

AN INTRODUCTION TO

WAGERING AND WINNING

COMPLIMENTARY



BETTING INFORMATION

AN INTRODUCTION TO WAGERING & WINNING



Six Simple Steps	
Step 1 Recency.....	3
Step 2 Career Earnings.....	3
Step 3 Human Connections.....	4
Step 4 Beyer Speed Figures.....	5
Step 5 Last Time Out.....	6
Step 6 Running Style.....	7
The Basics.....	8
Making the Bet.....	10
Exotic Wagering.....	11
The Next Level.....	12
Time Management.....	14
Track Conditions/Symbols.....	17
Racing Surfaces.....	18
Levels of Competition.....	19
Formulator.....	20
Betting Myths Dispelled.....	24
Glossary.....	26



6 SIMPLE STEPS

to help you pick a winner

With all the information and statistics provided in *Daily Racing Form* past performances, the process of picking a winner – called handicapping – can be intimidating at first. Let's examine the past performances and uncover six simple steps to help you have a more enjoyable and profitable day at the races.

2 CJ's Line Drive

Own: Norwood Stables
White: Blue, White N, Blue Cap
LUZZI M J (40 10 4 10 25) 2009:(308 51 .17)

Dk. b or br h. 9
Sire: Personal Flag (Private Account) \$8,500
Dam: Lolli Lucka Lolli (Sweet Candy*Ven)
Br: Bacon Sanford (NY)
Tr: Cuadra Victor (2 0 0 0 .00) 2009:(35 4 .11)

Life	94	31	18	11	\$2,006,537	111	D.Fst	83	31	15	9	\$1,942,883	111
2009	2	0	1	0	\$17,730	98	11325	10	0	3	2	\$63,654	109
L 120	2008	12	3	2	\$216,262	107	2	1	0	0	0	\$0	36
	Aqu	20	6	5	\$425,008	111		66	25	13	8	\$1,580,030	111

26Feb09-8Aqu	fst	6f	□	:222	:442	:56	1:074	4+	Alw	54000C	82	1	6	53	59	411	5 ¹⁰ ₁	Luzzi M J
25Jan09-8Aqu	fst	6f	□	:213	:442	:562	1:094	3+	Paumonok	H80k	98	2	6	47 ¹ ₂	43 ¹ ₂	25 ¹ ₂	2 ¹ ₂	Luzzi M J
29Dec08-8Aqu	fst	6f	□	:23	:454	:572	1:091	3+	Gravesend	H-G3	96	7	2	2 ¹ ₂	2 ¹ ₂	3 ¹ ₂	4 ¹ ₂	Migliore R
11Dec08-8Aqu	gd	6f	□	:239	:471	:584	1:104	3+	Alw	54000C	100	4	2	2 ¹ ₂	2 ¹ ₂	2 ¹ ₂	2 ¹ ₂	Gryder A T
8Nov08-7Aqu	fst	6f	□	:443	:443	:562	1:084	3+	Alw	56000C	107	7	1	2 ¹ ₂	2 ¹ ₂	1 ¹ ₂	1 ¹ ₂	Santos J A
19Oct08-7Bel	fst	6f	□	:451	:451	:571	1:094	3+	ForestHills	H125k	99	8	13	109 ¹ ₂	85 ¹ ₂	62 ¹ ₂	4 ¹ ₂	Santos J A
6Oct08-9Bel	fst	6f	□	:453	:453	:574	1:11	3+	ForestHills	H-G2	96	5	6	62 ¹ ₂	4 ¹ ₂	42 ¹ ₂	43 ¹ ₂	Gryder A T
6Sep08-8Bel	fst	7f	□	:222	:45	1:091	1:22	3+	GenDMacArth	H84k	81	6	3	69 ¹ ₂	53 ¹ ₂	55	6 ¹⁰ ₂	Gryder A T
11Aug08-9Sar	fst	6f	□	:224	:454	:571	1:093	3+	AGVandrbith	H-G2	107	6	1	2 ¹ ₂	2 ¹ ₂	23 ¹ ₂	2 ²	Gryder A T
31Jly08-7Del	fst	6f	□	:22	:444	:573	1:102	3+	Alw	53300N\$y	100	5	5	33 ¹ ₂	32 ¹ ₂	2 ¹	13 ¹ ₂	Black A S
20Jun08-8Bel	fst	6f	□	:224	:451	1:083	1:144	4+	Alw	54000C	107	5	1	51 ¹ ₂	3 ¹	2 ¹ ₂	1 ¹ ₂	Gryder A T
25May08-5Bel	fst	6f	□	:22	:444	:563	1:084	4+	Alw	54000C	93	4	4	47 ¹ ₂	43	36 ¹ ₂	3 ⁶	Gryder A T

WORKS: ●Mar23 Aqu 4f fst :472 B 1/11 Feb21 Aqu □ 3f fst :372 B 5/14 Jan22 Aqu □ 3f fst :373 B 1/3
TRAINER: 31-60Days (9 .22 \$0.93) Dirt (111 .15 \$1.84) Sprint (64 .17 \$2.25) Alw (29 .14 \$2.41)

L 117 f	4:10	94-07	CaptainRed111	GoldL.D.118	AffirmedSuccess1189	Inside, no response	6
L 116 f	3:10	94-10	CrossngPont116	CJ'sLineDr1162	Tm'sThndr1143	Game finish outside	6
L 117 f	3:05	94-08	MltplChoc118	SngMBckHom114	6ldL.D.1132	Vied outside, weakened	7
L 120 f	*1:40	88-20	SngMeBackHome112	CJ'sLineDr1203	BigEE123	Aim, needed more	6
L 116 f	3:70	93-16	CJ'sLineDr116	TruDirction1215	ChrokBu117	Game outside, prevail	7
L 123 f	5:60	87-14	WellFancied118	Tom'sThunder117	Vodka120	5 wide trip, gamely	13
L 116 f	5:10	79-19	Avnzdo116	DshForDyrlight115	EsteemedFrind1131	4 wide, no response	7
L 125 f	*1:05	83-12	WellFncid116	Chsin'Wimmin117	Impchthpro118	3 wide trip, no rally	10
L 115 f	9:40	92-17	Orientte121	CJ'sLineDr115	MultipleChoic112	Chased, second best	6
L 120 f	*6:00	91-12	CJ'sLineDr120	ShkeYouDown118	UnrelPrty120	Rolled, ridden out	6
L 115 f	3:30	101-10	CJ'sLineDr115	MrshllGreeley120	NevdStrip116	3 wide trip, driving	7
L 115 f	*1:05	88-12	ApplingDngr115	MrshllGrylry120	CJ'sLineDr115	Rated, wide, no rally	6

Past Performance for display purpose only.

Recency

STEP 1

Always note the dates of a horse's most recent races. A horse racing at regular and consistent intervals—ideally every two to four weeks—is probably fit. A horse that's been away for a while may have been sick or unsound. Be wary of betting these horses, as they could need a few races to get into top shape. The layoff lines in *Daily Racing Form* make it easy to spot a horse that's had more than 45 days between starts. Also, check the workouts at the bottom of the past performances. If the horse has been working out regularly, he may already be fit, especially if he shows some "bullet" workouts and comes from a top trainer.

STEP 2

Just what has this horse done in his career?

