

### Quick Tips For Using My Pace Numbers To Find Value:

Sprints – Respect the #1 and #2 early pace horses for the Win position

Routes – Respect the #1 and #2 early pace horses and the #1 and #2 late pace horses for the Win

Combined – Respect horses with the highest Combined number (3<sup>rd</sup> number)

Bankroll – Keep wagers at 2% (or less) of your total bankroll

Straight Win wagering – 2% of bankroll for straight Win bets.

Straight Win minimum odds – 4/1 or better.

Long Shot Tiered WPS – 1 Unit Win, 5 Units Place, 20 Units Show

Approx 34% of all races are won by either the #1 or #2 early pace horse.

**Full card pace numbers for the major tracks (Thursday thru Sunday) are only available in the member's section at the website.**

**On Thursday, August 20<sup>th</sup>, the price for a monthly membership will be reduced to only \$9.99 per month. This will be a limited time offer.**

For a detailed explanation on how to use my pace numbers, read this PDF file on my site:

[http://howtopicklongshots.com/blog/horse\\_racing\\_pace\\_selections/000\\_pace\\_numbers\\_explained.pdf](http://howtopicklongshots.com/blog/horse_racing_pace_selections/000_pace_numbers_explained.pdf)

(there is a link to the file on the main page of the blog)

If "0 0 0" is listed for pace numbers, data is unavailable. Same for "no data".

Turf Report: take note of first time starters with turf pedigree. Also take note of horses with turf pedigree who are returning to grass after racing on dirt/synthetic.

### Finger Lakes

8/18/2015

FL

4F Pace										FL
Late Pace										FL
Combined										FL
Days since last start										FL
↓ indicates class drop										FL
Race #										FL
Program #										FL
R1	Dirt									FL
59	50	8	22_days							FL
9	97	6	40_days							FL
R2	Dirt									FL
58	35	-7	14_days							FL
50	43	-6	14_days							FL
41	29	-31	14_days							FL
41	24	-35	14_days							FL
41	57	-2	24_days							FL

Please check program numbers and pace highlights for accuracy.

Information is for entertainment purposes only.

0 0 0 121\_days  
0 0 0 47\_days

**R3 Dirt**

**3**

70 72 43 14\_days  
70 59 29 16\_days  
65 75 40 17\_days  
64 68 32 14\_days  
64 44 8 14\_days  
62 81 43 17\_days  
61 56 17 17\_days

**R4 Dirt**

**4**

74 45 19 25\_days  
73 42 14 3\_days  
72 48 20 14\_days  
66 48 14 9\_days  
65 40 5 25\_days  
65 61 26 14\_days  
64 57 21 14\_days  
54 77 30 37\_days  
47 77 23 11\_days

**R5 Dirt**

**5**

70 43 14 14\_days  
69 72 42 7\_days  
68 65 34 7\_days  
63 20 -16 14\_days  
58 49 7 69\_days  
51 30 -19 24\_days  
50 42 -8 14\_days  
49 65 14 258\_days  
43 55 -2 33\_days  
25 57 -18 10\_days  
0 0 0 255\_days

**R6 Dirt**

**6**

5 POMEROY'S TICKET **FL**

4 HERESLOOKNAT U KID **FL**

**6 Dirt Sprint FL**

5 ELECTRIC CURRENCY **FL**

3 KATMANSTU **FL**

7 SHANKS FOR NOTHIN **FL**

6 MY HOMETOWN BOY **FL**

2 UNCLE SHLEPPY **FL**

4 ROCKET HERO **FL**

1 GRANTIGGAN **FL**

**6 Dirt Sprint FL**

1A EILATAN **FL**

1 FOREVER GOLDEN **FL**

8 CRAZY OVER EASY **FL**

4 MS EILEEN **FL**

6 TO IT AND FROM IT **FL**

7 COUNTESS TWICE **FL**

5 MALIBU ICE **FL**

3 MARRIEDTOMICHAEL **FL**

2 PARIS SUNSHINE **FL**

**5.5 Dirt Sprint FL**

11 AM PATRIOTIC **FL**

9 I THE PAPPY BOSS **FL**

7 TRIPLE FEVER **FL**

1 E Z EDDIE **FL**

4 SIR SOUPER STAR **FL**

8 FIVE TO ONE **FL**

2 SAL'S DREAM **FL**

6 GUNNER MCGEE **FL**

10 OLD MCDONALD **FL**

3 JO JO **FL**

5 WHO **FL**

**6 Dirt Sprint FL**

Please check program numbers and pace highlights for accuracy.

