

# SECRETS OF PROFESSIONAL TURF BETTING

By  
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#### THE AUTHOR AND THE PUBLISHER

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The following work is offered to the reader as a matter of information, without invitation or suggestion that he indulge in turf speculation.



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## Chapter I

### THE INSIDERS' SECRET OF TURF PROFITS

People who know the facts of life have called racing "the poor man's opportunity". An opportunity, because it is always possible for a poor man, or a man who has failed at every other profession or business, to get started at race betting with mere "peanuts". It is always possible for him to go on and "run it up" into a sizeable fortune. Any race—any day—any track—can lay the foundation of betting success!

It is possible for any man (or woman) who has the required even temperament for turf operations to "get off to the races" with small capital. Perhaps with capital as small as a day's pay! That is to say, it is possible—IF—the man or woman has the proper viewpoint and the knowledge of the fundamental principle of beating the races. Plus, a knowledge of how to cash in on the application of this principle. And in this first chapter, we will start right off by learning the BASIC IDEA of beating the races once and for all.

But first, it must be understood that while it is possible for ANY man or woman to get started with a lonely deuce or saw-buck and run it up to a handsome amount, it is at the same time impossible for EVERY man or woman to make a living at the races.

The careless, the inconsistent, the people who must be "in action" every minute, the stabbers at the moon, the followers

of free public selectors, the people who go to the races "just for fun", the players who are ignorant of the principle of winning, the people who do not keep up to date with all the new ideas and trends—all such people must lose.

That is true because every cent of the purse money, the jockey fees, the track upkeep and amortization, the trainer's living, the plater owner's living—and the profits of the consistent bet winners—all must come out of the money lost by the careless and uninformed public. (A "plater" in track slang is a cheap horse that runs only in claiming races. The word is used in that sense above, although in the insider's technical language, a plater is a horseshoer.)

Every legally operated racetrack on this continent exists on what is known as the "take". It is a certain cut, a percentage fixed by law, that the track takes out of every betting pool, actually and physically, before the horses reach the finish line of each race. It must be understood, of course, that mutuel and tote track betting is merely a pool-selling operation. Everybody bets as much as he likes. The amounts bet on each horse are pooled together. The track takes from 8% to 15% of the pool and then gives the rest of the money back to the holders of winning tickets, pro rata.

For instance, say the total amount bet on a race is \$10,000. If the legal take is 10%, the track takes out \$1,000 before any return is made to the winners. This thousand is counted out and extracted physically—it never goes back to the bettors.

The remaining \$9,000 is cut up among the winning tickets. If there were 50 tickets sold on the winning horse, at \$2 each, there was \$100 bet on the winner. The original stake of the bettors is returned, leaving \$8,900 net profit for the 50 winning tickets. The holders of these tickets collect \$180.00 for each \$2 invested. (This explanation is given because some fans persist in holding to the weird notion that the tracks pay out their own money to the winning ticket holders and that the

tracks have something to do with determining the payoff prices. Actually, the public makes the prices.)

Because of this track "take" percentage extracted from each betting pool, there must be more losers than winners at the track. (This is not true, theoretically, of betting away-from-the-track because bookmakers risk their own money against the money of the players.) However, it has been estimated that some 20,000,000 people in this country bet on the races habitually. Even if we say arbitrarily that 75% of them must lose, to keep the game going, that leaves a potential 5,000,000 consistent winners. The purpose of this book, of course, is to put as many readers as possible into this happy class.

To dig still further into the facts-behind-the-facts of racing (which have never been exposed in print until this book was written) let's examine the habitual losers and the consistent winners. An examination brings to light the fact that the losers are an ever-shifting group, while the winners seem to be the same people throughout their lifetimes.

The faces in the group of losers keep shifting, as unprepared, ignorant, or unstable people try the game for sport and excitement. They lose what they can afford, then retire, only to come back again and again, as they have spare time and spare money. But the winners sit right there every day in the clubhouses of the tracks, or in the grandstand boxes. (At most tracks the grandstand boxes give a far better view of the backstretch and of the finish than any location in the cramped and out-of-position clubhouses.)

When the races are over, these same consistent winners retire to the same comfortable homes, resort cottages, or luxurious restaurants, for dinner. Then they confer with their cronies at quiet bars for a half hour or so, before taking their wives or sweethearts to the theatre, dog races, hockey game, jaialai, circus, auto races, fights, basketball, night baseball, or to a gay night club.

Next time you are at the track, note these successful people. They are composed, quiet and unhurried. They keep their own counsel, talking to nobody before the races, merely nodding to acquaintances. They seem to be in the same seats season after season. They never boast. They never complain. They never talk to strangers when accosted.

But if you watch them, you will see that once, or twice, or three times a day they follow a race intently. And then after the finish, pull handfuls of winning tickets from their inside pockets, to figure up the total winnings from the mutuels just posted. After waiting for the first crush of eager-beaver amateurs to get paid off, they move casually to the cashiers' windows to collect their winnings.

These people are the professionals—the consistent bet winners. History records that they come from all walks of life, although it would hardly be sporting to list any of their names here. History shows that they have been golf professionals, bricklayers, clerks, barbers, bums—yes, actual bums—judges, clerks, sports writers, racketeers. These quiet professionals are quite inconspicuous, unless you look for them, because there are so many careless, gambling-crazy amateurs rushing this way and that way, muttering, shouting, jumping from one crackpot idea to another, betting on hope and fear and emotion—instead of knowledge and percentage.

Now, what we want to know is: What is the secret “key” that keeps these quiet professionals (and their successful counterparts-away-from-the-tracks) in their places season after season? In other words, why do they win while others lose?

Are these professionals so smart with college educations—or something? No, they are not well educated, for the most part. Some have had but a few years of elementary school and few have completed high school. Maybe these professionals are so smart at handicapping by the use of time and weight and class

condition? But no, that can't be the secret, because most of these professionals do not know as many different systems and schemes and formal handicapping plans as some of the frantic losers in the grandstands.

In fact, a few of these winning professionals make little effort to use either time, weight, class or condition to determine the horses on which to bet!

Then how can they win? How can they win when better educated people lose? And here is the answer—don't regard it lightly—it is the whole secret: These professionals win because they know the “inside” principle of beating the races, the same principle that must be used to beat any speculative game or business from which a legal “take”, house percentage, or brokerage fee is extracted. That principle is: “COPPER” THE PUBLIC'S IDEAS AND PLAY AT ALL TIMES! That is not abstract theory—it is practical percentage, as will be learned in later chapters.

To “copper” is an old expression among the speculative fraternity, meaning “to bet against”. It comes from the card game of faro, once the most popular card game in gambling houses. Played with a table layout, with cards dealt out of a box, the bettor can either bet on a card to win, or he can “copper the bet” and bet against any card winning.

The “insiders” know that their one chance to stay in the circle of consistent winners is to “copper” the public play. The public, as we learned, must be wrong. The percentage of winning post favorites at the major tracks varies from about 20% to 40%. The public must be wrong, on that basis, in from 60% to 80% of the races.

Actually, the public is “wronger” than those figures because not all of the winning post favorites are the public's picks. Some of the winning favorites were not the public's overnight line or morning line choices. They were second, or third, or fourth choices, played down at the last minute at the track by the wise

money. Often, this was wise money sent in by wire from clever operators away from the course.

As nearly as can be estimated, the public is wrong 70% of the time at major tracks. Thus the thoughtless player of the favorites, the overnight picks, the consensus choices, the free newspaper selections, morning line choices and "outstanding" popular horses, can only win 30% of the time, at best. That means about one race out of every four! And it has been established that the average payoff price of these horses varies from 7-to-5, to slightly better, about 3-to-2.

The professional who coppers the public play may run into a series of accidents, or have freakish streaks of losers and thus not get his full share of winners. And it is unlikely that he will win 70% of his plays. But—at least he has no 30% ceiling on his winnings. It is POSSIBLE for him to win 3 races out of 5, on average!

Not only that, but the professional has NO LIMIT on his top prices, except whatever away-from-the-track payoff limit may hold him down on the days he can not get to the course.

Thus it is easy to see that the public play (or anyone who follows it) has a definite and very low ceiling on both the percentage of winners and the winning prices. Once in a long time a favorite pays \$9.00 for \$2 in a race with unusual conditions that are clear neither to the horsemen or the public. But, as a rule, the favorites pay an average of \$5.58 for \$2.

The professional's ceiling (or the ceiling of anyone who follows the professional methods of "coppering" the public play) is simply the roof, or "how high is up?" At the track, using some of the methods to be described in later chapters of this book, the professional seldom plays horses liable to pay more than 50-to-1, but if a horse happens to pay more, he collects it all.

Away from the track, the professional is up against the 50-to-1 straight bet payoff limit in force in some eastern cities. In

some other cities the straight bet limit is 30-to-1. In towns where betting is sanctioned, or legal, the straight play limits are anything from 100-to-1 up to "actual track odds" for bets of moderate size. But, even if the professional is held down to a 50-to-1 limit, or \$102.00 for \$2 in the mutuels, here is how the probabilities and possibilities of the two classes of bettors shape up:

The Public Play Ceiling:—  
Only 30% Winners  
\$9.00 Top Payoff Price

Professional's Play Ceiling:—  
Unlimited  
Up to \$102.00 Payoffs

That's the difference between following the public's play on easy-to-pick favorites and coppering the public's play. Now you see why the professionals can win!

But don't get the idea that this principle of beating the races was invented by the author. Far from it! The author is merely bringing it to the attention of smart readers who want to shift from the "amateur" to the "professional" aspects of the game. The basic idea is as old as racing itself. But, like a rich gold mine, it has been guarded from the public with the greatest zeal.

Among the many distinguished and successful people who based their entire turf operations on this principle was Pittsburgh Phil, born plain George Smith. (In a later chapter of this book, a complete outline of Phil's own selection method is given.) Pittsburgh Phil's method and his principle of "coppering" the public was—and is—so sound that Phil's methods are as practical for use today as they were in his time. In fact, it should be EASIER to beat the races nowadays with his methods, as will be explained in the next chapter.

In passing, it is worth noting that Phil started as a boy, taking one dollar from his wages as a cork-cutter to make his first bet. His first plays were made AWAY-FROM-THE-TRACK, incidentally.

A fine life history of Pittsburgh Phil, published serially not

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so long ago in one of our most conservative national weeklies, recorded the fact that Pittsburgh Phil left some \$1,600,000 when he died, in cash and securities. That \$1,600,000 is equal to more than \$3,000,000 in our present inflated currency. Not to mention the real estate that Phil owned and that was not included in this figure. It is believed, as well, that Phil gave away more than a million dollars during his lifetime.

A few of the later chapters of this book will outline simple principles and methods that a race bettor has to know to follow the methods of the "insider" professionals. But most of the chapters to follow will explain in detail the **ADVANCED METHODS** and ideas—most of them never before made available to readers—that help the professionals "copper" the public and pick overlay winners at favorable prices!

## Chapter 2

### NOWADAYS IT'S EASIER TO BEAT THE RACES!

Let's not hear any player muttering: "Oh, if I had only lived in Pittsburgh Phil's time I would have gotten rich at the races!"

Let's not hear anything like that, because modern day players have dozens of advantages over Pittsburgh Phil—and they suffer from only one disadvantage!

In a later chapter, Pittsburgh Phil's method of selection is explained for modern use. But, fundamentally, his method was to wait for overlays. That is, he never made a bet on a horse that was shorter priced than it should be. He never bet on a horse that was only its correct price. When he bet, it was on a horse that was going to the post at a potential payoff price considerably longer than strict handicapping figures called for.

For instance, if a horse figured to be 5-to-2 in Phil's own line (or nowadays in your line, or the line of an accurate selector) he didn't bet the horse if it was 8-to-5 at post time. He didn't bet if it was 5-to-2 at post. But, if the horse was 5-to-1 just before the off and there were no "black marks" against it, that was an overlay—and Phil's bet.

By "black marks" he meant foreseeable reasons why the horse should not win, reasons that might be tipped off by the fact that the odds were ascending. Such reasons as a switch to a notorious pull-em-up rider, a horse parading to the post in four puffy bandages, a sudden change of trainer or owner, or

obvious lameness going to the post. They would be "black marks" against the horse.

Phil's method, just like the methods of the successful people today, was to wait for overlays. He waited for horses that were longer priced than they should have been. But think what he was up against. The betting in those days was in the hands of track bookmakers, all legal and open. These bookies owned stables and horses. They "owned" some riders and many clockers, not to mention the pricemakers.

Thus, some of the smartest brains in racing (outside of Phil and his few friends) were making the prices. In other words, a 5-to-2 horse in the bookies' line was liable to be a 5-to-2 chance on the best handicapping, nothing more, nothing less. The chances of these smart bookmakers, pricemakers and clockers being caught out of line very often, were poor.

The public of that day and age had nothing to go by except the published opinions of sports writers who know nothing but the overnight or morning line—which, of course, was made by the bookmakers' pricemakers. The public did not flock to the tracks. The few people who came to play, stabbed at anything, without reason. The public play, such as it was, scattered itself all over the board.

