Hor$ense™

Expert

Version 8

2024 Release

"The *PRICE-PERFORMANCE* LEADER in thoroughbred handicapping software"SM

Unique Solutions Software

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Your Satisfaction is GUARANTEED!!!

Unlike most handicapping programs that give you a short window for evaluation, I require that you use **Hor$ense** for a minimum of FIFTY (50) races in the PLAY category (Good or Marginal). If **Hor$ense** shows a flat wager loss, then a refund will be in order under the following conditions, as long as you:

* Keep accurate records of each race result (copies of results from a newspaper or full internet page ONLY)
* Keep all of the data files you used (downloaded from BRIS, JCapper or TrackMaster; I must have these to run comparisons)
* Save the **Hor$ense** race analysis results (analysis saved within **Hor$ense** preferred; printouts of final analysis may be used)
* Submit your request for a refund within SIX (6) months of the shipping date of your copy of **Hor$ense**

The reason for this is that you will need to send all of the above information to me so that I can run the same races and verify your claim for a refund. I require such extensive feedback because there have been a handful of people that have requested performance-based refunds, but only one time has someone been able to provide data to back up their claims. I do a thorough job of analyzing your refund request, and suspicious refund requests will be questioned. You can expect a preliminary finding from me, and if I determine that a refund is not warranted, I will work with you to make **Hor$ense** profitable.

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0 INTRODUCTION

Welcome to Hor$ense Expert, the <u>EIGHTH</u> generation of the *PRICE-PERFORMANCE* LEADER in thoroughbred handicapping software! Hor$ense software has been continuously available since 1989, and **Hor$ense Expert** embodies the best of the versions that came before it.

With **Hor$ense Expert**, you have the ability to analyze virtually all of the numerical data that you're familiar with – from the "old stand-by" *Daily Racing Form* (DRF) to other online sources – using ("single-file" format) data files from Bloodstock Research Information Services (BRIS), JCapper (via HDW) or TrackMaster. This manual is also a guide to handicapping, and it will help you harness the power of **Hor$ense Expert** as your handicapping improves.

NOTE: For the remainder of the manual, **Hor$ense Expert** will be referred to simply as **Expert**.

0.1 Prologue

Expert consists of three handicapping stages: <u>pre-race screening</u>, <u>horse evaluation</u> and <u>race analysis</u>. Pre-race screening analyzes the conditions that help you focus on the races having a higher probability of success, while pointing out the races that are more difficult to handicap. The horse evaluation stage uses both traditional and innovative methods to sift through the data for each horse. The race analysis is where you examine the results of the evaluation to find the best play.

The word **facet** is found throughout this manual. Facets – also known as handicapping factors – are the criteria used to judge a race. **Expert** analyzes the following facets: **SPEED, FINISH, PACE/TRIP, CURRENT CLASS, PAST CLASS, HORSE IN-MONEY RATIO, JOCKEY RATING, TRAINER RATING,** and **WORKOUTS**.

Pre-race preparation is automatically performed, using information from the data files from BRIS, JCapper or TrackMaster. Pre-race screening is a very important part of handicapping, identifying both races to handicap and races to skip.

Here are some reasons to skip a race:
- Too many sprinters in a route
- More than a 12 horse field
- Too many horses shipping in
- Too many first time starters
- Too many horses coming off a layoff
- Too many horses running on a new surface

The table below shows the average time needed for a manual analysis equivalent to what **Expert** can do, and for the two levels used by **Expert**: Interactive and Automated.

Analysis Level	Manual	Interactive	Automated
Pre-race preparation (per race)	2-5 min.	10 sec.	10 sec.
Pre-race screening (per race)	3-5 min.	5 sec.	5 sec.
Horse data entry (per horse)	**2-3 min.**	**20 sec.**	**<1 sec.**
Review Race History (per race, optional)	15-20 min.	5-10 min.	5-10 min.
Make final selection (per race)	5-10 min.	1-2 min.	1-2 min.

Default facet selections are offered for each race, so you don't have to guess which analysis is best for a particular race. You can also tailor each race to your own handicapping style, with literally *billions* of possible analysis combinations. See Section 3.2.1 - Handicapping Facet Selections for more details.

The table below shows how **Expert** might handle a typical day at the race track.

Race	Field	Last Option Used - *Comment*	Manual	Interactive	Automated
1	8	**Pre-race preparation** - *too many "milers" going 1 1/8 miles*	4 min.	10 sec.	10 sec.
2	14	**Normal handicapping** - *a full field*	50 min.	8 min.	4 min.
3	6	**Pre-race screening** - *too many "layoff" horses*	5 min.	15 sec.	15 sec.
4	10	**Pre-race screening** - *too many sprinters in a route*	9 min.	15 sec.	15 sec.
5	8	**Normal handicapping** - *an optimal situation*	40 min.	6 min.	2 min.
6	8	**Pre-race preparation** - *maidens, mostly first time starters*	2 min.	10 sec.	10 sec.
7	9	**Normal handicapping** - *a typical field*	45 min.	7 min.	3 min.
8	11	**Pre-race screening** - *too many shippers*	11 min.	15 sec.	15 sec.
9	6	**Pre-race screening** - *too many "layoff" horses*	7 min.	15 sec.	15 sec.
		TOTALS:	173 min.	32+ min.	10+ min.

In the above example, using the equivalent manual handicapping would require almost THREE hours of handicapping. Using the Interactive and Automated handicapping levels, it only takes between ten minutes and just over 30 minutes (respectively) to handicap a card. *These times are much lower than handicapping nine races by hand… without the worry of making major mistakes in your data analysis.*

Virtually all of the handicapping you do with **Expert** can be completed in the comfort of your home. **Expert** also makes easy work of last minute changes. With a notebook computer, you can take **Expert** wherever you go. **Expert** provides the additional benefit of having more time to concentrate on the right wager, rather than which horse is the best.

0.2 Support, Contact… and a Quiz?

Customer Support

The customer is very important to any business, and mine is no exception. While help is always available, please attempt to solve problems before contacting me for support. ***Many answers and solutions are found in this user manual.*** Please start with the **Table of Contents** to point you in the right direction.

If these efforts fail, then you should contact me. For faster service, please gather all the details about your computer, printer (if any), and the underline problem. Support comes in these forms:

Email - Send your message, and you should receive assistance within 24 hours of the receipt of it. Send all messages to the email address listed below. You will receive a reply to your initial message via email.
This is the fastest way to get a problem solved.
Phone - If an issue persists that I identify as requiring phone contact, I will request that you send me an email with your phone number and some BEST times to call you.
Mail - Write to the address listed below. You should receive assistance within seven days of receipt of your note.
NOTE - this method is only suggested for general inquiries about **Expert**.

Contact Information

Company:	**Unique Solutions Software**
Attention:	**Joe Mainardi** (a "one-man-show") **Owner & Developer of Hor\$ense**™
Address:	**15 Candide St** **Henderson, NV 89002**
Website:	**www.ponypicker.com**
Emails:	**v8-expert@ponypicker.com** (**Expert**-specific) **uss@ponypicker.com** (general)

and here's your Quiz…

Just kidding… these are just ideas to customize your **Expert** experience, beyond the "out-of-the-box" setup.

1. Do you want to have control over the **facets** (from section 0.1 above) when you handicap a race? If so, check out the **Facets (Hor\$ession)** section (2.3.2). Used in ***Evaluation***, it allows you to change how **Expert** balances the facets. For one-time changes, you simply make changes for the race, and you can also save the **Hor\$ession** for future use… and to make it your default, just assign it to a **Profile (Hor\$trategy)**. It's a great way to make **Expert** match your style.

2. Do you want to have more control over the conditions that pick races to handicap (or skip)? If so, then see the **Profile (Hor\$trategy)** section (2.3.1). Used in ***Pre-Race Screening***, it provides multiple options for what **Expert** will do with various types of races. The focus is in three race areas (**Elements**): age/sex combinations, sprint/route options (for turf and dirt/synthetic) and class types. Setting the Threshold Control tells **Expert** what to do if a race meets the criteria. To use it, just set the criteria – optionally assigning a **Hor\$ession** to it – and save it… then define it as the default.

3. Do you handicap with a **PRIMARY** focus on any of the above three race **Elements**? If so, check out the **Master Profile (Hor\$ystem)** section (2.3.1). Also used in ***Pre-Race Screening***, it lets you tell **Expert** which **Hor\$trategy** to use for various types of races.

Here's an example from my own handicapping setup. From step 1, I created a **Hor\$ession** to give front-runners a boost when looking at the **PACE/TRIP**. In order to always use it, I used step 2 and created a **Hor\$trategy** and assigned my **Hor\$ession** to it. The **Hor\$trategy** also forces a race to be used if it's NOT a "cheap claimer" (more than the \$6,250 level). I then assign the **Hor\$trategy** to the **Hor\$ystem** for the **Condition** Element for everything but Dirt Routes (which I now ALWAYS skip)… in this example, **Expert** makes sure that I always skip cheap claimers.

By using this system-of-play, I don't have to manually analyze the race conditions… **Expert** does all of the heavy lifting***!!!***

1 GETTING STARTED

This manual was developed in conjunction with the **Expert** software. The following information will help you get started.
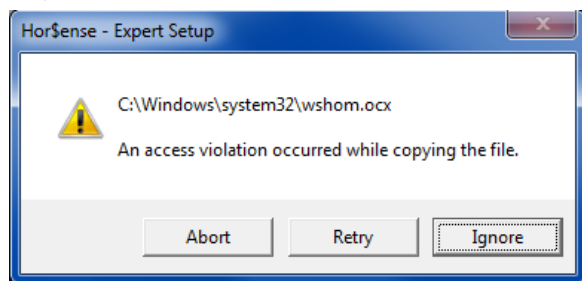
1.1 Installing Expert

The **Expert** installation is simple and **MANDATORY**!!! **Expert** *will not work properly unless you perform this procedure.* Here are the steps to use to install **Expert**:
1. Read the License Agreement on page **i** of this manual OR the inside of the installation sheet sent with your order.
2. Open the envelope and insert the MEDIA (CD, USB drive, SD-type card) into the appropriate slot on your computer.
   NOTE: If the installation doesn't start up on its own, then click on the **Start** button, then the **Run** menu item. Then, enter **x:\SETUP.EXE** (replace **x** with your MEDIA drive letter) in the **Run** input area and click the **OK** button.
3. Follow the on-screen instructions to install the software.
   NOTE #1: Do not change the default installation location (**C:\H$V8**) unless absolutely necessary. If you do, please DO NOT use a location that has spaces in the name or else **Expert** will not work properly.
   NOTE #2: If you get a message regarding the **wshom.ocx** file, choose the option that allows you to keep the copy that is already on your computer.

Hor$ense - Expert Setup ⚠️ C:\Windows\system32\wshom.ocx An access violation occurred while copying the file. [Abort] [Retry] [Ignore]	**Hor$ense - Expert Setup** ❓ C:\Windows\system32\wshom.ocx An access violation occurred while copying the file. If you ignore a copy error, the file will not be copied. The application may not function properly as a result. Do you want to ignore the error? [Yes] [No]

Usually you will get a pop-up with an "Ignore" option, and you will choose to "Ignore" the "error".
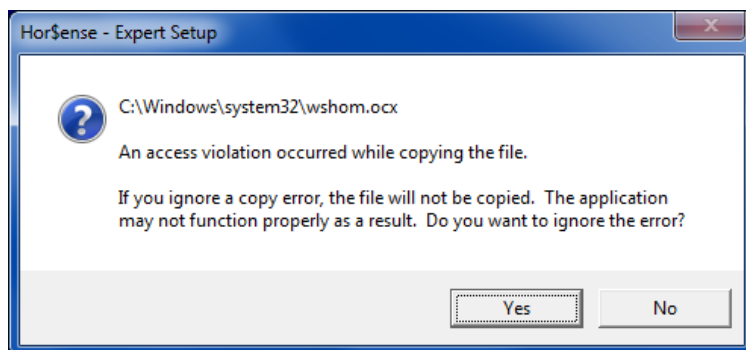
If you get another pop-up for confirmation, agree to ignore the "error".

4. After the installation completes, open the **Help V8** folder on the MEDIA and copy the manual to your hard drive, then remove the MEDIA and put it in a safe place.
5. Check the web site FAQ for updates that may affect the software.

SPECIAL NOTE: Expert no longer installs/runs on Windows XP. Please upgrade your operating system to Windows 7 or higher.

1.2 Initial Setup

Here are the steps to use to set up **Expert**:
1. Click on the **Start** button, select the **Programs** menu item and then find the **Hor$ense for Windows Expert** menu item.
2. Click on the correct menu item and **Expert** will start up.
3. The two screens below will appear.

**Welcome to Hor$ense Expert!** ⚠️ After the initial Hor$etup, please review the Help screens, which can be accessed through the main Help menu. These screens are your best introduction to Hor$ense Expert. [OK]	**Initial Hor$etup** It's time to set up Hor$ense YOUR WAY! [OK]
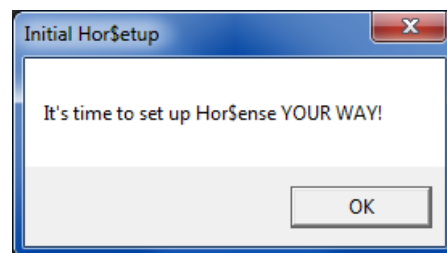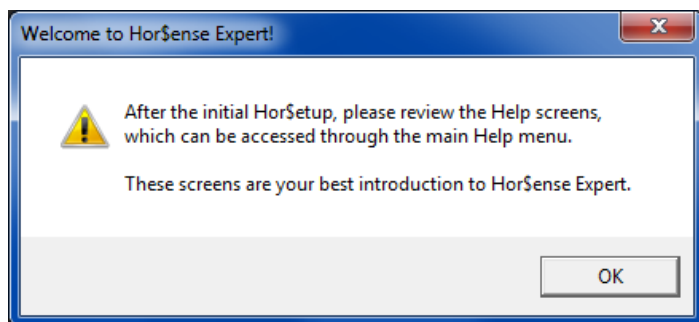
4. At this point, you will be sent to the Setup screen, where you can change the Setup options**.** See Section 2.3.4 for details.

1.3 Downloading Data Files

Expert requires you to load the data files into either the default location OR the location you define in the Setup (in Section 2.3.4). **The name of this folder MUST NOT contain any spaces!**

Start by selecting your track from the data provider of your choice (all links active as of 6/1/2019):
- BRIS Comma-Delimited PPs (single file format) - http://www.brisnet.com/cgi-bin/trk_report.cgi?drs
- BRIS HAT Files for A-Odds Software - http://www.brisnet.com/cgi-bin/trk_report.cgi?hat
- BRIS Data Files for MultiCAPS Software - http://www.brisnet.com/cgi-bin/trk_report.cgi?mcp
- TrackMaster Comma Delimited B Format (EXE) - http://www.trackmaster.com/cgi-bin/axprodlist.cgi?drf

NOTE: No link is provided for JCapper files, as those files are created by the user from their own account.

This example uses BRIS Comma-Delimited PPs.

Using Internet Explorer, once you select a track, this is the window you'll (most likely) see.
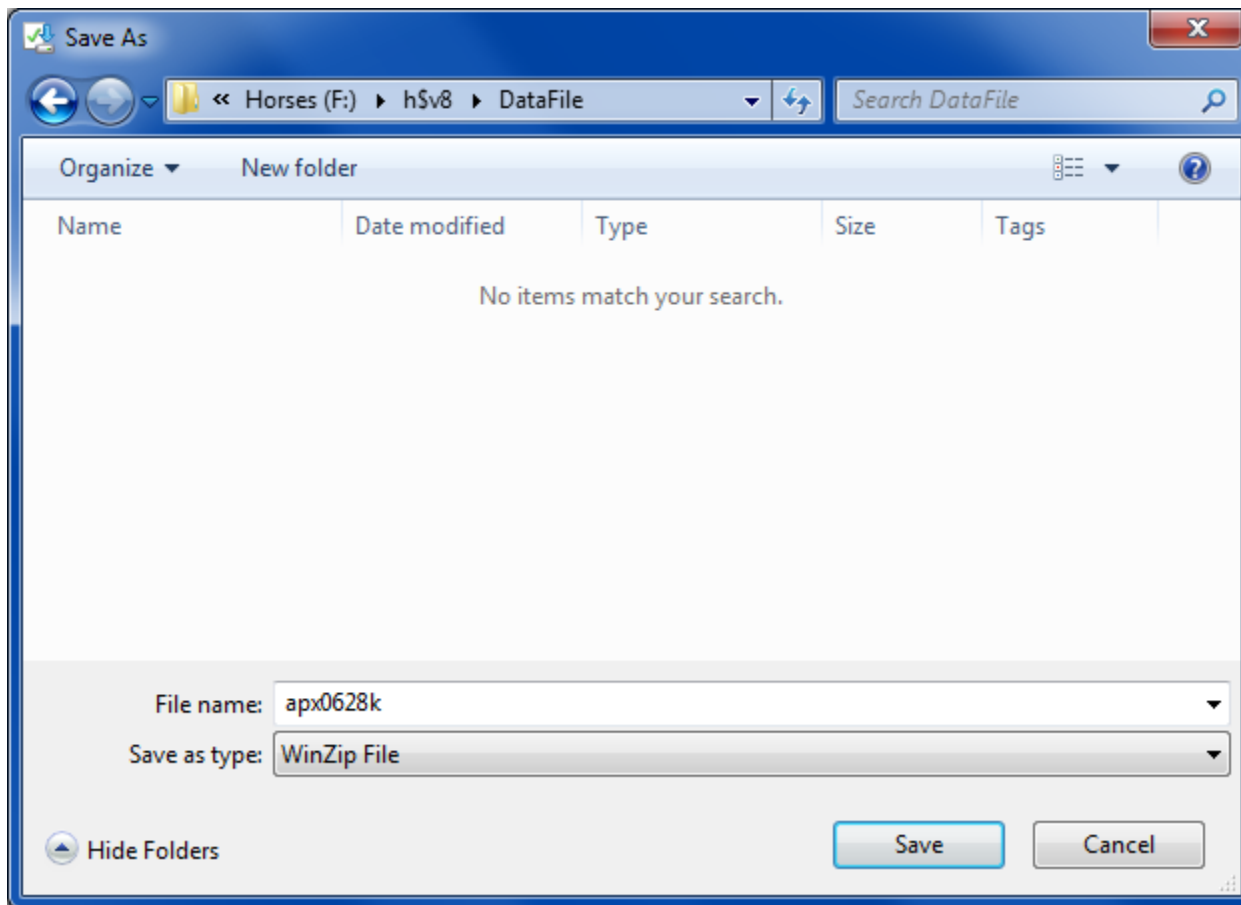
Click on Save, which will save the file where **Expert** expects it to go. If you change to a different location (for example C:\BRIS), then make sure that's where the file ends up. The reason for this is **Expert** will not take the extra time to search through you entire hard drive for the file… and you wouldn't want it to either.

Once the download is complete, you can start handicapping the races for that track, or you may want to download more tracks. The process simply needs to be repeated for each track you want to download.

1.4 Starting Expert

Here are the steps to start up **Expert**:
1.   Click on the **Start** button, select the **Programs** menu item and then the **Hor$ense - Expert** menu item.
2.   Click on the correct menu item and **Expert** will start up.

OPTIONAL: If you want to create a shortcut so that you can start **Expert** with fewer steps, right-click on the **Expert** icon
(the horse head) and send it to the Desktop or Taskbar.

Each section is in the same order as used in the program, Interactive and Automated. Before using your selections for wagering, you should consider betting "on-paper" until you're comfortable with your results.

My goals for you are [1] to use this manual to learn how **Expert** can perform best for you… and then [2] to become familiar enough with the program to only use it as a reference.

2 MENUS

There are four top-level menus – **FILE**, **HANDICAP**, **SETTINGS** and **HELP** – which are designed to make **Expert** simple to use. Please review them carefully, and refer to them as often as needed.

