Easy and Fast Handicapping for Thoroughbred Horses

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DISCLOSURE

This manuscript is not intended to entice anyone to Gamble but for entertainment purposes only.
EASY HANDICAPPING FOR THOROUGHBRED HORSES

This method is so simple and fast that you will not believe it can pick winners. Please do not be fooled by its simplicity and quickness. You will be amazed.

And not only for Win Horse but also Exotics. Here is the explanation.

Requirements
Just some form of Past Performances

RULES FOR ALL RACES EXCEPT MAIDENS AND TURF RACES

1. Check in all horses under 8-1 Morning Line Odds.
2. Of those throw out any horse finishing 7th or more in their last race out.
3. Look at the remaining horses. Look at the last 3 races on each horse remaining. Look at their last 3 Speed Ratings. Mark down or note the highest speed rating of the 3 most recent races.

   Keep in the 3 horse that have the highest Speed Ratings marked down. And of course if you have any ties in the 3rd lowest speed horse, keep in a fourth or more horses with the same speed rating.

   Graded Stakes Races - Keep in your top 3 speed horses and if any other horse remaining is just 1 point in speed lower than your 3rd lowest speed, keep that horse in as well

   Example:
   Your top 3 Speed Numbers are
   85
   83
   80
   And the 4th Speed Horse is 79. also keep this horse in.

ONE EXCEPTION - WINNING HORSES

On all Races EXCEPT GRADED STAKES RACES we have Only One Exception to using these 3 horses for the final Rule. And that is if they are winning or running 2nd by a Nose or Neck in their last race. So many horses do not repeat a Winning Performance.

So if one or 2 of your 3 Best Speed Horses are Winning or running 2nd by a nose or neck in their last race, make sure they are returning to the races in less than 42 days. If you do not wish to eliminate this winning horse then play this horse (if it qualifies with the next step) along with your play for a 2 horse Win Play.
Also a horse that has won their last 2 races in a row Eliminate on all Races EXCEPT GRADED STAKES RACES.

4. Now with these 3 horses or any ties, look at the Stretch Position of their last 3 Races. Add together the 2 lowest Stretch Positions.

With your remaining horses, we are going to look at the Stretch call or 3rd Call positions of the horses last 3 races. If you have only one horse remaining because the other 2 horses are coming off winning races more than 41 days ago then this horse is automatically your PLAY.

Look to the Stretch Position or 3rd Call of the last 3 races. In most Past Performances this is located as follows.

**Example of a Running Line**

**Running Line of a Route Race (1 Mile or Greater)**

<table>
<thead>
<tr>
<th>Race</th>
<th>1 Mile Race</th>
</tr>
</thead>
<tbody>
<tr>
<td>6</td>
<td>4 3 1/2</td>
</tr>
<tr>
<td>5</td>
<td>4 1/2</td>
</tr>
<tr>
<td>5</td>
<td>3 3</td>
</tr>
<tr>
<td>4</td>
<td>5 3 1/4</td>
</tr>
</tbody>
</table>

6 The Post Position of the horse in the race.
4 3/12 - 4th Position 3 1/2 lengths behind at the start of the race.
5 4 1/2 - 5th Position 4 1/2 lengths behind at the 1st call of the race.
5 4 - 5th Position 4 lengths behind at the middle call of the race or 2nd Call of the Race. This is the Position Number (5) that we will be using.
5 3 - 5th Position 3 lengths behind at the Stretch Position of the race. This is the Position Number (5) that we will be using.
3 1 1/4 - 3rd Position 1 1/4 lengths behind at the finish of the race.

**Running Line of a Sprint Race (Under 1 Mile)**

<table>
<thead>
<tr>
<th>Race</th>
<th>6 Furlongs</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>2 4 3/4</td>
</tr>
<tr>
<td>3</td>
<td>2 4 4</td>
</tr>
<tr>
<td>4</td>
<td>3 4 3/4</td>
</tr>
<tr>
<td>3</td>
<td>4 4 1/2</td>
</tr>
</tbody>
</table>

5 The Post Position of the horse in the race.
2 The Horse’s start of the race. (2nd Position)
4 3/4 - 4th Position 3/4 lengths behind at the 1st call of the race.
3 2 - 3rd Position 2 lengths behind at the middle call or 2nd call of the race.
4 4 - 4th Position 4 lengths behind at the stretch call of the race. This is the Position Number (4) that we will be using.
3 4 - 3rd Position 4 lengths behind at the finish of the race.

