

HTR USER Guide

HTR2 Advanced Handicapping – Quick User Guide – Updated July 22 2006

Contents

Program Screen [Prgm] / Key Factors Used in HTR

KM Screen [KM]

PP (Past-Performance) Screens

Other Information

Important Notes about HTR2

Our website is located as www.htr2.com
www.homebased2.com/km

The website library with lots of additional reading and archived newsletters is located at
www.homebased2.com/km/library.htm

If you have the Demo version of HTR2, but have not upgraded to the latest version, click the following link on our homepage to read about getting the latest version.
www.homebased2.com/km/pdf/UPGRADE%20INFO.pdf

It is suggested that you set your screen display mode to 1024 x 768 for best viewing.

Download subscriptions, \$119/mo, are billed by calendar month only. No pro-rate, so it is best to begin with us at the start of a new month.

HTR USER Guide

The HTR2 Program Screen (Prgm)

This text refers to the July 2006 version and later editions of the software. Most of the information applies to the Demo version, but the user should update to the latest edition of **HTR2** as soon as possible to use the latest factors and algorithms.

Click the link below to read about acquiring the latest version of HTR2.

<http://www.homebased2.com/km/pdf/UPGRADE%20INFO.pdf>

The Program Screen (Prgm) is the default opening screen for all races viewed in HTR2. It contains a wealth of key proprietary handicapping factors that will deal with virtually any race situation.

Headers

The top header that is shown with all screens in HTR2 has the following information →

- Race number – Track
- Full Date
- Post-Time (shown in your local time, you can set the Time Zone from the load screen.
- Distance and Surface; example: **8.5D** = 8 ½ furlongs on (Fast) dirt. “T” = Turf and a “w” indicates wet dirt.
- Class description and Purse; example: **M25** = maiden claiming \$25,000.
- Vi – Volatility Index (see page-10).
- EPR (Estimated Performance Rating). This is similar to a “par” except that it is based on the current field strength and can be compared to the horse PAC-PER (pace and performance ratings) found on the PRGM report. More on this later.
- Race Description; Unks, **Rule of 50**, **Q5=1**, and **Chaos** are described later in this text.
- PL-mode; this refers to the Paceline Mode in use. The default is PL-5 and most users should leave it there. More on PL’s later in this text.
- Race number - Track

In addition, the Prgm screen also has a full race descriptive header that is taken from the condition book put out by the host track for the exact entry stipulations.

HTR USER Guide

The HTR2 Program Screen (Prgm)

Here we'll look at the individual factors on the [Prgm] - *Program Screen* and discuss generally how they are used. Most of the items appear throughout the other HTR2 screens. The *Program Screen* is the default display when you load the software and is accessed anytime by clicking the orange [Prgm] button on the top right.

Pn – This is the official track program number or saddlecloth betting number. Use it for betting purposes the same as a track program.

(A) or **(M)** designation. These are “also-eligible” horses - most will scratch - **(M)** are those entered in a turf race, but will run only if the race is taken off the turf and run on the dirt or slop.

PP – The Post-Position or gate slot the horse will run out of. If a horse is scratched, click the large **SCRATCH** button at the bottom of the main screen and remove it from the race by un-checking it. This will not only instantly update the PP placement, but all factors on the screen will re-compute. Important – don't confuse this number with the **Pn**, they are not always the same, use **Pn** only for bets.

Horse name – truncated to save space on the screen.

MLO – Morning Line Odds as assigned by the track. Our data comes in about 24 hours prior to first post. Many tracks will remove the overnight (*also eligible*) before our files are prepared and will update the MLO. Others do not, such as the NY tracks and the MLO will be subject to distortion due to multiple scratches.

Ag – age and gender – examples: **3f** = a 3yr filly; **7g** = 7-year old gelding

PED + **ST** or **FT**. This is the pedigree section. The PED or pedigree rating is based on today's distance and surface and the sire and broodmare-sire' offspring performance statistics. The rating ranges from 050 – 990. A rating of 450 or higher will receive a (+) marker next to the rating, indicating the horse has breeding that tends to be statistically strong in the race dist/surf situation. **PED** ratings are best utilized with maidens, turf races or anytime there is new distance or surface for the horse. They work great with young horses in all situations.

The **FT** rating is a percentile marker from 01-99 that rates the horse when it is making its first start on a new surface, first in route, or if it is the debut effort. Average rating is about 40; strong rating = 60+. The **FT** column will only be displayed if there are entrants making a first start in one of these categories. Otherwise the **ST** or breeding state/nation will be shown for all horses, i.e. *KY* = Kentucky.

