

Robot2 User Guide

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Complete Appendix and Glossary

Robot2 has hundreds of filters, items, factors, angles and settings for the user to consider for testing and spot plays. This listing is compiled by Module. If there is something you need clarification on or a definition, locate the item's module in this appendix for an explanation.

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Introduction

Introduction - Why another Robot?

Our original HTR2 software *Robot* (automated data crunching) grew rapidly in popularity among users as they discovered its many capabilities and versatility for mining race information and creating spot plays. That *Robot* also expanded with suggestions from members as well as additions to HTR software and it has pretty much run out of room and has become too difficult to update any further from within the main HTR2 program.

To allow a larger and more expansive application I decided to create a stand-alone Robot2 that features separate modular filter areas and increased all other aspects of the program. The term 'modular filter areas' means that each set of related filters is on a separate screen and out of view until you want to use it by clicking a button. This greatly reduces clutter and eye strain as compared to the original version.

Another nice feature of Robot2 is that all the data and output are held on the same screen. In the first *Robot* the output would display on a separate screen and would often get hidden behind other Windows and cause confusion. Robot2 puts the data right into your lap without separating the user from the work screen. A permanent display box shows all the parameters, filters and items in use at all times.

During the construction phase of Robot2 it was my first priority to recognize that it would require future changes and expansion, so more flexibility was built into it to allow anything else we want to add. The future is unlimited with Robot2.

Many HTR users have discovered the efficiency and power of automated Spot Plays. The term *spot play* is interchangeable with "horse system". But unlike the fraudulent mail order systems of yesteryear, these *systems* actually net profits and can be tested.

Database (db) vs. Robot

We have extensive and comprehensive export data capability within HTR2 software. The comma-delimited HX* files output is massive in scope and includes virtually every piece of information that could be mined out of the HTR screens. We also carry excellent documentation on our website, a seminar taught by an Access instructor and user help on our Discussion Board. So what's not to like? The issue is the learning curve for the db application such as MS Access. It takes time and study to learn how to import the data and run queries. Make no mistake about it, if you want to extract the maximum from our data, you need to learn how to use a database.

Robot2 does not require any education or time consumption to get started - it is very easy to use 'right out of the box' if you have some files downloaded. The trade-off for simplicity and user friendliness is that you must use the listed filters and cannot expand it on your own if you have new ideas. For example, Robot2 has PAC=1,2 as filters to get pace rankings 1 or 2 only. But there is no PAC=3 for instance, and there is also no way to use the PAC as a negative, such as NOT PAC=9 to eliminate slow horses. A db user could easily run a query on PAC=3 or perhaps NOT PAC=9 as an eliminator.

Robot2 has some important advantages over using database applications despite the limits to its data scope. Robot2 does not use *data matching* to locate output. A db application has to query individual data items and seek correspondence and matching. Robot2 opens each race file individually and processes like a handicapper would using full field breakdown with greater depth to the understanding of all factors at the same time. This enables the detailed reports that are provided by Robot2 allowing extensive scrutiny on multiple levels that would take a very advanced db programmer to duplicate. In addition, Robot2 has many intangible items that would be complicated to program into a db, an example might be **Q6 = 2**, Robot2 can locate a race that has exactly two front running entrants. This is difficult to query for a novice db users.

Getting Started – Data Necessities

To use Robot2 you'll need to download races and results. These are the same files you download daily for HTR2. Here are the file types you'll need.

1. Racefiles (+ Trainer Stats)
2. Result Files (+ Charts)

HTR subscribers can always download the last 45 days of these files from active tracks from our Internet archives. The Trainer Stats and Chart files are optional but are highly recommended so that you'll have full use of all filters and functions.

Robot2 is a perfect tool for processing data from the past 365-days or less. It is not recommended that you test beyond 1-year of data in Robot2 for several reasons discussed below. Use our export and a db application for multi-year data processing. Here are some reasons for this =

Robot2 is too slow to be processing massive amounts of files for periods longer than a year. You need pertinent recent information to profit from the dynamic nature of horse racing these days anyway. The HTR newsletter test results always use a 365-day or less data set and this has proven more valuable than combining previous years. You don't want spot plays based on old information.

My own research has strongly concluded that the more recent the races, the more likely the result will carry forward. So even if you are a new subscriber with just a month or two of downloads, this is fine if the current race meet is continuing. When a new meet begins, you'll need a couple of weeks to gather enough stats for any solid conclusions. This is acceptable. Research with tracks from year to year is often completely different than the previous meet.

Another reason for keeping 365-days or less of data for Robot2 is that our downloaded file names are the same from year to year and will overwrite and replace the previous year's files if the dates are the same. So they have to be separated in order to test them. For example, I maintain a folder for SAR07 (Saratoga 2007) and SAR08 (Saratoga 2008) and will continue to retain it this way in future years. However, I rarely use anything but the past 365-day of data in my testing and find the best results that way.

Starting Up - Run Robot2

When you load Robot2 at startup, it automatically processes and sorts all the races in the current folder (usually the HTR folder). The more files you have, the longer this takes, but it will speed up dramatically if you load it again later without restarting the computer. Don't be concerned if the opening display seems to freeze when you load initially - it's still going, be patient. Sometimes Windows will freeze the monitor display if the computer is processing faster than the display refresh rate. When finished sorting the files, the Robot2 Main Screen will appear.

Is Robot2 Frozen?

As mentioned above, sometimes the display seems to freeze during a large load operation; the same may appear to happen when you are running a test - the race counter or display appears to freeze. This is normal and everything is probably continuing at top speed. If the computer is able to process and compute the data faster than the monitor refresh rate, Windows will bypass the screen refresh and speed right along with the data processing. So it is actually an advantage for quicker processing time. Most computers have a hard-drive light that flickers when file actions are taking place, keep an eye on that if you are worried Robot2 has locked up - if the light continues to flicker, everything is fine.

First Look - List of Tracks and Dates

The drop-down box at the top-left of the Robot2 main screen lists all the available files in the current folder. The (*) (**) next to the track name indicate files that include the Results and Charts respectively. The race selection box is found to the right of this list. Using these two drop downs, you can select any individual date/track/race. But this is rarely done as Robot2 is not normally used for individual race handicapping.

Most users rarely touch the drop-down boxes for race selection if they are running a test. This is because you can use the Robot2 filters to get what you need without clicking the data list for the most part. If you are extracting spot plays though, you'll need to use the drop-down box with the tracks & dates to select the day you want to process. Usually this will be the current day.

On top of the drop-down box there are several other items of interest to use.

Change Folder – when you click this, you can change the Drive Letter and/or the Folder/Directory you want Robot2 to process files from. When you make this change, the entire screen will reset, so don't use this if you are in the middle of some work.

Scratch - A similar scratch screen as found in all other HTR software allows you to remove horses quickly for more accurate processing of the Spot Plays.

Current Race – Select a track/date/race from the drop down boxes before clicking this option. When clicked, Robot2 will instantly set the key filters for the race type including Class/Age/Sex and the Track name. This is a nice short cut if you want to test the parameters for a specific race. *(I recommend using the MaxVel Modeler for this purpose however - as it has been designed to process smaller samples)*

Modular Filter Areas

The various filter screens are grouped into separate *modules*. When the module button is clicked, a new screen appears with a set of items and filters that have a similar data type or function - such as the names of tracks. When another button is clicked, the current module is hidden, but the items selected are retained. The module method keeps the screen clear of clutter and puts all the stuff you are not using out of sight.

