BETTING INFORMATION

AN INTRODUCTION TO WAGERING AND WINNING

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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.

**Reency**

**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.

**Just what has this horse done in his career?**

**Step 2**

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 Borers). 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.
Who are the human connections?

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

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

Illustration for display purpose only.
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 were leading.

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.
**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.

**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 “pari mutuel” 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.

**ODDS CHART**

<table>
<thead>
<tr>
<th>Odds</th>
<th>Payoff</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-10</td>
<td>$2.20</td>
</tr>
<tr>
<td>1-5</td>
<td>2.40</td>
</tr>
<tr>
<td>2-5</td>
<td>2.80</td>
</tr>
<tr>
<td>1-2</td>
<td>3.00</td>
</tr>
<tr>
<td>3-5</td>
<td>3.20</td>
</tr>
<tr>
<td>4-5</td>
<td>3.60</td>
</tr>
<tr>
<td>1-1</td>
<td>4.00</td>
</tr>
<tr>
<td>6-5</td>
<td>4.40</td>
</tr>
<tr>
<td>7-5</td>
<td>4.80</td>
</tr>
<tr>
<td>3-2</td>
<td>5.00</td>
</tr>
</tbody>
</table>

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.
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.

BETTING INFORMATION

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.

<table>
<thead>
<tr>
<th>Exacta Box ($2 Minimum)</th>
<th>Trifecta Box ($1 Minimum)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 Horse Box $4</td>
<td>3 Horse Box $6</td>
</tr>
<tr>
<td>3 Horse Box 12</td>
<td>4 Horse Box 24</td>
</tr>
<tr>
<td>4 Horse Box 24</td>
<td>5 Horse Box 60</td>
</tr>
<tr>
<td>5 Horse Box 40</td>
<td>6 Horse Box 120</td>
</tr>
<tr>
<td>6 Horse Box 60</td>
<td>7 Horse Box 210</td>
</tr>
<tr>
<td>7 Horse Box 84</td>
<td>8 Horse Box 336</td>
</tr>
<tr>
<td>8 Horse Box 112</td>
<td>9 Horse Box 504</td>
</tr>
<tr>
<td>9 Horse Box 144</td>
<td>10 Horse Box 720</td>
</tr>
<tr>
<td>10 Horse Box 180</td>
<td>11 Horse Box 990</td>
</tr>
<tr>
<td>11 Horse Box 220</td>
<td>12 Horse Box 1,320</td>
</tr>
<tr>
<td>12 Horse Box 264</td>
<td></td>
</tr>
</tbody>
</table>
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

<table>
<thead>
<tr>
<th>Wager Amount</th>
<th>Type of Exacta</th>
<th>Bet</th>
<th>Total Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2.00</td>
<td>STRAIGHT</td>
<td>6-3</td>
<td>$2.00</td>
</tr>
<tr>
<td>Explanation</td>
<td>#6 must finish first and #3 second</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wager Amount</th>
<th>Type of Exacta</th>
<th>Bet</th>
<th>Total Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2.00</td>
<td>BOX</td>
<td>6-3</td>
<td>$4.00</td>
</tr>
<tr>
<td>Explanation</td>
<td>#6 and #3 can finish 6-3 or 3-6</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wager Amount</th>
<th>Type of Exacta</th>
<th>Bet</th>
<th>Total Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2.00</td>
<td>PARTIAL WHEEL</td>
<td>6 (1, 2, 3)</td>
<td>$6.00</td>
</tr>
<tr>
<td>Explanation</td>
<td>#6 must win and either 1, 2, or 3 must finish second</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### TRIFECTA

<table>
<thead>
<tr>
<th>Wager Amount</th>
<th>Type of Exacta</th>
<th>Bet</th>
<th>Total Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2.00</td>
<td>STRAIGHT</td>
<td>2-5-6</td>
<td>$2.00</td>
</tr>
<tr>
<td>Explanation</td>
<td>#2 must win, #5 must place, #6 must show</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wager Amount</th>
<th>Type of Exacta</th>
<th>Bet</th>
<th>Total Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2.00</td>
<td>BOX</td>
<td>2-5-6</td>
<td>$12.00</td>
</tr>
<tr>
<td>Explanation</td>
<td>#2,5,6 can finish in any order</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Wager Amount</th>
<th>Type of Exacta</th>
<th>Bet</th>
<th>Total Cost</th>
</tr>
</thead>
<tbody>
<tr>
<td>$2.00</td>
<td>PARTIAL WHEEL</td>
<td>2 (5, 6, 7)</td>
<td>$12.00</td>
</tr>
<tr>
<td>Explanation</td>
<td>#2 must win and either 5, 6, or 7 can finish in any order to place or show</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### PICK 3 STRATEGIES

