How to Read



	nts, LLC (Gustavo Delgado), Ramiro Restrepo, Ste Brian Doxtator and Chase Chamberlin) be band on sleeves, light blue cap		17 2023: 3 1 1 0 18 2022: 0 0 0 0	\$247,20 19 Turf: \$20 Wet Turf:	0 0 0 0 0 0 0 0 0 0	\$0 \$0
o Pink Trainer: Gustavo Delgad MAGE MAGE MAGE	lo (0-0-0-0) 0.00% 🕡		① Life: 3 1 1 0 ① CD (Dirt): 0 0 0 0	\$247,20(21 Distance: \$(22 Wet Dirt:	0 0 0 0 0 0	\$0 \$0
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BEGINNER

- Horse number
- 2 Horse's name
- 3 Towel color
- 4 Gate number (not shown above)
- Wagering odds
- 6 Horse's color, gender & age
- Trainer stats
- Jockey's name & stats
- Horse's date of birth
- Lifetime race record
- Horse's record at Churchill Downs
- Official Equibase® Speed Figure
- Finish position and margin: ahead of 2nd finisher if winner; behind winner if ran second, etc.
- Jockey's name in a previous race

INTERMEDIATE

- Jockey weight including equipment
- Where the horse was bred and breeder
- Current year race record
- Previous year race record
- 19 Horse's turf record
- 20 Horse's wet turf record
- Lifetime stats at the distance
- 22 Lifetime wet dirt record
- Distance of race (*/"about" distance)

- Type of race and race code (Stakes names are abbreviated)/gross purse in U.S. dollars; Stakes race grade (1,2,3)
- 25 Start position, or first running position
- Middle running positions and margin

ADVANCED

- Purchased (claiming) price (not shown above)
- 4 Horse's bloodlines
- Race-day medication (L-Lasix) (not shown above)
- Ownership change including purchasing (claiming) price (not shown above)
- Previous race dates
- Racetrack abbreviation and race number
- Course condition (ft/fast, gd/good, sy/sloppy, fm/firm, yl/yielding)
- Course symbol (⊕=Turf, ♦=all weather/synthetic) (not shown above)
- Fractional time of race (in 100ths of a second)
- 5 Final time of race (in 100ths of a second)
- Age group of race (F=filly, or fillies and mares)
- Race restrictions (R=Restricted; S=State Bred) (not shown above)
- Weight carried by horse, including jockey equipment, in a previous race

- Medication administered on a previous race day (L-Lasix)
- Equipment carried by horse: b-blinkers, f-front bandages, g-goggles, o-blinkers off (not shown above)
- Equivalent odds (*-betting favorite (e-part of entry)
- First three finishing horses, weight they carried and their margins
- Comments regarding race events for this horse
- 49 Size of field (number of horses in race)
- 6 Layoff line (short/30 days; long/6 months)
- Morning workouts (b/breezing, h/handily, g/gate, (d)/dogs up,
 /bullet work)
- 49 1/9 = Fastest work of 9 works

All past performances are provided by Equibase® Company.

How to Wager



Placing a wager

Placing a wager is simple. Once you've decided how you are going to wager, just step up to the window and place your wager in the following order: 1. Track Name, 2. Race Number, 3. Amount of Wager, 4. Type of Wager, 5. The Horse's Number.

For example: "Churchill Downs, Race 5, \$2 to SHOW on #3."

REMEMBER: Please check all tickets before leaving the window. No ticket can be exchanged or canceled after the off time of the race on the ticket. Consult the top of your program race page before a race for betting options.

BEGINNER WAGERS

Win You win if your horse finishes first

Place You win if your horse finishes first or second

Show You win if your horse finishes first, second or third

Across the Board You will receive three different bets using this term; you get a win bet, a place bet, and a show bet

(Minimum \$2 for each wager)

INTERMEDIATE WAGERS

Exacta Bet the horses to finish first and second in that exact order (Min: \$2)

Trifecta Bet the horses to finish first, second and third in that exact order (Min: \$.50) **Superfecta** Bet the horses to finish first, second, third and fourth in that exact order

(Opening Night - Thurby: Min. \$.10; Oaks and Derby Days: Min. \$1)

Daily Double* Pick the winners of two consecutive races (Min: \$1)

ADVANCED WAGERS

Super Hi-Five You win if you pick the first five horses in exact order. (Min: \$1)

