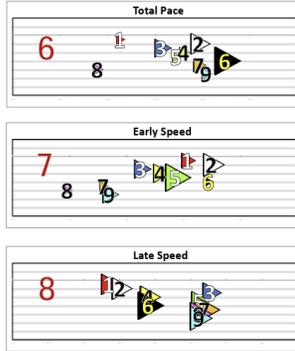
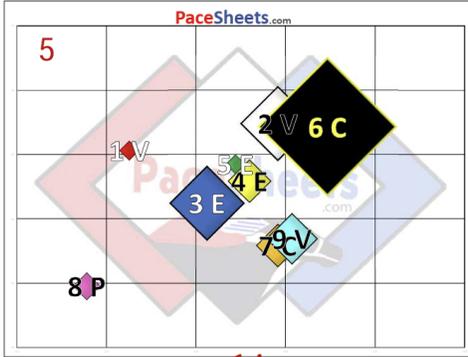


KEY

1 GP Race 2 (12:40)/11:40/10:40/9:40 2 1 1/16m T 3 Moc 4000 FAVORS CLASS 4 MAIDEN OPTIONAL CLAIMING. Purse \$50,000 (includes \$7,000 FTHA-FOA) FOR MAIDENS; FILLIES AND MARES FOUR YEARS OLD AND UPWARD FLORIDA-BRED; OR MAIDEN CLAIMING PRICE \$40,000. Weight; 123 lbs. Claiming Price \$40,000 (Florida-Bred Preferred). (If deemed



#	Fractions					Dist	Angles
	2f	4f	5f	Final FR	Avg FR		
1	11.48	11.76	11.80	17.25	13.07	30.99	
2	11.84	12.15	12.11	12.39	12.12	32.14	(1+)+Turf starts[599] 17%
3						30.12	<
4						31.74	(1+)
5						30.27	<
6	12.47	12.39	12.11	12.39	12.34	31.44	(4+)+2nd strt w/trn[10] 40%
7	13.07	12.66	12.40	13.03	12.79	30.32	<
8	12.79	12.62	12.25	12.56	12.55	30.27	<
9						30.42	<

13 Pace Projection EEE~3 14 Speed Points 23 15 Pace FAST

16 E-runner with TOP EARLY speed who could go W2W. FAST races set up for quality 'V', 'P' or 'S' type runners. KEY: Identify runner with best FINAL FRACTION.

#	Name - Age, Sex - Pace Comfort Zone	M/L	RS	PP	Form	UD	Last Race Info	Pdg	Jockey	J	JT	T	Trainer	Ldr%	EP	ER	Flow	LR	LP	TP	Class	Par	T3	LFS	W%	Distance W/S	LRO	Works	Works	SpD	A1	A2	A3	V	
1	GOOD VALUE 3f<1	30.0	V	4	F3)		MCL25k(TAM) T 1 1/16m frm (2/10)	5	ALVARADO	1	4	0	DE LA C	7%	66	3	38	9	59	121	9.1		5	0%	0 / 2	28		(10)5f+,							
2	MADAKET'S ARROW 3f<2	2.0	V	4	F3)		MSW(GP) D 1 1/16m fst (9/12)t	3	ORTIZ IR	5	7	4	WEAVER	28%	68	1		8	61	130	9.9		X	7	0%	0 / 3	24		(32)4f,(7)4f,		2	2			
3	PALACE FLIRT 3f<1	5.1	E	5	F		MOC(GP) D 1m70yds fst (6/10)	8	ORTIZ JO	5	6	1	BRION K	13%	62	6		1	73	126	9.2	P	2	0%	0 / 0	27				3					
4	CERCHI 3f<2	8.0	E	5	F		MSW(GP) D 1 1/16m fst (11/12)t	2	RUIZ JAB	3	0	7	SPATZ R	13%	63	5		6	64	128	10.0	P	5	0%	0 / 0	24	W	(10)4f,(20)4f+b,(6)5f						1	
5	BRITISH EMPRESS 3f<1	8.0	E	8	F+)		MOC40k(GP) D 1m70yds fst (2/10)	4	PIMENTEL	0	0	0	ROBSON	24%	65	4		3	72	127	9.2		4	0%	0 / 0	27		(9)4f,						3	
6	BOLTORO 3f<7	2.5	2	4	F		MSW(GP) D 1 1/16m fst (7/12)t^	2	EMIGH C	8	5	8	VANDEN +	6%	68	2		6	64	132	10.0		X	12	0%	0 / 3	24	W+	(10)5f,(22)5f+b,(9)4f+b	2	1	1	1		
7	NAA DUDETTE 3f<5	6.0	C	2	F+		MOC(GP) D 1m70yds fst (3/10)	8	SAEZ LUI	3	6	0	FALCONE	<	58	8		2	72	130	9.7			13	0%	0 / 2	27	w	(6)4f,(27)5f,(12)4f						2
8	STARLIT SOFI 3f<2	20.0	P	4	F		MOC(GP) D 1m70yds fst (5/10)	9	REYES LE	2	0	2	KLESARIH+	<	55	9		3	72	119	9.8			7	0%	0 / 0	27		(33)4f,						
9	DIGITAL TRADE 3f<2	10.0	V	3	F		MOC40k(GP) D 1m70yds fst (4/10)	6	PANIC L	0	0	1	VALERY	7%	59	7		3	72	130	9.5	P+	5	0%	0 / 0	27		(18)4f,		1					2