Information is for entertainment purposes only.

72	44	16	17_days	7	MORSE	FL
70	54	25	14_days	2	EASY STREET	FL
57	57	14	17_days	6	SUGAR RASHAD	FL
49	47	-4	17_days	5	SHAMALEY	FL
46	86	32	20_days	3	FREIGHT	FL
45	86	31	77_days	8	NICO'S PRIZE	FL
43	52	-4	17_days	4	STARSHIP LIBERTY	FL
41	62	3	51_days	9	DON'T BACK DOWN	FL
38	69	6	51_days	1	MASTERKEY	FL
<b>R7</b>	<b>Dirt</b>			<b>7</b>	<b>8.3 Dirt Route</b>	<b>FL</b>
80	51	31	31_days	2	RIDE OF YOUR LIFE	FL
60	105	65	14_days	3	B TEAM	FL
59	103	62	14_days	7	GUNS AND RELIGION	FL
58	98	56	14_days	1	HERE HE FITZ	FL
58	100	58	14_days	4	CHINATOWNER	FL
57	113	69	14_days	8	FLASH BULLETT	FL
56	93	49	42_days	5	BUDDY RED	FL
0	0	0	51_days	6	DREAMBOAT	FL
<b>R8</b>	<b>Dirt</b>			<b>8</b>	<b>5.5 Dirt Sprint</b>	<b>FL</b>
97	44	41	63_days	7	ONCE MORE FOR LOVE	FL
82	77	58	37_days	3	VERY ACCOMPLISHED	FL
81	67	48	37_days	6	AFUWA	FL
77	87	65	37_days	4	GRACEFUL MEGHAN	FL
76	37	13	45_days	2	SKY FORTUNE	FL
75	96	71	24_days	5	EVANGELINE'S HOPE	FL
41	99	40	343_days	1	FRANTASTIC	FL
<b>R9</b>	<b>Dirt</b>			<b>9</b>	<b>5.5 Dirt Sprint</b>	<b>FL</b>
67	24	-8	20_days	4	ROSE OF SICILY	FL
66	45	11	16_days	8	IVORY LIGHTNING	FL
65	33	-3	31_days	3	MISS BELLAMY	FL
61	61	22	16_days	6	QUICK REWARD	FL
55	5	-40	66_days	1	JOY RIDE	FL
51	49	0	21_days	2	CAN'T CATCH THIS	FL
47	52	-1	11_days	5	LEXSOYA	FL

Please check program numbers and pace highlights for accuracy.

Information is for entertainment purposes only.

44      63      6      *11\_days*      7      OUR LITTLE FYNNIE      **FL**

Please check program numbers and pace highlights for accuracy.

Information is for entertainment purposes only.

There are three types of pace scenarios:

- 1) Fast to the ½ mile and then slow
- 2) Slow to the ½ mile and then fast
- 3) Evenly distributed pace throughout the race

My pace numbers are designed to reveal the different pace scenarios and help you spot potential winners you might otherwise ignore. **My pace numbers are based on a horse's most recent performance.**

4f Pace – This is a pace measurement for each horse based on the first 4 furlongs of the previous race.

Late Pace – This is a pace measurement for the remaining portion of the race after the ½ mile time.

Combined – This is a direct comparison of each horse against the others. The higher the number the better.

Class drop – the arrow indicates a significant class drop (minor class drops usually won't be noted).

Things to note:

The 4f Pace and the Late Pace can be compared against each other.

The Combined number can only be compared against combined numbers. Always respect horses with the highest combined number even if their 4F Pace or the Late Pace numbers are low.

Horses with the highest pace numbers (either 4F Pace or Late Pace) should always be respected.

Example: In a 6 furlong dirt race, the fastest early pace horse has a 100 pace rating. Its

Late Pace number is only a 25, and its combined number is a 12. Its Late Pace and Combined numbers are dismal compared to every other horse in the field. Should you ignore this horse? Never! This is one type of horse that can win in wire-to-wire fashion at a big price.

Horses that are ranked highest for early pace should always be considered for the win slot.