresponding columns.

 **Tip:** Focus on markets where the yield is positive in “Value odds” mode. This tells you that, historically, betting on the model’s value signals for that market would have been profitable. Compare across different xG formulas to find the formula that produces the best yield.

 **Important:** Past yield does not guarantee future performance. Always consider the sample size (S column) — a high yield from only 10 matches is far less reliable than a moderate yield from 200 matches. Use the Backtest P-Value button to check statistical significance.

## 13. Rating V

The Rating V view is accessible from the **Rating V** item in the sidebar, under the **Ratings** section. It provides a powerful venue-based statistical analysis engine that calculates market probabilities by examining historical goal distributions from matches played under similar conditions. Unlike the Advanced Poisson view (Chapter 12), which uses a customisable xG formula builder, Rating V focuses on empirical frequency analysis—counting how often specific outcomes occurred in comparable historical matches to derive probability estimates.

The view is divided into two main areas: a **main content panel** on the left (containing the toolbar, filters, data grid, and action buttons) and a **sidebar panel** on the right (containing highlight controls and the legend).

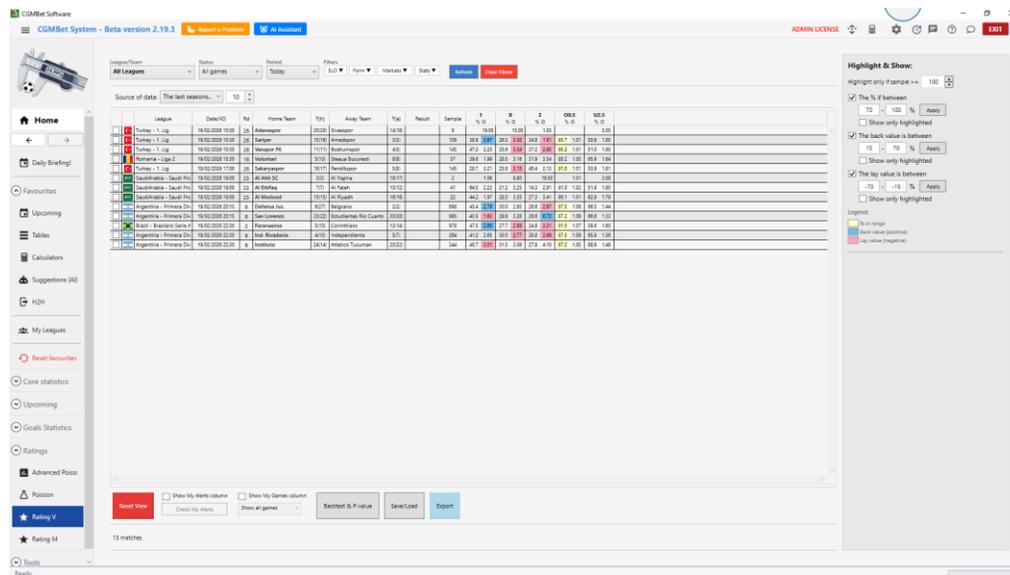


Figure 13.1 — Rating V view — general overview showing the toolbar, filters, data grid, and right sidebar

### 13.1 Controls Toolbar (Row 0)

The top toolbar contains all the scoping selectors and filter controls that determine which matches appear in the grid and how historical data is queried.

Control	Description
League/Team	A dropdown listing all leagues grouped by country (with My Leagues groups if configured). Selecting a league filters the grid to show only matches from that league. You can also select "All Leagues" to view matches across all competitions.

Status	Filter by match status: All games (both played and scheduled), Only played (finished matches with results), or Only scheduled (upcoming matches without results yet).
Period	Select the time range for matches to display: Last 7 days, Last 3 days, Yesterday, Today, Next 3 days, Next 7 days, Between dates (custom date pickers appear), Current season, or Between seasons (season range spinners appear).
ELO	Filter popup button. Opens a panel to show/hide ELO columns and set ELO range filters. The range specifies how closely the historical matches' team ELO ratings must match the current match's teams ( $\pm$ the specified value).
Form	Filter popup button. Opens a panel to show/hide Form columns and set form rating filters (min/max for home and away teams).
Markets	Filter popup button. Opens a panel to enable/disable market columns (1X2, Over/Under 0.5–4.5, GG/NG) and set odds range filters for each market.
Stats	Filter popup button. Opens a panel to show/hide match statistics columns (Shots, Shots on Target, Corners, Ball Possession) and set range filters.
Refresh	Reloads the match data from the database and applies the current filters.
Clear Filters	Resets all filter controls to their default values.
Source of data	Specifies how many seasons of historical data to use when calculating probabilities. Options: "The last seasons" with a configurable number (default 10), or "All seasons" to use the entire database history.

## 13.2 How Rating V Calculates Probabilities

Rating V uses a venue-based empirical frequency method to calculate market probabilities. For each match in the grid, the system:

1. Queries historical played matches from the same league that occurred BEFORE the match date.
2. Applies the configured filters (ELO range, Form range, Odds range) to select only comparable matches.
3. Calculates the goal distribution for home teams (goals scored by home teams at home) and away teams (goals scored by away teams away) from these historical matches.
4. Builds a score probability matrix by multiplying the independent home and away goal distributions.
5. Derives all market probabilities (1X2, Over/Under, GG/NG) from this matrix.

The **Sample** column in the grid shows how many historical matches were used for each calculation. A minimum of 10 matches is required for meaningful statistics — if fewer matches are available, the percentage columns remain empty.

**⚠ Important:** The ELO filter works relative to each match. For example, if the home team has an ELO of 1500 and the ELO range is set to  $\pm 75$ , only historical matches where the home team's ELO was between 1425 and 1575 will be included. This ensures you're comparing teams of similar strength.

## 13.3 The Data Grid (Row 2)

The main grid displays one row per match. The columns are divided into fixed columns on the left and market columns on the right.

### 13.3.1 Fixed Columns

Column	Description
Flag	The league's country flag icon.
League	League name.
Date/KO	Match date and kick-off time.
Rd	Round number in the league.
Home Team	Home team name (bold).
T(h)	Home team's league table position, shown as TotalPosition(VenuePosition).
Away Team	Away team name.
T(a)	Away team's table position.
Result	The final score (e.g. "2–0 (1–0)" showing full-time and half-time), colour-coded: green for home win, yellow for draw, red for away win. Upcoming matches show empty.
Sample	The number of historical matches used to calculate the probabilities for this row. Higher sample sizes produce more reliable estimates.
ELO H / ELO A	ELO ratings for home and away teams (hidden by default, toggle via ELO filter button).
Form H / Form A	Form ratings for home and away teams (hidden by default, toggle via Form filter button).

### 13.3.2 Market Columns

For each enabled market, two sub-columns appear under a grouped header:

Sub-column	Description
%	The calculated probability for that market outcome is derived from the historical goal distribution analysis.
O	Real bookmaker odds from the database for that market.

The available markets (toggled via the Markets filter button) are: **1X2** (Home Win, Draw, Away Win), **Over/Under** (0.5, 1.5, 2.5, 3.5, 4.5), and **GG/NG** (Both Teams to Score / No Goal).

### 13.4 Bottom Toolbar (Row 3)

Button	Description
Reset View	Resets all controls to their default values: All Leagues, All games, Today, and clears all filters and highlights.
Show My Alerts column.	Checkbox to display the Alerts column in the grid, showing any alerts you have configured for the matches.
Check My Alerts	Evaluates your configured alerts against the current matches and populates the Alerts column.
Show My Games column.	Checkbox to display the My Games column, showing your tracked/saved games.
Show all games / My Games only.	Dropdown to filter the grid: show all matches or only matches you have saved to My Games.
Backtest & P-value	Runs a statistical significance test on the current results, comparing the model's predictions against actual outcomes to determine whether the observed hit rate is statistically meaningful.
Save/Load	Opens a Save/Load window with 99 slots. You can save the entire configuration (league, period, filters, highlight settings) and reload it later. Saved configurations persist across sessions.
Export	Exports the current grid data to a file for external analysis.

### 13.5 Right Sidebar — Highlight & Show Controls

The right-hand panel provides controls to visually highlight cells that meet specific criteria and filter the grid to show only the highlighted rows.

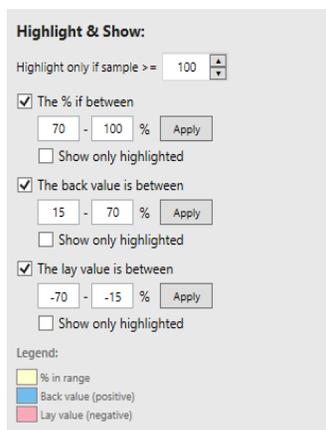


Figure 13.2 — Right sidebar showing Highlight & Show controls and Legend

### 13.5.1 Sample Size Filter

Control	Description
Highlight only if sample >=	Sets the minimum sample size required for highlighting. Matches with fewer historical games than this threshold will not be highlighted even if they meet other criteria. Default: 100.

### 13.5.2 Percentage Highlighting

Control	Description
The % if between	When checked, cells in the % column that fall within the specified range are highlighted in yellow. Default range: 70–100%.
Apply	Applies the percentage highlight settings to the grid.
Show only highlighted	When checked, the grid is filtered to show only rows where at least one % cell is highlighted.

### 13.5.3 Back Value Highlighting

Back value identifies situations where the bookmaker's odds are higher than the model's fair odds — a potential value bet for backing that outcome.

Value is calculated as:  $\text{Value}\% = 100 \times (\text{O(R)} - \text{O(C)}) / \text{O(R)}$

Where O(R) is the real bookmaker odds and O(C) is the calculated fair odds (100 / calculated %).

Control	Description
The back value is between	When checked, cells in the O column where the back value falls within the specified positive range are highlighted with a blue background (Betfair back colour). Default range: 15–70%.
Apply	Applies the back value highlight settings to the grid.
Show only highlighted	When checked, the grid is filtered to show only rows where at least one O cell has a back value highlighted.

### 13.5.4 Lay Value Highlighting

Lay value identifies situations where the bookmaker's odds are lower than the model's fair odds — a potential value bet for laying that outcome (betting against it).

Control	Description
---------	-------------

The lay value is between	When checked, cells in the O column where the lay value falls within the specified negative range are highlighted with a pink background (Betfair lay colour)—default range: -70 to -15%.
Apply	Applies the lay value highlight settings to the grid.
Show only highlighted	When checked, the grid is filtered to show only rows where at least one O cell has a lay value highlighted.

### 13.5.5 Legend

The legend at the bottom of the sidebar explains the highlighting colours:

Colour	Meaning
Yellow	% in range — The calculated probability falls within the configured percentage range.
Blue	Back value (positive) — The bookmaker's odds offer positive value for backing. Real odds are higher than calculated fair odds.
Pink	Lay value (negative) — The bookmaker's odds offer positive value for laying. Real odds are lower than calculated fair odds.

## 13.6 Practical Usage Tips

 **Tip:** Start with a large sample size filter (e.g. 100+) to ensure reliable probability estimates. Lower sample sizes can yield volatile, unreliable percentages.

 **Tip:** Use the ELO range filter to compare matches involving teams of similar strength. A tighter range (e.g.,  $\pm 50$ ) gives more precise comparisons but reduces sample size; a wider range (e.g.,  $\pm 100$ ) increases sample size but includes fewer comparable matches.

 **Tip:** Focus on matches where both the % is high (strong model confidence), AND the back/lay value is significant. This indicates both a likely outcome and favourable odds.

 **Important:** Past performance does not guarantee future results. Always use the Backtest & P-value function to verify that your strategy has statistical significance before relying on it for real betting decisions.

## 14. Rating M

The Rating M view is accessible from the **Rating M** item in the sidebar, under the **Ratings** section. It provides a real-time match analysis module that calculates goal probability distributions and market odds based on historical data. Unlike Rating V (Chapter 13), which analyses multiple matches simultaneously, Rating M focuses on **individual match analysis** with adjustable goal distributions and conditional scenarios.

Rating M supports **multiple simultaneous analyses** through a tabbed interface, allowing you to monitor several matches at once. Each tab operates independently with its own league, teams, and filter settings. For live matches, the system automatically refreshes data every 30 seconds.