The career box, in the upper right corner of the past performances, gives you the lowdown on the horse's lifetime accomplishments, broken down into a variety of categories. For example, CJ's Line Drive has raced 94 times total, winning 31 of those races, running second 18 times and third 11 times. His career earnings total \$2,006,537! His lifetime best Beyer Speed Figure is 111 (see Step 4 for more on Beyers). The career box also gives you information on a horse's record at the current track and distance he races at today, on a wet surface and on turf. Some horses prefer certain distances and others excel at certain racetracks. Compare these statistics to the rest of the field to help find the winner.

2 CJ's Line Drive

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Blue White N. Blue Cap
Luzzzi M J (40 10 4 10 25) 2006: (306 51 .17)

3

Dk. b or br. h. 9
Sire: Personal Flag (Private Account) \$8,500
Dam: Lolli Lucka Lolli (Sweet Candy Ven)
Br: Bacon Sanford (NY)
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20Jun08-8Bel	fst	6 1/2f	:22: .451	1:08 3	1:14 4+	Alw 54000C

82	1	6	53	59	411	510 1/2	Luzzi M J
98	2	6	47 1/2	43 1/2	25 1/2	2 1/2	Luzzi M J
96	7	2	2 1/2	2nd	3 1/2	4 1/2	Migliore R
100	4	2	2nd	2nd	2 1/2	2 1/2	Gryder A T
107	7	1	2 1/2	2 1/2	1st	1st	Santos J A
99	13	10 1/2	8 1/2	6 1/2	4 1/2	3 1/2	Santos J A
96	6	6	6 1/2	4 1/2	4 1/2	4 1/2	Gryder A T
81	5	5	5 1/2	5 1/2	5 1/2	6 1/2	Gryder A T
107	2	2	2 1/2	2 1/2	2 1/2	2 1/2	Gryder A T
100	2	2	2 1/2	2 1/2	2 1/2	2 1/2	Black A S
107	1	1	1 1/2	1 1/2	2nd	1 1/2	Gryder A T

4

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Who are the human connections?

STEP 3

The abilities of jockey and trainer are extremely important when assessing a horse's chances of winning. Keep in mind that nearly 80 percent of all races are won by the top 20 percent of jockeys and trainers at each track.

CJ's Line Drive's regular rider is veteran jockey Mike Luzzi, who is consistently one of the top jockeys in New York. Whether it's the top rider in the country or at your local track, the statistics in the past performances give you a better picture of the ability of each rider. Current meet and year-to-date statistics follow the name of each jockey and trainer. Favor horses with jockeys that have been winning at least 10-15 percent of their mounts. Many of the country's elite riders win at a 20 percent clip or more. Rider changes can provide insight on how a jockey sees a race. When a successful jockey has been riding two or more the horses in the same races, he usually rides the horses he and his agent feel has the best chance to win.

Trainers are like coaches. Once they establish a winning record, they usually have an edge in recruiting the most highly sought-after talent. And just like horses, trainers often have hot streaks. Most trainers will fall somewhere in the 10-20 percent win range. As a general rule, avoid trainers who are winning at less than 10 percent. These days it's not uncommon to see top trainers winning 30 percent of their races or more. Give extra special attention to horses trained by these conditioners.

Beyer Speed Figures

STEP 4

Daily Racing Form's exclusive Beyer Speed Figures are perhaps the most powerful tool in helping you select a winner. They measure how fast a horse runs, taking into account how fast the surface was on a given day—sometimes horses will run 1:12 for six furlongs, and because of a change in track or weather conditions, they'll be able to run the next time in 1:10 for six furlongs. Beyer Figures take many variables into account, so you can trust the numbers to compare one horse's performance to another, regardless if they ran in different races, at different tracks and even at different distances or on different surfaces. In the case of CJ's Line Drive, his recent Beyers demonstrate a downward trend. The Beyer scale runs from 0 (slowest) to approximately 125.

BEYER SCALE



63 69 75 75 83 89 91 93 101 113 115

Illustration for display purpose only.

55+ Bottom-level claiming race at smaller tracks	80 Mid-level claiming races	90 High-priced older male claimers or allowance horses	100 Good allowance or low-grade stakes horse	115+ Best horses in the country
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11Dec08- 8Aqu gd 6f	:23 ³ :47 ¹ :58 ⁴ 1:10 ⁴ 3+ Alw 54000C	100	4	2	2 nd	2 nd	2 ¹	2 ¹	
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31Jly08- 7Del fst 6f	:22 :44 ⁴ :57 ³ 1:10 ² 3+ Alw 53300N\$Y	100	5	5	3 ³	3 ²	2 ¹	1 ¹	Black A S
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Aqu	20	6	5	3	\$425,008	111	Dst(335)	66	25	13	8	\$1,580,030	111

STEP 5

Where did he finish last time?

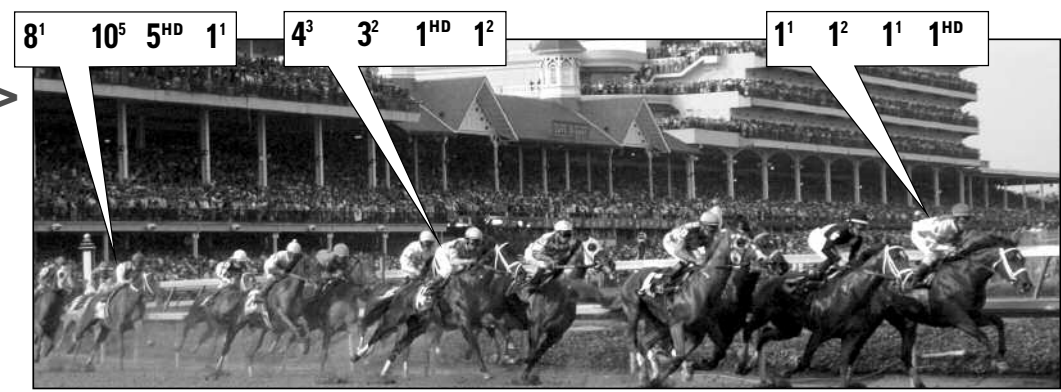
Each horse's running lines tells you how a horse performed in his prior races. *Daily Racing Form* publishes the last 12 running lines. The first number is the horse's post position. Then, there are several numbers indicating where a horse was positioned at various points in his previous race, usually in quarter-mile increments depending on the race distance. Finally, the last number in the running line tells you how he finished. In CJ's Line Drive's case, he finished 5th in his last race. Before that, he finished 2nd in the Paumonok Handicap at Aqueduct. Note: The superscript numbers tell you how far back in horse-lengths a horse was from the leader at that particular call, if he was trailing, or by how many lengths we was leading.

STEP 6

Running Style

Most horses will develop a certain running style. CJ's Line Drive would be considered a "stalker." He likes to run within a few lengths of the early lead. Assessing horses' running styles is very helpful when handicapping a race. If there is only one horse that likes to race on or near the early lead he can often get away with an easy lead and have plenty of energy for the stretch run. If there are many horses with early speed, they can establish a fast pace and tire late, setting it up for a closer.

Closer Stalker Front Runner



Here are examples of different running styles, each with four points of call. The final number on the right indicates the order in which a horse reaches the finish line. In these examples, the horse always finishes first even though his running style differs.