We will be discussing each filter screen in detail throughout this user guide. *Filtering* in Robot2 means you select or de-select an item to be tested or not tested. In some cases, you set the range of data on your own. The filter screens are grouped with the large picture buttons on the top left. There are a couple of other buttons as well.

Recall Data – is used to return to the data page if you have run a test or list of plays and now want to recall it after exiting. Click this button anytime to view your last test result.

Track Selection – displays the track list and allows the user to select one or more tracks for testing or spot plays. By default, all tracks are selected at startup. Robot2 will speed up with fewer tracks to test and processes fastest with just one track chosen.

Handicap or View a Race – let's you look at the HTR2 Program Screen for the current race. Also not a filter area and you cannot interact with this screen.

Race Filters Module

The Race Filters module allows separation for race conditions such as distance and surface as well as general class types / age / gender and purse value. There are special options as well that will be discussed below. All items on this screen are check-ON by default. This means they will be included in the test or spot play unless you un-check them. For example, to exclude maidens from your test or spot play: un-check MSW and MCL.

Class Types

ALW / STK - includes the following common race types in which one or more horses *cannot be claimed* out of the race = Gr1, Gr2, Gr3, Stk, Hcp, Nw1, Nw2, Nw3, Alw, OCL, STR. This is a broad category of races, so you may want to utilize other filters within Robot2 to separate further such as Purse Value and EPR.

CLM (Claiming non-maiden) - any race in which ALL the horses in the race can be claimed from the race.

MSW (non-claiming maidens - Maiden Special Weight)

MCL (Maiden Claiming) - maidens eligible to be claimed

Age Filters

2yr - race restricted to 2-year-olds only

3yr - race restricted to 3-year-olds only

3up/4up - all other races that allow any horse to compete at age 3/4 or older.

Gender

Males - races that are open to either sex or restricted to males

Females - races restricted to female horses

State Bred or "Open Company"

Open Company - race is open to any horse regardless of birth state

State-Bred Only - the race is restricted to horses bred in the State

Purse Value

Purse < 10k - races with a listed purse of less than \$10,000, typically at minor tracks.

Purse 10k+ - races with a listed purse of \$10,000 or more; major tracks and slot tracks.

Vi Range

See the Appendix and Glossary for an explanation of the important Vi (Volatility Index) rating. You can also set the Vi manually to any range desired by using the Vi Range Setting from the "Range Filters" module.

Four general Vi ranges can be clicked on this screen for inclusion / exclusion from your Robot2 test or spot play =

Vi 15-25 (lowest range - highest volatility)

Vi 26-32 (low normal)

Vi 33-37 (normal)

Vi 38-50 (high range, lowest volatility)

Note: if you use the Vi Range Filter to setup a custom Vi range, these checkbox Vi settings are overridden and don't need to be used or can be left alone. See the Range Filter Module for more.

Race Filters Module (continued)

Distance and Surface

You use these check boxes to test and filter individual distance and surface combinations. By default, all the dist/surf boxes are in play when you enter this screen. Un-check those you do not want in the test.

Note: the NEGATIVES screen has filters to remove distance/surface blocks more efficiently. See *Negatives Module* for more details.

Distance Notes

- 8.0f = 1mile ; 8.2f = 1Mile40 yards; 8.3f= 1Mile70 yards

Surface Notes

- Wet Dirt is for Dirt surfaces only, does not include Turf or Artificial
- Turf Races are not separated by condition ("firm", "soft", etc. are tested together)
- Artificial includes Poly, Cushion, Tapeta, etc.
- Inner Dirt refers to AQU inner track (winter) only
- Inner Turf filters the inner turf course (i.e. BEL and SAR have two grass courses).

Special Cases

The Race Filters Module also includes a number of special items that can be used to exclude or isolate certain race types. These filters are *race specific*, and instruct Robot2 to skip entire blocks of races, not just horses. See Appendix for an explanation of each item. If you un-check both items of the tandems below, you will get a zero for results as all races will be excluded.

Chalk FAV1 and FAV2 Eval Filters - use the checkmarks to select the letter grades that evaluate the chances of the ML Favorites in each race. Read the Appendix for complete info and a list of the grade designations.

Chaos if check-marked, *Chaos* races are tested, if unchecked, they are ignored.

Non Chaos if check-marked by itself, only *non-Chaos* races are tested.

Notes: a good filter to isolate or eliminate unpredictable races

Rule 50 if check-marked the *Rule of 50* races are tested, if unchecked they are ignored.

NO Rule 50 if check-marked by itself, only *Non-Rule of 50* races are tested.

Notes: typically used to eliminate cheaper races (un-check Rule 50 Races)

Unknowns in Race if check-marked, races with *Unknowns* are included in the test.

NO Unknowns if check-marked by itself, only races with zero Unknowns are tested

Notes: Unknowns are typically FTS (first time starters) in maiden races.

HF-K110 if check-marked, races with a high percentage (K) play are included.

NO HF and K110+ if check-marked by itself, these races are skipped in the test.

Notes: typically used to remove races with heavy favorites by un-checking the top box.

Bad Favs if check-marked, races with Bad Favorites are included in the test.

NO Bad Favs if check-marked by itself, races with Bad Favorites are skipped.

Notes: normally used in spot play to isolate races with bad favorites in them.

Q6 = 0 Q6 = 1 Q6 = 2 Q6 = 3 or more

Notes: these are advanced pace-race-shape filters; see appendix for explanation

Super Trainer if check-marked by itself, only races with 'Super Trainers' are tested.

NO Super Trainers if check-marked by itself, ignores races with 'Super Trainers'.

Notes: see appendix, use this filter to eliminate races with dominating trainers.

Rank Factors Module

For an explanation of the items and definition of each factors from this screen, please see the appendix.

The ranking module allows you to filter virtually every factor within HTR software that can be sorted by a common 1-2-3 hierarchy, with 1 being the top rank in the field.

1-2 Filter Options

The left half of the Rank screen has factors listed with 1-2 ranks in tandem. By default, all items in this section are not check-marked, however they are 'active' in a standard test result. If the user puts a checkmark into one of the items, then ONLY horses that match that factor will be tested. Leaving them blank has no effect.

The two tandem items can be marked together to assume an "OR" scenario. For example, suppose I put a check-mark in both FR1=1, and FR1=2. Obviously, no horse can be ranked 1 and 2 with the same factor, so instead Robot2 looks at this as selecting either FR1=1 or FR1=2. Now the test result or spot play will select horses that match rank 1 or 2 with FR1.

If the user check-marks different factors, then Robot2 assumes an "AND" scenario. For example, suppose I put a checkmark in FR1=1 and PER=1. Robot2 will now locate horses that are ranked both FR1=1 and PER=1 at the same time.

If the user selects both items of tandem, say FR1=1, FR1=2 and a single item such as PER=1, Robot2 will select horses that have the following =

PER=1 *and*
FR1=1 *or* FR1=2

An example of a match in this case would be a horse ranked FR1=2 and PER=1. But a horse ranked FR1=3 and PER=1 would be excluded.

Normally you won't want to check-mark too many items in this section or the sample will be reduced drastically.