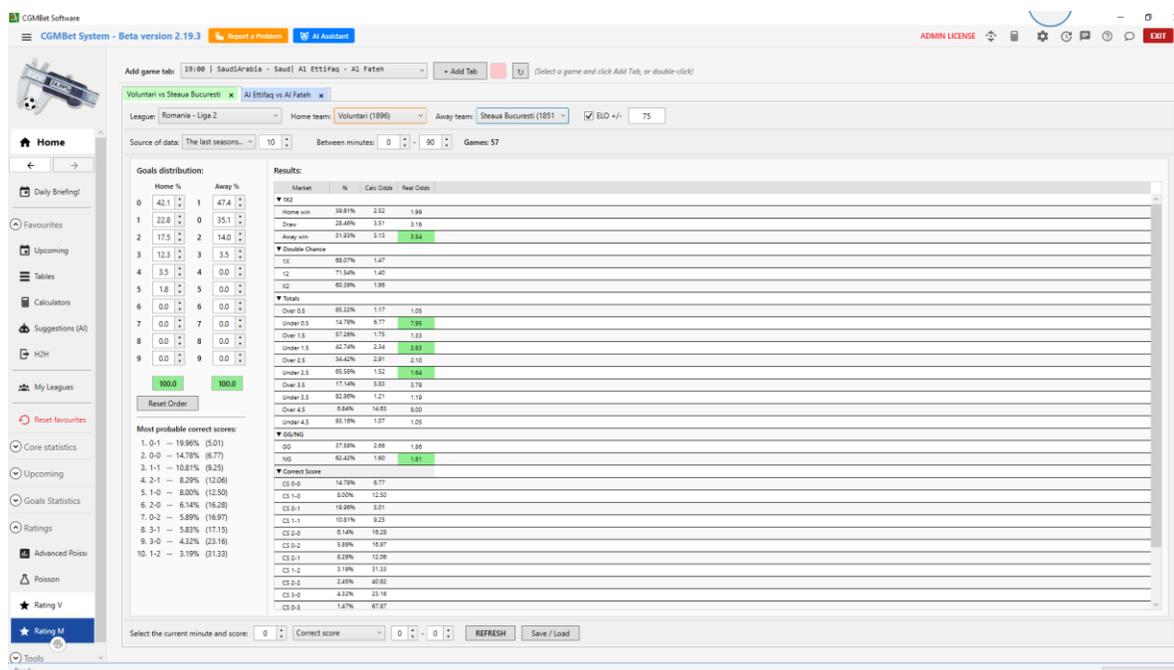


Figure 14.1 — Rating M view showing the tab interface, goals distribution panel, and market results grid

### 14.1 Tab Management Bar

The top bar contains controls for creating and managing analysis tabs.

Control	Description
Add game tab dropdown.	Lists of available live and scheduled matches are fetched from the CGMBet server. Shows match time, league, and teams. Select a match and click the "Add" tab to create a new analysis tab pre-populated with that match's data.

+ Add Tab	Creates a new analysis tab. If a match is selected in the dropdown, the tab is initialised with that match. If "Custom (new tab)" is selected, the tab opens with the default manual configuration settings.
Colour picker	Click the coloured square to cycle through 10 predefined tab colours (yellow, green, blue, pink, orange, purple, cyan, magenta, grey, white). The selected colour is applied to the next tab you create.
Refresh button (↻)	Reloads the live games list from the server.

Each tab displays a header showing the match (e.g. "Voluntari vs Steaua Bucuresti") with a close button (×). For live matches, the header also shows the current minute and score. You can have up to **10 tabs** open simultaneously.

## 14.2 Filter Controls

Below the tabs, each tab's content area begins with filter controls that determine the scope of historical data used for calculations.

### 14.2.1 Match Selection (Row 1)

Control	Description
League	Dropdown listing all leagues grouped by country. Selecting a league populates the team dropdowns with teams from that league.
Home team	Dropdown with orange border showing all teams in the selected league. Each team name includes its current ELO rating in parentheses (e.g. "Voluntari (1896)").
Away team	Dropdown with blue border showing all teams in the selected league with ELO ratings.
ELO +/-	Checkbox to turn ELO filtering on or off. When enabled, the spinner sets the range ( $\pm$ value) for matching historical games. Default: 75. Only historical matches where both teams' ELO ratings were within this range of the selected teams' current ELO are included.

### 14.2.2 Data Source Controls (Row 2)

Control	Description
Source of data	Choose between "All seasons" (entire database history) or "The last seasons" with a configurable count (1–50, default 10).
Between minutes	Two spinners define the minute range (0–90) for goal distribution analysis. For example, setting 45–90 analyses only second-half goals. Default: 0–90 (full match).

Games	Displays the total number of historical matches used in the current calculation. This updates automatically when filters change.
-------	--

## 14.3 Goals Distribution Panel

The left panel displays the calculated goal probability distributions for home and away teams.

### 14.3.1 Goal Percentage Spinners

Ten rows show the probability of each team scoring 0–9 goals. The **Home %** column shows home team probabilities; the **Away %** column shows away team probabilities.

#### Key features:

- **Dynamic sorting:** Rows are automatically sorted by combined probability (highest first), making it easy to see the most likely goal counts at the top.
- **Manual adjustment:** You can manually edit any percentage using the spinner controls. All market calculations update immediately when you change a value.
- **Totals row:** Green boxes at the bottom show the sum of each column. Valid distributions should total 100.0% for each team.
- **Reset Order:** Button to restore the original 0–9 ordering after sorted display.

### 14.3.2 Most Probable Correct Scores

Below the spinners, a ranked list shows the **top 10 most probable correct scores** derived from the goal distributions. Each entry shows:

Column	Description
Rank	Position in the ranking (1–10).
Score	The predicted scoreline (e.g. "0-1", "1-1").
Percentage	The combined probability ( $\text{Home\%} \times \text{Away\%} / 100$ ).
Implied Odds	The fair odds are derived from the probability ( $100/\text{percentage}$ ), shown in parentheses.

## 14.4 Results Panel — Market Calculations

The right panel displays a comprehensive grid of market calculations derived from the goal probability matrix.

### 14.4.1 Grid Columns

Column	Description
Market	The betting market name. Group headers (1X2, Double Chance, etc.) can be clicked to expand/collapse their child rows.

%	The calculated probability for that market outcome.
Calc Odds	The implied fair odds are derived from the probability (100 / %).
Real Odds	Actual bookmaker odds from the database. Cells are highlighted green when Real Odds > Calc Odds, indicating a potential value bet.

#### 14.4.2 Available Market Groups

Group	Markets
1X2	Home win, Draw, Away win
Double Chance	1X (Home or Draw), 12 (Home or Away), X2 (Draw or Away)
Totals	Over/Under 0.5, 1.5, 2.5, 3.5, 4.5 goals
GG/NG	GG (Both Teams to Score), NG (No Goal — at least one team scores zero)
Correct Score	Common scorelines: 0-0, 1-0, 0-1, 1-1, 2-0, 0-2, 2-1, 1-2, 2-2, 3-0, 0-3, 3-1, 1-3, 3-2, 2-3

### 14.5 Bottom Controls — Conditional Analysis

The bottom toolbar enables conditional scenario analysis — calculating probabilities given a specific match state at a particular minute.

Control	Description
Current minute spinner	Set the match minute (0–90) for conditional analysis. When set to 0, no condition is applied. When > 0, only historical matches that had the specified condition at that minute are included.
Market type dropdown	Select the condition to filter historical matches. Options include: Correct score, home leads, Draw, Away leads, Home/Away 1–4 goals ahead, Over/Under 0.5–4.5, GG, NG.
Score spinners	When "Correct score" is selected, these spinners let you specify the exact score (e.g. 1-0) that must exist at the selected minute.
REFRESH	Manually recalculates all data with current settings.
Save / Load	Opens a dialogue with 99 slots for saving or loading complete configurations (league, teams, filters, settings).

 **Tip:** Conditional analysis is powerful for in-play betting. For example, set the minute to 60 and market type to "Draw" to see the probability distribution for remaining goals in matches that were level at the 60th minute.

## 14.6 How Rating M Calculates Probabilities

Rating M uses minute-by-minute goal data stored in the database.

### The calculation process:

1. Query all played matches from the selected league before the match date.
2. Apply ELO filter (if enabled): include only matches where the home team ELO was within  $\pm$ range of the selected home team, and away team ELO was within  $\pm$ range of the selected away team.
3. Apply conditional filter (if minute > 0): include only matches that met the specified condition at that minute.
4. Count goals in the "Between minutes" range for each remaining match.
5. Build goal frequency distributions (0–9 goals for home and away).
6. Convert counts to percentages and derive all market probabilities from the 10×10 score matrix.

## 14.7 Live Match Integration

When you open a tab for a live match (selected from the dropdown or navigated from the Upcoming view), Rating M provides special functionality:

- **Auto-refresh:** Live data (minute, score) is fetched from the server every 30 seconds.
- **Tab header updates:** The tab header shows the current match state (e.g. "Voluntari vs Steaua (45' 1-0)").
- **Automatic stop:** When the match finishes (FT detected), auto-refresh stops automatically.
- **Pause/Resume:** When you navigate away from the Rating M view, all timers pause. They resume when you return.

## 14.8 Navigation from Other Modules

Rating M can be opened directly from other views in CGMBet:

- **From Upcoming view:** Right-click a match and select "Open in Rating M" to create a new tab pre-populated with that match's data.
- **From Goals view:** Both modules share the same live game data source and can work together for comprehensive in-play analysis.

## 14.9 Practical Usage Tips

 **Tip:** For pre-match analysis, compare the Calc Odds column with Real Odds. Green-highlighted cells indicate potential value — where bookmaker odds are higher than the model suggests.

 **Tip:** Use the "Between minutes" filter for second-half analysis. Set 46–90 to see goal distributions only for the second half, useful when teams have different first/second half patterns.

 **Tip:** You can manually adjust the goal percentages to test "what if" scenarios. For example, increase the away team's 0-goal probability to see how it affects the Under markets.

 **Important:** The "Games" counter shows your sample size. Low numbers (<20) may yield unreliable statistics. Consider widening the ELO range or using more seasons if the sample is too small.

## 15. AI Export

The AI Export window generates comprehensive match data formatted specifically for AI analysis. It allows you to extract statistics, historical records, and betting information from the CGMBet database into structured text that can be pasted directly into AI assistants such as ChatGPT, Gemini, or similar tools to obtain match predictions and betting insights.

The AI Export window can be accessed in two ways: from the **AI Export** item in the sidebar under the **Tools** section, or by clicking the **AI Export** button in the top toolbar, right side.

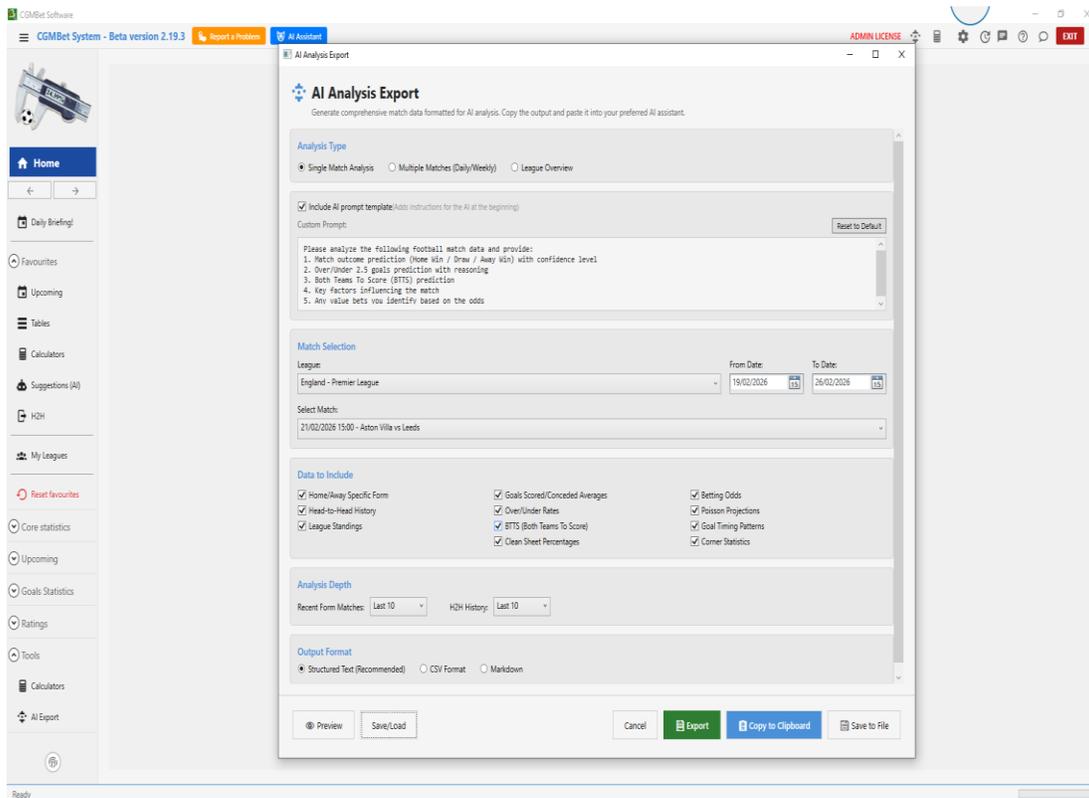


Figure 15.1 — AI Export main window showing configuration options for single match analysis

### 15.1 Analysis Type

The first section lets you choose what type of analysis to generate:

Analysis Type	Description
Single Match Analysis	Generates detailed statistics for one specific match. Includes team form, head-to-head history, league standings, goal patterns, and betting odds. This is the most comprehensive option.

Multiple Matches (Daily/Weekly)	Generates summary data for multiple matches within a date range. Useful for creating daily or weekly betting previews. Limited to 25 matches maximum.
League Overview	Generates season-wide league statistics, including standings, form tables, goal patterns, and betting trends across all teams in a selected league.

## 15.2 AI Prompt Template

When the **Include AI prompt template** is checked, the export includes instructions for the AI at the beginning of the output. This tells the AI exactly what analysis you want it to perform.

