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# Horse Racing Secrets
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## Introduction

My interest in horse racing dates back a long time – fifty years in fact. In the summer of 1962 I was sitting in my bedroom of our fraternity with a large stack of *Morning Telegraph* newspapers, now called the *Daily Racing Form*. The challenge of devising a handicapping method that I could apply when I ventured to Aqueduct racetrack was daunting.

After many days of study I discovered a simple system that I could calculate quickly and enter into the margins of my newspaper. It was a clever, easy, and reliable shortcut; but nothing compared to my far more accurate computer method of today.

Many years later we moved to Baltimore where I visited Pimlico, Laurel, and Bowie (which is now nothing more than a training track). At that time one of my racing friends was the late Joe Finley (a.k.a. William L. Scott), author of three popular books including *How Will Your Horse Run Today?* and *Total Victory at the Track* – both published and marketed nationwide by my publisher.

By the time Joe and I became friends my method had been refined considerably and published as a book that sold well over 70,000 copies which was later introduced as a unique computer program. Both were titled *Winning at the Track*. The book, no longer available, but soon to be an e-Book, could never keep up with the advances I continued to make with the software – even to this day.

In addition to *Winning at the Track* I have been writing for years on this subject and this e-Book includes some of that writing.

Finally, serious and skeptical handicappers should note that the subtitle to this e-Book (*How to turn $40 into $1,000 in a day!*) is really not an exaggeration. That is, providing that you will apply my overall strategy of handicapping for CONTENDERS rather than attempting to only pick WINNERS as Joe Finley, Andy Beyer, and many other good handicapping/authors have long preferred doing.

Horse racing is a great sport! It is so much more fun than sitting at a noisy table watching a little ball and a wheel steal your money. Handicapping requires some intelligence and a little thinking.

Note: This free e-book illustrates the primary examples used in the *Winning at the Track* online demo.

**The "Shortcut" Method**

After well over 70,000 book copies, it can now be said that the "shortcut" version of the Performance Method proved to be a popular tool for the casual racing fan. But the introduction of the WINNING AT THE TRACK (WATT) computer software in 1985 marked a real milestone for all serious speed & pace handicappers in today's world of live, simulcast, and online betting. Today, WATT is clearly the gold standard for speed/pace computer handicapping.

With the shortcut method an entire race card can be completed in less than two hours, either written neatly on pre-printed forms, or in a more hurried manner in the newspaper's margins next to each horse's name. Although it is far more time-consuming compared to the computer, and the adjustments are crude by today's standards, the manual version still works to a great extent and provides some utility for casual handicapping.

In the original *Winning at the Track* text, there is a "Basis Times" table. The figures illustrated are, in effect, a composite of three great horses – the three greatest of our generation – **Dr. Fager** for sprints, **Damascus** for the mid-distance routes, and **Secretariat** for the longer, classic routes. The modern version of the "Performance Method" and the final "PM Ratings," as we now call them, begins with this table.

From these basis times, a "parallel speed table" was developed and incorporated into the computer program. Also, from these numbers, Surface Adjustment Tables can be created for the non-computer version of the Performance Method.

This is the original BASIS TIMES Table:

| Distance | Time | Distance | Time |
|----------|------|----------|------|
| 1/4 mile | :21 1/5 | 1 mile | 1:32 |
| 4 furlongs | :44 | 1 mile 70 yds. | 1:37 |
| 4 1/2 f | :50 | 1 1/16 | 1:39 1/5 |
| 5 furlongs | :56 | 1 1/8 | 1:46 |
| 5 1/2 f | 1:02 | 1 3/16 | 1:52 2/5 |
| 6 furlongs | 1:07 | 1 1/4 | 1:58 4/5 |
| 6 1/2 f | 1:13 2/5 | 1 3/8 | 2:11 3/5 |
| 7 furlongs | 1:20 | 1 1/2 | 2:24 2/5 |

For explanations to create a complete Adjustment Table for all distances refer to the *Winning at the Track* book, which can be found in some public libraries, although the book is, after many years, finally out of print. However, to make the calculations that are explained in this section, the following Adjustment Table on the next page shows a rough example of how it would appear. Also, at some point in the future, an e-Book of the original *Winning at the Track* paperback will be published, although that is not a priority at this time.

## Speed Rating Surface Adjustments

|                    | 5 1/2f | 6f  | 7f   | 1 1/16 mi. |
| ------------------ | ------ | --- | ---- | ---------- |
| **Gulfstream Park** | - 1    | - 4 | 0    | - 5        |
| **Tampa Bay**      | - 8    | - 8 | - 11 | - 18       |
| **Calder**         | - 11   | - 9 | - 9  | - 16       |

Each adjustment above represents the number of fifths of a second that a track's record, at each respective distance, is slower than that recorded on the basis times table.  If the 6-furlong track record at Calder is, for example, 1:08.4, then the adjustment is -9 points (minus 9/5ths) because the basis times table figure is 1:07. *The Daily Racing Form* calculates its speed ratings from the track's best time within the past three years.  However, the historical track record is preferred for consistency.

When using these calculations, it is important that every horse from the same track is adjusted exactly in the same manner.   Users of the WINNING AT THE TRACK software can create such a table by applying the program's Pure Speed adjustment relationships.