Full Ranking Section (right half of the screen)

This part of the screen has factors with full ranking spread. All items have a check-mark by default. So it is the items that are un-checked that matter to Robot2. Any item left un-checked is assumed by Robot2 to be an elimination. Example, suppose I remove all the check-marks in this section except -->

K=1
HTR=1
RS = F
QP = 8

What happens if Robot2 encounters a horse that is K=1, HTR=3, RS=F, QP=8 ? Although this horse matches three of the four filters above, the HTR=3 filter was un-checked and therefore Robot2 eliminates the horse from the test. In this example, a horse would have to match all four items above to be selected for the test because everything else is assumed to be an elimination since all other boxes were un-checked. So keep that in mind when using this section, it is *what you un-check* that matters because it will be eliminated regardless of how else you have set up the test.

Normally you'll want to use this section to eliminate horses with a very low impact on winning, such as K=8,9, HTR=8,9 and RS=R for example.

Range Filters Module

The Range Filters screen allows you to set your own parameters for testing various key ratings from HTR. It is this screen where you will uncover information that even other HTR researchers may not find. That's because the combinations and possibilities are unlimited. It is on this screen that the maximum data mining is performed.

For example, suppose I want to extract horses daily with the following ratings.

K >= 95 (contender)
Layoff 40 -100 (fresh)
NOT TRN < 200 (eliminate weak trainers)
JKY > 300 (want above average riders only)
WK 83-95 (solid work rating)

This is a pretty good spot play basis because combining the freshened layoff and strong Wk rating most likely indicates the horse has been training with good vigor since being rested. The jockey and trainer items solidify the contender status along with the (K).

To pull these horses or test this premise, I would set the following ranges on this screen. In each case, it is necessary to place the check-mark into the Range item you wish to include, otherwise it won't be tested, even if you toggled the parameter.

K 95-115

Layoff Range (*) 1st 40-100 days (the "1st" selected indicates 1st start after layoff and in this case we are looking for horses that have been 'freshened' 40-100 days off).

TRN 200 - 550 (skips trainers rated under 200)

JKY 300 - 550 (selects only those riders rated 300+)

WK 83-95 (horse is working sharp)

Now Robot2 will follow these instructions when you pull a spot play or test the data. Any horse with a factor that falls outside of ANY of these ranges will be eliminated from the test.

Any ranges that you set will be displayed in the black box to the right and on the bottom of any printouts.

See the appendix for details on each factor on this screen. And the Spot Play guidebook for more ideas on using them.

Angles and Systems Module

This screen offers you a miscellaneous tool box of settings, angles and handicapping methods to include in your test or spot play. Some are common isolation factors such as FTS and bo (blinkers ON). Others are ideas for spot play inclusion such as EPS (earnings per start) and "Turn Back" (Route to Sprint).

The problem with the latter group, the system type angles such as "Cramer Double Advantage", is that they have low ROI returns on their own. So you need to link them with something else such as the "\$\$" to achieve any profits.

HF, K110+, TRN 400+, JT>30%, JKY 350+

These filters will isolate the highest percentage winning horses. They are usually very obvious to the public as well and the ROI is generally low when tested alone. When combined however, the Win, Place, Show percentages can be so high as to produce profits as well as certain confidence that the rate of success will carry forward.

PED 450+, Wk 85+, FC 85+,

These factors stick out to HTR users, but may not to the public and therefore tend to produce much better ROI than those above.

\$ and \$\$ Price Play

Horses with MLO 6/1 and higher, and identified with a key factor from HTR, will be tagged with a "\$" (single item longshot) or "\$\$" (multiple factor longshot) on the HTR screens. You can locate these horses quickly with Robot2 and make them the basis of many profitable spot plays by researching them in combination with other factors for consistent results.

(chart) Leader First-Call

The "(chart) Leader First Call" filter cannot be used in spot plays. It's purpose is to understand the holding power of early speed. When you check-mark this item, it will peruse the charts of every race and locate the actual 1st-call leader (2.0f sprint, 4.0f route) and assess what happened to that horse. So it is testing after-the-fact and it is not a prediction factor that we would be aware of before the race to use in spot plays. However, it is an excellent method of determining track bias and early speed potential.

The March/April 2009 HTR Newsletter has loads of details on how to use the filter along with sample statistics to help with understanding the output if you use it.

FTS and 2TS

FTS (First Timer Starters) and **2TS** (Second Time Starters) are key sources of profits in horse racing. This is because the conventional past-performance factors are insufficient or non-existent and the public is unaware of factors that portend a live effort.

bo and bx / 2TS and 3TS (3rd time starter)

As explained on the Rank Modules page, items listed side-by-side in tandem can be marked together as an "OR" filter. Example would be "bx" and "bo" (Blinkers Off and On respectively). A horse obviously cannot make both of these equipment changes at the same time, so Robot2 will read filter tandem as "bo" OR "bx" and locate any horse making either equipment change.

Misc. Items and Angles

The right side of the screen has a potpourri of angles to try out. By far the most impressive results come from **Razor Sharp Workout**. The others probably need combining or isolated race circumstances to produce a profit.

Negatives Module

The negatives module has dozens of items that can be used to exclude certain horses from your test or spot play. There are two sections to consider: (1) the filters on the left are related to horses individually; (2) the items on the right side of the screen eliminate certain types of races.

Eliminate Horses

NO Bad Favorites - Tosses vulnerable MLO favorites that are ranked poorly with the (K) and/or HTR-Consensus. Note that these horses may not end up the actual betting choice as Robot2 can only review the MLO odds before the race.

NO Chronic Losers - Eliminates horses with very low win rates (0% - 4%) that have plenty of lifetime starts but rarely or never win. Best effect is with maiden races and tossing out 'lifer maidens' and 'bridesmaids'.

NO Big Losers - Removes horses that lost by 20 or more lengths in their most recent start. This would also include those that were "vanned off", "pulled up", "fell", "lost rider", etc. and did not finish the race at all.

NO Bad Pedigrees - Eliminates those with a PED rating of under 200.

NO Bad Trainers - Tosses out trainers with a TRN rating of less than 150.

NO Cold Trainers - Tosses out trainers that have not won a race in the last 30-days and have lost at least 15 in a row.

NO Bad T+J - Eliminates trainer + jockey combos that have won less than 7% together with a minimum of 10 starts (0 for 12, 1 for 19, etc.)

NO Bad Jockeys - Remove jockeys with JKY rating below 150.

NO Apprentice Riders - Tosses out apprentice (bug boy) jocks.

No Bad Class - Toss out horses with 8 or more lifetime starts that don't fit on class.

NO Bad Fr3 - Horses with weak final fractions (< 49.00 fps dirt) are eliminated.

NO Front Wraps - If the horse wore front wraps in the prior start, it is skipped.

Did NOT Win Last Start - filter out horses that won their last race.

Did NOT Finish ITM Last Start - toss out those that finished 1-2-3 last outing.

NOT ML Fav1 or Fav2 - removes horses that are ranked 1 or 2 in MLO.

Distance / Surface Category eliminations

The next section on the right side of the screen can be used to eliminate distance surface categories quickly. Put a checkmark in the category you do NOT want as part of your test or spot play. Very useful filters for quickly eliminating a broad section of races that may show poor results and an excellent way to speed up Robot2 as well. Example: I run the Learn ALL and the printout lists "Turf Routes" with ROI = 0.69, but a good overall ROI = 1.05 for the full test. Now I can quickly eliminate the Turf Routes with the **NO TURF ROUTES** filter and improve the ROI immediately in a test redo.