Pick 3, 4, & 5* The "pick" bets are generally the toughest bets to hit. You win if you pick the winners, according to the

corresponding bet, in consecutive races. Even though these wagers can be seen as difficult, the payouts can be

huge. (Pick 3, 4, 5 Min: \$.50)

Single 6 Jackpot* Try to pick the winner of six consecutive races for a chance to win big. (Min: \$.20)

Payouts on approximate odds (\$2 win wager)

ODDS	1-5	2-5	1-2	3-5	4-5	1-1	6-5	7-5	3-2	8-5	9-5
PAYS	\$2.40	\$2.80	\$3	\$3.20	\$3.60	\$4	\$4.40	\$4.80	\$5	\$5.20	\$5.60
ODDS	2-1	5-2	3-1	7-2	4-1	9-2	5-1	6-1	10-1	50-1	99-1*
PAYS	\$6	\$7	\$8	\$9	\$10	\$11	\$12	\$14	\$22	\$102	\$200

^{*}Tote board displays only two digits. The actual odds on a horse listed as 99-1 may be 100-1 or greater. Payouts are determined by the actual odds.

Boxed wagers

When you box your bet, you select your horses to finish in any order. The cost of the wager will vary depending on the amount of combinations you use.

EXACTA BOX

When you combine your picks to finish first or second in each combination. For example, a 1-2 Exacta Box covers the combinations of 1-2 and 2-1.

	\$1 Bet	\$2 Bet
2 Horses	\$2	\$4
3 Horses	\$6	\$12
4 Horses	\$12	\$24

TRIFECTA BOX

When you combine your picks to finish first, second or third in each combination. For example, a 1-2-3 Trifecta Box covers six different combinations.

	50¢ Bet	\$1 Bet	\$2 Bet	
3 Horses	\$3	\$6	\$12	
4 Horses	\$12	\$24	\$48	
5 Horses	\$30	\$60	\$120	

SUPERFECTA BOX

When you combine your picks to finish first, second, third or fourth in each combination. For example, a 1-2-3-4 Superfecta Box covers 24 different combinations.

		10¢ Bet	50¢ Bet	\$1 Bet
	4 Horses	\$2.40	\$12	\$24
	5 Horses	\$12	\$60	\$120
	6 Horses	\$36	\$180	\$360

Individuals under the age of 18 may not purchase, cancel or cash any pari-mutuel ticket or voucher at any manned or self-service terminal.

^{*}In the instance of scratches, Daily Double and Pick 3 never receive the post time favorite, but instead are refunded or receive consolation. Pick 4 and higher always receive the post time favorite when there is a scratch.

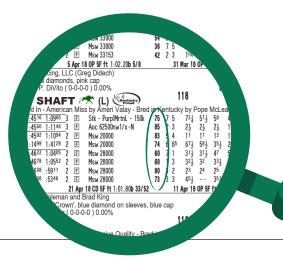
3 Ways to Pick a Winning Horse

APPROACH ONE

Look for the horse with the highest average speed

Take a look at the Equibase Speed Figure in the program and compare the speed of a horse to other horses in that race.

- 1. Take an average of three races for each horse
- 2. Compare those averages against other horses' averages in the race
- 3. Higher numbers equal a faster speed



APPROACH TWO

See how horses have performed in similar races

Understand the distance and quality of the upcoming race and see how each horse has performed in similar races.



1 DISTANCE

Lists the distance of past races

2 FINISHING PLACE

See where the horse finished in previous races.

3 QUALITY

Here are the race types from most difficult to easy:

STK: Stakes Race

ALC, ALW, HCP: Allowance Race

CLM: Claiming Race MDN: Maiden Race

MSW: Maiden Special Weight



APPROACH THREE

Look for the horse that is **most** prepared to run

Visit the paddock before the race. Seeing a horse's physical stature and fitness could give you clues on how they will perform.

VHORSE IS READY TO RUN

EARS FORWARD The horse is alert, paying attention and interested in what's in front of him

SWEATY A little glisten can indicate the horse is ready to go

CALM DISPOSITION A relaxed horse strides "confidently" and "purposefully"

X HORSE MAY BE AGITATED

EARS BACK Pinned back ears close to the neck may mean the horse is un-attentive/un-interested

HEAVY SWEATING Heavy sweating can mean the horse is nervous

ANXIOUS DISPOSITION A jumpy horse can indicate they're exerting too much energy before the race

THOROUGHBRED Characteristics



Physical characteristics to look for in a horse

When handicapping a race, there are many factors to consider. The horse's performance history is a good place to start, along with past race results, speed and class figures. Also take a look at the trainer's record and profile, and the horse's physical stature and fitness.