THE BASICS

Win Place Show

Handicapping a race is just half the fun! The next step is figuring out how to bet your selections. There are many different options, but let's start out with the simplest form of wagering: win, place and show bets:

SIMPLEST FORM OF WAGERING

Win



If your horse wins the race, **YOU WIN!**

Place



If your horse finishes first or second, **YOU WIN!**

Show



If your horse finishes first, second, or third, **YOU WIN!**

Across the Board - If you want to bet one horse to win, place, and show, you can simplify the bet by telling the mutuel clerk that you wish to wager "\$2 across the board on No. 4." That's the same as asking for \$2 win, \$2 place, and \$2 show on No. 4, which would cost \$6 total.

Odds



How are the odds determined: About parimutuel wagering

When you place a wager at the track, you are not betting against the "house" as you do at a casino - you are betting into a parimutuel pool. The French term "parimutuel" means "amongst ourselves," and that's exactly the way to describe the wagering conducted at the racetrack. A track establishes common pools for each type of wager in a race and deducts a certain percentage as a commission (usually 17-25% depending on the type of wager) before returning the rest of the money to winning bettors. In reality, you are wagering against all the other people at the track, and the odds fluctuate according to how much money is wagered on each horse.

Are you confused by the tote board when you go to the track? Are you never really sure what your horse is going to pay if he wins? If so, the following chart will help. It shows the payoffs on a \$2 win ticket.

ODDS CHART

ODDS	PAYOFF	ODDS	PAYOFF	ODDS	PAYOFF
1-10	\$2.20	8-5	\$5.20	7-1	\$16.00
1-5	2.40	9-5	5.60	8-1	18.00
2-5	2.80	2-1	6.00	9-1	20.00
1-2	3.00	5-2	7.00	10-1	22.00
3-5	3.20	3-1	8.00	12-1	26.00
4-5	3.60	7-2	9.00	15-1	32.00
1-1	4.00	4-1	10.00	20-1	42.00
6-5	4.40	9-2	11.00	50-1	102.00
7-5	4.80	5-1	12.00	60-1	122.00
3-2	5.00	6-1	14.00	99-1	200.00



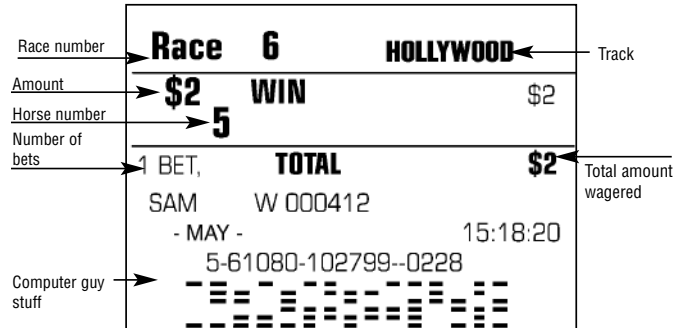
HOW TO MAKE A BET

What to say at the windows



- Step 1** Say the track.
- Step 2** Say the amount of your wager.
- Step 3** Say the type of wager you wish to make.
- Step 4** Say the number of the horse or horses involved in your wager.

THE ANATOMY OF A TICKET



Check your tickets before you leave the window. Tellers can make mistakes.

EXOTICS OR COMBINATION WAGERS

Daily Double - A wager calling for the selection of the winning horses in two designated races. Most racetracks offer a daily double on the first and second races. If you bet a "2-6" daily double, No. 2 must win the first race and No. 6 must win the second.

Exacta - A wager calling for a selection of the first and second horses in a race, in their exact order of finish. If you bet a "3-4" exacta, No. 3 must win and No. 4 must finish second.

Trifecta - You must select the first, second, and third finishers in a race, in their exact order.

Superfecta - You collect if you select four horses in one race to finish 1st, 2nd, 3rd and 4th in exact order.

Pick Three - You win by selecting the winners of three consecutive designated races. You can select more than one horse in each race, but the cost of your wager will increase proportionally. Also called the daily triple.

Pick Six - It's not easy to select the winners of six consecutive races, but the payoff is usually very large depending on the number of bettors who can correctly select the winning combination.

Tracks offer many bets besides standard win, place and show wagers. Any of these multiple-race or multiple-horse bets are called "exotics" and their payoffs can be much higher – sometimes in the hundreds or tens of thousands!

BOXES: In races where multiple-horse bets are offered, players may combine several runners to increase their chances. Keep in mind that each additional horse raises the ticket price. Listed below are the costs of exacta and trifecta boxes.

Exacta Box (\$2 Minimum)		Trifecta Box (\$1 Minimum)	
2 Horse Box	\$4	3 Horse Box	\$6
3 Horse Box	12	4 Horse Box	24
4 Horse Box	24	5 Horse Box	60
5 Horse Box	40	6 Horse Box	120
6 Horse Box	60	7 Horse Box	210
7 Horse Box	84	8 Horse Box	336
8 Horse Box	112	9 Horse Box	504
9 Horse Box	144	10 Horse Box	720
10 Horse Box	180	11 Horse Box	990
11 Horse Box	220	12 Horse Box	1,320
12 Horse Box	264		



THE NEXT LEVEL OF HANDICAPPING

Once you've mastered the basics of exotic wagering, you can move on to more complex exacta, trifecta, pick three and pick six tickets where you can "key" your top selections with the chance to cash big. The following are examples of how to construct your tickets.

EXACTA

Wager Amount	Type of Exacta	Bet	Total cost
\$2.00	STRAIGHT	6-3	\$2.00
Explanation #6 must finish first and #3 second			
\$2.00	BOX	6-3	\$4.00
Explanation #6 and #3 can finish 6-3 or 3-6			
\$2.00	PARTIAL WHEEL	6 (1, 2, 3)	\$6.00
Explanation #6 must win and either 1, 2, or 3 must finish second			

TRIFECTA

Wager Amount	Type of Exacta	Bet	Total cost
\$2.00	STRAIGHT	2-5-6	\$2.00
Explanation #2 must win, #5 must place, #6 must show			
\$2.00	BOX	2-5-6	\$12.00
Explanation #2,5,6 can finish in any order			
\$2.00	PARTIAL WHEEL	2 (5, 6, 7)	\$12.00
Explanation #2 must win and either 5, 6, or 7 can finish in any order to place or show			

PICK 3 STRATEGIES

	Race 3	Race 4	Race 5	
YOUR TOP SELECTIONS	7	5	3	
but you also like	9-6	1-3	4-2	
	Race 3	Race 4	Race 5	Cost
TICKET 1	7 /	5 /	3	\$2.00
TICKET 2	7 /	1,3,5 /	2,3,4	\$18.00
TICKET 3	6,7,9 /	5 /	2,3,4	\$18.00
TICKET 4	6,7,9 /	1,3,5 /	3	\$18.00

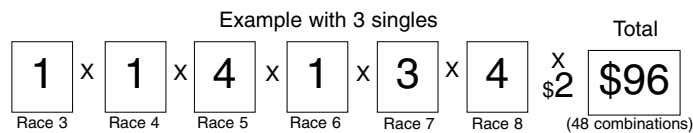
So if 7,5,3 win (your top selections) you win on all four tickets instead of 1

Actual layouts will depend on how many potential singles there are among the top-rated contenders and how many logical back-up possibilities there are in each race, including the races with potential singles. At the bottom line all decisions must be funneled through the limitations of the player's bankroll.