Connections Module

The "Connections" screen allows you to select Trainers, Jockeys and Sires for further individual testing, or combine any two of them. You can then save them as spot plays if you find anything positive, or even if you just want to be alerted when a particular Trainer, Jockey or Sire is entered in a race.

Robot2 makes it easy to extract the Connections lists by pulling them alphabetically from the full card selected.

1. Step one is to select a race card from the drop down list at the top left. The race number is not important - just the name of the track and date is what you need. The names are pulled from the full card.
2. You have three choices of "Refresh" buttons on the Connections screen.
 - Refresh Trainers
 - Refresh Jockeys
 - Refresh Sires

Click one of them and a sorted list from all the horses entered that day will display.

3. Highlight one of the Trainers, Jockeys or Sires from the list you would like to test or use in a spot play.
4. Click the large orange "Add as Filter" button to transfer the name into the filter section. You can add one name per Trainer, Jockey and Sire filter.
5. Now you can check or uncheck the Trainer, Jockey or Sire filter to be used. This creates a Robot2 filter, every bit as active as any other filter from Robot2 modules. Notice the name(s) appears in the black 'specs box' on the right along with all your other listed parameters.

Combos

Normally you'll want to test one item at a time (a single Trainer, Jockey or Sire) as this is a very speedy process for Robot2 - especially if you are also filtering a limited number of racetracks. However, you can make combos, such as Trainer + Jockey or Trainer + Sire. If you use more than one Connections filter at a time in combination, the test results will only tally if BOTH items are linked to the same horse. The combos are a slower process for Robot2 and obviously will yield much smaller samples.

Careful --- don't leave checkmarks in all three items. It would be extremely rare for a horse to meet all the criteria of a Trainer + Jockey + Sire as the test would be too narrow for any tangible results.

You'll gain tremendous insights into Trainers, Jockeys and Sires by testing them with LearnX, Learn All and Learn More. Small samples with extreme results are very common for all Trainers and Jockeys and you'll understand more about their operation than they do because you have access to a full report of their results combined with the HTR factors.

Accept extreme results such as (7 for 9) or (0 for 16) that you might uncover and make spot plays of them. Trainers and jockeys are creatures of habit and tend to repeat their patterns going forward. Look for strength and weakness with the various distance/surface categories as well as with workouts, early speed and running style.

Sire data is tougher to pin down, but there are definite angles to be uncovered. However, Sire testing takes longer because you will normally have to allow ALL tracks in the test. Trainers and Jockeys tend to stay on the same circuit and you can generally specify just a few tracks to get their data. But Sires have runners everywhere and you'll want get a well rounded sample - so it will take a little longer.

Spot Play Methodology

The creation, saving and daily extraction of spot plays is a major element of Robot2 and to your profit potential. This page will give general information about using the spot play screen and the technical details.

Spot Play Date Selection

Normally you'll be extracting spot plays for today's or tomorrow's races. Make sure the race selection listing (drop down box) at the top left shows the day and date you want. You can choose any past dates to review spot play performance as well by selecting from this drop down list. Note that only the date from the listing matters for Spot Plays, the track and race listed are not part of this procedure. You'll see the date clearly shown in the black box on the Spot Play Desktop at the top left; above it is the current folder that will be used for data import.

Save Spot Play (Button)

After a test result has proven positive, you should immediately save your current filters setup by clicking the SAVE AS SPOT PLAY button on the right top. Even if you eventually change or delete it, don't lose your work, save the good thing and maybe print the report as well. One of the drawbacks with heavy testing is forgetting all the parameters used, so utilize the SAVE buttons regularly, there is an unlimited amount of storage.

Resave Spot Play Button

After working with a positive spot play awhile, you may find you want to change or eliminate certain parameters or filters or add new ones to improve your bottom line. Two easy steps are needed: 1) Extract the spot play desired (see "Pull..." below); 2) make the changes you want and click this "ReSave this Play" button to update the changes.

Get This Play (Button)

If you have set some parameters and filters for a test, you can also quickly extract horses for today's races that match the criteria by clicking this button. Whatever date you have selected from the top, Robot2 will locate the plays from all tracks for that day and make you a sorted list including payoffs if the results are present.

Spot Play Desktop Module

This module has several important functions for retrieval and printing your spot plays on a daily basis. When you click into this screen, you'll see the following options -->

Spot Play List Box

This list of files is your saved spot plays. If you have no saved plays, then it will be blank. Spot plays are saved into the current folder with a sequential number and a file extension of ".HSP" (HTR Spot Play). If you save your first spot play using the SAVE button (see above) it will be named 001.HSP and placed on this list. Each time you save another play, it will be numbered and named in sequence.

Pull this Play - Show the Specs

Choose a spot play from the list and click this button to load it. When you do this, the filters will be setup for this play and you can test or extract the plays for the day.

Delete Spot Play

Highlight the file name (spot play number) that you want to remove and click this button to delete it. After you delete a spot play, that file number will be re-used when you save another play later.

Spot Play Desktop Module (continued)

Extracting Multiple Plays

After you have saved several spot plays, you'll want Robot2 to search for all of them each day and print them for betting or analysis. This is all done with one click and you have three choices for the listing to view or print --->

Get All My Plays.....

- Sort by Post-Time
- Sort by Track
- Sort by Play #

The choice of which option to choose is entirely personal. I prefer the list by Post-Time when I'm at a tournament to keep track of a busy schedule. At home I will print by Track because of the need to see the races in sequence for pick4 betting. The third option is useful after the results are in to determine which plays are hot and cold.

Tracking your Spot Play Results

There are multiple methods you can use in Robot2 to track your spot play results from day to day to determine if short or long term profits are continuing.

- Standard Test. Pull a spot play and run any of the standard tests including LEARN ALL and LEARN MORE. It is not necessary to separate by track as the LEARN MORE report will list them all.
- Daily Report. This will track the progress of the spot play during the last 8 weeks. The report includes weekly and daily result tabulations for a thorough audit.
- Get All the Plays (daily). Select a date and run all your plays through one of the three "Get All My Plays" options (see above). Results are posted on the report (assuming they have been downloaded) and a combination tally is listed at the bottom.

Robot2 Report Screens

While the Robot functions much slower than a database applications in terms of extracting a data match, it makes up for it with the detailed reports it provides. These reports provide extensive depth to your understanding as hundreds of items are individually tallied.

LEARN ALL

This is the primary report page as it contains most of the race filters, rankings and negatives and breaks them down into individual statistical components. I strongly suggest you run LEARN ALL as your first choice and peruse the variety of data it provides for determining virtually any positive or negative possibilities.

LEARNX

This screen takes most of the items on LEARN ALL and sorts them into useful categories for quickly determining which are performing best or worst. It uses Win%, ROI, and I.V. to compile the sorted data. The LEARNX has minimum Play counts and baseline stats it requires to make the lists. If your data is lacking in sample size or extreme outcomes, you may not get much from this screen and should use LEARN ALL instead. Consider using LEARNX when you have a large sample and a diversity of information to deal with.

LEARN MORE

This report is longer than LEARN ALL because it includes a range of data for each item. It also has the complete track list. It is a good one for getting a spread of the data, so use it when you have a large sample and want to correlate the range of results.

QUICK TEST

This restricts the test to the most recent 100 races and therefore is fast. But it is almost useless with multiple track tests, so use it for single tracks only when you want to check out the most recent data in a hurry with a meet in progress.