<table>
<thead>
<tr>
<th>YOUR TOP SELECTIONS</th>
<th>Race 3</th>
<th>Race 4</th>
<th>Race 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>but you also like</td>
<td>7</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Race 3</td>
<td>7</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>Race 4</td>
<td>7</td>
<td>1,3,5</td>
<td>2,3,4</td>
</tr>
<tr>
<td>Race 5</td>
<td>6,7,9</td>
<td>5</td>
<td>2,3,4</td>
</tr>
<tr>
<td>TICKET 1</td>
<td>6,7,9</td>
<td>1,3,5</td>
<td>3</td>
</tr>
</tbody>
</table>

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

### PICK 6 STRATEGIES

<table>
<thead>
<tr>
<th>YOUR TOP SELECTIONS</th>
<th>Race 3</th>
<th>Race 4</th>
<th>Race 5</th>
<th>Race 6</th>
<th>Race 7</th>
<th>Race 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>but you also like</td>
<td>6</td>
<td>4</td>
<td>3</td>
<td>1</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>Example with 3 singles</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
| Example with 2 singles (you like 2 horses in the 6th race instead of 1)
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.

**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.**

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!
**BETTING INFORMATION**

## AN INTRODUCTION TO WAGERING & WINNING

### 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.

#### Main Turf Course

About distance

- **Restricted race for horses who meet certain conditions**

#### Track conditions

<table>
<thead>
<tr>
<th>DIRT TRACKS</th>
<th>TURF COURSES</th>
<th>SYNTHETIC SURFACE</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>sl</strong></td>
<td><strong>fm</strong></td>
<td><strong>Yielding</strong></td>
</tr>
<tr>
<td>Slow</td>
<td>Firm</td>
<td>Very wet</td>
</tr>
<tr>
<td>footing</td>
<td>course</td>
<td>turf course</td>
</tr>
<tr>
<td>that is</td>
<td>with a slight</td>
<td>that is deep</td>
</tr>
<tr>
<td>not fast,</td>
<td>give to it</td>
<td>produces slower</td>
</tr>
<tr>
<td>between</td>
<td>(corresponds</td>
<td>times.</td>
</tr>
<tr>
<td>sloppy and</td>
<td>with fast on</td>
<td></td>
</tr>
<tr>
<td>heavy.</td>
<td>a dirt</td>
<td></td>
</tr>
<tr>
<td></td>
<td>surface</td>
<td></td>
</tr>
<tr>
<td><strong>sly</strong></td>
<td><strong>gd</strong></td>
<td><strong>Soft</strong></td>
</tr>
<tr>
<td>Sloppy</td>
<td>Good</td>
<td>A turf course</td>
</tr>
<tr>
<td>Condition</td>
<td>between fast</td>
<td>that contains</td>
</tr>
<tr>
<td>of footing.</td>
<td>and muddy.</td>
<td>a good amount of</td>
</tr>
<tr>
<td>Wet on</td>
<td></td>
<td>moisture and</td>
</tr>
<tr>
<td>surface</td>
<td></td>
<td>substantial give</td>
</tr>
<tr>
<td>with firm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>bottom.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>gd</strong></td>
<td><strong>y</strong></td>
<td><strong>Heavy</strong></td>
</tr>
<tr>
<td>Good Track</td>
<td>Dead-Heat</td>
<td>Condition of</td>
</tr>
<tr>
<td>A condition</td>
<td>(symbol used</td>
<td>track similar to</td>
</tr>
<tr>
<td>between fast</td>
<td>next to finish</td>
<td></td>
</tr>
<tr>
<td>and muddy.</td>
<td>position)</td>
<td>but even slower</td>
</tr>
<tr>
<td></td>
<td>if horses</td>
<td>than, muddy.</td>
</tr>
<tr>
<td></td>
<td>are among</td>
<td></td>
</tr>
<tr>
<td></td>
<td>first three</td>
<td></td>
</tr>
<tr>
<td></td>
<td>finishers)</td>
<td></td>
</tr>
<tr>
<td><strong>fst</strong></td>
<td><strong>sf</strong></td>
<td><strong>Firm</strong></td>
</tr>
<tr>
<td>Fast Track</td>
<td>Soft</td>
<td>A dry turf</td>
</tr>
<tr>
<td>Footing at</td>
<td>A turf course</td>
<td>course with a</td>
</tr>
<tr>
<td>best, dry,</td>
<td>that contains</td>
<td>slight give to</td>
</tr>
<tr>
<td>fast and</td>
<td>a good</td>
<td>it (corresponds</td>
</tr>
<tr>
<td>even.</td>
<td>amount of</td>
<td>with fast on a</td>
</tr>
<tr>
<td></td>
<td>moisture</td>
<td>dirt surface).</td>
</tr>
<tr>
<td><strong>hy</strong></td>
<td><strong>hf</strong></td>
<td><strong>Wet-Fast</strong></td>
</tr>
<tr>
<td>Heavy</td>
<td>Muddy Track</td>
<td>A track that is</td>
</tr>
<tr>
<td>Condition</td>
<td>Deep</td>
<td>sloppy on the</td>
</tr>
<tr>
<td>of track</td>
<td>of racecourse</td>
<td>surface but firm</td>
</tr>
<tr>
<td>similar to</td>
<td>after being</td>
<td>underneath.</td>
</tr>
<tr>
<td>but even</td>
<td>soaked with</td>
<td></td>
</tr>
<tr>
<td>slower than</td>
<td>water.</td>
<td></td>
</tr>
<tr>
<td><strong>Wet-Fast</strong></td>
<td></td>
<td></td>
</tr>
<tr>
<td>A track</td>
<td></td>
<td></td>
</tr>
<tr>
<td>that is</td>
<td></td>
<td></td>
</tr>
<tr>
<td>sloppy on</td>
<td></td>
<td></td>
</tr>
<tr>
<td>the surface</td>
<td></td>
<td></td>
</tr>
<tr>
<td>but firm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>underneath.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Symbols