- 1 RACE INFO
- 2 DISTANCE/SURFACE
- 3 CURRENT CLASS
- 4 RACE DETAILS
- 5 EARLY/TOTAL PACE VISUAL
- 6 PROJECTED TOTAL PACE VISUAL
- 7 PROJECTED EARLY PACE VISUAL
- 8 PROJECTED LATE PACE VISUAL
- 9 FRACTION AVERAGES BY FURLONG
- 10 PROJECTED FINAL FRACTIONS
- 11 DISTANCE CHANGE
- 12 ANGLES
- 13 PACE PROJECTION
- 14 PROJECTED SPEED
- 15 PACE PROJECTION
- 16 PACE PROJECTION BIAS
- 17 EARLY PACE PAR
- 18 LATE PACE PAR
- 19 TOTAL PACE PAR
- 20 # WHO HAVE RUN TO PAR
- 21 PROGRAM #
- 22 NAME/AGE/SX/COMFORT ZONE
- 23 MORNING LINE
- 24 ASSIGNED RUNNING STYLE
- 25 QUIRIN SPEED POINTS
- 26 FORM (F)
- 27 CURRENT CLASS UP/DOWN
- 28 LAST RACE DETAILS
- 29 PEDIGREE RANK RATING
- 30 JOCKEY NAME
- 31 JOCKEY RATING
- 32 CONNECTION RATING
- 33 TRAINER RATING
- 34 TRAINER
- 35 PROJECTED LEADER %
- 36 EARLY PACE RATING
- 37 EARLY PACE RANK
- 38 PACEFLOW
- 39 LATE PACE RANK
- 40 TOTAL PACE
- 41 CLASS RATING
- 42 HAS RUN TO PAR (P)
- 43 TOP 3 DISTANCE/LAST RACE
- 44 LIFETIME STARTS
- 45 LIFETIME WIN%
- 46 DISTANCE WINS/STARTS
- 47 DAYS SINCE LAST RACE
- 48 WORKOUT INDICATOR
- 49 WORKS SINCE LR
- 50 HYBRID SPEED/DISTANCE
- 51 ALGORITHM RANK-1
- 52 ALGORITHM RANK-2
- 53 ALGORITHM RANK-3
- 54 PROJECTED TOP VALUE