When you have located the Stretch Position (3rd Call) of the race, note the position the horse is behind the leader of the race at this point. Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

<table>
<thead>
<tr>
<th>Race</th>
<th>6 4 3 1/2</th>
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<tbody>
<tr>
<td>5</td>
<td>4 1/2 5</td>
</tr>
<tr>
<td>5</td>
<td>3 1 1/4</td>
</tr>
<tr>
<td>4</td>
<td>3 2 4</td>
</tr>
<tr>
<td>3</td>
<td>4 3 1/2</td>
</tr>
</tbody>
</table>

Example:

Last Race - 5th position
2nd Race Back - 4th position
3rd Race Back - 1st position

The 2 lowest positions are 1 (3rd Race Back) and 4 (2nd Race Back). Total the 2 numbers together (1 and 4) to give you a total of 5.

Do this same procedure on the remaining horses in the race.

**Horse To Play**

Your horse to Play is the horse with the **LOWEST** Stretch Position Total.
Example:
Horse #1 - Total 5
Horse #2 - Total 7
Horse #3 - Total 9
Horse #4 - Total 3

The lowest Stretch Position totals horse is Horse #4 with a 3 Stretch Position Total.
He is your play.

Suggestions

If your top horse to play has just been beaten by another of your top horses then play the horse that beat your horse or 2 horses to win.
If you have a tie in your Lowest 2 Stretch Call Positions play both horses 2 win.

Lower quality Claiming races - Example Claiming 3200 to 7000 can be inconsistent. You can either play these races or pass them.

RULES FOR MAIDENS RACES

1. Check in all horses under 25-1 Morning Line Odds.
2. Of those throw out any horse finishing 10th or more in their last race out.
3. Keep in any horse that in the last race finishes less than 21 lengths behind their last race out.
4. Keep in any horse that has run a race in the last 100 Days.
5. Look at the remaining horses. Look at the last 3 races on each horse remaining. Look at their last 3 Speed Ratings. Mark down or note the highest speed rating of the 3 most recent races.

Keep in the 3 horse that have the highest Speed Ratings marked down. And of course if you have any ties in the 3rd lowest speed horse, keep in a fourth or more horses with the same speed rating.

With your remaining horses, we are going to look at the Stretch call or 3rd Call positions of the horses last 3 races.

Look to the Stretch Position or 3rd Call of the last 3 races. In most Past Performances this is located as follows.

Example of a Running Line

Running Line of a Route Race (1 Mile or Greater)

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Here is an Explanation of the Calls in the Running Line

6 The Post Position of the horse in the race.
4 3/12 - 4th Position 3 1/2 lengths behind at the start of the race.
5 4 1/2 - 5th Position 4 1/2 lengths behind at the 1st call of the race.
5 4 - 5th Position 4 lengths behind at the middle call of the race or 2nd Call of the Race.
5 3 - 5th Position 3 lengths behind at the Stretch Position of the race. This is the Position Number (5) that we will be using.
3 1 1/4 - 3rd Position 1 1/4 lengths behind at the finish of the race.

Running Line of a Sprint Race (Under 1 Mile)

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Here is an Explanation of the Calls in the Running Line

5 The Post Position of the horse in the race.
2 The Horse's start of the race. (2nd Position)

4 3/4 - 4th Position 3/4 lengths behind at the 1st call of the race.

3 2 - 3rd Position 2 lengths behind at the middle call or 2nd call of the race.

4 4 - 4th Position 4 lengths behind at the stretch call of the race. This is the Position Number (4) that we will be using.

3 4 - 3rd Position 4 lengths behind at the finish of the race.

When you have located the Stretch Position (3rd Call) of the race, note the position the horse is behind the leader of the race at this point. Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

6 4 3 1/2 5 4 1/2 5 4 5 4 3 1 1/4

5 2 4 3/4 3 2 4 4 3 4 1/2

3 3 3 2 1 1 1 4 4 2

Example:

Last Race - 5th position
2nd Race Back - 4th position
3rd Race Back - 1st position

The 2 lowest positions are 1 (3rd Race Back) and 4 (2nd Race Back). Total the 2 numbers together (1 and 4) to give you a total of 5.

Do this same procedure on the remaining horses in the race.

**IMPORTANT NOTE**

If you do not have 2 or more races to look at then strike an average on your horses that have 2 or more races and compare the answer to the horse with only one race.