Here's how the "short cut" version is calculated:

First, the **Ability Factor** is established for each horse by merely adding the DRF speed ratings and track variants together for the last three races at today's distance (or close to it).  Then make a small weight adjustment.

Next, the **Condition Factor** is found by adjusting the last DRF speed rating at today's distance (or closest to it) with the appropriate figure found on the Adjustment Table, adding either a +21 (fast) or +25 (slow) surface variant to it, and then making a minor change for weight.

The final **P/M Rating** for each horse is simply a total of the ABILITY FACTOR and the CONDITION FACTOR added together. The two highest figures in each category and the three best totals are circled. The top contenders almost always emerge among the four horses that compare most favorably.  In the end, always rank the three or four top selections in the order of expected finish.

Wagering suggestions for these and other handicap methods will be discussed in greater detail later.

One of the problems with the manual (shortcut) approach is the inability of the handicapper to properly adjust various distances whenever the necessary figures aren't readily available.  For example, if the animal is running today's distance for the first time, or hasn't run today's distance in many months, it enhances the risk of the "shortcut" version; whereas the computer can readily adjust every past performance line.  It's ideal when every entry has been competing recently under today's conditions.  But then, other race goers will also enjoy the same ease of comparison, which will inevitably result in "chalk" (low pay) selections occurring more often.  With computer adjustments, we are seeing facts others miss.

For those who do not have the original *Winning at the Track* book handy, below are the seven basic steps to the "shortcut" version to illustrate how the P/M Table should be completed manually.  A blank P/M Table for manual calculations can be found on the last page of the book.  A table just like it can be created and easily duplicated. One copy should be made for each race being handicapped.  Also, see another e-Book that I wrote entitled *The Gold Book of Handicapping*.

Step 1.  For each horse, fill in the basics on the table: the horse's name, the date of the last race, and the weight that will be carried today.

In the newspaper, for each horse, place a check next to each of the three races that will be used to calculate the Ability Factor.  Remember, the objective here is to select the three most recent races that most closely approximate the distance that will be run today. This checking procedure is not absolutely necessary, but these notations will help you calculate more quickly and to easily return to these figures if any questions arise later.

Also, for each horse, underline the most recent race of the same distance as today's race.  When the distances are significantly different the risk becomes greater.  In addition, it is easier to ask a horse to run *slower* than it is to demand more speed.

Step 2. In the appropriate column, enter the total of the three Speed Ratings and three Track Variants that were previously checked. Do not adjust these figures; just enter the total of the six numbers that appear in the newspaper. If there is only one race, simply multiply that race total by three; or 1.5, if there are two races; and add an "a," noting that the figure was "adjusted."

Step 3.  Calculate the weight differences for those three races versus today's contest (maximum 2 pounds per race, or 4 pounds total) in the weight adjustment column.  The totals from Step 2 and Step 3 are then combined to produce the Ability Factor, which is entered in the next column.  However, do not consider weight to be a critical item.  It is not.

Step 4.  For each horse, enter the Speed Rating for the most recent race having the same distance as today's contest.  Do not adjust the Speed Rating – use the number as it appears in the newspaper.  If this Speed Rating occurred on a "fast" track, enter a "21" in the next column.  If it was an off track (anything slower than a fast track), enter a "25" in that column.

Step 5.  It is worth the time and effort to construct a Speed Rating Adjustment Table for each distance.  A Table should be made for at least each of the following distances: 6 furlongs, 7 furlongs, and 1 1/16 miles, depending upon your local racing circuit.  Identify the name of the track on which the Speed Rating in Step 4 was accomplished.  Using the appropriate Speed Rating Adjustment Table, enter the track adjustment in the designated column.

Step 6.  Combine the figures in Steps 4, 5, and 6 to arrive at a Condition Factor, which is then entered in the appropriate column.

Step 7.  Fill in the "Total" column by adding the Ability and Condition Factors.  Later, at the track, note the horses' post time weights for today's race.  If the weights differ from the preliminary weights listed in Step 1, adjust the Totals accordingly. Adjust the weight difference by a maximum of 3 or 4 pounds, depending on judgment.  Treat ALL horses the same.

Next, just circle the two best Ability Factors and the two best Condition Factors, along with the three best Totals.  Use arrows to note other significant figures for quick and easy reading. If two horses have an identical Ability Factor, Condition Factor, or Total, circle both.  Experienced handicappers can rightfully argue that weight is of much less significance in the real world than it appears in these calculations. However, there is a great reluctance to "fix what ain't broken."

Finally, there is the question of postposition.  Both the shortcut method and the computer program ignore this factor. There are, however, two cases when postposition can be important and they should not be overlooked with handicapping the race: First, when the starting gate is near a turn, posts 9 - 12 can result in a loss of a few lengths if the horse is carried wide around the entire turn.  Second, on a wet or drying track, post 1 can slow a horse, although early speed at the rail is usually a benefit. On the other hand, late speed horses are always placed at a disadvantage when they draw post 1 or 2 in a large field.

Exactly *why* this shortcut version of the Performance Method works as well as it does has always been a mystery to me.  It has worked well consistently for nearly fifty years and I never hesitate recommending it to newcomers.  Admittedly, though, 99% of my handicapping today is with the computer which is faster and a far more accurate approach.