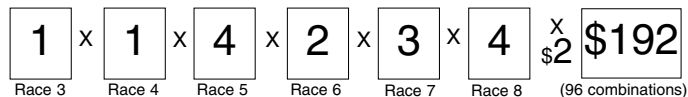
PICK 6 STRATEGIES

	Race 3	Race 4	Race 5	Race 6	Race 7	Race 8
YOUR TOP SELECTIONS	6	4	3	1	7	8
but you also like	-	-	4-2-6	-	5-6	1-3-5

Figure your ticket out before you go to the window



Example with 2 singles (you like 2 horses in the 6th race instead of 1)



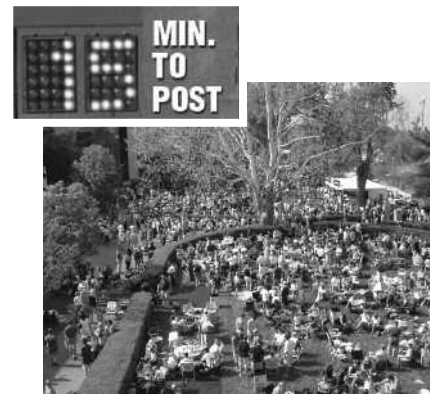
IN GOOD TIME

Time management

Use these tips as a guide to help plan your day at the track. With so much going on, it's not hard to get sidetracked. Make the most out of your day by following these easy steps, based on the remaining "minutes to post" for each race.



Time to do your preliminary handicapping. Get out your *Daily Racing Form* and a pen and scan through the past performances of each horse. Circle the major contenders and identify the longshots. Glance at the toteboard to get a feel of the odds. Discuss the race with your friends to gain additional insights and, most importantly, think creatively!



Head to the paddock and check out the horses as they're being saddled. Look for horses that exude energy and give the impression they can't wait to run. Give extra consideration to horses "on their toes" and arching their neck. These are all good signs. Note any horses that appear agitated or very nervous or sweaty. These horses may not be at peak performance levels.



After the call to post, it's time to head inside and place your bets. Peruse the *Daily Racing Form* one last time. Write down all your bets before you get to the teller. Be sure to get in line early enough to avoid getting shut out. After you place your bets, double check your tickets to make sure they are correct before you leave the window. If you're not heading to the betting windows, now's a great time to grab a drink or a hot dog!



Head to your seats. Watch the horses in the post parade and as they warm up on the track. Identify the horses you've bet on by their saddle towel color and jockey silks so you can follow them during the race.



Get out your binoculars or get to a TV to make sure you can follow the action. Check your tickets one last time. Get ready to cheer for your horses, and most of all have fun!

KNOW YOUR SYMBOLS

Handicapping is easier when you can read the past performances for each horse. Due to limited space, information must often be condensed. Use the guide below to understand the most common symbols and abbreviations found in *Daily Racing Form* PPs.

11 Pistol Pete Afleet
 Own: Stephen R Campbell
 G: White, Jade And Gold Circle Of Rings On
GRYDER AT (-) 2008: (598 61 .10)

B. c. 3 (Feb) BARSUM07 \$14,500
 Sire: Northern Afleet (Afleet) \$10,000
 Dam: Sweetsothernkiss (Kissin Kris)
 Br: Four Horseman's Ranch (Fla)
 Tr: Periban Jorjet(-) 2008: (298 34 .11)

27Nov08-7Hol fst 1 1/4 401
 7Nov08-4Hol fm 1 1/4 402
 100-00-70SA fm 1 1/4 403

24May08-2Hol fst 1 1/4 47
 8May08-5Hol fm 1 1/4 231
 12Apr08-10SA fm 1 1/4 231

1Feb08-7SA fst 1 1/4 224
 4Jan08-2SA fst 1 1/4 233
 6Dec07-4Hol fst 1 1/4 232

WORKS: Dec17 Hol 1:02 H 22/33 Dec1 Hol 5f fst:59 H 231 ● Nov18 Hol 5f fst:59 H 1/27 Oct12 Hol 6f fst:1:12 H 3/23 ● Oct21 Hol 5f fst:59 H 1/36 Oct6 SA 3f fst:35 H 7/28
TRAINER: Synth/Turf(21 .10 \$3.14) Turf(17 .08 \$1.35) Routes(102.09 \$1.26)

L Lasix 5 0 \$116,598 95
 L 118 2007 3 1 2 0 \$33,400 81

f Front bandages 2,198 87
 b Blinkers

LB119 fb 16.70 85-12 TrevorsClever120 WinkAtTheGirls118 Hrlen120 3wd into lane,no bid 7
 LB120 fb 2.40 91-08 GlobalHunter118 Vauquelin118 MrNpperTndy118 Btwn into str,no bid 10
 LB116 fb 53.30 87-13 Bingham122 PistolPeteAfleet118 DknotPhon122 3-4wd rally,game btwn 7
 LB118 fb 16.70 85-12 TrevorsClever120 WinkAtTheGirls118 Hrlen120 3wd into lane,no bid 7
 LB116 b 24.10 103 - Hurry Up Austin122 Men Only120 AbsoluteGlory120 3wd,4wd,no rally 7
 LB119 b 9.00 84-11 Trevor's Clever117 Madeo119 Exuma117 Inside,dued,weakened 6
 LB123 b 6.30 80-13 Shore Do123 Kilderry121 Wild and Ready121 Pulled early,weakened 10
 LB116 b 8.60 91-12 Tiz West116 Afleet Ruler116 Ez Dreamer116 Pulled,inside,lost 3rd 8
 LB117 b 4.90 97 - PistolPeteAfleet117 Sssou117 KingoftheCity117 Pulled,bid,cleared 6
 LB117 b 2.30 85-08 Signature Move117 Dr. Au Jus117 M Biarritz117 Pulled,inside,no bid 4
 LB117 b 1.60 94-04 WindsLegacy119 PistolPeteAfleet117 R1Prim122 Pulled,cleared,held 2d 5

D.Fst 2 0 1 0 \$21,900 88
 Wet(341) 0 0 0 0 \$0 -
 Synth 8 2 3 0 \$85,300 95
 Turf(300) 4 0 1 0 \$9,398 87
 Dst(363) 3 0 0 0 \$2,598 87

Track conditions

DIRT TRACKS

- sl SLOW** Footing that is not fast, between sloppy and heavy.
- sly SLOPPY** Condition of footing. Wet on surface with firm bottom.
- gd GOOD TRACK** Condition between fast and muddy.
- fst FAST TRACK** Footing at best, dry, fast and even.
- hy HEAVY** Condition of track similar to, but even slower than, muddy.
- my MUDDY TRACK** Deep condition of racetrack after being soaked with water.
- wf WET-FAST** A track that is sloppy on the surface but firm underneath.

TURF COURSES

- fm FIRM** A dry turf course with a slight give to it (corresponds with fast on a dirt surface).
- gd GOOD** A relatively firm turf course containing some moisture and slightly more give.
- yl YIELDING** A very wet turf course that is deep and produces slower times.
- sf SOFT** A turf course that contains a good amount of moisture and substantial give.
- hy HEAVY** A deep, heavy and often waterlogged turf course that produces very slow times.