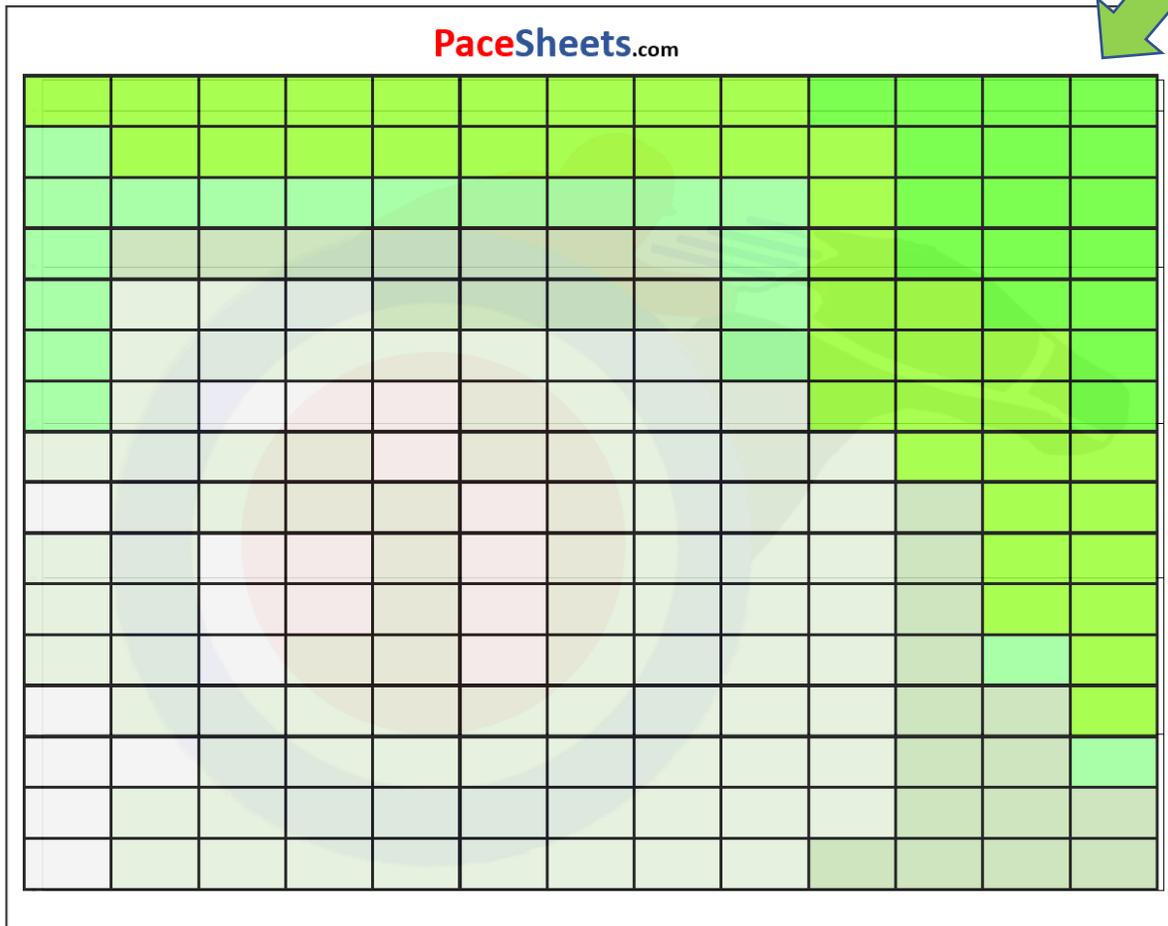
User Reference Guide

Pace Visuals:

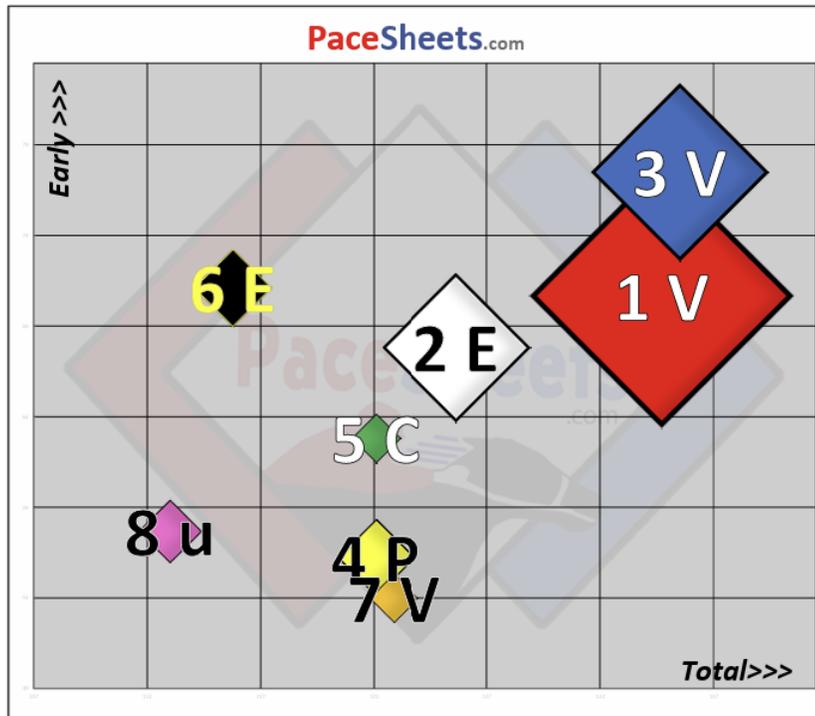
The original PaceSheets included just visuals to read the projected pace shape. Over thousands of races the data reflected that the winners profile aligned most with the chart below. Horses at the top left/center were a high % runners with an Early speed advantage vs. the field. Some of the best bets were runners that were best Early Speed/Total Pace (upper-right) were identified as 'Corner-Horses'. One of the biggest advantages of the chart was the ability to see if a favorite was vulnerable based on the data or a legit favorite based on the gap between that runner and the rest of the field.