**Remember, it's a Horse "Race"**

Racing fans sometimes forget that the outcome of a contest depends not only on ONE selected horse, but on the capabilities of the OTHERS as well.  It is the talent relationship between one horse and all the others in the contest rather than how fast the animal can run.  If our horse is fast, but all the others in the field can run faster, our pick is likely to lose the race.

As a typical example, look at the following computer graphics screens for two different races, in each of which **Kings Antics** was a contender.  In the first match-up, he was in postposition #4 and declared the betting key.  In the second race, he was #7 and not the clear choice.

His performances should not have been any surprise. He won the first race.  But in the second contest, the #5 and #8 were the victors.  Some races are just more contentious than others.



### "Stick-outs"

When one horse has a statistical advantage over others in the field, the only two questions that can arise are: (1) Will the jockey mess this up? (2) What kind of bad racing luck can ruin this opportunity?  The greater the horse's talent advantage, the smaller the chance that it will fail.

Identifying a stick-out is an important factor whether you are using a program such as *Winning at the Track* or handicapping the contest by any other means.  Remember, too, that it is a positive when you encounter stick-outs of two or three horses.  However, this usually means that the betting scheme should be altered.

Above is a lower-risk situation, almost regardless of the pace. And it doesn't take a rocket scientist to see which horse will most likely romp – and he did just that. The surprise was that his winning ticket paid $14.00. Deciding the best way to bet races such as these, however, involves recognizing the situation, knowing the odds, and often a large dose of experience that is learned the hard way most of the time. Unfortunately, this e-Book can't teach that.

**Know the Surface**

This is a cardinal rule for successful handicapping. And it is true whether you are watching live or simulcast races.

The most ideal surface is a fast, dry dirt surface. While it differs – often substantially – between one racetrack and another, it presents the least amount of uncertainties for the handicapper.

A sloppy track favors early speed, not because they run faster on the more exposed base surface (they all do) but because mud is not splashed in their faces as often during the contest. Moreover, the added weight of caked mud on their bodies is less of a burden.

A muddy and heavy drying track tends to benefit the closer more often. It usually reduces the distance between the pacesetters and the closers.

A firm turf, like a dry dirt surface, presents fewer uncertainties. A soft or yielding grass course adds numerous uncertainties. Thus, past races run under such conditions are much more difficult to judge. A horse that has run on a yielding grass surface might be the fastest horse in the race and you (or the computer) cannot tell by the reported numbers.

Finally, it is important to remember that some horses favor one surface versus the other. Most horses that run well on the dirt can run well on a firm turf. Many horses that run well on the grass do not necessarily run well on the dirt. When analyzing a dirt race it is usually a good idea to remove turf lines from the handicap.

**How Fast Can a Horse Run?**

Handicappers have forever attempted to measure a horse's speed – and in a number of different ways.

Perhaps the best way is to divide each race into three segments as I have done since my work began in 1962. That is, measuring the horse's performance to the first call point in the contest, then to the second call, and then, finally, during the last quarter mile ending at the finish line.

First, measure the horse's *Early Speed* (the ability of the horse to run just after leaving the starting gate and judge its speed in the first portion of the race (to the first call) and then between the first and second calls. The second call of most "sprints" is 4 furlongs (1/2 mile) while the second call of most "routes" (longer races) is 6 furlongs (3/4 of a mile). A horse's *Late Speed* is a rating given to that portion after the second call.

The one, two, or three horses that are leading the field in the early portion up to the second call point can be referred to as the "pacesetters."

Years ago, I coined the term for a horse's speed between the starting gate and the second call point as the "Pole Speed." Any horse with the fastest Pole Speed rating during the race is a pacesetter.

The general rule used by handicappers is that a horse runs the length of its body in about 1/5 of a second. Therefore, each second of time is divided into fifths, even though a clocker's time can also be a meaningless tenth of a second.

The following chart excerpt illustrates the past performances of Trinniberg, a heavy favorite in the 8th race at Calder (part of a later example).



In this case, the graphic shows that on October 2, Trinniberg ran in a sprint at Belmont. The speedy 3-year-old was the leader at the first call in 22 seconds, he continued as the pacesetter, leading at the half-mile pole in 45 2/5 seconds, and he finished in second place, nearly one length behind the winner, at the finish line. It is possible to assigned ratings at each point in his race – here he has a Pole Speed of 93, and a Last Quarter calculation of 190. Combined, they produce a Late Speed Rating.

**Understanding the Multiplier**

Buy a $2.00 PLACE ticket on your key horse selection, watch him win or finish second, and then collect $3.20 at the window. This doesn't sound very exciting. Right?

But if you make a similar wager FIVE TIMES in succession during the course of the day and re-invest (parlay) your winnings each time, an initial $40 place ticket will gain in value to more than $400 after five consecutive wagers. Moreover, if the average payoff is $4.00 rather than $3.20, a distinct possibility, the original $40 can become almost $1,300! Do you still find this unexciting?

First and foremost, the handicapper should understand and appreciate the power of "compounding values." Just notice how quickly $1 can grow when it is doubled only five times: $2, $4, $8, $16, $32. In this case, the constant "multiplier" is 2. If the constant multiplier is only 1.5 the growth sequence is much lower: $1.50, $2.25, $3.38, $5.06, and $7.59. Anyone with a savings account or a large balance with a credit card company already knows that compounding numbers can become significant very quickly. The profit that you enjoy in every race depends on the all-important multiplier.