SYNTHETIC SURFACE

A synthetic surface is mostly considered fast regardless of weather condition.

Symbols

- ▣ Inner dirt track
- ⓓ Disqualified (symbol located next to odds and in company line)
- ⓓH Dead-Heat (symbol located in company line if horses are among first three finishers)
- ↓ Dead-Heat (symbol used next to finish position)
- 3↑ Race for 3-year-olds and up
- ◆ Foreign race (outside of North America)
- Ⓢ Race for state-breds only
- Ⓡ Restricted race for horses who meet certain conditions
- ♀ Race for fillies, or fillies and mares
- Ⓣ Main turf course
- Ⓣ Inner turf course
- ⊗ Race taken off turf
- * About distance
- + Start at infield chute
- Ⓢ All weather track (synthetic surfaces)

Equipment & Medication

- b Blinkers
- B Butazolidin
- r Bar shoe
- f Front bandages
- L Lasix (furosemide)

RACING SURFACES

DIRT TRACK -

The most common racing surface in North America. Dirt surfaces are highly influenced by changes in weather -- particularly rain -- and range from Fast (dry) to Heavy (very wet).

TURF COURSE -

Grass racing. Many racetracks in North America feature both a Dirt and a Turf course, one outside of the other.

SYNTHETIC SURFACE -

A man-made racing surface believed to reduce injuries to the horse and withstand weather changes (see cross section diagram at right). Also called an "All Weather Surface." Recently, synthetic surfaces have replaced Dirt at several racetracks in California, Kentucky and Canada.



Life	47	17	7	2	\$244,936	98	D.Fst	27	11	3	1	\$142,088	93
2007	2	1	1	0	\$8,920	87	Wet(325)	9	2	1	1	\$35,112	92
2006	13	6	2	0	\$106,364	98	Synth	4	2	2	0	\$18,920	87
WO	0	0	0	0	\$0	-	Turf(299)	7	2	1	0	\$48,816	98
							Dst(349)	10	6	3	1	\$70,326	92

Synth is in the career box for every horse in traditional and online past performances. Previously, the career box combined dirt and synthetic races under D.Fast.

The top layer is made of sand, recycled rubber and synthetic fibers. A wax coating ensures water flows through the layers below.

Macadam, gravel bonded with tar or asphalt, is porous enough to let water through.

Layers of clean gravel and crushed rock.

A perforated drainage pipe, which sits in a trench that runs the length of the track.

LEVELS OF COMPETITION



MAIDEN RACE -

A race exclusively for horses which have never won a race. Once a horse has "broken its maiden" by winning, it must progress into one of the categories described below.



CLAIMING RACE -

The most common of all races, stipulating a price (such as \$25,000) for which any horse in the race may be purchased. In essence, the owners put their horses up for sale, knowing the horses may be claimed (bought) prior to the running of the race. When the starting gate springs open, a claimed horse becomes the property of the new owner, although any purse money earned in that race goes to the previous owner. Different claiming levels provide a point of reference to different class levels.



ALLOWANCE RACE -

One step above most claiming races, the conditions of eligibility are very similar except that the horses are not for sale. Allowance horses are generally being prepared to compete in stakes events but are eligible for these "conditioned" races.



HANDICAP RACE

A race for which weights have been assigned by the racing secretary after evaluating entrants' past performances. The idea is to burden the horses with the best records, and therefore improve the chances of the less-accomplished horses in the field.



STAKES RACE

The highest class of race reserved for the best horses. Derived from the word "sweepstakes," and along with handicap races applies to the highest caliber of race offered. Owners typically pay an entry fee to nominate, enter, and run their horses. Handicap and stakes races offer the largest purses of all the various types of races.

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online past performances at DRF.com



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View your Formulator Past Performances 48-96 hours in advance. Print them out and take time to make your selections, without rushing to place your bet. You'll be ready to wager and have fun as soon as you get to the track.



Much more information

A racetrack is not a casino and there is no "house" to play against. Pari-mutuel racing means that you are playing against everyone else, so it pays to have the most information available. By using Formulator, you will have access to statistics and details the average track program user or newspaper reader won't have.



Customized Past Performances

Do you like to analyze jockeys? Customize your Formulator PPs to feature more jockey statistics. Interested in the pace of the race? Access Moss Pace Figures for each horse. Like to take trip notes? Store your notes in the Formulator database and have them automatically appear with each horse.

Newspaper version of a DRF Past Performance

Here's a look at past performances for the same horse viewed two different ways. The top is the traditional DRF PP found in the newspaper. Below it, is the customized PP found using Formulator on DRF.com.

