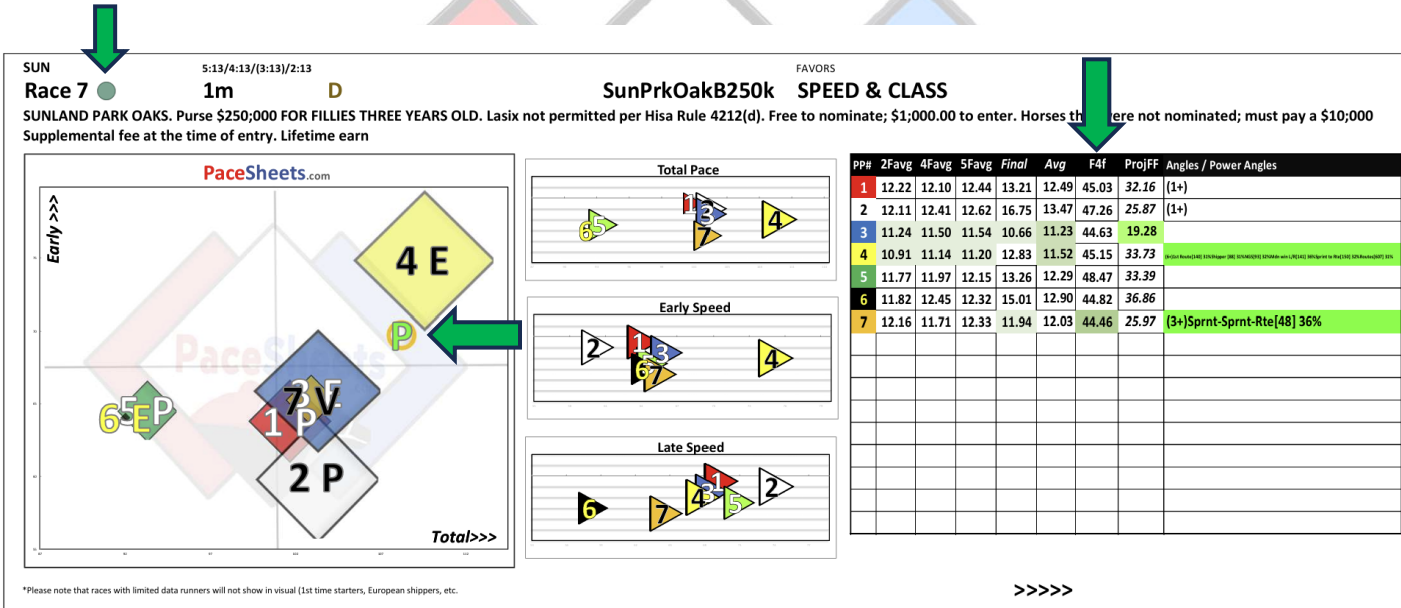


What's new? 👁👁

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. 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.



Recent Adds:

The PaceSheets are ever evolving to improve the presentation of data as we continue to learn over thousands of races. Here are a few new additions with the visuals.

Pace Flow: Most races project as expected, with the best Early Speed ratings coupled with the best Total Pace ratings. These runners tend to be forwardly placed and be in the best position when it matters. The indicator will be **GREEN** for races that tend to be the most formful based on pace. **YELLOW** for Maiden races where caution needs to be applied when handicapping as runners tend to improve drastically based on changes or 2nd career starts. **RED** races have no pace which tends to favor runners from off the pace. Back speed runners with the competitive Total Pace tend to do well in these type of races.

Par Indicator: An important factor to utilize as a handicapper is to determine who has run to Par for the specified race. The Par "P" is indicated on the PaceSheets main visual showing the axis where the Par Early Speed and Total Pace rating should be. At a glance this is helpful in identifying those runners that have run to par and appear to be the best fit for the type of race.

Fraction Indicator: Utilizing the data to review the runners last average fraction time with the best (2) highlighted to help identify the top runners. Added an important Early Speed indicator of the best 4 furlong time for each runner. This is a

great indicator of legit speed vs. cheap speed that can be used as an eliminator when comparing one-dimensional Early Speed runners.