The **Custom Prompt** text box allows you to edit the default prompt or write your own. The default prompt for single match analysis asks the AI to provide:

1. Match outcome prediction (Home Win / Draw / Away Win) with confidence level
2. Over/Under 2.5 goals prediction with reasoning
3. Both Teams To Score (BTTS) prediction
4. Key factors influencing the match
5. Any value bets identified based on the odds

Click **Reset to Default** to restore the original prompt template for the selected analysis type.

## 15.3 Match Selection

For Single Match Analysis, you select the match to analyse using these controls:

Control	Description
League	Select the league containing the match you want to analyse.
From Date / To Date	Define a date range to filter available matches. The default is today to 7 days ahead.
Select Match	Dropdown populated with matches from the selected league within the date range. Shows date, time, and team names.

## 15.4 Data to Include

This section allows you to customise which statistics are included in the export. Check or uncheck options based on what information you want the AI to consider:

Data Option	What It Includes
Home/Away Specific Form	Team performance, specifically when playing at home or away (separate from overall form).

Head-to-Head History	Previous meetings between the two teams: total matches, wins for each side, draws, average goals, and recent results.
League Standings	Current league position, points, wins, draws, losses record, and goal difference for both teams.
Goals Scored/Conceded Averages	Total goals scored and conceded, plus per-game averages.
Over/Under Rates	Percentage of matches with Over 1.5, Over 2.5, and Over 3.5 goals.
BTTS (Both Teams To Score)	Percentage of matches where both teams scored.
Clean Sheet Percentages	Percentage of matches where each team kept a clean sheet.
Betting Odds	Current bookmaker odds for 1X2, Over/Under 2.5, and BTTS markets.
Poisson Projections	Statistical model predictions: expected goals, outcome probabilities, and most likely scores.
Goal Timing Patterns	When teams typically score: breakdown by 15-minute intervals and first/second half percentages.
Corner Statistics	Average corners for and against, total per match, and over 9.5 corners rate.

## 15.5 Analysis Depth

These controls determine how much historical data is used for calculations:

Control	Description
Recent Form Matches	Number of recent matches to use for form calculations: Last 3, Last 5, Last 10, or All Season. The export includes both all-season stats and the selected depth.
H2H History	How many head-to-head meetings to include: Last 3, Last 5, Last 10, or All Time.

## 15.6 Output Format

Choose how the data should be formatted:

Format	Description
Structured Text (Recommended)	Human-readable format with clear section headers (=== SECTION NAME ===). Best for AI assistants as it's easy to parse and understand.

CSV Format	Comma-separated values suitable for spreadsheet import or data processing.
Markdown	Uses # and ## headers for formatting. Useful if you want to save the output as a formatted document.

## 15.7 Action Buttons

Button	Function
Preview	Opens a preview window showing the generated content before exporting. Includes a Copy to Clipboard button.
Save/Load	Opens the configuration manager with 99 slots to save or load your export settings and AI responses.
Cancel	Closes the AI Export window without generating output.
Export	Shows a menu to export directly to PDF, Excel (.xlsx), or CSV file format.
Copy to Clipboard	Generates the content and copies it directly to the clipboard, ready to paste into an AI assistant.
Save to File	Generates content and saves it to a text file (.txt, .csv, or .md, depending on the format selection).

## 15.8 Preview Window

The Preview window shows exactly what will be exported, allowing you to review the content before copying or saving.

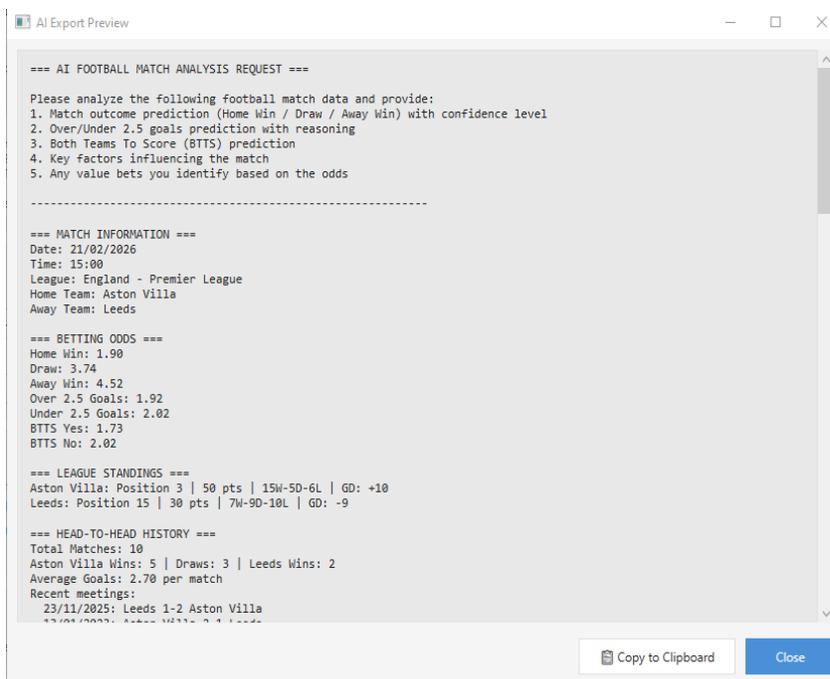


Figure 15.2 — AI Export Preview window showing generated match analysis data

The preview displays the AI prompt (if included) followed by structured sections for match information, betting odds, league standings, head-to-head history, and all selected statistics. The content is displayed in a monospace font for easy reading.

## 15.9 Save/Load Configurations

The Save/Load window provides 99 slots to store your export configurations and AI responses for future reference.

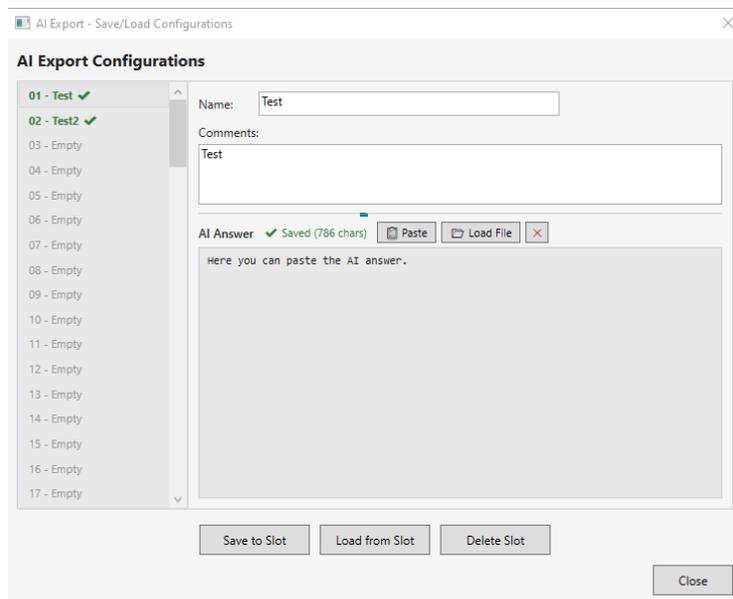


Figure 15.3 — AI Export Save/Load window with configuration slots and AI Answer storage

Feature	Description
Slot List	The left panel shows 99 numbered slots. Saved slots display their name and a checkmark; empty slots show “Empty”.
Name	A descriptive name for the saved configuration (e.g. “Premier League Weekend”).
Comments	Optional notes about the configuration or match analysis.
AI Answer	A text area to store the AI’s response. You can paste the AI’s prediction here for future reference.
Paste	Pastes text from the clipboard into the AI Answer area.
Load File	Loads AI response text from a .txt or .csv file.
Save to Slot	Saves the current configuration and AI answer to the selected slot.
Load from Slot	Loads a previously saved configuration into the main AI Export window.
Delete Slot	Clears the selected slot.

 **Tip:** Slot 1 is automatically loaded when you open the AI Export window. Use it for your most common configuration to save time.

## 15.10 Typical Workflow

A typical workflow for using AI Export:

1. Select your analysis type (usually Single Match Analysis).
2. Choose the league and select the match you want to analyse.
3. Adjust the data options to include the statistics you need.
4. Click **Copy to Clipboard** to generate and copy the analysis.
5. Open your preferred AI assistant and paste the content.
6. Review the AI's response and optionally save it using Save/Load for future reference.

## 15.11 Practical Tips

 **Tip:** For the most accurate AI predictions, include all available statistics. The more context you provide, the better the AI can analyse the match.

 **Tip:** Use the Poisson Projections option for statistically modelled predictions. This adds expected goals and probability calculations that many AI assistants find useful for comparison.

 **Tip:** When using Multiple Matches mode for a weekend of fixtures, keep the list under 10 matches for best results. Large exports may exceed AI context limits.

 **Important:** AI predictions are for informational purposes only. Always apply your own judgement and never bet more than you can afford to lose. Past statistics do not guarantee future results.

## 16. Calculators

The Calculators window provides a comprehensive suite of betting calculation tools to help you analyse odds, manage stakes, assess statistical significance, and identify value opportunities. These calculators cover everything from basic odds conversion to advanced concepts like the Kelly Criterion and arbitrage detection.

The Calculators window can be accessed from the **Calculators** item in the sidebar under the **Tools** section.

The window is organised into nine main tabs, each containing specialised calculators:

Tab	Description
P-value Calculator	Statistical analysis of betting results to determine if performance is due to skill or luck
Hedged Dutch Betting	Calculate stakes for Dutch betting with optional hedging on secondary selections.
Back / Lay Arbitrage	Compare backing vs laying strategies in exchange markets.
DNB & Double Chance	Engineer Draw No Bet, and Double Chance markets from 1X2 odds
Asian Handicap	Calculate outcomes for Asian handicap bets, including quarter lines
Arbitrage	Identify and calculate arbitrage opportunities across multiple selections.
Kelly Criterion	Determine optimal stake sizes based on your edge and bankroll.
Odds Converter	Convert between six different odds formats.
Parlay Calculator	Calculate combined odds and returns for accumulator bets.

### 16.1 P-value Calculator

The P-value Calculator is a statistical tool that helps you determine whether your betting results are statistically significant or could be explained by random chance. It contains four sub-tabs for different analysis approaches.

#### 16.1.1 Load & Analyse

This sub-tab allows you to import your betting history from a CSV file and automatically calculate P-values across all supported markets.

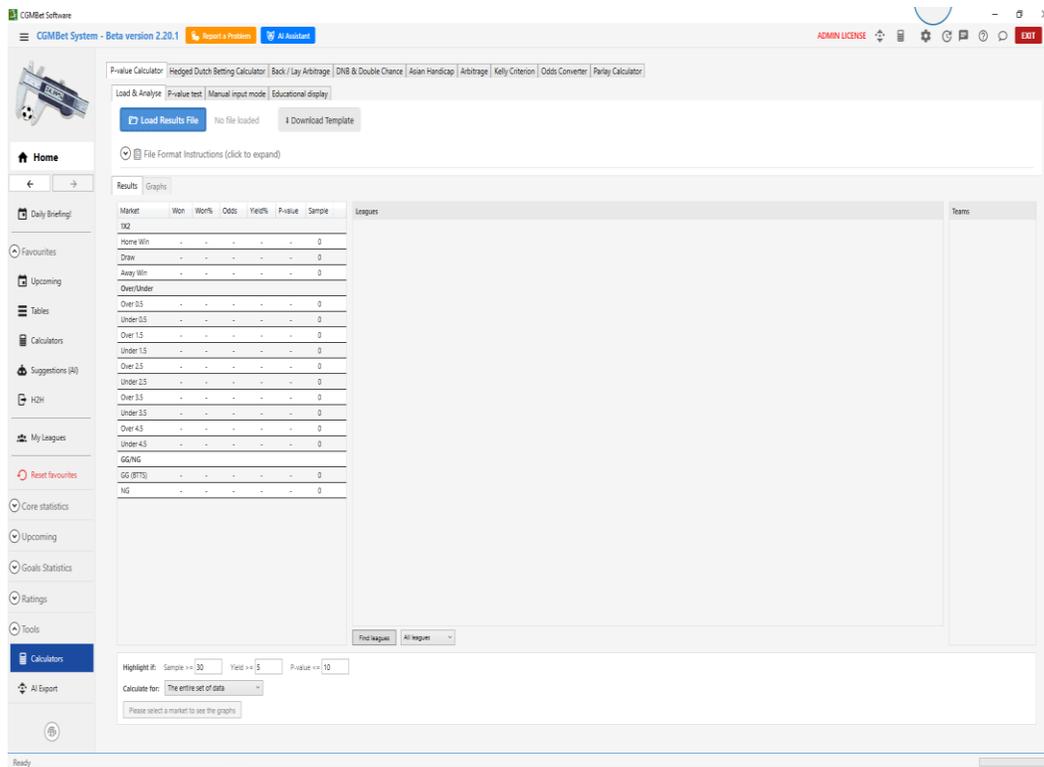


Figure 16.1 — P-value Calculator: Load & Analyse tab showing the results grid and filter options

Control	Description
Load Results File	Opens a file dialogue to select your CSV file containing betting results.
Download Template	Downloads a sample CSV file showing the required format.
File Format Instructions	Expandable section explaining the required CSV columns and format.
Results Grid	Displays calculated statistics for each market: Won, Won%, Odds, Yield%, P-value, Sample.
Leagues List	Filter results by league when your data contains multiple leagues.
Find Leagues	Identifies leagues in your data that meet the highlighting criteria.
Highlight if	Set thresholds for highlighting significant results (Sample $\geq$ , Yield $\geq$ , P-value $\leq$ ).
Calculate for	Choose between analysing the entire dataset or a specific time period.