11 Pistol Pete Afleet		B. c. 3 (Feb) BARSUM07 \$14,500		Life 14 2 5 0 \$116,598 95		D.Fst 2 0 1 0 \$21,900 88	
Own: Stephen R Campbell		Sire: Northern Afleet (Afleet) \$10,000		2008 11 1 3 0 \$83,198 95		Wet(341) 0 0 0 0 \$0 -	
White, Jade And Gold Circle Of Rings On		Dam: Sweetsouthernkiss (Kissin Kris)		2007 3 1 2 0 \$33,400 81		Synth 8 2 3 0 \$85,300 95	
GRYDER A T (-) 2008: (598 61 .10)		Br: Four Horseman's Ranch (Fla)		SA 2 0 0 0 \$2,198 87		Turf(300) 4 0 1 0 \$9,398 87	
		Tr: Periban Jorge (-) 2008: (298 34 .11)				Dst(363) 3 0 0 0 \$2,598 87	
27Nov08-7Hol fst 1 1/8 @ :234 :471 1:103 1:401	WarChnt69k	95 2 68 53 54 3 1/2 2 3/4	Contreras L	LB119 fb	16.70	97-12 SlewsTiznow1233 1/2 PistolPeteAfleet119 1/2 FiftLow1231	Split foes,held 2nd 7
7Nov08-4Hol fm 1 1/8 @ :241 :484 1:124 1:422	CIm 50000(50-45)	84 4 65 62 5 1/2 5 1/2 2 1/4	Contreras L	LB120 fb	2.40	83-17 QuarterMoon122 1/2 PistolPeteAfl120 1/2 Kinobili1221	4wd into str,willingly 6
12Oct08-70SA fm 1 @ :223 :453 1:09 1:33 1/4	@Lure81k	87 5 79 61 67 7 3/4 7 3/4	Contreras L	LB116 fb	53.30	91-08 GlobalHunter118 1/2 Vauquelin118 1/2 MrNpperTndy118 1/2	Btwn into str,no bid 10
20Sep08-12Fpx fst 1 1/8 @ :491 1:141 1:391 1:514	PomonaDrby98k	88 2 45 42 4 1 1/2 3 1/2 2 1/2	Contreras L	LB118 fb	13.60	87-13 Bingham122 1/2 PistolPeteAfleet118 1/2 DkotPhon122 1/2	3-4wd rally,game btwn 7
55Sep08-12Fpx fst 1 1/8 @ :224 :454 1:12 1:451	JKostoff63k	78 5 55 54 5 1/2 5 1/2 4 1/2	Contreras L	LB118 fb	16.70	85-12 TrevorsClever120 1/2 WinkAtTheGirls118 1/2 Hrlen120 1/2	3wd into lane,no bid 7
2Aug08-6Dmr fst 6 1/2 @ :221 :45 1:09 1:15 1/2 3 1/4	OC 62k/w2x -M	75 7 3 4 1/2 5 1/2 6 1/2 5 1/2	Gryder A T	LB116 b	24.10	103 - Hurry Up Austin122 1/2 Men Only121 1/2 AbsoluteGlory120 1/2	3wd,4wd,no rally 7
24May08-2Hol fst 1 1/8 @ :47 1:10 1:1 1:35 1/2 1:48 1/4	Alydar76k	74 3 1 1/2 1 1/2 2 1/2 1 1/2	Gryder A T	LB119 b	9.00	84-11 Trevor's Clever117 1/2 Madeo119 1/2 Exuma117 1/2	Inside,dueled,weakened 6
8May08-5Hol fm 1 @ :231 :471 1:11 1:35 1/2	OC c-80k/w1x	71 5 4 1/2 4 1/2 3 1/2 9 1/2	Gryder A T	LB123 b	6.30	80-13 ShoreDo123 1/2 Kilderry121 1/2 Wild and Ready121 1/2	Pulled early,weakened 10
Claimed from Lowe, Brenda, Marshall, John, Peterson, Edward C., O'Brien, John and Valdez, C. for \$80,000, Koriner Brian Trainer 2008(as of 5/8): (84 12 14 17 0 14)							
12Apr08-10SA fm 1 @ :231 :47 1:11 1:34 1/2	LaPuente109k	83 3 1 1 1 1 1/2 2 1/2 5 1/2	Gryder A T	LB116 b	8.60	91-12 TizWest116 1/2 Afleet Ruler116 1/2 Ez Dreamer116 1/2	Pulled,inside,lost 3rd 8
1Feb08-7SA fst 1 @ :224 :46 1:10 1:35	Ahw 62872w1x	78 6 2 1 2 1 1 1 1 1/2	Gryder A T	LB117 b	4.90	97 - PistolPeteAfleet117 1/2 Sssou117 1/2 KingoftheCity117 1/2	Pulled,bid,cleared 6
4Jan08-2SA fst 1 1/8 @ :233 :473 1:12 1:42	Ahw 55860w1x	70 2 3 1/2 3 1/2 4 1/2 4 1/2	Gryder A T	LB117 b	2.30	85-08 Signature Move117 1/2 Dr. Au Jus 117 1/2 M Biarritz117 1/2	Pulled,inside,no bid 4
6Dec07-4Hol fst 1 1/8 @ :232 :464 1:11 1:42 1/2	Ahw 48000w1x	81 1 2 1 2 1 1 1 1 1/2	Gryder A T	LB117 b	1.60	94-04 WindsLegacy119 1/2 PistolPeteAfl117 1/2 RPrim122 1/2	Pulled,cleared,held 2d 5
WORKS: Dec17 Hol @ 5f fst 1:02 H 2:33 Dec1 Hol @ 5f fst :59 H 2:31 ● Nov18 Hol @ 5f fst :59 H 1:27 Oct28 Hol @ 6f fst 1:12 H 3:23 ● Oct21 Hol @ 5f fst :59 1/2 H 1:36 Oct6 SA @ 3f fst :35 1/2 H 7:28							
TRAINER: Synth/Turf(21 .10 \$3.14) Turf(71 .08 \$1.35) Routes(102 .09 \$1.26)						J/T 2007-08 SA(3 .33 \$1.47) J/T 2007-08(13 .15 \$3.20)	

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Merged Workouts

Set your preferred number of running lines

Closer Looks

Formulator

Santa Anita
12/26/2008 - 7th Race

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11 Pistol Pete Afleet		B. c. 3 (Feb) BARSUM07 \$14,500		Life 14 2 5 0 \$116,598 95		D.Fst 2 0 1 0 \$21,900 88	
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		Tr: Periban Jorge (-) 2008: (298 34 .11)				Dst(363) 3 0 0 0 \$2,598 87	

17Dec08 Hol fst 5f @	1:02	H	22/33				
80Dec08 Hol fst 5f @	:59	H	2/31				
27Nov08-7Hol fst 1 1/8 @	:23.84 :23.39 :23.54 :29.57	WarChnt69k		95 2 68 53 54 3 1/2 2 3/4	Contreras L	LB119 fb	16.70 97-12 SlewsTiznow1233 1/2 PistolPeteAfleet119 1/2 FiftLow1231
Race Shape: 60-8 70-10 81-6 97			Pace Line: 44 66 77 - 97	Race Shape Progression: v. slow early, avg mid, fast late			
18Nov08 Hol fst 5f @	:59	● H	1/27				
7Nov08-4Hol fm 1 1/8 @	:24.38 :24.45 :24.00 :29.60	CIm 50000(50-45)		84 4 65 62 5 1/2 5 1/2 2 1/4	Contreras L	LB120 fb	2.40 83-17 QuarterMoon122 1/2 PistolPeteAfl120 1/2 Kinobili1221
28Oct08 Hol fst 6f @	1:12	H	3/23				
21Oct08 Hol fst 5f @	:59 1/2	● H	1/36				
12Oct08-70SA fm 1 @	:22.76 :23.00 :23.25 :24.81 3 1/4	@Lure81k		87 5 79 61 67 7 3/4 7 3/4	Contreras L	LB116 fb	53.30 91-08 GlobalHunter118 1/2 Vauquelin118 1/2 MrNpperTndy118 1/2
6Oct08 SA fst 3f @	:35 1/4	H					
20Sep08-12Fpx fst 1 1/8 @	:49.39 :24.90 :24.97 :12.63	PomonaDrby98k		82 2 1/2	Contreras L	LB118 fb	13.60 87-13 Bingham122 1/2 PistolPeteAfl118 1/2 DkotPhon122 1/2
3Sep08-12Fpx fst 1 1/8 @	:22.86 :23.13 :26.09 :33.19	JKostoff63k		5 1/2 4 1/2	Contreras L	LB118 fb	16.70 85-12 TrevorsClever120 1/2 WinkAtTheGirls118 1/2 Hrlen120 1/2

TRAINER: Synth/Turf(21 .10 \$3.14) Turf(71 .08 \$1.35) Routes(102 .09 \$1.26)

Does not win very often but he has gotten close as those last two exacta finishes will attest to; they were willing to lose him for the \$50K two back so they are not in love with him but he has managed to grind out a decent living this year; graded company is probably going to prove a little too tough for him but he has developed a bit of a late running style and a chance things could fall apart in front of him, at least to a degree.

BETTING MYTHS DISPELLED



1 You can beat a race, but you can't beat the races This phrase has become the rallying cry of losing horseplayers everywhere. However, nothing is further from the truth. While racing luck or unforeseen circumstances may prevent your "mortal lock" from winning every race, sound handicapping and effective money management will enable you to beat this game over the long haul. Racing is the sole game in town conducted through "pari-mutuel wagering." The phrase means "wagering among ourselves." Unlike casinos, lotteries, and other forms of legalized gaming, racing has no preconceived set of odds. In parimutuel wagering the player is pitted against his/her fellow player. The "house/track" takes its cut for providing this service. Simply, if you can handicap better than guys next to you, you win.



