

I track results for over 20,000 pace number combinations. For my daily selections based on that database, visit the main page of my blog at HowToPickLongShots.com/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

7/31/2015

4F Pace						
Late Pace		Combined		Days since last start		
				↓ indicates class drop		
				Race #	Program #	
R1	Dirt			1	8 Dirt Route	
77	42	19	7_days ↓	3	GUTSY GRAS	
73	57	29	63_days ↓	4	IAN A WOLVERINE	
69	36	5	9_days ↓	5	ADIRONDACK CAT	
39	72	11	17_days	1	MIDNIGHT FLETCHER	
32	71	3	21_days	2	ALY'S FAVORITE BOY	
31	65	-4	21_days	6	SMOOTH NAVIGATOR	
R2	Dirt			2	8 Dirt Route	
71	42	13	13_days	6	TINASUTOPIANVISION	
68	75	42	13_days	4	MARY ANN'S KITCHEN	
64	62	26	26_days	5	BONAVENTURE MAGIC	
64	60	23	23_days	1	ELTISH CHARMER	
50	103	53	16_days	2	CONGAROO	
26	102	28	11_days	3	LEXI ON THE COVER	
R3	Dirt			3	8 Dirt Route	
87	61	47	9_days	5	CAPTAIN CHRIS	
73	81	54	14_days	6	HI HO SILVERMAN	
64	89	53	26_days ↓	8	AFLEET MAGIC	
64	82	46	17_days	1	MARK'S ON ATTACK	
59	68	26	16_days	4	ROMAN'S TOUCH	
56	89	44	27_days	7	LESSON IN DECEIT	
51	106	57	14_days	3	POINT AND GO	
50	106	56	17_days	2	FELONS ONLY	
R4	Dirt			4	6 Dirt Sprint	
94	98	92	21_days	2	YOU JANE	
89	74	63	32_days	9	UNCLE SOUTHERN	
83	95	79	30_days	6	CINEMATIZE	

Please check program numbers and pace highlights for accuracy.

Information is for entertainment purposes only.

83	98	80	140_days
75	84	59	27_days
74	102	76	27_days
72	107	79	27_days
69	97	66	27_days
0	0	0	42_days

R5 Dirt

72	65	37	13_days
72	34	6	16_days
60	43	3	10_days
60	50	10	16_days
59	61	20	23_days
56	58	14	52_days
54	82	36	10_days
53	39	-9	10_days
41	62	3	33_days
36	57	-8	16_days
34	55	-11	26_days

R6 Dirt

95	78	72	13_days
88	91	79	13_days
86	71	57	13_days
79	66	45	9_days
74	25	-1	75_days
71	37	9	30_days
71	75	45	40_days
55	99	54	19_days
0	0	0	56_days

R7 Dirt

93	39	32	11_days
91	80	71	13_days
70	85	55	13_days
70	91	61	13_days
68	88	56	13_days
65	69	34	6_days
61	73	33	19_days
58	58	17	26_days
44	66	10	6_days
42	95	37	14_days

R8 Dirt

90	37	27	28_days
86	86	72	30_days

5

6

7

8

- 7 ATLANTIC'S SMILE
- 8 MISS RUBYCUBES
- 3 ALWAYSINSTILETTOS
- 4 SMITTEN BY GOLD
- 5 MOM'S LAW
- 1 SHARON SPAGETTI

8.2 Dirt Route

- 2 THUG DADDY
- 5 FATHER DENNIS
- 8 MORSE
- 6 SILVERINALLPOCKETS
- 4 HARD RUMOR
- 3 SUGAR RASHAD
- 7 NEVERAMOMENTSPEACE
- 10 RED TASSEL
- 9 DON'T BACK DOWN
- 1 SIR TOBY
- 1A DIANE'S DANNYBOY

5.5 Dirt Sprint

- 1A BEAR TRACKS
- 7 PATRON SAINT
- 4 CHIA SPICE
- 5 MUY MAN
- 1 BE BRIEF
- 8 WOO WOO KID
- 6 NEW YORK TOUGH
- 3 MY KRYPTONITE
- 2 BACKSTAGE PASS

8.2 Dirt Route

- 5 PARK BOSS
- 8 STRAIGHT BITE
- 1A GOLDEN NUGGET
- 9 ROAR OF RAUL
- 1 HEPPLWHITE
- 3 SHANKS FOR NOTHIN
- 4 ROCKET HERO
- 7 GRANTIGGAN
- 6 SHELBY DEAN
- 2 FINAL STRIDE

8.2 Dirt Route

- 7 FIDELIUS
- 5 STREET GENT

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84	91	75	16_days
78	57	35	13_days
78	56	33	13_days
77	77	54	33_days
74	96	70	16_days
69	79	48	17_days
65	84	48	21_days

R9 Dirt

68	23	-8	251_days
68	47	15	16_days ↓
68	3	-29	10_days
68	66	33	12_days ↓
67	36	3	10_days
55	57	12	18_days ↓
53	77	29	10_days
51	54	5	23_days
49	28	-23	10_days
48	61	10	10_days
46	50	-3	10_days
39	57	-4	19_days

9

4	LADY'S SMART ALEC
1	GRAHAMANDWITHERS
2	WINE SNOB
6	G FAIKIR
1A	LET'S DISCUSS
3	AWESOME LUTE
8	PARTING ANSWER

5.5 Dirt Sprint

6	U SO GRAND
8	HEMUSTBEOBEYED
12	URSULA'SMARTYPANTS
1	RONNIE'S WHEY
2	RALLY FOR MCNALLY
3	BOSS DADDY
10	MEETINGHOUSE ROAD
4	REBE CURLIN
9	CALCULUS
7	TOM THE JUDGE
5	STARSHIP LIBERTY
11	SHAMALEY

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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.

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.