**Required CSV columns:** HomeGoals, AwayGoals, plus odds columns for each market you want to analyse (Odd1, OddX, Odd2 for 1X2; OddO25, OddU25 for Over/Under 2.5; OddGG, OddNG for BTTS, etc.).

**Optional columns:** Date (DD-MM-YYYY format), League, HomeTeam, AwayTeam — these enable filtering and time-based analysis.

## 16.1.2 P-value Test

This sub-tab provides a comprehensive P-value analysis, including additional metrics such as Expected Losing Sequence (ELS) calculations.

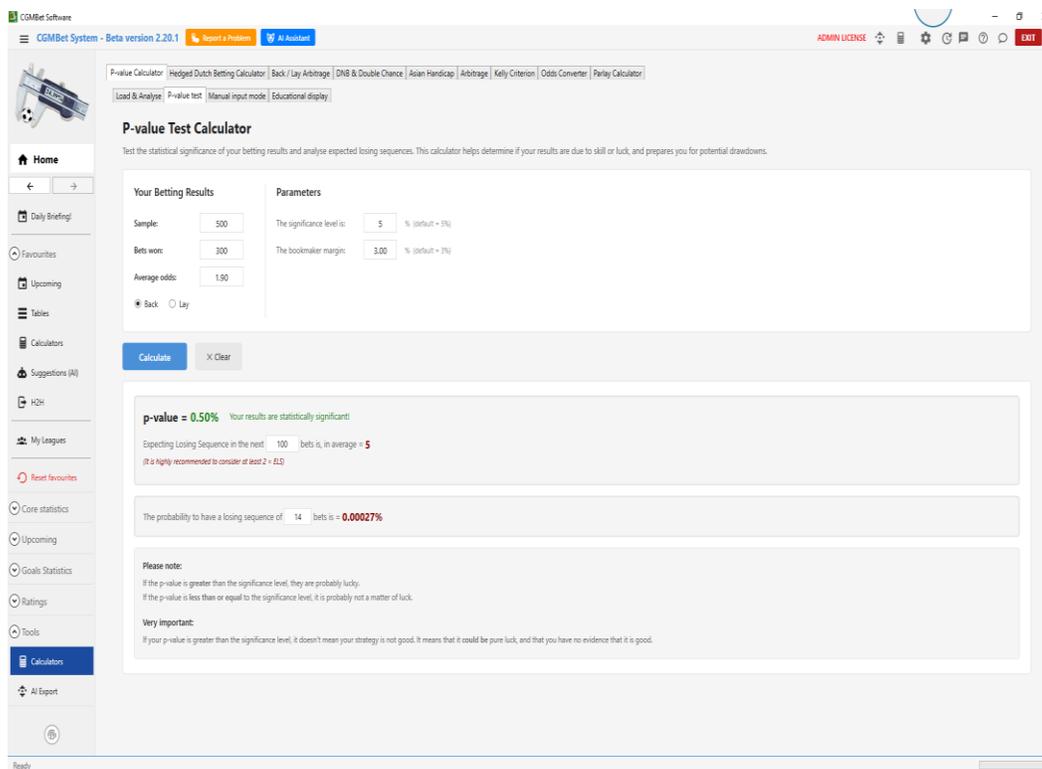


Figure 16.2 — P-value Test Calculator showing statistically significant results

Input	Description
Sample	Total number of bets in your dataset.
Bets won	Number of winning bets.
Average odds	The average decimal odds of your selections.
Back / Lay	Select whether you are backing or laying selections.
Significance level	The threshold for statistical significance (default 5%).
Bookmaker margin	Estimated bookmaker margin to adjust calculations (default 3%).

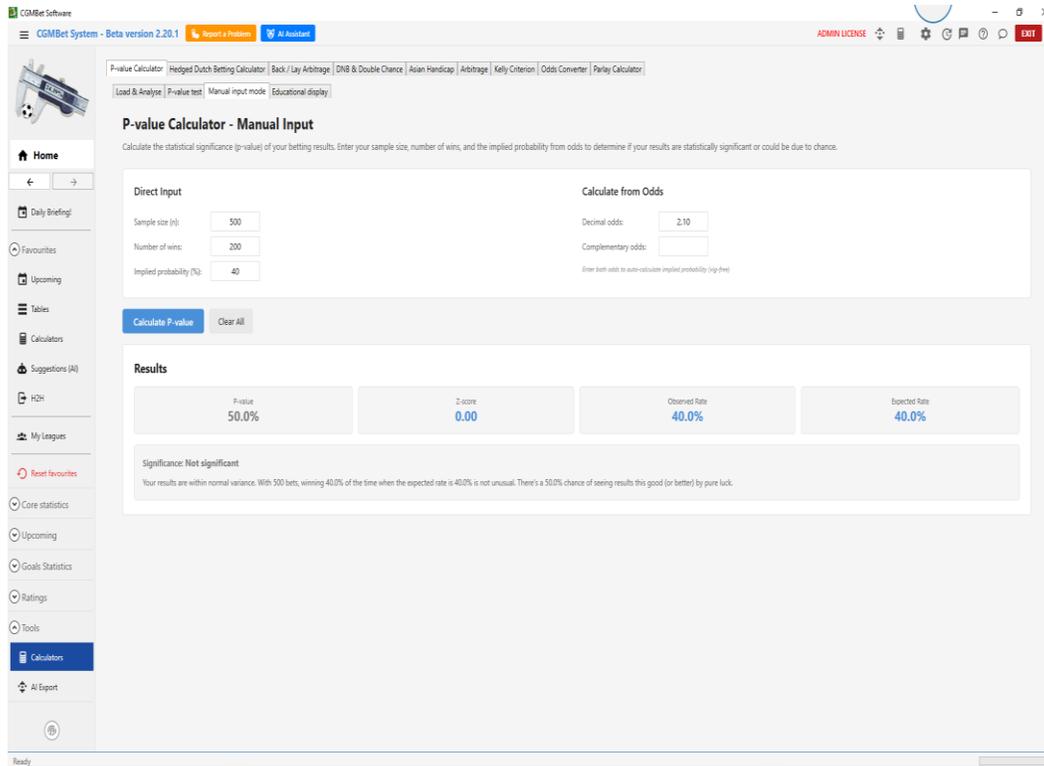
### Results include:

- **P-value** — The probability that your results occurred by chance. Lower is better.
- **Expected Losing Sequence (ELS)** — The average longest losing streak you should expect over your sample size.
- **Losing Sequence Probability** — Calculate the probability of experiencing a specific losing streak length.

**Tip:** It is highly recommended to plan for at least  $3 \times$  ELS to survive expected drawdowns.

### 16.1.3 Manual Input Mode

For quick P-value calculations without loading a file, use the Manual Input Mode.



The screenshot shows the 'P-value Calculator - Manual Input' interface. It features a navigation menu on the left with options like Home, Daily Briefing, Favourites, Upcoming, Tables, Calculators, Suggestions (AI), H2H, My Leagues, Reset favourites, Core statistics, Goals Statistics, Ratings, Tools, and AI Export. The main content area is titled 'P-value Calculator - Manual Input' and includes a sub-header: 'Calculate the statistical significance (p-value) of your betting results. Enter your sample size, number of wins, and the implied probability from odds to determine if your results are statistically significant or could be due to chance.' Below this, there are two calculation methods: 'Direct Input' and 'Calculate from Odds'. The 'Direct Input' method has three input fields: 'Sample size (n):' with the value 500, 'Number of wins:' with the value 200, and 'Implied probability (%)' with the value 40. The 'Calculate from Odds' method has two input fields: 'Decimal odds:' with the value 2.10 and 'Complementary odds:' which is empty. Below the input fields are two buttons: 'Calculate P-value' and 'Clear All'. The 'Results' section displays four key metrics in a grid: 'P-value' at 50.0%, 'Z-score' at 0.00, 'Observed Rate' at 40.0%, and 'Expected Rate' at 40.0%. Below the grid, a text box provides a significance interpretation: 'Significance: Not significant. Your results are within normal variance. With 500 bets, winning 40.0% of the time when the expected rate is 40.0% is not unusual. There's a 50.0% chance of seeing results this good (or better) by pure luck.'

Figure 16.3 — Manual Input Mode showing direct input and odds-based calculation options

**Direct Input:** Enter Sample size (n), number of wins, and Implied probability (%) directly.

**Calculate from Odds:** Enter decimal odds and optionally complementary odds to auto-calculate the vig-free implied probability.

Results display the P-value, Z-score, Observed Rate, Expected Rate, and a significance interpretation explaining what your results mean.

## 16.1.4 Educational Display

This sub-tab provides comprehensive educational content explaining P-values and their application to sports betting.

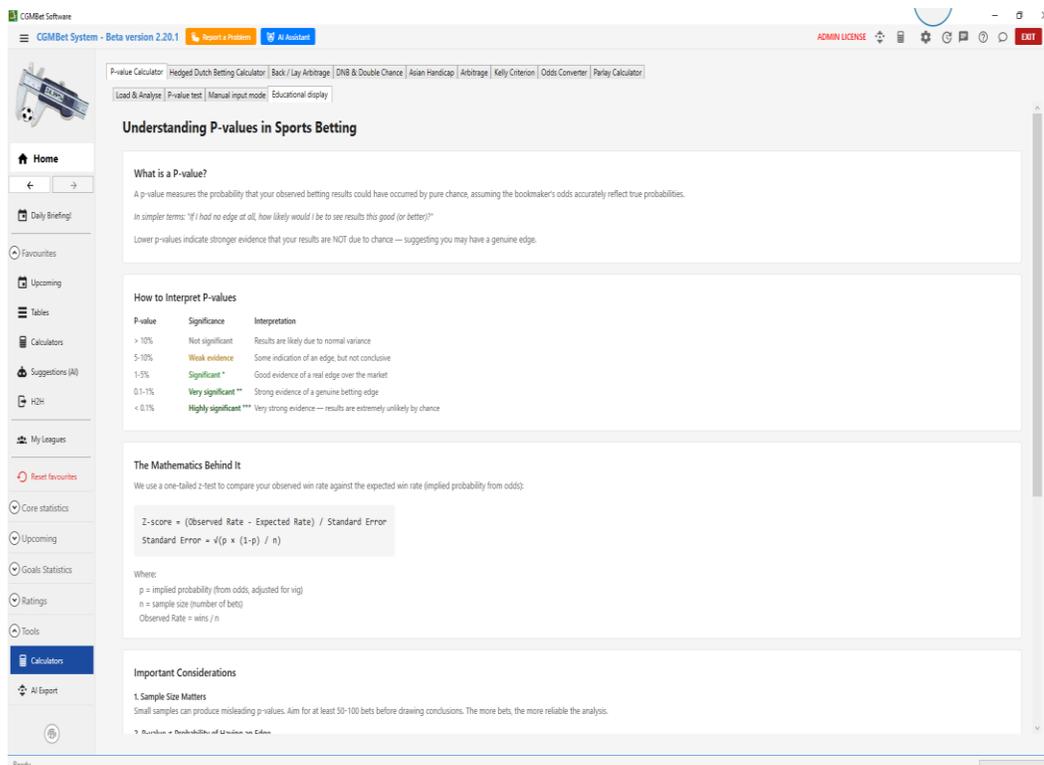


Figure 16.4 — Educational Display explaining P-value concepts and interpretation

**What is a P-value?** A P-value measures the probability that your observed betting results could have occurred by pure chance, assuming the bookmaker’s odds accurately reflect true probabilities.

P-value	Significance	Interpretation
> 10%	Not significant	Results are likely due to normal variance
5-10%	Weak evidence	Some indication of an edge, but not conclusive
1-5%	Significant *	Good evidence of a real edge over the market
0.1-1%	Very significant **	Strong evidence of a genuine betting edge
< 0.1%	Highly significant ***	Very strong evidence — results are extremely unlikely by chance

**The Mathematics Behind It:** The calculator uses a one-tailed z-test to compare your observed win rate with the expected rate (the implied probability from the odds).

## 16.2 Hedged Dutch Betting Calculator

**Dutch betting** is the practice of backing more than one selection to achieve the same profit regardless of which selection wins. **Hedged Dutch betting** extends this by designating primary selections for profit and secondary selections to hedge (break-even) if your preferred selections lose.

