

GET IN THE GAME

The Sport of Kings is anybody's game, but it's a game of skill, not chance. Oh, you might get lucky and pick a winner by color or name. But it's more fun—and you stand a better chance of winning—if you know how to size up the horses. This page will help. The information below is called a past performance (PP). This particular PP gives details of some races run by Perfect Drift, winner of the 2002 Lane's End Stakes and 2003 Kentucky Cup Classic at Turfway Park. This is the PP you would have seen (minus a few lines to save space) before 'Drift's run in the Classic.

Horse's post position, morning line odds, owner, description of owner's silks, and trainer and trainer's record at this track during this meet. The morning line is odds quoted by the track handicapper before wagering determines final odds.

3 6-5
 Blue
 Owner: Stonecrest Farm (William A. Reed)
 Silks: Green, Blue, 'SF' on White Ball, White Ball on Blue
 Trainer: Sleeves, Green Cap
 Murray W. Johnson (0-0-0-0) 0.00%

PERFECT DRIFT (L)

120

Pat Day

(0-0-0-0) 0.00%

B.g.4 Dynaformer – Nice Gal by Naskra – Bred in Kentucky by Dr. William A. Reed & Stonecrest Farm (Apr 29, 1999)

16Aug03	10	AP	gd	1/4m	49 ^h	1:37 ⁷⁷	2:02 ²⁹	3↑	ArMillinGI-1000k	87	6	3 ²	3 ²	8 ³	8 ^{3/4}	Day P	126	L	3.80	StrmgngHome%/Sulamni ^{hd} ,Kaetr ^{nk}	gave way 13
19Jul03	9	AP	ft	9/2f	48 ⁰³	1:10 ³³	1:55 ⁴⁹	3↑	WashPkHG2-400k	89	5	4 ^{2/2}	3 ^{3/2}	1 ^{hd}	1 ^s	Day P	120	L	*.60	PerfectDrift5,Aeneas1%,Flatter5½	ridden out 5
14Jun03	10	CD	ft	9f	46 ⁸⁰	1:10 ⁴⁵	1:47 ⁵⁵	3↑	SFosterHGI-750k	93	7	4 ^{2/2}	5 ^{2/2}	2 ^l	1 ^{hd}	Day P	115	L	6.80	PrfectDrift ^{hd} ,Mnshaft9½,Aldebarn½	bmp start,gamely,5w 10
03May03	9	CD	fm	9f	47 ⁸⁴	1:11 ³³	1:46 ⁸⁷	3↑	WRTurfCIGI-400k	86	5	5 ^{4/2}	5 ³	3 ⁴	4 ^{2/2}	Desormeaux KJ	123	L	5.80	HonorinWar1%,Requete%,Patrol½	5w bid,empty late 8
11Apr03	9	KEE	fm	1m	48 ⁰³	1:12 ⁴⁹	1:36 ⁷⁴	4↑	ALW65000nw1/t/x	86	7	1 ^{hd}	1 ^{hd}	1 ^s	1 ^s	Desormeaux KJ	117	L	*1.50	PrfectDrift%,FirstLeutntn½,BowmansBan ^{nk}	pressed,stiff drive 9
26Oct02	10	AP	ft	1/4m	46 ⁵³	1:35 ⁵⁵	2:01 ⁹³	3↑	BCClassicGI-4000k	73	5	4 ³	8 ^{3/4}	12 ¹⁶	12 ^{3/4}	Albarado R	121	bl	29.50	VolponiB%,MdagliadOro ^{nk} ,MilwaukeeBrew3	brief speed, tired 12

Workout(s): • 7 Sep 03 Cdt 5F ft :59.20h 1/5

• 31 Aug 03 Cdt 5F my 1:00b 1/6

Training workouts. Perfect Drift breezed 5 furlongs in :59.20 on September 7 at the Churchill Downs training center. The black dot and "1/5" says he was the fastest of the horses that worked that distance that day (5 in this case.)

Long line means a layoff between races of 45 days or more; short line means a layoff of at least 30 days.

Left to right: date of race; race # and track; track condition; length of race; fractions noting speed at points of call and finish; age of horses in race; race name, grade, and purse; Equibase speed number; post position; position of the horse at points of call; jockey; weight the horse carried; medication and equipment; final odds; top three finishers and distance between them; comments, number of horses in the field.

Comments about the horse's performance.

Final odds to \$1; * indicates the favorite.

Horse's career record (starts, firsts, seconds, thirds) and earnings

2003:	5	3	0	0	\$833,888	Turf:	3	1	0	0	\$62,858
2002:	8	3	2	1	\$695,120	Off Track:	3	1	1	0	\$32,800
Life:	15	7	3	1	\$1,549,868	Distance:	3	2	0	0	\$853,295
TP:	5	3	2	0	\$374,100	Course:	1	1	0	0	\$300,000

Reading a Past Performance line from left to right

14Jun03 10 CD ft 9f 46⁸⁰ 1:10⁴⁵ 1:47⁵⁵ 3↑ SFosterHGI-750k 93 7 4^{2/2} 5^{2/2} 2^l 1^{hd} Day P 115 L 6.80 PrfectDrift^{hd},Mnshaft9½,Aldebarn½ bmp start,gamely,5w 10

After a short layoff, Perfect Drift ran on June 14, 2003, in the 10th race at Churchill Downs. The track was fast (ft) and the race covered 9 furlongs, or 1-1/8 miles, on dirt. (A furlong is 1/8 of a mile. "T" indicates a turf, or grass, race.)