2.1 FILE Menu

The **FILE** menu options control how files of ALL types are saved, printed and deleted. Each option is detailed below.
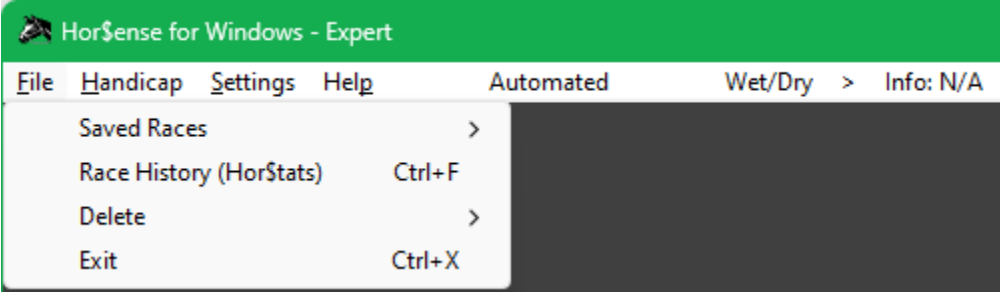
2.1.1 Saved Races

Allows you to Analyze or Modify a race that you previously analyzed.
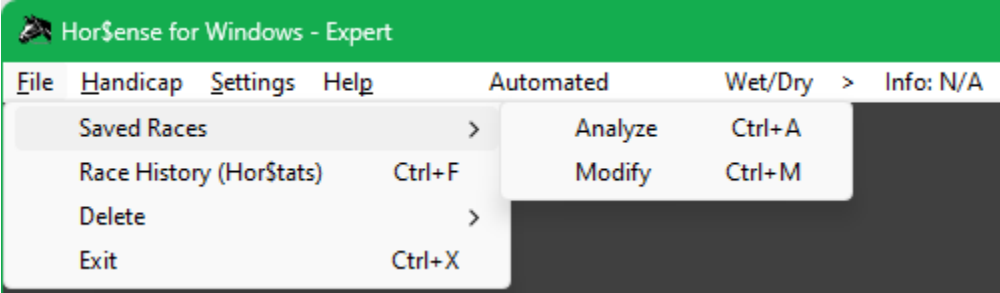
Analyze A Saved Race – shortcut is CTRL A
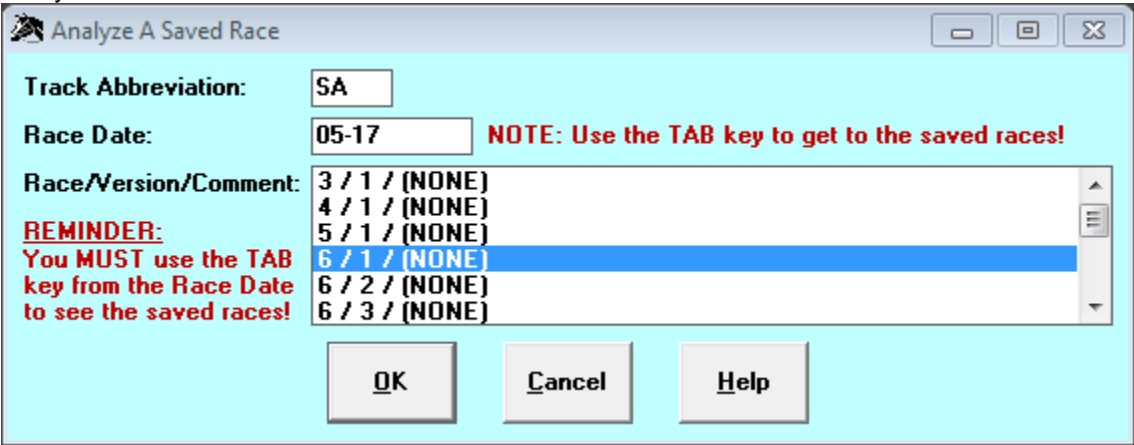
This screen allows you to analyze a previously saved race. Type in the track abbreviation and date for the race you're looking for, and then Tab down to the list of available saved races and highlight the race before selecting OK.

Modify A Saved Race – shortcut is CTRL M

This screen allows you to modify a previously saved race. Use this to make changes, as well as late scratches Type in the track abbreviation and date, and then Tab down to the list of saved races and highlight the race before selecting OK.

2.1.2 Race History (Hor$tats)

Shortcut is CTRL F

This screen allows you to print out a Race History for the last race you selected. Select OK to send the output to either your default printer or an MS Word file. A "progress bar" (example below) will appear when the output goes to an MS Word file.

Word File   Printer

Here is the message you will see after all of the output has been sent to the Word file. Click on Save to finish.

Sires

An optional feature of the **Race History** is to show sire (aka pedigree) information. While the feature is available by default, you have to MANUALLY add the sire information into the provided empty files.

File Names – Meanings
- S1st   first-time starters
- S1stdam   first-time starters, for damsires ONLY
- S2yo   2 year olds, ALL types
- S2dirt   2 year olds, dirt ONLY
- S2turf   2 year olds, turf ONLY
- S2aw   2 year olds, all-weather ONLY
- S3yo   3 year olds, ALL types
- S3dirt   3 year olds, dirt ONLY
- S3turf   3 year olds, turf ONLY

- S3aw   3 year olds, all-weather ONLY
- Sallwthr   all weather
- Sdamsire   damsires ONLY
- Sdirt   dirt ONLY
- SdirtRte   dirt ONLY, routes
- SdirtSpr   dirt ONLY, sprints
- Smud   wet DIRT conditions ONLY
- Sturf   turf ONLY
- Sturfwet   wet TURF conditions ONLY

To populate a file, perform these steps, for each file you want to populate…
1. Go to the **Sires** folder (found in the **H$V8** folder on your **C:** drive) and open a file
2. Populate the file with the EXACT horse names (note that **you** develop the list of names)
3. Optionally, you can add a level (where 3 = superior, 2 = excellent, 1 = solid)
4. Save the file (close the **Sires** folder when you're done with all of your entries)

Sample file without levels

```
Sturf - Notepad
File  Edit  Format  View  Help
A.P. Indy
Action This Day
Affirmed
Alysheba
Arch
Artie Schiller
```

Sample file with levels

```
Sturf - Notepad
File  Edit  Format  View  Help
A.P. Indy, 2
Action This Day, 1
Affirmed, 3
Alysheba, 1
Arch, 2
Artie Schiller, 1
```
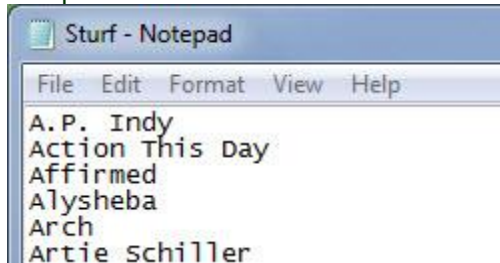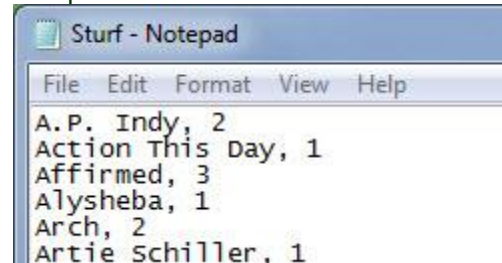
Once you have completed these steps, the pedigree information for your **Race History** will look something like this…

```
g. B. 6 [May] (KY) - KEESEP  2010
    Sire: PROUD CITIZEN - Trf {1}
  GrSire: GONE WEST - Trf {3}
 DamSire: MAGIC RING
     Dam: MAGIC OF LOVE
 SirePts: 4
```

The **SirePts** information for each horse will also appear as Pedigree Points in the Summary Rankings section, at the end of the **Race History**

2.1.3 Deleting Files

These options allow you to clean up the various types of files that **Expert** uses.

```
Hor$ense for Windows - Expert
File  Handicap  Settings  Help        Automated       Wet/Dry  >  Info: N/A
      Saved Races              >
      Race History (Hor$tats)    Ctrl+F
      Delete                   >        Data Files       Shift+Del
      Exit                       Ctrl+X    Saved Races      Ctrl+D
                                          Word Files       Ctrl+W
                                          Profiles             >
```
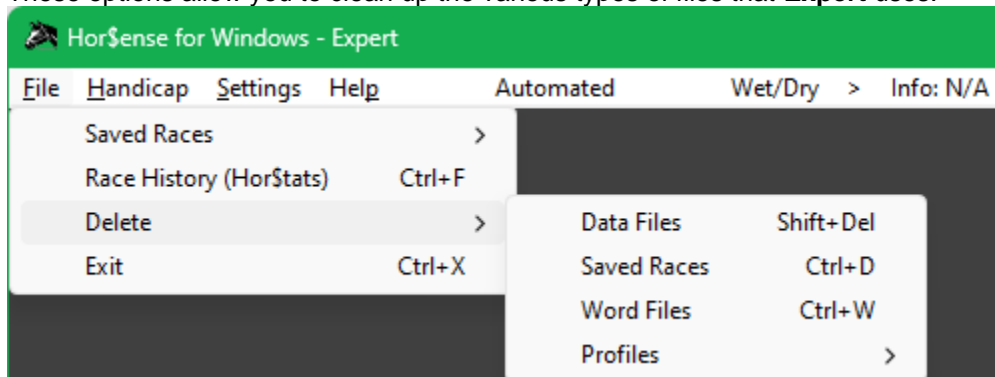
Delete Data Files – shortcut is [SHIFT] [DEL]

This screen allows you to delete downloaded data files, including the compressed files that may have been used to create the data files. If you want to delete all data files for a specific track, type an asterisk (*) in the date field before selecting the OK button.
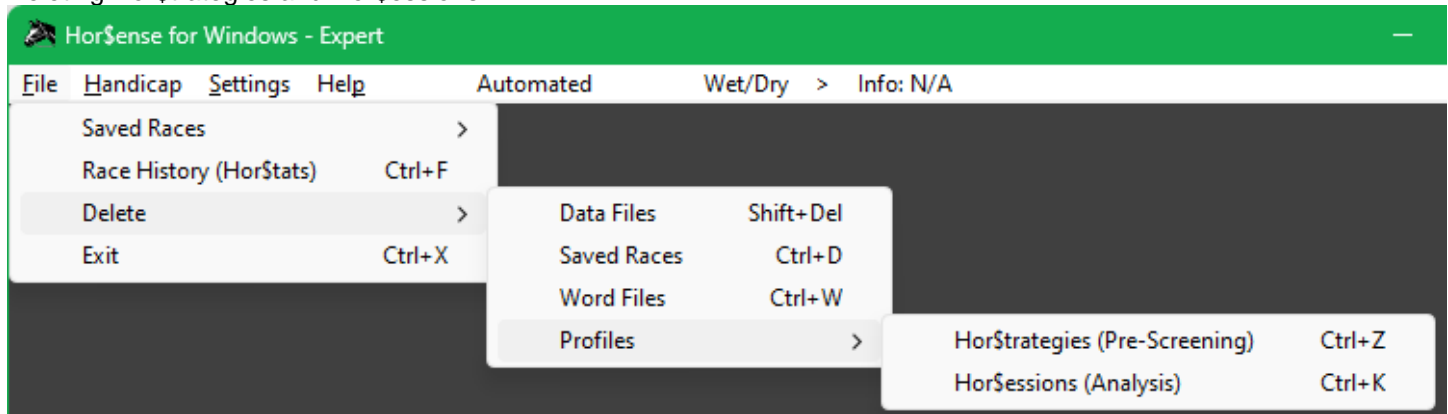
Delete Saved Races – shortcut is [CTRL] [F]

This screen allows you to delete previously saved races. If you want to delete all saved races for a specific track, type an asterisk (*) in the date field before selecting the OK button.

Delete Word Files – shortcut is [CTRL] [W]

This screen allows you to delete previously saved Word files (Analysis or Race History). If you want to delete all saved Word file analyses and/or Race History files for a specific track, type an asterisk (*) in the date field before selecting the OK button.

SPECIAL NOTE:
Dates can be entered in multiple formats. The following are valid date formats for January 12, 2015 (assuming that 2015 is the current year):

1-12	01-12	1-12-15	01-12-15	1-12-2015	01-12-2015	12Jan
1/12	01/12	1/12/15	01/12/15	1/12/2015	01/12/2015	12Jan15
1.12	01.12	1.12.15	01.12.15	1.12.2015	01.12.2015	

Deleting Hor$trategies and Hor$essions

These options allow you to delete saved Pre-Screening (Hor$trategy) and Analysis (Hor$ession) profiles.

Delete Hor$trategy Profiles – shortcut is [CTRL] [Z]
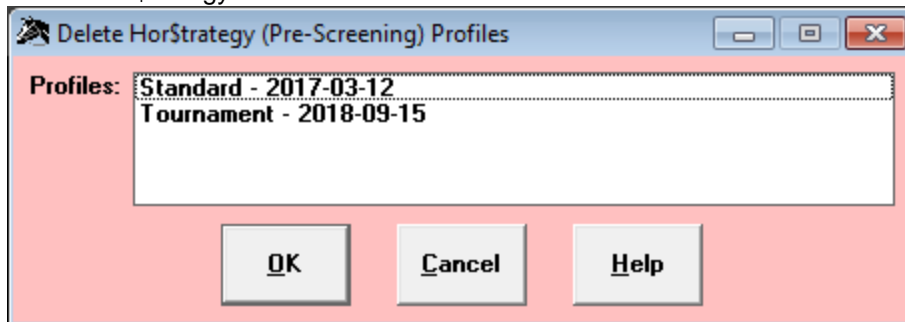
This screen allows you to delete saved Hor$trategy profiles. If you want to delete more than one profile, you can use the Shift and/or Ctrl keys to select multiple Hor$trategy profiles.

Delete Hor$ession Profiles – shortcut is [CTRL] [Z]
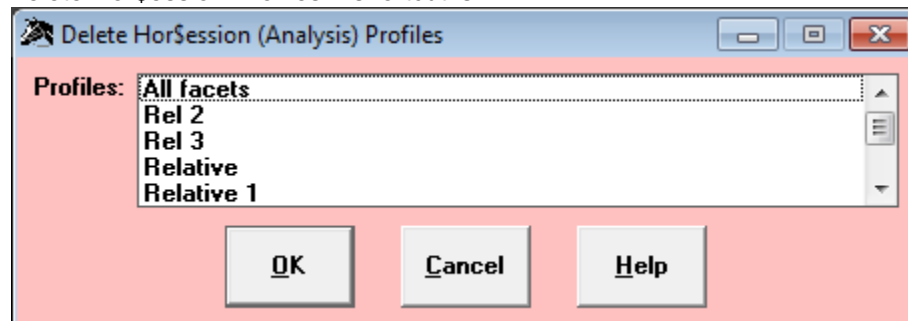
This screen allows you to delete saved Hor$ession profiles. If you want to delete more than one profile, you can use the Shift and/or Ctrl keys to select multiple Hor$ession profiles.

2.1.4 Exit

Shortcut is [CTRL] [X]

This option is used to properly exit **Expert**, and is the preferred method.

You can also close **Expert** using the "red X" in the upper right corner of the main screen, but it does not always properly close the program.

2.2 HANDICAP Menu

The **HANDICAP** menu options are used to select a race to be used in handicapping. Each option is detailed below.
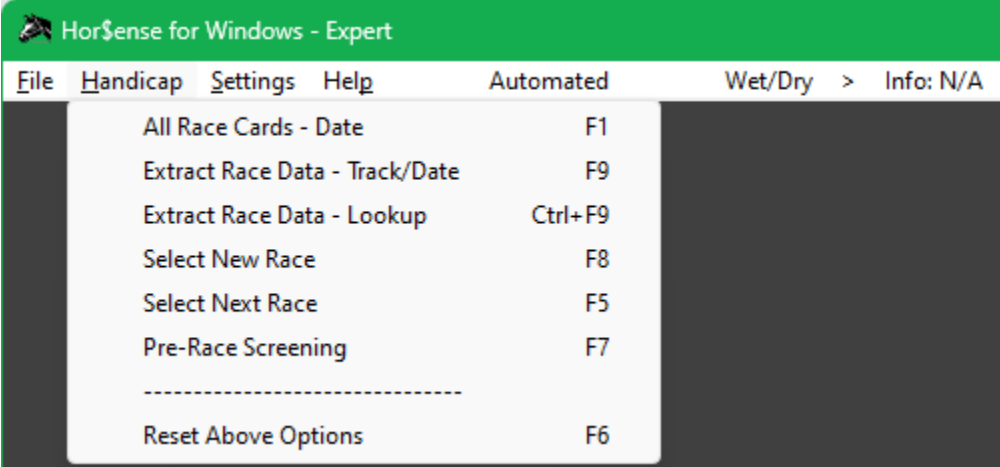
As noted in the Downloading Data Files section (1.3), only those specific data files mentioned are to be used. Here are some things to know about data files:

1. **Expert** accepts these data file types:
   - BRIS – standard single-file comma-delimited, as well as A-Odds/HAT and MultiCaps formats
   - JCapper – comma-delimited format (user-created)
   - TrackMaster – comma-delimited "B" format
2. Remember to store your downloaded BRIS, JCapper or TrackMaster data files from your web browser to the right location within **Expert**. If you made no changes to the location during the setup, the data files go in the **C:\H$V8\DataFile** directory. The Windows "routing" is: **This PC** > **C:** drive > **H$V8** folder > **DataFile** folder
3. If you're using a 64-bit operating system AND you have any issues loading a race card then you will need to extract the files as described in Appendix A.

2.2.1 Extract All Race Cards

By Date – shortcut is ⌘F1
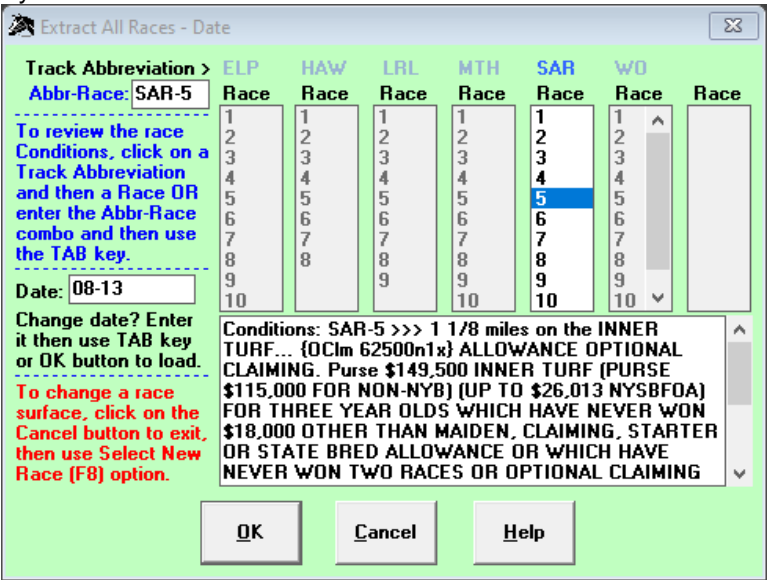
This screen is the starting point for extracting race card data on a selected day for ALL of the race cards (up to seven) from downloaded files. This option extracts all of the race cards, building a list of available races from which to choose for each track. To load the Conditions of a race into the text box, either [1] enter a matching track abbreviation then a dash (-) and then the race number in the **Abbr-Race** field OR [2] click on the Track Abbreviation and then the race number under it.

If you have the correct date but no files appear, you may be trying to load a different type of data file than the one defined in your Hor$etup; to correct the file type, you must exit this screen (using the Cancel button) and use the Hor$etup function to make the change to your setup. If you have stored a particular data file in a location other than the default location, you must exit this screen (using the Cancel button) and use the Hor$etup function to make the change to your setup.

2.2.2 Extract Race Data

By Track and Date – shortcut is F9

This screen is the starting point for extracting the race card data for a single track from downloaded files. This option extracts the entire race card, and builds a list of available races from which to choose (the Selecting a Race screen). Enter a valid track abbreviation (note that no letter X is needed at the end of two-letter track abbreviations) and a valid date.

If you are using a different type of data file than the one defined in your Hor$etup, you must exit this screen (using the Cancel button) and use the Hor$etup function to make the change to your setup. If you have stored a particular data file in a location other than the default location, you must exit this screen (using the Cancel button) and use the Hor$etup function to make the change to your setup.

After you have made your selections, select the OK button to select a race (Selecting a Race section below).

By Folder Lookup – shortcut is SHIFT F9

This screen is an alternative starting point for extracting the race card data for a single track from downloaded files, by extracting a race card data from a direct folder lookup. This option extracts the entire race card, and builds a list of available races from which to choose (the Selecting a Race screen).

If you are using a different type of data file than the one defined in your Hor$etup, you must exit this screen (using the Cancel button) and use the Hor$etup function to make the change to your setup. If you have stored a particular data file in

a location other than the default location, you must exit this screen (using the Cancel button) and use the Hor$etup function to make the change to your setup.

After you have made your selections, select the OK button to select a race (Selecting a Race section below).
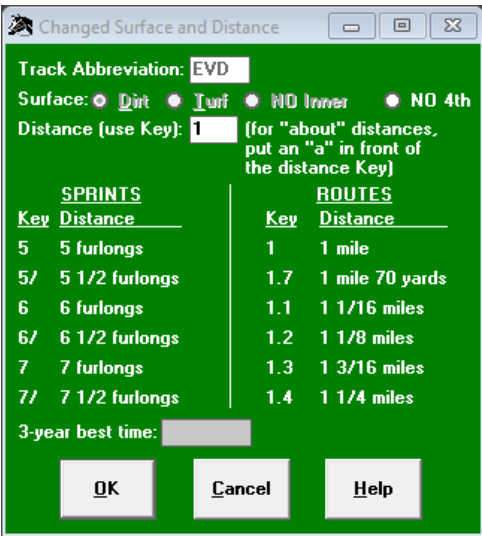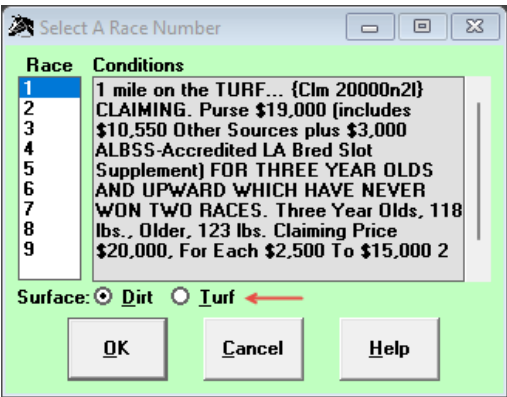
2.2.3 Select New Race

Shortcut is [F8]
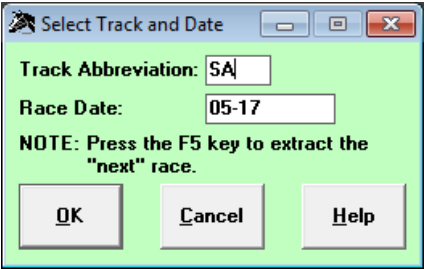
This option loads a race to be evaluated and analyzed (from a previously extracted race card). Enter a valid track abbreviation (note that no letter X is needed at the end of two-letter track abbreviations) and a valid date.

After you have made your selections, select the OK button to select a race (Selecting a Race section below).

Selecting a Race
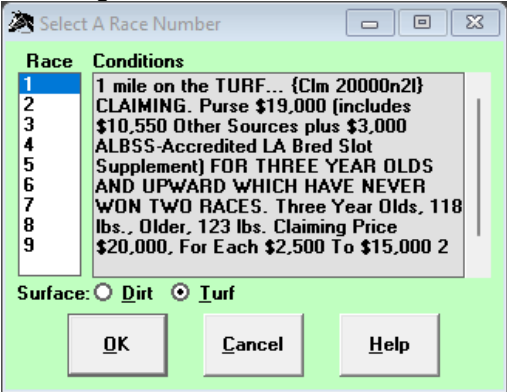
This screen allows you to select the race to be handicapped, no matter which of the above options you chose to select the race card. Simply highlight the race number and select OK to extract the race data.