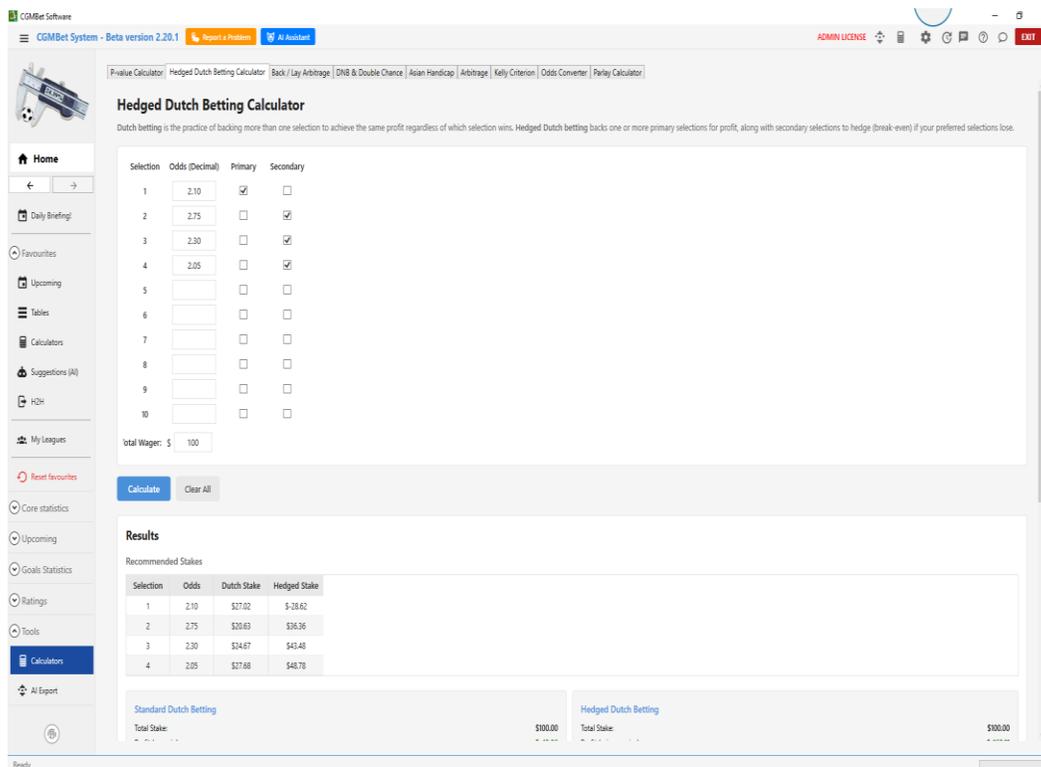


Figure 16.5 — Hedged Dutch Betting Calculator with results showing stake distribution

Control	Description
Selection (1-10)	Enter decimal odds for up to 10 selections.
Primary	Check to mark selections you want to profit from.
Secondary	Check to mark selections for hedging (break-even if they win).
Total Wager	Your total stake to distribute across all selections.

Results show two stake distributions:

- **Standard Dutch** — Equal profit regardless of which selection wins.
- **Hedged Dutch** — Profit if primary selections win; break-even if secondary selections win.

## 16.3 Back / Lay Arbitrage Calculator

This calculator helps you decide whether to back or lay a selection when betting on a two-outcome market using a betting exchange (e.g., Betfair).

The screenshot shows the 'Back / Lay Arbitrage Calculator' interface. It features a sidebar on the left with navigation options: Home, Daily Briefing, Favourites, Upcoming, Tables, Calculators, Suggestions (AI), H2H, My Leagues, Reset favourites, Core statistics, Upcoming, Goals Statistics, Ratings, Tools, Calculators, and AI Export. The main content area is titled 'Back / Lay Arbitrage Calculator' and includes a 'Market Odds' section with input fields for 'Back Odds' and 'Lay Odds' for 'Selection A' and 'Selection B'. Below this are radio buttons for 'Selection A' and 'Selection B', and input fields for 'Amount you wish to wager (\$)' (set to 100) and 'Amount you wish to win (\$)'. A 'Calculate' button and a 'Clear All' button are present. An 'Understanding Back vs Lay' section provides detailed explanations for back bets, lay bets, two-outcome markets, and liability.

Figure 16.6 — Back / Lay Arbitrage Calculator showing input fields and explanation

Input	Description
Back Odds (A/B)	The odds available to back each selection.
Lay Odds (A/B)	The odds available to lay each selection.
Selection to bet on	Choose which selection you fancy (A or B).
Amount to wager	Your stake amount.
Amount to win	Alternatively, specify your desired profit.

**Back bet:** You bet on a selection to WIN. You risk your stake and win  $(\text{odds}-1) \times \text{stake}$  if successful.

**Lay bet:** You bet on a selection to LOSE (you act as the bookmaker). You win the backer's stake if the selection loses, but pay out  $(\text{odds}-1) \times \text{backer's stake}$  if it wins.

## 16.4 DNB & Double Chance Calculator

This calculator uses standard 1X2 (Home/Draw/Away) odds to engineer equivalent Draw No Bet and Double Chance markets. Useful when these markets are unavailable, have lower limits, or offer worse odds than the 1X2 market.

The screenshot shows the 'Draw No Bet & Double Chance Calculator' interface. The top navigation bar includes 'Home', 'Daily Briefing', 'Favourites', 'Upcoming', 'Tables', 'Calculators', 'Suggestions (All)', 'H2H', 'My Leagues', 'Reset favourites', 'Core statistics', 'Upcoming', 'Goals Statistics', 'Ratings', 'Tools', 'Calculators', and 'AI Export'. The main content area is titled 'Draw No Bet & Double Chance Calculator' and includes a brief description: 'This calculator uses 1X2 (Home/Draw/Away) odds to engineer equivalent Draw No Bet and Double Chance markets. Useful when these markets aren't available, have lower limits, or the 1X2 market has better margins.'

The '1X2 Match Odds' section contains the following input fields:

Home Team (1)	2.10
Draw (X)	3.30
Away Team (2)	2.35
Total Wager (1)	100

Below the input fields are 'Calculate' and 'Clear All' buttons. The 'Results' section is divided into three parts:

**Draw No Bet (DNB)**  
Win if your team wins; stake returned if draw

<b>DNB Home</b>		<b>DNB Away</b>
Effective Odds: 1.767		Effective Odds: 1.941
Stake on Home: \$69.70		Stake on Away: \$69.70
Stake on Draw: \$30.30		Stake on Draw: \$30.30

**Double Chance**  
Win if either of two outcomes occurs

<b>1X (Home or Draw)</b>	<b>X2 (Draw or Away)</b>	<b>12 (Home or Away)</b>
Odds: 1.283	Odds: 1.373	Odds: 1.199
Home: \$61.11	Draw: \$41.59	Home: \$32.81
Draw: \$38.89	Away: \$58.41	Away: \$47.19

**Understanding DNB and Double Chance**  
Draw No Bet (DNB): You back a team to win. If they win, you profit. If it's a draw, your stake is returned. If they lose, you lose your stake. This is achieved by placing a calculated stake on the draw to cover your main bet.

Figure 16.7 — DNB & Double Chance Calculator showing calculated odds and stake distributions

**Draw No Bet (DNB):** You back a team to win. If they win, you profit. If it's a draw, your stake is returned. If they lose, you lose your stake. Achieved by placing a calculated stake on the draw to cover your main bet.

**Double Chance:** Win if either of two outcomes occurs. Three options available:

- **1X (Home or Draw)** — Win if home team wins or match draws
- **X2 (Draw or Away)** — Win if match draws or away team wins
- **12 (Home or Away)** — Win if either team wins (no draw)

## 16.5 Asian Handicap Calculator

Calculate payoff and profit scenarios for Asian Handicap bets. Supports whole, half, and quarter handicaps.

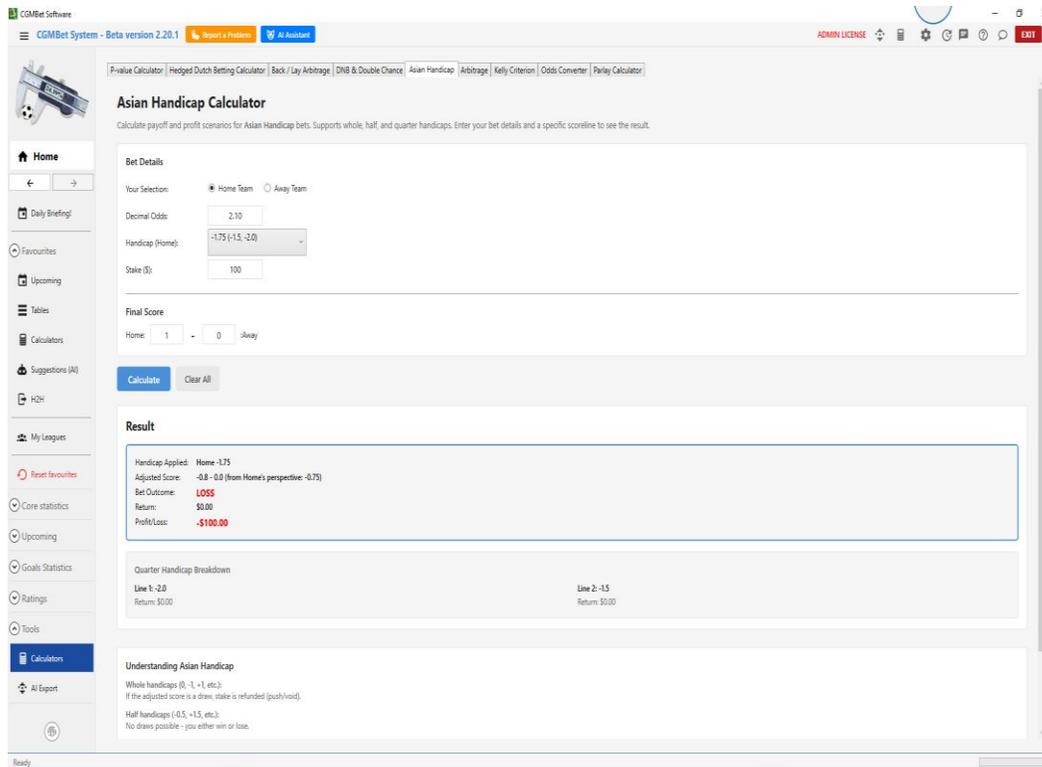


Figure 16.8 — Asian Handicap Calculator showing a quarter-line bet result

Input	Description
Your Selection	Choose Home Team or Away Team.
Decimal Odds	The odds for your handicap bet.
Handicap (Home)	Select the handicap line from the dropdown (-4.0 to +4.0).
Stake	Your bet amount.
Final Score	Enter the actual match result to see the outcome.

### Handicap types:

- **Whole handicaps** (0, -1, +1, etc.): If the adjusted score is a draw, stake is refunded (push/void).
- **Half handicaps** (-0.5, +1.5, etc.): No draws possible — you either win or lose.
- **Quarter handicaps** (-0.75, +1.25, etc.): Your stake is split equally between two adjacent lines. The calculator shows the breakdown for each line.

## 16.6 Arbitrage Calculator

This calculator determines various arbitrage strategies when an arbitrage opportunity exists. It supports events with up to ten possible selections and calculates three different strategies.

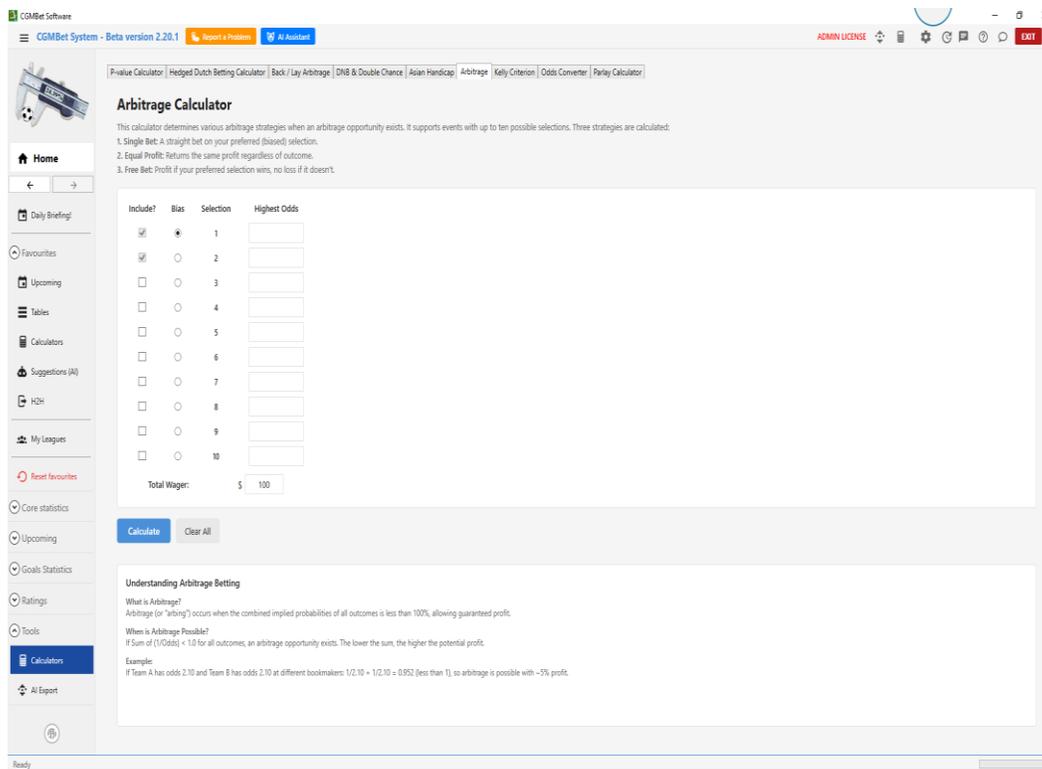


Figure 16.9 — Arbitrage Calculator showing input grid and strategy explanations

Strategy	Description
1. Single Bet	A straight bet on your preferred (biased) selection. Maximum profit if your pick wins, loss if others win.
2. Equal Profit	Returns the same guaranteed profit regardless of which outcome occurs. True arbitrage.
3. Free Bet	Profit if your preferred selection wins, no loss (break-even) if it doesn't—best of both worlds.