It is nearly impossible to predict exactly how much profit can be obtained with a place ticket in any given race because the payoff depends on which two horses comprise the exacta and the monies in the place pool at post time. The winning ticket holders divide this pool when the race ends.

For this reason, we set a "target" multiplier for each round and hope for the best. The return to bet to win or to place is sometimes disappointing, but you can also be pleasantly surprised; and oftentimes substantially so.

The multiplier also applies to exotic wagering. For example, if you bet $12 on three horses in a $2 exacta box and cash a $36 ticket, your multiplier is 3.00. It's that simple. The fastest way to lose money at the racetrack is to ignore the multiplier, regardless of which betting scheme you happen to use. Watch the potential return versus the investment.

**A Day at the Track**

To illustrate a typical day at the track I have randomly selected one Saturday at Calder Racecourse in South Florida. On this particular day (July 7, 2012) there were twelve races on the card – nine on the dirt and three on the turf. For reasons to be explained shortly, I dismissed five of the twelve races to accommodate my primary betting scheme.

The table below illustrates the three highest rated horses identified by *Winning at the Track*. The program actually displays FOUR in each contest but this graphic was made shorter for the sake of simplicity. Besides, your potential key horse normally appears in the top three of the Best-4 about 85-90% of the time anyway. After all, it is easier to handicap three horses than it is eight, ten, or twelve.

Generally speaking, this was a busy, low paying day.  Seven of the day's twelve exactas returned less than $25.  However, the potential of turning $40 into $1,000 or more that afternoon was there for racing fans to enjoy.

Handicapping at the racetrack is an individual thing.  Every serious racing fan has a favorite approach.  It matters little *how* you find the key horses.  It only matters that you are successful in doing so.   It is important that you have discipline and identify which races to play in order to avoid those that should NOT be played.

### Calder Racecourse (Florida)
### 12-race Card – July 7, 2012
### Three Best PM-Ratings in Each Race

| 1st | 5f | | (Pass) | | | 7th | 5f Turf | | (Pass) | | |
|---|---|---|---|---|---|---|---|---|---|---|---|
| 6 | 6 | CAT FIVE HURRICANE | 83/87 | 5:1 | 4657+ | 5 | 5 | BECAUSEI'MWORTHIT | 99/99 | 6:1 | 5039+ |
| 3 | 3 | JILL'S IMAGE | 69/5 | 15:1 | 3991 | 4 | 4 | DETERMINATO | 96/82 | 4:1 | 5009+ |
| | (Remainder of the field first time starters) | | | | | 8 | 8 | FREEWEST | 101/95 | 12:1 | 4943 |
| 2nd | 6f | | | | | 8th | 6f | | (Pass) | | |
| 7 | 7 | MYSTIC STRIKE | 94/93 | 8:5 | 4212+ | 7 | 7 | FORT LOUDON | 94/92 | 9:5 | 4414+ |
| 1 | 1 | EL GRANDE MONTE | 90/62 | 4:1 | 4211+ | 3 | 3 | TRINNIBERG | 96/95 | 6:5 | 4341+ |
| 3 | 3 | WHINING | 92/82 | 3:1 | 4170+ | 6 | 6 | ANGELOFDISTINCTION | 91/72 | 12:1 | 4255 |
| 3rd | 7f | | | | | 9th | 6f | | | | |
| 5 | 5 | COACH GRAVY | 91/97 | 5:2 | 3853+ | 2 | 2 | ANOTHER ROMANCE | 91/90 | 3:1 | 4383 |
| 9 | 10 | ZUBER | 89/85 | 8:1 | 3745 | 5 | 5 | CITIZEN ADVOCATE | 97/98 | 5:2 | 4350 |
| 3 | 3 | BERT B DON | 95/85 | 6:1 | 3731 | 7 | 7 | SINISTER TALE | 90/79 | 20:1 | 4312 |
| 4th | 1 mile Turf | | (Pass) | | | 10th | 6f | | | | |
| 3 | 2 | LOVE LETTER | 76/83 | 3:1 | 3912+ | 5 | 5 | FIELD COMMISSION | 97/89 | 5:2 | 4526 |
| 9 | 9 | STARSHIP PLEASANT | 70/96 | 6:1 | 3871+ | 7 | 7 | INDIANO | 99/89 | 6:1 | 4475 |
| 8 | 8 | PEEKABLUE SUE | 71/83 | 5:2 | 3850+ | 10 | 10 | GANTRY | 97/87 | 5:1 | 4463 |
| 5th | 5f | | | | | 11th | 6f | | | | |
| 5 | 5 | LADYFROMHAVANA | 88/99 | 3:1 | 4846+ | 9 | 9 | NICOLE H | 101/95 | 3:1 | 4470 |
| 3 | 3 | DISTINCTION LADY A | 79/94 | 5:1 | 4841+ | 4 | 4 | FLYING TRIP | 91/75 | 15:1 | 4415 |
| 7 | 7 | SUGAR BABE | 85/68 | 6:1 | 4778+ | 3 | 3 | GOLDEN MYSTERY | 99/96 | 15:1 | 4379 |
| 6th | 7f | | | | | 12th | 7 1/2f Turf | | (Pass) | | |
| 8 | 8 | OFF THE JAK | 97/99 | 5:2 | 3846 | 8 | 8 | BRINCA | 97/76 | 15:1 | 3576+ |
| 7 | 7 | DUTY BLUES | 93/87 | 4:1 | 3823 | 9 | 9 | TIMEZONE | 94/53 | 6:1 | 3567+ |
| 5 | 5 | UNBRIDLED HEAT | 93/94 | 3:1 | 3797 | 1 | 1 | SPEAK EASY GAL | 93/97 | 3:1 | 3500 |

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As stated earlier, five of the twelve races were not included in my overall betting scheme.  I eliminated the three turf races (the 4th, the 7th, and the 12th) because racing on the grass adds one additional risk element to the handicap.  Should all turf races be passed?  Definitely not.  In fact, the 10-8 exacta in the twelfth race was a snap to handicap and it paid $188.