Photo courtesy of Laura W. Donnell, Taylor Made Sales Agency, Taylor Made Stallions, Nicholasville, Kentucky

WANT MORE INSIDER TIPS?

Visit the Racing 1.0 booth on select race dates. We can teach you:

HOW TO READ | Identify valuable information in the racing program to help you pick a winner.

TERMS TO KNOW | Learn some of the important terms of racing to help grow your knowledge of the sport.

HOW TO WAGER | Learn the basics of betting to wager confidently.

3 STRATEGIES TO PICK A WINNING HORSE | Learn our top three strategies on how to pick a winner.

Terms to Know



ALLOWANCE RACE

In an allowance race, horses are not for sale and the purses are generally higher. These races have set conditions and weights to carry with weight "allowed" off for meeting other conditions.

ALSO ELIGIBLE

A horse officially entered to run in a race, but who will not be permitted to start unless the field is reduced by scratch below a specified number.

BACKSTRETCH

The straightway on the farther side of an elliptical or oval racecourse. It typically runs parallel to the grandstand and the homestretch where the finish line is located.

BLINKERS

A hood designed with partial cups behind the horse's eyes that limit their rear vision and some side vision, depending on design. Blinkers may prevent a horse from ducking away from objects or other horses.

CLAIMING RACE

A race in which any competing horse is subject to be purchased for a preset price. A claim is made before the race, and a price is set by the conditions of the race. If the horse wins prize money during the race, the money goes to the previous owner.

CLASS

Just as a horse earns a speed rating for its performance in a race, the race receives a class rating to measure the strength of the filed. The class rating is a weighted average of the last 6 months of previous speed ratings from the horses entered in that race.

CONFORMATION

The physical appearance of a horse due to the arrangement of muscle, bone and other body tissue. Good conformation is the overall blending of body parts to form a beautiful athlete.

DISTANCE

The length commonly used to describe the distance between horses in a race.

FAST TRACK

Rating of a dirt track that is dry and hard.

FURLONG

A distance equal to one-eighth of a mile, 220 yards or 660 feet.

HANDICAPPER

One who assigns weights for handicap race. *Also,* one who makes selections based on past performances. Find our Handicapper's picks in today's program.

HOME STRETCH

The final straight section of the track leading to the finish.

INQUIRY

Reviewing the race to check into a possible infraction of the rules. *Also*, a sign flashed by officials on the tote board on such occasions.

JUVENILE

A two-year-old horse.

LONG SHOT

A horse with little perceived chance of winning a race. Odds are high on a long shot, with winning bets resulting in big money payouts.

MAIDEN

Any horse who has never won a race is known as a maiden. To win that first race is known as "breaking his/her maiden". This also applies to non-winning riders.

MORNING LINE

Approximate odds quoted before wagering determines exact odds.

ODDS

The chances of a horse to win a particular race based on the pari-mutuel wagering of the general public. Wager confidently using our How to Wager Guide.

PACE

The speed of the leaders at each stage of the race.

PARI-MUTUEL

Pari-mutuel betting is the most common form of horseracing betting. The term actually originated in France, and literally translates to "wager amongst ourselves." Instead of betting against the race track, horseracing bettors are wagering against each other.

PAST PERFORMANCES

A compilation in Daily Racing Form of a horse's racing record, including all pertinent data, as a basis for handicapping. Learn how to identify calculable information with our How to Read Guide.

PHYSICALITY

A horse's build and structure which determines the acceptability or unacceptability of the horse's conformation.

PEDIGREE

Family tree of a horse. In the Thoroughbred, it can be traced back to the creation of the breed (from a mixture of Arab and Barb horses) two hundred years ago.

RUNNING STYLES

A horse is either a pace-setter (races out in front), a stalker (in the middle) or a closer (comes from behind.)

SCRATCH

To be taken out of a race.

SURFACE

The surface of a horse racing track refers to the material of which the track is made. There are three types of track surfaces used in modern horse racing including turf, dirt and artificial.

THOROUGHBRED

A breed of horse known for speed and endurance while racing long distances.

TOTE BOARD

A display board that shows betting information like odds, post time, results of each race and winning payouts, typically located in the infield.

TRIP

A horse's race.

WORKOUTS

To exercise a horse.

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THOROUGHBRED CHARACTERISTICS | Discover which physical attributes to look for in a horse to select your favorite.

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