If you need to change the surface, simply click on the new surface before selecting the OK button. You will then get a popup message reminding you to enter the distance for the new surface on the next screen; select OK after entering the distance.

2.2.4 Select Next Race

Shortcut is F5
This option allows you to directly select the next race for the current race card loaded into **Expert**, without using the screen combination of Select New Race & Selecting a Race to choose a race.

2.2.5 Other Options

Pre-Race Screening – shortcut is F7
This option allows you to perform pre-race screening for the current race loaded into **Expert**, starting with the Scratches & Changes screen (see section 3.1.1).

Reset Above Options – shortcut is F6
This option allows you to reset ALL of the Handicap Menu options if none of them are working. Whenever this option is selected, the message seen below will appear.
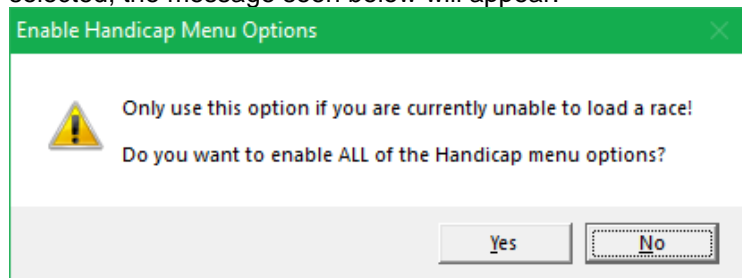
NOTE: Once a race has been selected using any of the options in this section (2.2), handicapping will start with the **Pre-race Screening** step (Section 3.1).

2.3 SETTINGS Menu

The **SETTINGS** menu options control how you set up **Expert** for use. Each option is detailed below.
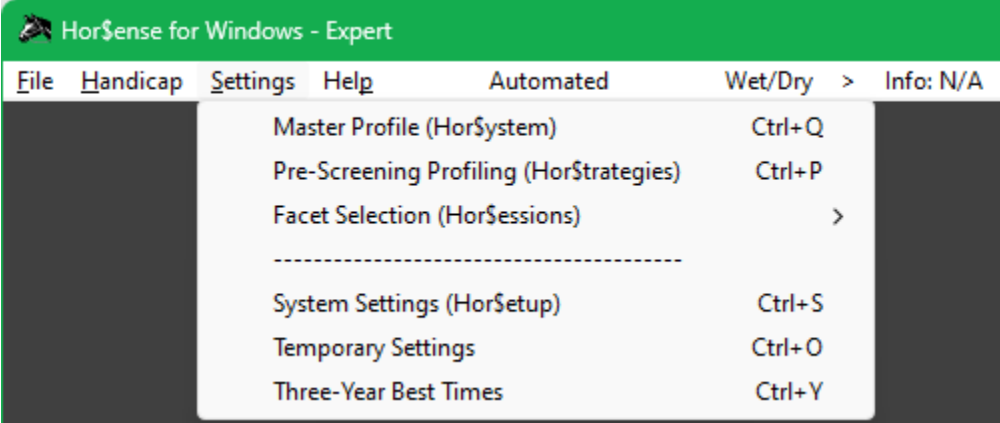
2.3.1 Pre-Screening Profiling (Hor$trategies & Hor$ystem)

Shortcut is [CTRL] [P]
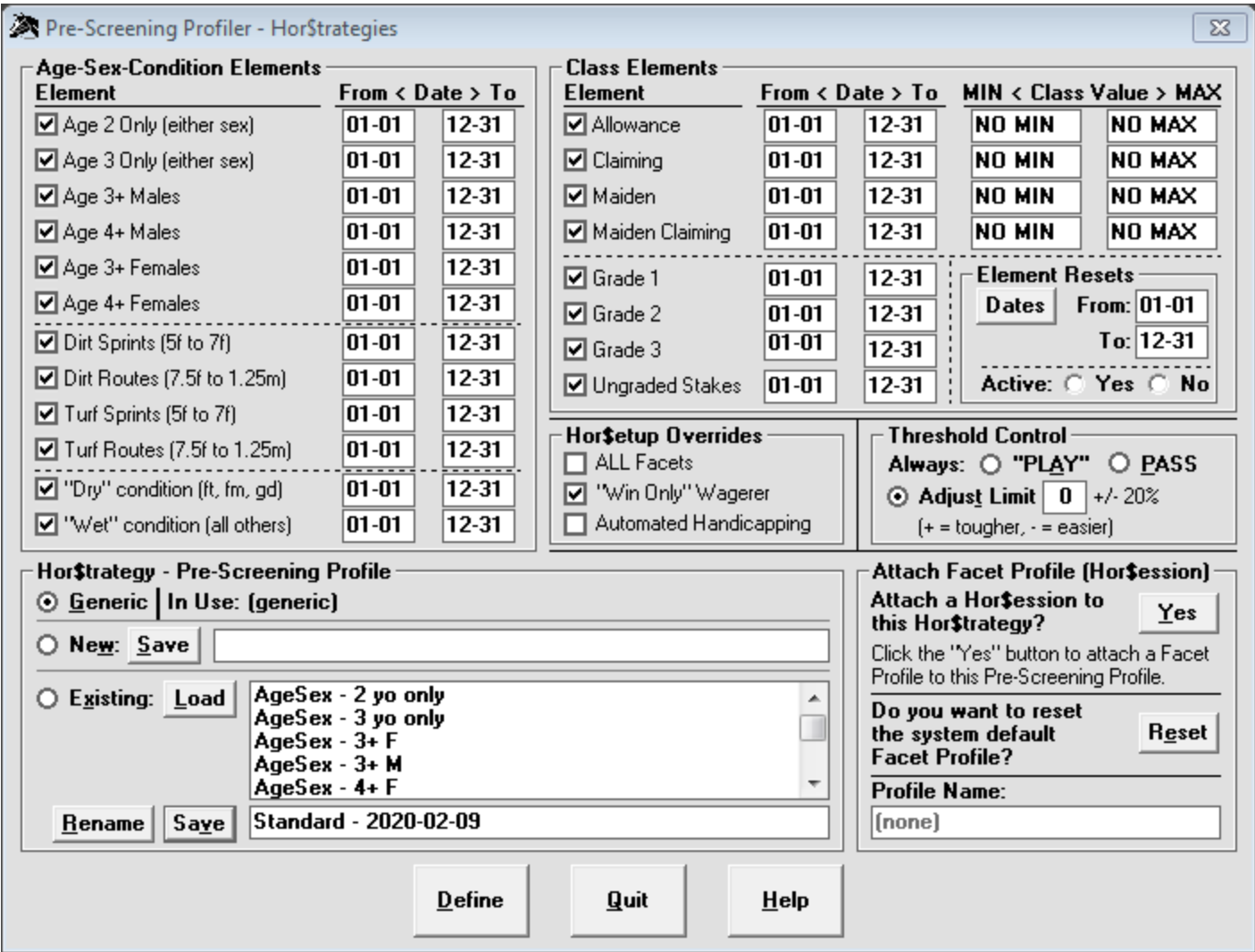
This is the Generic Hor$trategy pre-loaded with **Expert**. From the SETTINGS menu, this screen allows you to select the handicapping elements that will be used in pre-race screening races using this Hor$trategy. Default element selections are always provided, and you can change the selections to suit your pre-race screening strategy. In order to be able to use a Hor$trategy, you MUST first ensure that the element selections have been saved as a Hor$trategy (pre-race screening profile), and any defined Hor$trategy can be used to screen races. A saved Hor$trategy can be used for more than one

race, so that you can set one up to be used in any situation. You can Load (and Save changes), Rename or create New Hor$trategies.

The Threshold Control feature allows you to select the pre-race screening action to take when a Hor$trategy is triggered:
- Always "PLAY" forces **Expert** to default its recommendation to evaluating a playable race
- Always PASS forces **Expert** to default its recommendation to passing on a race
- Adjust Limit forces **Expert** to adjust the limits used in making its PASS/"PLAY" recommendation, with a +/- 20% limit imposed

You can override certain Hor$etup settings. You can also associate a specific Hor$ession (facet profile) with a Hor$trategy, and you can also assign the system default Hor$ession to a Hor$trategy.

This is a sample of a modified Hor$trategy.

The element check boxes control whether you want to consider that handicapping element when pre-screening a given race. For all elements selected as pre-race screening criteria, a date range can be selected; some Class elements can also be controlled by maximum and minimum dollar values (if you enter a MIN and/or MAX Class Value, that value will be included in the range to be pre-screened). You can also use the Apply to ALL Elements features to change all elements or dates at once.

To define a default Hor$trategy, select the Define button, or select the Quit button to exit this screen without assigning a new default Hor$trategy.

Additionally, any of the Pre-Screening Profiling Hor$trategies can be associated with a Master Profile (Hor$ystem). Think of the Hor$ystem as themes (Element Focus groups) that mirror your way of thinking in specific instances.

Shortcut is CTRL Q

Generic setup – no impact to any Hor$trategy

Age & Sex focused (with assignments) – will change the Hor$trategy based on the age and sex conditions of a race

2.3.2 Facet Selection & Thresholds (Hor$essions)

The Facet Selection sub-menu options control how you set up the facets for evaluating a race.
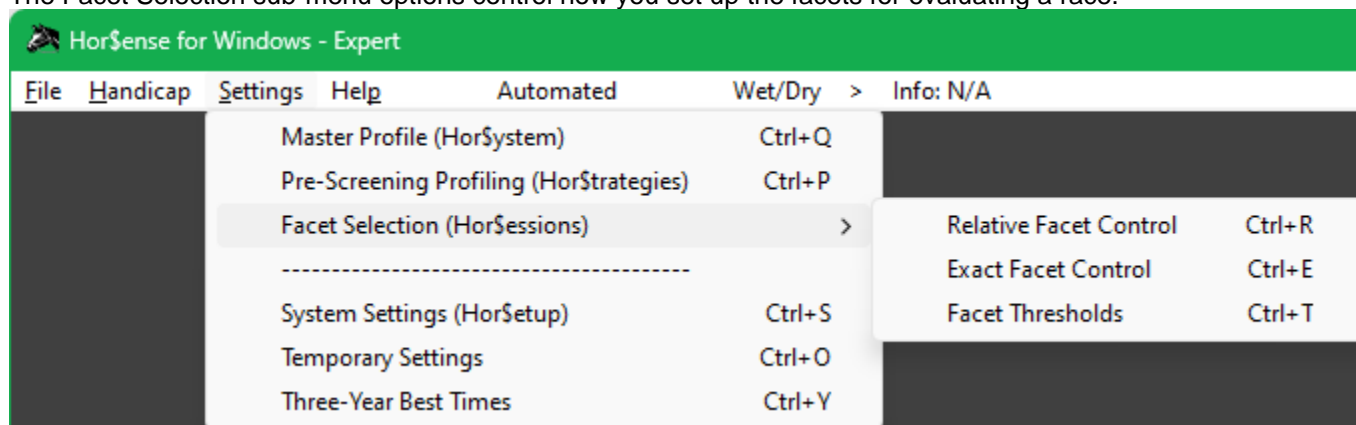
The MAJOR facets used in a Facet Control Hor$ession, for both Relative and Exact, are outlined below:

SPEED - Calculates *velocity-based (feet per second)* fractional and final times of races at any race track in North America, and then converts them to reflect today's race conditions, with a limit of four PPs per horse. If you choose this option, you will be asked whether you would like to use the weight of the jockey in your analysis.

FINISH and PACE- Calculates each horse's pace and finish for any North American race and converts it to the size of today's field, with a limit of four PPs per horse. If SPEED is also chosen, you will be asked to select the type of SPEED/FINISH analysis you will use. The options are:
- **O**verall best SPEED and FINISH entered,
- best **S**peed estimate controls both the SPEED and FINISH values, and
- best **F**inish estimate controls both the SPEED and FINISH values.

TRIP - Calculates each horse's trip line for any North American race and converts it to the size of today's field, with a limit of four PPs per horse. This analysis is based on SPEED <u>and</u> PACE information, and only appears as a question when both facets are selected.

You will also choose the ratio used in weighting the second call against the first call. You can choose any number between **0** and **100**. For clarification, a value of **60** implies that a 40/60 ratio will be used. This means the second call is more important than the first call by 20%.

You are also given the option of using **Hor$tyles**, the exclusive track bias evaluator. You should accept the default of **N** if you do not want to activate **Hor$tyles**. If you desire to evaluate trip using **Hor$tyles**, choose one of the following for running styles: **F** (front runner), **U** (up close), **M** (mid pack) and **O** (off the pace). The **FUMO** running styles are somewhat similar to both the Sartin/PIRCO "ESP" running styles and the Henry Kuck "front-runner/pace-presser/closer" running styles. The **FUMO** impact can be either positive or negative, depending on your selection.

CURRENT CLASS - Calculates each horse's current class rating for each PP selected, with a limit of four PPs per horse. If you also selected the FINISH facet, the current class level will be compared to the best finish, and the result will be included in this analysis.

PAST CLASS - Calculates each horse's past class, based on earnings and "top five" finishes for a chosen time period.

IN-MONEY RATIO - Calculates each horse's "in-the-money" ratio. If you choose this option you will be asked how many places you would like to use; the number of places will be applied to all horses. For example, if you choose 2 places, only the first and second place finishes will be requested.

JOCKEY RATING - Calculates the rating for the jockey of each horse. If you choose this option you will be asked how many places you would like to use; the number of places will be applied to the jockey for each horse. For example, if you choose 1 place, only the first place finishes will be requested.

TRAINER RATING - Calculates the rating for the trainer of each horse. If you choose this option you will be asked how many places you would like to use; the number of places will be applied to the trainer of each horse. For example, if you choose 3 places, the first through third place finishes will be requested.

WORKOUTS - Calculates up to four workouts for each horse selected, based on both times and workout patterns.

Relative Facet Control – shortcut is ⎡CTRL⎤ ⎡R⎤

From the SETTINGS menu, the Relative option for this screen allows you to select the facets that will be used in modifying the default values used when handicapping races using a Hor$ession. You cannot use this option to adjust saved Exact facet Hor$essions. You must save the facet selections as a Hor$ession profile. Any defined Hor$ession profile can be attached to any Hor$trategy pre-screening profile. Saved profiles can be used for more than one race, so that you can set up a profile to be used in any situation. You can Load (and Save changes), Rename or create New Hor$essions. When you click on the Reset button, the default Relative Facets will be reset. The range of the fields is -9 through 9.

To complete creating a Relative Hor$ession, select the OK button on the Hor$essions screen.

Exact Facet Control – shortcut is CTRL E

From the SETTINGS menu, the Exact option for this screen allows you to select the facets that will be used in handicapping races using a Hor$ession. Generic facet selections are always provided, and you can change the selections to suit your handicapping style. You must save the facet selections as a Hor$ession profile. Any defined Hor$ession profile can be attached to any Hor$trategy pre-screening profile. Saved profiles can be used for more than one race, so that you can set up a profile to be used in any situation (i.e., Speed only). You can Load (and Save changes), Rename or create New Hor$essions. When you click on the Reset button, the default Primary Facets will be reset (the Supporting Facets will remain unchanged).

FACET Ranges:
The range of most of the fields is "N" (=0), 1 through 9 and "Y" (=10), except as follows:
- "Use Jockey Weights" field is an on/off toggle
- "Use Best:" and "Pace/Trip Hor$tyles" buttons result in a single-choice
- "2nd Call Weighting %" field must be in the range of 1 through 99
- "+/- Cutoff" fields are 1 (Win), 2 (WP) and 3 (WPS)

FACET Help:
For Speed, you can choose to use jockey weights during evaluation.
The "Use Best" options refer to the manner in which **Expert** will evaluate SPEED and FINISH:
- Speed means that the PP with the fastest time will determine both SPEED and FINISH estimates
- Finish means that the PP with the best finish will determine both SPEED and FINISH estimates"
- Overall (the default) means that the PP with the fastest time will determine the SPEED estimate and the PP with the best finish will determine the FINISH estimate
"2nd Call Weighting %" allows you to control how much importance is given to the 2nd call.
"Pace/Trip Hor$tyles" is a running-styles bias, which will give extra credit to horses that best fit the selected running style in an analyzed race.
For the In-Money facets (horse, jockey & trainer) the "+/- Cutoff" represents the win-place-show position used during race evaluation.

To complete creating an Exact Hor$ession, select the OK button on the Hor$essions screen.

In addition to Facet Control, each facet can be influenced by applying thresholds to the negative impact at the Analysis stage. Each major facet has an associated threshold, and your handicapping may treat weak data – either poor or none – less severely than the Expert defaults.

Facet Thresholds – shortcut is CTRL T

This screen allows you to further control the facets that will be used in handicapping races. By applying thresholds to each facet, you can apply a penalty to the score of any horse that falls below the cutoff point you define. The Cutoff values determine when to trigger a penalty, the Penalty value applies the severity of the penalty, and the "No Data" Penalty adjusts the penalty for a horse when it has no data for a facet.

NOTE: There is only <u>one</u> Facet Threshold Hor$ession available for ALL race analyses.

The Cutoff values for each facet will trigger the Penalty as follows:
- Speed - up to 9 lengths behind the fastest horse
- Finish - up to 3 1/2 places behind the highest finishing horse
- Pace/Trip - up to -1 raw **Expert** points from the field's average
- Current Class - up to -1 raw **Expert** points from the field's average
- Past Class - up to -1 raw **Expert** points from the field's average
- In-Money - up to 50% less than the horse with the best in-the-money ratio
- Jockey - up to 25% less than the horse with the best jockey ratio
- Trainer - up to 25% less than the horse with the best trainer ratio
- Workouts - up to -1 raw **Expert** points from the field's average

The Penalty values for each facet are applied (as a percentage) as follows:
- 0 = no change
- 1 to 99 = the difference between no penalty and the minimum value
- 100 = equal to the minimum possible value

The "No Data" Penalty values for each facet are applied (as a percentage) as follows:
- 0 = no penalty (value of 0.0)
- 1 to 99 = the percentage of penalty between 1% and 99% of the maximum possible penalty value
- 100 = equal to the maximum possible penalty value

To save your choices, select the Save button on the Facet Thresholds screen.

2.3.3 System Settings (Hor$etup)

Shortcut is CTRL S

This screen is where you make changes to the Hor$etup. This example is the initial (default) Hor$etup.

There are six system setting areas: **Screening, Evaluation, Analysis, Input, Output** and **System**. The **Screening, Evaluation** and **Analysis** areas (SEA) have three sub-areas: Conditions, Calculations and Customizations.The **Evaluation** area has a sub-area for **Hor$martsPlus for Factes** The details for each item are listed below, and can also be found by clicking on the Help button; SEA areas use a "right-mouse" feature to display the help.

Screening Conditions:
- Treat one-turn route as a Sprint - Select this to treat a one-turn route race as a sprint race
- Treat All Weather race like Dirt – Select this to treat All Weather (synthetic) races like Dirt races during screening

Screening Calculations:
- Pass/Play Decision Control - allows you to adjust the screening limit used to make the PASS/"PLAY" recommendation for ALL races, with a limit of +/- 10%

Screening Customizations:
- Skip Hor$trategy Check (new races) - Select this to bypass the review of the pre-screening profiling used to determine race playability. Hor$trategies are found in the SETTINGS menu.
- Handicapping Mode – Set the level of effort you need to make in handicapping races
  - Interactive - To ACTIVELY participate in the handicapping of a race
  - Fully Automated - To have **Expert** do all of the horse evaluations

Evaluation Conditions:
- "Win Only" Wagerer - Focus is on wins instead of top-three finishes
- Evaluate ALL Facets - Uses ALL of the handicapping facets for evaluating a race
- Use Normally Skipped PP Data - Automatically chooses all available SPEED, FINISH and CURRENT CLASS information from a PP
- Treat Dirt PPs like All Weather – Will treat Dirt PPs like All Weather (synthetic) PPs during evaluation

Evaluation Calculations:
- Temp Speed Tool Switch - Uses the datafile specific Speed Rating, whenever at least one PP is missing the (DRF) Speed Rating/Track Variant data
- TROUBLE Calls - In the Interactive handicapping mode, it provides these choices
  - Use Text Info from PPs - Enter preset codes associated with trouble information
  - Cap Max Length - Limits the lengths of trouble applied to a PP
- SPEED - "smoothing" for PPs - Changes times for each call and the finish, to match distance and class limits

Evaluation Customizations:
- Skip Hor$ession Check (new races) - Select this to bypass the review of the facets used to evaluate a race. Hor$essions are found in the SETTINGS menu.

Evaluation - Hor$martsPlus for Facets:
Hor$martsPlus is a heuristic system that uses "rule-of-thumb" decision making and "question-and-answer" sessions for each facet, to adjust initial horse evaluations.
> NOTES:
> 1. **Hor$martsPlus** options are All, None and Select (where you choose the facets to apply **Hor$martsPlus**)
> 2. The **Hor$martsPlus Auto** feature lets **Expert** do the decision making for the first stage without your input
> 3. The Confidence feature lets you set your confidence level, for each facet chosen (Expert to Low)

Analysis Conditions:
- Selection(s) - Choose between Score types
  - Weighted - Facet values as assigned by a Hor$ession (default or user-designed).
  - Raw - Treats all facets equally.

Analysis Calculations:
- SPEED - Reduce "Lengths Ahead" - Caps the number of lengths ahead for the fastest horse.
- SPEED and PACE/TRIP - Adjust using race post positions - uses a horse's post position to reduce the final time.
- SPEED - Use More FINISH, Less PACE/TRIP - Adjusts these two facets to increase the FINISH values and decrease the PACE/TRIP values.