The 1st race was passed because there were simply too many first-time starters and only two contenders with viable numbers.  *Cat Five Hurricane* romped by 4 lengths in that contest, as expected, and paid $8.60 to win.

In the 8th race, the 7-3 exacta paid $7.60 and those two beat the rest of the field by 13 lengths.  The outcome was no surprise and simply too obvious for everyone to see.  The first two paid squat - with no show pool.

**Saturday's Betting Scheme**

Recently, Liberty published a $30 e-Report entitled *The Win/Place Parlay*, which explains this betting scheme in greater detail. For those interested in this approach, I suggest obtaining a copy.

The Win/Place Parlay is a marvelous way to make big money at the track without risking too much. There are ways to improve the multiplier as I explain in my e-Report. In any case, the tables below show how the nine dirt races at Calder panned out on that Saturday. Of course, everything depends on the handicap. This e-Book assumes that your method for identifying the key horse is also successful, whether you are using the computer or not:

# Race 1

| 1st | | 5f | | (Pass) | | |
|-----|---|------|----------------|--------|------|--------|
| KEY 6 | 6 | CAT FIVE HURRICANE | 83/87 | 5:1 | 4657+ |
| 3 | 3 | JILL'S IMAGE | 69/5 | 15:1 | 3991 |

(Remainder of the field first time starters)

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|-------|--------|-----|-------|------|
| 6 | **Cat Five Hurricane** | J. Gonzales | $8.60 | $2.60 | $2.10 |
| 1 | **Aim to Win** | L. Saez | | $2.20 | $2.10 |
| 5 | **Happy to Be Here** | M. Cruz | | | $2.20 |

*Cat Five Hurricane* won by a little more than 4 lengths, paid $8.60 to win and $2.60 to place, as shown above. The first-time starter, *Aim to Win*, was the heavy favorite. The 6-1 exacta returned $16.40.

# Race 2

| 2nd | | 6f | | | |
|---|---|---|---|---|---|
| 7 | 7 | MYSTIC STRIKE | 94/93 | 8:5 | 4212+ |
| 1 | 1 | EL GRANDE MONTE | 90/62 | 4:1 | 4211+ |
| KEY 3 | 3 | WHINING | 92/82 | 3:1 | 4170+ |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 3 | Whining | J. Rios | $8.20 | $3.60 | $2.10 |
| 1 | El Grande Monte | A. Gallardo | | $5.20 | $2.40 |
| 7 | Mystic Strike | J. Garcia | | | $2.10 |

*El Grande Monte* was my other key candidate with a more promising multiplier. Unfortunately, *Whining* was the selection and romped by five lengths. The 3-1 exacta paid a very nice $44.20.

# Race 3

| 3rd | | 7f | | | |
|---|---|---|---|---|---|
| KEY 5 | 5 | COACH GRAVY | 91/97 | 5:2 | 3853+ |
| 9 | 10 | ZUBER | 89/85 | 8:1 | 3745 |
| 3 | 3 | BERT B DON | 95/85 | 6:1 | 3731 |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 5 | Coach Gravy | M. Cruz | $4.60 | $3.00 | $2.60 |
| 9 | Zuber | R. Eramia | | $4.80 | $3.80 |
| 7 | Well Excuuuze Me | J. Rodriguez | | | $6.80 |

*Coach Gravy*, the favorite, won by seven and *Zuber* led by another three lengths. The 5-9 exacta paid $20.00.

Race 4 on the turf was passed.

# Race 5

| 5th | | 5f | | | |
|---|---|---|---|---|---|
| KEY 5 | 5 | LADYFROMHAVANA | 88/99 | 3:1 | 4846+ |
| 3 | 3 | DISTINCTION LADY A | 79/94 | 5:1 | 4841+ |
| 7 | 7 | SUGAR BABE | 85/68 | 6:1 | 4778+ |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 5 | Ladyfromhavana | L. Saez | $5.00 | $2.80 | $2.40 |
| 10 | Grace of God | C. Velasqu | | $3.80 | $2.40 |
| 11 | Heiressofthecrown | J. Gonzales | | | $3.80 |

*Ladyfromhavana*, the favorite, won by two, while *The Grace of God* was second favorite and led by another four. The 5-10 exacta ticket paid a paltry $16.20.