Winners Profile of winning runners tracked on the chart; the brighter green the better.

BEST



Early Pace / Total Pace Visual



The above depicts the pace visual of the race, **Early Pace** runners are shown rated from **Top to Bottom**. **Total Pace** is then projected from right to left. Based on the running style of the horse and projected pace of the race this visual can be very helpful in identifying plays.

With the PaceSheets Diamonds (size matters) based on a combination of factors including multiple algorithms and traditional handicapping top angles. The larger the size the higher the PaceSheets rating. As noted above the strength of the visual is Early Speed on a dirt surface (right-hand corner) and off-the-pace type runners (with pace pressure) to right-mid and middle of the chart.

Pace Projection	Speed Points	Pace	Early	Versatile	Presser	PC	Closer	Undefined
EE~2	25	FAST	2 6	1 3 7	4		5	8

The **Pace Bar** predicts the pace to help identify betting opportunities. In the example above the (E/E) indicates the Pace based on lead running style. The following number (25) indicates the number of one-dimensional Early Speed runners. This appears to be a race with a projected Fast pace.

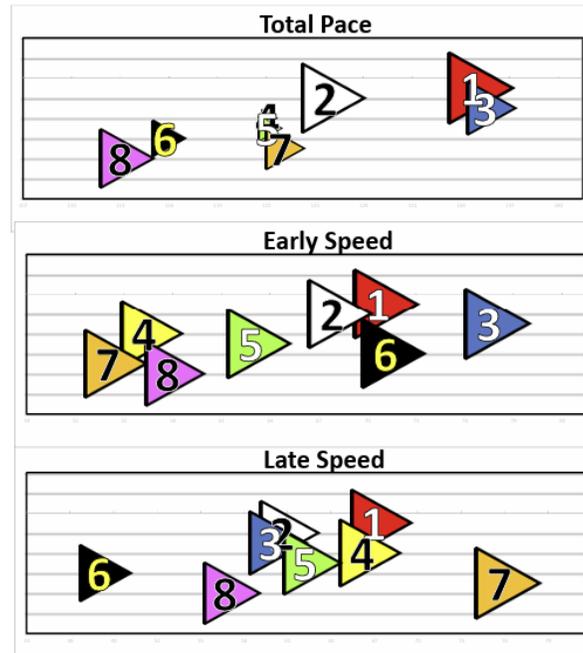
~1 Potential Lone Speed if runner is in form.

2+ Could be a speed duel up front but if the runners are in form they could finish 1-2.

- (0) ***Pay particular attention to races where there are NO One-Dimensional runners.** These races go against the pace flow and typically runners get caught in a run style that they are not comfortable with. These type of races tend to favor horses from off the pace but most importantly these are potentially races where you can find some of the better prices.

The total pace number (25) in example is to be considered when selecting runners. Once the pace number goes to (20+) you can consider off the pace runners. The higher the better, (28+) as a guide for Closers.

*The runners are all grouped based on assigned running style. Based on the projected pace you may be able to key a horse that may not be obvious to the public as a contender. Lone running styles are especially dangerous plays at a price, again less pace favors runners on the front-end and just off the pace. Hotter pace you can consider more back speed runners.