**When is arbitrage possible?** When the sum of  $(1/Odds)$  for all outcomes is less than 1.0. The lower the sum, the higher the potential profit.

**Example:** If Team A has odds 2.10 and Team B has odds 2.10 at different bookmakers:  $1/2.10 + 1/2.10 = 0.952$  (less than 1), so arbitrage is possible with approximately 5% profit.

## 16.7 Kelly Criterion Calculator

The Kelly Criterion is a formula that calculates the optimal proportion of your bankroll to wager on a bet with positive expected value. It maximises long-term growth while managing risk.

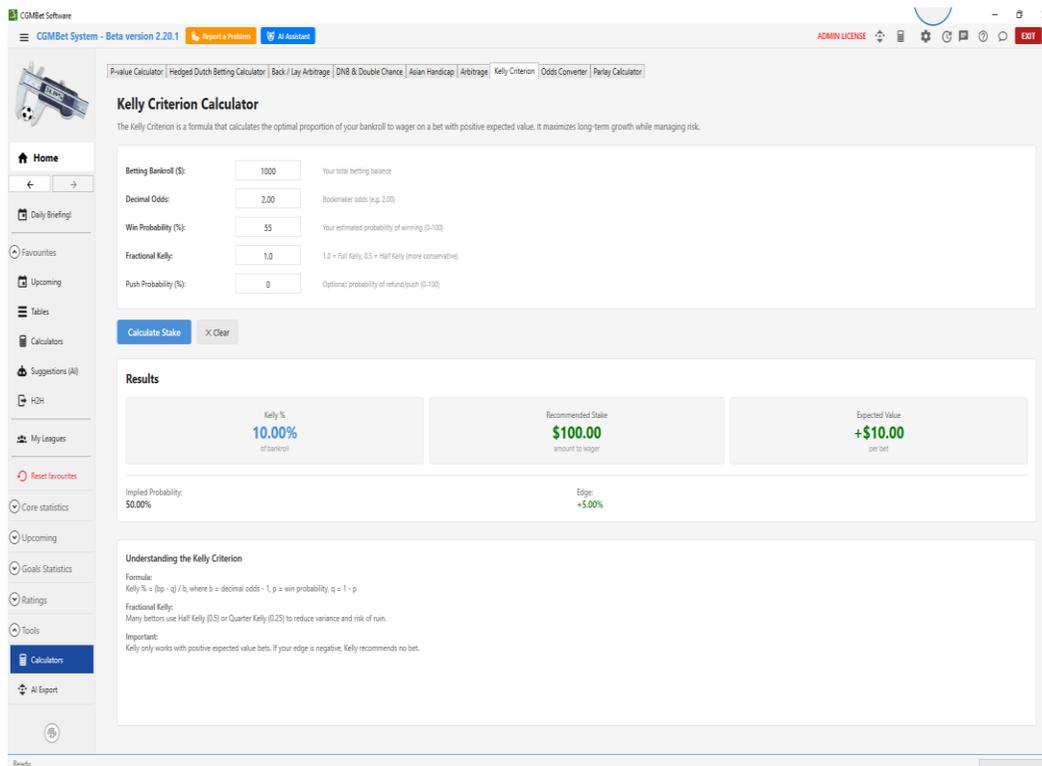


Figure 16.10 — Kelly Criterion Calculator showing optimal stake calculation

Input	Description
Betting Bankroll	Your total betting balance.
Decimal Odds	The bookmaker odds for your selection.
Win Probability (%)	Your estimated true probability of winning (0-100).
Fractional Kelly	Risk reduction multiplier (1.0 = Full Kelly, 0.5 = Half Kelly, 0.25 = Quarter Kelly).
Push Probability (%)	Optional: probability of a void/push result.

### Results include:

- **Kelly %** — The percentage of your bankroll to wager.
- **Recommended Stake** — The actual amount to bet based on your bankroll.
- **Expected Value** — Your expected profit per bet.

- **Edge** — Your advantage over the implied probability.

**Tip:** Many professional bettors use Half Kelly (0.5) or Quarter Kelly (0.25) to reduce variance and risk of ruin while still achieving good long-term growth.

**⚠ Important:** Kelly only works with positive expected value bets. If your edge is negative, Kelly recommends no bet.

## 16.8 Odds Converter

Convert between six different odds formats used around the world. Enter a value in any field and click Convert.

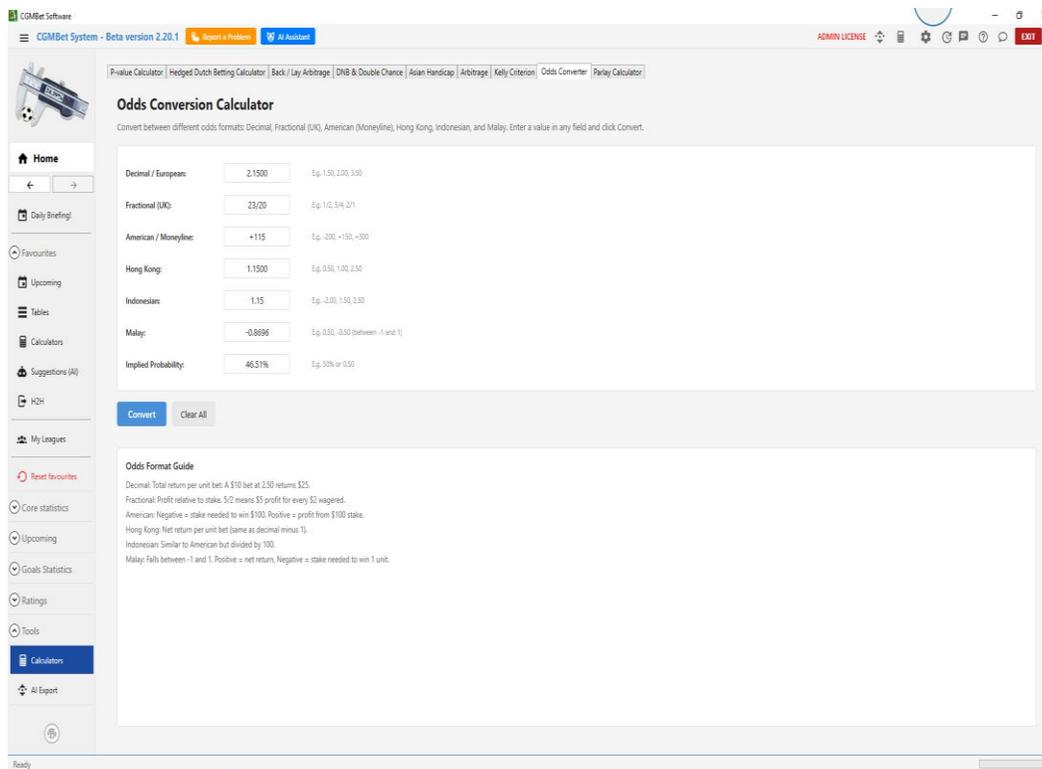


Figure 16.11 — Odds Converter showing conversion between all supported formats

Format	Description	Example
Decimal / European	Total return per unit bet. Most common format.	2.50
Fractional (UK)	Profit relative to stake. Traditional UK format.	3/2
American / Moneyline	Negative = stake to win \$100; Positive = profit from a \$100 stake.	+150 or -200
Hong Kong	Net return per unit bet (same as decimal minus 1).	1.50
Indonesian	Similar to American but divided by 100.	1.50 or -2.00
Malay	Falls between -1 and 1. Positive = net return; Negative = stake to win 1 unit.	0.50 or -0.67

The calculator also displays the Implied Probability for any odds entered, showing the break-even win rate required.

## 16.9 Parlay Calculator

Calculate the combined odds and potential returns for a parlay (accumulator/multi) bet. All selections must win for the parlay to pay out.

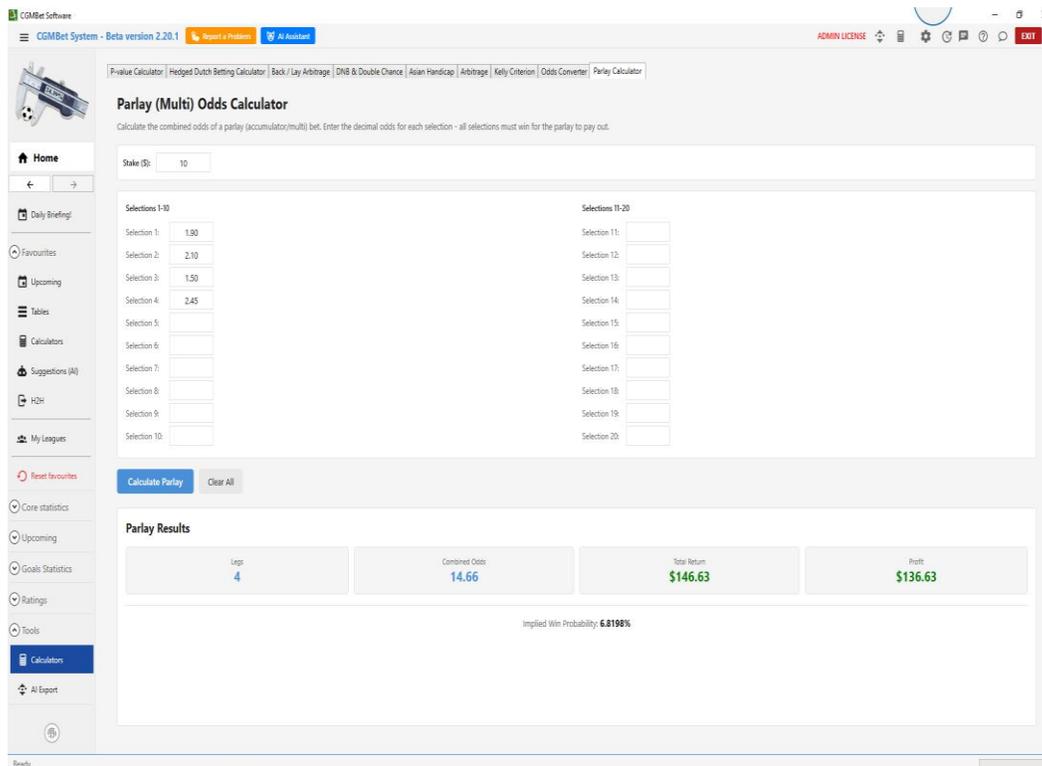


Figure 16.12 — Parlay Calculator showing a 4-leg accumulator with calculated returns

Input	Description
Stake	Your total wager on the parlay.
Selections 1-20	Enter decimal odds for each leg of your parlay (up to 20 selections).

### Results include:

- **Legs** — Number of selections in your parlay.
- **Combined Odds** — The multiplied odds of all selections.
- **Total Return** — Your payout if all selections win (stake × combined odds).
- **Profit** — Net profit (total return minus stake).
- **Implied Win Probability** — The probability of all selections winning, based on the combined odds.

## 16.10 Practical Tips

**Tip:** For P-value analysis, aim for at least 50-100 bets before concluding. Small samples can produce misleading P-values.

**Tip:** When using the Kelly Criterion, be conservative with your probability estimates. Overconfidence in your edge leads to over-betting.

**Tip:** The Odds Converter is useful for quickly comparing odds across international bookmakers that use different formats.

**⚠ Important:** All calculators are for informational purposes only. Always apply your own judgement and never bet more than you can afford to lose. Past statistics do not guarantee future results.

## 17. My Leagues & My Teams

The My Leagues and My Teams managers let you create custom groups of leagues or teams that you can save and reuse as filters throughout the application. Instead of selecting individual leagues or teams each time, you can create named groups like “Top 5 Leagues” or “Favourite Teams” and quickly apply them in any view that supports filtering.

Both managers can be accessed from the **Settings menu** (in the top toolbar) by selecting **My Leagues** or **My Teams**.

### 17.1 My Leagues Manager

The My Leagues Manager lets you create groups of leagues that you frequently analyse together. For example, you might create a group containing the top divisions of Europe’s major leagues.