- **Inner dirt track**
- **Disqualified** (symbol located next to odds and in company line)
- **Dead-Heat** (symbol located in company line if horses are among first three finishers)
- **Dead-Heat** (symbol used next to finish position)
- **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

- **Blinkers**
- **Butazolidin**
- **Lasix** (furosemide)
- **Front bandages**
- **Bar shoe**
**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.

**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.
Formulator is the next generation of Daily Racing Form's Past Performances. Using Formulator, you can view past performance information for all North American tracks. You can view, customize, analyze, and print statistical horse racing information. Everything that you are used to seeing in Daily Racing Form – and more – is now available on your computer screen.

With Formulator, you can manipulate the information to see it the way you want to see it. You can analyze past performances, view morning line odds, scratch or hide horses, and view jockey and trainer statistics. You can tailor your view to your specific requirements.

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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 Aflext**

**Owens, Steven R Campbell**

**Gyder A (-)(192)(093)**

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BETTING INFORMATION

AN INTRODUCTION TO WAGERING & WINNING

BETTING MYTHS DISPENDED

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, management will enable you to beat this game over the long haul. Racing is the sole “mortal lock” from winning every race, sound handicapping and effective money management. 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 (20 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....

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 nosebob 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 scratchings 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 winner, 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 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 your 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. 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.

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

CLOCKS One who times workouts and races.

CLOSERS A horse who runs best in the latter part of a 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.

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.

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

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

CLUBHOUSE TURN Generally, the turn closest to the clubhouse.

CLUBHOUSE TURN

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 gold-en-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.

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**BETTING INFORMATION**

**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.

**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.

**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.
**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.

**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.

**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.

**Sticklers** (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 (purse) and racetrack. On average, 17 percent is taken out of win, place and show pools, with 83 percent returned to winning bettors.

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

**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.

**Photo Finish** A result so close it is necessary to use a finish-line camera to determine order of finish.

**Stretch Call** Position of horses at the eighth pole, when one furlong remains in the race.
Wagering without it is a real gamble.

Daily Racing Form is available at your track's newsstand or your local retailer.