Example:

A horse with only one race has a Stretch Call Position of 4.

So we need to make an average of the other 2 speed horses remaining.

The first one has 3 stretch call position numbers of 5, 4 and 1 as in our example above. The average would be 5+4+1= 10 and divide 10 by 3 = 3.33.

So comparing the answer of 3.33 with the horse that only has one race, you will note that the horse with the average of 3.33 is better than the one race horse whose stretch call position is 4. If you have a question you can always play both horses to win.

**Horse To Play**

Your horse to Play is the horse with the **LOWEST** Stretch Position Total.

Example:

Horse #1 - Total 5
Horse #2 - Total 7
Horse #3 - Total 9
Horse #4 - Total 3

The lowest Stretch Position totals horse is Horse #4 with a 3 Stretch Position Total.

He is your play.

**Suggestions**

If your top horse to play has just been beaten by another of your top horses then play the horse that beat your horse or 2 horses to win.

If you have a tie in your Lowest 2 Stretch Call Positions play both horses 2 win.

Also if your 2 lowest stretch call position horses are 2 and then next highest one is 3 you may also play both of these horses to win.
Lower quality Claiming races - Example Claiming 3200 to 7000 can be inconsistent. You can either play these races or pass them.

**RULES FOR ALL TURF RACES**

1. Check in all horses under 8-1 Morning Line Odds.
2. Of those throw out any horse finishing 7th or more in their last race out.
3. Look at the remaining horses. Look at the last 3 races on each horse remaining. Look at their last 3 Speed Ratings. Mark down or note the highest speed rating of the 3 most recent races. Keep in the 3 horses that have the highest Speed Ratings marked down. And of course if you have any ties in the 3rd lowest speed horse, keep in a fourth or more horses with the same speed rating.

**Graded Stakes Races** - Keep in your top 3 speed horses and if any other horse remaining is just 1 point in speed lower than your 3rd lowest speed, keep that horse in as well

Example:

Your top 3 Speed Numbers are

85
83
80

And the 4th Speed Horse is 79. also keep this horse in.

**ONE EXCEPTION - WINNING HORSES**

On all Races **EXCEPT GRADED STAKES RACES** we have Only One Exception to using these 3 horses for the final Rule. And that is if they are winning or running 2nd by a Nose or Neck in their last race. So many horses do not repeat a Winning Performance.

So if one or 2 of your 3 Best Speed Horses are Winning or running 2nd by a nose or neck in their last race, make sure they are returning to the races in less than 42 days. If you do not with to eliminate this winning horse then play this horse (if it qualifies with the next step) along with your play for a 2 horse Win Play.

Also a horse that has won their last 2 races in a row Eliminate on all Races **EXCEPT GRADED STAKES RACES**.

4. Now with these 3 horses or any ties we will look for the horse's **BEST SINGLE SPEED RATING THAT THEY HAVE RUN IN THEIR HISTORY IN THE LAST 9 MONTHS.**

If the horse has not raced in 9 months, then find the **BEST SINGLE SPEED RATING THAT THEY HAVE RUN IN THEIR LAST 4 RACES LISTED.**

Find the horse with the **HIGHEST SPEED RATING** and this horse becomes you play.

**Suggestions**

On the rare situation that you have a tie play both horses. Also if your 2nd horse is just one speed rating lower than your top speed horse play both horse to Win.

If your top horse to play has just been beaten by another of your top horses then play the horse that beat your horse or 2 horses to win.

**Picking the Exotics**

Picking the Exotics is very, easy. Definitely use your top 3 horses. You will find many of them will bring a lot of Exactas, Pick 3's and trifectas.

**Sum Up**

You can see "Easy Handicapping for Thoroughbred Horses" is just that EASY and especially FAST.

With just a little effort and I mean just a little you will be handicapping races in just 5 Minutes.

Go over the Examples included and you will see how easy it is to pick winners at all racetracks. Our examples are coming from 3 different tracks all on the same day. You will see an example from Fair Grounds, Santa Anita and Parx.