Ch – equipment and medication changes such as *blinkers* and *lasix* are noted here.

L1 = First time lasix; **L2** = 2nd time lasix; **bo** = blinkers ON; **bx** = blinkers OFF

LAY – layoff or number of days since the last race.

Ex: **078** = horse has been off 78 days; **FTS** = first time starter

HTR USER Guide

The HTR2 Program Screen (Prgm)

Wk – this is key factor in HTR2 and very effective when combined with other positive performance factors. It is an excellent number to rate horses with limited past-performance information and terrific for uncovering live longshots. The rating is based on the last four workouts-activity pattern.

Wk Scale

88-95	Outstanding work pattern
83-87	Excellent work pattern
80-82	Good work pattern
77-79	Ok if ranked best in field; normal range for 2yr
65-76	No negative meaning. Most likely workout data is sparse, missing or in error and judgment is not warranted
00	No works shown, no pattern detected

Markers used with the Wk rating

(‘) this appears in front of the Wk rating to indicate that workouts have taken place since the last start. If not, the workout pattern and Wk rating may be “stale”, but not always and many horses run well with high Wk ratings despite having raced since the works took place.

(+) a strong workout pattern (85 or higher)

(*) a solid workout pattern or ranked best in field

HTR USER Guide

The HTR2 Program Screen (Prgm)

Jockey – name of assigned rider, subject to change on race day.

If there is (#) or (+) in front of the jock name, it means there is a change of rider since the last start. The (#) is most common as it indicates a typical jockey change that does not have any clear alert value. The (+) is a “positive” rider change to take notice of and means the jock has won with the horse in the past or a top rider takes over.

Rtg – jocks are rated on a 365-day scale using several statistical measures. Ratings are updated daily.

<u>JKY</u>	<u>Impact</u>
400-550	Outstanding top rider that wins nearly every day
350-399	Top jock on any circuit
300-349	Solid winning rider
250-299	Average range
200-249	Below average rider
50-199	Rarely wins, struggling

T+J – This is the trainer + jockey win percentage in tandem if the duo have more than 10 starts together over the last 365-days. A strong benchmark is 25% or more.

Trainer – The name of the trainer as listed in the track program.

Rtg – similar algorithm and point scale used above for jockey rating. However the ‘400’ level is a major benchmark that reveals the “super trainer”. The “super trainers” are those that are winning too often and too consistently to be using standard methods alone – so perhaps there is more in that feed trough than hay and oats!

(+) or (*) after the trainer and jockey ratings alert to the top ranked or high percentage individuals. (+) = ‘super trainer’ 400 rating or higher.

“c” = claimed last out by the trainer

“r” = re-claim by the trainer

TPG (Trainer Power Grade)

This rating added to HTR2 July 2006 and requires the user download the Trainer Stats (text) file along with the regular Racefile. This separate file is available on all download menus for every race card.

The Trainer Stats file can be viewed in HTR2 by clicking the [Trnr] button at the top of the main screen. But the statistics can be overwhelming and difficult to decipher. The **TPG** grade is computed after the file is scanned for the data. The statistics are linked together for a firm appraisal of the trainer success and the various angles present for the horse, such as changes to equipment, surface, layoff, claim, etc.

Read more about the TPG in the PDF document “[TPG Rating Guide](#)”.

HTR USER Guide

The HTR2 Program Screen (Prgm)

Q – Quirin speed points. Shown as +7, 3, etc. The (+) here marks those horses with clear early speed and helps you define a possible speed duel. Speed points are based on the *Quirin* scale of quantifying early speed and first call position from the last 4 races. QP = 8 is the highest rating and QP = 0 is the lowest. Blank = not rated.

QP scale

+8 or +7	Usually goes right to the front
+6 or 5	Often close to or on the lead
4 or 3	Sometimes shows early speed
2 or 1	Rarely shows any early speed.
0	Never shows early speed
(blank)	Could not be rated, does not have any qualifying races

RS – Running Style designation, predicted early position for today’s race at first call.

F	Wants the lead and will likely fight for it
E	Up close or on the lead early
P	Presser or stalker, within a few lengths of the lead, front half of field.
S	Sustained, makes a late run, will likely be positioned in rear half of the field
R	Last down the backstretch

E (Early velocity rank) – same as Fr1 velocity ranking. Horse rank = 1 indicates that it has the fastest first-call fraction in the field.

L (Last velocity rank) – same as L/P velocity; a combination of the final two fractions. Rank = 1 indicates the strongest closer in the race.