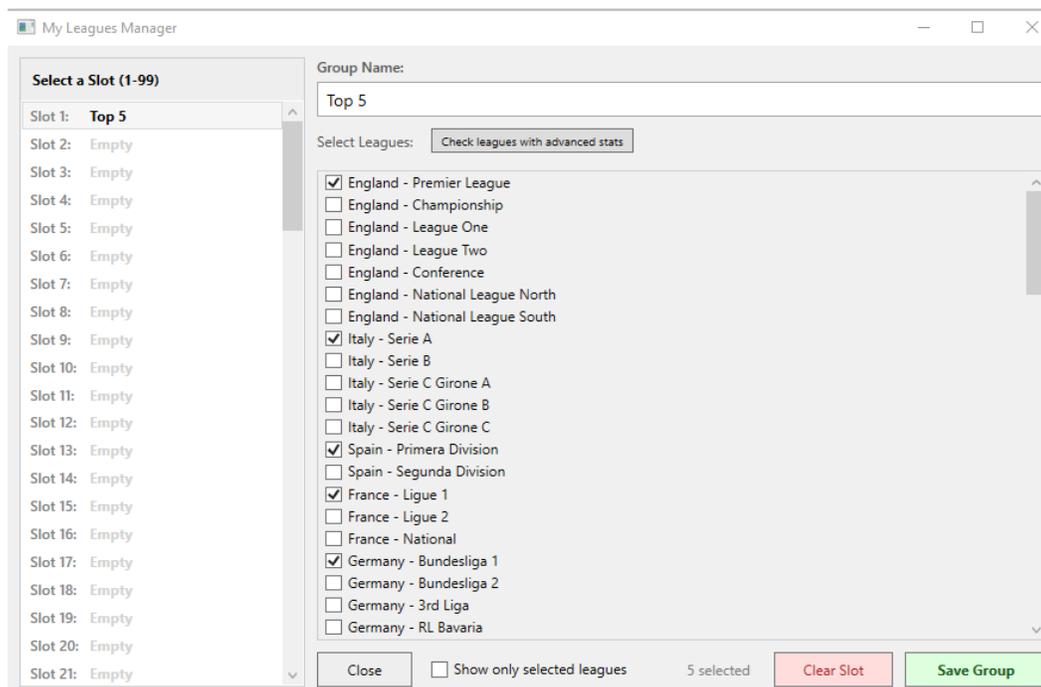


Figure 17.1 — My Leagues Manager showing a “Top 5” group with five major European leagues selected

#### 17.1.1 Window Layout

Component	Description
Select a Slot (1-99)	Left panel showing 99 available slots. Saved groups display their name in bold; empty slots show “Empty” in grey.
Group Name	Text field to enter a descriptive name for your league group.

Check leagues with advanced stats.	Button that automatically selects only leagues containing advanced statistics (shots, shots on target) for the current season.
Select Leagues	Scrollable checklist of all available leagues. Check the box next to each league you want to include.
Show only selected leagues.	When checked, it filters the list to display only the leagues you have selected.
Selected count	Displays the number of leagues currently selected (e.g., “5 selected”).
Clear Slot	Removes the saved group from the current slot.
Save Group	Saves the current selection to the selected slot.
Close	Closes the window (prompts for confirmation).

### 17.1.2 Creating a League Group

To create a new league group:

1. Select an empty slot from the left panel (or choose an existing slot to overwrite).
2. Enter a descriptive name in the **Group Name** field.
3. Check the boxes next to the leagues you want to include.
4. Click **Save Group** to save your selection.

**Tip:** Use the “Check leagues with advanced stats” button to quickly select leagues with detailed match statistics, which is useful for advanced analysis features.

## 17.2 My Teams Manager

The My Teams Manager lets you create groups of specific teams you want to track, regardless of which league they play in. This is useful for following your favourite clubs or monitoring specific teams for betting purposes.

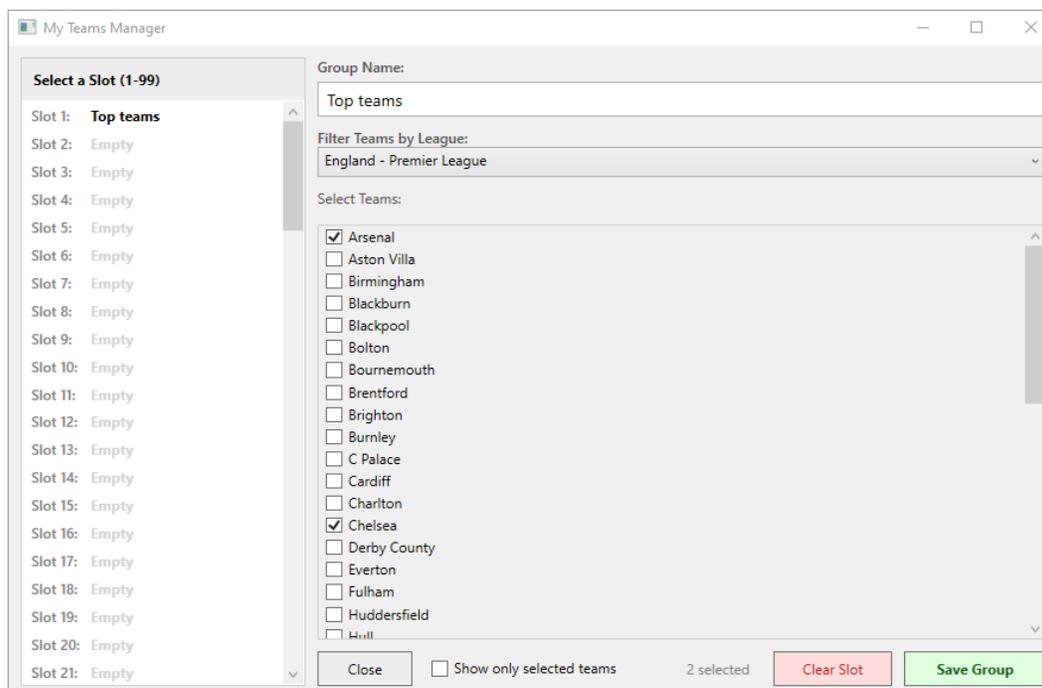


Figure 17.2 — My Teams Manager showing a “Top teams” group with teams from the Premier League

### 17.2.1 Window Layout

The My Teams Manager shares the same layout as My Leagues Manager, with one key addition:

Component	Description
Filter Teams by League	Dropdown to filter the team list by league. Select “All Leagues” to see teams from every league, or choose a specific league to narrow the list.
Select Teams	Scrollable checklist of teams based on your league filter. Check the box next to each team you want to include.
Show only selected teams.	When checked, it shows all your selected teams regardless of the league filter — useful for reviewing your complete selection.

### 17.2.2 Creating a Team Group

To create a new team group:

1. Select an empty slot from the left panel.

2. Enter a descriptive name in the **Group Name** field.
3. Use the **Filter Teams by League** dropdown to select a league.
4. Check the boxes next to the teams you want to include.
5. Repeat steps 3-4 to add teams from other leagues.
6. Click **Save Group** to save your selection.

**Tip:** Check “Show only selected teams” to review all teams you’ve selected across different leagues before saving.

## 17.3 Using Your Groups

Once you have created My Leagues or My Teams groups, they appear in the league filter dropdowns throughout the application. Look for the sections labelled:

- --- **My Leagues** --- — Shows your saved league groups
- --- **My Teams** --- — Shows your saved team groups

Your groups are available in these views:

View	How Groups Are Used
A.G.S. (Suggestions)	Filter the suggestions list to show only matches from your selected leagues or involving your selected teams.
Tables	Display league tables and statistics for your saved league groups.
Upcoming	Filter upcoming matches to show only those from your leagues or involving your teams.
Rating V	Analyse ratings for teams within your saved groups.
Goals Statistics	View goal statistics filtered by your league or team groups.

## 17.4 Managing Groups

### 17.4.1 Editing a Group

To modify an existing group:

1. Select the slot containing the group you want to edit.
2. The current selections will be loaded automatically.
3. Make your changes (add or remove items, rename the group).

4. Click **Save Group** to save your changes.

### 17.4.2 Deleting a Group

To delete a saved group:

1. Select the slot containing the group.
2. Click **Clear Slot**.
3. Confirm the deletion when prompted.

## 17.5 Practical Tips

**Tip:** Create a “Top 5” league group with England Premier League, Spain Primera Division, Italy Serie A, Germany Bundesliga 1, and France Ligue 1 for quick access to major European leagues.

**Tip:** Create team groups based on your betting focus, such as “Home favourites” or “Promotion candidates”, to quickly filter relevant matches.

**Tip:** Your groups are saved to your local database and will be included when you create a backup. Use the Backup feature (Settings → Backup State) to preserve your groups.

**⚠ Important:** Changes to groups take effect immediately in filter dropdowns. If you have a view open that uses the group, you may need to re-select the group to see updated results.

## 18. Preferences

The Preferences window lets you customise how the application behaves and displays information. Settings are organised into six tabs, each controlling a different aspect of the application.

The Preferences window can be accessed from the **Settings menu** (in the top toolbar) by selecting **General Preferences**.

The window has vertical tab navigation on the left. Click any tab to view and modify its settings. Changes are only applied when you click the Save button.

### 18.1 Time Zone

The Time Zone tab lets you set your local time zone so that all match kickoff times are displayed correctly for your location.

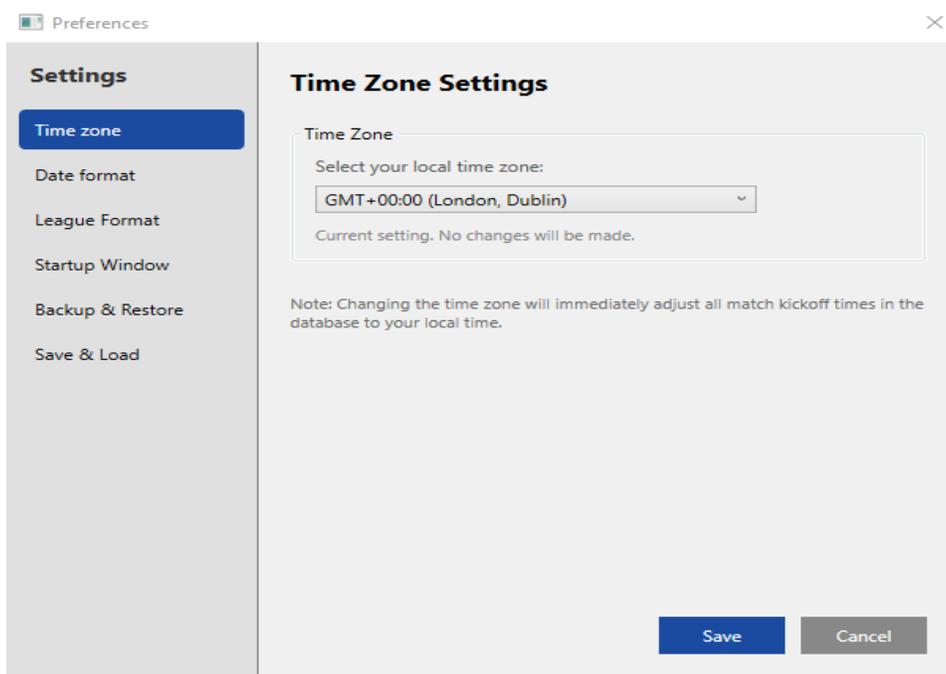


Figure 18.1 — Time Zone Settings tab

Control	Description
Time zone dropdown	Select your local time zone from the list. Options range from GMT-12:00 (Baker Island) to GMT+14:00 (Line Islands), covering all world time zones, including half-hour offsets such as GMT+05:30 (Mumbai).

Status message	Shows whether changes will be made. Displays “Current setting. No changes will be made.” if you select your existing time zone, or shows the shift amount (e.g., “All kickoff times will be shifted 2h forward”).
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**⚠ Important:** When you save a time zone change, all match kickoff times in the database are immediately adjusted. This is a one-time conversion — the system remembers your time zone and won’t re-adjust times on subsequent start-ups.

**Example:** If you are in Paris (GMT+01:00) and the database shows a match at 15:00 GMT, changing to your time zone will display it as 16:00.

## 18.2 Date Format

The Date Format tab controls how dates are displayed throughout the entire application, including match lists, statistics tables, and reports.

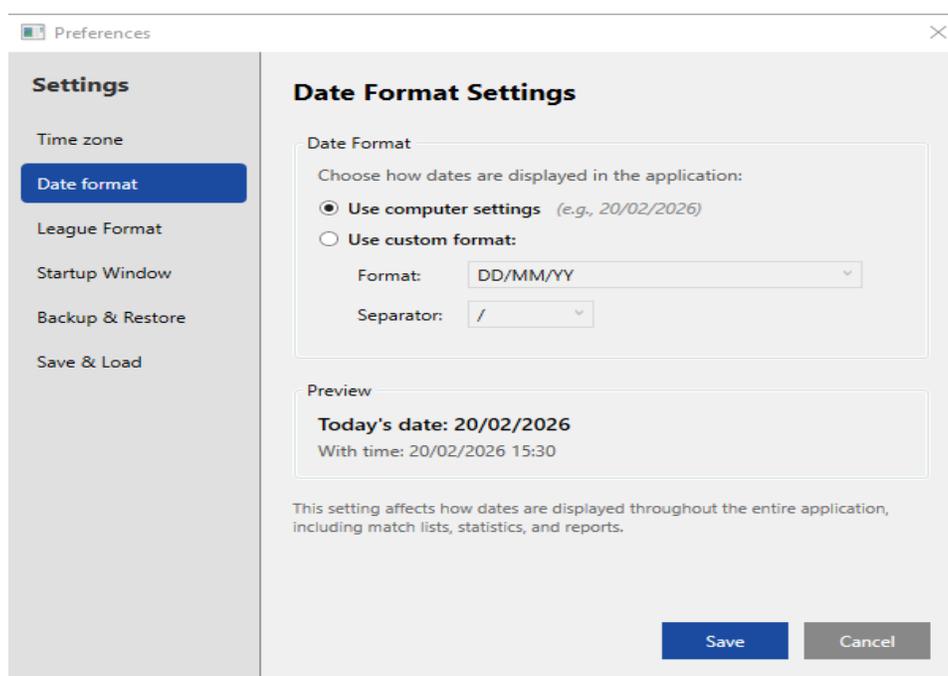


Figure 18.2 — Date Format Settings tab with preview

Control	Description
Use computer settings	Uses your Windows regional settings to format dates. The current format is shown in grey italics (e.g., “20/02/2026”).
Use custom format	Enables manual selection of date format and separator.
Format dropdown	Choose the order of day, month, and year. Options: DD/MM/YY, MM/DD/YY, YY/MM/DD, DD/MM/YYYY, MM/DD/YYYY, YYYY/MM/DD.
Separator dropdown	Choose the character between date components: / (slash), . (dot), or - (hyphen).