And of course most of all with many, many winners.
1. First Select the horses that have Morning Lines of less than 8 to 1.
The Horses Remaining are
# 1 Gun Runner - 3/1 Morning Line
#2 Greenpointcrusader - 7/2 Morning Line
#6 Mo Tom - 5/2 Morning Line
The other horses in the race are not to be considered.
2. Of these horses eliminate any horse that finished 7th Position or worse in their last race out.
# 1 Gun Runner - Finished 1st the last race Out
#2 Greenpointcrusader - Finished 2nd the last race Out
#6 Mo Tom - Finished 3rd the last race Out
We continuing handicapping with just 3 horses.
3. We will now look to find the highest Speed Rating of the last 3 races.
I will explain what they are, but since their are only 3 horses remaining in the race we can eliminate doing the speed step. All 3 will continue on to the last Step.
But if you had more than 3 horses then let's find the highest speed of their last 3 races.
# 1 Gun Runner has speeds in his last 3 races of 90, 82 and 84. 90 of course is the highest of the 3.
#2 Greenpointcrusader has speeds in his last 3 races of 90, 82 and 94. 94 of course is the highest of the 3.
#6 Mo Tom has speeds in his last 3 races of 87, 88 and 85. 88 of course is the highest of the 3.
But as we said their are only 3 horses left so their highest speed number does not matter.
4. With your remaining horses, we are going to look at the Stretch call or 3rd Call positions of the horses last 3 races.
Look to the Stretch Position or 3rd Call of the last 3 races.
#1 Gun Runner - The last 3 races Running Lines are
Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 1,1 and 2.

The 2 lowest positions are 1 (Last Race) and 1 (2nd Race Back). Total the 2 numbers together (1 and 1) to give you a total of 2.

#1 Gun Runner has a 2 Stretch Call Position Number.

Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 2, 12 and 3.

The 2 lowest positions are 2 (Last Race) and 3 (3rd Race Back). Total the 2 numbers together (2 and 3) to give you a total of 5.

#2 Greenpointcrusader has a 5 Stretch Call Position Number.
Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 4, 3, and 4.

The 2 lowest positions are 4 (Last Race) and 3 (2nd Race Back). Total the 2 numbers together (4 and 3) to give you a total of 7.

**#6 Mo Tom has a 7 Stretch Call Position Number.**

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### Finding Your Horse To Play

5. Select the horse with the lowest Stretch Call Position Answer number.

#1 Gun Runner has 2

2 Greenpointcrusader has 5

#6 Mo Tom has 7

---

### Horse To Play

#1 Gun Runner has the lowest Stretch Call Position Answer number which is 2. So he becomes our play. He won the race and paid $9.80.

Pretty Easy isn't it!!

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### Example of How to Select a Race That is on the Turf

**Santa Anita**

**March 26, 2016 Race Number 8**

**Turf - Allowance**

1. First Select the horses that have Morning Lines of less than 8 to 1.

The Horses Remaining are

# 3 Eight Spokes - 4/1 Morning Line

# 5 Brandothebrother - 7/2 Morning Line

# 6 Temple Keys - 6/1 Morning Line

# 8 The Last Express - 3/1 Morning Line

The other horses in the race are not to be considered.

2. Of these horses eliminate any horse that finished 7th Position or worse in their last race out.

# 3 Eight Spokes - Finished 1st in the Last Race Out

# 5 Brandothebrother - Finished 1st in the Last Race Out

# 6 Temple Keys - Finished 9th in the Last Race Out

# 8 The Last Express - Finished 3rd in the Last Race Out

# 6 Temple Keys will be eliminated from the race because he finished 9th the last race out. We will continue handicapping with just 3 horses.

3. We will now look to find the highest Speed Rating of the last 3 races.

I will explain what they are, but since their are only 3 horses remaining in the race we can eliminate doing the speed step. All 3 will continue on to the last Step.
But if you had more than 3 horses then let's find the highest speed of their last 3 races.

#3 Eight Spokes has speeds in his last 3 races of

72 - 19 February 2016
80 - 6 June 2015
58 - 21 February 2015

80 of course is the highest of the 3.

#5 Brandoethebrother has only one race and that speed is 74 on 14 February 2016.

#8 The Last Express has speeds in his last 3 races of

77 - 28 February 2016
56 - 7 June 2015
77 - 23 May 2015

77 of course is the highest of the 3.

But as we said their are only 3 horses left so their highest speed number does not matter.

Finding Your Horse To Play

4. With the remaining 3 horses, we will now go to our final step and that is finding the Best Speed Rating that each of the 3 horses has run in the past approximate 9 months.

#3 Eight Spokes Best Speed Rating is 72

72 - 19 February 2016
80 - 6 June 2015

We do not use the 80 because it was run on 6 June 2015 and that was more than 9 months from the date that we are handicapping March 26, 2016.