For more information about velocity handicapping, refer to our HTR on-line Library. The primer on the subject is the book written by Tom Brohamer: “[Modern Pace Handicapping](#)” available on Amazon.com.

Use the [VEL] screen in HTR2 to access complete velocity information if you are experienced with the feet-per-second velocity ratings.

More on the velocity ratings and paceline selection later in this report.

HTR USER Guide

The HTR2 Program Screen (Prgm)

PAC – pace rating at second call, on a scale from 070 – 115, highest is best. Generally follows the scale used for *Quirin style* figures (see below).

PER – overall performance rating scaled from 070 – 115, highest is best. Follows the scale used with *Quirin style* figures, but the PER is an original rating with HTR and includes pace in the calculation.

(*) top ranked

Notes

Second call is 4f mark in sprints and 6f mark in routes.

PAC-PER ratings are congruent to the **EPR** found in the header. The **EPR** estimates the winning PAC-PER figure that will be run by this field.

Complete past-performances with all the PAC-PER ratings can be found on the [PPQ] screen. The ratings for the horse are found on the far right of the running lines. The ratings on the left side of that screen are ‘race’ ratings.

Suggested reading sources for Quirin style pace and performance figures:

“[Winning at the Races...](#)” by William Quirin (used on bookfinder.com)

”[Figure Handicapping](#)” by James Quiinn (used on Amazon.com)

CLASS – class rating also based on the same *Quirin* scale as used above, assesses the horse’s ability to deal with today’s race conditions and typical field strength found at the class level.

(-) horse has not shown evidence that it has competed successfully at today’s level.

(+) horse has definitely shown it can compete at today’s class level.

(‘) horse is lightly raced or there is not enough information to have confidence in the class rating.

(*) top ranked in field (prefix to the Class rating)

HTR USER Guide

The HTR2 Program Screen (Prgm)

(K) Rating – this is the primary contender rating used in HTR. The Prgm screen and most other screens are sorted from top to bottom with this rating, highest is best. All horses receive a K-rating, which is computed from multiple handicapping factors, ratings and algorithms depending on the race situation and character of the field.

(*) top ranked

(+) higher percentage K when rated 110 or higher.

The K rating has definitive statistical correlation from data samples large and small. The top-4 ranked with the K-rating win more than 7 out of 10 races. There are almost no ties in the rating to distort the statistics. There also no blanks with the K as 100% of all entrants will receive a rating, including first time starters. Look at the overall North American win rates below →

K rank =1 30%

K rank =2 21% (51%)

K rank =3 12% (63%)

K rank =4 10% (73%)

Kline – is associated with the K-rating and is the betting line derived from it. The Kline is based on accurate probability prediction. The Kline is an excellent value line as well as a self-adjusting morning line (after scratches, the MLO do not change, the Kline will re-compute). Use the Kline to determine which horses are severe overlays and underlays.

Note on Scratches and all HTR ratings. One of the key advantages of using computer handicapping software such as HTR2 is the ability to improvise on the race. This is particularly true when scratches occur. You can instantly remove these horses using the [SCRATCH] screen (large button found at the bottom of the main screen). All ratings including K and the Kline will instantly be re-computed to assess the remaining field.

HTR USER Guide

The HTR2 Program Screen (Prgm)

FC – form cycle rating. This is the primary final time speed factor in the HTR2 software. It rates horses based on the comparative speed figures earned in the last six months as well as the pattern of races and layoffs that surround the figures.

The rating scale is similar to the Wk rating. Those horses with FC rated 80 or higher are of interest. Any correlation to ratings below 80 is unknown and still being tested. This rating was added July 2006.

Blanks are common they are given to horses or races that do not have definitive speed figures to assess.

(*) top-ranked or a rating 80 or higher

(+) very strong form-cycle and speed rating pattern

The Cramer speed figures are used for the FC computation. You can view the entire form-cycle and Cramer figs in ‘sheet’ style by clicking the [FIG1] or [FIG2] screens. The numbers shown are on a scale from 00-49 with the lowest as best.

There are many publications that discuss the ‘sheet’ style figures and form-cycle analysis, particularly those from *Ragozin Sheets* or *Thorograph* or read "[Figure Handicapping](#)" by James Quinn.

HTR USER Guide

The HTR2 Program Screen (Prgm)

Special Ratings and Notations

\$ and **\$\$** - the dollar signs are an instant alert to possible price plays, overlays, longshots and “bombs”. We don’t catch every big price, but the \$’s get a lot of them. To receive these designations, the MLO must be 6/1 or higher. The \$\$ are particularly potent at pointing out “live” runners at high odds as it must include a strong Wk rating in tandem with top-ranked additional factor.