Phil had to wait patiently to get overlay spots with the percentage in his favor. Almost his only chance to grab an overlay came when a rich owner or trainer backed a "pet" horse very heavily and thus forced the bookies to cut the price on that horse sharply. As in our modern mutuels, when one horse went down in betting that forced up the prices of all the other contenders in the race.

If the play on the rich owner or trainer's horse forced up the price on a horse that Phil rated a contender, that gave him a chance to bet. But he had to wait for such spots. And after he became well known, he had to wait even more patiently because the bookies watched his every move.

But not so nowadays. No smart bookmakers furnish our overnight prices or morning lines, with the knowledge that their financial safety hangs on the accuracy of the odds they make. On the contrary, a bunch of over-rushed and underpaid clerks, for the most part, make our modern public selections and public lines of "probable" prices.

Some of these overnight lines are made by clerks and helpers who never go to the tracks. They have six o'clock deadlines, or thereabouts, at which time all their work must be in the composing room. They get the entries over the wires at two o'clock in the afternoon. They have to handicap several tracks and guess at probable prices, while rewriting fillers, reading proofs, writing heads, rewriting running stories coming over the wires from the tracks, and planning the make-up.

Even in this rush, these overworked fellows can't give honest opinions in many cases. Their instructions are to grade the probable choices in order—not necessarily to pick winners. They are supposed to put the favorites on top, the second choices second, and so on down the line. Thus they "handicap" with one eye on the chances of the horse and one eye on the probable betting action of the public.

If they happen to put a third or fourth choice on top and it loses, these clerks draw sharp comment from the boss, who tells them to "stick to figures". He means the corny methods of time and condition.

The accredited turf reporter at the track has more ability, more freedom—but even less time to do any thinking. He arrives at the track around noon—provided he isn't late because of a hangover. He must first grab some items of alleged interesting gossip for his daily column. Then he must get the entries for tomorrow. And he must get through working on them before the first race is run. From that time on, all afternoon, he is busy sending in running stories of the various races, besides the



time he takes getting drinks, talking to dolls—and making his own bets.

Thus in the few moments after he gets to the track, before the wires open for his running stories at two o'clock, he must get his lunch, dig up gossip items—and do all his handicapping and pricemaking of the next day's races. Do you wonder that the overnight lines and selections can do little but try to guess the public favorite and put it on top?

The morning lines and the track secretaries' lines and selections, for the most part, are made 100% to follow the public's play rather than to grade the potential ability of the horses. They are made to list the betting choices one, two, three. In most cities there are NO publicly available price lines that grade the horses strictly according to ability.

When the public gets to the track for the afternoon races the situation gets louder and funnier. Just as the pricemakers and selectors earlier tried to follow the public, now the public tries to follow the pricemakers and the selectors!

So it's the old story of the blind leading the blind and nobody actually handicapping HORSES. They are all handicapping people. They are handicapping the careless, ignorant or overbold bettors. This situation is in sharp contrast to the class of smart people that Pittsburgh Phil had to outwit.

Our modern public play is so far away from the actual ability of the horses, that it is said Pittsburgh Phil could make a million dollars a year betting against it today, if he were alive.

You understand, of course, that the public play and nothing else establishes the prices paid in the tote or the mutuels. The tracks have nothing to do with prices paid. The more money bet on the winner, the shorter the price. That is true because the mutuels are merely pools from which the track takes a percentage fee for acting as seller and cashier.

Whereas Phil had to wait many races, even days, for a proper overlay spot to get 5-to-1 on a legit 5-to-2 shot, we have

one, or two, or even three overlay opportunities almost every day at each major course. And at winter tracks, resort-city tracks, or tracks running the first two seasons in new racing territory, it is not at all uncommon for \$60 prices to be paid on horses that should have paid \$8 to \$9 on actual figures!

That's the main reason that professionals who can wait for overlays have so much the best of it today as compared with other era plungers like Pittsburgh Phil.

True, Phil bet into books that "took" only 5% or 6% at most, as compared to our modern 12% to 15% mutuels. But the very fact that the books worked on such a small margin of profit forced them to be right in their opinions and prices.

With 12% and 15% "takes" today, our tracks do not care who wins or how they do it, just so long as nothing happens to impair the public's confidence and urge to bet. The tracks don't care if a legit 3-to-1 shot wins by eight and pays \$42.50 for \$2. They are still just as much in business as if the horse paid \$3.20 to win. A legit 3-to-1 shot paying 20-to-1 in the old books, however, could put half of the "lawn" right out of business for the remainder of the summer!

Besides, modern players have every safeguard against freak runs of bad-luck losers and accidents. In Phil's time, and until the recent invention of the Puett Gate, most starts were horrible disasters. The writer recalls an affair at Jamaica, not too many years ago, in which but three horses went to the post to face the old tape barrier. Both the 4-to-5 favorite and the 6-to-5 second choice were practically left at the post! The 15-to-1 outsider left the gate twelve lengths in the lead, which was just what she needed to win by a head!

These ghastly starts, of course, made a farce of whatever careful timing there was—if any. Oldtimers will recall the many ridiculous figures hung up by the official track clockers. Even the 10 furlong record time at Belmont Park was said for years to have been an error, a full two seconds too fast. But nowadays



we have electric timers at some tracks and plenty of expert news-service and racing-daily timers at all tracks, to keep the official watch-snappers on their toes.

And in race after race in the old days, the fans saw nose finishes called according to the whim or the avarice of the judges or track policy. At some tracks the longshot was always given the close ones, to protect the track books. At others, the choice was always called the winner, to shill in the crowds. And how many times the fans of other eras (and not so long ago, either) saw influential owners given heads and noses the best of the finishes at self-proclaimed "class" tracks.

The farcical quality of the finish line judging in former decades may be judged from the fact that dead-heats were called only about three times a year, all tracks included.

Nowadays, the automatic finish photos show that there are scores of actual dead-heats each year. Nowadays the judges study the accurate finish photos long and earnestly before calling the numbers. Then the photos are hung up for the approval of the crowds. Nothing could be fairer or more consistent than that!

Endless other gadgets to insure fair and impartial racing have been installed since Phil's time. Besides, there is practically no such thing as deep mud at our major tracks these days. In Phil's time, the tracks became so deep after rains that some horses refused to extend themselves in any manner.

The last two major tracks having real mud, vanished in the 1920's. One of them, old Latonia, was sold for an oil storage "farm". The other, old Bowie, was resurfaced and brought up to date to be as fast and safe and well-drained as other medium grade courses.

Most horses are good mudders these days on our drained and carefully graded tracks. True, a horse here and there excels in the mud. Most horses can negotiate muddy going and can

win in the mud off fast track form and figures, if actually best, in the figures indicated.

One of our biggest advantages these days is the fact that we have so many more opportunities to look for overlay spots. We have more races per day, more tracks, longer seasons at all tracks.

In Pittsburgh Phil's time, winter racing was a crooked, seamy sort of a joke—when there was any winter racing. The summer season was short at major tracks. Few good tracks operated. Six races per day was the standard card.

But nowadays, we have as many as 15 tracks running at some times during the summer. We have three major circuits of winter racing. Instead of six races per day for 90 days in summer and 45 in winter, we have eight or nine races at each track every day, with major track racing every weekday of the year. In Phil's time, successful stables had to journey to Europe for months on end, to get action.

Besides, we have another big advantage: We have the fact that the modern fine system of published past performances tends to put selectors and the public all on the same horse in each race. That makes the horse an underlay and forces the other contenders to be overlays to some degree.

True, our accurate past performance chart papers record every detail about a horse's performance for eight or more races back. But the public, and most public selectors, judge entirely by the top p.p. line, the latest race run by each horse.

This top p.p. line, combined with an alleged "class" rating in line with the claiming prices (which also are shown in the past performance charts) establishes the favorites in the betting. One horse (by this amateurish figuring) usually "stands out" in each race, according to the public's notions, and is forced into favoritism by the crowd.

Sections of the neat, modern, past performance charts and results charts are printed for illustration in this book through

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the courtesy of Triangle Publishing Company, publishers of the *Daily Racing Forms* of various cities and *The Morning Telegraph*. Many of the chapters to follow will show how the professionals use details of these charts for picking percentage overlays and longshot winners.

## Chapter 3

### EQUIPMENT NEEDED FOR PROFESSIONAL PLAY

The material equipment needed for a successful career at race betting is small in amount and inexpensive to buy. Particularly so, by comparison with the material equipment required for any other profession or business.

There is no need to recount the investment in material that the grocer, butcher or dry-goods merchant needs to get started. And we all know that the young doctor, lawyer, dentist, or beauty shop operator, needs many thousands of dollars' worth of equipment to get started. Not to mention the large amount needed for living expenses until a clientele is established!

Racing, however, can be the "poor man's opportunity". The race bettor does not have to wait for customers. And he doesn't have to wait for the customers to pay him when bills are due. Racing is a cash business that pays off within 24 hours.

For material equipment, as differentiated from the knowledge and temperament needed to beat the races, the successful player can get along with very little. But his task is easier and he is less liable to overlook sound spots if he has a certain few items. The first thing necessary and the one thing he can not do without, is a file of results charts.

The late Chicago O'Brien, who died reputedly leaving a large fortune amassed from race betting, used results charts exclusively for his handicapping. The results charts are not the

same as the past performance charts, although they are to be found in the same daily racing papers.

The results charts record in diagrammatic fashion the entire running of each race. They are published in the daily racing papers on the evening of the day the races were run. The results charts give much fuller information about each race than the past performance charts because they detail each race in several inches of printed space, while each race in the past performance charts has only one printed line.

It is impossible to overemphasize the importance of having a complete file of results charts at all the major circuits you play. Also, at the major circuits that contribute horses to your favorite circuits. For example, you may be playing the eastern tracks and not using Kentucky or Illinois charts. But the major Illinois and Kentucky results charts must be at hand well in advance of December 1st, because these tracks contribute horses to the Florida circuit, which you most definitely will play during winter months.

Entire racing papers may be saved, if you have space. But it is handier to cut out the results charts each day and clip them together by tracks, in order. Save them for at least 14 months back, so that you can always look back over the charts of last year's meeting at the track you are playing today, if desired.

If the clipped charts become too bulky, they can be replaced with the bound and indexed monthly chart books published by the Daily Racing Form.

For ease and convenience in making selections it is well to have the daily racing paper at hand with its past performance charts and its results charts. However, the fans who live in towns that do not get the daily racing papers in time for play each afternoon may do very well for themselves using one or both of the two methods described in later chapters of this book under the title of "Best Bet Picking Without P.P. Charts".

The away-from-the-track player also finds the American

Racing Manual, an annual published by the Racing Form, valuable for use. For instance, among the hundreds of useful statistical items in the big book are diagrams and plans of each racetrack, with various "courses" shown, the starting points, finish lines, lengths of stretches, width of strip, track records and other details.

Perhaps the away-from-the-track player is in doubt about a slow-breaking, long striding horse running nine furlongs from a bad post position. He looks at the diagram of Belmont Park, if the race is to be run there. He sees at once that nine furlong races at Belmont go around but one sweeping turn. He sees that his slow breaker has at least a half mile straight run to get a favorable position before hitting a turn. On the other hand, if the race is at a small track, the diagram in the Manual might show that the horse has to go around three turns in nine furlongs and thus probably would never get a chance to hit his best stride.

The away-from-the-track player who can get a late scratch sheet has an advantage. At most major tracks the top listed selection in the morning line or the scratch sheet is most definitely NOT the one. These late lines help confirm the player's opinion of just which horse will wind up the public choice and thus have only about one chance in four of winning!

These few inexpensive items of material are easy to obtain. But when it comes to knowledge and temperamental equipment needed to beat the races—that is another matter. There is no use glossing over the fact that some people are temperamentally unfitted for playing the races in a professional manner. They are unfitted for any speculative game.

These people are changeable, hesitating, hot-and-cold types with wide ranges of moods and with easily stirred emotions. They lack confidence in themselves and in their methods—if any. They are overbold one day and too cautious the next. These people switch from one idea to another, without reason.

Nothing can be done for such people until they change their ways. They simply haven't the "guts" to win at the races. Paradoxical as it may seem, they stand for large losses when in losing streaks but play close-to-the-vest when they should be branching out in winning runs.

The successful race player must have GUTS first of all!

It is recorded that Pittsburgh Phil had FIFTY STRAIGHT LOSERS with horses from his own stable! He bet on winners from other stables during that period, of course. But just imagine the guts it took to stand for fifty straight losers from your own barn, when you knew exactly when and where each horse was sent out to try. Phil is the outstanding example of a man who had the guts required to beat the races.

A cool, even temperament is important for race play. If a bettor feels exultation after winning, fear of loss before a running or after a losing race, he is licked. His mind is in no condition to make selections. ANY emotion upsets smart handicapping!

And that calls attention to something that will be emphasized throughout this book: Don't be afraid to "clock" your selections or methods with "dry-runs" on paper before starting play with actual cash. Never become eager to bet on the races. Make proper workouts of your plays for some time before betting. In that way you will know what to expect of methods or selections. Then there will be no surprises. No surprises—no destructive emotions!