DAILY TEST

This report breaks down your data and spot play results into single day-by-day periods for extensive scrutiny and record keeping. Excellent resource for those that want to closely follow the daily activity of the spot play investment.

GET MY PLAYS (HTR2) or GET THIS PLAY (Robot2)

Extracts the data setup with today's races (or whatever date you have active). Lists the results and ROI accumulations if you have results downloaded. The scope of this guide is too general to discuss spot plays in detail, please read the PDF E-book: "Spot Play Development" for a thorough discussion.

Statistical Columns

The key reports (Learn All, Learn More) have a myriad of statistical data in the test result. The header looks like this =

Factor Plays Winners Win W+P ITM WROI PROI SROI \$AvgM High I. V.

You should become familiar with each of these and understand how to interpolate them in combination. A complete discussion of the statistical categories is found in our 2009 E-Book "Spot Play Development".

Speeding up Robot2

Robot2 has a hierarchy of data extraction and file manipulation that you can take advantage of to increase the speed of testing.

- Single track testing is absolutely the fastest method of running Robot2. This is because the track name is part of the file extension on your hard drive and a single track can be loaded into memory for immediate processing while ignoring all the other files. Almost any test will complete in a minute or two with just one track in use.

Remember: the fewer tracks you select the faster Robot2 will process. However, this is not an option if you are creating a "universal" (all tracks) spot play, so try the techniques below for quicker processing when testing all tracks together.

- Race data items are processed first by Robot2. This includes Distance /Surface /Age /Sex /Class /Purse and State-Bred. If any of these race conditions are removed from the test Robot2 will speed up considerably. For example, if I de-select MSW and MCL (skipping all maiden races), the test will run noticeably faster because Robot2 will ignore these files completely and won't have to load the individual horses into memory.

In addition to the above, you can un-select any of the generic Distance/Surface categories on the NEGATIVES Screen. By removing them, Robot2 will skip those races and process much quicker.

- A single Connection filter (one Trainer or Jockey or Sire) will speed up processing.
- Decreasing the number of test days will speed up Robot2. But don't cut up your data this way to save time. Look at as much data up to 365-days as you have available.
- With most computers, Robot2 will speed up with each successive test. This is because the files are organized by a memory cache and retained until you exit the program. The latest computer processors are designed for rapid multi-tasking as well. You should not experience any slow down if you want to minimize Robot2 while it is testing and use the Internet or run other software (including HTR2). Hard drive technology gets better by the month, consider updating to a zippier drive if using a desktop.

ROBOT USER GUIDE – Late Updates (final chapter)

Update: July 19, 2009

Screen: Systems & Angles

Filter: BTL Last Start

Use: finds horses that may be better than looked based on their most recent race

Appendix I – Race Filters

ALW/STK, CLM, MSW, MCL

Select General Class Conditions.

NOTE: that un-checking any of the Race Filters will exclude that category from the test. If you un-check all the items in a sub-group such as this one, the test will turn up a zero result.

2YR, 3YR, 3UP/4UP

Select age conditions (this is the Age condition for the Race, you can set Horse Age in the Range Filters to isolate or exclude horses of any age)

Males/Females

Select the gender conditions, "Male" races are actually open to both sexes.

Open Bred / State Bred

Choose "Open" or State-Bred races exclusively if desired.

Purse < 10k / Purse 10k +

General purse categories that do an adequate job of separating Minor vs. Major track races.

Vi Rating / Vi Settings: (also see Range Filters module)

Vi = Volatility Index – A useful index number to instantly identify the character of the race. The original concept of the Vi was to estimate the probability that the race favorite would win. For example; Vi = 25 races, will generally result in a median favorite win rate of about 25%. This holds up very well in the long run and also predicts the win rate of the (K) rating closely as well. Statistical studies on the Vi reveal that at Vi levels below 30, longshots are far more likely to win. The higher Vi ratings (36-50) tend to be smaller fields with obvious favorites that win at higher rates. Keep in mind that the higher the Vi, the more predictable the race tends to be. The median Vi rating is about 33 for all races.

Fast Dirt, Turf, Wet Dirt, Artificial Surface, Inner Dirt, Inner Turf

Select the specific Surface type to test or use in your spot play.

Distances 2.0 - 7.5 (sprints); 8.0 - 14.0 (routes)

Select the specific distance(s) you want tested or used in the Spot Play.

NOTE: Use the *Negatives* module to remove specific Distance/Surface categories more efficiently.

Chalk Evaluator Filters: FAV1 and FAV2

These filters are the same letter designations used on the *Chalk Evaluator* screen and also shown in the top header of all HTR2 screens. The two-letter combo is an estimate of the win power for the top-two ML Favorites. These are excellent "out of the box" filters to use with your spot plays because they are based on the probability that the favorites will win the race rather than on actual race conditions. Scratches may affect the letter grades and the ranking of the ML favorites. Coupled entries are included in the calculations. Here is a summary of the Grades used.

- A** = much higher than normal probability that the ML favorites will win.
- B** = above average probability of winning for this category.
- C** = normal range (30-33% for FAV1, 19-21% FAV2).
- D** = below normal expectations - a good chance to beat the favorites.
- F** = far below normal impact with these favorites

Depending on the type of spot play, you may want to experiment with these filters to enhance your win rates. If the spot play is primarily for longshots, use the "C", "D" and "F" to beat vulnerable favorites, but if the angle is a high percentage, K=1 type method, try the "A" and "B" filters to avoid volatility.

These letter grades are similar to the Vi rating in many cases, but since the focus exclusively on the ML favorites, you can tailor your spot play around them.

Appendix I – Race Filters (continued)

Chaos Races: Chaos / Non-Chaos

HTR will classify certain races as "Chaos" if the outcome appears highly random or difficult to quantify. Unknown horses such as FTS, 2TS, Foreign Shippers and long layoffs tend to comprise these fields. Chaos races typically have a low Vi rating as well. Favorites win at a far lower rate in Chaos races and higher priced winners are much more likely. You can verify this by testing your data using the "Chaos" filter and un-checking "Non-Chaos races". *Chaos* is a warning that outcomes are often unexpected and inexplicable.

Rule of 50 Definition: Rule of 50 Races / NO Rule of 50 Races

The "50" identifies final fraction velocity or Fr3 rating of 50.00 feet-per-second (fps). If all the horses in the race have a Fr3 rating less than 50.00 fps, then the race is categorized as "Rule of 50" which means that late speed is probably not a factor and the horses are cheap and lack stamina. The handicapper is therefore being warned that this field is unreliable in terms of pace and speed ratings and should probably be handicapped with other methods. *Rule of 50* races are rare at major tracks that have quality thoroughbreds.

Races with Unknowns / Races with NO Unknowns

Unknowns are any horse that cannot be rated with velocity numbers or the software is unable to select a running line for processing. The majority of these are FTS (first time starters) and foreign shippers. But it could also include some lightly raced horses with no applicable lines to choose if they ran poorly with limited starts or perhaps ran badly on an off track. If you select the item "Races with NO Unknowns" and uncheck the "Races with Unknowns", then you will eliminate all races that include one or more of these unknown horses, guaranteeing that every runner in the test will have velocity ratings to compare.