Reviewing the fractions averaged by 2 furlong increments can help identify certain runners that stick out amongst the field. This includes the runners Average Fraction, Final Fraction and the Projected Final Fraction. If your not utilizing the **Projected Final Fraction** especially in races with anticipated pace you are missing out on one of the best angles available to you as a handicapper. The closer the runner is running to their last distance the more accurated this number tends to be.

Along with the number of identified Positive and Negative Angles you have a lot of data available to reference in a glance. The Positive Angles listed out are what we define as a **POWER ANGLE** (30% with qualifying indicators) & Negative Angles that people look for to potentially eliminate runners (example: Trainer is 0% (0-45) on specific parematers that apply to today's race.

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 algorithims 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	Closer
EEE~4	33	FAST	(3) 4 5 7	6	(2)	1

The **Pace Bar** predicts the pace to help identify betting opportunities. In the example above the (EEE) indicates the Pace based on lead running style. The following number (33) indicates the number of one-dimensional Early Speed runners. This appears to be a race with a projected Fast pace.

****Update with top (2) projected runners in parenthesis.** In the example above is aq turf route, you would consider backspeed due to the projected FAST pace. Therefore (2) would be a solid wager while considering the 1 and 6 depending on their late speed figures.

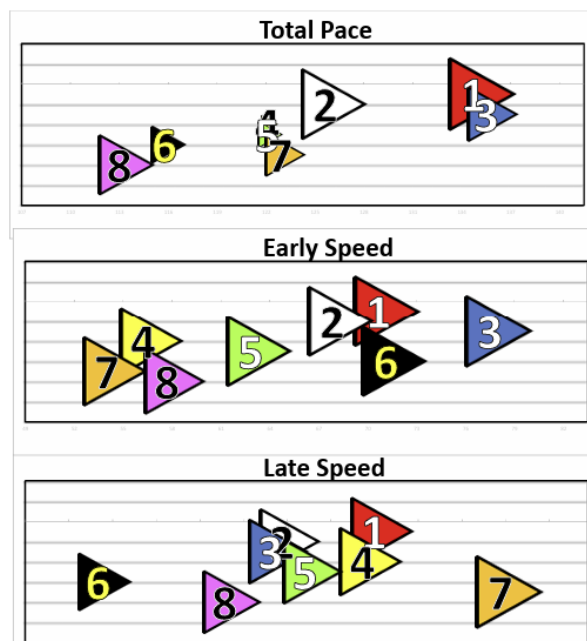
~1 Potential Lone Speed if runner is in form.

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 there 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 (33) in example is to be considered when selecting runners. Once the pace number goes to (21+) 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. These visuals also help to see horsewos who may have similar ratings that may not show well in the main visual.

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 surprisingly 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 separating 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 27 28 29 30 31-37

68k										76										67										143										3									
#	Name - Age-Sex	M/L	RS	PP	Form	UD	Comp5	Last Race Info	Pdg	Jockey	J	YT	T	Trainer	Ldr%	EP	ER	Flow	LR	LP	EM/ML	TP	Class	Par	T3	LFS	Changes	Win%	Distance W/S	LTD	Works	Works since LR	SpD	A1	A2	A3	dnr												
1	DREAMSTER 5m	1.6	P	0			40k5	AOC62k(TAM) D 6.5f fst (2/6)*	3	GAFFALIO	2	0	6	LIGHTNE	4%	66	4	2	73	4-1-2	139	11.1	P+	14	>Ship	29%	2 / 4	25					1	1	1	3	☆												
3	MUSIC CITY STAR 6m	8.0	V	5			69k	AOC62k(GP) D 6f fst (5/6)	3	SAEZ LUI	3	0	2	ANTONUC	25%	75	1	5	57	1-5-5	132	11.0	X	27	Ship	15%	0 / 6	26					5	4	4	4													
4	MARGOINABUBBLEBATH 4f	5.0	V	5			140k	AOC(OP) D 1m gd (7/9)lt	5	LANERIE	2	9	3	SHIRER	26%	71	3	3	67	3-3-3	138	10.9	P+	X	14	>Ship,R2S	29%	2 / 8	53	W	(9)4f,(8)4f,(43)5f	3	3	3	1	☆													
5	BLAME DAY 4f	2.5	E	4				ALW(OP) D 1m fst (8/11)	1	GUTIERRE	3	4	5	CALHOUN	39%	73	2	3	67	2-4-4	140	11.1		16	>Ship,R2S	19%	1 / 9	31					4	2	2	☆													
6	ROSE PALACE 5m	8.0	V	0			54k	AOC50k(FG) D 6f mud (4/8)	3	GRAHAM J	2	2	2	DESORME	6%	66	4	3	75	5-2-1	141	9.5	P	14	c,Ship	29%	2 / 6	59	W	(10)4f+,(7)5f,(7)4f	2	2			☆														

Are our top identified angles

- 1 Program Number.
- 2 Horse Name, Age, Sex and highlighted green is a HORSE FOR COURSE as indicated {hC}
- 3 Morning Line -ML favorite and 2nd ML favorite are highlighted for easy identification.

