

The HTR2 Impact [IMP] Screen – Version 8 Aug 07

IMPACT is a pace/velocity screen with many unique features. Three specially computed numbers are utilized along with trainer and PED to add depth to the main readouts. IMPACT is efficient and fast - but very powerful.

Handicapping Advice with IMPACT

Immediately consider every race by viewing the probably pace scenario. Is there a single horse with a major pace advantage? (4 points in the Esp = about 1 length). Or are several horses likely to contest the lead? If there are unknowns or first time starters, sort by trainer <F5> to who is 'live'. After gaining the gist of the pace situation, look at which horses have power in the other two figures, Att and Res. The 'Total' will help determine overall balance and strength. Most winners have a (*) in one of the three factors. Longshots are best found with the 'Esp' factor.

Sort the Factors Instantly

Press <F1> thru <F5> to sort the column desired. The sort numbers are shown on screen above the data so you don't need to memorize them. The default sort is the Esp (early speed). Use the <F5> trainer sort when there are numerous unknowns in the race, such as first time starters. Use the <F1> to sort by early speed and to estimate pace pressure.

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: **3yr NW1 \$25,000**
- Vi – Volatility Index.
- 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.
- Race Description; Unk, Rule of 50, Q5=1, and Chaos.
- PL-mode; this refers to the Paceline Mode in use. The default is PL-5 and most users should leave it there.
- Race number - Track

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

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.

(*) after MLO indicates MLO favorite.

Ag – age and gender; i.e. 3f = a 3yr filly; **7g** = 7-year old gelding

PED + ST – This is the pedigree section. The PED or pedigree rating is based on today's distance and surface and the sire and broodmare-sire breeding/performance statistics. The rating ranges from 050 – 999. A rating of 450 or higher will receive a (*) marker before the PED indicates 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 **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

Trn Rtg – similar algorithm and point scale used below 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!

(*) after the trainer ratings indicates top rated trainer.

(!) after trainer ratings indicates 'super trainer' 400 rating or higher.

EDif = The difference between the highest rated eSP horse and the others.

(*) before indicates top rated

Esp = Early speed velocity rating measured at 2f in all races.

(*) before indicates top rated

Att = 'Attack' rating, true turn time measured from backstretch to 1/8 pole.

(*) before indicates top rated

Res = 'Resistance' rating. Final furlong velocity.

(*) before indicates top rated

Total = The total of the (Esp + Att + Res)

(*) after indicates top rated