K110+ / HF: Races w/ & w/o K110+ or HF

These races are typically dominated with heavy favorites and obvious public choices. You can eliminate races with these horses by selecting the checkbox "Races with **NO** K110+ and HF" and un-checking the "Races with K110+ and HF". The *Angles* screen also provides filters to locate these horses individually.

Bad Favorites (BF): Races with Bad Fav (BF) and Races with NO Bad Fav

This is an older filter designed to select or eliminate races that have a vulnerable favorite. It is based on the favorite's rank with the (K) and HTR-Consensus. The newer Chalk Evaluator filters: FAV1, FAV2 (see above) are a more precise method of targeting races with high/low percentage favorites.

QP Filters: Q6=0, Q6 = 1; Q6 = 2; Q6 = 3 or more

QP = Quirin Speed Points, early speed graded from 0 to +8 points, with +8 as highest.

Q6 = a horse with +6 or more Quirin Speed points (front running style)

The four Q6 option boxes estimate a possible race shape based on the number of horses with Q6 and how that might setup the pace early. This is an estimate only and speed duels and early pace do not always develop as expected. One possibility is to use the boxes with **Q6=2** or **Q6=3+** to locate races that might tend to have a fast pace and see if late race runners have an advantage or if the early speed is compromised. Another idea is to isolate a lack of early speed in races with **Q6=0** and **Q6=1** and consider advantages for front runners.

NOTE: the header in each HTR2 screen shows you the number of Q6 runners entered.

Super Trainers: Races w/Super Trainer(s) and NO Super Trainer(s)

Super Trainer is the label given to trainers who win far above normal expectation, beyond a reasonable hot streak and therefore somewhat suspicious. HTR uses the TRN rating to identify trainers with a 400+ rating as *Super Trainers*. In Robot2, this race filter is used to eliminate races that have horses entered by one or more of these dominant trainers. Or you can test these races *Super Trainer* races exclusively and look for dominance.

NOTE: you can test individual trainers with a myriad of filters in Robot2 including "TRN 400+" in the *Systems and Angles* module.

Appendix II – Rank Filters

Fr1 – Fraction one velocity, 1st Call feet-per-second rating (2.0f sprints, 4.0f routes)

Fr2 – Fraction two velocity, a.k.a. "turn time", feet-per-second rating between 1st and 2nd calls

Fr3 – Fraction three velocity, "final fraction" feet-per-second, 2nd call to finish

A/P – Average Pace velocity, $(Fr1 + Fr2 + Fr3) / 3$ or $((E/P * 3) + Fr3) / 4$

E/P – Early Pace, 2nd Call velocity feet-per-second (4.0f sprints, 6.0f routes).

S/P – Sustained Pace velocity, $(E/P + Fr3) / 2$

F/X – FactorX or Balance speed velocity rating; $(Fr1 + Fr3) / 2$

L/P – Late Pace Velocity rating: $(Fr2 + Fr3) / 2$

VEL – Velocity Consensus Rating, based on all compound fps ratings above

ML Fav1 and ML FAV2 – top two morning line favorites, if there is a tie or coupled entry, then the horse with the higher (K) rating is selected. These horses correspond with the *Chalk Evaluator Grades* in the *Race Filters* module

PAC – Pace rating, Quirin style, whole number, 2nd call figure

PER – Performance Rating, Quirin style, whole number, final figure

FC – Form Cycle rating, based on final time speed figure pattern

CLA – Class rating, Quirin style, competition level rating

TRN – Trainer Rating, 365-day rotated performance, situational

JKY – Jockey Rating, 365-day rotated performance, situational

PED – Pedigree rating, sire and dam-sire performance by distance/surface type

WK – Workout Pattern rating

IMPACT Ratings - from [IMP] screen in HTR2

ESP – Early speed whole number rating from 1st call, rank.

ATT – *Attack* or Extended Turn Time rating, whole number rank.

RES – *Resistance* rating, final 1/8 mile whole number rating, rank.

TOT – Total IMPACT rating, $ESP + ATT + RES$ (similar to Total Pace Rating "TPR" concept), rank.

NOTE: All the above items are utilized in Robot2 with rank = 1 or 2 only as the top-two ranks are the most statistically significant for prediction and profit. Many of these factors are also utilized as various non-rank filters on other Robot2 modules. For example, the PED rating can be set to any range you wish in the *Range Filters* module.

Appendix II – Rank Filters (continued)

The right side of this module has full rankings for few select factors of key importance - they are the (K), HTR, RS, and QP ratings.

K-Rating

The (K) rating is HTR's primary contender selection tool. It uses a proprietary formula that is flexible according to the race type and conditions. Statistically, it is highly consistent with top to bottom rankings (1 - 9) as well as the numeric separation. The (K) has major advantages over other contender selections methods such as MLO or speed figures for these reasons =

- 100% of horses are rated with documented accuracy, including FTS (first start).
- Accurate probabilities and value line can be constructed (KLine).
- Ties are extremely rare*
- Automatic scratch adjustment / coupled entry separation **
- Testing and spot play reliability

* The (K) rating is carried out to 4 decimal places internally and ranked accordingly 1-9 (ranks higher than 9 are assigned a 9). On-screen the rating is typically rounded to an Integer (i.e. 102.5939 = 103) but the sorting is done by KLine to keep the correct ranking sort.

** Coupled entries are separately rated to ensure that the rankings are not affected if one of the entry is scratched. If two or more coupled horses run, the (K) test results may be underrated in Robot2's results. Example, suppose "1A" is K=1, but "1B" wins the race as K=5. Robot2 will tally the winner results as K=5, although the bettor would have cashed anyway by betting on the K=1 (# 1A), thus underrating the ROI and win rate for K=1.

The (K) is a powerful tool for use in testing and spot plays and keeps confidence levels high for the user because of its solid and consistent results top to bottom. Also see the Range Filters screen for setting the (K) as a numeric filter.

HTR (Consensus) Rating

The HTR rating looks similar to the (K) but is a straightforward formula based on point values assigned to the rankings rather than a dynamic formula. Unlike the (K), the factors on the HTR screen are weighted equally. The Wk and PED ratings are notable on this screen for that purpose and are not used directly in the (K) rating.

RS - Running Style designations

- F – Front runner, wants the lead and usually fights for it.
- E – Early up close style, doesn't need the lead, but will take it by default.
- P – Presser or stalker, sits in the front half of the field a few lengths off the lead.
- S – Sustained, or Closing style, stays in the back half of the field early.
- R – Rear runner, usually last down the backstretch.
- N – Non rated, no data to determine run style.

QP - Quirin Speed Points , based on last four starts

- 8 Highest rating for horse that always take the lead.
- 7, 6 Typically quick early and near the front every start.
- 5 Moderate early speed noted.
- 4, 3 Mixed results, sometimes speed, sometimes not
- 2, 1 Little or no early speed in the last four running lines.
- 0 No early speed shown
- N Not rated, not enough data.

Appendix III – Range Filters

Odds Type

Any - default, no odds, not considered in test or spot play

MLO - set the odd range according to the Morning Line. Note that the MLO does not change with scratches and can be badly distorted if the favorites are out.

KLine - set the odds range with the KLine, adjusted with scratches automatically.

Tote - use for testing only, cannot be used in spot plays because the odds are not known prior to the race. Requires Chart download.

Favorite Only - Robot2 will search for the lowest odds in whatever category above is chosen. This sometimes results in ties with the Tote as the final odds on our charts are shown with just one decimal point (2.2, 1.6, etc.).