Runners rated as top plays with odds above 3:1 are shaded in **GREEN**, secondary plays above 6:1.

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 types 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 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 the prior runner's performances to get the lead. (0-lowest to 8-highest).

#	Name - Age-Sex	M/L	RS	PP
1	TRAVAILLE 5m	5.0	V	3
2	LITTLE BLAZE 6m	3.0	E	7

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.**



Form Qualifiers: *latest revision*****

This data was revised based on traditional form cycle analysis. Rather than work into additional pages of analysis like others we took the same concepts and applied to GOOD (Green Arrow Up), YELLOW (Yellow Circle), RED (Red Arrow Down).

This data is now based on what the runner has done in past performances and those relationships with Early, Last Time, Average, Top & Final Last Time compared to Average and Top to help predict where the runner could be in their current cycle.



GREEN: Indicator that the horse appears to be approaching an improved performance.



YELLOW: These are runners who based on the data could regress. Dig deeper into these runners as 2nd time starters and runners that are 3-year-olds that could continue to improve.



RED: The runner has run to their indicated peak and could regress from prior starts. Please take note that lightly races horses could improve. Use in correlation to runners that ran to their peak, last out winners that you may be able to play against as being vulnerable.

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

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.

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

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 in the 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 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.

12 (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.

- 13 **(JT)** is JOCKEY/TRAINER COMBINATION stats based on their WIN results over time and for the current meeting. Some jockeys and trainers produce above average results when compared to their personal ratings.
- 14 **(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 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.

- 15 **Trainer Name.** *If a new trainer since last race it will be indicated with a (+) after the trainer's name.



- 16 **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.

- 17 **Generated Pace Sheets Early Pace** rating for each runner.

- 18 **Early Pace Rank** amongst the field. Tossing lowest rated race for speed ratings.

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.



- 19 **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 (>>>).

- 20 **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.



- 21 **'EM/ML/EL – EARLY-MID RACE RATINGS; MID RACE – LATE & EARLY-LATE AMONGST THE FIELD**

Stand-outs amongst the field typically stick out here with multiple #1 rankings amongst the field, if no such runners you also can consider contenders with multiple #2 rankings.





- 22 **TP - TOTAL PACE (EARLY SPEED + LATE SPEED)** - 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.

- 24 **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.

- 25  **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.
- 26 **Changes** since last race. When a top-rated trainer makes changes, it is a positive sign that they are trying something different.
- 27 **CAREER (WIN %)** – note the indicators when % is in RED (x). This indicates a runner has not won a race in their last 10-starts.
- 28 **# 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.
- 29 **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.
- 30 **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 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.
- 31 **SPd** – Top #5 ranked. Hybrid number based on horses Speed, Speed at Distance, Success at Distance. The lower the better.
- 32 **A1 - ALGORITHM #1, Top 4 ranked.** Generated by a large number of traditional handicapping data. Identifying top A1 horses at odds are good bets.
- 33 **A2- ALGORITHM #2, Top 4 ranked.** Generated on a number of handicapping factors, stronger when there is a lack of data.
- 34 **A3 - ALGORITHM #3, Top 4 ranked.** Formula heavier with prior performances, jockey, trainer, stronger for claiming races.
- 35 **Value Rank:** Based on past performance results, runners that based on the data may 'outrun their odds'.
- 36  **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.
- ✓ Top jockeys and Top Trainers win the bulk of the races, when a runner is in form take note which of these runners have the best connections.

- ✓ 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.
- ✓ Pick your best spots on the card and play around those. The horse racing game is a challenging one, but you can be successful if you find your best plays and bet those opinions accordingly. The best bet typically is a straight WIN bet.
- ✓ 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.



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