# Race 6

| 6th | | 7f | | | |
|---|---|---|---|---|---|
| KEY 8 | 8 | OFF THE JAK | 97/99 | 5:2 | 3846 |
| 7 | 7 | DUTY BLUES | 93/87 | 4:1 | 3823 |
| 5 | 5 | UNBRIDLED HEAT | 93/94 | 3:1 | 3797 |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 7 | Duty Blues | J. Garcia | $7.60 | $3.60 | $2.40 |
| 8 | Off the Jak | J. Alvarez | | $3.20 | $2.20 |
| 5 | Unbridled Heat | M. Cruz | | | $2.40 |

*Duty Blues*, the second favorite, won by three and our key, *Off the Jak*, going to the post as the favorite, led the rest of the field by another three. These two were very equal in the handicap in most respects. The 7-8 exacta ticket paid only $18.20 but, as the next graphic screen illustrates, the $55.20 trifecta (7-8-5) in the 6th race was a "snap."

Best/2nd-Best PM Rating

Race 7 on the turf was passed.

# Race 8

| 8th | | 6f | (Pass) | | |
|---|---|---|---|---|---|
| KEY 7 | 7 | FORT LOUDON | 94/92 | 9:5 | 4414+ |
| 3 | 3 | TRINNIBERG | 96/95 | 6:5 | 4341+ |
| 6 | 6 | ANGELOFDISTINCTION | 91/72 | 12:1 | 4255 |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 7 | Fort Loudon | F. Jara | $5.80 | $2.10 | |
| 3 | Trinniberg | W. Martinez | | $2.10 | |
| 6 | Angelofdistinction | J. Rios | | | |

The public made *Trinniberg* the favorite, losing by a nose to *Fort Loudon*, the second favorite.  At the wire, these two were 13 lengths in front of the rest of the field.  The 7-3 exacta ticket paid $7.60 and the trifecta paid $14, only enough to cover the cost of gasoline driving to the track.  This race was passed.  This race was a good example of "speed" over "class."

Races such as this should be passed unless you are willing to make a small wager on a Fort Loudon win ticket.  The odds, nearly 2:1, were almost tempting but not worth the risk of losing.

# Race 9

| 9th | | 6f | | | |
|---|---|---|---|---|---|
| **KEY** 2 | 2 | ANOTHER ROMANCE | 91/90 | 3:1 | 4383 |
| 5 | 5 | CITIZEN ADVOCATE | 97/98 | 5:2 | 4350 |
| 7 | 7 | SINISTER TALE | 90/79 | 20:1 | 4312 |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 2 | **Another Romance** | L. Panici | $11.20 | $5.00 | $2.80 |
| 5 | **Citizen Advocate** | C. Velasquez | | $3.80 | $3.00 |
| 9 | **Redbud Road** | L. Saez | | | $3.20 |

*Another Romance* came from off the pace to beat the favorite, *Citizen Advocate*, by two. This was an identical performance to one of two races in which they met earlier. Selecting the key horse between these two was difficult. They appeared equal in many ways. Class handicappers at the track were tempted with #5. He was favored to beat the slightly faster #2. The 2-5 exacta ticket paid a respectable $36.00.

In this contest, the 2-5-9 trifecta was very obvious to WATT users. It paid a very handsome $165, but was a big disappointment since Redbud Road beat the longer shot (40:1) Sinister Tale by a nose.

# Race 10

| 10th | | 6f | | | |
|---|---|---|---|---|---|
| 5 | 5 | FIELD COMMISSION | 97/89 | 5:2 | 4526 |
| 7 | 7 | INDIANO | 99/89 | 6:1 | 4475 |
| **KEY** 10 | 10 | GANTRY | 97/87 | 5:1 | 4463 |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 10 | **Gantry** | R. Eramia | $5.80 | $3.20 | $2.80 |
| 7 | **Indiano** | S. Bridgmohan | | $4.00 | $3.20 |
| 2 | **Close It Out** | J. Garcia | | | $9.00 |

This was the toughest handicap of the day. *Field Commission* was a good 7-year-old shipper from Canada running against others 4 years into their prime. *Gantry* ran against the talented *Shackleford* in a Grade 2 last out and generally makes more money than all the others every time he races.

*Gantry* beat *Indiano* and *Close It Out* (noses apart) by five and the 10-7 exacta paid only $23.80. However, #2 went to the post at 50:1 and was the 4th choice in this race. The trifecta paid $267.60. *Field Commission* finished dead last in the 8-horse field.

## Race 11

| 11th | | 6f | | | |
|---|---|---|---|---|---|
| KEY 9 | 9 | NICOLE H | 101/95 | 3:1 | 4470 |
| 4 | 4 | FLYING TRIP | 91/75 | 15:1 | 4415 |
| 3 | 3 | GOLDEN MYSTERY | 99/96 | 15:1 | 4379 |

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 5 | Musical Romance | J. Leyva | $4.20 | $2.80 | $2.60 |
| 9 | Nicole H | C. Velasquez | | $3.60 | $4.00 |
| 6 | Nakano | J. Rodriguez | | | $8.00 |

Unlike the prior race, this was an easier handicap. *Nichole H* was an easy key but she finished second behind the "classier" and favored *Musical Romance*. The 5-9 exacta was $15.00 and the trifecta returned $134.20.

