FAST HANDICAPPING FOR THOROUGHBRED HORSES

The method is very simple. Just follow the few rules and you will find many winners.

1. Eliminate Maiden Races. You can handicap them, but your percentage of wins will not be as high or consistent. I personally do not play them.

2. Do Not Play Off Tracks.

3. Do Not Play any Races that are 1 1/4 miles or longer.

If a horse does not fit within the following guidelines eliminate the horse.

<table>
<thead>
<tr>
<th>CLAIMING PRICE</th>
<th>DATES SINCE LAST RACE</th>
<th>MORNING LINE ODDS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under $8000</td>
<td>Less than 99 Days</td>
<td>Under 12/1 Morning Line</td>
</tr>
<tr>
<td>Between $8000 and $15000</td>
<td>Less than 99 Days</td>
<td>Under 8/1 Morning Line</td>
</tr>
<tr>
<td>$16,000 and More</td>
<td>Less than 130 Days</td>
<td>Under 8/1 Morning Line</td>
</tr>
</tbody>
</table>

WINNING IN THEIR LAST RACE

<table>
<thead>
<tr>
<th>CLAIMING PRICE</th>
<th>DATES SINCE LAST RACE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Less than $7500</td>
<td>Less than 33 Days</td>
</tr>
<tr>
<td>$7500 and $24,999</td>
<td>Less than 45 Days</td>
</tr>
<tr>
<td>$25,000 and More</td>
<td>Less than 55 Days</td>
</tr>
</tbody>
</table>

SPECIAL EXCEPTION:

If the horse has Won their Last Race add the following Rule. In Claiming or Optional Claiming Races of 25000 or less keep in any Winning horse that is under 12/1 Morning Line as long as they qualify with the Dates in the chart above.

Also eliminate any horse coming back to the races in 7 days or less.

CLASS IN CLAIMING OR OPTIONAL CLAIMING RACES

If a horse is going up 3 Class Levels or More from the Last Race to today's ELIMINATE horse from race.
ALLOWANCE RACES

<table>
<thead>
<tr>
<th>DATES SINCE LAST RACE</th>
<th>Less than 400 Days</th>
<th>Under 8/1 Morning Line</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win in their Last Race</td>
<td>Less than 64 Days</td>
<td>Under 10/1 Morning Line</td>
</tr>
</tbody>
</table>

HANDICAP, STAKES AND GRADED STAKES

Must be Under 8/1 Morning Line Odds Unless it is a Graded Stakes for 3 Year Olds Only. Then you can keep in any horse that is under 15/1 Morning Line Odds.

Eliminate any 3 Year Old Horse going up 8 Class Levels or more.

<table>
<thead>
<tr>
<th>DATES SINCE LAST RACE</th>
<th>Less than 225 Days</th>
</tr>
</thead>
<tbody>
<tr>
<td>Win in their Last Race</td>
<td>Less than 55 Days</td>
</tr>
</tbody>
</table>

SPECIAL EXCEPTION:

The Only Exception to the Above Outline is in the Graded Stakes Category. If a horse has a Morning Line of 1/1 (Even Money) or Less in Today's Race DO NOT ELIMINATE NO MATTER HOW MANY DAYS SINCE THEIR LAST RACE.

FINISH LAST RACE

With the Remaining horses look at how they finished their last race. Keep in any horse that finished 7th or better in the last race unless the horse finished last. If the horse finished 7th or less and was last then the horse must be dropping in class in the last race.

Eliminate any horse finishing 10th or more. Only keep in a horse finishing 8th or even 9th in the last race as long as the horse is dropping at least 2 class levels from the last race out to today's race. If not eliminate any horse finishing 8th or 9th.

ODDS LAST 2 RACES

Odds in the last 2 races. Each horse must be less than 17 1/2 odds in one of the last 2 races if not eliminate.

FINDING YOUR HORSES TO PLAY

Now with the remaining horses look at the Stretch Call Positions of their last 3 Races. Add together the 2 lowest Stretch Call Positions.

The Stretch Call Position is found to the left of the finish of the race in most Past Performances.