Preview section	Shows how today's date and date-time will appear with your selected format.
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### Format codes explained:

- **DD** — Two-digit day (01-31)
- **MM** — Two-digit month (01-12)
- **YY** — Two-digit year (e.g., 26 for 2026)
- **YYYY** — Four-digit year (e.g., 2026)

## 18.3 League Format

The League Format tab controls how league names appear in the League column throughout all views in the application.

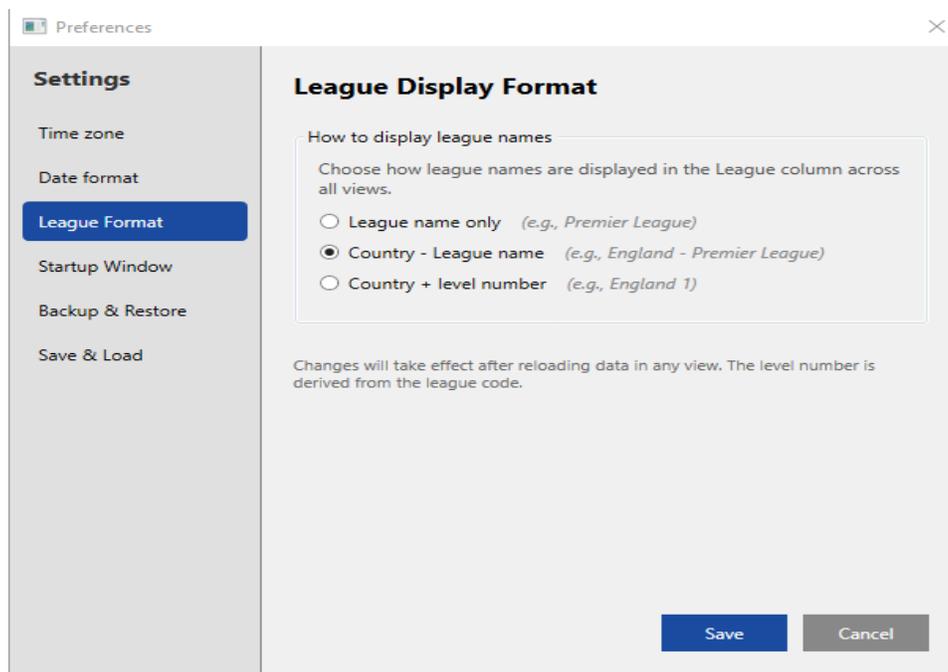


Figure 18.3 — League Display Format settings

Option	Example	Description
League name only	Premier League	Shows just the league name without country information. Shortest format, best when you work primarily with one country.

Country - League name	England - Premier League	Shows the country followed by the league name—the clearest format for identifying leagues across multiple countries.
Country + level number	England 1	Shows country and division level—the most compact format for quick identification of league tier.

**Tip:** The “Country + level number” format is derived from the league code in the database. Level 1 is the top division, Level 2 is the second division, and so on.

**Note:** Changes take effect after reloading data in any view. You may need to refresh or navigate away and back to see the new format.

## 18.4 Start-up Window

The Start-up Window tab controls how the application window appears when you launch the program and whether the Daily Briefing is shown automatically.

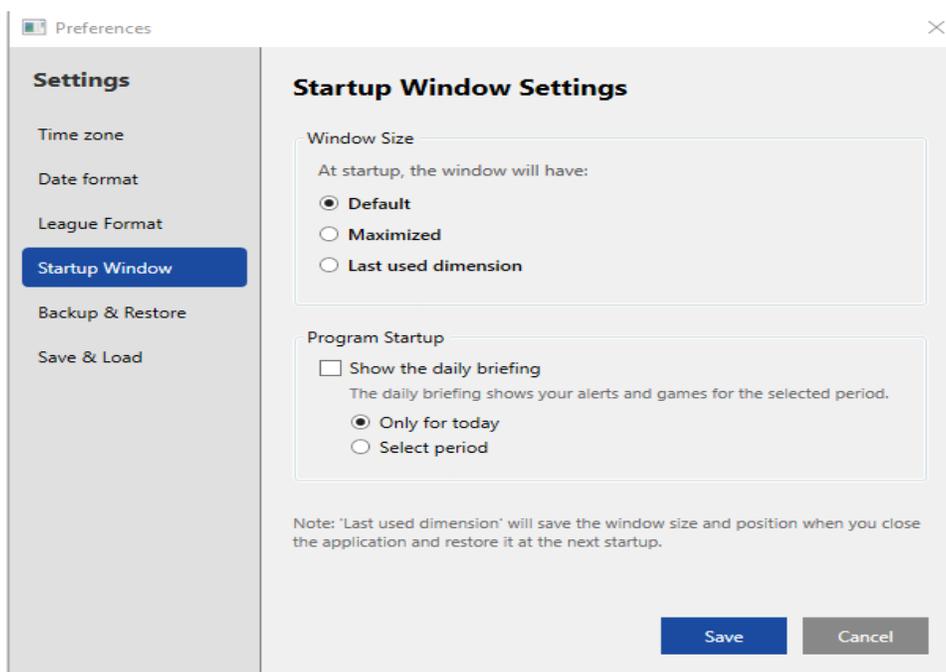


Figure 18.4 — Start-up Window Settings

### 18.4.1 Window Size

Option	Description
Default	Opens the window at a standard size, centred on the screen.
Maximised	Opens the window in full-screen (maximised) mode.

Last used dimension	Remembers your window size and position when you close the application and restores it exactly at the next start-up.
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## 18.4.2 Program Start-up

Control	Description
Show the daily briefing.	When checked, it automatically displays the Daily Briefing window when the application starts. The briefing shows your alerts and matches for the selected period.
Only for today	The Daily Briefing will show only today's matches and alerts.
Select period	Allows you to specify a custom date range for the Daily Briefing using the From/To spinners (e.g., -1 to +1 shows yesterday through tomorrow).

**Tip:** Use the “Select period” option with a range like -1 to +3 to see yesterday's results alongside the next few days of upcoming matches in your Daily Briefing.

## 18.5 Backup & Restore

The Backup & Restore tab configures how and where your application data is backed up.

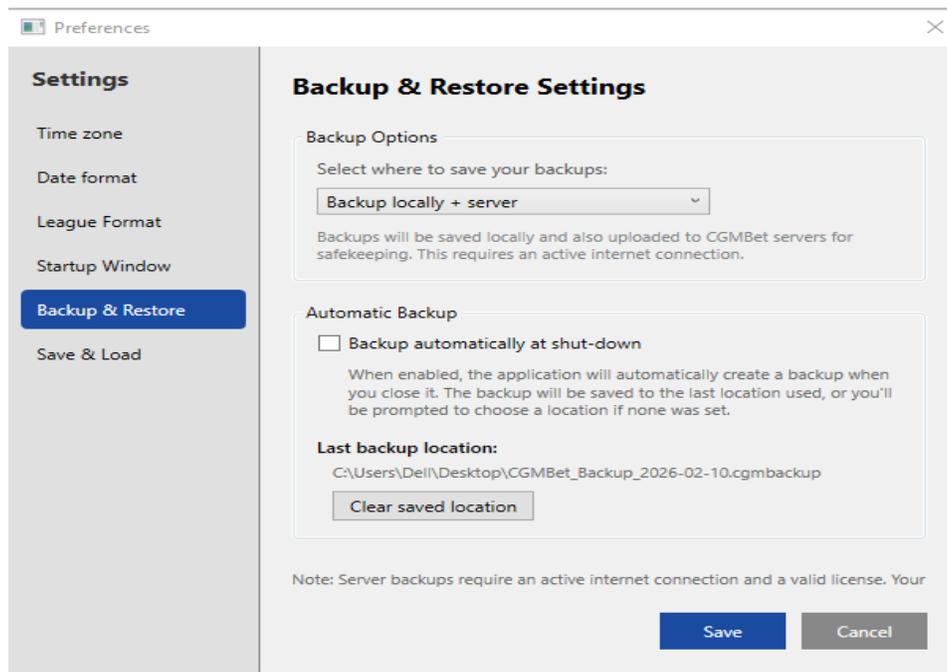


Figure 18.5 — Backup & Restore Settings

### 18.5.1 Backup Options

Option	Description
Backup locally	Saves backup files to a folder on your computer that you choose—no internet connection required.
Backup locally + server	Saves backup files locally AND uploads an encrypted copy to CGMBet servers for safekeeping. Requires an active internet connection and a valid license.

### 18.5.2 Automatic Backup

Control	Description
Backup automatically at shutdown	When enabled, the application automatically creates a backup every time you close it. The backup is saved to the last location used, or you'll be prompted to choose a location if none was set.
Last backup location	Displays the path to your most recent backup.
Clear saved location	Removes the remembered backup location. The next automatic backup will prompt you to choose a new location.

**Tip:** Enable automatic backup at shutdown for peace of mind. Your My Leagues, My Teams, saved systems, and other customisations will be preserved even if you need to reinstall the application.

**⚠ Important:** Server backups require a valid license and internet connection. Your data is encrypted before being uploaded to CGMBet servers.

## 18.6 Save & Load

The Save & Load tab controls how a module with a Save/Load configuration system behaves when you open it.

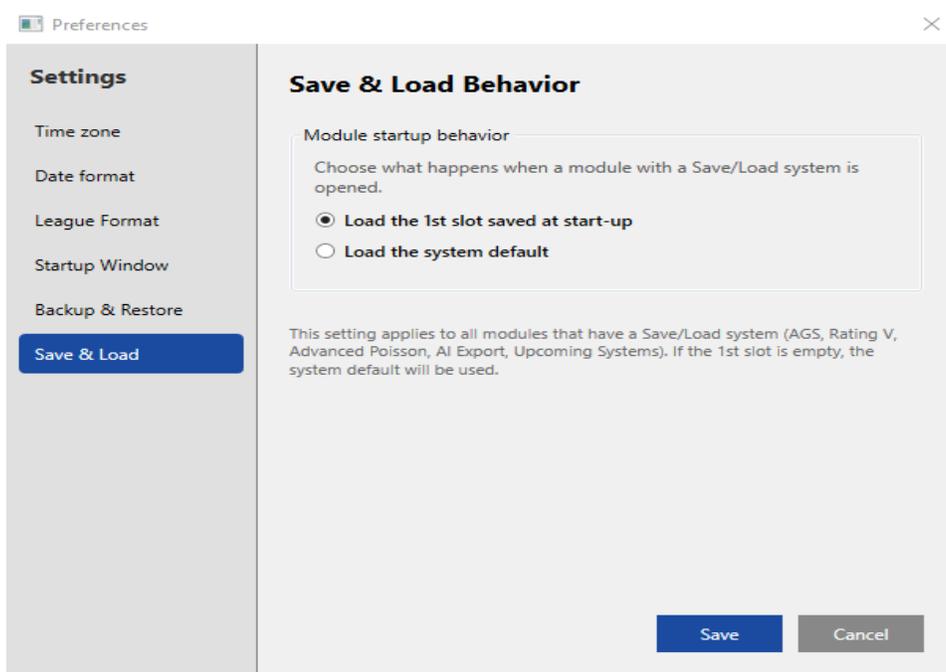


Figure 18.6 — Save & Load Behaviour settings

Option	Description
Load the 1st saved slot at start-up.	When you open a module, it automatically loads the configuration saved in Slot 1. If Slot 1 is empty, the system default is used instead.
Load the system default.	When you open a module, it always starts with the default configuration, ignoring any saved slots.

**This setting applies to the following modules:**

- **A.G.S. (Suggestions)** — Filter and display settings
- **Rating V** — Rating calculation parameters
- **Advanced Poisson** — Statistical model settings
- **AI Export** — Export configuration and prompts
- **Upcoming Systems** — Match filtering criteria

**Tip:** If you have a preferred configuration for a module, save it to Slot 1 and enable “Load the 1st slot saved at start-up” to have it automatically applied every time you open that module.

## 18.7 Saving Your Preferences

After making changes on any tab, you must click one of the buttons at the bottom of the window:

Button	Description
Save	Applies all changes across all tabs and closes the window. A confirmation message lists which settings were updated.
Cancel	Discards all changes and closes the window. No settings are modified.

**Tip:** You can make changes on multiple tabs before clicking Save — all changes will be applied together.