#5 Brandoethebrother has only one race and that speed is 74 on 14 February 2016. So the Best Speed Rating would be 74.

#8 The Last Express Best Speed Rating is 77

77 - 28 February 2016
The last race is his Best Speed Rating, so #8 The Last Express’s Best Speed Rating is 77.

Horse To Play

#8 The Last Express has the Highest Speed Number. So he becomes our play. He won the race and paid $11.80.

Example of How to Select a Race That is on the Dirt and a Maiden Race

Parx

March 26, 2016 Race Number 8
Maiden Claiming 10000

1. Check in all horses under 25-1 Morning Line Odds.
Looking at Every Horse they all Remain in the Race. The highest morning line odds is 20/1.

2. Of those throw out any horse finishing 10th or more in their last race out.
All horses remain in the race except #5 Fairest of All who finished 12th 18 1/4 lengths behind.
We will continue handicapping with the remaining horses.

3. Keep in any horse that last race out finishes less than 21 lengths behind their last race out.
After checking the lengths behind on all the remaining horses they all will remain in the race.

4. Keep in any horse that has run a race in approximately 3 to 4 months.
#1 Bet America raced on Dec. 15 2015 which is 106 days from the race date we are handicapping. He is eliminated from the race.
#3 Mandevilla raced on Oct. 15 2015. He is eliminated.
#9 Senorita Teresita raced on Oct. 10 2015. He is eliminated.

5. Look at the remaining horses. Look at the last 3 races on each horse remaining. Look at their last 3 Speed Ratings. Mark down or note the highest speed rating of the 3 most recent races.
#2 Sharp Chestnut - The best speed rating of the last 3 races is 8 taken from the 2nd race back.
#4 Rose Buzz - The best speed rating of the last 3 races is 14 taken from the last race
#6 Shu Shu Baby - The best speed rating of the last 3 races is 29 taken from the 3rd race back.
#8 Fashion Statement - The best speed rating of the last 3 races is 7 taken from the last race.
#10 Slew By the Fool - The best speed rating of the last 3 races is 15 taken from the 2nd race back.

6. Keep in the 3 horses that have the highest Speed Ratings marked down. And of course if you have any ties in the 3rd lowest speed horse, keep in a fourth or more horses with the same speed rating.
Remaining are
#4 Rose Buzz with a 14
#6 Shu Shu Baby with a 29
#10 Slew By the Fool with a 15

7. With your remaining horses, we are going to look at the Stretch call or 3rd Call positions of the horses last 3 races.
Look to the Stretch Position or 3rd Call of the last 3 races.

#4 Rose Buzz - The last 3 races Running Lines are

Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 6, 7 and 9.

The 2 lowest positions are 6 (Last Race) and 7 (2nd Race Back). Total the 2 numbers together (6 and 7) to give you a total of 13.

#4 Rose Buzz has a 13 Stretch Call Position Number.

#6 Shu Shu Baby - The last 3 races Running Lines are

Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 4, 6 and 3.

The 2 lowest positions are 4 (Last Race) and 3 (3rd Race Back). Total the 2 numbers together (4 and 3) to give you a total of 7.

#6 Shu Shu Baby has a 7 Stretch Call Position Number.

#10 Slew By the Fool - The last 3 running lines are
Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 5, 5 and 10.
The 2 lowest positions are 5 (Last Race) and 5 (2nd Race Back). Total the 2 numbers together (5 and 5) to give you a total of 10.

#10 Slew By the Fool has a 10 Stretch Call Position Number.

Finding Your Horse To Play

8. Select the horse with the lowest Stretch Call Position Answer number.

#4 Rose Buzz has 13
#6 Shu Shu Baby has 7
#10 Slew By the Fool has 10

Horse To Play

# 6 Shu Shu Baby has the lowest Stretch Call Position Answer number which is 7 . So he becomes our play. He won the race and paid $17.20.

You can see "Easy Handicapping for Thoroughbred Horses" is just that EASY and especially FAST.

With just a little effort and I mean just a little you will be handicapping races in just 5 Minutes. And of course most of all picking many, many winners.

You can use this simple method to play horses to Win and Place as well.

Go over the Examples again and you will see how easy it is to pick winners at all racetracks.

I hope you have many happy days using "Easy Handicapping for Thoroughbred Horses".

Thank you very much for your business. As always if you have any questions send an email to winners@phahorseracing.com

Professional Handicappers

C. Rogers