Analysis Customizations:
- Only Show Hor$election (no facets) - Sets the analysis to display only the final results and none of the facets.
- Save Race Analysis Information - Tells **Expert** to save the results of the analysis as the default.
- SPEED Display Type - Choose the default display type for this facet (5ths, 100ths, feet/sec [2 kinds], lengths behind)
- PACE/TRIP Display Type - Choose the default display type for this facet (Running Styles, Exact Positions)
- Show DIG DEEP for Top Picks - Choose the number of individual horse analyses to display, from none to four (0-4)

Input:

The **Data File Type** options are the file type that you download:

- Choose from BRIS, JCapper or TrackMaster; TSN format not available. To ensure that **Expert** properly extracts the race data for race evaluation and analysis, make sure the Data File Type selected matches the format you downloaded.
- The Speed Tool option allows you to select either the BRIS or TrackMaster proprietary speed rating OR the DRF speed rating and track variant; the JCapper proprietary speed rating option is NOT available.
- The Location field refers to the folder (and drive) on your computer where you need to store the data files. Due to the method used to uncompress the data files, the folder name cannot contain spaces.

Output:

There are three **Output** settings:

- Race History (Hor$tats) - lets you set the parameters for printing:
  - Your default Printer or None (no printing)
  - To an MS Word file (sent to the folder identified as the Input Data File Location). You have the option to see the information in color, so you can see representative "good/bad" colors to the output; this includes odds ranges (for favorites and longshots)
  - Print after Analysis - Select this option if you want to be offered the option to print the Race History after the analysis.
- Analysis **-** lets you decide where to print the analysis of the handicapped races (the dark blue screens)
  - Your default Printer or None (no printing)
  - To an MS Word file (sent to the folder identified as the Data File Location during the setup)
- Word Font - lets you set the font to *Courier New* (serif) or *Lucida Console* (sans serif); for Word File output ONLY

System:

- Windows OS Hardware - set it to 32-bit or 64-bit, depending on your computer hardware; the default is 64-bit

Select the **Save** button when you've made your Hor$etup choices.

2.3.4 Other Options

Temporary Settings – shortcut is [CTRL] [O]

This screen lets you make various changes to some Hor$etup options.

- **System Changes** – Items that you want to temporarily change; use the Hor$etup option to make them permanent.
- **Reset Date** – Changes the date to use for handicapping.
- **Course Conditions** – Set a specific surface to "wet" or "dry" (where the default is always "dry"), which can be set separately for each surface at every track loaded for the day.

Select the OK button to continue.

Three-Year Best Times – shortcut is ⌨CTRL ⌨Y

Three-Year Best Times

Track Abbreviation: BEL

Surface: ◉ Dirt ○ Turf ○ Inner Turf ○ AW 4

Distance (use Key): [   ]   (for "about" distances, put an "a" in front of the distance Key)

SPRINTS		ROUTES	
Key	**Distance**	**Key**	**Distance**
5	5 furlongs	1	1 mile
5/	5 1/2 furlongs	1.7	1 mile 70 yards
6	6 furlongs	1.1	1 1/16 miles
6/	6 1/2 furlongs	1.2	1 1/8 miles
7	7 furlongs	1.3	1 3/16 miles
7/	7 1/2 furlongs	1.4	1 1/4 miles

3-year best time: [   ]

[**OK**] [**Cancel**] [**Help**]

This screen is used to manually enter (or adjust) a three-year best time. To do this, enter a track abbreviation, select a surface, enter the Key code for the distance (as shown on the screen) and enter a time. Select the OK button to continue.

Time entries can be a little tricky. Here's how to enter the time:
- For times in 5ths of a second, use a slash before the fractional time. Example: 1:23 4/5 is entered as 1:23/4
- For times in 100ths of a second, a dot is needed before the fractional time. Example: 1:23.45 is entered as 1:23.45
- For times with no fractional time, no fractional entry is needed. Example: 1:23 is entered as 1:23

2.4 HELP Menu

The **HELP** menu options assist you in the general use of **Expert**. Each option is detailed below.
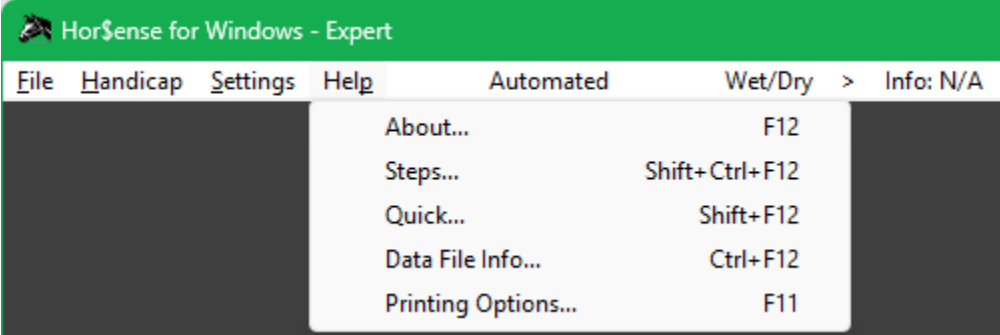
About… Shortcut is [F12]
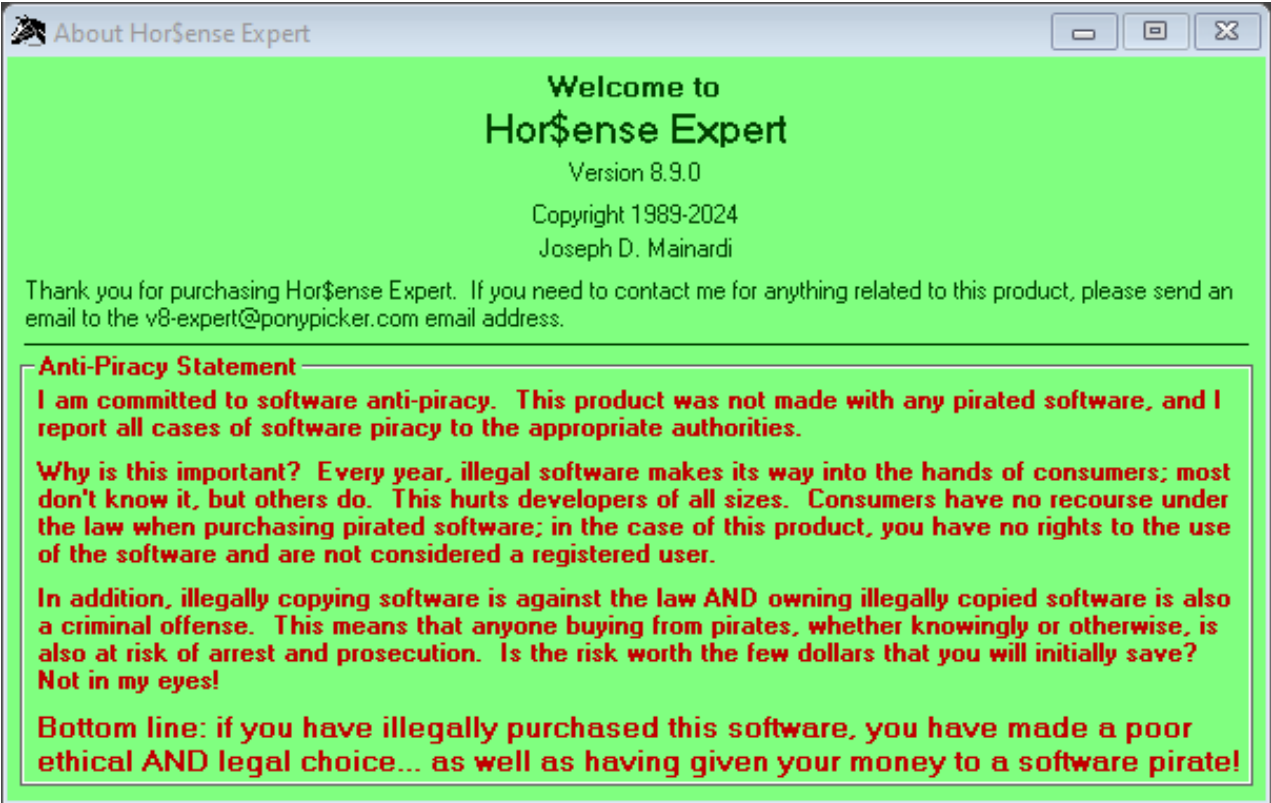
A simple screen that provides product and contact information… plus my "rant" about software piracy!

Steps… Shortcut is [SHIFT] [CTRL] [F12]
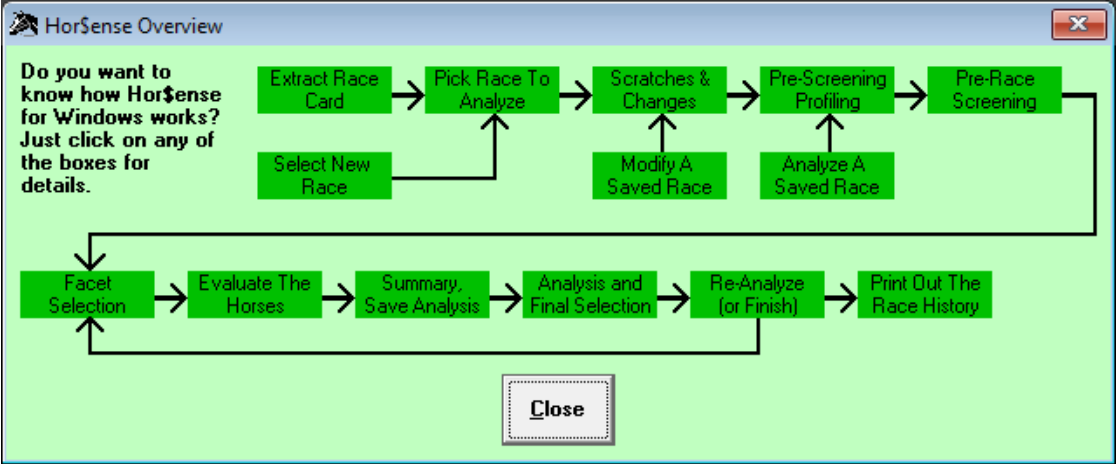
A screen that provides a graphical representation of the flow of **Expert**. To get details, click on a box and more information will be provided in a separate screen.

Separate screen example – Extract Race Card
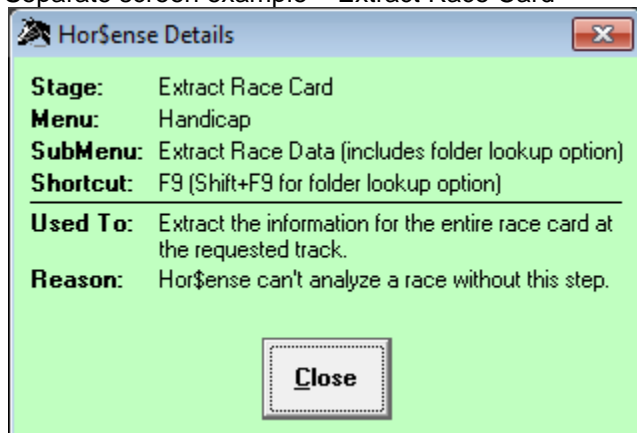
The "details" screen that appears when you click on a box from the main screen.

Quick… Shortcut is SHIFT F12
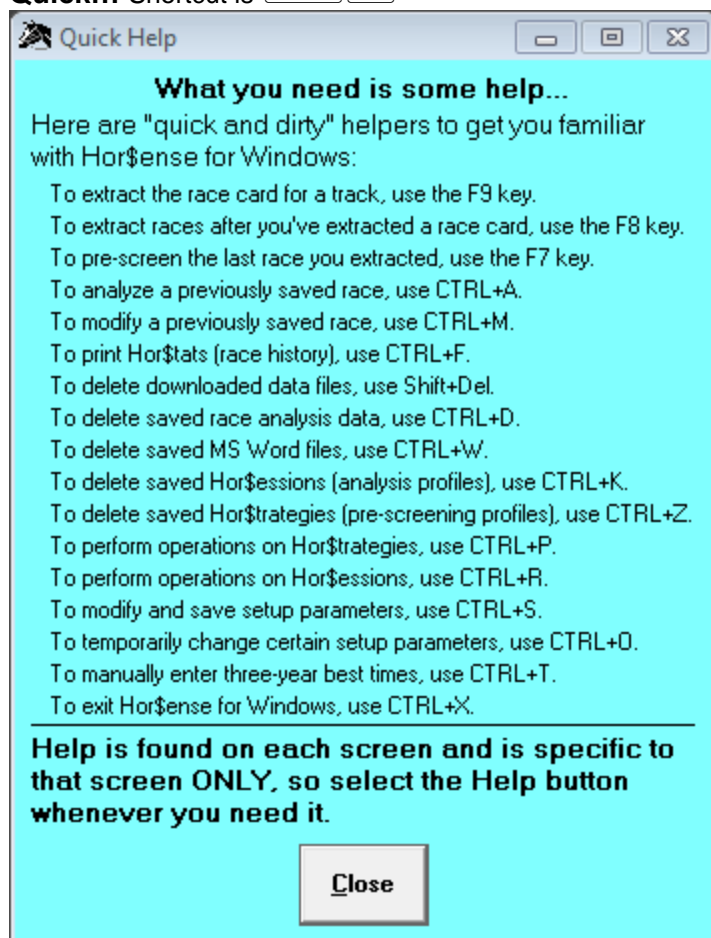
This screen provides the main steps and operations, along with the shortcut keys.

Data File Info… Shortcut is CTRL F12

Data File Information

The data files used in Hor$ense for Windows are of the "comma-delimited, single-file" format.

Files in this format are available from BRIS, JCapper (user generated) or TrackMaster; see the Hor$ense Setup screen for the specific file types.

To extract a new race card, use Alt+H then E (use the "F9" shortcut); to extract with a file lookup, use Alt+H then L (use the "Shift+F9" shortcut)

To select subsequent races from the same card, use Alt+H then R (or use the "F8" shortcut).

Close

This screen provides additional information on the data files.

Printing Options… Shortcut is F11

Printing Options

Hor$ense allows you to send your output to either your default printer or a designated MS Word file.

When using your default printer, you must make sure that it is turned on BEFORE sending data to the printer. A page will print only when the printer buffer is full or when you have chosen the New Page option.

For the MS Word option, open the file where indicated in the popup window (after the data transfer is done). NOTE: If you do not have MS Word on your computer, try the WordPad feature supplied with Windows.

SPECIAL NOTE: If the output ends up going to a Word file that is already open, then you MUST make sure that no other Word file is open when using this option.

Close

This screen provides a detailed explanation on how printing works in **Expert**.

IMPORTANT NOTE: The method used to generate the Word file does not expect any other Word files to be open and active while data is being sent to the new file. If a file IS open, the result is that the data will likely get sent to the open Word file AND that makes a mess of both files. To avoid this, you should to CLOSE **ALL** open Word documents.

2.5 Other Menu Bar Items

Fully Automated / Interacive (toggle, click to change)

Hor$ense for Windows – Expert

File Handicap Settings Help Interactive

Hor$ense for Windows – Expert

File Handicap Settings Help Automated
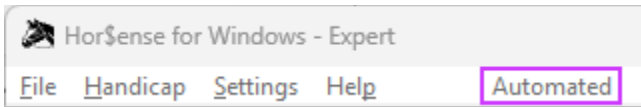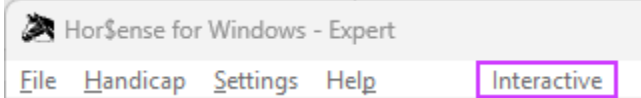
Message shown for either selection

Changing Handicapping Mode ✕

⚠ Alert: Changing the Handicapping Mode here
     will override this setting UNTIL you use
     this method to revert back to the Original
     Handicapping Mode from your Hor$etup.

Handicapping Mode options:
Yes = Change it
No = DO NOT change it
Cancel = Revert to the Original

| Yes | No | Cancel |

Wet / Dry (display)

Hor$ense for Windows – Expert

File Handicap Settings Help   Interactive   GG-T Dry > Info: R7 • 1m-T • 4+male • {Clm 12500n2l}

This shows the "wet/dry" information for the current race. To change this setting, use the Temporary Settings option (shortcut is Ctrl+O).

Basic Race Info (display)

Hor$ense for Windows – Expert

File Handicap Settings Help   Interactive   GG-T Dry > Info: R7 • 1m-T • 4+male • {Clm 12500n2l}
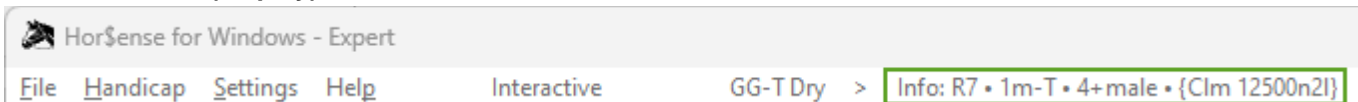
This shows the basic information for the current race.

3 HANDICAPPING

Handicapping a race using **Expert** involves multiple steps: pre-race screening, selecting facets, evaluating the horses, and analyzing the evaluated data to make your selection.

REMINDER: You <u>MUST</u> select a race before starting the handicapping process. See Section 2.2 on selecting races.

3.1 Pre-race Screening

Pre-race screening is a cornerstone of **Expert**, and will assist you in separating "poor" races from "good" ones.

NOTES:
1. To handicap a NEW race, or if you are modifying a previously saved, please continue.
2. If you are analyzing a previous saved race, go directly to Section 3.1.4 for the pre-race determination.

3.1.1 Scratches & Changes (Horse, Jockey and Trainer)

This screen is primarily for scratching horses, both before (**Early**) and after (**Pgm**) entries are drawn. To scratch a horse, click on the button next to either **Early** or **Pgm** for that horse. Since most scratches are made after entries are drawn, an option is to use the **Pgm Scr** box, by entering the saddle cloth number(s) and a PLUS (+), DASH (-) or DOT (.) symbol between each number (for example, +1A+3+6). Each scratch is colored: **Red** for **Pgm** and **Gray** for **Early**.

It's also for making jockey and/or trainer changes. To do this, highlight the change (by clicking on the name). If you can't find the new jockey and/or trainer, go to the top of the jockey and/or trainer list and select one of the **.NOT LISTED** choices.

To clear changes that you made, select the **Reset** button, resetting the race data to the original settings. If the **Page 2** button is activated, because there are more than 16 horses entered in the race, select it to see the rest of the horses in the race.

Select the **Done** button when you're done with ALL of the race changes (on BOTH pages, if appropriate).

3.1.2 "About" Distances

For races being contested at "about" distances, you may see a screen asking you to confirm it.

Possible "About" Distance Identification Error

Is this race being run at an "about" distance?

Please review the race description... look for something that would indicate that this race is an "about" distance.

DESCRIPTION: {OClm 62500n2x} TAENTRIES 6TH SAX MAY 17 6.5F H60000 0 BUN 6 1/2 FURLONGS ABOUT TURF THOROUGHBRED OPEN 3 YEAR OLDS AND UP ALLOWANCE OPTIONAL CLAIMING PURSE $60000 (03:07) (8) <<<DETAILS>>> ALLOWANCE OPTIONAL CLAIMING. Purse $60;000 (plus $18;000 CBOIF - California Bred Owner Fund) DOWNHILL TURF FOR THREE YEAR OLDS AND UPWARD WHICH HAVE NEVER WON $10;000 TWICE OTHER THAN MAIDEN; CLAIMING; STARTER; OR STATE BRED OR WHICH HAVE NEVER WON THREE RACES OR OPTIONAL CLAIMING PRICE OF $62;500. Three Year Olds; 117 lbs.; Older; 124 lbs. Non-winners Of Two Races Other Than Maiden; Claiming Or Starter Allowed 2 lbs. Claiming Price $62;500 (Maiden And Claiming Races For $50;000 Or Less Not Considered).

[Yes]   [No]

If the race is an "about" distance, click on the Yes button; otherwise, click on the No button.

3.1.3 Pre-Screening Profiler Check

The Hor$trategy screen will only appear if you set it up to be displayed for new races (in the Hor$etup) OR if you are modifying a saved race. It allows you to review and make changes to the current Hor$trategy. See Section 2.3.1 for more information on Hor$trategies.

During pre-race screening, this screen allows you to select the handicapping elements that will be used for the race you are handicapping. You can Load (and Save changes), Rename or create New Hor$trategies.

To change the Hor$trategy for a given race, make any modifications and then select the Change button, or select the Bypass button to keep the Hor$trategy as the default.

If you do not see this screen, then the current Hor$trategy has been automatically accepted.

3.1.4 Pre-race Screening Determination

This is where **Expert** analyzes all of the pre-race screening input. On the basis of the results of the pre-race screening and **Hor$martsPlus** analysis, this screen determines whether you should handicap ("play") the race or pass on it.

There are three rating levels for a race: GOOD, MARGINAL and NO GOOD:
- If a race is rated GOOD, the race is handicappable (screen is in light green, as shown above)
- A MARGINAL race can be either handicappable or not good to handicap (playable in light green, pass in light yellow)
- The race is not a good race to handicap if it is rated NO GOOD (in light red)

NOTE: The rating level and the PASS or "PLAY" choice could change under the two scenarios listed directly below; also note that the Pre-Race Screening screen will reflect any change.
1. If you set the Threshold Control value to something other than zero (0) in the Hor$etup (section 2.3.4, System Settings)
2. If you make changes with a Hor$trategy (section 2.3.1, Pre-Screening Profiling)

The analysis behind the ratings is based on the following four criteria:
1. The **number of horses** with recent form *at any race track*, based on the layoff limit.
2. The **number of horses** that have raced on the same surface (turf, dirt, all-weather) as today's race *at any race track*, since the date displayed in the question. For race tracks without turf races, your answer is the same as #1 above.
3. The **number of horses** that have had raced "close to" or beyond the distance of today's race, on the same surface in **most recent form** *at any race track*. The "close to" distance is displayed in the question, and can be less than the actual current race distance.
4. The **number of horses** that have run at the same race track and on the same surface as today's race since the specified date. This date is based on distance and class, and will be different for most races.