The individual Pace Visuals to help identify top rated runners in each category. Gaps are easier to identify. TIP: When there is a Late Speed Gap runner those are great opportunities to use underneath in vertical plays.

Pace Fractions & Angles

Fractions								
#	2f	4f	5f	Final FR	Avg FR	ProjFFR	Dist	Angles
1	11.26	11.56	11.47	17.11	12.85	24.34	>	(1+)
2	12.65	12.37	12.68	15.53	13.30	42.75	<S2R	
3						27.17	>	(1+)2nd after clm[14] 36%
4	12.66	12.06	12.77	17.23	13.68	24.39	>	(-1)Turf starts[111] 3%
5	13.16	12.26	13.25	17.18	13.96	23.74	>	(-1)Routes[19] 0%
ps 6						26.05	>	
7	12.80	12.42	12.95	15.94	13.53	22.35		
8	11.90	12.28	12.30	17.92	13.60	23.97	>	

Trust the fraction data when handicapping. As a pace handicapper there are a number of different numbers reviewed and backtested. We settled on an average furlong time at the 2f/4f/5f/Final Fraction/Average and Projected. If there is no data based on the set criteria at certain distances or on a different surface the data

will be noted as blank. This is not a stand-alone factor but an important tool to aide in identifying contenders vs. non contenders based on the pace of the race and class of the horse.

NOTE

- The projected pace-setter is identified with **(ps)**. Left hand side if there is a (*) it is an indicator that the runner should be competitive vs. projected pace.
- Right Hand Side is distance change from last race (> greater than, < less than), (S2R) "Sprint to Route" is highlighted in red as you need to verify if the horse can handle the stretch-out distance. Use caution when a runner is stretching out as those are projected individual fraction times beyond prior qualifying race distance. (R2S) "Route to Sprint", you may find suprisingly good prices with runners with projected good fractions.
- In an era where most handicappers rely on speed figures the set fractions often get missed. Fractions gained popularity in the past and many consider the Projected Final fraction to be one of the more important handicapping angles.

Example a runner with an advantage with very early fractions is going from 7-furlongs to 6-furlongs would be an identified contender.

Utilize this data to find these runners:

- Best Final Fraction, Best Average Fraction. These are some of the best bets when a runner also has shown the best speed at earlier fractions.
- If a runner has competitive numbers, best average but not best final fraction; review the earlier fractions to determine if the runner was superior than the field.
- Projected final fraction is a hybrid number based on last race actual times normalized for today's distance. The closer the distance is to today's race the more accurate the projection.

ANGLES

- Note the recent add of Angle data to the PaceSheets. Many handicappers comb stat over stat to find that hidden angle. The PaceSheets pull out what we believe are the most important angles.
- (#+/-) indicates how many (+) positive angles and (-) negative angles that the horses trainer has. (5+/6+) are always runners to be considered as contenders.
- (-) NEGATIVE ANGLES can be utilized when seperating contenders or tossing runners. This is a probability game and those decisions are important on which runners to potentially use or who toss. The highest negative angles are highlighted for your reference. Why would you play a trainer who is 0'er their last 42 starts on turf when there may be better alternatives.
- (+) POSITIVE ANGLES details are called out when there is a significant angle advantage based on %, wins, ROI.

PaceSheets Past Performance section

The visuals are the key ingredient for success but the PaceSheets was missing some reference indicators that can be used to help identify more winners. We continue to tweak and reorder the data based on results.

1 2 3 4 5 6 7 8 9 10 11-12-13-14- 15- 16 17 18 19 20 21 22 23 24 25 26 28 29 30 31-37

