

Keep in mind that 5 speed points = roughly 1 length.

Our suggestion is to start with the PAR Race Column and work

your way through the sheet from there.

**PAR RACE**

Does the horse have a recent race that is at or above today's PAR score?

Horses with a **YES** in this column have already proven they can win at today's level and are the most likely to do it again.

PAR
MAYBE -5
YES
NO
YES
NO
NO

PAR+
21.5%
17.5%
10.6%
25.9%
17.2%
29.5%
4.6%
18.9%

**PAR +**

PAR+ measures the number of times a horse meets or exceeds a PAR speed number based on 1000 simulations.

There will be times when a horse has a NO or MAYBE 1-5 in the PAR RACE column but has a positive PAR+ score.

That is an indication that the horse has the potential to meet or exceed a PAR SCORE based on our exclusive algorithm.

**FRACTION IMPROVEMENT**

While pace is a measurement that tries to normalize differences between different races, fractions are just raw times. Running faster times is another indicator of a horse becoming more fit and a hint at better things to come.

1/4	1/2
▲	▲
▲	▲
▲	▲
▲	
▲	▲
▲	

**SPEED EDGE**

Any horse with a last race speed figure advantage of 3 points or more compared to the rest of the field could have a *competitive edge*.

Speed # Edge (>=3)	
2	8

SIM Odds	
4	2-1
7	4-1
1	6-1
5	6-1
2	6-1

**SIM ODDS**

SIM ODDS are based on the outcomes of 1000 simulations. Horseplayers want "value". In this case, horses with Post Time Odds higher than SIM ODDS might offer the most value.

**SIM SPEED #**

Like SIM ODDS, SIM SPEED #s are based on the outcome of 1000 simulations. In this case, we record the average speed number of the simulations as this is a projection of what could happen today, based on our weighted metrics that consider recent trends.

SIM Speed #	
4	82.9
5	80.4
3	78.3
1	76.4
6	75.7
7	74.6

**PACE IMPROVEMENT**

Horses that improve their in-race pace numbers can be a sign that the horse is coming into better form.

PACE IMPROVEMENT is identified with an UP arrow (GREEN TRIANGLE). While any pace improvement can be a good sign, it's

been our experience that two/three consecutive UP arrows are better than one or two split arrows.

Early	Mid	Late
▲	▲	
▲	▲	▲
▲	▲	
		▲
		▲
▲		▲

## CLASS MOVE & LENGTHS

Class Move	Move by Lengths
▲	1.0
▲	1.0
▼	-0.4
▼	-0.6
▼	-0.6
▲	0.4
▲	0.4

This measures the size of the move up or down in competition. A 5 point move up means the winning horse will run about 1 length faster on average. The opposite is true for a 5 point move lower. For example, a race with a PAR SCORE of 85 will have a final time close to 1 length faster than a race with a PAR SCORE of 80.

## FIRST TIMER RANK

Horses that are making their first start are the hardest to judge.

1st Timer (3 Max)	Bullet & Go	Back Bullet
2.67		
1.31		
2.91	✓	✓

We have a 3-point ranking system that accounts for breeding for the distance and surface, strengths of workouts, and trainer success. There are columns for BULLET & GO and BACK BULLET. A check mark in the BULLET & Go column means the

final workout before racing live for the first time was unusually fast. A BACK BULLET check mark means a horse has at least one unusually fast workout prepping for the race, but not the last.

BULLET & GO and BACK BULLET is a measure of a horse's potential.

Horses with the highest FIRST TIMER ranks and/or BULLE& GO or BACK BULLET checks are especially dangerous in races where none or at most a few experienced horses have a PAR RACE on their resumes.

2nd Race Parability
96
90

## 2ND RACE PAR-ABILITY

This is where horses with the potential to meet or exceed today's PAR speed figure will appear. To determine this, we take the horse's debut speed figure, add in potential upside and compare it to today's PAR speed figure.

