

## TomCat's Custom Screen - [TLC] - version 21 Sep 07

Why TLC? Well my email handle has been tomcat for years as most of you may know...the "L" is Linda my wife.

At the very beginning we were going from screen to screen changing pages, and one day sitting with Ernie, he said "we ought to put these together." So I spent about a week or two putting the different sheets together the way I handicap and teach my HC classes. I sent it to Ken and next thing I knew, there was the TLC page.

I asked Ken to put the TLC together the way I see races.

(a) That is the K ratings and all the good stuff Ken has given us is in the top 4th.

(b) The second screen is a look at the trainers, Jockeys and horses. I sorted that 2d screen according to the trainer rating. Recently Ken has up graded the trainer and jockey numbers making this screen even stronger. For the handicapper who doesn't have a lot of time or patience (or both), you can stop there. If the K rating screen and the Trainer rating screen seem to agree with each other, I look for the race to run just the way it looks and I bet it accordingly. I don't anticipate a lot of longshots, but sometimes the public will miss something that you won't.

When the K rating screen and the Trainer screen don't agree, then you can be sure something is about to happen. So take a little more time and think your way through the match up of trainers, horses and jockeys.

The third screen is the typical pace chart that has been around for years. A few years ago I knew someone who was selling just this as the sole racing tool. I think he is gone now, but the logic is still there. Now that we have poly turf tracks that tend to tire from running horses, I find myself looking closely at the third fraction the S and LV numbers. Ken has talked about the "50" rule referring to the third fraction. That is a very strong handicapping feature that everyone needs to know.

This part alone made money for me at Keeneland this last year. You need to look at this screen in terms of your (home) track. Everyone needs to know the pace numbers that are unique to his/hers home track.

The 4th screen is meant to look at the most important race that each horse runs, the last one. Look at the class and the result. Look for horses that ran strong and would anticipate a good showing today. Some naturals are the horse that ran 2d in the MDN race last time and the 2yr or 3yr old that won big and is now coming right back. Get used to looking at the Impact screen. I don't use the final number too much but the first three numbers in the last race are very important. Use this info with the pace numbers in the third screen.

Ie: in a 2 turn race is there a minimum 3d fraction that the winner must have? Or a minimum res number? You should know what it is on your home track. If you are pretty confident, it is time to take down some P3's and 4's.

Good luck everyone and thanks to Ken

Tom Walters

Most of the column headers are recognizable but there are a few new ones. All the screens have unique symbolism that needs clarification. The bottom section of the report needs the most explanation.

## 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, **w** = wet dirt, **A** = Artificial.
- 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

## Top Section of TLC Report

**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.

**(\*)** marker after MLO indicates MLO favorite.

**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.

**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

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

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

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

**(@)** = It now indicates that the horse finished far back in its most recent start - period. This could be a situation such as “eased”, “lost rider”, “pulled up”, “distanced”, etc., or if the horse finished 20 lengths or more back at the finish. Often there are excuses, such as mud or trouble, so consider the @ as a flag, not an elimination method.

**(=)** after LAY indicates 2<sup>nd</sup> start after layoff

**(>)** after LAY indicates a long layoff of 180+ days

**(^)** after LAY indicates 3<sup>rd</sup> start after layoff

**CLA** – 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 definitely shown it can compete at today’s class level.

**(\*)** top ranked in field (suffix to the Class rating)

**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 is the newest item found in HTR2 and was added July 2005.

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.

**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 breeding/performance statistics. The rating ranges from 050 – 999. A rating of 450 or higher will receive a (+) marker prefixing 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 **FT** rating is a percentile marker from 01-99 that rates the horse when it is making its first start on a new surface or if it is the debut effort. The **FT** column will only be displayed if there are entrants making a first start. Otherwise the **ST** or breeding state/nation will be shown for all horses, i.e. *KY* = Kentucky.

**HTR** – the HTR consensus rank. You can view the entire consensus and all the factor ranks that go into it on the [HTR] screen. Excellent rating for spotting overlays.

**(+)** = top rated

**(\*)** = 2<sup>nd</sup> rated

**Qp** – 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 (ignore the (+) in front of 0)
(blank)	Could not be rated, does 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

**(\*)** = likely to lead

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

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

**(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.

**(+)** after the (K) Rating for VEL=1, or K110 and higher, or HTR=1; in other words, a double strength (K) that win at a higher rate.