The **\$** and **\$\$** are found on nearly every screen, usually listed to the far right.

UNK = x: The number of unknowns in the race is often shown in the race header. Unknowns are first time starters, foreign shippers, etc., that cannot be rated with pace and speed numbers.

Chaos – is a race that is full of unknowns or is completely wide open and should not be handicapped with standard figure methods. Shown in race header. Play with caution or look for a longshot.

Q5 = 1: Indicates that there is just one horse in the race with (+) rated Quirin speed points (Q) +6, +7, +8. Less pace pressure may benefit the front-runner. This is a race header display, but it can be easily noticed on the PRGM screen as it will be the only horse with the (+) in the “Q” column.

Rule of 50 – advanced velocity concept that identifies a field with weak Fr3 (fraction three velocity) ratings all below 50.00 feet-per-second. This may favor early speed since none of the horses have closing kick, but it has a greater purpose to alert a slow, classless field of weak horses. Shown in race header.

XF and HF – Extreme Favorite and Hyper Favorite. XF and HF have specific data parameters that identify them as very high percentage win types. XF win approximately 40% and HF will score 50% of the time and they comprise part of the trifecta in 80% of their races. These horses are almost always heavily favored. The HF is also a K110+. This is shown in the same column that displays the \$ and \$\$.

Vi – Volatility Index. This rating was originally designed to predict the win percentage of favorites. Normal Vi = 30 to 35 (33% is normal for winning favorites). As the Vi drops below 30, so does the rate of winning favorites and longer priced horses are more likely to win. When the Vi is above 35, favorites win at much higher rates. The Vi is a primary tool to initially predict the likely race outcome.

HTR USER Guide

The [KM] Screen

The [KM] screen was designed with a greater emphasis for the rapid identification of *live longshots* and tournament plays. It is a more advanced screen than the [Prgm] with considerably more information.

Click the [KM] button at the top of the main screen to view a race. If you wish to return to the program screen, click the [Prgm] button.

Most of the factors on the [KM] were discussed above. Below are the extras.

Changes Section: **Ch Shp-S-D-CLA**

Ch – blinkers and lasix

Shp – shipper column lists the name of the track where the horse last raced if it is not the same as today's track. The (#) indicates that this is a foreign racetrack.

S – surface change indicator: **T**= Turf to Dirt, **D**=Dirt to Turf

D – distance change indicator: **R**= Route to Sprint; **S**= Sprint to Route

CLA – Class drop indicator, shows last class type if the horse is dropping in company

Lay – the (=) indicates the horse has been off for more than 90-days.

DW – days since the last workout took place. Use with the layoff (LAY) to determine recent work and activity patterns.

Wk – the (#) column lists the number of reported workouts since the last start. If the horse is a FTS, it is the number of reported workouts last 30 days.

H4C: Horse for Course Rating. Uses the data from the HST (history) Screen.

5+ = loves today's distance-surface and/or track-surface

4+ = had good success at the dist-surf and/or track-surface

2 or 3 = limited success in a few tries

1 = one try was successful at today's dist-surf and/or track-surf

PED – FT – TRN – TPG – JKY – JT

These items explained in the Program Screen details above. See page-1.

R = Running Style; **F**=Front; **E**=Early; **P**=Presser; **S**=Sustained; **R**=Rear

Q = Quirin Speed Points; (+) = one of the likely early leaders

E, L = Early and Late rankings (Fr1 and L/P velocity)

PAC-PER – (K) – KLine

See previous section for details.

Notes: one of three items displayed that are often key for success of longshot.

HTR=1, FC>85 or CLA=1

HTR USER Guide

Past-Performance (PP) Screens

[FIG1] [FIG2] [FIG3]

The FIG screens emulate the popular ‘sheets’ methodology with a graphic view of the speed figures. Smaller numbers are best. If the graph is moving up to the left, the horse is improving its ratings. If the graph is moving to the right, the figures are declining.

FIG1 is compact and adjusts the ratings for weight with ½ point differentials.

FIG2 has a more complete PP view with a standard whole figure.

FIG3 uses “DFIGS” based on Pace instead of final time.

[PPQ]

This is the most popular PP screen used in HTR. The figures are shown for both the race (on the left) and horse (right side) are the *Quirin-Style* ratings ranging from 060 to 115 maximum. Standard PP items such as fractions and beaten lengths are shown.