Other display items are:
1. The reason(s) the screening process used to recommend Pass or "Play".
2. A list of the actual data used to make the recommendation, in each of the four screening categories.
3. The pre-race Race Rating, the Pass or "Play" limit and the Raw Rating (which factors out the time-of-year and age/sex adjustments). All of these ratings are based on a scale from 0 to 10.

NOTE: If you are using the DRF Speed Rating and Track Variant and there is at least one PP that's missing the SR/TV AND your setup is told to look for this situation, you will be offered the chance to switch to the file-specific Speed Rating (for this race ONLY). This will let you evaluate SPEED for the affected PP(s).

Let's handicap a race*!!!*

3.2 Evaluating A Race

This section is where all race handicapping occurs (but not the final analysis), where you will select the facets to use in handicapping, (optionally) print the Race History, and then evaluate each of the horses.

3.2.1 Handicapping Facet Selections

The Hor$ession screen will only appear if you set it up to be displayed for new races (in the Hor$etup) OR if you are modifying or analyzing a saved race. It allows you to review and make changes to the current Hor$ession.

See Section 2.3.2 for information regarding facet selection.

To handicap a race, select the Evaluate button on the Hor$essions screen.

If you do not see this screen, then the current Hor$ession has been automatically accepted.

You have now reached the point where **Expert** will evaluate each horse!!! Let's get started!!!

3.2.2 Horse Evaluation
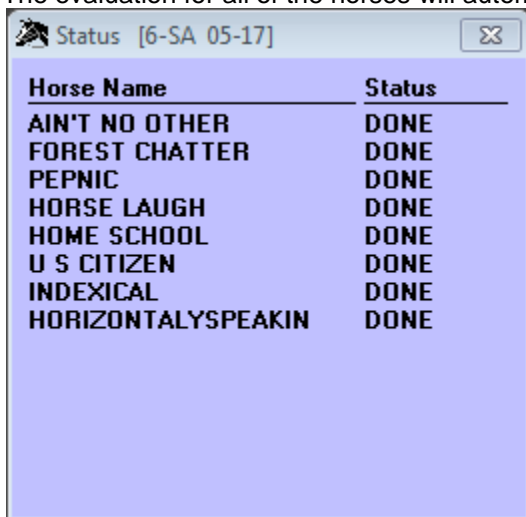
Automated Evaluation

In the Fully Automated mode (chosen in the Hor$etup), you will see this message:
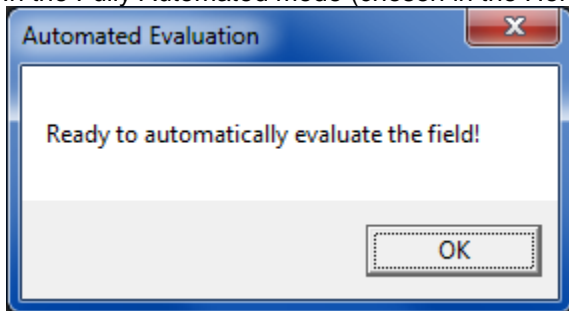
Click on the OK button to continue.

The evaluation for all of the horses will automatically process, the status will change… and you will be notified.
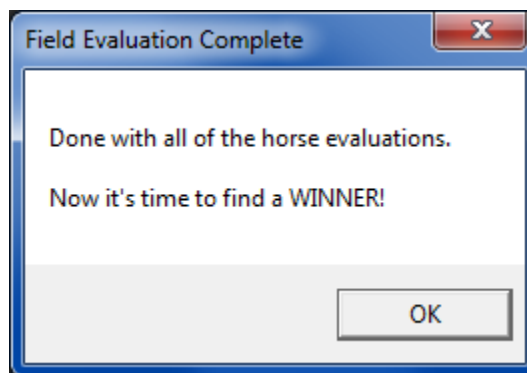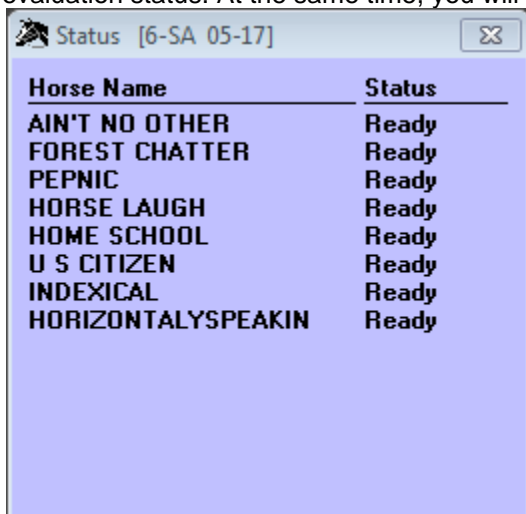
Status   Notification

The automated handicapping is DONE! Proceed directly to Section 3.3 to start the Selection process.

Interactive Evaluation

In the Interactive mode (chosen in the Hor$etup), you will first see a screen with all of the horse names and their current evaluation status. At the same time, you will see the Interactive Evaluation message. Click on the OK button to continue,
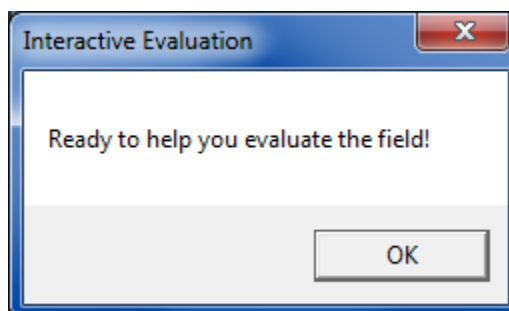
Data Presentation and Selection

Expert provides a single entry point for the evaluation of the data for each horse in the field. You are presented with the data for review, and you are allowed to make changes to the default selections (the items in the Selection Boxes).

These two screens will appear for each horse in the field. There are three types of data to be evaluated: Single Point Data (Past Class, In-Money, Jockey, Trainer), Past Performances (Speed, Finish, Pace/Trip, and Current Class) and Workouts.

Rules on Selection Boxes (checkboxes)
1. Checked (dark checkmark) – data **will** be used during analysis (click once to unselect, again to select)
2. Available (light checkmark) – data **can** be used during analysis (click once to select, again to unselect)
3. Unchecked (no checkmark) – data **should not** be used during analysis (click once to select, again to unselect)
4. Unavailable (no checkmark, checkbox slightly grayed-out) – you cannot select the data (text is sometimes grayed-out)

NOTES on the two screens:
1. The main (light blue) screen will highlight any PP related changed (done via checkbox change) with a related color coded vertical bar to the right of the change; this is shown above for the second PP.
2. The PP reference screen (green) shows all relevant PP information, which includes a pre-evaluation of the class difference of each PP versus the race being handicapped.

You can accept the default Data selections OR make Data selection changes. When you are ready to evaluate the horse, click on the **Process** button. To exit the evaluation for the **entire** race, click on the **Stop** button.

3.2.2.1 Single Point Data

Past Class

If you did not select **Hor$martsPlus** in the Hor$etup, then the evaluation value will not display. If you are using **Hor$martsPlus** with **Auto** turned OFF, and the past class is greater than a "double class jump" up or down from the current race value, you will be asked one or two **Hor$martsPlus** questions about the horse. You will also see all of the past performances, to assist you with your evaluation.

Past Performances for TIZ MAGIC													
8May22 LS	fm T	5f		:21.45	:44.66	:57.28	-3.00	Clm75000	2 ½	2 hd	1 2	88-22	6
10Feb22 HOU	fm T	5f		:21.33	:44.99	:57.16	-9.25	Clm50000	4 1½	4 3	1 hd	97-6	9
11Dec21 RP	ft	6f		:22.84	:46.50	1:12.45	-3.75	Alw36300	1 hd	3 nk	6 10	68-22	7
29Oct21 RP	fm T	5f		:22.17	:44.93	:57.00	-3.75	Alw36300	6 1½	5 2	2 no	92-8	9
6Oct21 RP	fm T	a5f		:21.86	:45.77	:57.73	-3.75	Alw36300	2 1	2 1½	5 3¾	82-14	9
20Aug21 RP	fm T	a5f		:21.18	:44.57	:56.64	-3.75	Alw36300	1 hd	1 ½	2 ½	90-9	8
28Jun21 LS	fm T	5f		:22.36	:45.54	:57.60	-7.75	Clm25000	1 ½	1 ½	1 2¼	86-20	7
14Jun21 LS	ft	5f		:22.43	:45.83	:58.70	-9.25	Clm20000	1 hd	1 1½	3 2¾	89-13	8
28May21 LS	fm T	5f		:22.58	:45.03	:56.94	-4.25	oCl35500p	8 7	8 5½	7 3¾	86-18	8
1May21 LS	my	5f		:22.06	:45.34	:58.25	-4.25	Alw34000	1 2	1 2	1 3¾	94-8	6

Hor$marts for TIZ MAGIC — □ ✕

PAST CLASS

7 Why is the past class for this horse so LOW?

0 Don't know/care (bypasses Hor$martsToo and will NOT change original data)
1 A cheap, hot horse looking to beat today's soft field
2 A consistent horse looking to cash a minor award today
3 A hot claimer ready to run at any level
4 Entered in today's race to fill out the field
5 Making a return to old class level
6 Making TURF/DIRT switch   8 A generic POSITIVE reason
7 Is now looking for a new class level   9 A generic NEGATIVE reason

How SURE are you? 7   (9 = very SURE, 5 = neither SURE nor UNSURE, 1 = very UNSURE)

[OK]   [Quit]   [Redo]   [Help]

The first question on the **Hor$marts** screen is asking for your *opinion* on the reason for a horse's ascent or decline from its past class rating, and your confidence in your response; defaults are always provided. If you respond with the "Don't know/care" answer (which will not affect the analyzed data), the **Hor$martsPlus** analysis will be done; otherwise, your responses could trigger a second stage of analysis called **Hor$martsToo**.

Hor$martsToo for TIZ MAGIC   ✕

PAST CLASS

Hor$marts adjusted the original value of: 35056
   You can change the adjusted Value below.

Low	Value	High	TIP: Leave the Value
35056	37783	100000	unchanged to keep it the same.

NOTE: The Value MUST fall between the Low and High.

[OK]   [Quit]   [Redo]   [Help]

If the value is still in question, this step allows you to manually change the value.

In-money Ratio

If you did not select **Hor$martsPlus** in the Hor$etup, then the evaluation value will not display. If you are using **Hor$martsPlus** with **Auto** turned OFF, and the in-money ratio is "very low" or "unusually high", you will be asked one **Hor$martsPlus** question about the horse

This step allows you to manually change the value.

Jockey Rating

If you did not select **Hor$martsPlus** in the Hor$etup, then the evaluation value will not display. If you are using **Hor$martsPlus** with **Auto** turned OFF, and the jockey's rating is an "unusually low" or a "very high" value, you will be asked one or two **Hor$martsPlus** questions about the jockey; defaults are always provided.

The first question on the **Hor$marts** screen is asking for your *opinion* on the reason for a jockey's recent record, and your confidence in your response. If you respond with the "Don't know/care" answer (which will not affect the analyzed data), the **Hor$martsPlus** analysis will be done; otherwise, your responses could trigger a second stage of analysis called **Hor$martsToo**.

If the value is still in question, this step allows you to manually change the value.

Trainer Rating

If you did not select **Hor$martsPlus** in the Hor$etup, then the evaluation value will not display. If you are using **Hor$martsPlus** with **Auto** turned OFF, and the trainer's rating is an "unusually low" or a "very high" value, you will be asked one or two **Hor$martsPlus** questions about the trainer; defaults are always provided.

The first question on the **Hor$marts** screen is asking for your *opinion* on the reason for a trainer's recent record, and your confidence in your response. If you respond with the "Don't know/care" answer (which will not affect the analyzed data), the **Hor$martsPlus** analysis will be done; otherwise, your responses could trigger a second stage of analysis called **Hor$martsToo**.

If the value is still in question, this step allows you to manually change the value.

3.2.2.2 Past Performance Data

Expert will evaluate up to four (4) past performances for a horse… and one more if it doesn't find anything to like about the initial group. The results are provided, as shown in the Displaying a Past Performance Evaluation section below.

Speed

The initial speed is evaluated without interaction. If you didn't select the Trouble option in the Hor$etup, then **Expert** will go directly into the past performance evaluation for speed. Otherwise, the evaluation starts with the Trouble screen, and the horse's past performances to provide assistance with the evaluation.

Trouble

Past Performances for STACY ATTACK

13Aug23 HAW	fm T	5f	:22.30	:45.33	:57.20	-1.63	Clm8500	3 1	2 hd	1 ½	92-8	6
30Jly23 HAW	tf T	a7 1/2f	:46.71	1:11.73	1:30.40	-1.38	Clm10000	1 hd	2 hd	4 6½	???-??	10
11Jun23 HAW	tf T	a5 1/2f	:21.90	:44.60	1:04.81	-1.38	Clm10000	2 ½	2 hd	6 9½	???-??	8
25May23 HAW	fm T	5f	:21.11	:45.12	:56.83	-1.38	Clm10000	2 1½	2 1	2 1	93-7	10
13Apr23 HAW	ft	5 1/2f	:22.02	:46.00	1:05.59	-2.13	Clm6250	1 1½	1 1½	1 1	86-11	6
17Mar23 TP	ft A	6 1/2f	:22.69	:46.14	1:17.72	-1.38	Clm7500	1 ½	1 ½	4 3¾	84-13	12
31Dec22 HAW	ft	6f	:22.23	:46.01	1:11.93	-2.13	Clm6250	3 2	2 ½	6 4¾	78-9	12
11Dec22 HAW	gd	6f	:22.62	:46.21	1:12.11	-1.13	Clm12500	5 1¼	5 2¼	6 8	74-13	6
25Nov22 HAW	ft	6f	:21.89	:45.49	1:11.59	-1.13	Clm12500	5 4¾	5 4½	6 8¼	77-17	7
4Nov22 HAW	gd	1 70	:47.12	1:12.18	1:43.70	+6.13	Alw34000	1 hd	4 1¼	6 14	67-16	9

Trouble for STACY ATTACK

Prompt outside ˙ 4wd turn ˙ finished well ˙ driving ˙ outside

Code(s): [None] `54.76.75+/3.37.23.75`   **OR you can double-click your selection(s) from the menu below**

Trouble Code Errata
1. Use plus "+" with the Code for "extreme" trouble (ex., Very Wide is +75 or 75+)
2. Use slash "/" after the Code to enter the Track Position (ex., in Stretch is /4)

Code 99 = Manual Entry
   Enter Lengths Here: [ ]

IMPORTANT: To change the Track Location or Position for a SINGLE trouble call, you MUST first press the TAB key to leave the Code(s) field!!!

Trouble Location & Position
Track Position
- ○ 5 - Start (/0 okay)
- ○ 1 - First 1/4
- ○ 2 - 1/4 to 3/8
- ○ 3 - 3/8 to Stretch
- ○ 4 - Stretch

Track Location
- ○ 7 - Front/Back Stretch
- ○ 8 - Clubhouse/Far Turn
- ○ 9 - Both/Unknown

...Other (manual entry) - 99	Crowded - 20	Hard Ridden - 40	Reared At Start - 58
A Long Layoff - 77	Determined - 37	Hopped In Air - 41	Ridden Out - 59
All Out - 1	Drew Off/Clear - 21	Hung - 42	Rough Start - 60
Altered Course - 2	Drifted In/Out - 22	Hustled/Coaxed/Urged - 43	Rough Trip - 61
Bled - 56	Driving - 23	Impeded - 44	Saved Ground - 62
Blocked - 71	Ducked In/Out - 24	In Hand - 59	Sharp Effort - 63
Bobbled at Start - 3	Dueled - 55	In Traffic/Tight-Qtrs - 45	Shuffled Back - 46
Bore In/Out - 4	Dueled Throughout - 54	In-Between Horses - 45	Shut Off - 64
Bothered - 5	Dug In - 35	Inside Trip - 62	Squeezed - 65
Boxed - 6	Dull Effort - 25	Jostled - 46	Steadied - 66
Broke Alertly/Sharply - 55	Dwelt At Start - 26	Jumped Shadow/Tracks - 47	Stopped - 68
Broke Awkwardly - 7	Eased - 56	Lacked Rally/Bid - 48	Stubbornly - 37
Broke In A Tangle - 8	Easily - 27	Lacked Room - 49	Stumbled At Start - 69
Broke In Air - 8	Edged Clear/Away - 21	Lost Whip - 40	Swung Wide - 75
Broke In/Out - 9	Empty - 48	Lugged In/Out - 50	Tired - 74
Broke Poorly - 10	Erratic - 28	No Factor - 48	Took Up - 70
Broke Slowly - 11	Evenly - 29	No Rally/Bid - 48	Trapped - 71
Broke Stride - 47	Faded/Faltered - 30	No Whip Used - 59	Troubled Trip - 72
Broke-Thru/Hit Gate - 12	Fanned Wide - 31	Not Enough - 51	Used Early - 55
Brushed - 13	Flattened Out - 29	Not Urged - 52	Used Up - 36
Bumped - 14	Forced In/Out/Wide - 32	Off Poorly - 10	Veered In/Out - 73
Bumped Off Stride - 15	Forced Pace - 55	Off Slowly - 11	Vied - 55
Came In/Out - 16	Fractious In Gate - 34	Pinched - 53	Waited - 71
Carried Wide - 17	Gamely/Game Effort - 35	Poor Start - 67	Weakened - 74
Caught - 74	Gave Way - 36	Pressed Pace - 55	Wide - 75
Challenged - 55	Good Effort/Try - 37	Quit - 68	Wide Trip - 76
Checked - 18	Greenly - 38	Rail Trip - 62	Widened/Surged - 56
Circled - 75	Grudgingly - 37	Rallied - 56	Willingly - 37
Climbing - 56	Hand Ridden - 59	Rank - 56	Yielded - 74
Clipped Heels - 19	Handily - 39	Rank To Place - 57	

[OK]   [Clear]   [Quit]   [Redo]   [Help]

NOTES for Trouble screen:
1. If you don't want to enter any trouble for a past performance, use the **None** button to skip the trouble evaluation.
2. If you're making a SINGLE trouble entry AND you want to change the Trouble Location or Position, you **MUST** use the **Tab** key to get out of the Code(s) field.
3. For "extreme" trouble, use a plus "+" with the Code; ex., for "5-wide" trouble, enter +75 or 75+ into the Code(s) field.
4. For some trouble, pinpoint the Track Position where the trouble occurred by adding a SLASH (/) after the code:
   ➢ **EXAMPLE:** to indicate "bit tight at 3/8 pole" you would enter the text **45/3** into the Code box
5. To enter multiple pinpoint codes, use a **space** ( ), **dash** (-), **star** (*), **dot** (.) or **comma** (,) between each code
6. You can double-click on any item in the Trouble Call list to automatically enter the code.
7. If you want to enter trouble that you know about and is not reflected in the displayed comment OR you can't find the trouble in the Trouble Calls list, you can select **99** as the trouble number and then enter the estimated lengths of trouble (+10 and -5 are the limits).
8. For PPs that are considered a long layoff (which generally occurs when a past performance is not automatically selected and you choose it manually), the code **77** will auto-fill in the Code(s) field.

After evaluating the trouble, select the OK button. Before exiting the Trouble sequence, you will be given an opportunity to enter additional trouble.
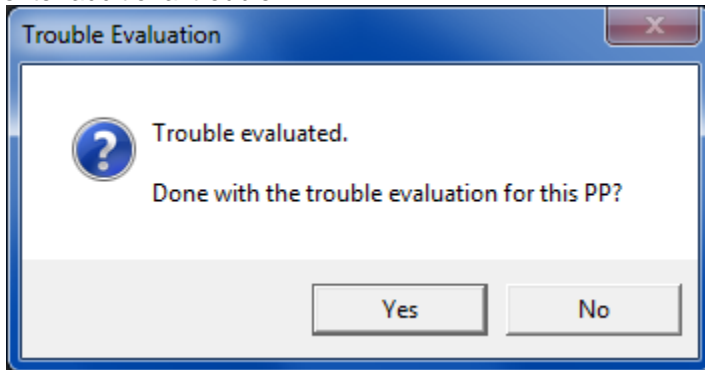
If there is more trouble to be entered, then select No; you will be returned to the Trouble screen to input more trouble. Once you are done entering trouble, select Yes and you will continue to the next step.

You can also click Cancel to clear all trouble for this horse, Quit to stop handicapping this race, or Redo to re-evaluate this horse from the start.

NOTE: If your setup calls for a cap on the lengths of trouble, it will be automatically adjusted at this point.

If **Hor$martsPlus** was not selected (in the Hor$etup), then proceed to the **Displaying a Past Performance Evaluation** section below.

If you are using **Hor$martsPlus** with **Auto** turned OFF, you may be asked about the estimated times for a past performance… but ONLY if the evaluation value for ANY of the times – 1st call, 2nd call, last 1/8 mile or final time – is faster than the class level of the race. The threshold time is displayed, and the Value field can be manually changed (with a time between the Low and the High limit). To assist you with your evaluation, each check will also show the past performances, which will ALWAYS appear above the **Hor$martsToo** data screen.

Past Performance Info – always shown above the **Hor$martsToo** screen

1st Call

SPEED
The Speed-based threshold time for the call is :47.22
You can change the adjusted Value below.

Low	Value	High	TIP: Leave the Value
:45.85	:46.81	:49.82	unchanged to keep it the same.

NOTE: The Value MUST fall between the Low and High.

OK   Quit   Redo   Help

2nd Call

SPEED
The Speed-based threshold time for the call is 1:13.03
You can change the adjusted Value below.