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

**1 Mile Race**

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<tbody>
<tr>
<td>6</td>
<td>4</td>
<td>3 1/2</td>
<td>5</td>
<td>4 1/2</td>
<td>5</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 Call of the race. This is the Stretch Call 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)

**6 Furlongs**

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</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>2</td>
<td>4 3/4</td>
<td>3</td>
<td>2</td>
<td>4</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 Stretch Call 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 Call 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 Call Position (3rd call) of the 3 races.

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

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

3  3 | 3 2 | 1 1 | 1 1 | 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.
**Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Position Total and/or within 1 Point of the lowest number.**
There may be more than 2 in certain situations.

Example of a Race.

1. 8
2. 5
3. 4
4. 3
5. 7

**Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Position Total and/or within 1 Point of the lowest number.**

In the above example, #4 has the lowest Stretch Position Total with a 3.

So the second lowest Stretch Call Position Total is #3 with a 4. So automatically #3 also remains in the race.
Also keep in any other horse with a Stretch Call Position Total of 4. In the above example there are no other horses with a 3 or a 4.

Every other horse is eliminated from the race.

Here is another example.

Example of a Race.

1. 10
2. 4
3. 8
4. 12
5. 7

**Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Position Total or within 1 Point.**

In the above example, #2 has the lowest Stretch Call Position Total with a 4. This means we are looking for any horse or horses with a 4 or a 5. If not we will keep in the next lowest Stretch Call Position Total. That means we are looking for any horses with a 4 and/or a 5. In this example we do not have another 4 or a 5. So we will keep in the next lowest Stretch Call Position Total in the race.

So the second lowest Stretch Call Position Total is #5 with a 7. So automatically #5 also remains in the race. So all other horses except #2 and #5 remain in the race.

Here is another example.

Example of a Race.

1. 5
2. 4
3. 4
Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Position Total or within 1 Point.

In the above example, both #2 and #3 have the lowest Stretch Position Total with a 4. This means we are looking for any horse or horses with a 4 or a 5. In this example we do have both 4 and 5.

#2 is a 4
#3 is a 4
#1 is a 5. So we will keep all 3 of these horses. #4 and #5 are eliminated.

The majority of the time races we have just 2 horses. Occasionally we will have 3 horses to handicap.

**VERY IMPORTANT**

If a horse has only run one race then find the Stretch Call Position of the horse in the race and double the position number.

Example:

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

The Stretch Call Position Number is 4. Since the horse has only one race we will double the 4 to give the horse a 8 Stretch Call Position Total Number. Use this number for your handicapping.

**This handicapping is SO SIMPLE!!**

**SEPARATING YOUR HORSES TO PLAY**

If you have 2 horses remaining you can just play both horses to win or separate these 2 horses.

**FINDING JUST ONE HORSE TO PLAY**

We will separate the horses remaining by speed. Look at the Speed Ratings of the last 2 races on your horses remaining. You can use any Speed Rating depending on the Past Performances that you are using, but I prefer to use the Daily Racing Form Speed Rating with the Daily Variant added. This same number is found not only in the Daily Racing Form but also in the Past Performances with Brisnet.com. You need to add the 2 numbers together. Here is an example below.
Here is An Example of How to Use the Speed Ratings in the Past Performances.

Look at Fifth Avenue Flash above. The last Race was on May 6. The Speed rating we are using is 83 - 16. This is found to the right of the Odds Column. We total the 2 numbers. So the May 6 race will get a Speed Rating of 99. (83+16).

The 2nd race back under the same column is 85 - 10. So the Total is 95 (85+10).

You will select the highest number of the 2 races. In this example the highest number is 99. That would be this horse's final speed rating.

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**Horse To Play**

The horse with the highest Speed Rating becomes your One horse Win Play.

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**Suggestions**

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

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**Picking the Exotics**

Picking the Exotics is very, easy. Definitely use your top 2 or 3 horses. To find more horses pick the next horse or horses with the lowest Stretch Call Position Total. If you have ties find the best speed as explained above.

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**Sum Up**

With just a little effort and I mean just a little you will be handicapping races in just 5 Minutes. I have included Examples for you to practice with.

Please Review them. You will see how fast you will be able to pick many winners.

Any questions please send an email to winners@phahorseracing.com

Thank you very much for your business.