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%)

**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.

**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.

**ACL** – The Average Class Level is the average of the last 3 races Strength of Race (**SOR**) ratings. The figure is based 100% on the race level for those starts.

(\*) top ranked

**CLCH** – Class change as reflected by subtracting the Strength of Race (**SOR**) of the horse's last race and today's Estimated Performance Rating (**EPR**). Example: "d-3" indicates a horse dropping 3-levels in class, "U-1" means the entrant is moving up a single level.

**Pscan--diff** – Performance Scan. The field is sorted by top Pscan and the differential from the top rank is displayed. The idea of the Pscan is to project performance based on any relevant factors from the horse's history or connections. Its best use is as a contender selector using the differential. Winners at a given track will fit within a set range, often within five (-5) points from the top.

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

## 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.

**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 **\$\$**.

**#PL** – Paceline(s) chosen. The digit is the running line chosen, e.g. 3 = selected the 3rd line for the horse.

**[PL]** indicate different distance than today.

**{PL}** indicate a different surface than today.

**<PL>** indicate line is 180 days or more old.

**Note:** If PL-1 is selected, then this column will show "1" for every horse, its most recent line.

## Second Section of TLC Report

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

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

**(@)** in front of layoff indicates that the horse finished far back in its most recent start - period. This could be a situation such as “eased”, “lost rider”, “pulled up”, “distanced”, etc., or if the horse finished 20 lengths or more back at the finish. Often there are excuses, such as mud or trouble, so consider the @ as a flag, not an elimination method.

**LW WK** – days since the last workout took place. Use with the layoff (LAY) to determine recent work and activity patterns. The **WK** is the workout rating.

**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

- (+) a strong workout pattern (85 or higher)
- (\*) a workout rating 80 or higher

**Workout-1, 2, 3** – Workout distance, type (B=breezing H=handily G=gate work T=Turf), and workout time numerically displayed in Minutes/seconds/tenths format

102.3 = 1:02.3 = 1 minute 2 seconds, 3 tenths

59.9 = :59.9 = 59 seconds, 9 tenths

(\*) after workout time indicates a top 10% work, or the same as the "A" grade workout in the PP screens.

**C** – A number in this column indicates the horse was claimed and how many races ago.

**Trainer—rtg** – 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!

- (#) before trainer's name indicates change in trainer.
- (\*) after Trainer rtg indicates top rated trainer in race.
- (+) after Trainer rtg indicates rating of 400 or higher.

**TrL30** – Trainer record last 30 days. Example: 12/53 Trainer has won 12 of his last 53 starts in during the preceding 30-days.

**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.

**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](#)".

**Jockey-rtg** – If there is (#) or (+) in front of the Jky 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. Jocks are rated on a 365-day scale using several statistical measures. Ratings are updated daily.

(+) after indicates Jockey rtg above 350

### **JKY Impact**

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

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**Finish** – Finish position for top 3 and payoff for winner.

### **Third Section of TLC Report**

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**Qp%** – Speed point percentage; horse's portion of total Quirin speed points in field.

**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

(\*) before RS indicates the likely race leader.

**Velocity Factors** – in feet per second

**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

(!) after FPS rating indicates a 0.50 gap between the top rank and the 2nd ranked horse in that factor.

(\*) after FPS rating indicates is any other top rank.

**Energy** 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

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**(\*)** top four ranked

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### **Bottom Section of TLC Report**

Last Start Details – Ranked by Impact Total

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**Ago** – layoff or number of days since the last race.

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**Trk** – Location of Last start

**Dist** – Distance and surface of last race

**Cla-SOR** – Class Type last out; M25 = maiden claiming \$25,000; C10 = \$10,000 claimer and Strength of last race.

**RP-Fin-PER** – Horse's Running Style and Position at the first call in last start - Finish Position last time - Performance Rating for the effort last out

**Trip Note** – Note on trouble/Trip Note from last outing

**Tan/Key** – Tandem Race identifier, if two horses faced each other last out / If YES the horse exits a highly rated race

**Esp** – IMPACT *early* speed rating. (\*) = highest rated horse.

**Att** – IMPACT *attack* (extended turn time) rating. (\*) = highest rated horse.

**Res** – IMPACT *resistance* (final furlong) rating. (\*) = highest rated horse.

**Total** – (eSP + Att + Res) added together. Horses are sorted by this total.

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