VI Range

The VI (Volatility Index) can be set to any range desired. Please see VI information on the Race Filters Module page for more info on this rating. Note that when you set this range it nullifies and overrides any checkboxes for Vi set on the Race Filters screen.

Field Size

Set the parameter for the number of horses in the race. This will be the final field size after scratches, not the number of original entries.

Post Position

Select any range of post-position, or a single post-position. Best used in combination with Field Size. The LEARN MORE report has a complete listing of output by post-position.

EPR Range (Par)

EPR = Estimated Performance Rating (Par for the level)

Set this parameter to filter class and quality. Most claiming races are below 100 EPR.

(K) Range

Use this filter to set a range for the (K) or to exclude low rated (K) horses (below 90 for instance). Example: If the (K) range is set 95 - 105, it will include all horses with actual (K) between 94.5 and 105.4999. All other horses would be ignored.

K Gap Maximum

This is a good one for contender selection. The number chosen is the maximum number of (K) points you will allow a horse to be separated from the top (K) in the race. Example: suppose the top ranked K horse (K=1) is rated with a 108 and the other horses have (K) ratings as follows =

K=1	108
K=2	105
K=3	100
K=4	097
K=5	095
K=6	090
K=7	084

If we set the K Gap Maximum to 10 points, this would exclude all the horses from K=4 on down as their K-rating is more than 10 points (gap) from the top rank. If the setting were 15, then it would exclude just the K=6,7 in this example.

Typically you will allow at least 10 points, but experiment with it to find a range that pulls in most of the winners in your sample.

Appendix III – Range Filters (continued)

TRN Rating

Set the Trainer Rating to any range top to bottom. Here is a basic rating guide =

400-550	Super Trainer
300-399	Above average trainer
200-299	Average range
050-199	Below average trainers

JKY Rating

Set the Jockey Rating to any range top to bottom. Here is a basic rating guide =

350-550	Top rider
300-349	Above average jockey
200-299	Average range
050-199	Below average jockeys

Note: Jockey and Trainer ratings can vary from horse to horse, even on the same card. This is because the ratings include the trainer + jockey record as well as record with the individual horse.

Wk Rating

Set the workout rating to any parameter to locate horses with solid work patterns. I like to combine this one with 'freshened' layoffs of 28 days or more, thus ensuring the workouts probably drilled after the last start (not always the case though). Here is a generic chart of the workout rating hierarchy =

90 - 95	Exceptional work pattern
85 - 89	Superior workout pattern
80 - 84	Good workout pattern
77 - 79	Not bad for 2yr if ranked best, probably average for most other horses

Note: the workout rating does not have a definite negative range since many tracks don't keep good records on workouts and the morning drills are often unreported. Low Wk ratings have no particular meaning for this reason and it is not negative per se. A zero rating means the horse has no listed or reported workouts in the last several months.

PED Rating

Set the range of the Pedigree Rating. PED rating is computed for individual distance and surface from the original race conditions. If there is a surface switch, such as a race taken off the grass, the PED rating may be compromised and inaccurate.

700 - 990	Super Bred for today's distance and surface situation
450 - 699	Above average pedigree
300 - 449	Average range
050 - 299	Below average breeding for today's distance + surface

FC Rating

FC = Form Cycle rating. Based on the horses speed figure pattern the computer rates the horse according to proven patterns of success. You can set the range for the FC rating to exclude those with low numbers below 75 for instance.

Appendix III – Range Filters (continued)

PL-Mode

The PL mode can be set for your test output or spot play. The default is PL-5, but you can sometimes get better results by trying another PL method.

PL-0 User Selects, or Robot2 will run with no PL selections at all.

PL-1 Last running line only.

PL-2 Selects best effort of last 3 lines, based on speed fig.

PL-3 Averages best 2 of the last 3 lines using speed fig.

PL-4 Very restrictive method that helps find exact recent matches with today's race conditions. Chooses one line that is the best effort in the last 180-days if it is compatible with today's distance and surface. Surface must match to get a line selection. Must be one of the last five running lines.

PL-5 Uses artificial intelligence to select lines as a handicapper might. Can select two lines in some cases. Default setting for all HTR handicapping programs.

PL-6 Similar to PL-4, but selects the highest A/P velocity during the last 365-days among the horse's compatible running lines with today's distance and surface. No line is chosen if the horse has been off for more than 6-months however. Surface must match today's race.

PL-7 Takes every applicable line of the last 10 and averages them all. No restrictions except some lines are skipped if there is not sufficient running line info such as missing fractions or beaten lengths needed to compute velocity numbers.

Layoff Range

You can set any range of layoff days to test as well as linking it with the horse's 2nd-3rd race after a layoff. The default setting is "1st" race after a layoff which sets the number of days since the horses last start. The "2nd" and "3rd" setting indicate "2nd start after a layoff of x days" and "3rd start after a layoff of x days". The "x" is the number of days you set on the filter. For example, if you set it as "2nd" and 090-995 days, this would locate (only) horses that are racing in their second start after a layoff of 90 days or more.

Lifetime Starts

Use this setting to filter horses with too few or too many lifetime starts. For example, if testing maidens, you don't want to be betting on horses with 15 or more lifetime starts/losses (chronic losers), so you might set it for 00 - 08 to avoid those bad ones. But you can also use it for getting better results with factors such as EPS (Earnings Per Start) and FC rating that need 10 or more starts to get a good read.

Consider spot plays with lightly raced young horses that have from 01-04 starts with some added factors that predict rapid improvement such as a strong PED or Wk rating.

Horse's Age

Set the age of the horse to any range you want including testing a single age group such as 3yr (only) in races with older horses. You can look at the age statistics on the LEARN MORE report and determine if certain ranges are holding down profits. Many handicappers are reluctant to bet on horses age 8 and up, but these old geldings and mares are often very consistent producers. Also useful if you want to test 3yr vs. older in races for "3up".

Appendix IV – Angles and System Module

HF – "Hyper Favorite" (a.k.a. "Heavy Favorite") the highest probability K=1 / K110+ selections that win about 50%. Typically odds-on favorites.

K110+ – Highest rated (K) group, win about 38-44%. Usually heavy favorites. (Includes HF runners as a sub group, but not all K110 horses are HFs).

TRN 400+ – "Super Trainer" range for the trainer rating (TRN). Trainers that consistently win beyond normal expectations.

Trainer Change – The trainer for this horse has changed since the last start. In some cases, this could be flagged due to a name change only, such as husband to wife, or a suspended trainer to an assistant. If the trainer change is due to a claim, then it is likely it is a valid trainer change. You can also select "Claimed Last" filter in this module to isolate claimed trainer changes.

JT > 30% – Trainer + Jockey combo wins 30% or higher with more than 10 starts in the past 365-days.

JKY 350+ – Jockey rating, highest range. Usually the leading riders on the circuit.

Jockey Switch – Jockey change since the last start. Very common.

Jock has Won with the Horse – The jockey has won with this horse in the past. When combined with "Jockey Switch" filter may locate a "live" rider switch.

WK 85+ – Workout rating 85 and up. Strong indicator of fitness, particularly if the horse has been off for more than 30 days.

PED 450+ – Pedigree rating 450 and up. Strong signal that the horse is well bred for today's distance and surface.

FC 85+ – Form-Cycle rating 85 and up. Good indication that the horse is on a positive race pattern.