#	Name - Age, Sex - Pace Comfort Zone	M/L	RS	PP	Form	UD	Comp5	Last Race Info	Pdg	Jockey	J	IT	T	Trainer	Ld%	EP	ER	Flow	LR	LP	TP	Class	Par	T3	LFS	WN / ITM%	Distance W/S	LRD	Works Since LR	SpD	A1	A2	A3	V
1	UPTOWN CAT 2f<0	4.5	U	0	3	●		MCL25k(GP) D 1 1/16m fst (7/9)	6	RUIZ JOR	1	6	0	IMATZ MI	1%	47	7	3	61	106	6.3			3	(0%) 0%	0 / 2	12	(21)3f,(11)4f,	5					
2	A PALACE FOR MOM 2f<2	3.2	U	2	●	●		MSW(GP) D 1m70yds fst (7/10)*	3	ORTIZ IR	6	9	3	ALTER H	1%	61	4	4	60	120	6.9	P	X	3	(0%) 0%	0 / 3	24	W (8)3f+,(7)4f+,(21)6f+	3	1	1	2		
3	BURY THE LEDE 2f<0	6.0	U	6	2c	●		MSW(GP) D 5f fst (11/11)	4	BRAVO J	2	8	6	CASSE M	24%	67	2	7	37	100	6.9			1	(0%) 0%	0 / 0	36	W (10)4f,(9)4f,(30)4f	2					
4	NIPSEY 2f<0	10.0	U	4	2c	●		MCL25k(GP) D 5.5f fst (6/8)	6	THOMAS A	3	0	0	NEGRETE	6%	61	3	1	64	121	6.2			1	(0%) 0%	0 / 0	25	(8)3f,(14)4f,(69)5f	1	3	2			
5	GLOSSY LIFE 2f<2	5.0	E	6		●	\$28k	MCL16k(GP) D 1m70yds fst (3/8)	2	ALVARADO	5	5	2	MOTT RI	15%	56	5	5	57	109	6.4			4	(0%) 0%	0 / 1	59	W (7)4f,(7)3f,(7)3f	4			3	1	
6	MISS ATHLETIC 2f<2	30.0	E	8		●	\$16k	MCL25k(GP) D 6f fst (7/7)	5	BRAVO MA	0	0	0	CROOKS	37%	71	1	6	57	118	9.0			12	(0%) 50%	0 / 0	13	"				1		
7	MI AMORE 2f<2	4.0	E	6	3	●		MCL35k(GP) D 5f fst (8/8)	3	ORTIZ JO	5	0	2	CONDERO	15%	55	6	1	64	124	6.4			4	(0%) 0%	0 / 1	18	(4)3f+,(28)3f,	1			3	2	

🔥 Are our top identified angles

1 Program Number.

2 Horse Name, Age, Sex, *Pace Ability (Comfort Zone)

*Comfort Zone is the lengths behind at 2nd call that runner has proven to be able to close into to be ITM. This is especially important when the Pace Projector has (3) or more one-dimensional early speed runners who should distance themselves from the back speed.

3 Morning Line -ML favorite and 2nd ML favorite are highlighted for easy identification.

4 Horse Running Style

E:Early, need to be on the front-end running style.

V:Versatile, can win leading and from off the pace.

P: Presser, wins when pressing the pace, 2-3 lengths back.

PC: Presser/Closer, like "V" runners these are horses that have shown the ability to close and far off the pace.

C:Closer, back of the field runner that typically needs more pace to run into to get by front runners. Demand more odds on these type of runners as they have the added challenge of navigating through the traffic in front of them.

Lone Running Styles are highlighted to indicate if a horse has a running style pace advantage vs. the field.

Example:

#	Name - Age, Sex	M/L	RS
5	MACHISMO 8g	4.0	P

Note the highlighted 'RS' (Running Style) for lone pace types.

5 Pace Points based on runner's prior performances to get the lead. (0-lowest to 8-highest).

#	Name - Age, Sex	M/L	RS	PP	Form	UD
7	CSILLA 6m	2.5	V	5	Q+	●

Note the highlighted Pace Points (5), this identifies an E/V type runner who has a speed point advantage with the potential to put away all the other Early Speed away early and have a fantastic opportunity to go wire-to-wire.

***Note the number of 1-dimensional speed runners, also note where E speed runners have a (+2) speed advantage, EP runners qualify if stretching out from sprint to route. Speed points are based on the runner's ability to get the lead, (8) highest to (0) lowest.**

6  **Form Qualifiers** based on a number of criteria, A “F” after or alone indicates that the horse showed form based on last race performance. This is weighted heavily by the William Scott theory with some tweaks where beaten lengths or being “up close” based on last race distance. Not a stand-alone identifier but when very few runners are in form this can be a great separator of contenders.