The proper temperament for turf operation may be acquired, if the player was not born with it, provided that enough will power is used. Once a player gets into the habit of waiting for spots, of playing only when there is a smart overlay, of betting just enough and never too much or too little, his powers of patience and discernment and "guts" grow with each will power triumph. It's not easy to change one's temperament. But it has been done!

It should be obvious that turf knowledge is of vast importance to the successful race player. In fact, it is his "capital". He needs but little capital in money—IF he has a store of the proper knowledge of the game.

The player, to win, must know all methods, good or bad, elementary or advanced. And one of the easiest and most "painless" ways to acquire this knowledge is to study the handicapping ideas and systems in reliable turf periodicals. For example, there is the well known system authority of the turf, the American Turf Monthly magazine. It is published by Amerpub Company, New York City.

A periodical such as American Turf Monthly collects the combined knowledge and experience of brilliant students of the game, of turf writers, and of professional operators at racing. Because of large circulation, such a publication can be sold for a small price despite its expensive and exclusive material.

However, it must always be remembered that racing is an ever-changing picture. Nothing stands still. The public play is always one race behind the form. The public play as a whole must never catch up—or the game ends then and there. The professional, at the same time, must always be up-to-date with the latest trends, latest methods, latest "inside angles".

Many professionals have found that the best way to keep up-to-the minute and ahead of the public play, is to read the informative turf weekly paper known as the Racing Star Weekly. It is published in New York City.

A study of weekly and monthly periodicals, such as the two mentioned, is important to the professional. No one man can know everything and keep track of every late detail by himself, but it is easy enough with this expert help. The cost is so nominal that it doesn't figure in the matter at all!

Also, in summing up needed-equipment, it is only fair to tip off readers to an interesting thing about the "Jockey Ratings"

## 22 SECRETS OF PROFESSIONAL TURF BETTING

published each week in the Racing Star Weekly. These ratings can be used when the old problem of separating two close contenders in a race comes along to puzzle you. In such cases, simply play the horse with the rider who has the highest rating in the current Racing Star's "Jockey Ratings"!

## Chapter 4

### KEEP OUT OF THOSE SWITCHES!

Some amateur players carry inconsistency to such a degree that they demand consistency from the horses, while at the same time being utterly inconsistent in their methods of play. It's not the races that beat these players—it's the switches!

Racing is simple. Everything about the game is logical and common sense and elementary. All the figuring and the mathematics and the mechanics of racing can be understood by a child in junior-high school. But the game is decked out in an endless number of minor contradictions and open switches and deadfall traps, in order to lure the average player into doing everything wrong.

If the average player—the public play—kept out of all these switches and traps, then the powers-that-be would have to make the game far more complicated in order to insure the fact that the majority of players (as we learned in a previous chapter) continue to lose and thus continue to furnish money to keep up the game.

The amateurs who play so carelessly and who fall into all the wrong switches, do not stop to consider the percentages of their rightful losses. When an amateur goes to the track and loses nine bets (eight races and a daily double) and loses all his capital for the day, he has lost many times what the percentage calls for. He has no right to lose so much. It's almost as if he did it on purpose!

Look at the percentages. For example, suppose the track's total legal "take" is 10%. If so, a blind play on the Number One Post, Number Eight Post, or any mechanical designation, can ONLY lose 10% per race, over a period of time.

The player who bets eight races and a daily double at \$2 each is not entitled to lose all his money—on average. Far from it. He is only entitled to lose 20¢ per race if the take is 10%, for example. That 20¢ per race is all the game is actually taking from him. The balance of his losses are ON PURPOSE, as it were. They are losses caused by his stepping into all the switches and traps. By rights, the player is only entitled to lose \$1.80 of his \$18 betting capital. He should come home, on average, with \$16.20.

And that is just what he would come home with every day, on average, if he played some senseless mechanical method, such as following the Number Six post position in every race. But his plays are not even good enough to be called senseless. He makes every possible wrong move and gets caught in every wrong switch. Thus the careless player (the bulk of the public play) loses from 33% to 100% of total betting capital over a period of time, instead of a mere 10% of the money turned over.

This situation gives a rough idea of why some system promoters claim—and rightly—that for the average player, ANY system is better than no system at all! At least the system, no matter how bad it is, keeps him out of the switches. It confines his losses to the actual track take-plus-breakage.

But, of course, we are not studying here to play any senseless systems or methods. We want to play the smartest angles and plans of the "insiders" and the professionals. And it should be clear to straight thinking readers that what the professionals win is the difference between the public's actual losses of from 33% to 100% of betting capital, and the percentage of the track take-plus-breakage.

The professionals, including the horsemen who make good from betting on other people's starters, can win no more than ~~this~~ margin. The track takes its 10% first (for example) and ~~then~~ the balance of what the amateurs lose is cut up among the professionals. Once a student of racing learns to view the whole picture of mutuel operations as a picture of percentages, all these facts of life become clear.

As noted, it's the switches and not the races that beat the public play. A whole volume of books could not record all the possible switches that the amateurs can get themselves into. But here are a few that the professionals take good care to avoid:

First there is the switch of position: The professional bets straight to win, only, because there is the least unfavorable take-and-breakage percentage against the straight position. He never bets place or show; that keeps him out of the amateur's position switches.

The amateur bets to win, only to have the horse run third. He bets for third—but the horse runs second. He bets for second, only to have it run third. Then when he switches back to third again, the horse wins and pays \$28.70 straight, \$7.90 place but only \$3.80 for show.

Besides sticking to the win slot, the professional always makes bets of even amounts. He isn't like the amateur who lets greed or fear change the size of his plays. The beginner plunges on a favorite that loses, then bets lightly on a fair-priced horse that wins. He keeps switching amounts and positions so that he never has a worthwhile bet on a winner at a worthwhile price. He is always one race behind the form of a horse and several races behind the rhythm of the results sequences.

The professional bettor gauges his capital so that he has a planned series of bets of even amounts. If he is a big winner at the end of one meeting and feels that the next meeting will be good, he plans for a series of slightly larger bets for the entire next meeting. If he is not too pleased about the chances of the

next meet, he plans on using a smaller scale of even bets for the whole session.

The amateur never does anything right when it comes to the handling of the betting money. He bets heavily on a payday, which, if it is a Saturday, is the poorest day of the week for the amateur's corny old methods of picking the underlay favorites. Then on Monday he bets heavily again, on the type of longshots that he should have bet on Saturday. But Monday's results usually are formful, so he loses.

On Tuesday the player feels the pinch in the bankroll department. He bets lightly. On Wednesday he has used up most of his betting money, so he can only make one play. It is a stab on a three-horse parlay that loses when one horse is blocked in the stretch, after the other two have won. Then on Thursday and Friday he has no money with which to play, even if a terrific longshot overlay spot opportunity presents itself!

One of the worst (and most common) switches of all is to change methods of selection without giving the first method a fair chance to win. That is one of the switches that the professionals avoid by trying paper workouts of their methods before actual play, so that they know just what to expect. Amateurs switch from one method, one selector, one hunch, one angle, one horse, one track, or one type of race, to another, without reason.

The first wrong switch breeds a fear of wrong switches, which automatically puts the player into an endless chain of unfortunate decisions. For example, the amateur starts playing Method "A". But he changes to Method "B" just before "A" tumbles into a fine winning streak. He is afraid, at first, of getting caught in another switch, so he dares not jump right back to Method "A". He sticks to "B" for a while. But "A" keeps on winning while "B" keeps on losing. Finally he can't stand it any longer, so he goes back to Method "A". Yes, he goes back, just in time to run right into the long overdue streak

of losers on Method "A". And of course he just misses the long overdue streak of winners that finally comes along with Method "B".

There are two basic principles for getting rid of "switchitis". One of them is especially good for players who have not gotten into the professional swing. When such players get into losing streaks and feel stale, they can get away from selecting for a few days or a week. During this "rest" period they can play the fine horses-to-watch in reliable racing periodicals such as the *Racing Star Weekly*. Or, they can get one or two horses a day from some reliable turf service.

The professionals, however, use one sure way of keeping out of the switches. And theoretically it is very simple: They just don't play too many races! They make one, or two, or three sound plays per day (some days no plays) at the tracks where they operate. Away-from-the-track players, of course, may sometimes find more spots per day because they have several tracks to choose from.

But there is no use kidding: The professionals keep out of switches by waiting for the sound overlay spots. They don't play the bad races at both ends of the daily programs. They don't play bad races—period! When they feel the least bit of doubt, they walk away from the mutuel windows and step into the bar for a leisurely drink that will last until a better spot comes along.

Now, we all know that there is no better sport or entertainment than taking family or friends to the track for a day's fun. Everybody eats and drinks and laughs and hollers. Everybody in the party makes crazy plays for small money in every race, and shrieks as the horses tear down the homestretch. That is some fun! But it is fun only. It is NOT professional play!

The professionals always remember that it's not the races that beat the amateurs—it's the switches.



## Chapter 5

THE PRINCIPLE OF EVER-CHANGING  
CYCLES

The collective "mind" of the public imagines that if it could only once find the "combination" for beating the races, it would be all set for life. The public wants to hit on some simple key, shown by numbers in the past performances, and use this key to get richer and richer as racing goes on. The public believes that if it could only once find that past performance key, its troubles would be over.

But that is not the way racing is at all. There is no danger of the public ever finding any key to the secret of winning. The crazy gambling urge and speculative hysteria that overcomes most players at the track makes that fact a certainty. But, if the public play ever did get wise to the facts of life, the principle of ever-changing cycles of results would move the form away from the public immediately.

Few players take into consideration the principle of ever-changing cycles of results, although the minor ups and downs of this principle can be seen at every long race meeting. The would-be professional player must always understand that the form moves away from the public's knowledge. (Just another principle of beating the races that has never before been explained in print for smart readers!)

For example, let's take one of the older systems. It was a very fancy system indeed, when it was new. And simple too. It

called for (to explain it briefly) a play on the horse most recently in the money, with certain other minor qualifications.

When this system was known only to a select few, it made money for them. It produced flat bet winnings at formful tracks and longshot winners at unformful courses. Its only fault seemed to be that it was not adapted to the few bookmaking tracks. But, after a time, one of the men who had made money playing it, is said to have decided to publish it and sell it to the public for a fat price.

Hardly had the public commenced scrambling for copies of his system before a hundred or more imitators and system pirates began rewriting the system and using its principles for supposedly "new" systems of their own. It was only a matter of a few years before there were hundreds of cheap imitations of the system. It became common knowledge among even the most ignorant players. In fact, its basic idea of playing the horse that was in the money last out, became the basic idea of the public's handicapping from the past performance charts. It is still the idea that puts the public play so solidly on the favorite in each race.

And now, we'll see how the principle of ever-changing cycles works automatically. Nobody tells the results to move away from the public's selection methods. Nobody makes rules to cause a "revolution" in results sequences. Here is what happens: First, as the public got wise to the winning ways of the system, the public's bets began to cut the prices on the selections.

Originally, it was claimed that the method picked horses averaging 3-to-1. But soon the weight of the public's money knocked the prices to 5-to-2. Then to 9-to-5, as more and more people learned the method and learned to read the new past performance charts which were just getting into wide circulation at the time. Then the prices came down to an 8-to-5 average. Finally, the down-trend in odds made the average price



of these horses at some major tracks a scant 3-to-2, which is where the average price still holds at some courses where the method remains the basis of the public's picks.

Suppose the system originally had two winners out of each seven horses played, on average. That meant two winnings of \$3 and five losings of \$1 each, on dollar plays—all on average, of course. That gave a flat bet winning of \$1 on each seven dollars invested. But when the prices were driven down to 5-to-2, the flat bet winning was wiped out. The system just broke even. And finally, at the later odds of 3-to-2 average price, the system lost \$2 on each seven bets of \$1, even though the percentage of winners (two out of seven) remained the same.

To be accurate, we should say "even IF the percentage of winners remained the same". Because, in actual racing, the percentage of winners does not remain constant as the public's play beats down the prices of horses picked by any set scheme.

Some well-to-do horsemen who sent their horses out to do their best for probable betting prices of 3-to-1 "cooled off" as the prices sank below 5-to-2. Instead of trying their hardest to win, they sent the horses out to win, if they could win easily. But the boys were told not to punish the animals, told to pull them back out of the money in the stretch if they saw an easy winning was not possible.

The horsemen knew that this pulling back out of the money would make a bad race show as the last outing in the past performance charts, thus putting the public off the horse for next time. (In a later chapter we will learn of a method for outsmarting these horsemen who use this method for outsmarting the public play.)

As the prices sank below 2-to-1, even the poor horsemen who were hungry for purses as well as bet winnings, began to think twice before trying hard for winnings. That was true, because the horsemen knew that if any slip-up occurred in their per-

sonal betting on their horses, so that their bets should become known to the racetrack crowd, such avalanches of following money would pour in that their racers might be hammered down to odds-on.