[PPS]

Similar to PPQ, but uses the Cramer figure (*Beyer* style) figures and adds other items.

[FPS]

Unique display with all the Velocity Feet-per-second ratings listed for every PP line.

[PPX]

Newest PP Screen. Read about it in the [PPX User Guide](#).

Hot Keys – all the PP screens utilize hot-keys (press key from keyboard)

<C> displays the chart from the PP line race if available on the hard drive

<Enter> allows you to select and de-select pacelines; (#) will appear next to the date on the left for the line chosen and the program shifts to PL-0 mode.

<F> filters the PPs to display today’s dist/surf compatible lines only

PP Display Basics

The PP displays have common data display, especially on the left side of the screen. Below is a sample line from one horse from the PPQ screen looking from left to right.

#033 22Jun06 3AP 9.0D ft 099 3uF C20s \$14k 099-103

The line selected for computation and comparison.

033 The race took place 33 days ago (on June 22, 2006)

3AP 3rd Race at Arlington Park

9.0D ft 9-furlongs (1 1/8 miles) on dirt, on a Fast Track

099 SOR (Strength of Race) or “Par” for the race, compare with EPR

3uF C20s Race carded for 3up females for a claiming price of \$20,000, state-breds (s).

\$14K Purse for the race was \$14,000

099 Pace figure for the RACE = 99, (horse figures are shown on the far right)

103 Performance figure for the race = 103

HTR USER Guide

Paceline Methodology and Velocity Factors

Paceline Selection modes: Running lines are selected automatically in HTR2 with various methodologies. The information from that chosen running line is then computed for various ratings including the velocity numbers. The user can also select running lines on their own by entering any of the past-performance (PP) screens with PL-0 by pressing the <enter> key. PL-5 is the default as it has proven statistically superior to the other methods in large samples.

PL-0 All blank until the user chooses lines.

PL-1 Selects the last line only for each horse.

PL-2 Selects the “best” line of the last three based on PER figs.

PL-3 Selects the two best lines from the last three and averages them.

PL-4 Selects a line that is close to today’s distance and surface and within the last months. Blank if the horse does not have a qualifying race.

PL-5 Default method and recommended for most races. Uses ‘artificial intelligence’ to select a running line(s) that is compatible with today’s race scenario.

PL-2 and 4 are good for a ‘second opinion’ with lightly raced horses and maidens as we want a single best line for assessment. PL-4 can help with grass races as it will only select turf lines, but leave dirt-only horses blank.

Velocity Factors

Fr1 (Ev) Fraction one velocity taken at the first call.

Fr2 Fraction two velocity between the first and second calls

Fr3 Fraction three or “final fraction” velocity rating

A/P Average Pace (full race) velocity.

E/P Second Call Velocity rating

S/P Combines the E/P and Fr3

F/X Combines Fr1 + Fr3

L/P (Lv) Fr2 + Fr3

VEL Consensus of all the above on a rated point scale 01 – 40.

EE% Early Energy percentage.

First call sprints is at the 2.0f pole.

First call routes is at the 4.0f pole.

Read “[Modern Pace Handicapping](#)” by Tom Brohamer for full details on velocity methodology. Or browse the HTR newsletters for tests and commentary on the feet-per-second factors and ranks.

All velocity ratings and other figures used in HTR are computed with the following adjustments



1. Track to Track Adjustment
2. Distance / Surface Adjustment
3. Daily Track Variant

HTR USER Guide

Research and Testing with HTR2

HTR2 contains an elaborate set of tools for research, testing, query and spot-play production.

Export and Database– For those that have experience with MS Access or other db applications you can utilize the massive set of export options in HTR2 for maximum data analysis. Check the bottom of the [HTR2 Library](#) to read the file specification PDFs.

Track Profile or Model - Downloads of 30day or 1yr Track Profiles (Models) are available on the HTR download site. These are updated daily and the statistics for running style and post-position can be viewed in the TRACK PROFILE by clicking the large button of the same name at the bottom of the screen. The screen has its own data key at the bottom with full details.

Robot Testing

The robot is the fastest and easiest method of researching the proprietary factors in HTR2. There are many options and filters that can help refine the data. The output and printout is very detailed. Users can also extract spot plays or specific parameters daily with current filters using the GET MY PLAYS feature.

Robot User Guide

Read the “[Robot User Guide](#)” PDF report for complete details on using this valuable test facility. To access the Robot, click the large [ROBOT] button at the bottom of the screen.