Pace Numbers Available At HowToPickLongShots.com/blog/

8/19/2015

MNR

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 (3rd 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.

Mountaineer

Long Shot Tiered $\mbox{ WPS}-1$ 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.

Visit my website to learn more about the monthly membership.

HowToPickLongShots.com/blog/

Want profitable ROI for straight Win bets? Try my tipster service!

- ← Approx. 34% of races are won by one of the two early pace horses.
- ← These are the next two biggest threats for the Win position.

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.

wountaineer				8/19/2015				WINK
4F Pa								
	Late Pace							MNR
		Comb	ined					MNR
			Days si	nce la	ast st	art		MNR
				↓ inc	dicate	s class	drop	MNR
								MNR
					Race	Prog	ram #	MNR
					#			MNR
R1	Turf				1		8.3 Turf Route	MNR
91	63	54	15_days			2	RIGHTEOUS PLACE	MNR
78	94	72	21_days			9	LOST APTITUDE	MNR
76	88	64	17_days			1	MARGIN	MNR
72	110	82	22_days			7	RIVAS RUN	MNR
65	92	57	21_days			5	BATTLE MUSIC	MNR
65	92	57	21_days			10	CONTROL	MNR
53	92	45	23_days			6	MYSTIC	MNR
51	95	46	30_days			4	A J'S FORTUNE	MNR

Please check program numbers and pace highlights for accuracy.

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49	95	45	44_days		3	GOSSIP COLUMN	MNR
45	101	46	23_days		8	FATE'S RIGHT HAND	MNR
R2	Turf			2		8.3 Turf Route	MNR
113	54	67	31_days	<u> </u>	2	LOUIE MONDELLO	MNR
83	90	73	22_days		9	GOHOMEBAY	MNR
76	87	63	21_days		10	UNCLE DICK	MNR
70	72	42	9_days		5	BUD MATIC	MNR
69	92	61	18_days		8	ALANDTOM	MNR
64	102	66	21_days		7	PAMPERO STORM	MNR
63	102	65	14_days		3	AMERICAN BUFFALO	MNR
57	104	61	21_days		1	PLEASANT RUN	MNR
0	0	0	17_days		4	PLEASURE PALACE	MNR
0	0	0	17_days		6	TUPELO PLAYBOY	MNR
R3	Turf			3		8 Turf Route	MNR
127	92	119	450_days	\downarrow	2	PEACE AND JUSTICE	MNR
98	67	65	15_days		7	MIDAS DANCER	MNR
93	38	32	15_days		4	FEELIN GREAT	MNR
92	67	58	15_days		6	RED ALE	MNR
63	88	51	21_days		5	SIR ANDREW	MNR
60	93	53	9_days		1	BURST OF FIRE	MNR
60	74	34	9_days		3	HACHI	MNR
56	97	53	9_days		8	MEDIEVAL SWORD	MNR
R4	Dirt			4		5 Dirt Sprint	MNR
103	-11	-8	15_days		1	ROCK AWAY ROZEE	MNR
60	59	20	8_days		5	WHISTLIN SARAH	MNR
58	30	-11	21_days		6	BRIOLETTE	MNR
57	69	26	8_days		4	MO'S DOVE HUNT	MNR
56	31	-14	21_days		2	MAXINA	MNR
52	64	16	8_days		7	DEL MAR HENNY	MNR
0	0	0	12_days		3	FOXY FIONNA	MNR
R5	Dirt			5		5.5 Dirt Sprint	MNR
71	29	-1	9_days	-	4	STARSHIP PHANTOM	MNR
68	48	16	9_days		1	K ONE KAJUN	MNR

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51	55	6	106_days	\downarrow	6	VANTASTIC MAGIC	MNR
49	51	-1	39_days		9	PISTOLS LOADED	MNR
44	53	-2	16_days		3	INDIAN EXCESS	MNR
42	64	6	15_days	\downarrow	7	ASSASSIN SHOOTER	MNR
32	69	1	8_days		5	SAFARI SAMBA	MNR
25	62	-13	39_days		2	CORINTHIAN'S TUNE	MNR
0	38	0	17_days	\downarrow	10	DADDYS LITTLE MAN	MNR
0	0	0	7_days		8	JERRY THE BULL	MNR
R6	Dirt			6		8 Dirt Route	MNR
71	86	57	18_days		4	CANDID OPINIONS	MNR
63	58	21	21_days		6	AMERICAN PIASA	MNR
57	52	9	15_days		10	YODELING HONEY	MNR
57	66	22	22_days		8	SUSPECTING GOLD	MNR
56	60	16	15_days		3	DRAIN	MNR
56	75	31	21_days		7	FLYING BUTTERFLY	MNR
47	102	48	60_days		1	LWF LOVE HURTS	MNR
37	57	-6	28_days		2	EMPEROR'S ROBE	MNR
35	74	9	15_days		9	MARK OF FANG	MNR
32	75	6	16_days		5	D W'S WARRIOR	MNR
R7	Dirt			7		5.5 Dirt Sprint	MNR
91	1	-9	53_days		5	WILL GRACIE SHINE	MNR
81	40	21	21_days		4	THIS CATS ON FIRE	MNR
72	56	28	21_days		3	NO EXCLUSION	MNR
66	47	13	21_days		6	CHUCKLE OF THE DAY	MNR
51	28	-21	7_days		1	AMANDA IN FRONT	MNR
0	0	0	12_days		2	FOOTPRINTINTHESAND	MNR
R8	Dirt			8		6 Dirt Sprint	MNR
77	68	44	9_days		4	TWELVE HUNDRED	MNR
71	98	69	28_days		5	PHENOMENALMOON	MNR
65	80	46	24_days		2	ONE FOR NOTHING	MNR
64	96	61	21_days		3	STORM LOVE	MNR
63	86	49	9_days		7	GAMBARU	MNR
62	85	47	10_days		8	SHARP PICK	MNR
60	46	7	24_days		6	SILVER CRESCENT	MNR

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0	0	0	40_days		1	TALKIN SICKEM	MNR
R9	Dirt			9		5.5 Dirt Sprint	MNR
59	50	9	16_days		10	BEASTIE'S CODE	MNR
55	57	12	17_days		5	LADY DO GOOD	MNR
54	41	-5	16_days		7	REJOICE AND REPENT	MNR
53	36	-11	24_days		3	OH NURSE BLUES	MNR
48	45	-8	16_days		2	KRISTA'S ROSE	MNR
34	20	-46	10_days		4	LITTLE LINDA	MNR
0	16	0	17_days		8	DIVINE GLOW	MNR
0	0	0	9_days		1	BLUEGRASS PEARL	MNR
0	0	0	9_days		6	FORMAL QUALITY	MNR
0	0	0	23_days		9	TRAD JAZZ	MNR

Pace Numbers Available At HowToPickLongShots.com/blog/

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.

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

 $http://how topicklong shots.com/blog/horse_racing_pace_selections/000_pace_numbers_explained.pdf$

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