So, we see how the principle of ever-changing trends works two ways to force quick and drastic changes of results sequences when the public happens to get wise to a winning idea. The winning trend of results that gave two cashing plays at 3-to-1 each, out of every seven bets, was changed to a very poor "underlay" play with a heavy percentage against the bettor. Not only did the average prices shrink to 3-to-2, but the percentage of winners went down from 2-out-of-7 to little better than one winning play in seven bets.

The public can never catch up to the form—or the game ceases. That means that out of the 20,000,000 habitual players we learned of in an earlier chapter, some 15 or 16 million will never know the score or learn the facts of life about racing. However, these people will contribute to the happy winnings of the eligible, potential winners, whose ranks are estimated to be between four and five million.

Proving this ever-changing cycle principle beyond all question is the remarkable way that the results percentage and the average prices of winners picked by this old idea lately have swung back to more favorable figures at circuits where players either do not know the old system, or where players have become so disgusted with the short prices and obvious "stiffer-oss" that they have discarded the method. A later chapter will explain this.

That is how the broad pattern of results sequences keeps moving ahead and out of reach of the bulk of the public play at all times—as it must do if the game is to continue. Another fine example in recent years was the claiming prices. Up to the early 1920's, the past performance charts did not include claiming prices. Only the horsemen and professionals, who had the

condition books or programs, knew anything about claiming prices. It was an invariable rule that a horse dropped down in claiming price was a sure try—often a winner at overlay prices.

But, as soon as the past performances began printing the claiming prices of each horse in each past race, so that the public could have all the horsemen's knowledge of dropped down claimers at one careless glance, the prices and winning percentages fell. The 5-to-2 "sure things" became even money shots. And after a few years of public education via the modern complete charts, the horsemen knew that their dropped-down starters would suffer from extra-heavy public play. Hence they lost their enthusiasm about winning with dropped-down horses.

During the 1930's the horsemen managed to put over changes in the claiming rules that made it difficult for rival horsemen to claim their animals. In consequence, they had but little fear of having their mildly dropped-down horses claimed away. Thus, instead of winning with dropped down starters, they went into a new routine to fool the public that supports them.

The horsemen began the practice of dropping a horse down in claiming price just enough to entice public play—perhaps a 20% drop-down. The horse ran a horrible race at the dropped-down price, dumping the public's money. That bad race served to throw the public completely off the horse for some time. Soon after, the horseman put the animal back in a race at his rightful claiming price, or perhaps 5% below it. In many cases the horse won at that time and paid a \$30 mutuel, or more, instead of the \$4.40 it would have paid if it had won the previous "dropped-down" race.

And if the past performances and fine results charts in our great modern racing dailies should remove all mention of claiming prices for a year, at the end of that time the smart bettor who saved all his track programs and made his own notations of claiming prices alongside each horse in the results charts

each night, could get rich playing dropped-down claimers again.

Years may go by before the acquisition of knowledge by the public forces broad changes in racing results sequences like the two examples given above. But the minor changes are constant. They may occur as frequently as once a week. At least, they are seen about every twenty calendar days.

The changes are not noticed when racing shifts from one short meeting to another, because most players have learned to expect changes in results sequences as meetings change. But in a long meeting of forty days there will be at least one radical change. A meeting of sixty days will have at least two. Sometimes even a 30-day meeting may have two changes.

For instance, at a certain long Maryland meeting and a certain long New England meeting it is common for a lot of favorites to win during the first 10 days or 15 days. That happens because horses arrive at these meetings from all over the country. The public is at sea in its picking—it expects fantastic upsets, so instead of beating the favorites down to underlay prices, the public, or a large part of it, stabs for longshots.

Under such conditions, the horsemen simply step out and grab purses with ready horses. The same thing often occurs during the first month at Fair Grounds. And as long as the public hangs back from betting the logical choices, these ready horses will win and repeat for second easy winnings at overlay prices.

But after the first 15 days, or longer at a 90-day meeting, the ever-changing cycle works three ways to reverse everything. The public finally is convinced that the logical choices will win. The public play starts to follow the recent form horses—the good last-out horses in the past performances.

At the same time, these horses have picked up one or two weight penalties for their early winnings and thus could not

keep on winning even if they wanted to. Besides, they have staled off from their early efforts at the meeting.

The recent in-the-money horses that have not won at the meeting and thus have no weight penalties, suddenly find themselves deluged with public play. They simply run bad races at the short prices and wait for longer prices later. After all, it's a long meeting.

During this second period of the form cycle, the winners most often come from horses which were out of the money during the first cycle of 15 days. They are real wake-ups, horses that were being raced into condition during the early weeks of the meeting. Also, horses that were racing the betting prices into appropriate figures during the first 15-day cycle!

After about two weeks of this confusion, the public play at the track sours on the form horses and begins to look for trick plays and hunches and longshots. That brings on another switch of the cycle, to get the results away from the public play again.

During the last two weeks of the 40 or 45-day meeting the public is still looking for longshots, or sure-thing favorites. Especially with that old-fashioned "get-away larceny" angle in mind. So what happens? Simply that neither the odds-on favorites or the longshot wake-ups win.

The early form horses, which have been freshened up from their staleness and which have lost three pounds or so of their penalty weights as other horses won after their victories, come back to win again at medium odds. The fantastic longshot winners of the second form cycle repeat in a few instances, at medium odds. The second, third, fourth and fifth choices win when played down by "smart money".

These are just a few of the thousands of examples of the workings of the racing law of ever-changing cycles. Be sure to keep it in mind at all times—*especially* when in a winning streak.

## Chapter 6

### INSIDE DOPE ON CONDITIONS OF RACES

In order for the professional bettor to anticipate the larceny schemes of the horsemen, he must understand just how and why the horses are entered in races. In other words, the bettor must understand the formal conditions of all types of races. By understanding them, he can anticipate the entries of horses. He can almost always tell if the horse entered today is trying, or is merely qualifying for something later.

Before each meeting the racing secretary hands out a booklet outlining the conditions of each race for each day of the meeting, or part of the meeting, to come. The horsemen look through this booklet and plan to enter suitable (or unsuitable) horses on the various days of the meeting. The horsemen, like the professionals, can anticipate just about which horses will be entered.

The condition book lists each day of the meeting, each race by number, the distance of each race and the conditions of eligibility. The most common races are run under handicap, weight-for-age, futurity, allowance, or claiming conditions. Let's learn about them all.

Futurity races are rare. As a rule they are stakes races for classy two-year olds. Most futurity conditions call for the produce of a mating to be entered before foaling. Further payments are made from time to time to keep the colt or filly

eligible. Then at two years the young racers run for the Futurity purse.

A weight-for-age race is one in which all the horses carry the Jockey Club Scale weight (to be explained in another chapter) for their age and sex.

The Kentucky Derby, Preakness and Belmont Stakes, the Triple Crown races, are weight-for-age affairs. The colts all carry 126 pounds regardless of class or speed; the fillies all carry 121, because these races are for three-year-olds exclusively. Perhaps half a dozen races per year are run for three and upward, at weight-for-age. In such races, the threes carry the lightest weights, as we shall learn.

After the Triple Crown has been run, public interest in weight-for-age races wanes. So, in order to make the remaining three-year-old weight-for-age stakes resemble contests rather than walkovers for "name" horses, allowance provisions are added to give weight off to mutts who have not won much.

An allowance race is one in which the horses carry specified weights according to the amounts of money they have won within a specified time. The bad horses in such races get weight off for not winning money. For example, allowance race conditions might read: "For horses which have not won \$25,000 twice, last year; 3 pounds off for horses not winning \$25,000 last year; 5 pounds for not winning \$15,000; 8 pounds off to non-winners of \$5,000. Claiming races not considered. Maidens allowed 11 pounds."

Remember, when trying to figure out the weights of allowance races, that money won by the horses in claiming races is not considered in adding up the money totals for eligibility. Many allowance races further allow apprentice jockey allowances to be claimed. Some do not. The regular Scale of Weights allowances for fillies or mares are *added* to the written allowances of allowance races, in all cases, however, even though never stated. (As will be explained in a later chapter.)

Note: Allowance races, except those for two-year-olds at medium grade tracks are very tricky and difficult to handicap. That is true because anybody can run almost any horse, good or bad, in them with no fear of losing the horse by the claiming route. The allowance races—especially those for three-year-olds—are the ones the horsemen use for hot-and-cold maneuvering to get prices later. Also, they are the "rehearsal races" for most of the important stakes events. Allowance races are vastly unpopular with the fans, in consequence!

A stakes race may be weight-for-age, or a handicap. The term is an abbreviation of sweepstakes. Such races are sweepstakes in that all the entry fees, eligibility fees and starting fees, go to the ultimate winners. The racing association must add a separate fund (called the "added money") to provide further win-purse money and to furnish the entire second, third and fourth money, also any special awards. Note that it is correct to call the Derby or the Suburban or the Santa Anita Handicap a "stakes race"—but never a "stake race."

A handicap race may be run under stakes conditions, or it may not. Usually it is. Such a race is called a handicap because it is the only type of race in which the trainer enters his horse "blind" without knowing how much weight will be carried by the horse. A trainer can tell from his study of the condition book just what weight his horse will carry in a claiming, allowance, or weight-for-age race.

Horses are made eligible for handicap races some days, weeks, or even months in advance. Then the official handicapper of the track looks over the records of the horses. He assigns each horse the weight it is to carry—if it runs. He assigns these weights to bring all the horses down to the finish line in one simultaneous dead heat, as near as it is possible for him to do so.

Many of the owners of the eligible horses back out after seeing the weights. They do not run. But the starters in the

handicap race pay a further starting fee and run with the weights the track's handicapper has assigned them.

The exception is that some big races are weighted weeks or months in advance, for publicity purposes. In such cases, they usually specify added penalty weights of three, five, or seven pounds for horses which win certain other stakes, or large amounts of money, between the time the weights for the handicap are announced and the actual running of the race. That, of course, is to hold down the slickers who maneuver for low weights with bad races before weighting time and then come to life suddenly thereafter.

Most of the races on our daily cards, and most of the races suitable for the professional's play, are claiming races. The device of claiming is used to insure even competition in each race. It has no other purpose than to force the slick and tricky trainers to run their horses where they belong. We have seen in some past seasons how a certain unpopular big stable cries for low weights and wins many stakes races. Imagine what would happen if such a greedy owner was allowed to run a \$20,000 horse against \$3,000 mutts every time he felt like grabbing a \$2,500 purse? He would simply win all the races!

The claiming device prevents that. The conditions of each claiming race specify a claiming price. Let's say it is \$4,000. (Note that this claiming price has nothing to do with the purse money. It can be more, or less, or the same—or anything.)

ANY horse entered in a claiming race (in our example at a \$4,000 price) is, in effect, entered to be sold at that price if anybody wants it. Thus a man trying to "steal" a purse by running a \$5,000 horse against \$4,000 horses, is liable to lose his horse. The race provides that he can be paid only \$4,000 for the horse. Thus he loses \$1,000 on the value of the horse, win or lose the race.

In the old days, anybody with the required amount of money could put up the claiming price in the secretary's office before

a race and claim any horse in a race. But when the horsemen decided to give themselves carte blanche to run hot and cold in claiming races (in the 1930's) this was changed. The rules in use at most tracks nowadays provide that only a bona fide owner or trainer who has started a horse at the meeting can put in a claim. He can claim any horse in any claiming race at any time during the meeting, simply by posting the money before the race.

In case more than one claim is made for the same horse, the would-be claimants toss pills out of a kelly-pool bottle, as they do in the post position draw, to see who gets the horse. The other claimants' money is refunded.

It should be obvious that under this rule there will be less claiming during the early days of a meeting than after all the horsemen have sent animals to the post and thus made themselves eligible to claim horses.

A further rule provides that after a horse is claimed it must run for 30 days at a 25% increase in claiming price. This is a penalty rule enacted to keep the game in the hands of the rich haltermen. The rule makes it impossible for the poor horsemen—if any—to make claims. That is so because the newly claimed horse has scant chance to win for 30 days after claiming, because it must be run above its head in class. And by the time the 30-day penalty is over, the horse has lost its winning edge.

It doesn't take a prophet to see that this rule restricted claiming during the late 1930's and the 1940's and allowed horsemen to drop their horses at least 20% in claiming price to run *stiff* races to entice the public, without fear of losing their bet winners. And they really rubbed it into the fans for some 15 years with cold races at dropped down claiming prices, hot runnings "dropped up", short priced losings and long priced winnings!

Not that the net result so far as the public is concerned could be any different. One way or another, the form must move

ahead of the public's knowledge, or the game will stop. Also, the move made by some far-sighted tracks in 1949 to give the fans a bit of relief, can not affect the net losses of the public play. It can only serve—like the modern gadgets at the tracks—to give the public more confidence in the honesty of the game. (And racing is honest—compared to any other sport or business!)

During 1949 some tracks figured that the down trend in track attendance might be halted if the fans felt they had more chance to win. So the claiming rule was altered. It was liberalized at Florida. Most tracks followed the trend as soon as the horses returned to northern courses in the spring of 1949.