The “f” is helpful when making handicapping decisions with a horse coming off a layoff, first time starters, trainer etc.

Other form indicators that may be highlighted:

(2c) 2nd Career Start: Likely to show improvement vs. first time out.

(c) Claimed last race.

(2) (3) 2nd or 3rd off a layoff, could be an indicator that the runner could improve off prior effort.

(+) indicates a runner who showed good Early Speed last race, the prior race may have been a tightener to have a good performance in today's race.

) is an indicator that the runner showed good early speed last race and was competitive, a good indicator that a runner is in good form to be competitive the following race.

)) Same as above with exception that runner showed early speed and is being entered into another race quickly after the last race. Typically an indicator that the horse is race ready.

7 **UP / DOWN CLASS**, GREEN indicates a horse dropping in class, RED indicates a horse moving up in class.

8  **Comp \$:** Competitive Purse \$'s, purse money trumps race classification dollars. Created using prior race performance and race purse dollars where the runner was competitive. Use to find gaps amongst the field, making class decisions.

9 **Last Race data (*)** indicates Last Race Favorite, Last Class, last track raced at abbreviation, last race surface last race Distance, <> depending on less or more distance based on today's distance, last racetrack condition.

Call Position with Pace

You are looking for runners coming out of a race where the pace may have disadvantaged them. Example would be Early Speed type runners who ran against a BLISTERING pace and did not get the pace set up they may have needed. On the other side Back Speed runners running against a SLOW pace would be a disadvantage.

As a potential negative factor Early Speed that performed well last race vs. a slow pace or Back Speed that had a dream trip of Fast/Slow can be considered vulnerable.

Codes: (+) Extremely fast pace, (-) slow pace, (x) normal pace

FINISH last race (larger number) followed by Beaten Lengths last race (small number).

Example: +x(3) indicates the runner faced a fast pace 1c, normal pace 2c and finished 3rd.

TROUBLE: Last race trouble indicated by highlighted "t". These are horses who you should review last race, view replay to validate how trouble impacted the runner.

(^) at the end indicates that that runner has the highest speed figure last race amongst the field.

1st Career Start is identified with bold italic font.

Highest Speed Figure Last Race – Green Highlighted

Facing Winners for the 1st Time is easily identified with italic red font.

- 10  **Pedigree rank** for Distance & Surface vs. the field; the lower the number the better. When handicapping first time starters or runners who have never run at today's distance or surface reference this data.
- 11 **Changes** since last race. When a top rated trainer makes changes it is a positive sign that they are trying something different.
- 12 **Name of today's Jockey.**
Jockey Change: (0) jockey is on another runner in the race, (+) jockey chose this runner over another. There is subjectivity to this as it been trainer/owner decision.
- 13 **(J)** is a rating created to focus on jockey W% the higher number the better. Note if runners receive a change to a stronger rider could be an indicator that the runner is a contender.
- 14 **(JT)** is JOCKEY/TRAINER COMBINATION stats based on their WIN results over time and for the current meet. Some jockeys and trainers produce above average results when compared to their personal ratings.
- 15 **(T)** is a rating created to focus on Trainer W% the higher the number the better. Winning trainers know how to win, and this number should be considered along with race day changes, runners off a layoff.
-  There is value in the J/JT/T numbers. A top jockey and top trainer should always be considered. If a low scoring jockey is with a low scoring trainer the probability of that runner winning the race would be negatively impacted. If there are low scores jockey/trainer but JT combo is very strong that may be a better angle at a price. Another angle is a top jockey riding for a low scoring trainer, the best jockeys typically ride runners that give them the best chance to win.
- 16 **Trainer Name.** *If a new trainer since last race it will be indicated with a (+) after the trainer's name.
- 17  **LEAD%** - Figure based on prior results of the runner, probability of the runner to be in the lead vs. the current field. In DIRT SPRINTS and races that are early speed favoring this is a valuable handicapping tool.
- 18 **Generated Pace Sheets Early Pace** rating for each runner.

19 **Early Pace Rank** amongst the field.

PaceSheets PaceFlow Early Rankings: Based on our Pace Ratings the rank is shown to help identify runners who should be comfortable based on their Early/Late Pace rankings. EX: Early Speed runners we would like to see rankings of 1,2 and late pace 5 or better.