The pace was faster than the baseline 12 seconds per furlong; the leader after half a mile hit that point of call at just under 47 seconds. Perfect Drift won this race, so that's his time at the finish: 1:47.55.

Horses 3 years old and older (3↑) were eligible to enter this race, the \$750,000 Grade 1 Stephen Foster Handicap. Perfect Drift earned a speed score of 93, good for horses in graded stakes races. He broke from gate 7 and at the first point of call was 4th, 2-1/2 lengths behind the 3rd-place

horse. (A length equals about 1/5 of a second.) At the second point of call he had dropped back to fifth, but by the stretch call (always one furlong from the finish) he was second by 1 length. He went on to win by a head.

Pat Day was the jockey. The horse was assigned to carry 115 pounds and was medicated with Lasix (L), used to control bleeding. He went off at final odds of 6.80-1.

Perfect Drift finished a head in front of Mineshaft, who finished 9-1/2 lengths ahead of Aldebaran. He ran gamely—kept trying—and beat Mineshaft to the wire despite being bumped by another horse at the start and making a wide trip. Ten horses ran in this race.

PLACE YOUR BETS

If you're new to playing the horses, place your bets at least 15 minutes before post time to avoid delaying other bettors. Questions? Ask for help at the FasTrack Rewards booth on the first floor.

Remember: **Always** check your ticket before you leave the window to make sure your bet was properly entered. Clerks **cannot** change a bet once you leave the window. And **always** hold your ticket until the results are declared official.

WAYS TO BET

Win: Bet a horse to finish first.

Place: Bet a horse to finish first **or** second.

Show: Bet a horse to finish first, second, **or** third.

Across the board: Bet a horse to win, place, **and** show. If the horse wins, you get win, place, and show money. If it finishes second, you get place and show. If it comes in third, you get show.

Exacta: Bet the first two finishers in a race in **exact** order.

Exacta Box: Bet two horses in a race to finish first and second in **either** order.

Trifecta: Bet the first three finishers in a race in **exact** order.

Trifecta Box: Bet three horses in a race to finish first, second, and third in **any** order.

Superfecta: Bet the first four finishers in a race in **exact** order.

Super Hi 5: Bet the first five finishers in a race in **exact** order.

Daily Double: Bet the winners of two consecutive races designated by the track.

Pick 3, Pick 4, Pick 6: Bet the winners of three, four, or six consecutive races designated by the track.

How much will a Pick 3 bet cost? Use this formula, with "#H" being the number of potential winners you're picking in each race (each "leg" of the three-race bet):

$\#H \text{ 1st leg} \times \#H \text{ 2nd leg} \times \#H \text{ 3rd leg} \times \$ \text{ bet} = \text{cost of bet}$

Example: 4 horses x 3 horses x 2 horses x \$1 = \$24

You win if one of your 4 wins the 1st leg AND one of your 3 wins the 2nd leg AND one of your 2 wins the 3rd leg.

Wheel and Part Wheel, or Key: A **Wheel** bets on one horse with **all** other horses in the race. A **Part Wheel** bets on one horse with **some** of the others.

For example, an Exacta Wheel picks one horse to win and every other horse to place. An Exacta Part Wheel bets one horse to win and some of the others to place. The horse you pick to win is your **key** horse.

CONDITIONS & TYPES OF RACES

Conditions appear at the top of each race in the program. Conditions define the horses allowed to enter that race (age, gender, wins), which keeps races competitive. Conditions also give distance, purse, and other info. Races fall into four categories:

Maiden: A race for horses that have never won a race.

Claiming: Every horse in a claiming race is for sale for a preset price. Claims must be entered before the race begins.

Allowance: A step above claiming races. Horses are not for sale and sometimes are preparing to compete in stakes races.

Stakes: Highest class of races. Owners usually pay a fee to enter stakes races, which can be graded or ungraded. The Kentucky Derby is a Grade I stakes race. Turfway's Lane's End Stakes and Kentucky Cup Classic are Grade II races.

WHAT TO TELL THE CLERK

1. The name of the track
2. The race number
3. The amount of your bet
4. The type of bet
5. The **program** number of the horse

Like this: "Turfway Park, race 8, \$2 to win on #4."

"Turfway Park, race 6, \$2 Exacta, #4 and #9."

"Turfway Park, race 3, \$2 Exacta Wheel, #4 with ALL." (or, for a Part Wheel, "... #4 with #5, #6, and #8.")