The change ruled that no longer did every claimed horse have to run at 25% over its claimed value for 30 days after claiming. The 25% rule was made to apply *only* to horses which won the races from which they were claimed. Thus a claimed horse that lost the race from which it was claimed could run at any value, anytime thereafter—at least until it had won and had been claimed again.

This liberalization of the claiming rule makes for slightly more liability of a horse being claimed. In other words, the horsemen are not quite so sure they can run hot and cold up and down the claiming scale without losing their horses. This is especially true at the two ends of the season when haltermen habitually are looking for ready horses to claim.

A look at the results charts shows that many smart trainers claim race winners week after week. Obviously, they are smart handicappers. Their practice is to bet enough on these horses to win enough to pay for the claiming price of the horses. "A good trick—IF he does it!"

At certain tracks a player could get a very high percentage of winners betting on horses that were claimed, except for the fact that there is absolutely no way for anyone—even track

officials—to know which horses are to be claimed, until the race is run and the claiming box is opened.

The claiming rule provides that the claimed horse is the property of the new owner as soon as it is officially a starter in the race. The former owner receives the purse money won—if any—and gets his tack returned. But that is all. He can not stop the sale of his horse.

Until the advent of imperfect substitutes for the Puett Gate, the rule was that a horse is officially a starter in a race as soon as it passes the stand the first time in the post parade. All the way up the stretch, turned around again, and cantered around the clubhouse turn to the starting gate, it is the property of the new owner! If anything happens to the horse, that is his hard luck. He has bought a horse—sick or well, dead or alive!

However, when some of the Puett Gate substitutes began to act up and trap horses at the post or knock riders out of the saddle, the rule was altered at a few tracks to facilitate the legal refunding of betting monies on the horses held at the post or injured at the post. An official starter was only a horse that left the gate with the others.

However, a claimed horse is the new owner's property all during the race. In recent years, several horses have dropped dead during races, after being claimed, and the track has called on the unlucky new owners to "remove their property" from the strip!

## Chapter 7

### THE HORSEMEN'S HIDDEN WEIGHT SECRET!

Amateur racing fans do their so-called handicapping with elementary time, condition and class figures. They ignore any exact application of weight. This is quite in keeping with the amateur's general rule of doing everything wrong on the turf. In keeping, because the neglected factor of weight is the most important of all the elementary factors that determine results of races.

In fact, weight is the **ONLY** important one among the elementary factors of handicapping. Not only important because the public play overlooks it *in toto*, but important because weight is the actual basis of **ALL** race conditions. In other words, when the racing secretary and the official track handicapper make up the conditions of the races to be run at a meeting, these conditions are based just 100% on weight. Nothing else.

In passing, it is interesting to observe how completely wrong the public play, the amateur play, is in everything. Although the track officials and the horsemen base all their calculations and plans and conditions on weight—the public bases all its feeble efforts at race selection on time, “class,” condition and everything but weight!

It is true that here and there some amateur selector may figure “weight off” or “weight on” vaguely, once in a while.

But even so, he is usually wrong, because weight is not always obvious. The track officials and the horsemen have a hidden, secret “gimmick” with weight that often makes seeming “weight off” actually a crushing “weight on”. And the obvious, or seeming burden of “weight on” some horse, may actually be a veritable bargain of “weight off”.

We will dig into this hidden weight secret of the horsemen and track officials right here and learn **ALL** its principles and ramifications. Without this secret knowledge we could not understand some of the smarter methods and angles outlined in later chapters for longshot selection.

It is only fair to say that the horsemen and the track officials make but little effort to keep this weight secret hidden. They don't need to make any effort. The public refuses to use any factor in race selection that requires even the smallest amount of analytical thought, so weight is ignored and the horsemen's secret is never noticed.

Probably, if the public ever took the notion to learn this secret, the track officials (to protect the horsemen's racket) might have to make a ruling that it must never be printed and ~~must~~ never be mentioned by the professionals. But right here and now, we are going to print it and explain it.

Figure 1, page 45, shows the secret of weights, in simple, tabulated form for easy use. It is called the Official Jockey Club Scale of Weights. Some readers may have heard of it vaguely. But they haven't studied it or learned its workings. And readers, please don't shy away from it and turn the pages to get at one of the longshot chapters. This Scale of Weights business is the very foundation stone of professional racing knowledge.

To understand the Scale of Weights and what it does, think back to those strenuous and happy childhood days. You remember how the kids played tag and other running games. How they had track meets in grammar school and high school, or at picnics.



But, did the grammar school boys ever run against the high school boys, or against the older young fellows who were just out of school and starting to work? Did the grammar school girls ever have any luck running against the boys of the same classes?

What silly questions. Of course not! The girls could never beat the boys of the same age and class, on average. The girls always had to be given a "head start" when running against the boys. And the younger boys never beat the older. In turn, the high school boys who simply ran away and hid from the grammar school kids, could never beat the college fellows or the 21-year-olds who were out in the world and playing professional games.

It's funny! Everybody knows these obvious facts about their childhood games. And yet, when they get to the racetrack they lump all ages and sexes of equine racers under the general head of "horses". They pay no attention to the fact that immature young horses may be running against older or that frail females may be running against husky males.

Now, we won't harp on the way the public suffers from gambling craziness and mass hysteria as soon as it gets to the track. We wouldn't have it any other way! We have learned in previous chapters that it is the money lost by this hysterical mass of players, over and above the track take, that the professionals and horsemen win. We'll just dig into the facts of life for ourselves.

Turn again to the table on *Figure 1*. It is the Official Jockey Club Scale of Weights. Note that there is a weight for each distance and each age, during each month of the racing year. (In January and February, not shown in this tabulation, the March Scale is used in the rare races in which mixed ages run—if there are any such races.) In the written RULES, under the table, provision is made for the sex differences.

Of course you can see what this Scale of Weights is for. It

## Official Jockey Club SCALE OF WEIGHTS

Dist.	Age	Mar. April	May	June	July	Aug.	Sept.	Oct.	Nov. Dec.
4 FUR.	1 yrs. ....	...	...	92	93	98	105	107	109
	2 yrs. ....	115	116	117	119	121	123	124	125
	3 yrs. ....	126	126	126	126	126	126	126	126
	4 and up ....	126	126	126	126	126	126	126	126
5 FUR.	2 yrs. ....	...	...	95	98	102	105	108	111
	3 yrs. ....	116	119	120	122	123	125	126	127
	4 yrs. ....	130	130	130	130	130	130	130	130
	5 and up ....	132	132	132	130	130	130	130	130
1 MILE	2 yrs. ....	...	...	...	...	...	95	97	100
	3 yrs. ....	109	112	114	116	118	119	120	120
	4 yrs. ....	128	127	126	126	126	126	126	126
	5 and up ....	129	128	127	126	126	126	126	126
1 1/4 MILE	2 yrs. ....	...	...	...	...	...	93	95	98
	3 yrs. ....	106	108	112	114	117	118	120	120
	4 yrs. ....	128	127	126	126	126	126	126	126
	5 and up ....	129	127	126	126	126	126	126	126

**RULES**—In races of intermediate lengths the weights for the shorter distance shall be carried. In races exclusively for 3 year olds or 4 year olds, the weight shall be 126 pounds, and in races exclusively for 2 year olds shall be 122 pounds.

**Exception** in handicaps and races where conditions expressly state to the contrary, fillies 2 years old shall be allowed 3 pounds. Mares three years old and upward shall be allowed 5 pounds before September 1, and 3 pounds afterward through December 31st.

No horse shall carry less than 84 pounds.

Fig. 1. Official Jockey Club Scale of Weights.



is to match up the different ages and sexes of horses when they run together. Provided, of course, that class and condition are approximately equal. And our modern system of claiming, allowance, or handicap races assures approximately equal class in each race. At least, the class is equal enough so that the Scale of Weights differences apply perfectly in most cases.

Going back to our childhood again, we remember how fast those grammar school fellows grew up and became high school or college stars, later, to grow old and flabby and to give way to young stars, as life went on. It's the same way with horses. As they get older and gain speed and maturity, they eventually catch up with the older ones that ran away from them in former seasons. So you will notice that as each month goes by, the weight advantage given by the Scale of Weights to the younger horses gets smaller, right up to January 1st, at which time all northern hemisphere horses are judged to be one year older.

For easy visualization, we can imagine that the two-year olds, the youngest thoroughbreds officially raced in this country, are the grammar school kids. The three-year olds are the high school youngsters. The four-year olds in springtime months are the just-out-of-high-school-and-groping-for-a-foothold young people. The five-year olds and six-year olds can be the college men and women. The horses over six years are the older people who become flabby and crippled and out of condition, to a greater and greater degree, as each following season goes by.

It is not a general practice to run two-year olds against older racers at any time of year. Hence the lines in the Scale of Weights that show the weight for two-year olds meeting older may be ignored, for the most part. However, at a few of the alleged "classy" eastern tracks, a half-dozen novelty races for "all ages" may be run during the autumn season. Nobody knows why—maybe it's just an old custom, like having double prices for food and drink at the racetracks.

These half-dozen odd races for all ages may be ignored and forgotten. It is only fair to say, however, that the Scale of Weights is as uncannily accurate matching up the autumn two-year olds with older racers, in these affairs, as it is in almost all its other gradings.

The big problems with weight are the matching of three-year-olds and older, and the matching of fillies and mares against colts, geldings and entire horses. The Scale of Weights will seem like magic, once you get accustomed to using it, the way it sorts out the ages and sexes under most circumstances and solves these problems.

Here we might digress in passing, to become professional in our terminology, as well as in our playing methods. Readers should note that a filly is a female thoroughbred from the time she is foaled right up to the time she becomes five years old. When five years old she becomes a mare and remains so until death, regardless of whether she is ever bred or not.

A male thoroughbred is a colt from the time he is foaled right through his fourth year, unless unsexed by an operation. A colt becomes a horse when he is five, and remains a horse (often distinguished from the general term "horse" by being called an "entire horse") until death, unless unsexed.

Some colts are castrated (unsexed) because they are slow to grow or erratic in temperament. A colt or an entire horse of any age, after being castrated and unsexed, becomes a gelding.

Turning back to our *Figure 1*, we note, reading from left to right and from top to bottom, that a three-year old running one mile against four-year-olds in May, carries 112 pounds, against 117 for the four-year-old. Note that this is a bigger weight advantage than the three-year old has during the same month against four year olds at shorter distances. At a mile, the three had a 15 pound advantage, as you see. But at six furlongs it only has an 11 pound advantage for the same month.

Looking over at the later months, we see that in October,

(when they have gained a great deal in speed and maturity against the older horses) the threes at one mile get only a six pound allowance from the older horses of any age. At six furlongs they get only four pounds during October.

Thus we note that the Scale of Weights gives more and more weight advantage to young horses, the further they race during the same month, against older horses. And the Scale gives less and less advantage to young horses as the months of the racing season roll by.

Note the first rule under the table. It tells what weights to use when figuring the intermediate distances, such as seven furlongs, a mile and one-sixteenth, or nine furlongs. Note too, although not shown here, that the weights for all races from one mile and one-quarter through all races up to and inclusive of one mile and seven-sixteenths, use the 10 furlong (mile and one-quarter) Scale Weights shown in this table, *Figure 1*.

This Scale of Weights table took many decades to evolve. It is accurate, not to say brilliant, for the most part. The few minor exceptions to its figures will be discussed in two later chapters. For now, it is only necessary to say that the exceptions apply only to three-year-olds and to fillies and mares.

The weights shown in *Figure 1*, the Scale of Weights, are for colts, geldings, or entire horses. In the second paragraph of the Scale Rules (under the tabulation) the fillies and mares (the girl racers) are given allowances. Note that two-year old fillies get three pounds off the weights of two-year old colts and geldings EVERY month of the year.

Three year old, or older, fillies and mares get five pounds off the weights carried by colts, geldings and entire horses, from January 1st to August 31st, inclusive. From September 1st to December 31st, inclusive, they get three pounds off.

These allowances for the females are NEVER stated in the printed conditions of races. Never stated in the condition book individual race conditions, or in the conditions printed with

the results charts or the past performance charts in the daily racing papers. These allowances are not printed, but they are automatic, used by general understanding. These female allowances apply to ALL types and conditions of races except handicaps. In handicaps, at that, the track handicappers stick very closely to the Scale.

At first glance, these weights given in the official Scale of Weights may seem very high. You say to yourself that you've seldom seen races with weights so high. And you are absolutely right! The weights used in most races these days are a stated numbers of pounds "off the Scale". Meaning so many pounds less, with the Scale differences maintained.

For example, a common condition of claiming races at big tracks is to state: "Six pounds off the Scale". If the race is run in June, for example, at six furlongs, for three-year olds and upward, here is what the horses will carry as their basic weights for the race. (See table, *Figure 1*, again.) Instead of the 120 listed in the table for six furlongs in June, the threes will carry 114 for males (109 for females) the fours will carry 124 (five pounds less for females, of course) and the fives or older will carry 126, with the usual sex allowance for females.

Note that the differences—10 pounds between the threes and fours, and two pounds between the fours and older—are maintained no matter how lightly the weight conditions are adjusted for cheap horses.