Low	Value	High	TIP: Leave the Value
1:12.48	1:12.87	1:16.83	unchanged to keep it the same.

NOTE: The Value MUST fall between the Low and High.

OK   Quit   Redo   Help

Last 1/8

SPEED
The Speed-based threshold time for the call is :12.44
You can change the adjusted Value below.

Low	Value	High	TIP: Leave the Value
:12.17	:12.36	:13.94	unchanged to keep it the same.

NOTE: The Value MUST fall between the Low and High.

OK   Quit   Redo   Help

Final Time

SPEED
The Speed-based threshold time for the call is 1:40.42
You can change the adjusted Value below.

Low	Value	High	TIP: Leave the Value
1:37.65	1:39.59	1:44.42	unchanged to keep it the same.

NOTE: The Value MUST fall between the Low and High.

OK   Quit   Redo   Help

Finish and Pace/Trip

If you are using **Hor$martsPlus** with **Auto** turned OFF, and the Finish position is "too good" (whether or not you selected the Pace/Trip facet), you will be asked one or two **Hor$martsPlus** questions about the past performance. You will also see all of the past performances, to assist you with your evaluation.

ALL Past Performances for AIN'T NO OTHER

20Mar15 SA	fm T	a6 1/2f	:22.07	:44.51	1:13.18	-3.75	Clm40000	2 1	1 1	1 ½	88-10	8
15Nov14 GG	ft A	6f	:21.92	:44.56	1:08.62	-1.25	Stk50000	2 hd	2 1	9 12¾	87-9	9
5Oct14 FNO	ft	6f	:22.86	:44.77	1:08.61	+2.25	Stk100K	2 ½	2 ½	4 8¼	96-3	5
3Sep14 DMR	ft A	6f	:22.04	:44.78	1:09.41	+2.25	Stk90000	3 1½	3 1½	2 ½	92-6	5
9Aug14 SR	fm T	5f	:22.92	:45.15	:56.85	-1.25	Stk50000	2 hd	2 ½	2 hd	98-2	7
4Jly14 OTP	ft	6f	:22.56	:44.75	1:08.72	+1.25	Stk75000	2 ½	2 1	5 5½	93-9	7
14Jun14 GG	fm T	5f	:22.00	:45.14	:57.21	-1.25	Stk50000	2 hd	1 hd	4 2½	91-7	8
18May14 GG	ft A	6f	:22.14	:44.73	1:10.57	-6.25	Clm62500	1 1	1 1	1 1¼	91-10	6
22Feb14 SA	fm T	a6 1/2f	:22.00	:44.22	1:12.00	+2.25	Stk100K	4 2½	4 2½	5 6¾	88-8	6
28Dec13 SA	fm T	a6 1/2f	:21.80	:43.36	1:11.89	+5.25	Gr³100K	3 3½	3 3	6 7¼	90-3	7

Hor$marts for AIN'T NO OTHER

FINISH

3 Will this horse be effective against today's field?

0 Don't know/care (bypasses Hor$martsToo and will NOT change original data)
1 NO DOUBT
2 It's quite likely
3 It's possible
4 Maybe
5 There's a slight chance
6 Probably not
7 NO WAY

How SURE are you? **7** (9 = very SURE, 5 = neither SURE nor UNSURE, 1 = very UNSURE)

| OK | Quit | Redo | Help |

The first question on the **Hor$marts** screen is asking for your *opinion* on the reason for the "too good" finish, and your confidence in your response; defaults are always provided. If you respond with the "Don't know/care" answer (which will not affect the analyzed data), the **Hor$martsPlus** analysis will be done; otherwise, your responses could trigger a second stage of analysis called **Hor$martsToo**.

With Pace/Trip Facet ON

Hor$martsToo for AIN'T NO OTHER

PACE/TRIP and FINISH
Hor$marts adjusted the original finish value of: 0.8
  You can change ANY of the values below.

1st Call	2nd Call	Finish	TIP: Leave the values
2.0	1.4	1.3	unchanged to keep
			them the same.

NOTE: The values MUST fall between 1 and 8.
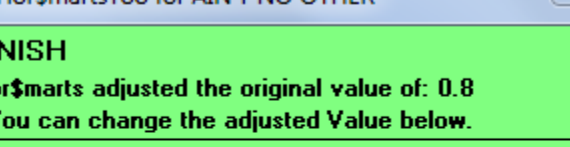
| OK | Quit | Redo | Help |

If the Finish position is still in question, this step allows you to manually change **ANY** of the positions (1st Call, 2nd Call or Finish), to one-tenth of a position.

With Pace/Trip Facet OFF

Hor$martsToo for AIN'T NO OTHER

FINISH

Hor$marts adjusted the original value of: 0.8
You can change the adjusted Value below.

Low	Value	High	TIP: Leave the Value
1	1.3	8	unchanged to keep it the same.

NOTE: The Value MUST fall between the Low and High.

OK   Quit   Redo   Help

If the Finish position is still in question, this step allows you to manually change **ONLY** the Value, to one-tenth of a position.

Current Class

If you are using **Hor$martsPlus** with **Auto** turned OFF, and the class of the past performance is greater than a "double class jump" up or down from the current race value, you will be asked one or two **Hor$martsPlus** questions about the horse. You will also see all of the past performances, to assist you with your evaluation.

ALL Past Performances for AIN'T NO OTHER

Date	Track	Cond	Dist		2f	4f	Final	Var	Class					
20Mar15	SA	fm T	a6 1/2f	:22.07	:44.51	1:13.18	-3.75	Clm40000	2 1	1 1	1 ½	88-10	8
15Nov14	GG	ft A	6f	:21.92	:44.56	1:08.62	-1.25	Stk50000	2 hd	2 1	9 12¾	87-9	9
5Oct14	FNO	ft	6f	:22.86	:44.77	1:08.61	+2.25	Stk100K	2 ½	2 ½	4 8¼	96-3	5
3Sep14	DMR	ft A	6f	:22.04	:44.78	1:09.41	+2.25	Stk90000	3 1½	3 1½	2 ½	92-6	5
9Aug14	SR	fm T	5f	:22.92	:45.15	:56.85	-1.25	Stk50000	2 hd	2 ½	2 hd	98-2	7
4Jly14	OTP	ft	6f	:22.56	:44.75	1:08.72	+1.25	Stk75000	2 ½	2 1	5 5½	93-9	7
14Jun14	GG	fm T	5f	:22.00	:45.14	:57.21	-1.25	Stk50000	2 hd	1 hd	4 2½	91-7	8
18May14	GG	ft A	6f	:22.14	:44.73	1:10.57	-6.25	Clm62500	1 1	1 1	1 1¼	91-10	6
22Feb14	SA	fm T	a6 1/2f	:22.00	:44.22	1:12.00	+2.25	Stk100K	4 2½	4 2½	5 6¾	88-8	6
28Dec13	SA	fm T	a6 1/2f	:21.80	:43.36	1:11.89	+5.25	Gr³100K	3 3½	3 3	6 7¼	90-3	7

Hor$marts for AIN'T NO OTHER

CURRENT CLASS

6 Why is this PP so HIGH in class?

0 Don't know/care (bypasses Hor$martsToo and will NOT change original data)
1 Has been running poorly recently, trying to outclass today's field
2 It was the first or second race after a long layoff
3 Was hot and is now looking for a win against these foes
4 Entered in this PP to fill out the field
5 Ran at old class level
6 This PP is a step UP from the PP before it   8 A generic POSITIVE reason
7 This PP is a step DOWN from the PP before it   9 A generic NEGATIVE reason

How SURE are you? **9**   (9 = very SURE, 5 = neither SURE nor UNSURE, 1 = very UNSURE)

OK   Quit   Redo   Help

The first question on the **Hor$marts** screen is asking for your *opinion* on the reason for a horse's ascent or decline on the class ladder, and your confidence in your response; defaults are always provided. If you respond with the "Don't know/care" answer (which will not affect the analyzed data), the **Hor$martsPlus** analysis will be done; otherwise, your responses could trigger a second stage of analysis called **Hor$martsToo**.

If the value is still in question, this step allows you to manually change the value.

Displaying a Past Performance Evaluation

Once a past performance has been evaluated, the summary information will be displayed.

Click on the OK button to accept all of the values.

If you do not agree with one or more of the values, click on the associated checkbox and the value(s) will be ignored once you click on the OK button.

Status prior to clicking on the OK button.

Status after clicking on the OK button.

This screen appears along with the screen with the rejected value(s) and confirms the rejection of the selected facet(s).

45

Evaluating an Extra Past Performance

If the evaluation of the past performances does not produce a "reasonable" result, you may be asked if you want to select another past performance for Speed and Finish.


```
ALL Past Performances for AIN'T NO OTHER                                          ⌧

20Mar15 SA    fm T  a6 1/2f   :22.07  :44.51  1:13.18  -3.75  Clm40000   2 1    1 1    1 ½     88-10   8
15Nov14 GG    ft A  6f        :21.92  :44.56  1:08.62  -1.25  Stk50000   2 hd   2 1    9 12¾  87-9    9
 5Oct14 FNO   ft    6f        :22.86  :44.77  1:08.61  +2.25  Stk100K    2 ½    2 ½    4 8¾   96-3    5
 3Sep14 DMR   ft A  6f        :22.04  :44.78  1:09.41  +2.25  Stk90000   3 1½   3 1½   2 ½    92-6    5
 9Aug14 SR    fm T  5f        :22.92  :45.15   :56.85  -1.25  Stk50000   2 hd   2 ½    2 hd   98-2    7
 4Jly14 OTP   ft    6f        :22.56  :44.75  1:08.72  +1.25  Stk75000   2 ½    2 1    5 5½   93-9    7
14Jun14 GG    fm T  5f        :22.00  :45.14   :57.21  -1.25  Stk50000   2 hd   1 hd   4 2½   91-7    8
18May14 GG    ft A  6f        :22.14  :44.73  1:10.57  -6.25  Clm62500   1 1    1 1    1 1¼   91-10   6
22Feb14 SA    fm T  a6 1/2f   :22.00  :44.22  1:12.00  +2.25  Stk100K    4 2½   4 2½   5 6¾   88-8    6
28Dec13 SA    fm T  a6 1/2f   :21.80  :43.36  1:11.89  +5.25  Gr³100K    3 3½   3 3    6 7¼   90-3    7
```

```
Evaluate an Extra PP for AIN'T NO OTHER            —    □    ✕

This horse doesn't show any "decent" Speed and/or Finish data.  To
select "better" data, enter a valid PP date from BELOW the highlighted
PP (if one exists) in the above window, check the Speed and/or Finish
boxes and click on the Evaluate button; you can also click on Skip to
bypass this step or Restart to Re-evaluate this horse.
────────────────────────────────────────────────────────────
Choose a PP Date: [          ]         Facets: ☐ Speed   ☑ Finish

        Evaluate        Skip        Redo        Help
```

This screen allows you to select a past performance which has not yet been evaluated. If you want to select an "**Extra PP**", then make sure that you select one that is BELOW the highlighted one.
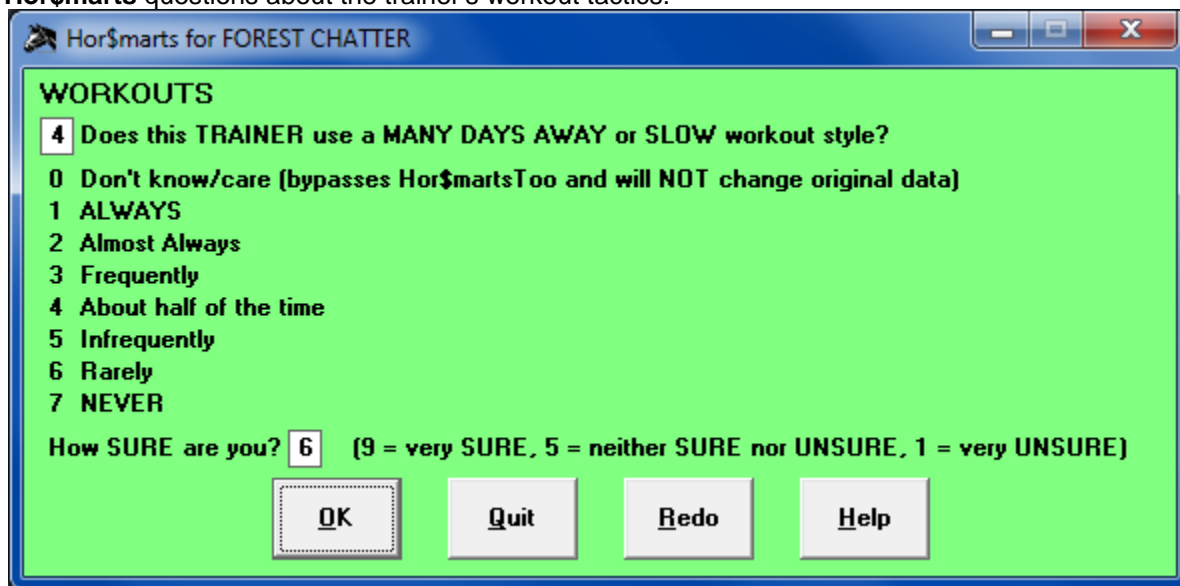
Notes about the "**Extra PP**":
1. **Expert** pre-selects the appropriate facet(s) – SPEED and/or FINISH – but you may select any combination.
2. When using Trouble in the Interactive handicapping mode, the numeric value of "a long layoff" (**77**) will auto-fill in the Trouble Code field.

If you want to evaluate a past performance, enter the full date and click the Evaluate button. Click on the Skip to bypass this step, or Redo to re-evaluate this horse from the start.

3.2.2.3 Workouts

Expert analyzes workouts using both workout times and patterns. If you are using **Hor$martsPlus** with **Auto** turned OFF, and the horse's workout calculation produces an "extremely low" or an "unusually high" value, you will be asked one or two **Hor$marts** questions about the trainer's workout tactics.
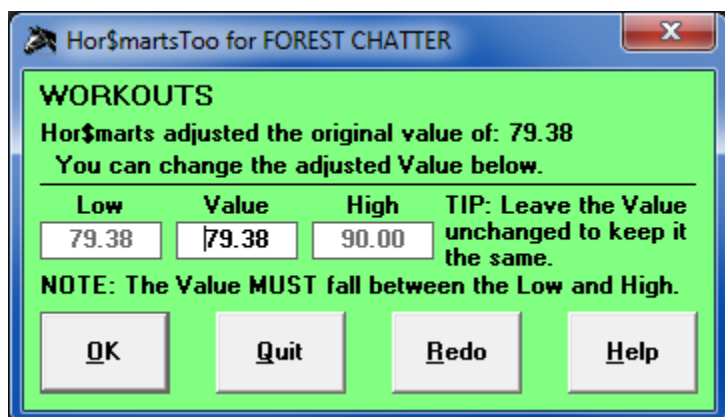
The first question on the **Hor$marts** screen is asking for your *opinion* on the trainer's workout style; defaults are always provided. If you respond with the "Don't know/care" answer (which will not affect the analyzed data), the **Hor$martsPlus** analysis will be done; otherwise, your responses could trigger a second stage of analysis called **Hor$martsToo**.

If the value is still in question, this step allows you to manually change the value.

3.2.2.4 Completion of Evaluation Notifications

INTERIM – Once the evaluation for a horse is complete, the status will change… and you will be notified.
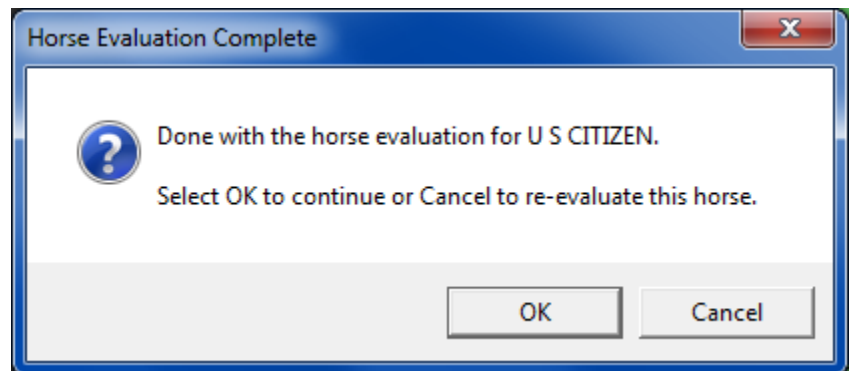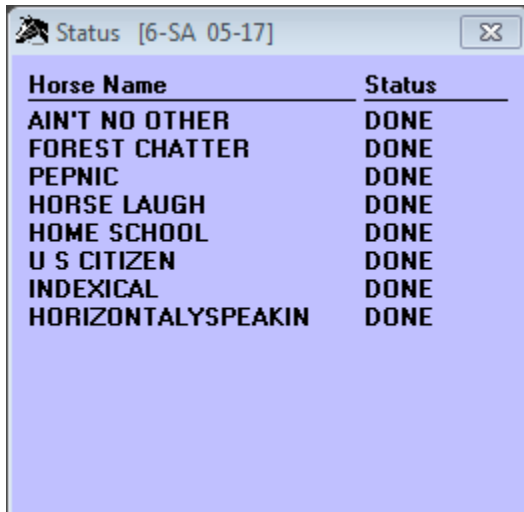
Status

Notification

FINAL – Once the evaluation for all of the horses is complete, the status will change… and you will be notified.

Status
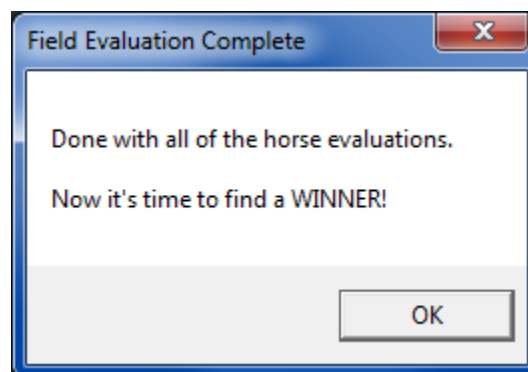
Notification

The individual horses in the race have been evaluated, now it's time to analyze the field to find a **WINNER**!!!

3.3 Race Summary and Odds Estimating

The race summary screen appears after you are notified that the entire field has been evaluated.

Race Summary

This screen displays the race summary. It displays pertinent race information: race number, date, track name, distance and surface (with wet/dry condition), race class type (with the purse value or claiming price, if available), age and sex conditions.

The race recommendation and race rating (type and actual score) are also shown. Click the Details button for the breakdown of the pre-screening category values, shown as a popup screen like the one next to the Race Summary screen.

The handicapping mode is shown, along with the PASS/"PLAY" recommendation. The Hor$ystem, Hor$ession and Hor$trategy used are shown. The **Hor$tyles** Bias (FUMO pattern) is listed. If the SPEED facet is used, the speed estimating tool you selected (Speed Rating/Track Variant, BRIS Speed Rating or TrackMaster Speed Rating) will be displayed. If the SPEED and FINISH facets are used, the type of analysis – OVERALL, best SPEED, or best FINISH – will be displayed; the first call/second call TRIP ratio also appears.

The version number and associated comment for the race are also provided; you can modify these items.

If you do not want to see all of the data from each individual facet analyses, select the Hor$election ONLY option. If you want to save the race for later review, make sure that you choose a version number and comment that you will remember, as well as selecting the Save Race Information option.

If you want to enter expert's handicapping selections (from outside sources such as the DRF or your local paper) click on the Odds button.

When you are ready to continue, select the OK button, or the Send button to send the output to either your default printer or the designated MS Word file.

Odds Estimating

If you click on the Odds button, you will be able to perform odds estimating.
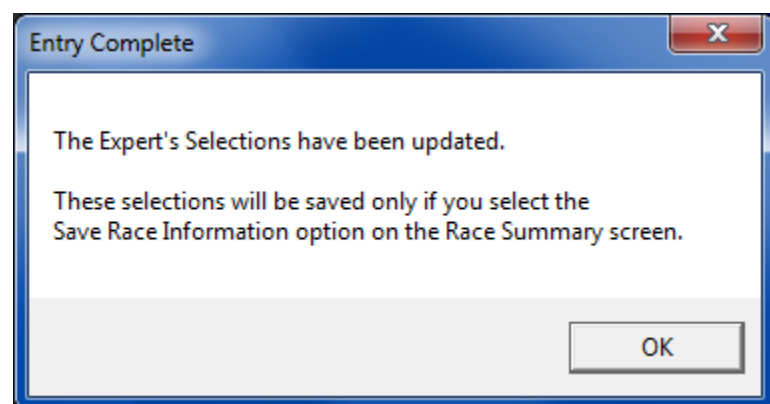
This screen allows you to estimate the public-perception odds by entering expert (a.k.a. tout) selections. Simply enter the number of predicted finish positions for each horse.

NOTE for Best Plays: Enter the TOTAL number of 1st place selections in the "1st" column and the number of those that are best-bet selections in the "Best" column.

To process the input and create estimated odds for this race, select the OK button.

Note that you **MUST** select the Save Race Information option on the Race Summary screen.

Please refer to the section on the associated Hor$elections screen below to see the odds output.

3.4 Race Analysis and Displays

You have now reached the point where the race data has been analyzed. Your final selection will come from the information presented below.

The analysis will be displayed for each handicapping facet selected: **SPEED, FINISH, PACE/TRIP, CURRENT CLASS, PAST CLASS, IN-MONEY RATIO, JOCKEY RATING, TRAINER RATING** and **WORKOUTS.** Each facet will be in a "cascade", all the way down to the **Hor$ense Selection (Hor$elections)**.

For each facet, the raw **Expert** score (prior to being adjusted by the FACET values you selected in your Hor$ession) will be shown for each horse. The results will display in a range of GREEN for the better results to RED for the worse results. The track abbreviation, race date and race number will also appear in the header on all of the screens.

The Chart button displays a bar chart screen. The Send button will send the contents to the default printer or a Word file.