2 Don't bet favorites, or horses less than 2-1 The key to riches is finding horses whose chances of winning are HIGHER than the odds reflected on the tote board. For example, if your handicapping says that a horse has roughly a one in five (20 percent) chance of winning, and the tote board reveals that your hero is being offered at 8-1 (12.5 percent), a wager is in order. Do not let the tote skew your thinking on what "value" is or isn't. Value can come in the form of 6-5 or 20-1. It's all based on the probability of your horse winning in relation to the corresponding odds offered by the totalisator. After all, how many of you wouldn't take 6-5 on a random coin flip? You wouldn't win every event (see #1), but long-term profits would ensue.

3 Never bet on horses who are attempting something new in today's race Anyone can read in DRF that a horse is 5 for 6 on the turf, or 4 for 5 at today's distance. Their odds will suffer accordingly. Often times, "price plays" can be found using info that is not readily apparent to the majority. A little research may reveal that a certain sire's offspring score at an amazing rate of 34 percent first time they try the grass. Or trainer Jones has clicked with three of his last four first-timers sporting the same slow work tab. How about an even-running sprinter who's not quick enough to "clear" a group of sprint specialists, but should appreciate today's soft fractions when facing a bunch of plodding routers. If the price is right....

BETTING INFORMATION

4 A horse being offered at far above his morning line is always an overlay Remember, the morning line is set by a track handicapper who is trying to GUESS how he thinks the public will bet. Mistakes in his judgment, or changes in track conditions can lead to a flawed morning line. Once again, the key wagering decision factor is the comparison of your analysis of the race, with what is being offered at the windows. Only then, can true "overlays/underlays" be isolated.

5 Always box your exactas A boxed exacta ticket always means at least one ripped-up ticket. A much better hedge play is a straight exacta, coupled with a quinella using the same horses. This offers protection should your top choice get nosed out by your second choice, with the chance of cashing both tickets. If you've no strong opinion between the horses, and cannot decide who should top your exactas, SKIP THE RACE. Chances are you have no significant "edge."

6 Bet more when you're winning, less when you're losing Every player will encounter spells of seemingly losing every photo or nose-bob and, conversely, experiencing feelings of handicapping invincibility. DON'T let this affect your money management. The amount of the wager should be based SOLELY on your perceived edge in the upcoming event. If the bankroll gets so small you find yourself pinching on the "prime" opportunities, stop playing until the wallet becomes fat enough to resume normal money management.

7 Follow your instincts While heavy or late action on a first-timer or a comebacker is often a good sign, remember one thing: The quickest way to riches in this game would be to find a way to legally open up shop and "book" the wagers of all trainers, jockeys and owners. Their understood complete lack of objectivity for the upcoming race translates to poor handicapping decisions. Talk to five jocks before the race, and you'll hear touts for five "mortal locks." Some analysis and a little hard work makes YOU the "insider." Make your opinions and stick to them.



8 A successful player must be on-track The subjective analysis of horseflesh is a difficult task and does require a player to be at the track should this be your specialty. However, the great thing about racing is that there are more than a few ways to "skin this cat." Pace, figure, trip, or comprehensive handicappers can excel without the benefit of "being there." Simulcasting greatly increases the volume of potential plays that would otherwise be missed should you solely concentrate on one circuit.

9 The track has influence or a vested interest in what horse wins The effects a huge carryover can have on attendance and handle aside, the racetrack has NO care in the world who wins. The track takes its cut, posts the results, and pays out the same amount of money regardless of who wins. A favorite winning means more people cash for less money. A longshot concentrates higher payoffs in fewer bettors' hands.

Glossary

ACROSS THE BOARD A bet on a horse to win, place and show. If the horse wins, the player collects three ways; if second, two ways; and if third, one way, losing the win and place bets.

ALSO-ELIGIBLE A horse officially entered, but not permitted to start unless the field is reduced by scratches below a specified number.

ALSO-RAN A horse who finishes out of the money.

APPRENTICE A novice jockey who has not yet ridden for a full year past his or her 35th birthday, or some other time frame specified by a given state's racing rules. While jockeys serve their apprenticeship, they are accorded a 5-10 pound weight allowance, or reduction from their respective weight assignments in all races except stakes. The slang term for an apprentice allowance or rider is "bug boy." The term comes from the asterisk that usually accompanies an apprentice rider's name in the entries.

BACKSTRETCH The straight area of the track between the turns. Also, the stable area.

BANDAGE Strips of cloth wound around the lower part of a horse's legs for support or protection against injury.

BAR SHOE A horse shoe with a rear bar to protect an



BLINKERS Device to limit a horse's vision to prevent him from shying from objects or other horses on either side.

injured foot; bar shoes may be worn with aluminum pads to protect a bruised frog, or may be worn alone.

BLANKET FINISH Horses finishing so closely together they could be covered by a blanket.

BOX If you have two or more horses that you think will finish in the top spots, but you are not sure of the order, you can box them. Example: an exacta box on horses #3 and #6. You win if #3 wins and #6 places OR #6 wins and #3 places. The same method can be applied to boxing a trifecta or a superfecta.

BUG A weight allowance for an apprentice rider.

BULLET (WORKOUT) The best time for each distance on the workout line for a given day, designated by a black dot.

BUTE (BUTAZOLIDIN) Trade name for phenylbutazone, an analgesic permitted for use on horses in some racing jurisdictions.

CALLER One who calls the running positions of horses in a race.

CHALK (CHALK PLAYER) Horse favored in a race. Bettors who wager on favorites.

CHECKED Description of a horse whose momentum is interrupted by its jockey for an instant because the horse is cut off or in tight quarters. Also steadied, taken up.

CHUTE Extension of backstretch or homestretch to permit a straightaway run from start.

BETTING INFORMATION

Glossary

CLAIMING RACE Race in which horses are entered subject to being purchased for a specified price.

CLOCKER One who times workouts and races.

CLOSER A horse who runs best in the latter part of the race, coming from off the pace.

COLORS Racing silks (jacket and cap) worn by riders to denote the owner(s) of horse.

COLT Male horse under 5 years of age.

COUPLED Two or more horses running as an entry in a single betting unit.

DAILY DOUBLE Type of wager calling for the selection of winners of two consecutive races, usually the first and second.

DAM Mother of a horse.

DEAD HEAT Two or more horses finishing in a tie at the wire.

DISQUALIFICATION Change in order of finish by officials for an infraction of the rules.

DRIVING Strong urging by rider in stretch.

EASED A horse pulled up before the finish of a race, usually due to injury.



CLUBHOUSE TURN Generally, the turn closest to the clubhouse.

ENTRY Two or more horses owned by the same stable or (in some cases) trained by the same trainer and thus running as a single betting unit.

EQUIPMENT Whip, blinkers, etc. Gear carried by a horse and/or rider in a race.

EQUIVALENT ODDS Mutuel price horses pay for each \$1 bet.

EXACTA A wager in which the first two finishers in a race, in exact order of finish, must be picked.

FIELD The horses in a race.

FIELD HORSE (or MUTUEL FIELD) Two or more starters running as a single betting unit, when there are more entrants than positions on the tote board.

FILLY Female horse age 4 or younger.

FIRM A condition of a turf course equivalent to fast on a dirt track.

FORMULATOR Premium *Daily Racing Form* Past Performances which allow players to customize statistical data. See pages 20-23 for more information or visit DRF.com.