WORDS TO KNOW

Scratch: A horse may be removed from competition ("scratched") by the trainer or state vet or because more than the maximum number of horses was entered. If a horse is scratched early enough, one of those "also eligible" horses may start instead.

Coupled entry: If one owner owns two horses in a race, they run as one entry; a bet on one is a bet on both. The program numbers are 1 & 1a, 2 & 2a, etc. regardless of post position.

Odds: Odds show the bettors' opinion of a horse's chances to win and determine the payoff. Use this formula:

$\text{amount of your bet} \times \text{odds} + \text{your original bet} = \text{winnings}$

Common odds and the payoff on a \$2 win bet

1-2..... \$3.00	8-5\$5.20	3-1 \$8.00
4-5..... \$3.60	2-1\$6.00	7-2 \$9.00
1-1..... \$4.00	5-2\$7.00	9-2 \$11.00

Odds-on: Odds of less than 1-1. A winner at 1-5 pays \$1 for every \$5 bet, or 20 cents on the dollar. So a \$2 bet returns 40 cents plus your original \$2, or \$2.40.

Even money: Odds of 1-1.

Long shot: A horse that bettors believe has relatively little chance of winning. The odds are long, so the payoff is great. A \$2 winning bet on a 20-1 long shot returns \$42!

Pari-mutuel: Means "among ourselves"; that is, you play against all other bettors. The track gets a set percentage but has no stake in the outcome of a race.

A HISTORY OF FAVORITES

Nothing guarantees that what happened yesterday will happen today, but history shows that the favorite—the horse with the lowest odds—is the favorite for a reason.

- The favorite bet to win pays off 33% of the time.
- The favorite bet to place (comes in first or second) pays off 53% of the time.
- The favorite bet to show (comes in first, second, or third) pays off 67% of the time.

ANGLES

Every player has an angle, which tells you no one way is foolproof. But here are a few things to look for in the past performances printed in the program:

Consider the jockey



You'll find jockeys' stats next to their names. "(17-4-4-2) 58.82%" means the jock has had 17 mounts in the meet so far, won 4 times, placed 4 times, and finished third twice, an in-the-money

rate of 59%. Do the math and you'll see he's winning about 24% of his races. Fifteen percent or better is a good indication of talent.

Consider the trainer

Check the trainer's stats, too. What's his or her winning percentage? For more insight, check a trainer's results with horses of different ages, in races at different distances, and with different jockeys.

Consider the horse

How does his winning percentage compare to others? Is he moving up in class (say, from claiming ranks to an allowance race) or dropping down? Does she do well at the distance? How has he run when track conditions are like today's? Is he coming back from a layoff? How did she run last time out; if she didn't win, how far back was she? Is she carrying more or less weight than the others? How does his speed figure compare to others? Any new equipment or medication?


And consider the horse's style

Front-runners like to get to the front early and lead all the way. Stalkers sit just behind the leaders and make a move coming for home. Closers wait far back in the field and make a big run all at once down the stretch.

If a race has more than one speed horse, for instance, they might wear each other out and set things up for a closer. But remember, every horse has good days, bad days, and a mind of his own!

MORE LINGO

Polytrack conditions

- If you're playing Turfway's races, all you need to know is "fast." The Polytrack surface is always the same – fast (ft). In the program,  indicates a race run on an all-weather surface such as Polytrack.

Dirt track conditions

- Fast (ft): Track is dry and most efficient. Horses usually run their fastest times on fast tracks.
- Sloppy (sy): The track base is still solid but water has started to seep into it. Water stands on the surface.
- Muddy (my): Water has permeated the track base. Times are usually slower; horses tire more quickly.

Turf track conditions

- Firm (fm): Track is dry; corresponds to fast dirt track.
- Yielding (yl): Track is softened by rain. Horses' will dig into the track and times will be slower.

Medications

- Bute (B): Phenylbutazone, an anti-inflammatory. States vary on rules regarding its use. In Kentucky, bute may not be administered less than 24 hours before post time.
- Lasix (L): Furosemide, used to control pulmonary bleeding and dilate airways.
- Adjunct (A): One or two of four additional approved medications to control pulmonary bleeding.

Equipment



- Blinkers (b): Cups that limit a horse's vision, usually to focus his attention or prevent him from shying or swerving into other horses.

- Bandages (f): Strips of cloth wound around the horse's lower leg to help support and protect it.
- Whip: Used by the jockey to tell the horse to make his move, focus his attention, or stay on a straight path. The type of whip and its use are governed by rules of racing.

Races and the track

- Sprints: Races covering less than a mile, measured in furlongs, or eighths of a mile.
- Routes: Races of a mile or more
- Poles: The track is marked every 1/16th of a mile with poles of varying colors. The poles help jockeys keep track of where they are and when to make a move.
- Fractions: The leader's speed measured at various points of the race. In a sprint, 21 or 22 seconds is fast for a quarter-mile. In a route, 22 to 23 seconds is fast. The baseline is 12 seconds per furlong.