Facet screen details:

SPEED - The horses are ordered by predicted final time, based on each horse's fastest PP. The lead horse's time at the calls is displayed in fifths and hundredths of seconds. The estimated lengths behind at each of the three calls is also displayed, as is the estimated final 1/8 mile time. You can choose among five types of display formats: lengths behind, estimated time (in fifths or hundredths of seconds), and feet per second (between calls or at each call).

Pgm No. Horse Name	1st Call	2nd Call	Final Call	Last 1/8	S&F PP	Lost Lengths	Hor$ense Raw Score
Leader's Time:	:47 3/5	1:12 3/5	1:35 4/5				
	:47.68	1:12.70	1:35.81				+1.75 MAX
1 LAURA'S KIDOUGH	—	4	—	:12.08	Y	—	+1.75
5 ACERO	nk	—	9 3/4	:12.44	Y	—	-0.84
2 THANKS MAGGIO	1 3/4	1	10 1/4	:12.40	Y	—	-0.88
4 CHELSIESDANZIGLITE	2 3/4	2 3/4	11 1/2	:12.37	Y	1/2	-1.00
9 MACLEAN'S RHYME	9 3/4	7 1/2	18 1/4	:12.49	Y	1	-1.00
7 GRACEFUL MISCHIEF	14 1/4	9	19 1/2	:12.54	Y	1	-1.00
6 DANZ TILL TEN	1 1/4	1 1/2	22 1/2	:13.70	Y	—	-1.00
8 COUNT ASHER	??	??	??	??		??	-0.25
3 TOUCH OF ZEN	??	??	??	??		??	-0.25
							-1.00 MIN

Smoothing: WNR-1st/2nd/Final

Display Options
◉ Time - 5ths   ◉ Time - 100ths   ◉ Ft/sec - Total   ◉ Ft/sec - At Calls   ◉ Lengths Behind

Close   Help   Chart

After "to Printer" Options
◉ 3 Lines ◉ New Page   Send

If the fastest horse is predicted to be less than one second ahead of the second fastest horse at the finish (approximately 5 1/2 lengths), the screen will appear with no additional information. If any "smoothing" is performed, the SPEED information will be recalculated prior to displaying the screen and a notice will appear on the screen (as shown, just above the line separating the information and the Display Options section).

FINISH - The horses are ordered by predicted final position, based on each horse's highest finish.

Pgm No.	Horse Name	Finish Position	S&F PP* *bonus	Hor$ense Raw Score
				+1.50 MAX
2	THANKS MAGGIO	3	0.10	+0.38
9	MACLEAN'S RHYME	3	0.10	+0.38
5	ACERO	4	0.05	+0.05
1	LAURA'S KIDOUGH	4	0.05	+0.05
4	CHELSIESDANZIGLITE	4	0.05	-0.35
6	DANZ TILL TEN	6	0.05	-0.95
7	GRACEFUL MISCHIEF	7	0.05	-0.95
8	COUNT ASHER	??		-0.25
3	TOUCH OF ZEN	??		-0.25
				-1.00 MIN

After "to Printer" Options: ◉ 3 Lines ○ New Page

[Close] [Help] [Chart] [Send]

If the **FINISH** estimate for any horse is based on the same PP used for the **SPEED** estimate, then the **S&F PP** bonus (actual value determined by the Finish Position) will be added to the Raw Score.

PACE/TRIP - The horses are ordered by predicted **PACE** and (potentially) **TRIP** evaluation.

Pgm No.	Horse Name	— At 1st Call — Best	Speed	Real	— At 2nd Call — Best	Speed	Real	Hor$ense Raw Score
								+1.50 MAX
2	THANKS MAGGIO	M	U	U	M	U	U	+0.41
9	MACLEAN'S RHYME	O	O	M	O	O	M	+0.41
6	DANZ TILL TEN	F	U	F	F	U	F	+0.32
7	GRACEFUL MISCHIEF	O	O	U	M	O	M	+0.25
5	ACERO	M	F	U	U	F	U	+0.25
1	LAURA'S KIDOUGH	O	F	O	O	M	O	+0.13
4	CHELSIESDANZIGLITE	O	U	M	O	U	M	-0.01
8	COUNT ASHER	??	??	??	??	??	??	-0.38
3	TOUCH OF ZEN	??	??	??	??	??	??	-0.38
								-1.50 MIN

KEY: F = Front-Runner, U = Up-Close, M = Mid-Pack, O = Off-the-Pace

Display Options: ◉ Exact Positions ◉ Running Styles

After "to Printer" Options: ◉ 3 Lines ○ New Page

[Close] [Help] [Chart] [Send]

At least two pace lines will appear for the first and second calls: BEST pace estimates and REAL pace estimates. The BEST pace estimates are based on each horse's best pace line from their individual PPs. The REAL pace estimates

are calculated using the BEST pace estimates, ordered by the most likely pace, after the entire field has been analyzed. If the SPEED facet was selected, the SPEED-based pace line will be displayed for the first and second calls.

If **Expert** senses that the **TRIP** analysis is inappropriate, the heading is changed to **PACE** and the **PACE** calculations are the only one's displayed; no **TRIP** points are awarded. If the **TRIP** analysis **is** valid, then the final **Hor$ense Raw Score** is determined by analyzing the three possible combinations – Best-Real, Best-Speed, Real-Speed – are weighted by the facet choices made in the evaluation step for **SPEED** and **PACE/TRIP** (see section **3.2.1, Handicapping Facet Selections** for more information).

You can choose two types of display formats: Running Styles (the default) or estimated positions. The Running Styles option will display four distinct running styles: **F** (front runner), **U** (up close), **M** (mid pack) and **O** (off the pace). The **FUMO** running styles are somewhat similar to both the Henry Kuck "front-runner/pace-presser/closer" and the Sartin/PIRCO "ESP" running styles.

CURRENT CLASS - The horses are ordered by their estimated current class (not by the **Combined** score), and the race average is displayed. If the FINISH facet is used, then additional analysis is performed by comparing the finish position from each horse's past performance to the class level; a top-three finish against higher class earns points, and a finish outside of the top-three deducts points. The **Combined** value is the sum of the **Normal** value and the **w/FINISH** value.

CURRENT CLASS (plus "w/FINISH") [7-GG 05-11]

Pgm No.	Horse Name	Current Class	Combined	= Normal	+ w/FINISH	
			+2.30	+1.50	+0.80	MAX
3	TOUCH OF ZEN	+1.79	+1.50	+1.50	+0.00	
7	GRACEFUL MISCHIEF	+1.13	+1.50	+1.50	+0.00	
4	CHELSIESDANZIGLITE	+0.75	+1.28	+1.32	-0.04	
1	LAURA'S KIDOUGH	+0.27	+0.33	+0.36	-0.03	
5	ACERO	+0.00	-0.31	-0.18	-0.13	
6	DANZ TILL TEN	+0.00	-0.31	-0.18	-0.13	
2	THANKS MAGGIO	+0.00	-0.24	-0.18	-0.06	
9	MACLEAN'S RHYME	-0.38	-0.88	-0.88	+0.00	
8	COUNT ASHER	-0.74	-1.00	-1.00	+0.00	
			-1.80	-1.00	-0.80	MIN

Hor$ense Raw Score

Close   Help   Chart   After "to Printer" Options ● 3 Lines ○ New Page   Send

PAST CLASS - The horses are ordered by their estimated past class.

Pgm No. Horse Name	Past Class	Hor$ense Raw Score
		+1.50 MAX
3 TOUCH OF ZEN	36421	+1.50
5 ACERO	21570	+0.59
4 CHELSIESDANZIGLITE	20272	+0.51
8 COUNT ASHER	18797	+0.30
7 GRACEFUL MISCHIEF	18240	+0.21
2 THANKS MAGGIO	15494	-0.20
1 LAURA'S KIDOUGH	9916	-0.73
9 MACLEAN'S RHYME	9916	-0.73
6 DANZ TILL TEN	??	-0.25
		-1.00 MIN

PAST CLASS [7-GG 05-11]

Close   Help   Chart   After "to Printer" Options — ⦿ 3 Lines ◯ New Page   Send

IN-MONEY RATIO - The horses are ordered by a ratio, based on the setup condition for the "Win Only" Wagerer (wins for a "Win Only" setup, otherwise the in-the-money ratio).

Pgm No. Horse Name	In-Money Rating	Hor$ense Raw Score
		+1.00 MAX
1 LAURA'S KIDOUGH	0.0	+0.30
2 THANKS MAGGIO	0.0	+0.30
3 TOUCH OF ZEN	0.0	+0.30
4 CHELSIESDANZIGLITE	0.0	+0.30
5 ACERO	0.0	+0.30
6 DANZ TILL TEN	0.0	+0.30
7 GRACEFUL MISCHIEF	0.0	+0.30
9 MACLEAN'S RHYME	0.0	+0.30
8 COUNT ASHER	??	-0.25
		-1.00 MIN

IN-MONEY [7-GG 05-11]

Close   Help   Chart   After "to Printer" Options — ⦿ 3 Lines ◯ New Page   Send

JOCKEY RATING - The horses are ordered by the jockeys' in-the-money ratio.

```
JOCKEY  [7-GG 05-11]                          □  ▣  ☒

Pgm                        Jockey         Hor$ense
 No. Horse Name            Rating         Raw Score
                                          +1.00  MAX
   3  TOUCH OF ZEN          15.7          +0.69
   9  MACLEAN'S RHYME       15.7          +0.68
   4  CHELSIESDANZIGLITE    14.1          +0.24
   5  ACERO                 13.9          +0.18
   6  DANZ TILL TEN         12.2          -0.23
   1  LAURA'S KIDOUGH       11.6          -0.34
   8  COUNT ASHER           11.5          -0.37
   7  GRACEFUL MISCHIEF     11.1          -0.44
   2  THANKS MAGGIO          9.5          -0.76
                                          -1.00  MIN



   _____
                                  ┌After "to Printer" Options┐
   Close      Help                │ ◉ 3 Lines  ◉ New Page │   Send
              Chart                └─────────────────────────┘
```

NOTE: If you hover your mouse over the horse's name, you'll see the name of the jockey.

TRAINER RATING - The horses are ordered by the trainers' in-the-money ratio.

```
TRAINER  [7-GG 05-11]                         □  ▣  ☒

Pgm                        Trainer        Hor$ense
 No. Horse Name            Rating         Raw Score
                                          +1.00  MAX
   9  MACLEAN'S RHYME       25.3          +0.82
   5  ACERO                 19.4          +0.28
   1  LAURA'S KIDOUGH       16.4          +0.00
   3  TOUCH OF ZEN          15.8          -0.05
   8  COUNT ASHER           15.5          -0.07
   7  GRACEFUL MISCHIEF      7.5          -0.73
   4  CHELSIESDANZIGLITE     6.7          -0.80
   2  THANKS MAGGIO          6.1          -0.85
   6  DANZ TILL TEN          5.7          -0.88
                                          -1.00  MIN



   _____
                                  ┌After "to Printer" Options┐
   Close      Help                │ ◉ 3 Lines  ◉ New Page │   Send
              Chart                └─────────────────────────┘
```

NOTE: If you hover your mouse over the horse's name, you'll see the name of the trainer.

SPECIAL NOTE (for both Jockey and Trainer): If you send the output to a Word File, the names will be listed next to the horse.

WORKOUTS - The horses are ordered by their workout rating.

WORKOUTS [7-GG 05-11]		
Pgm No. Horse Name	Workout Value	Hor$ense Raw Score
		+1.00 MAX
3 TOUCH OF ZEN	92.50	+0.54
4 CHELSIESDANZIGLITE	91.00	+0.38
9 MACLEAN'S RHYME	77.31	-0.27
2 THANKS MAGGIO	??	-0.25
5 ACERO	??	-0.25
6 DANZ TILL TEN	??	-0.25
7 GRACEFUL MISCHIEF	??	-0.25
8 COUNT ASHER	??	-0.25
1 LAURA'S KIDOUGH	??	-0.25
		-1.00 MIN

Close   Help   Chart   After "to Printer" Options: ● 3 Lines ○ New Page   Send

Summary Analysis (Hor$elections)

This is where the individual facet analyses are combined, along with the weighting of the facets (from the Hor$essions selections), to produce a summary analysis of the race.

The values associated with the horses are:
- The **Expert** Point Total, which is the order in which the horses are ranked, and is the only calculation used in the rankings; the maximum and minimum point totals are also provided
- The Point Ratio, which is the Point Total versus maximum or minimum possible point total
- The Success Score, which is a formula that predicts the percentage chance each horse has to win the race
- The Mock Odds value, which is calculated from the analyzed data; if the Mock Odds are not equal to the AM Line, then the Mock Odds value will be green (lower) or red (higher)
- The ACTUAL morning line odds appear in the AM Line column, when they are made available in the data file
  - **NOTE:** The odds will be affected by scratches (see the note at the end of this section for more details)
- The Tout Line (odds) will appear, but only if you performed odds estimating (from the Race Summary screen)

Also included on the Hor$elections screen are:
- The ability to change the display from the Weighted Score (the default) to the Raw Score.
- Table views ("spreadsheet style") of all facet data, in post position order. The options are: Score (the **Expert** values), Rank (the relative rankings of the data) and Percentile (a 0 to 100 scale of the **Expert** values).
- **Go** options (checkboxes) for DIG DEEP and Money Management. Whenever you check either box next to a horse and click on the small Go button or the big OK button, one or both of the actions described later in this section will take place.
- A comment on the Expert selection, where there are three possible messages:
  1. A normal single Expert selection, with a reminder to use DIG DEEP on any horse.
  2. A possible "STAR" selection, with a reminder to use DIG DEEP on that horse.
  3. No single Expert selection, with a reminder to use DIG DEEP on any horse OR to go on to the next rcae.

Hor$elections screen without Odds Estimation

D	$	Pgm No.	Horse Name	Hor$ense Point Total	Point Ratio	Success Score	Mock Odds	AM Line	Tout Line
				+2.40 MAX					
✓	□	3	TOUCH OF ZEN	+1.02	+0.36	83.2	9/2	10	—
✓	□	4	CHELSIESDANZIGLITE	+1.01	+0.36	82.8	9/2	6	—
✓	□	5	ACERO	+0.71	+0.22	71.6	5	3	—
□	□	2	THANKS MAGGIO	+0.69	+0.21	70.8	5	6	—
□	□	7	GRACEFUL MISCHIEF	+0.51	+0.12	63.0	6	8	—
□	□	1	LAURA'S KIDOUGH	+0.46	+0.10	60.6	6	5/2	—
□	□	9	MACLEAN'S RHYME	-0.19	-0.16	29.9	9	8	—
□	□	6	DANZ TILL TEN	-0.72	-0.36	12.0	13	20	—
□	□	8	COUNT ASHER	-1.32	-0.60	2.7	29	10	—
				-2.39 MIN					

D = DIG DEEP $ = Money Management

There is NO HORSE identified as the Expert selection.
Either use DIG DEEP to see the contenders OR go to the next race.

Display Options: ● Weighted Score ○ Raw Score

Table Views by: Score | Rank | Percentile

OK | Help | Chart

After "to Printer" Options: ● 3 Lines ○ New Page | Send

Hor$election screen with Odds Estimation (see data entry example in Section 3.3)

D	$	Pgm No.	Horse Name	Hor$ense Point Total	Point Ratio	Success Score	Mock Odds	AM Line	Tout Line
				+2.40 MAX					
☑	☐	3	TOUCH OF ZEN	+1.02	+0.36	83.2	9/2	10	31
☑	☐	4	CHELSIESDANZIGLITE	+1.01	+0.36	82.8	9/2	6	5
☑	☐	5	ACERO	+0.71	+0.22	71.6	5	3	2
☐	☐	2	THANKS MAGGIO	+0.69	+0.21	70.8	5	6	10
☐	☐	7	GRACEFUL MISCHIEF	+0.51	+0.12	63.0	6	8	24
☐	☐	1	LAURA'S KIDOUGH	+0.46	+0.10	60.6	6	5/2	7/5
☐	☐	9	MACLEAN'S RHYME	-0.19	-0.16	29.9	9	8	19
☐	☐	6	DANZ TILL TEN	-0.72	-0.36	12.0	13	20	77
☐	☐	8	COUNT ASHER	-1.32	-0.60	2.7	29	10	31
				-2.39 MIN					

HorSelections - Summary Analysis [7-GG 05-11]

Go

D = DIG DEEP $ = Money Management

There is NO HORSE identified as the Expert selection.
Either use DIG DEEP to see the contenders OR go to the next race.

Display Options
◉ Weighted Score ◯ Raw Score

Table Views by
Score | Rank | Percentile

OK | Help | Chart

After "to Printer" Options
◉ 3 Lines ◯ New Page

Send

NOTES: Scratches and the Morning Line (AM Line)

1. If there are scratches from the <u>original</u> race field, the **AM Line** for each horse will be adjusted downward. To identify this update to the odds, the **AM** header will have an asterisk placed in front of it (***AM**); see below in the red box.
2. This adjustment is linear and does not take handicapping factors into account (ex., a horse becomes the "lone speed" due to scratches). In the above race, two scratches would result in a field size reduction of about 22%, and each horse's odds would be reduced by the same percentage.

D	$	Pgm No.	Horse Name	Hor$ense Point Total	Point Ratio	Success Score	Mock Odds	*AM Line	Tout Line

NOTE: A "progress bar" will flash across the screen for every facet used in handicapping the race.

DIG DEEP (Single Horse)

The DIG DEEP analysis presents the individual horse analysis in one place. It "explains" the numbers associated with a horse's analysis.
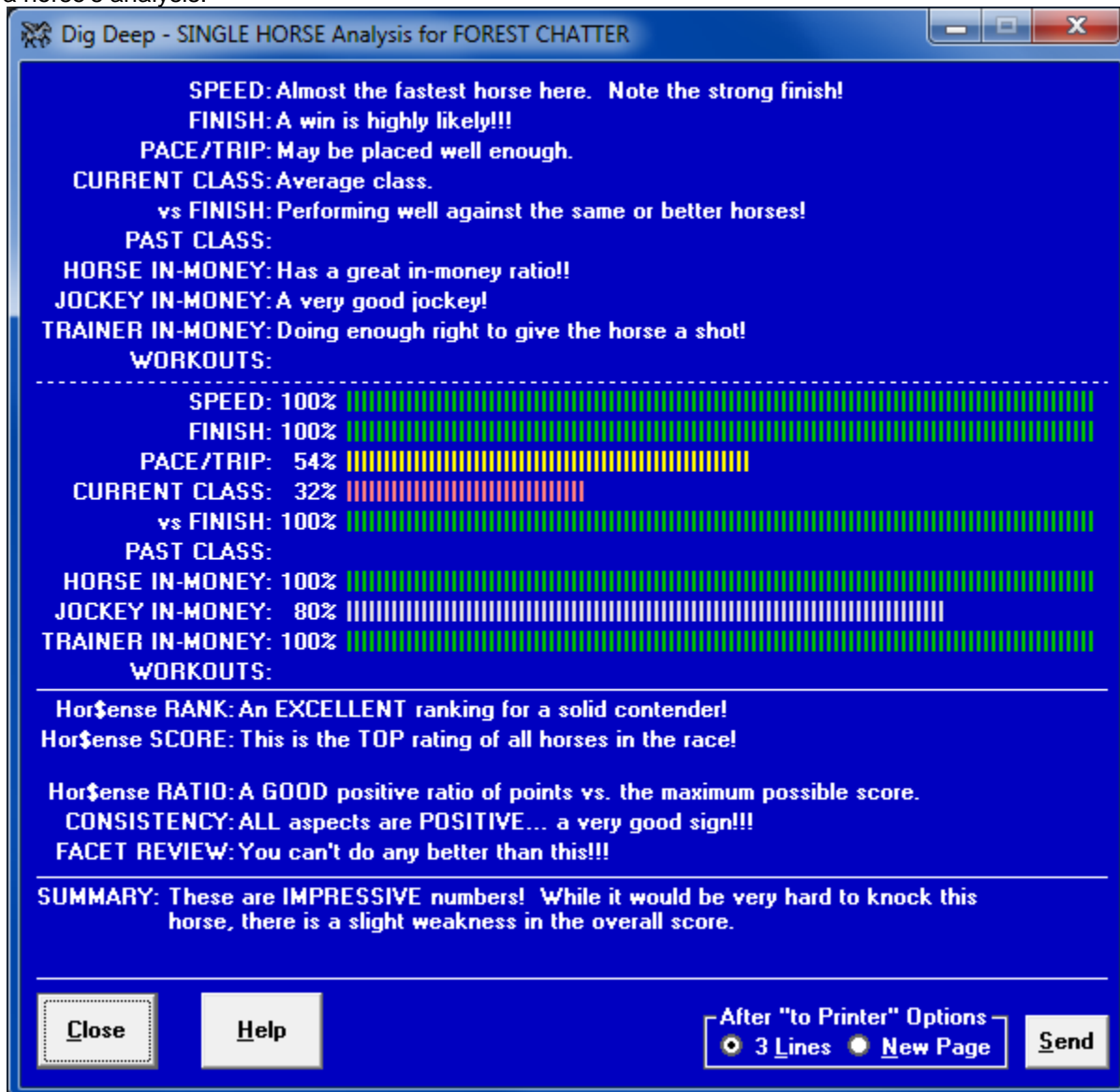
From the Hor$elections screen, select the horse(s) you want to review and you will see a screen that translates each facet value into the following sections:

- Easy-to-understand text
- A bar graph
- A series of statements for the RANK, SCORE, RATIO, CONSISTENCY and FACET REVIEW
- A SUMMARY section, which explains the horse's overall chances. NOTE: If the horse was initially flagged as a possible STAR selection – meaning that the horse may be "much better" than the rest of the field – a message (in green) will state whether or not the horse is STAR rated.

Money Management

If you are unsure of how much to wager on a horse, then use this option to help you with the decision.

