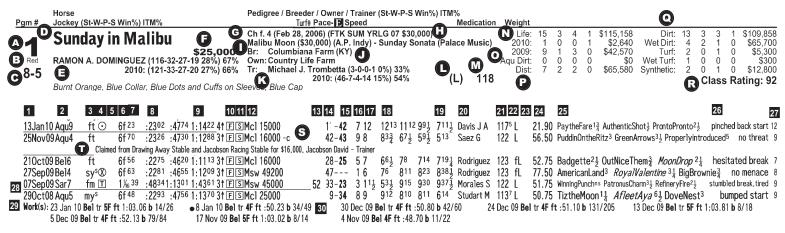
# How to Read the Program

Whom did he beat? Who had the mount? How fast did they run? What's his breeding? For the answers, look to the past performance pages of this track program. It all might look intimidating at first, but this page will show you how to use the wealth of data supplied for each horse. The data used in this How to Read page is not actually associated with Sunday in Malibu. The information is provided as an example of all the components that could be found within a race program page in an effort to educate and inform the betting public. All past performances are provided by Equibase Company - the Thoroughbred Industry's Official Database for Racing Information.



#### **HORSE DESCRIPTION**

- Program number for wagering purposes (1a, 2b reflect coupled entries)
- TRA saddle cloth color
- Morning line odds as determined by oddsmaker
- D Horse's name
- Jockey, meet-to-date stats (this track) and year-to-date stats (all tracks) with win % and in-the-money %
- Claiming price
- Horse's color, gender, age and foaling date G
- Last sales price at public auction Н
- Stallion, stud fee at time of breeding, and pedigree Ī
- Breeder and state or country where bred

- Trainer, meet-to-date stats (this track) and year-to-date stats (all tracks) with win % and in-the-money %
- Race Day medication (see side bar)
- Weight carried by horse including jockey and equipment 117<sup>5</sup> (5 lb apprentice allowance)
- Lifetime, current year & previous year race records
- Lifetime record at this track on this surface
- Lifetime race record at this distance
- Lifetime race record over different surfaces
- Calculation of class, pace, speed, number of horses, and finish margins in up to the last 10 starts
- Horse claimed (-c)
- Denotes claimed from owner, price, trainer

#### PAST PERFORMANCE DATA

- Date of previous races
- Racetrack abbreviation and race number
- Course condition (see side bar)
- Course symbol (see side bar)
- Temporary rail position (feet) from permanent turf rail
- Distance of race (\* "about" distance)
- Run-up distance (feet) from starting gate to where timing of the race began
- Fractional time of race (100ths of a second) 8
- Final time of race (100ths of a second)
- Age/sex of race (F=fillies, or fillies & mares)
- 11 Race restrictions (R=Restricted; S=State Bred)
- Race Type & race code(Stakes names are abbreviated) (see side bar) & gross purse in U.S. dollars; Stakes race grade (G1,G2,G3)
- 13 TrackMaster Turf Figure
- Official Equibase™ Pace Figure 14
- Official Equibase™ **E**® Speed Figure

- Post position
- Start position, or first running position in longer races
- Middle running positions and margin behind leader
- Finish position and margin: lengths ahead of 2nd finisher 19 if winner; lengths behind winner if not the winner
- Jockev's name 20
- Weight carried by horse and apprentice allowance (superscript)
- Medication administered within 24 hrs of the race (see side bar)
- Equipment carried by horse (see side bar)
- Odds to \$1 (\*-betting favorite) (e-part of entry)
- First three finishing horses, and margins
- Comments regarding race events for this horse
- Size of field (number of horses in race)
- Layoff line (Short Line= 30-59 days since last race, Long Line = 60 days or more since last race)
- Morning workouts date, track, course, distance, track cond, time, how worked, ranking
- 34/49 = 34th fastest workout of 49 works total workouts at this distance on this date

## **Examples of Race Types**

- MCL 7500 (maiden claiming \$7,500)
- CLM 10/9000N2L (non-winners of two races lifetime)
- CLM 8/7000N2Y (non-winners of two races in a year)
- ALW 34000N1X (allowance, purse 34,000 non-winners of a race other than maiden, claiming or starter)
- ALW 34000N\$Y (allowance, purse 34,000 non-winners of specified money in the year)

### COURSE CONDITIONS

<u>Dir</u>	<u>Turf</u>	
ft - fast	hy - heavy	fm - firm
wf - wet fast	sl - slow	hd - hard
sy - sloppy	gd - good	sf - soft
my - muddy	fz - frozen	gd - good
e contod		vl violding

Courses

\$\steenlechase - main turf T - inner turf + hurdle

· inner dirt

tr - training track off turf

- downhill turf (B) - timber course

#### synthetic / all weather track H - hunt MOST COMMON RACE TYPE CODES

Mdn/Msw - Maiden special weight (non-winner) Mcl-Maiden claiming (non-winner) Clm-Claiming (c=claimed)