## Race 12

| 12th | | 7 1/2f  Turf | | (Pass) | |
|---|---|---|---|---|---|
| KEY 8 | 8 | BRINCA | 97/76 | 15:1 | 3576+ |
| 9 | 9 | TIMEZONE | 94/53 | 6:1 | 3567+ |
| 1 | 1 | SPEAK EASY GAL | 93/97 | 3:1 | 3500 |

One of the most interesting races on the card was the 12th and last one of the day. This 7½-turf race was passed, but the winner, *Callmethesqeeze*, and the place horse, *Brinca*, were both obvious contenders. The multiplier for #8 was astronomical. The 10-8 exacta paid $188.40.

| # | HORSE | JOCKEY | WIN | PLACE | SHOW |
|---|---|---|---|---|---|
| 10 | Callmethesqueeze | J. Alvarez | $11.80 | $5.80 | $3.60 |
| 8 | Brinca | J. Garcia | | $14.60 | $7.80 |
| 7 | Trip for A. J. | C. Velasquez | | | $3.40 |

Note: This race was handicapped in LPC's *Searching for Long Shots*.

It was a profitable day for anyone using a Win/Place Parlay but the payoffs were disappointing. The list below shows the below average multipliers for my key horses for every dirt race on this particular day:

Race 1      1.3x  (passed)
Race 2      1.8x
Race 3      1.5x
Race 4      (Turf - passed)
Race 5      1.4x
Race 6      1.6x
Race 7      (Turf – passed)
Race 8      1.05x  (passed)
Race 9      2.5x
Race 10    1.6x
Race 11    1.8x
Race 12    (Turf – passed)

Late in the day, due to the difficulty of the handicap, a decision was made to make the 11th race the final wager in the parlay rather than the 10th. But, either way, the decision proved to be profitable. The probabilities for success were higher than normal for the entire day, and the final bankroll was somewhat below expectations (a net profit of close to $1,000).

Date:    July 7, 2012

| Round | Bankroll $400 | Wager | Ticket Paid | Multiplier | Return | Retain | Bankroll |
|-------|------|-------|-------------|------------|--------|--------|----------|
| 1 | | $40 | $3.60 | 1.8x | $72 | None | $432 |
| 2 | | $72 | $3.00 | 1.5x | $108 | None | $468 |
| 3 | | $108 | $2.80 | 1.4x | $151 | None | $511 |
| 4 | | $151 | $3.20 | 1.6x | $241 | None | $601 |
| 5 | | $241 | $5.00 | 2.5x | $602 | $102 | $962 |
| 6 | | $500 | $3.60 | 1.8x | $900 | ALL | $1362 |

Also, it is worth noting that the 12th race, a contest that was never difficult to handicap, was not included in the betting scheme because of the surface. It produced an incredible multiplier of 7.3x and an exacta payoff of $188. As a general rule, when the odds are that appealing, the race should not be ignored altogether. Never underestimate the importance of the multiplier.

## More on Wagering

Wagering is a critical and very personal aspect of profitable horse race handicapping. Most important, of course, is the handicap itself. But wagering also ranks right up there. A failure in either is good reason to take up golf instead. Moreover, the level of success in your handicapping can determine how wagering should be done. To repeat, my approach is directed to contender selections and I like parlays. When betting a horse to win, I prefer horses at 5:2 or better.

One handicapping friend on Long Island has made a living with Bet-3's and other wagers of that type. Another friend in Miami has had enormous success by boxing selections from the "Pace Analyst" (a feature in *Winning at the Track*) to play superfectas. I use neither approach. However, both are good WATT handicappers.

When playing exactas and trifectas, my personal rules are very simple:

*Never play an exacta (or quinella) without a key horse and never play a trifecta without two horses that you "love."*

*With exacta boxes, favor three-horse boxes – not four or more. With trifectas, consider the part-trifecta wheel (A-B-All, and B-A-All, or specific selections beneath A and B). Superfectas are only for special situations.*

## Class Handicapping

It is a fact that the majority of people who go to the racetrack lose money. Also, most are "Class Handicappers" and it's my experience that very few are successful. One of the best that I've met is David Rosenthal, author of The *Complete Guide to Racetrack Betting*. Included in his overall handicapping approach is the application of "trainer moves." Some trainers are just very good with certain strategies.

Perhaps the most effective way to measure "class" is based on two simple calculations: The **Average Money Per Start** and the **Average Purse** and analyzing the relationship between them.

If the Average Money is high and the Average Purse is low, the trainer is placing the horse in jeopardy of being claimed away.

If the Average Purse is high and the Average Money is low, the racehorse is probably the family pet.

The Average Money Per Start is a very simple division calculation involving the total amount of money earned and the total number of races that the horse ran during the same time frame.

The Average Purse calculation is a little more complex. The next formula, used in *Winning at the Track*, illustrates a good way racing fans can arrive at a single, easy-to-understand number.

This is a rule worth remembering: *Class is speed and speed is class*.

How to calculate the Average Purse:

| HORSE | TOTAL RACES | WINS | PLACE | SHOW |
|-------|-------------|------|-------|------|
| *Gold Limit* | 24 | 2 | 6 | 4 |

**TOTAL WINNINGS:** $30,000

| | Normal Percent Share of any Purse | | Number of Purses |
|---|---|---|---|
| 2 Wins | x .60 | = | 1.2 |
| 6 Place | x .20 | = | 1.2 |
| 4 Show | x .10 | = | 0.4 |
| | TOTAL | | 2.8 |

$30,000 Total Winnings divided by 2.8 = $10,714 average purse

\* \* \*

For any readers interested, these are the **Average Money Per Start** and the **Average Purse** numbers for the race card discussed earlier. The *Winning at the Track* speed/pace program ranked the horses in each race.