The Scale of Weights is important, and vital in race selection, because conditions of all races except handicaps are based on its differences. It's the *differences* that count—not the actual figures of the weights shown in the table! The racing secretary at every track follows these differences, for the most part, when making up his condition book.

But once in a while, he changes the weight conditions of his races so that the various ages of the horses carry differences other than those shown here in the Scale of Weights.

In some of the later chapters of this book, we will learn how such alterations of the Scale differences by racing secretaries, invariably give weight advantages to certain ages or classes of horses, while giving disadvantages to others. At times, even when the secretary sticks to the Scale, he may be giving hidden advantages to certain ages or sexes—as we will learn later on.

But, whatever you do, please don't minimize the importance of the Scale of Weights as the basis of all race conditions. Don't fail to learn its rules and workings. (It is not necessary to memorize the entire list of figures.) Some smart players write out the differences for the months and the distances they are playing, on the inside of the leather sweat-bands of their hats, or on cards to be carried in wallets.

Getting back to the first paragraphs of this chapter, you now see how a three-year old running with 111 pounds at one mile and seventy yards in May, against four-year old colts and geldings carrying 127 and against five-year old horses and geldings carrying 128 might—or might NOT—have weight advantages.

The casual player would say that 111 against 127 and 128 is a great weight advantage. But, looking at the Scale, *Figure 1*, we see that the three year old—IF a colt or gelding—has a paltry advantage of a single pound. (Not the almost 20-pound advantage it seems to have.) On the other hand, if the three-year-old is a filly, she actually has **FOUR POUNDS THE WORST OF IT**, rather than a big advantage.

## Chapter 8

### HOW THE PROFESSIONALS USE PERCENTAGE

Once a reader gets well into the studies outlined in this book, he will understand the startling differences between the methods of the successful professionals and those of the faltering amateurs.

And now, just as we have learned how the professional bettors, horsemen and track officials, use the weight factor and the Scale of Weights as determining factors in results, we will learn what these same people use as the determining factor in their betting methods.

The amateurs use time and condition to make selections. The professionals use weight and other more complicated factors, to be studied in later chapters. The amateurs use dangerous progression schemes, childish reasoning, silly hunches, and just plain stupidity as the basis of their betting.

The professionals, the horsemen and the track officials, however, know that definite percentages are the basis of all successful betting (or booking) operations!

And don't shy away from that word "booking", like a green two-year-old shying from a wind-blown handkerchief. Nobody wants you to make book.

But, the successful bettor must know the "inside" of the booking racket and the "inside" of mutuel operations. The two are based on the same thing—the Table of Booking Percentages.

## 52 SECRETS OF PROFESSIONAL TURF BETTING

Sometimes it is called the "Equivalent Percentages", but that is merely dressing it up with long words.

The professionals and the mutuel departments refer to each betting pool as a "book". So, when the term "book" is used here, it has nothing to do with bookmaking. It means the total of all the betting percentages in a race, regardless of the method of betting. The "book" can apply to a mutuel pool, a bookmaker's line in bookmaking betting, an auction pool operation on a race, a future book operation—or any betting on any one race. It is merely the term for a percentage total.

Of course these percentages were first worked out by the early bookmakers. (See *Figure 2*.) The early bookies, who were Neanderthal or Piltdown men thousands of years ago, made book on races run by the half-domesticated animals of their times. And, like our modern-day rascals, these hairy, morons did not care to lose. They invented the gimmick of always having a percentage in their favor.

By the trial and error method, they found that the "book" percentage of any set of odds was equal to the nearest "extension" to 100—but never more than 100. Sure, we know that explanation is about as clear as a handful of old Jefferson Park (New Orleans) mud. But we'll analyze it bit by bit for greater clarity.

In the first place, the "extension", in professional terms, is the amount a bettor gets back including his own money. For instance, if he bets \$1 on a 2-to-1 shot, his extension is \$3. That means his \$2 winnings, plus his \$1 original bet.

Now, watch closely: To determine the extension nearest to 100, for 2-to-1 odds, we experiment until we see that by betting \$33 at 2-to-1, we have \$66 winnings, plus \$33 original stake, which added together makes an extension of \$99. If we bet \$32, the extension would only be \$96. If we bet \$34, the extension would be \$102—which, as we learned, is no good because the extension to figure the percentages must always be 100, or less.

### INSIDERS' PERCENTAGE TABLE

Odds	Pct.	Odds	Pct.	Odds	Pct.	Odds	Pct.
1-1	50.00	18-1	5.26	12-5	29.41	45-100	68.97
2-1	33.33	19-1	5.00	13-5	27.78	11-20	64.52
3-1	28.57	20-1	4.76	14-5	26.31	55-100	64.52
5-2	28.57	25-1	3.85	16-5	23.81	13-20	60.60
3-1	25.00	30-1	3.23	17-5	22.72	65-100	60.60
3 1/2-1	22.23	40-1	2.44	18-5	21.73	15-20	57.14
7-2	22.23	50-1	1.96	19-5	20.83	75-100	57.14
4-1	20.00	60-1	1.64	21-5	19.23	17-20	54.06
4 1/2-1	18.19	75-1	1.32	22-5	18.53	85-100	54.06
9-2	18.19	80-1	1.24	1-10	90.91	19-20	51.28
5-1	16.67	100-1	.99	3-10	76.92	95-100	51.28
5 1/2-1	15.39	150-1	.66	7-10	58.84	2-3	60.00
11-2	15.39	200-1	.50	9-10	52.63	2-7	77.80
6-1	14.29	250-1	.38	11-10	47.62	2-9	81.90
7-1	12.50	300-1	.33	13-10	43.47	3-4	57.14
8-1	11.11	500-1	.20	15-10	40.00	8-15	65.20
9-1	10.00	1-5	83.33	3-2	40.00	17-15	46.95
10-1	9.09	2-5	71.42	17-10	37.04	1-2	66.67
11-1	8.33	3-5	62.50	19-10	34.47	1-3	75.00
12-1	7.69	4-5	55.55	1-20	95.20	1-4	80.00
13-1	7.14	6-5	45.45	3-20	86.95	1-6	85.68
14-1	6.66	7-5	41.67	15-100	86.95	1-7	87.50
15-1	6.25	8-5	38.46	7-20	74.07	1-8	88.89
16-1	5.88	9-5	35.71	35-100	74.07	1-9	90.00
17-1	5.55	11-5	31.25	9-20	68.97	1-10	90.91

Note—Two even-money shots make a "round book", or 100 per cent., since 1 to 1 equals 50 per cent. Three 2 to 1 shots make a rounder, since 2 to 1 equals 33 1-3 per cent. Four 3 to 1 shots make a rounder. Five 4 to 1 shots make a round book. With the aid of the above table any player can figure the percentage of any book or set of mutuel prices.

Fig. 2. Complete table of professional percentages.

Now turn to *Figure 2*. Note that this is a table of the "book" percentages already worked out. And worked out to fractions. Looking in the first column, near the top, we see that the exact booking percentage for 2-to-1 is 33.333333—with the string of threes stretching out to infinity. (Infinity is endless time or space.) On the tracks, however, the professionals always lop off those clumsy fractions and call the equivalent or book percentage of 2-to-1 just 33%.

True, the writer could save himself work—and save the reader some thought—by simply printing this percentage table and referring to it without explanation. But, the smart readers of this book who want to take the time and trouble to learn the "inside" professional things in racing, want to know the "why" of everything. Simple dogma is not enough.

Without looking at the table on *Figure 2*, estimate the book percentage of 4-to-1 odds, just for practice. It's easy, because 4-to-1 comes out at 100% with no fractions. How many dollars do you have to bet at 4-to-1 to get a \$100 extension? Why, \$20, of course. Four times \$20 is \$80, plus your original \$20 added, makes just \$100 even. Now look at the table, *Figure 2*, and note the confirmation of that 20% figure for the odds of 4-to-1.

It takes a bit more thought to work out the odds-on prices, but the table has all the prices you will ever use. Study it.

You see that the note underneath the table talks about a "rounder", or a "round book". That means a "book" (mutuel pool or tote pool on one race) with just 100% in it. For instance, a race with five horses running, each at 4-to-1 odds, is a round book. If even amounts are bet on each horse, the "book" is exactly even, no matter which horse wins. On average, the players can't lose. Bookmakers taking bets on that basis can't lose. The mutuel department can't lose. But, nobody can win, either!

Now—suppose we change just one of those five 4-to-1 horses to a 9-to-1 shot. Looking at the percentage table, we see that

9-to-1 is 10%. So, we have four horses at 20% and one at 10%, or a total of 90% in the "book", whether it is a mutuel pool, auction pool, or track bookmaking operation.

That is a "dutch" book. The smart players can beat it for important sugar. You can see how, at a glance.

Take pencil and paper and figure out how you would come out if you bet the exact amount of the book percentage, on each horse. You bet \$20 each on the four 4-to-1 shots, and then \$10 on the 9-to-1 shot. **NO MATTER WHO WINS, you MUST WIN \$10!** Figure it out and see.

Here's how it's done. By betting the amounts of the book percentages, or proportionate amounts, the player insures a winning, no matter which horse wins. The winning is always whatever amount (on each \$100 total bet) that the total book percentage is short of percentage under 100%. In this example with the 9-to-1 shot, the book is short 10% and the sure winnings are \$10 on each \$100 invested.

Many years ago the bookies were just about the only people on the racetracks who knew percentages. They had a "union" and seldom tried to stick each other. No doubt they had plenty of horses "in the bag" for themselves and knew all the probable stiff and coolers, as well as the "try" horses.

In order to entice bets on the "wrong" horses, they raised prices attractively until they not only wiped out the percentages in their favor, but actually had "dutch books" with less than 100%. That was at some tracks. At others, there was no "union" and it was every book for himself.

But, if Book "A" was loaded with horse "A", he cut the price on that horse and raised all the other contenders. Book "B" was loaded with horse "B". So he cut that one and raised all the others—including "A". And so on down the list of contenders in a race.

There was one smart bettor. He had a name, but everyone simply called him by his nickname, which was "Dutch". He

made a fortune by his alert betting and his knowledge of percentages. He waited for a bookmaker, or a line of books, to have less than 100%. Then he bet amounts in proportion to the equivalent percentages (shown in *Figure 2*) and won EVERY RACE HE BET ON that way, no matter which horse won.

Sometimes he had to hustle, to catch a book out of line on the favorite at one end of the ring, somebody else too high on the second choice at the other end—a third choice out of line in the clubhouse, or a “louse book” in the cheap grandstand that offered “any price” on the longshot. But after he had put them all together, perhaps each horse bet with a different book, Dutch’s total “book” was less than 100%. He had to win, no matter which horse won.

He was so successful at this game that even to this day his name remains on the turf. To this day, a book with less than 100% (a book that can always be beaten) is called a “Dutch book”. Even as late as the early 1930’s the bookmakers who operated at New York tracks would be “dutch” 2% or so at the Saratoga meeting where there was scant play.

This full explanation of dutch books is given because the idea is the basis of all attempts to “dutch out” the mutuels. The mutuels and totes are NEVER dutch, but experts who can throw out the favorite (perhaps 40% in the book) or even the second choice (with maybe 28% of the book) can dutch the race—IF they are right about the favorite or second choice not being able to win. They bet on all the other horses in the race, in amounts proportionate to the “book” percentages.

That brings us right down to the gimmick—the kernel of the whole tough nut of the mutuels: The mutuels are never dutch! The mutuels never offer a round book. They ALWAYS have more than 100%. We know that theoretically there can be no more than 100% of anything. So, when there is more than

100% in a mutuel “book” (pool) the “overage” has to come from some place. It comes from the turf fans.

Let’s go back to our original example of five horses at four-to-one each. We learned that makes a round book. But, let’s say ~~that~~ instead of making one of them 9-to-1 as we did in our dutch book example, we leave the five horses at 4-to-1 as they are. But in order for the track “take” to be supplied (or if at a booking track in order for the bookies to make a profit) we’ll say it isn’t a five-horse race at all. It is a six-horse race and the 9-to-1 shot is the sixth horse.

So, we have five of the 4-to-1 shots at 20% each, plus the 9-to-1 shot at 10%. Or 110% as the total. (That’s the way mutuel, tote and bookmaking “books” on a race really add up these days.)

Now take pencil and paper again and try to make a profit betting on such a race. You see that no matter how you bet on each horse you MUST lose at least \$10 on \$110. In other words, you must bet \$110 to win \$100, at the very best, if you bet on each horse in the race. And, of course, we know that each horse in a race is bet upon, by somebody.

This extra 10% in the example, is the mutuel track “take”. It is extracted from the mutuel pool physically before the horses leave the post. In bookmaking operations, this same percentage is the amount of the bookies’ profits, on average. It is also the amount a follower of a set mechanical method of betting (such as following Number 3 position) must lose over a period of time.

This track “take” percentage also is the MINIMUM amount that away-from-the-track bookmakers must win out of the total of the bets they handle. They can win more, because of certain psychological percentages (the switches) against careless players.