Professional Handicappers
Fast Handicapping for Thoroughbred Horses

Example of How to Select a Race

Below are 4 Races on One Day of Races - Gulfstream Park May 20, 2017

All are fully Explained for You Step By Step

The Complete Past Performances of These Races are Included To Review

Click Here to View the Past Performances

RACE 5 - 6 Furlongs - Claiming 6250 for 3 Year Olds and Up

1. First Select the horses that have Morning Lines of less than 12 to 1. Because the race is under Claiming 8000 we look to handicap any horse under 12/1 Morning Line.

Our Contenders are

#1 Erich’s Talisman - 9/2 Morning Line
#3 Getaway Car - 8/1 Morning Line
#4 Remarkable Tale - 7/2 Morning Line
#6 Spurs N Bows - 5/2 Morning Line
#7 Cunaviche - 8/1 Morning Line
#8 Nutty Boy - 6/1 Morning Line

Because the Race is Under Claiming 8000 we will keep any of the above horses that raced less than 99 days from today's race.

#8 Nutty Boy Last Ran on November 16, 2016. That was more than 98 days ago. Nutty Boy is eliminated.

2. Check if they Won their Last race. None of the horses remaining won their Last Race.

3. Finish in the Last Race. They must be 7th or less. If they finished 8th or 9th they must be dropping 2 class levels or more from the last race to today.

All of the above horses qualify.

Now with the horses remaining calculate the Stretch Call Position Total of each of the remaining horses.

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

#1 Erich's Talisman - The last 3 races Running Lines are

4 4 1 2
Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Call Position (3rd call) of the 3 races.

The Stretch Call Positions of the last 3 races are 1, 1 and 5.

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 Erich's Talisman has a 2 Stretch Call Position Number.**

#3 Getaway Car - The last 3 races are

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

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

The Stretch Call Positions of the last 3 races are 2, 4 and 5.

The 2 lowest positions are 2 (3rd Race Back) and 4 (2nd Race Back). Total the 2 numbers together (2 and 4) to give you a total of 6.

**#3 Getaway Car has a 6 Stretch Call Position Number.**

#4 Remarkable Tale - The last 3 races are

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>5</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>5</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>5</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

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

The Stretch Call Positions of the last 3 races are 4, 5 and 5.

The 2 lowest positions are 4 (3rd Race Back) and 5 (2nd Race Back). Total the 2 numbers together (4 and 5) to give you a total of 9.

**#4 Remarkable Tale has a 9 Stretch Call Position Number.**

#6 Spurs N Bows - The last 3 races are

<table>
<thead>
<tr>
<th></th>
<th></th>
<th>1</th>
<th>1</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>3</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>7</td>
<td>7</td>
<td>6</td>
<td>6</td>
</tr>
</tbody>
</table>

Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Call Position (3rd call) of the 3 races.
The Stretch Call Positions of the last 3 races are 1, 4 and 6.

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

**#6 Spurs N Bows has a 5 Stretch Call Position Number.**

**#7 Cunaviche** - The last 3 races are

```
7  5  4  3
4  2  2  2
1  1  1  2
```

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

The Stretch Call Positions of the last 3 races are 4, 2 and 1.

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

**#7 Cunaviche has a 3 Stretch Call Position Number.**

**Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Call Position Total or within 1 Point.**

#1 Erich's Talisman - 2

#7 Cunaviche - 3

**Horse To Play**

# 1 Erich's Talisman has the lowest Stretch Call Position Total which is 2. Keep in any other 2 or any horse with a 3 which is 1 point higher than the lowest Stretch Call Position Total of the Race. #7 Cunaviche has a 3 Stretch Position Total.

These would be the 2 lowest Stretch Call Position Totals. So these are our 2 remaining horses in this race. You can play both Horses to Win or continue on to select just One Horse to Win.

**Finding One Horse To Play**

Look at the Last 2 races and add up the Speed Rating and the Daily Variant Number together.

**#1 Erich's Talisman**

Last Race - 75-18 Total 93

2nd Race Back - 82-15 - Total 97

The highest number of the 2 is the 2nd race back of 97. That will be his Final Speed Rating.

**#7 Cunaviche**

Last Race - 87-13 Total 100

2nd Race Back - 72-21 Total 93

The highest number of the 2 is the Last race back of 100. That will be his Final Speed Rating.
Our Final Single Win Horse Play is the Highest Final Speed Rating is #7 Cunaviche of 100.
The Highest Final Speed Rating is #7 Cunaviche with 100. He is our Win Play.