### Race 2

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|--------------------|---------------|-------------------------|
| 7 | MYSTC STRIKE | S | $ 5,600 | $ 28,000 | MdSpWt |
| 1 | EL GRN MONTE | P | $ 1,500 | $ 30,000 | MdSpWt |
| 3 | WHINING | W | $ 1,705 | $ 34,103 | MdSpWt |

### Race 3

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|--------------------|---------------|-------------------------|
| 5 | COACH GRAVY | W | $ 4,077 | $ 17,630 | Alw10000s |
| 9 | ZUBER | P | $ 1,561 | $ 15,608 | Clm5000n1yc |
| 3 | BERT B DON | | $ 6,252 | $ 42,981 | Clm30000b |

### Race 5

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|--------------------|---------------|-------------------------|
| 5 | LADYFROMHVN | W | $ 5,670 | $ 28,350 | fMdSpWt |
| 3 | DSTNCTN LADY | | $ 7,340 | $ 36,700 | fMdSpWt |
| 7 | SUGAR BABE | | $ 2,240 | $ 44,800 | fMdSpWt |

### Race 6

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|--------------------|---------------|-------------------------|
| 8 | OFF THE JAK | P | $ 4,583 | $ 29,462 | OC16000n1x |
| 7 | DUTY BLUES | W | $ 4,231 | $ 26,642 | OC25000n2x |
| 5 | UNBRDLD HEAT | S | $ 4,081 | $ 34,009 | Alw16000s |

**Race 8**

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|---|---|---|
| 7 | FORT LOUDON | W | $ 36,576 | $ 125,128 | Unbridled75k |
| 3 | TRINNIBERG | P | $ 64,589 | $ 207,607 | Wstphn-G2 |
| 6 | ANGELOFDSTN | S | $ 8,779 | $ 51,877 | Unbridled75k |

**Race 9**

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|---|---|---|
| 2 | ANTHR RMNCE | W | $ 10,137 | $ 50,684 | fLvemealne75k |
| 5 | CITIZN ADVCT | P | $ 27,150 | $ 99,550 | fLvemealne75k |
| 7 | SINISTR TALE | | $ 5,298 | $ 32,800 | fAlw25600n1x |
| 9 | REDBUD ROAD | S | $ 29,619 | $ 81,709 | fFrnchvillg75k |

**Race 10**

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|---|---|---|
| 5 | FIELD CMISSN | | $ 24,709 | $ 145,346 | Poncheh75k |
| 7 | INDIANO | P | $ 23,680 | $ 57,007 | Mrprosp-G3 |
| 10 | GANTRY | W | $ 32,454 | $ 94,221 | Cd-G2 |
| 2 | CLOSE IT OUT | S | $ 9,764 | $ 48,821 | Poncheh75k |

**Race 11**

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|---|---|---|
| 9 | NICOLE H | P | $ 39,222 | $ 117,667 | fVagrncyh-G2 |
| 4 | FLYING TRIP | | $ 5,321 | $ 34,789 | fUcandoith75k |
| 3 | GOLDN MYSTRY | | $ 12,537 | $ 67,908 | fOC50000b |

**Race 12**

| PP | Name | | Average $ Per Start | Average Purse | Last In-The-Money Start |
|----|------|---|---|---|---|
| 8 | BRINCA | P | $ 5,811 | $ 25,824 | fHcp30500 |
| 9 | TIMEZONE | | $ 10,353 | $ 54,229 | fAlw41640nc |
| 1 | SPEAK EASY GAL | | $ 10,210 | $ 74,874 | fGalretth-G3 |
| 10 | CALLMETHSQUZ | W | $ 12,288 | $ 53,561 | fAlw37500n$y |

**Conclusion**

Generally speaking, the horse racing industry has seen a gradual decline in recent years largely due to sharply increased competition from casino gambling.  However, this pari-mutuel sport is likely to enjoy resurgence in the years ahead simply because it challenges the human mind.  Success at the cashier's window depends on your handicapping ability – not table odds that are badly stacked against you.  So enjoy the challenges. This is a terrific spectator sport, and I hope you find this e-Book helpful.

David L. Christopher
**HorseRacingUSA.com**
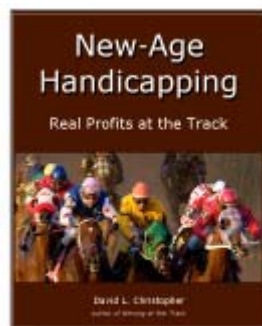
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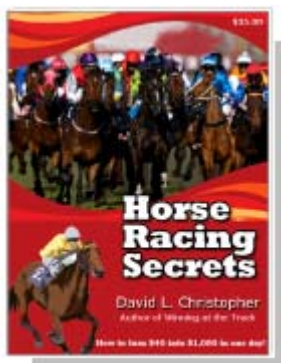


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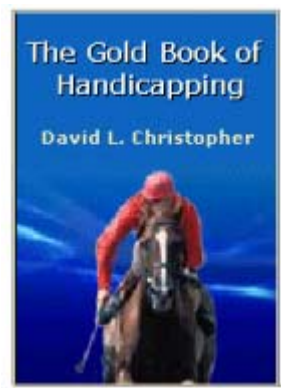37 pages  $35.00

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