To find out the percentage in the “book” of a race at a mutuel track, tote track, bookmaking track, or an auction pool



selling track, just use the handy table in *Figure 2*. Write down the name of each horse and its odds. Then, using the table, translate each odds into a book percentage. At the finish, add up all these percentages. The amount of the total that is over 100% is the amount the track or the book is actually taking. (Except for breakage.)

In an earlier chapter we learned about breakage—the so-called “odd pennies” that it is “too much trouble” for the tracks to pay out. Actually, the breakage is a legal steal and swindle against the players. The legal swindle of the breakage—all done according to racing laws, of course, is the one thing remaining that destroys the public’s confidence in the honesty and goodwill of the tracks.

The breakage, actually, is not taken to the ticket. Thus it has no relation to the “odd pennies.” It is taken off, by law, to EACH ONE DOLLAR of betting money. It pays for all the purses at some tracks. Hence the tracks fight any move to restore the breakage to the exact penny. During the early 1930’s some mutuel tracks paid off each winner to the exact pennies and had no mechanical or physical trouble doing so.

The American Racing Manual, mentioned in the equipment chapter of this volume, has a list of all the legal track “takes” and mutuel percentages of the courses in this country. These takes vary at times, as lawmakers chisel on or chisel off a percentage point or two.

Roughly, as this is written, the New York and Florida tracks take 15%—plus a breakage that figures about 1%.

Thus the total “book” at New York and Florida tracks must be figured to be about 115% or 116%.

The total “book” at New England, Maryland, New Jersey, or Illinois tracks can be figured about 112%. At New Orleans, Hot Springs and California the total book can be figured at 114% or 115%. Remember this when studying the next chapter on “How to Make Your Own Prices.”

Be sure that you learn THOROUGHLY the basis of the Scale of Weights (previous chapter) and this percentage idea! These two chapters give the basic differences between amateurs and professionals. It is safe to say that NEVER before in the history of the turf have the true INSIDE facts of weight, race conditions and betting percentages been revealed to turf fans!

It is an old story that self-praise is no praise at all, but the fact remains that these two chapters alone may change your whole life.

We’ll let you be the judge of whether they are worth many times the cost of the book, in themselves. And if you decide that they are, then give copies of this book as presents to your friends on appropriate occasions such as birthdays or holidays.

Everything has been made as concise as possible to be consistent with complete explanations. And, if by chance these basic ideas are not quite clear at first reading, read these two chapters over, and over again.

Sometimes the mind doesn’t grasp everything at first reading. It just seems to pick out highlights here and there. But, after reviewing a couple of times, these two ideas will be clear. The two tables, *Figure 1* and *Figure 2*, are of the greatest importance to professional operators.

## Chapter 9

HOW TO MAKE ADVANCE PRICE  
LINES

The principle of professional play is to wait for overlays. The principle of Pittsburgh Phil's own selection method was to wait for overlays. The principle of several other methods, as well, demands a knowledge of overlays. (An overlay, of course, is a horse that is about to go to the post at a price longer than its actual chances figure.)

We have learned in other chapters that the public (or the bookies' pricemaker at booking tracks) determines the actual post time prices. The overlays occur when the prices made by the uninformed public play are longer than the actual handicap prices.

BUT—in order for us to know when the prices are longer, and in order for us to know when overlays occur, we MUST KNOW the right prices.

In other words, we must know how to make the correct prices! Or, at the very least, we must know how to make prices far more correct than the stupid odds the public makes with its uninformed play. And now our job is to learn how to make prices:

The foundation stone of correct prices is the percentages shown in *Figure 2* in the preceding chapter. In fact, this chapter, the previous chapter, and the one that will follow, comprise what we might call our "trilogy" on prices and percentages.

To start making prices you have established the idea in your mind that every race has a number of horses, whose mutual prices to one dollar, or to five, can be translated into percentages via the table in *Figure 2*. As we learned in the preceding chapter, the totals of these percentages represent the "book". A "book" at New York or Florida should total about 116%, at most medium grade tracks of the east and the middle-west, about 112%, and at California tracks about 114%.

The professional must become accustomed to translating every price and every bet into a matter of percentages, instinctively. He must acquire an instinctive feeling for prices as based on the form of horses. There is NO way he can be taught by "book larnin" to have an instinctive feeling for price!

But it can be learned. And it can be learned "painlessly". It can be learned simply by studying the *results charts* each night, or morning, as they come up for the previous programs of races. As noted in other chapters, a professional needs a file of these charts. In all other chapters of this book we will assume the reader knows that fact. (We can't keep on repeating the same old elementary stuff all the time!)

To begin to get the feeling of prices, study the *past performance* charts each day BEFORE the races are run. Mark down what you think is the favorite and the second choice in each race for the next day. Then compare your selections and prices with the prices actually paid in these races, as shown by the results charts that come up after the races are run.

This takes only a few moments work each day. That is no time at all as compared to the time the doctor or dentist or architect must study for knowledge!

But, whatever you do, go over the results charts in detail after the races. (The charts are published in the daily racing papers.) Study not only the prices of the money horses, but also the prices of the losers.



Note which horses and stables won as favorites, or seemed to run stiff races as favorites. Note which won after obvious "play-down" from their morning-line or advance prices. Note which won after their prices went up from the overnight or other advance prices.

Note all jockey switches, apprentice allowance maneuvers, allowances waived, overweights, breeding—and EVERYTHING in the results charts. The importance of studying the results charts can not be overemphasized. In fact, a fan who has talent for race operations can learn EVERYTHING there is to know about racing just from the results charts—in time.

After a few days (or weeks) study enables you to pick out the favorites and second choices, try picking the first, second, third and fourth choices in each race—after first crossing off one or two "impossible" horses (if any in the race) that figure to be over 100-to-1.

After a few days or weeks of this study, combined with the detailed scanning of the results charts each night, you can begin making full lines on entire races—before post.

But here is something to remember. DON'T look at anybody else's selections or prices or handicaps before making your own selections and prices. That is a rule with no exceptions.

If you look at some other prices or selections first, the line you will come up with will be a sort of scrambling of his line and your line. Almost invariably, it will combine the weakest features of both. You'll have the mistakes and the trite opinions of his line and yours. But the possible "bright work" and getting-away-from-the-public part of his figures and yours, will be discarded.

Your study of the results charts for days, or weeks, or months, has taught you just what the public "goes for" at each circuit you play. It has taught you just what the horse men go

for. It has shown you the probable prices for which they try to win, and for which they simply don't try.

Your study, of course, has taught you that the races for the minimum-priced claiming platers (the cheapest claiming races permitted to be run at any certain track) are among the least predictable of races when they are run over the medium routes of nine furlongs or so.

Your study has taught you to avoid maiden races for three-year olds or older, to avoid fillies and mares in spring and hot weather, to avoid Spring three-year olds running with older—and all the rest of the traps either mentioned earlier, or to be mentioned in the pages to follow.

It has taught you that the medium grade races, for horses valued at \$2,500 or \$3,000—up to \$20,000 value—are the easiest to pick at most circuits. These horses run in claiming races or handicap races. Sometimes in "combination races". A combination race is a device at some tracks by which allowance and claiming horses run together, some of the starters running to be claimed, others running with allowance weights in the same races and not entered to be claimed. These hodge-podge combination affairs are not run in the east, fortunately.

Allowance races for two-year-olds are good—except at New York tracks and except when many of the starters are first-time-outers. Allowance races for three-year-olds or older are the worst kind of "bankroll poison" at all New York tracks, Arlington-Washington, Santa Anita and Hialeah. They are not easy at Maryland. At the other Illinois tracks, or at New England and New Jersey, they may be played if you MUST have more plays. Good claiming races and handicap races are ALWAYS easier, however.

Certain tracks run programs that are mostly allowance races. SUCH TRACKS SHOULD NOT BE PLAYED! Allowance races give the horse men free license to run hot and cold with no penalty or fear of losing their horses. The tracks know

this. Thus a track that runs a lot of allowance races is unwittingly giving the horse men a license to fool the public. Nobody beats allowance races for three-year olds or older!

Getting back to our prices. You begin making prices on the best races for play, the races most liable to give overlay spots. They are the races with the most reliable horses and the smartest "professional-betting" trainers—as described above.

First you try for the probable favorite. If it is a claiming race with a limit field of twelve horses and plenty of competition, you know the "fave" might pay \$6.00. So you put down 2-to-1, or 33% alongside its name. Then you look for the second choice.

If the second choice is liable to get a good play, or even might wind up "fave", if played down, put it in at 5-to-2, for a starter—at 28%. With these two well played, the third and fourth and fifth choices might be six, seven and ten-to-one, in order. So you put down 14%, 12% and 9%, by their names, respectively. (See table, *Figure 2*, for these percentages.) Your first figures are only tentative.

Maybe you think at that point that you see a couple of 12-to-1 shots in the race, two fifteens and a twenty. But that is the time to add up what you have in your line already, to check yourself. Let's say it's one of those good races at the popular and formful New England tracks, where we figure 112% to 114% books, depending on the track.

(Note: In passing, just let us remind readers that the half-mile tracks in some states are permitted to "take" 5% more than the mile tracks, Maryland for example. So, if figuring the "book", or prices, at such half-milers, be sure to add 5% more to the total book.)

In our imaginary race above we already have 33%, 28%, 14%, 12% and 9% up through our 10-to-1 shot. That is a total of 96% in the book. So we know we only have 16% more to go. We can't have a flock of 12-to-1 shots at 7% each (see

*Fig. 2.*) and a flock of 15-to-1 shots at 6% each and a group of 20-to-1 shots at 4% each, or we'll be "over" our 112%!

So we look over the worst horses in the race, looking for "impossibles". Of course we know any horse might win—sometime—and no horse is really impossible. But we find three horses of the 12 are so hopeless that we figure they will be 100-to-1 or more, each. These horses are stricken off the list. NO percentage is put in for them!

In fact, in a plater race, no horses are figured in the line that appear to be able to pay more than 40-to-1, which is 2%.

So with three taken off the list and the first five choices already made, we adjust the remaining 16% that is "open" in the "book", to fit the remaining four horses of the twelve starters.

They could all be 20-to-1 shots. Or one could be fifteen, one could be twenty, and two could be thirty. But, whatever they are, the total must be 112% at that track for that race.

Don't worry about the fractions. They will give you a slight margin of error that you will need, because you are liable to make prices too long, at first.

The pricemaker must be ultra-realistic. If he kids himself ever so little, it will burn his bankroll. The smart pricemaker, after making his line, turns his mental viewpoint around and says to himself: "Now I'm a bookmaker. Would I expect to pay off at these prices?"

With viewpoint turned around, the pricemaker checks his line. He may find he has too long a price on some horse. Where, as a player, he had hoped for 2-to-1 on the choice, as a bookie he knows very well that it can't pay more than 8-to-5.

Those limit fields of platers are the most difficult to price accurately. The smaller fields of feature race horses are easier, particularly the handicaps.

In a handicap with six starters, and a popular, over-rated and over-weighted horse for favorite, you might put down 7-to-5, or 42%, for the choice. (See *Figure 2.*) (Don't ask me why the

professional pricemakers all use 42% instead of 41%—but they do.)

You figure the second choice at 5-to-2, or 28%. The third choice at 4-to-1, for example, which adds 20% to the 70% already in the book—a total of 90%. (Let's say you are figuring a 115% total book.)

But in a handicap, every horse is supposed to have an equal chance. You see that the fourth choice is by no means out of it and can't be more than 6-to-1, or 14%. That leaves just 11% for the other two. We'll put one down for 13-to-1 or 7% and the other for 20-to-1 or 4%. The total book adds up to 115%.

FIRST OR TENTATIVE PRICE LINE ON SIX-HORSE RACE

Post	Horse	Choice	Price	Percentage
1	Tumbler	2nd	5-to-2	28%
2	Sketch	4th	6-to-1	14%
3	Exterminator	3rd	4-to-1	20%
4	Hautboy	Fav.	7-to-5	42%
5	Cannon	5th	13-to-1	7%
6	Beasel	6th	20-to-1	4%

TOTAL "BOOK" 115%

But, suppose on reviewing and studying, you realize that the 20-to-1 shot isn't going to get any play at all. It would pay, you think, fantastic mutuels. If so, you take out the 4% entirely and add it on to the other horses to get the same total 115% book. Or, at least, put it on at a longer price.

On second thought, you realize the favorite is one of those horses that the public always "falls in" on and is liable to be played almost to the exclusion of the others. If so, you adjust the favorite's price, even down to 4-to-5, or to whatever your final study of its past performance and results charts indicate.

If you change it from 7-to-5 to 4-to-5, which is 55%, you are putting 13% more in the book and upsetting your 115% total, which must remain inflexible. So you take the 13% proportionately from the other four horses, to keep the same 115% total.

FINAL LINE CORRECTED FOR REALITY, SIX-HORSE RACE

Post	Horse	Choice	Price	Percentage
1	Tumbler	2nd	3-to-1	25%
2	Sketch	4th	7-to-1	12%
3	Exterminator	3rd	5-to-1	16%
4	Hautboy	Fav.	4-to-5	55%
5	Cannon	5th	19-to-1	5%
6	Beasel	6th	40-to-1	2%

TOTAL "BOOK" 115%

In other words, if your book totals over 115%, for example, you raise prices. If it totals under the rightful total book percentage, you have the prices too long, you cut them.