#7 Cunaviche won the race and paid WOW - $23.00.

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**RACE 7 - 7 Furlongs - Claiming 6250 for 3 Year Olds and Up**

1. First Select the horses that have Morning Lines of less than 12 to 1. Because the race is under Claiming 8000 we look to handicap any horse under 12/1 Morning Line.

   Our Contenders are
   
   #1 Phish Fan - 5/2  Morning Line
   #2 Capital City - 7/2  Morning Line
   #3 Crazy Frank C - 9/2 Morning Line
   #5 Starship Apache - 3/1 Morning Line

   Because the Race is Under Claiming 8000 we will keep any of the above horses that raced less than 99 days from today's race. All are OK.

2. Check if any horse Won their Last race.

   #2 Capital City Won his last race but is returning in 28 Days which is Ok (Must be less than 33).

3. Finish in the Last Race. They must be 7th or less. If they finished 8th or 9th they must be dropping 2 class levels or more from the last race to today.

   All of the above horses qualify.

Now with the horses remaining calculate the Stretch Call Position Total of each of the remaining horses.

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

#1 Phish Fan - The last 3 races Running Lines are

<p>| | | | |</p>
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<thead>
<tr>
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<tbody>
<tr>
<td>4</td>
<td>4</td>
<td>4</td>
<td>4</td>
</tr>
<tr>
<td>6</td>
<td>5</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>3</td>
<td>5</td>
</tr>
</tbody>
</table>

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

The Stretch Call Positions of the last 3 races are 2, 3 and 4.

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

#1 Phish Fan has a 2 Stretch Call Position Number.

IMPORTANT - Phish Fan in his last race was 18.5 odds. Rule states - Must be less 18/1. If between 18/1 and less than 40/1 then their final Stretch Call Position must be 4 or less. His Stretch Position Total is 5. Phish Fan is eliminated from the race.
Is eliminated from the race.

#2 Capital City - The last 3 races Running Lines are

\[
\begin{array}{cccc}
3 & 3 & 1 & 1 \\
1 & 1 & 4 & 4 \\
9 & 8 & 9 & 7
\end{array}
\]

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

The Stretch Call Positions of the last 3 races are 1, 4 and 9.

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

#2 Capital City has a 5 Stretch Call Position Number.

#3 Crazy Frank C - The last 3 races Running Lines are

\[
\begin{array}{cccc}
5 & 5 & 5 & 5 \\
6 & 5 & 5 & 3 \\
2 & 3 & 5 & 5
\end{array}
\]

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

The Stretch Call Positions of the last 3 races are 5, 5 and 5.

The 2 lowest positions are 5 (3rd Race Back) and 5 (2nd Race Back). Total the 2 numbers together (5 and 5) to give you a total of 10.

#3 Crazy Frank C has a 10 Stretch Call Position Number.

#5 Starship Apache - The last 3 races running lines are

\[
\begin{array}{cccc}
4 & 4 & 3 & 2 \\
9 & 7 & 3 & 1 \\
6 & 10 & 10 & 10
\end{array}
\]

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

The Stretch Call Positions of the last 3 races are 3, 3 and 10.

The 2 lowest positions are 3 (Last Race) and 3 (2nd Race Back). Total the 2 numbers together (3 and 3) to give you a total of 6.

#5 Starship Apache as a 6 Stretch Call Position Number.

Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Call Position Total or within 1 Point.

#2 Capital City - 5
Horse To Play

#2 Capital City has the lowest Stretch Call Position Total which is 5. Keep in any other 5 or any horse with a 6 which is 1 point higher than the lowest Stretch Call Position Total of the Race. #5 Starship Apache has a 6 Stretch Position Total.

These would be the 2 lowest Stretch Call Position Totals. So these are our 2 remaining horses in this race. You can play both Horses to Win or continue on to select just One Horse to Win.

Finding One Horse To Play

Look at the Last 2 races and add up the Speed Rating and the Daily Variant Number together.

#2 Capital City

Last Race - 86-13 Total 99
2nd Race Back - 85-06 - Total 91

The highest number of the 2 is the last race of 99. That will be his Final Speed Rating.