Wagering Table for FOREST CHATTER					
Selected Wager: $					
			— Your Selection —		
Favorite	**<= Even**	**6/5 to 9/5**	**2/1 to 7/1**	**8/1 to 15/1**	**>= 16/1**
<= Even					
6/5 to 9/5					
>= 2/1					

Calculate   Quit   Help   After "to Printer" Options ⦿ 3 Lines ○ New Page   Send

Enter the amount of your typical minimum wager and click on the Calculate button.

Wagering Table for FOREST CHATTER					
Selected Wager: $20					
			— Your Selection —		
Favorite	**<= Even**	**6/5 to 9/5**	**2/1 to 7/1**	**8/1 to 15/1**	**>= 16/1**
<= Even	$11 W	$42 W	$10 WP	$10 WP	$5 WS
6/5 to 9/5		$42 W	$20 WP	$10 WP	$5 WS
>= 2/1			$30 WP	$20 WP	$5 WS

Calculate   Quit   Help   After "to Printer" Options ⦿ 3 Lines ○ New Page   Send

Because there are many different factors that determine each wager, each chart is likely to be different. You will be shown how much to wager, based on the odds of your horse and the odds of the favorite.

3.5 Final Analysis - Facet Ratings

After all of the race analysis has been reviewed, you will have the opportunity to analyze the quality of the data used during the evaluation of the race.

This screen displays a summary of the facet settings and the percentage of data used for each facet. Each facet is listed, and all of the values are blank if the facet is not used.

For each facet, the following information is provided:
- The Value (an unadjusted facet percentage level, between 10% and 100%)
- The WGT (the percentage of data used)
- The Valid facet percentage level (the percentage level, which is the product of the Value and WGT)
- A Data Stability Comment (a text translation of the WGT value)

A WGT value and Data Stability Comment is provided for the overall race analysis. An analysis statement for the summary data is also provided.

Select the OK button to complete your analysis, or the Send button to send the output to either your default printer or the designated MS Word file.

Click on the Change button if you want to modify the facet settings and re-analyze the race. This is a valuable tool, as you can analyze a race without having to re-load it. You will be transferred directly to the Facet Selection Screen; see Sec. 3.2.1 for details on selecting facet values.

NOTE: If the **Speed** analysis final time was adjusted, then a pop-up message will notify you that the updated race analysis will be saved; click on the OK button and the **Race Summary** will re-appear with an updated **Version** and **Comment** (see the start of section 3.3 for details). On the new **Race Summary** screen, click on the OK button to continue.

You have *almost* completed handicapping a race…

3.6 Using the Race History

If you selected **Print after Analysis** as part of the Hor$etup Output settings, the last step in the handicapping effort for a race, is to check the Race History. It's in a familiar format to anyone who got their fingers inked up thumbing through the pages of *The Racing Times* and the *Daily Racing Form* (among others).
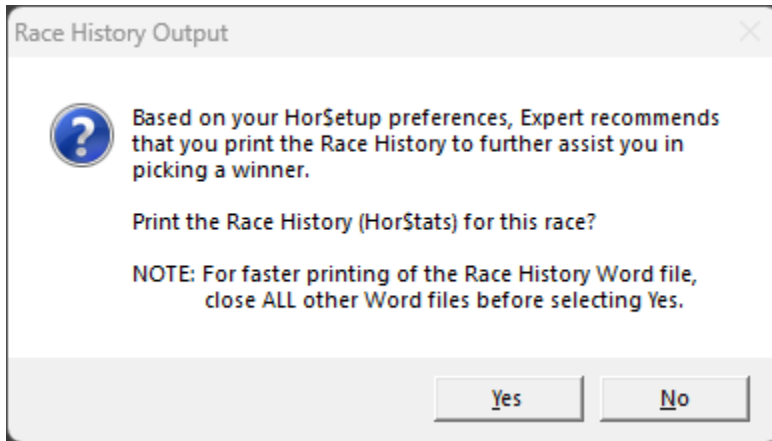
Choose Yes to print it and No to skip this step. See Section 2.1.2 for details on Race History options.

Not set up for this option? Use the Race History option (shortcut is Ctrl+F) in the File menu.

NOTE: To learn more about how PPs are marked, see Appendix B (Examples of PP Highlighting & Most Recent Form).

Appendix A – Extracting Data on 64-bit Windows Operating Systems

While Microsoft has stated that the programming language used for **Expert** will work on 64-bit Windows operating systems, it is possible that you may have trouble with **Expert**. If this happens then use these steps. These steps have been tested on 64-bit computers and with multiple Windows operating systems, so if you are having trouble with **Expert** then use the steps below; if it fails to work, then please let me know which step failed.

STEP 0 – Determine if your computer is running a 64-bit Windows Operating System
A. On your computer, click on the **Start** button (Windows symbol in lower left corner)
B. Place the mouse over the word **Computer** (it's actually a button) and use the right mouse button (right-click) on the word **Computer**, then select the Properties option from the drop-down menu; this brings up the **System** window
C. In the **System** window, look under the **System** section and find the **System type:** line; this will tell you if you are running a Windows 64-bit Operating System
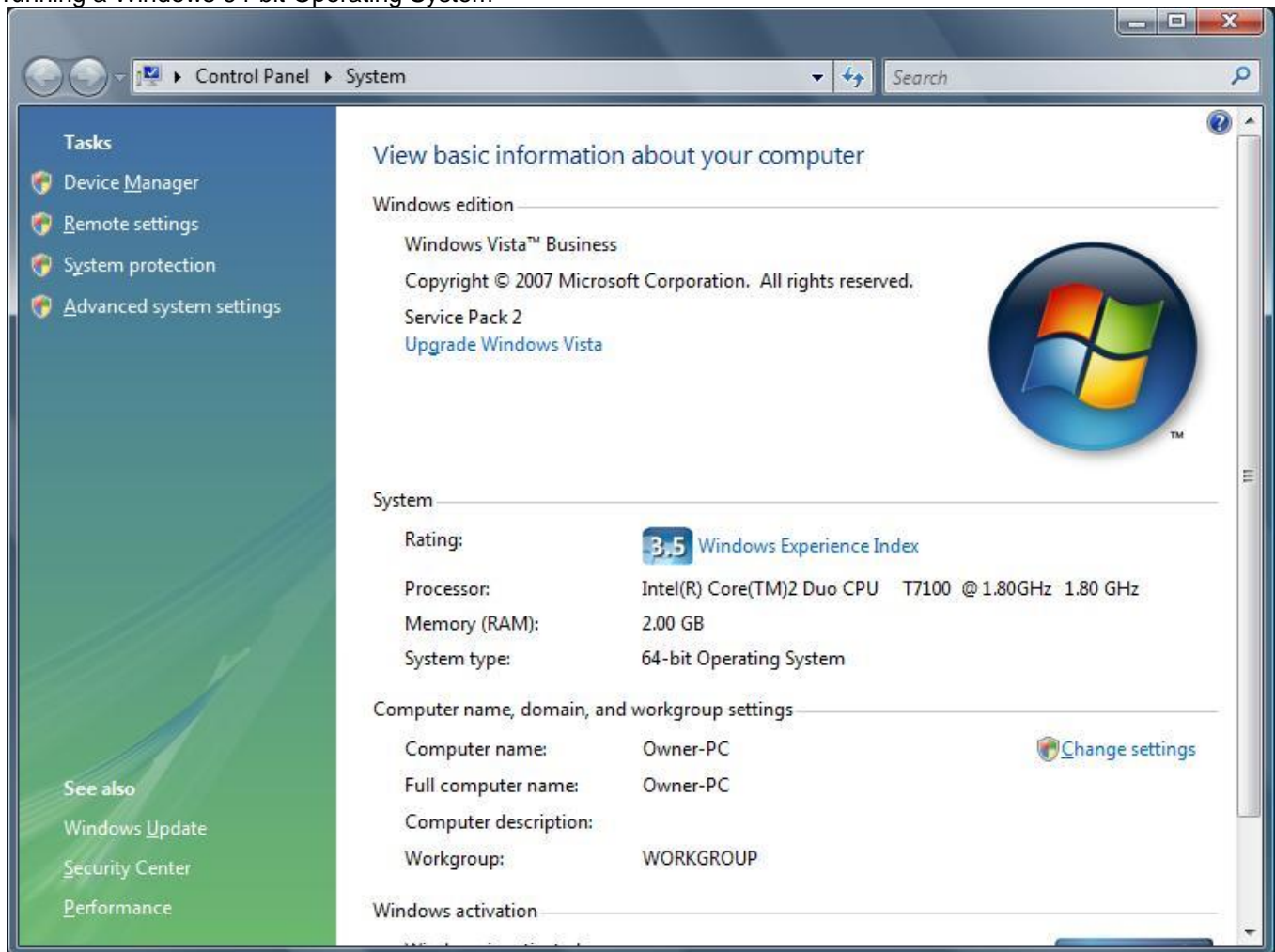
If you are running a 64-bit Windows Operating System, then continue with the rest of the steps below.

> NOTE: If you are **NOT** running a 64-bit Windows Operating System, then stop here… but you do need to go into the **System Settings** (sec. 2.3.3) and switch the **Windows OS** setting to "32-bit computer".

STEP 1 – Uninstall Expert
NOTE: Only do this if you already installed it; otherwise go directly to **STEP 2** (below)
A. Uninstall **Expert**, using the uninstalling feature found on your computer
B. Open up your "My Computer" from your Windows Desktop and open up your C drive
C. From within the C drive, look for an "H$V8" folder, and delete it if you find it
> NOTE: This step will delete all of the folders inside of it as well, so MAKE SURE you move any downloaded data files (race cards) that you want to keep

<u>**STEP 2 – Install/Reinstall Expert**</u>
A. Install or reinstall (if it was previously installed) **Expert** from the MEDIA; if there are no conflict/error messages, then go directly to <u>**STEP 3**</u> (below)
B. If the **Expert** installation is interrupted, you will need to be aware of the following:
    1. You <u>might</u> receive a message notifying you that the installation is trying to update the file **wshom.ocx** and that the version on your computer is newer. You want to keep the newer version, so click on the **Yes** button.

    2. Before the installation exits, you may be notified that the **wshom.ocx** file was not installed correctly, and you should be given the option to ignore the error; if so, then click on the **Ignore** button.

C. At this point, **Expert** should now be successfully installed.

<u>**STEP 3 – Setting up Expert**</u>
Please see Section 2.3.4 on how to setup **Expert**, where you will see an area called **Windows OS**, and you need to select the 64-bit option.

<u>**STEP 4 – Downloading Data Files**</u>
Please see Section 1.3 on how and where to download data files.

<u>**STEP 5 – Data File Extraction**</u>
It is important to note that **Expert** uses different tools to uncompress the downloaded data files (race cards) for 32-bit and 64-bit Windows operating systems – PKUNZIP (32-bit) and 7-Zip (64-bit) – so make sure that you made the right **Windows OS** setting in the **System Setup**. The steps below cover 64-bit issues **<u>ONLY</u>**…

A. If you get an error when you try to uncompress a data file, you might need to quit and restart **Expert**. If this happens, you will need to uncompress the file using one of the methods in step B (below). **If you don't have this problem, then you can stop here.**
B. If Windows blocks 7-Zip from opening the data file, then you will have to choose an alternate method to uncompress the data file. If you do not have a tool to do this, use one of the following TWO options:
   1. The recommended option is to have **Expert** try to uncompress the file (as it normally does). To do this, you will need to manually install the 7-Zip product on your computer. The file you need to run is named **7z938-x64.msi** and is found in the **Help V8** folder; either on the **Expert** MEDIA (CD, USB drive, SD-type card) or from the download. Once you have completed the installation, **Expert** should be ready to use without interruption, and you can stop here.
   2. If the recommended option (#1, directly above) fails to work properly, then you will need to uncompress the data file manually, by using the built-in uncompression tool in Windows. To manually uncompress a data file, open the folder where the data file is stored (and where **Expert** will be able find it), then move the mouse pointer over the compressed data file and use the right mouse button (right-click) on the file.
      a. If you see an option called **Extract all…**, then select it.
      b. If not, then select the **Open With** option and then the choice that contains some form the phrase **Compressed Folders**. This will open a window that will have an **Extract all files** option that you will select.

      NOTE: Regardless of which option you choose, you need to make sure the uncompressed file is extracted to the same folder as the compressed file… sometimes the tool will show you a location that has the file name repeated as a folder, and you need to remove that name (and the backslash symbol). In the example below, remove the text highlighted in blue, which will then store the file in the default location where **Expert** will look for the data file.
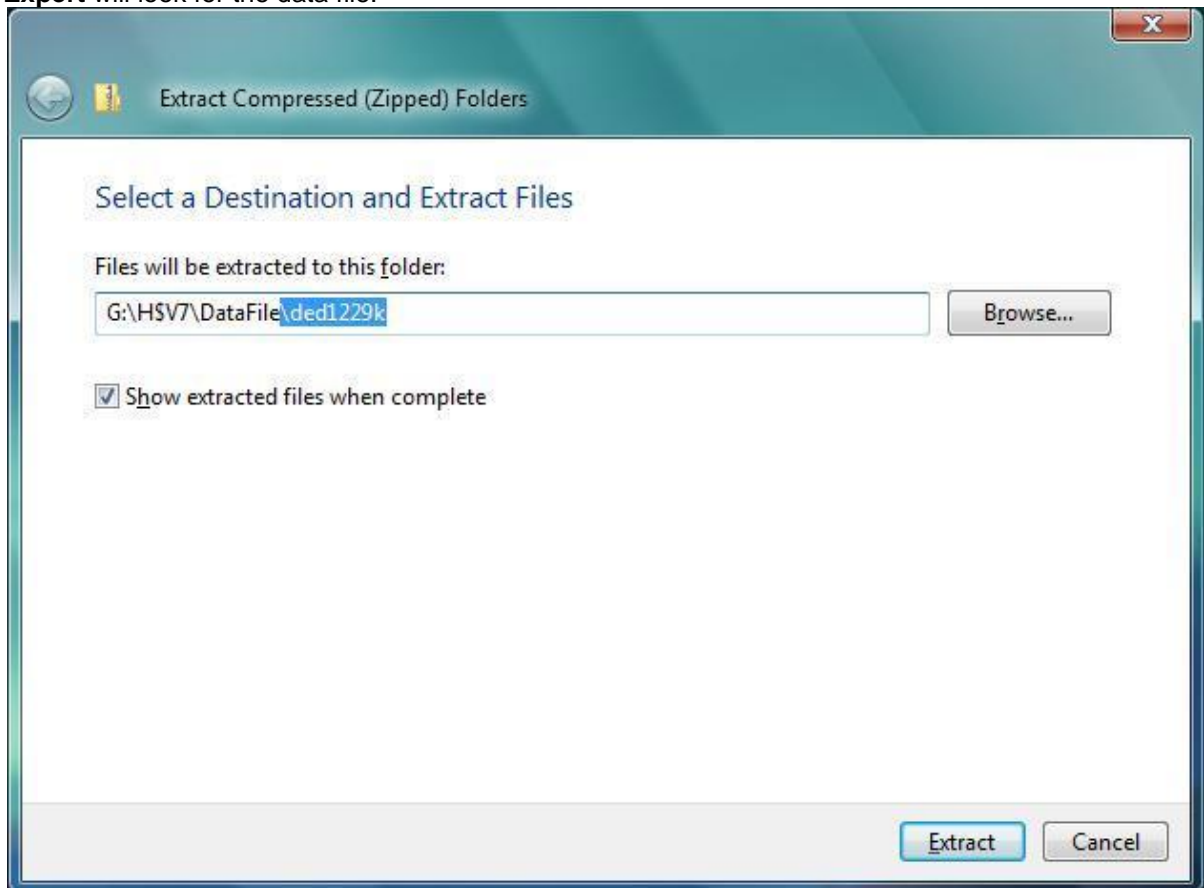
Once the file is manually uncompressed, use the **Extract Race Data** option for the first race you want to select from the data file. If that fails, then you have to use the **Select New Race** option.

Appendix B – Examples of PP Highlighting & Most Recent Form

The concepts of **PP highlighting** and **most recent form** – sometimes resulting in a "layoff line" – are an important part of understanding how **Expert** has been calculating them since 1990. Without an understanding of their meaning and usage, you may end up selecting unqualified PPs. In the following examples, all layoffs, except the **subsequent layoff** are based on "today's" date. You do not have to draw these lines, as in **Expert** the Race History displays all of the layoff lines, as long as you are sending it to a Word file.

There are **three** important time periods to consider:
1. The **standard layoff**. There are two forms:
    A. The **initial layoff** is based on the date you select before handicapping each race. Make sure the selected date is the date of the current day's races.
    B. The **subsequent layoff** between *any* two PPs.
2. The **intermediate layoff** indicates that you should skip using the SPEED information.
3. The **long-term layoff** is used to eliminate entire PPs.

NOTES:
1. The ellipses (...) in the examples mean that information to the right of a PP is not important for explanation purposes.
2. All examples are using a **30Aug91** race date, with an **initial** layoff date of **2Aug91**.
3. Layoff time frames for the examples are: **standard** - 28 days, **intermediate** - 61 days, **long-term** - 273 days.

Example 1 shows that the horse does not have current form, which is indicated by the line above the 30Jly91 PP. The **most recent form** for that horse would be the two PPs between the lines.

```
 ─────────
30Jly91WO 1 fmT 1     :45.71 1:09.50 1:33.70  86·5    Clm40000   1·1    1·½    8·6½  …
10Jly91WO 7 ftA 6f    :23.21  :46.33 1:10.37  85·12   Clm40000   2·hd   2·1½   2·3¾  …
24Apr91GP 3 …
```

Example 2 shows a horse with current form and a **most recent form** of the single PP above the line.

```
  3Aug91WO 2 ftA 5¹/2f :22.42  :46.04 1:04.12  88·10   Clm15000   4·5    4·3    5·7¾  …
27May91WO …
```

Example 3 shows that the horse has current form and **most recent form**, which is the maximum of four PPs shown above the line.

```
 9Aug91GPW3 ft  6¹/2f :23.28  :46.26 1:17.31  84·14   Clm12500   6·1¾   5·2½   4·3¾  …
 2Aug91GPW10 ft 6f    :22.67  :46.83 1:13.46  75·23   MCl12500   6·3¼   4·4½   1·4¼  …
20Jly91GPW1 ft  1     :47.81 1:12.62 1:38.07  62·23   MCl12500   9·8    8·8½   7·15¼ …
10Jly91GPW5 ft  6f    :22.82  :46.65 1:12.60  74·17   MCl12500   6·3½   5·3½   4·5¼  …
26Jun91 …
```

Example 4 shows that the horse does not have current form, as indicated by the line above the 30Dec90 PP. The **most recent form** for that horse would be the two PPs between the lines. The double line between the 8Dec90 PP and the 24Nov90 PP implies that you should ignore the 24Nov90 PP, because it's further back than the **long-term layoff** date. Due to the **intermediate layoff** rule from above, the *times* for the two PPs will be lined through. You should also ignore the *lengths behind* data.

```
 ─────────
30Dec90GPW6 ft  6f    ̶:̶2̶3̶.̶1̶0̶  ̶:̶4̶6̶.̶9̶0̶ ̶1̶:̶1̶0̶.̶7̶9̶  86·13   Clm40000   5·2    5·2½   2·¾   …
 8Dec90GPW7 ylT 6f    ̶:̶2̶2̶.̶8̶2̶  ̶:̶4̶6̶.̶1̶5̶ ̶1̶:̶0̶9̶.̶7̶0̶  70·18   Alw61000   3·2    3·2    8·16  …
24Nov90 …
```

Example 5 shows a horse with no current form and no **most recent form**. This is because the horse had not raced since before the **long-term layoff** date.

```
 ─────────
25Nov90 …
```

Example 6 shows that the horse has current form and that the **most recent form** is the two PPs shown above the line.

```
  8Aug91WO 9 ft A 6f    :23.16  :46.10 1:10.56  81·16  MCl40000  12·11  12·9   10·7¼  …
 21Jly91WO 10 ft A 7f   :23.02  :45.75 1:23.09  90·12  MCl20000  14·5½  14·6½   3·1¾  …
 25Nov90 …
```

Example 7 shows that the horse has current form and **most recent form**, because 2Aug91 is within 28 days of 30Aug91. Due to the **intermediate layoff** rule from above, the *times* for the third and fourth PPs will be lined through. Remember that you should also skip the *lengths behind* for these PPs.

```
  2Aug91MED4 sf T 1 1/16  :49.82 1:14.94 1:48.13  49·46  Alw16500  1·hd   2·½    2·11¾  …
 20Jly91MTH9 sy   1 1/4  1:14.76 1:40.78 2:07.52  ???·??  Hcp35000  3·2½   2·hd   2·2   …
 27Jun91MTH7 fm T 1      :47.18 1:10.86 1:35.22  83·13  Clm12500  5·4    5·3    4·2   …
 12Jun91MTH9 fm T 1 1/8  :48.08 1:12.49 1:49.21  82·21  Hcp37250  6·6½   6·6    6·4¾  …
  7Apr91 …
```

Example 8 shows a horse with current form and the **most recent form** includes the 30Jun91 race, because it is within 28 days of the 28Jly91 race. The 1Jun91 PP is not included, as it is more than 28 days from the 30Jun91 PP.

```
  4Aug91PRX9 ft  170    :46.34 1:12.03 1:43.45  74·23  Alw46000  6·8¾   5·3    2·7¼  …
 28Jly91PRX6 ft  7f     :22.61  :45.42 1:23.52  79·16  Alw46000  9·10   9·11   9·10  …
 30Jun91PRX9 ft  170    :48.52 1:13.93 1:45.26  70·35  Alw46000  7·4½   3·1½   2·1¾  …
  1Jun91 …
```

Remember, markups will only show up in the Race History if you are sending it to a Word file