FR3 > 50.00 fps – Separates horses with stronger final fraction ratings. The 50.00 fps threshold tends to include runners that can finish a race and have displayed some stamina on dirt.

FR3 > 53.00 fps – Separates turf and poly track runners with strong final fraction ratings. If used for dirt races, will separate the strongest finishers and top thoroughbreds at any distance.

(chart) Leader at First Call – (*cannot be used in Spot Play*) This is a test item only and is used to detect bias and holding power for front-runners. Please read the March-April 2009 HTR Newsletter for complete details on this filter. It is an advanced study tool.

Appendix IV – Angles and System Module (continued)

\$ and \$\$ – Longshot flags. Listed only on horses with 6/1 and up MLO. A single (\$) indicates that there is one clue or factor that tends to produce a live price play. Two (\$\$) is a stronger indicator and means there are two or more factors that portend a live longshot. The (\$\$) flag is one of the most powerful symbols in HTR software. It is the backbone of many high ROI spot plays and tournament selections.

bo and bx – Blinkers-ON or Blinkers-OFF respectively. Blinkers-ON is very common and rarely produces profits without narrowing the data considerably. Blinkers-OFF is one of the most potent ROI producer among all the items on this screen.

L1 and L2 – 1st Time Lasix or 2nd Time Lasix. Lasix use almost always corresponds with FTS (L1) and 2TS (L2), but there are exceptions and you might hunt for them using the Lifetime Starts Range filter. For example, overseas shippers often get a jolt of Lasix when they arrive in the U.S. Also, L2 will often produce a wake up because the second dose can be larger if the horse bled through the initial medication in the previous start.

FTS – First Time Starter. Debut race. A potent source of price plays. Combine with PED, Wk and TRN ratings for spot plays. The public is more confused about FTS than any other sub group of horses.

2TS / 3TS – 2nd Time Starter. 3rd Time Starter. Expect dramatic improvement from most of these horses. Early races are often not indicative to future talent. An excellent source of spot plays as the public judges them off the debut efforts, which are often poor, but a learning experience for the horse and connections.

FT New Surface – First Time on a new surface. Separates horses that are making their first start on a surface they haven't raced on before: Turf, Artificial, Fast Dirt, Wet Dirt. Does not include FTS. Horses must have had a previous start on another surface.

FT Rating 50+ – Horses that have an FT (First Time) pedigree rating. Include FTS, first time on a new surface and first time routers. The "50" level separates those with a FT pedigree rating that is above average.

Razor Sharp Workout - An exceptional 5.0f or longer workout since the horse's last start.

Lone Razor Sharp - The only horse in the race with a Razor Sharp workout since it last raced.

Double Razor - A horse with two or more Razor Sharp workouts since its last start.

FR1 Top Last - Horse ran its best Fr1 velocity rating in its last 10 starts (or lifetime best if 10 or less starts).

A/P Top Last - Horse ran its overall best race (based on A/P velocity) from its last 10 starts (or lifetime best if 10 or less starts).

Projects New Fig Top - An algorithm that looks for patterns in the speed figures that portend improvement and possibly cyclical or lifetime best efforts. No more than one selection per race as the formula includes a contender hierarchy.

Fit and Ready - An algorithm that seeks out horses that seem very fit and healthy regardless of their contender status or past performance record.

Appendix IV – System and Angles Module (continued)

Won Last Out – Find the horses that won their last start. More likely, you'll want to eliminate these, and you can do that on the Negative Module.

2nd Last Out – Pulls only the horses that finished 2nd in their last start. Much more productive for ROI profits than winners.

Stretchout (Sprint to Route) – Extracts those runners that ran in a sprint last time and are running in a Route race (8.0f or more) today.

Turn Back (Route to Sprint) – Pulls out the horses that are moving from a Route last time to a Sprint distance (4.5f - 7.5f) today.

Beaten Favorite Last – Horses that were favored in their last start, but did not win. A good one to test on younger horses and 2TS that might have been "green", or that are adding blinkers or Lasix.

Claimed Last – Test or extract any horse that was claimed in its last start. Combine with various trainer filters produces great results.

1st Tag - 1st Time in Claimer – Extracts horses that are being entered for a claiming tag for the first time. This includes more subtle variations such as with OCL races. Note that this factor is about 99% correct as it examines the last 10 starts only.

New Gelding – Identifies horses that have been reported as gelded since their last outing. In some cases this is late information and the horse may have run in a previous start as a gelding. In most cases, a layoff of 30-days or more confirms the probability that the horse was gelded in the interim.

Big Drop in Claim Price – Finds horses that are taking a big plunge in claiming price of 50% or more. Such as moving from a C20 to a C10.

Cramer Double Advantage Fig – A horse who's last two Cramer speed ratings are higher than the last two speed ratings of all the horses in the race. Dominates on final time speed.

Big Speed – is ranked highest in the three early speed factors: RS (Run Style); QP (Quirin Speed Points) and FR1 (1st Call Velocity).

Bid but Hung – made a mid race move, then tired in the stretch last out.

Loves to Win – has won a high percentage of its lifetime starts.

Top EPS Lifetime – has the highest Earnings per Start Lifetime in the field.

Top EPS Last 365-days – has the highest Earnings per Start in its field, from the last 365-days.

Appendix V – Negatives Module

NO Bad Favorites – Eliminates "Bad Favorites" from the test results. These are ML Favorites that have a weak (K) and/or (HTR) ranking.

NO Chronic Losers – Toss out horses with an abnormal number of losses in their record.

NO Big Losers – Eliminates horses that lost by 20 or more lengths in their last outing or that did not finish the race at all.

NO Bad Pedigrees – Remove entrants with PED rating under 200.

NO Bad Trainers – Eliminate horses with a TRN < 150

NO Cold Trainers – Toss out those trainers that have not been winning in the last 30-days and have piled up a lot of losses during that period.

NO Bad T+J – Eliminates horses with Trainer + Jockey combos that are below 5% wins with 10 or more starts together.

NO Bad Jockeys – Toss out entrants with riders rated less than 150 on the JKY scale.

NO Apprentice Jockeys – Remove horses ridden by Apprentice jock.

NO Bad Class (8 or more starts) – Eliminate horses that have not proven they can compete at today's race level.

NO Bad Fr3 – Remove horses with a weak Final Fraction rating (varies by distance).

NO Front Wraps (per last out) – Toss out any horse that wore Front Wraps in its last outing.

Did NOT Win Last Start – Eliminate horses that won their last race.

Did NOT Finish ITM Last Start – Eliminate horses that finished 1-2-3 last outing.

NOT ML Fav1 or Fav2 – Removes any horse that is ranked 1 and/or 2 with MLO odds.

NO Dirt Sprints – Filters out races run on fast dirt at less than 8.0f.

NO Dirt Routes – Eliminate races run on fast dirt at 8.0f or more.

No Turf Sprints – Toss out races run at less than 8.0f on the Turf.

NO Turf Routes – Filter out races run on grass at 8.0f or more.

NO Wet Sprints – Eliminate any non-Fast dirt race at less than 8.0f: "good", "sloppy", etc.

NO Wet Routes – Toss any wet dirt route races of 8.0f or more.

No Artificial Sprints - Remove Artificial (Poly, Cushion, etc.) races at less than 8.0f

NO Artificial Routes - Eliminate synthetic track races of 8.0f or more

Appendix VI – Additions after July 2009