#5 Starship Apache

Last Race - 85-13 Total 98
2nd Race Back - 89-06 Total 95

The highest number of the 2 is the last race of 98. That will be his Final Speed Rating.

The Highest Final Speed Rating is #2 Capital City with 99. He is our Win Play.

#2 Capital City won the race and paid $7.20

RACE 9 - 5 Furlongs - Claiming 10000 for 3 Year Olds and Up

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

Our Contenders are

# 3 Lost For Words - 6/1 Morning Line

#5 Grand Jr - 5/2 Morning Line

#7 Saratoga Two Step - 2/1 Morning Line

#3 Lost For Words

Because the Race is a Claiming 10000 we will keep any of the above horses that raced less than 99 days from today's race. All are OK.

2. #3 Lost for Words - Won his last race but is returning in 24 Days which is Ok

3. Finish in the Last Race. They must be 7th or less. If they finished 8th or 9th they must be dropping 2 class levels or more from the last race to today.

All of the above horses qualify.
Now with the horses remaining calculate the Stretch Position Total of each of the remaining horses. Look to the Stretch Position or 3rd Call of the last 3 races. In most Past Performances this is located as follows.

**#3 Lost For Words** - The last 3 races Running Lines are

```
 1 1
3 2
6 6
```

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

The Stretch Call Positions of the last 3 races are 1, 2 and 6.

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

**#3 Lost For Words has a 3 Stretch Call Position Number.**

**#5 Grand Jr.** - The last 3 races Running Lines are

```
5 5
6 5
9 8
```

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

The Stretch Call Positions of the last 3 races are 3, 3 and 5.

The 2 lowest positions are 3 (2nd Race Back) and 3 (2nd Race Back). Total the 2 numbers together (3 and 3) to give you a total of 6.

**#5 Grand Jr has a 6 Stretch Call Position Number.**

**#7 Saratoga Two Step** - The last 3 races Running Lines are

```
4 4
4 4
4 4
```

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

The Stretch Call Positions of the last 3 races are 2, 3 and 5.

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

**#7 Saratoga Two Step has a 5 Stretch Call Position Number.**
Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Call Position Total or within 1 Point.

#3 Lost For Words - 3
#7 Saratoga Two Step - 5

**Horse To Play**

#3 Lost For Words has the lowest Stretch Call Position Total which is 3. Keep in any other 3 or any horse with a 4 which is 1 point higher than the lowest Stretch Call Position Total of the Race. Or if no horse is within 1 point of the 3 keep in the next lowest horse.

In this example there is no 4, so the next lowest Stretch Position Total would be #7 Saratoga Two Step with a 5.

So these are our 2 remaining horses in this race. You can play both Horse to Win or continue on to select just One Horse to Win.

**Finding One Horse To Play**

Look at the Last 2 races and add up the Speed Rating and the Daily Variant Number together.

**#3 Lost For Words**

Last Race - 91-10 Total 101
2nd Race Back - 76-17 Total 93

The highest number of the 2 is the last race of 101. That will be his Final Speed Rating.

**#7 Saratoga Two Step**

Last Race - 89-10 Total 99
2nd Race Back - 92-07 Total 99

The highest number of the 2 is the Last race back of 99. That will be his Final Speed Rating.

The Highest Final Speed Rating is #3 Lost For Words with 101. He is our Win Play.

#3 Lost For Words won the race and paid $12.20

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**RACE 10 - 7 Furlongs - The Big Drama for 3 Year Olds and Up**

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

Our Contenders are

#1 Wildcat Wish - 6/1 Morning Line
#4 Abounding Legacy - 5/1 Morning Line
#6 Richard The Great - 6/1 Morning Line
#8 Quijote - 4/1 Morning Line
#10 French Quarter - 9/2 Morning Line

Because the Race is a Stakes Race we will keep any of the above horses that raced less than 170 days from today's race. All are OK.
2. #1 Wildcat Wish and #4 Abounding Legacy are both coming off Wins in their Last Races but they are both coming back to the races less than 55 Days. So they are OK.

3. Finish in the Last Race. They must be 7th or less. If they finished 8th or 9th they must be dropping 2 class levels or more from the last race to today.

All of the above horses qualify.