20  **Pace Flow** reflects the runners rank in relation to Early & Late pace. If a running style is identified correctly and the running style and pace rank correlate the following pace identifier will be identified by (>>>).

21 **Generated PaceSheets Late Pace** rating for each runner.

PaceSheets PaceFlow Late Rankings: Based on our Pace Ratings the rank is shown to help identify runners who should be comfortable based on their Early/Late Pace rankings. Late Speed runners we would like to see rankings of less than 6 early and late pace 2 or better. Also useful are late runners who do not have qualifying early pace but have a late speed rating of 1 or 2. These are great opportunities to build out your exacta tickets.

22  **TP - TOTAL PACE (RANKING & RATING)** - One of the top PaceSheets Angles on finding the top contenders.

23  **CLASS** - Algorithm based on horses' prior class and performance. The higher the number the better, used to identify gaps vs. another runner.

25 **PAR** - Based on the Par Speed of the speed needed to WIN today's race, horses that have run to Par speed prior are identified with a (P), horses that have run above Par are identified as (P+).

*The Par "P" can be especially helpful in Maiden races where none of the prior starters have achieved Par, consider a 1st time starter. Note at the top of the sheet the numbers indicated are the Par Early, Late & Total.

26  **T3** - Horses that are ranked TOP-3 in both LAST RACE & TODAY'S DISTANCE categories. This is another top angle that you will want to incorporate into your selections.

27-28 **CAREER (WIN %)** – note the indicators when % is in RED (x). This indicates a runner has not won a race in their last 10-starts.

29 **# WINS/STARTS AT TODAY'S DISTANCE.** Exceptionally good angle to not only view runners who have been successful at distance before but runners that have failed multiple times.

30 **LRD** - # days since the last race. Used as an eliminator for horses coming off a long layoff. The exception to the rule are horses that have previously won off from similar lay-off or high % trainers.

31 **WORKS:** Qualifiers based off workout patterns. A lower case "w" indicates that the horse has had necessary space between works to be fit since last race. An uppercase "W" identifies quick works, 5f works. W+ indicates that a runner has a very fast work. A (5) indicated that the runner has a last time out work of 5 furlongs or longer. This is an old-school handicapping angle that works at times as a mask for a horse in great form.

32 **SPd** – Top #5 ranked. Hybrid number based on horses Speed, Speed at Distance, Success at Distance. The lower the better.

33 **A1 - ALGORYTHM #1, Top 4 ranked.** Generated by a large number of traditional handicapping data. Identifying top A1 horses at odds are good bets.

- 34 A2- ALGORITHM #2, Top 4 ranked. Generated on a number of handicapping factors, stronger when there is a lack of data.
- 35 A3 - ALGORITHM #3, Top 4 ranked. Formula heavier with prior performances, jockey, trainer, stronger for claiming races.
- 36 **Value Rank:** Based on past performance results, runners that based on the data may 'outrun their odds'.
- 37  **TIER Contenders:** Derived based on multiple criteria in connections, speed, pace, etc. Use this to identify who the top contenders are amongst the field. This is not a stand-alone angle but when measured with other validating data it becomes easier to see the true contenders of the race.

PACESHEETS TIPS

- ✓ The review of the ranked data indicates horses that score #1 in multiple categories are to be considered.
- ✓ The Value line is helpful if you like a horse at a price. This is especially helpful when identifying top value contender. Pair the Top Value runners with ratings, helpful when playing in tourneys and contests.
- ✓ Nothing replaces traditional handicapping, the visuals are helpful when reviewing your selections to ensure the data indicates the horse is a contender based on form, speed, etc. We find that using this data in unison with handicapping produces the best results.
- ✓ Utilize the indicators to help when not only identifying positives but negatives. Examples would be a horse off a long lay-off or a poorly rated trainer, jockey, etc.
- ✓ I am always tweaking to improve and feedback from you the handicapper is appreciated.
- ✓ Remember this is a game, have fun but anything can happen in horse racing. We continue to work every day to make PaceSheets the best handicapping product that it can be.

We appreciate all the support from you, our fellow handicappers.



Any questions or feedback we can be reached spotplayspacesheets@gmail.com

Twitter: @pacesheets1

Website: www.PaceSheets.com