## JOCKEY STATS

Jockeys for this race are ranked relative to each other for their WIN and ITM (In the Money – first, second or third place) rates.

One is the MAX score.

Jockey Win	Jockey ITM	Trainer Win	Trainer ITM
0.45	0.61	0.46	0.87
0.54	0.68	0.28	0.54
0.45	0.67	0.85	1.00
0.53	0.61	0.23	0.67
0.96	1.00	1.00	0.91
1.00	0.85	0.85	1.00

## TRAINER STATS

Trainers for this race are ranked relative to each other for their WIN and ITM rates. Again, 1.00 is the MAX score.

## 1st CALL % CHANCE TO LEAD

1st Call Leader	%
6	33.9%
7	30.3%
5	17.3%
2	10.2%
8	5.8%
4	2.1%

Predicts the likelihood of a horse having the after the first quarter mile of the race. This helps the handicapper in a few ways.

1 – E horses from the PACE VIEW chart are usually lead dependent and might find it difficult to win i3rd at back at the start.

2 – LONE E types, if only one horse is in the E or E/P columns and is the most probable leader, they have a good chance to lead from start to finish – go wire to wire or gate to wire.

3 – PC and C horses with a chance to be middle and forward might have a competitive edge as they are probably running against slower/lesser horses today.

## PACE MAKES RACE

Measures each horse's pace at the beginning and end of the race.

It helps horseplayers understand how the race might develop, and which horses might have the pace advantage.

If there are a lot of horses with early speed, horses with late speed could have the edge race could be too fast.

If the field is full of horses with late speed and there isn't a lot of early speed, frontrunner types could get away with slowish early pace, allowing them to save a lot of energy for the end of the race, making it difficult for closers to pass.

Horses with the highest TOTAL PACE scores have the best combination of EARLY and LATE SPEED.

Our scoring system allows users to identify in-race advantages which can give them an edge over the rest of the field.

If the top EARLY, LATE or TOTAL PACE horse's score is 5 points or greater than the next closest, they might have an advantage that enhances the chances of winning.

Early Pace		Late Pace		Total Pace	
7	93.7	2	82.0	2	170.0
5	93.0	1	78.3	7	167.0
6	93.0	5	73.7	5	166.7
8	88.7	7	73.3	6	164.7
2	88.0	6	71.7	1	161.7
4	85.0	8	71.7	8	160.3

## C ZONE

We isolate winning or the best effort of each horse and then compare today's projected pace to the winning or top performances.

Comfort Zone measures how closely today's race will likely mirror each horse's best race(s).

No.	CZone %
6	43.4%
7	42.5%
5	28.5%
2	16.8%
8	15.4%
3	14.4%

## PACE VIEW

Some call this trip handicapping. It identifies where horses are early in the race when they win or for their career best finish.

E (CZ%)	EP (CZ%)	P (CZ%)	PC (CZ%)	C (CZ%)	ANY (CZ%)	N/A (CZ%)	1st
2 (16.8%)		4 (8.1%)		1 (10.9%)			
6 (43.4%)		5 (28.5%)		3 (14.4%)			
7 (42.5%)		8 (15.4%)					

**E** – Pilots, they like to be at the front of the race at the start,

**EP** – These horses can pilot or co-pilot,

**P** – Co-Pilots, they prefer to sit behind the leader(s) and in front of the closers.

**PC** – Pressure horses that have also shown the ability to come from the back of the pack too.

**C** – Closers, they like to stay behind at the start and rally for the win at the end.

**ANY** - have shown the versatility to run their best from anywhere.

**NC** – These horses have not finished within 5 lengths of the winner in as many as their last 10 starts.

**1st** – These horses are making their career debut.

The numbers in () are their corresponding C ZONE scores.

## SPEED CHART

This illustrates the horses' recent speed figure history relative to the other horses in the race. The top of the line measures the MAX score, the low point the MIN score and the RED DOT the average.