Now with the horses remaining calculate the Stretch Position Total of each of the remaining horses.

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

#1 Wildcat Wish - The last 3 races Running Lines are

2 1 1 1
2 2 1 4
5 2 1 6

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

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

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 Wildcat Wish has a 2 Stretch Call Position Number.

#4 Abounding Legacy - The last 3 races Running Lines are

6 4 3 1
5 3 5 6
6 6 6 5

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

The Stretch Call Positions of the last 3 races are 3, 5 and 6.

The 2 lowest positions are 3 (Last Race) and 5 (2nd Race Back). Total the 2 numbers together (3 and 5) to give you a total of 8.

#4 Abounding Legacy a 8 Stretch Call Position Number.

#6 Richard The Great - The last 3 races Running Lines are

1 2 2 3
4 3 4 4
6 6 6 6

Mark down the 3rd Call Position number of the last 3 races the horse ran, add together the 2 lowest numbers at the Stretch Call Position (3rd call) of the 3 races.
The Stretch Call Positions of the last 3 races are 2, 4 and 6.

The 2 lowest positions are 2 (Last Race) and 4 (2nd Race Back). Total the 2 numbers together (2 and 4) to give you a total of 6.

#6 Richard The Great has a 6 Stretch Call Position Number.

#8 Quijote - The last 3 races Running Lines are

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

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

The Stretch Call Positions of the last 3 races are 1, 1 and 5.

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

#8 Quijote has a 2 Stretch Call Position Number.

#10 French Quarter - The last 3 races Running Lines are

2 1 1 2
3 1 1 3
3 1 1 1

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

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

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.

#10 French Quarter has a 2 Stretch Call Position Number.

Keep in the 2 LOWEST Stretch Call Position Total horses or any horses with the same Stretch Call Position Total or within 1 Point.

#1 Wildcat Wish - 2
#8 Quijote - 2
#10 French Quarter - 2

Horse To Play

#1 Wildcat Wish, #8 Quijote and #10 French Quarter have the lowest Stretch Call Position Total which is 2. Keep in any other 2 or any horse with a 3 which is 1 point higher than the lowest Stretch Position Total of the Race.

In this example the next closest horse would be #6 Richard the Great with a 6. He will not be used.
So we have 3 remaining horses in this race.

**Finding One Horse To Play**

Look at the Last 2 races and add up the Speed Rating and the Daily Variant Number together.

**#1 Wildcat Wish**

Last Race - 90-10 Total 100

2nd Race Back - 89-04 - Total 93

The highest number of the 2 is the last race of 100. That will be his Final Speed Rating.

**#8 Quijote**

Last Race - 82-11 Total 93

2nd Race Back - 91-16 Total 107

The highest number of the 2 is the 2nd race back of 107. That will be his Final Speed Rating.

**#10 French Quarter**

Last Race - 89-16 Total 105

2nd Race Back - 85-06 Total 91

The highest number of the 2 is the Last race of 105. That will be his Final Speed Rating.

The Highest Final Speed Rating is **#8 Quijote** of 107. He is our Win Play

**#8 Quijote won the race and paid $10.60**

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**Sum Up**

Remember you can use different speed ratings to separate your horses if you wish.

You can see by the preceding examples that handicapping the races is very easy and rewarding.

Even the 1st race on this day we would have ended up with the winner 2nd. So if you were playing 2 horses to win in each race you would also have a $13.40 winner in 2 horses. The total results for May 20 at Gulfstream were a total of 6 Races to Play with 4 races that you would win with one horse and 5 races that you would win with 2 horses in each race. Quite a good day.

The Payoffs in one horse were - $23.00, $7.20, $12.20 & $10.60 = $53.00

Your Investment is only 6 Plays for $12.00

**A Profit of $53.00 - $12.00 = $41.00**

A **341% Return on Your Investment**

The Payoffs playing 2 horses to win were - $13.40, $23.00, $7.20, $12.20 & $10.60 = $66.40

Your Investment is only 6 Plays for $24.00

**A Profit of $66.40 - $24.00 = $40.40**

A **168.33 % Return on Your Investment**
I am sure you will have many, many fun and Profitable Days with "Fast Handicapping for Thoroughbred Horses".

Thanks for your Business.

Professional Handicappers