Ocl/Aoc - Allowance optional claiming Alw-Allowance Inv - Invitational

Hcp-Handicap Dby - Derby Sta/Str-Starter allowance Trl - Trials Shp-Starter handicap Fut - Futurity Stk-Stake

Cst - Claiming Stakes

L1 - First time Lasix

Moc - Maiden Optional Claiming Mst - Maiden stakes

#### EQUIPMENT

a-aluminum pads j-aluminum pad s-nasal strip b-blinkers l-bar shoes y-no shoes c-mud calks n-no whip z-tongue tie f-front bandages r-bar shoe

RACE DAY MEDICATION L - Lasix B - Bute

#### O - Off Lasix A - Adjunct bleeder WORKOUT LINE

C - First time Bute

- Bullet Work H - Handily b - Breezing tr - Training Track d - Driving (d) - Dogs Up (w) - Wood Chips e - Easily

g - gate work 50/69 - workout ranking (50th best out of 69 works)

#### Symbols

- Foreign R - Restricted - 3 and up \* - About - State Bred
- Distance Chute Start · Bullet Work F - Fillies,F&M U - Unofficial
- DH Dead Heat T - Timeform Rating A - Auction E - Equibase® Speed Figure

#### TROUBLE SYMBOLS

DH - dead heat DNF - did not finish p3 - placed (third)

dq-p3 - disqualified and placed (third)



# How to use the Equibase® Speed, Pace and Class Figures

## 1. Look at the distance and surface of the race.

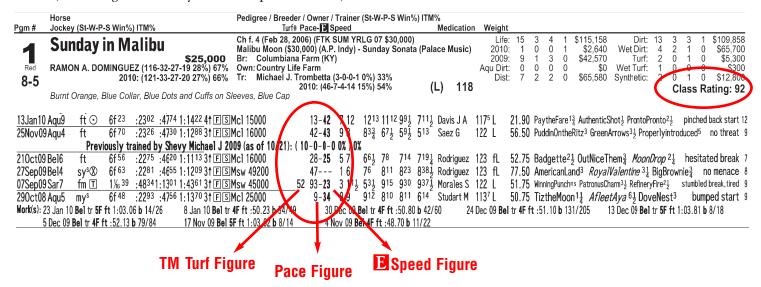
Look at the top right hand corner of the page at the track diagram for the distance of the race and the surface the race will be run on, usually dirt or turf. This can be important in handicapping the race because some horses do their best at specific distances or on specific surfaces. Looking at the diagram also enables you to know the point at which the race will start and end.



# 2. Use the **E** Equibase Speed Figures.

You can review the **E** Speed Figures for each starter's most recent efforts, to find those that perform best in races run at the track or at the distance that you are handicapping. For example, if the race you are handicapping is on the turf, you would want to give more consideration to **E** Speed Figures earned on turf before looking at races run on dirt.

E Speed Figures also enable you to compare each horse's ability to other horses in the race, regardless of the track, distance or surface over which their previous races were run. Comparing Despeed Figures of one horse to another, especially in races similar to today's distance and surface, can help you to separate the contenders from the non-contenders in the race by showing you which horses, if running as well today as in those previous races, would run faster than the others.



## 3. Review the Equibase Pace Figures.

The Equibase Pace Figure is the Speed Figure taken at the first point of call of each race. Use the Equibase Pace Figure to determine a horse's ability in the early stages of a race compared to other horses, allowing you to see if there are one or more horses that performs best when on or near the lead, and if so which of those are fastest. Sometimes there are many horses that want to lead early, but none are fast enough to get clear of the others. In those cases a horse coming from behind could win the race. In other cases, one horse may have a much better Equibase Pace Figure than the others, suggesting it is capable of winning wire to wire.

## 4. Factor in the Equibase Class Rating.

The Equibase Class Rating is a single number for each horse that projects the Equibase Speed Figure that particular horse is capable of earning in today's race. The Equibase Class Rating is a predictive number based on the horse's previous **E** Speed Figures with emphasis on recent races and races run at the same distance as today's race. Since the **E** Speed Figure is a numeric representation of how fast a horse has run in each of its races, the Equibase Class Rating numerically represents an estimate of how fast each horse should run today.

You can use the Equibase Class Ratings to see how each horse stacks up against the others in the race. Since the Equibase Class Rating is essentially a predictive **E** Speed Figure based on similar races, you can handicap a race by putting the horses in order from highest to lowest Equibase Class Ratings. Then, eliminating horses with the lowest Class Ratings, you have a short list of horses that should be competive in the race.

# 5. TrackMaster Turf Figure.

The TrackMaster Turf figure incorporates the Equibase Class, Speed and Pace Figures along with stretch run performance in routes and early positioning in sprints to produce an indicator of turf ability. (Important note: a horse can finish behind another horse in a race, but end up with a higher figure.) Horses with consistently superior figures will generally outperform their counterparts with lesser figures. We encourage you to add these figures to your turf handicapping arsenal.