FRACTIONAL TIME Intermediate time recorded in a race, as at the quarter, half, three-quarters, etc.

FRONT-RUNNER A horse who usually leads (or tries to lead) the field for as far as he can.

FURLONG One-eighth of a mile; 220 yards; 660 feet.

GATE Starting mechanism.

GELDING Castrated male horse.

Glossary

COLORS of a Thoroughbred

BAY The entire coat of the horse may vary from a yellow-tan to a bright auburn. The mane, tail and lower portion of the legs are always black, unless white markings are present.

BLACK The entire coat of the horse is black, including the muzzle, the flanks, the mane, tail and legs, unless white markings are present.

CHESTNUT The entire coat of the horse may vary from a red-yellow to a golden-yellow. The mane, tail and legs are usually variations of coat color, unless white markings are present.

DARK BAY/BROWN The entire coat of the horse will vary from a brown, with areas of tan on the shoulders, head and flanks, to a dark brown, with tan areas seen only in the flanks and/or muzzle. The mane, tail and lower portion of the legs are always black, unless white markings are present.

GRAY The majority of the coat of the horse is a mixture of black and white hairs. The mane, tail and legs may be either black or gray, unless white markings are present.

ROAN The majority of the coat of the horse is a mixture of red and white hairs or brown and white hairs. mane, tail and legs may be black, chestnut or roan, unless white markings are present.



Glossary

GRADED RACE Races designated as most prestigious. Thoroughbred racing has Grade 1, 2 and 3 races.

HANDICAPPER One who assigns weights for handicap race. Also one who makes selections based on past performances.

HANDLE The total amount of money wagered into wagering pool.

HEAD OF THE STRETCH Beginning of the straight run home.

HORSE An ungelded male horse 5 or older.

IN THE MONEY Finishing first, second or third.

INQUIRY Reviewing the race to check into a possible infraction of the rules.

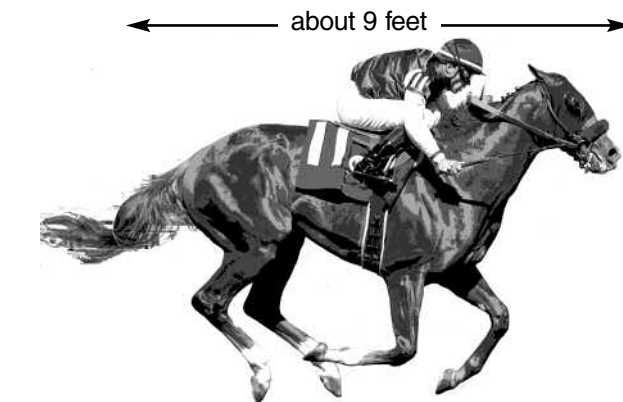
LASIX Term for a diuretic medication used in the treatment of bleeders.

LOCK Slang for a "sure thing" winner.

MAIDEN A horse who has not won a race. Also applied to non-winning rider.

MAIDEN RACE A race for non-winners.

MARE Female horse 5 years old or older. Also, female of any age who has been bred.



LENGTH Length of a horse from nose to tail, about 9 feet. Also distance between horses in a race, equal to .17 of a second.

MORNING LINE A linemaker's estimate of the final odds will be in a race, made before betting begins.

MUDDER A horse who races well on a muddy track.

NOSE Smallest advantage a horse can have at the finish.

OBJECTION Claim of foul lodged by rider. If lodged by a patrol judge or other official, it is called an inquiry.

ODDS-ON A horse whose odds are less than even money. A horse whose odds are 4-5 is said to be odds-on.

OFFICIAL Sign displayed when result is confirmed. Also a racing official.

ON THE BOARD Finishing among the first three; sometimes the first four.

ON THE NOSE Betting a horse to win only.

OVERLAY A horse going off at a higher price than he appears to warrant based on his past performances.

PACE Relative rate of early movement in a race, especially by the leader (setting the pace).

PADDOCK Structure or area where horses are saddled and kept before post time.

PARIMUTUEL PAYOFF The posted amount each bettor will receive for a winning mutuel ticket.

Glossary

PAST PERFORMANCES A compilation in *Daily Racing Form* of a horse's record, including all pertinent data, as a basis for handicapping.

PLACE Finished second in a race.

PLACE BET Wager on a horse to finish first or second.

POST Starting point or position in starting gate.

POST PARADE Horses going from the paddock to starting gate, past the stands.

POST POSITION Position of stall in starting gate from which a horse starts.

POST TIME Designated time for a race to start.

PURSE Prize money distributed to owners.

QUARTER POLE Marker one-quarter mile from the finish.

QUINELLA Wager in which the first two finishers must be picked, but payoff is made no matter which of the two wins and which runs second.

RACECARD A full day's races at one track.

RIDDEN OUT Mild encouragement by rider in the stretch.

ROUTE Race at a distance of a mile or longer.



PHOTO FINISH A result so close it is necessary to use a finish-line camera to determine order of finish.

ROUTER Horse who performs well at distance races.

SADDLE CLOTH Cloth under the saddle on which a horse's program number (and sometimes name) is displayed.

SCRATCH The withdrawal of a horse after the entries are announced but before racetime.

SHADOW ROLL A lambswool-covered noseband positioned halfway up a horse's face to keep him from seeing shadows on the ground.

SHOW Finishing third in a race.

SHOW BET Wager on a horse to finish in the money; third or better.

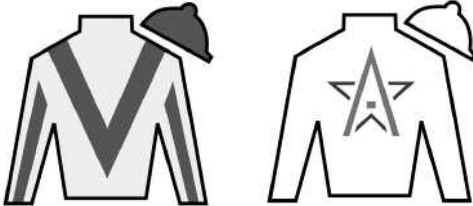
SIMULCAST Televising a race to other tracks, OTB offices or other outlets for the purpose of wagering.

SIRE Father of a horse.

SOFT Condition of a turf course that corresponds to muddy on dirt tracks.

STARTING GATE Mechanical device having partitions (stalls) for horses in which they are confined until the starter releases the doors in front to begin the race.

Glossary



SILKS Jacket and cap worn by riders which designate owner of the horse.

STATE-BRED A horse bred in a particular state and thus eligible to compete in special races restricted to state-breds.

STEWARDS Track top officials responsible for enforcing the rules.

STICK A jockey's whip.

STICKERS (MUD CAULKS) Caulks on shoes which give a horse better traction in mud or on soft tracks.

TAKEOUT The percentage of tax taken from each betting pool at the track and distributed according to state law among the state, horsemen (purses) and racetrack. On average, 17 percent is taken out of win, place and show pools, with 83 percent returned to winning bettors.

TOUT One who gives tips on racehorses, usually with expectation of some personal reward in return; to give tips.

TOTE BOARD A computerized display with odds, time, payouts and other race details.

TRIPLE CROWN Any 3-year-old horse that wins the Kentucky Derby, Preakness Stakes and Belmont Stakes wins the Triple Crown.

TURF Grass. The most common racing surface in most of the world, excluding North America where dirt is more popular.

WIRE The finish line. It's an imaginary line running between the poles.

YIELDING Condition of turf course between firm and soft



STRETCH CALL Position of horses at the eighth pole, when one furlong remains in the race.



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