If a horse is scratched suddenly, that takes percentage out of your book and all the other prices must be made shorter. As a general rule in adding percentages to a book of prices, the heaviest percentages get most of the change.

Note in the table in *Figure 2*, that the percentage changes are small as the prices go up. Thus the percentage difference between 50-to-1 and 100-to-1 is only 1%. Meaning that only 1% more of the total mutuel handle of the race's straight betting has to hit a 100-to-1 shot to make it 50-to-1. Or, only 1% of the total straight pool betting has to "jump off" a 50-to-1 shot and hit something else, to make a 50-to-1 shot pay 100-to-1.

This should give a good idea of why pricemakers can not call the higher odds exactly. They make no attempt to. The whole theoretical percentages of the higher odds may be wiped out as such horses go to fantastic prices, so it is not safe to include anything that has less than 2% or 3% in your total "book".

Practice! Paper work! Make dry-runs and rehearsal lines as often as possible!

Compare the results with prices paid. You'll soon see how the actual prices paid often are shorter (underlays) or, longer

(overlays), on the winners among the horses you select, than the prices you figured.

But remember, all this work is worthless if you look at any other lines or selections before making your own. Just as it is useless to clock a system with a paper workout unless you make all your selections before post time!

And that brings us up to Pittsburgh Phil's own method of selecting horses—a method of percentages and prices that we will study in the next chapter.

## Chapter 10

### PITTSBURGH PHIL'S OWN HANDICAPPING METHOD

Pittsburgh Phil's own selection method was so sound that it is just as good today as it was in his time! But it isn't going to do the reader any good to start this chapter unless he has studied the two preceding chapters on percentage and prices. Phil's whole plan depended on percentages and prices!

There never is going to be any short-cut to consistent racing success! There never will be a simple or easy way to pick winners without any thought or work or guts! Phil's method takes a little thought, considerable study in advance—and plenty of patience and guts.

Capital? Well, not to put too fine a point on it, there is but scant chance of making a success of the method with less than one dollar! Phil started with one dollar, and it is hardly likely that anyone around these days is smarter than he was. Off-hand, we would say that \$50 would be a more practical capital for starting, but then again, \$20 might be enough.

Phil always made flat bets, or rather, he never made any planned progression. He bet even amounts. Right on the nose to win—where the percentage is least against the player.

(Earlier chapters have explained that the breakage percentage in the mutuels makes the place and show plays less favorable than the win slot. And in Phil's day, the best percentage, when playing against the bookies, also was in the win slot,

because Phil's method called for rising prices. The bookies' rule, when rubbing old prices and making the new ones higher, was to raise the win position only. Thus a horse that had been 3, 8-to-5 and 3-to-5, across the board, when raised was 4, 8-to-5 and 3-to-5.)

Phil made a definite rule not to bet on the odds-on favorites. If that rule was good enough for him and the millions he won, it should be good enough for us.

Phil kept home-made results charts. He and a few friends had the first and only results charts of the era, it is reported. (Modern day players have much more complete charts available at moderate cost. Phil had to hire men to help him make his charts!)

As soon as he got the entries for the next day, either the night before the races, or early in the morning of the day of the races, Phil set about making his price lines. Of course, he NEVER looked at any price lines, selections, or opinions on the races, until AFTER he had his own price lines made. (See previous chapter on making prices.) To look at the inferior selections and prices of others, would influence his own, subconsciously, as he made them.

Modern fans who wish to imitate Phil's methods must take care not to look at any papers or listen to any predictions before making prices. And, above all, they must take care not to get into conversation with any of those gabby blabbermouths who always want to express dull opinions on horses and racing. Those "creeps" are POISON! The professional soon learns to avoid them at all times.

After making his line of prices, Phil might look at a line or two, or a set of selections, but only to sneer at them and to get a rough idea of what "stifferos" the public selectors were going to put the public on for the next day.

Under our modern system of price lines and selections on every sports page, it is best for the Pittsburgh Phil player to

avoid looking at ANY prices and lines, at least until the official "service" morning line is available at the track or in a late scratch-sheet.

Even then, it is just as well for a smart fan NOT to look at any selections or prices until the late betting on each race. That is true because late scratches may force him to readjust his line. If he has looked at any other lines or selections his adjusted line will be influenced thereby, without him knowing it.

Once at the track, with the betting on a suitable type of race underway, Pittsburgh Phil compared his prices on the contenders with the prices of the actual betting. If the actual price of any one of his contenders was enough more in percentage than his own price on that horse, he bet on the animal. That was his overlay.

For instance, if he made a horse 4-to-1 and the actual betting showed it to be 15-to-1, that was a 14% overlay and called for a play. PROVIDED, there was no obvious reason for the rise in the price.

Naturally, when Pittsburgh Phil saw such a percentage overlay as this example, he rechecked his figures and looked over his results charts diagrams. Like Chicago O'Brien and other, later, big-shots, Phil carried his results with him at all times at the track. He was careful to make sure that he had not overlooked something that would have been obvious. It was—and is—always possible that the board price was right and that the Pittsburgh Phil line was wrong!

Such a mistake can be expensive because it puts the player on a disappointing stiff. Never forget that for a minute!

In general, however, Pittsburgh Phil's line was the one that was right. Today, as explained in another chapter, it is far easier to be right in a handicapping line of prices than it was in Phil's day. Today the public is most often wrong in its betting!

An overlay going from 4 up to 15 is not so common. Most of the sound overlays start lower in price, 8-to-5, 5-to-2, or

thereabouts. If an 8-to-5 shot on the Pittsburgh Phil line is found to be 4-to-1, that is a terrific overlay—a full 18%. (20 from 38.)

Care must be used in playing horses that you make 10-to-1 or longer and which go up in price. Note *Figure 2* again. You see that above 10-to-1 the percentages get smaller quite rapidly. Only a small twist in the betting changes prices. It is almost impossible to have a large percentage in your favor on extreme longshots. Be a bit skeptical of them at all times.

It is true at times at resort tracks, or when horses switch from one track to another for coups, that an 8 or 10-to-1 shot may soar to \$62, which is 30-to-1. But such things don't happen every week. And, in actual winning percentage strength, such a play is less than half as sound as the 8-to-5 shot that goes to 4-to-1. The 10-to-1 chance going to 30-to-1 is only some 6% overlay, as against 18% for the other play.

Always think of the percentage first. Never let greed entice you into a longshot play that has only a few percentage points.

It is impossible to set a definite rule for what percentage of overlay to take. The player of this method must "sweat out" some time at the track making paper plays only, before playing cash. Once he is acquainted with the rhythm of the results at his own circuit, he can make his own rules.

Making too few plays can be as bad as too many, in one way. If the demanded percentage of overlay is always made too long, it may happen that the only plays made fall on real stiffes, the occasional horses that had some accident or illness between time of entry and post time, and which are not being sent out to win.

Judgment must be used. That is tough, we know. (If only there was some way of playing the races without using judgment! How nice it would be. Then we could just waltz down to Wall Street with such a plan, borrow a million dollars from the first bank we went into [they would fight each other to

lend the dough] and we'd go to the track and win all the money in racing in less than a month. Then the game would cease.)

Pittsburgh Phil's method, obviously, depends upon your ability to make prices and handicap horses better than the public. Any reader who can NOT do so, should hang his head in shame. If there is such a reader—and we doubt it—he should keep his dark secret very quiet!

Then why doesn't everybody go to the track and beat the game to a frazzle playing Pittsburgh Phil's method if the brainwork part is so easy? Yes, the brainwork part is easy. It's the patience and guts part that sticks 'em!

There are no mechanical rules to go by. You simply have to have Phil's patience to wait for overlays and Phil's guts to play them. The average person lacks the guts, so woefully. He figures his overlays okay. But should he take the 3-to-1 on the 8-to-5 shot? Or is the horse a stiff? The "smart money" is dumping it in on something else "they" say! Maybe a better spot will come up later? He asks himself a thousand questions like these.

Some days he is bold and bets too many overlays with not enough percentage in each. Other days he lets two or three good percentage winners go by because he is over-cautious. Then he gets disgusted with himself and plunges on a low-percentage overlay that should never have been played at all.

It's funny about guts at the track. It's funny, but it's true, that the average player hasn't the guts to bet on a horse that goes up in the betting! He hasn't the guts to bet a longshot that figures. (There are always a few moon-stabbers who bet crazy longshots for no reason, for small money, while their one-day capital holds out. But they are not professional bettors.)

Some years ago a friend of the writer's was playing a long-shot system that did pretty well at Texas and midwestern tracks. (There was legal Texas racing then.) It wasn't so much



a longshot method as it was an overlay system. Some of the horses did pay up to \$100 or more, but most ran from \$9 to \$30. They were ALWAYS "unfigure" horses that had to knock down the favorites.

He was approached by a "Smart-Alec" who wanted to buy the method and publish it and advertise it and sell it. My friend thought a while. Then, much to everybody's surprise, he sold the rights to publish the method. The system sold at a lively rate and at a fancy fee, it is said.

And did the public knowledge of the method cut the prices to nothing, as the public knowledge has done to many other systems? No, it didn't!

My friend had known public psychology when he sold his system. He had known that the average bettor couldn't get himself to play the method. It called for a play on horses off bad form. Not one player in a thousand can force himself to play horses that way!

That is one reason the Pittsburgh Phil overlay method will always be good. It coppers the public play. It follows the horses that nobody wants! The people with the knowledge and the skill—and the patience—simply lack the guts to play it at the right time. Human nature is too frail to play it, simple as it is.

And it is only fair to recall, as long as we have told so many things about the life of Pittsburgh Phil, that his death was caused by his "guts".

The doctors said that his habit of forcing himself against fear, greed and uncertainty, to bet just enough at just the right time, forcing himself never to feel his losses or his winnings—against human nature—killed him at 52 years. No other cause was apparent!

Notice two paragraphs above where we said something about the people with the knowledge and the patience? Well, it is easy enough to study these three chapters (8, 9 and 10) and to make paper workouts for a while and get the knowledge.

But the track betting game is rigged up with so many enticing gadgets and gimmicks and deadfalls and boobytraps, that few—but oh so few—have the patience to wait for spots. (Even if by some miracle they have the guts to play them!)

First there is the daily double, with its promise of potential riches. Then, there are those endless waits between races at mutuel tracks, while the managements wait for that last player to come over the hill and arrive with his betting deuce. Nothing to do but wait, or bet.

Everybody else is having fun. What harm in making a small bet on the maiden race, or the allowance race for unguessable three-year old "non-winners of two"? No harm, except that to make even one, careless, unnecessary play, lays you open for the switches, the mental traps, the "I shoulda" business.

Professional players sometimes make it a rule not to get to the track until after the maiden races (at tracks where the early races are unplayable) have been run, as at Hialeah, for example.

But don't get us wrong—AFTER those horrible, early maiden races have been run, the Hialeah programs sometimes offer the best longshot overlays of the year, due to the fact that Hialeah has the most stupid and uninformed of all public play anywhere. That's the place where one can actually get \$60 on legit \$8 horses—at times.

In general, New York tracks with their confusing angles and weird late play-downs are least favorable for the Pittsburgh Phil plays. An exception is Belmont. While it is true that many played-down horses win at other New York tracks, at Belmont (and in some Saratoga races) the horses that go up in the betting to be overlays, often win.

In general, the "class" tracks have the most unplayed or up-in-the-betting winners. Such tracks as Belmont, Arlington, Washington, Pimlico, Hialeah and the like.

However, regardless of rules or angles, the fact remains that Pittsburgh Phil's method is universal. If you can wait for over-



lay spots, if you can know the overlay spots when you see them, and if you can then force yourself to play them, the method works anywhere.

It works at any New York track, British tracks, European tracks, courses Down Under, South American tracks. It works at little Charles Town, or palatial Santa Anita.

When we say that the medium grade mile tracks and the class tracks are best, it only means that they might be best for the player who lacks a bit of the patience or the guts that are needed for this plan. As long as racing is run under anything like the procedures that have held for the past 300 years, Pittsburgh Phil's plan of waiting for the percentage overlays will pick winners—IF the player has what it takes.

In the next chapter, we will study the potent idea of getting started with small capital.

## Chapter 11

### HOW TO GET STARTED ON SMALL CAPITAL

How much capital do you need to start a successful career at the races? That is a question with as many answers as a Mexican centipede has legs. But, whatever the exact amount—it isn't much. Provided, of course, that you have all the other things you need to beat the game.

In previous chapters we have gained some idea of the amount of knowledge and patience and guts that smart professionals need to make money on the turf. There is no limit to the amount of knowledge and patience and guts that can be used to advantage. But, when it comes to capital, the favorable aspect of the situation is that only SMALL capital is needed!

In fact, history shows that having small capital can be a distinct advantage. You've read how Pittsburgh Phil started with just one buck. You've heard how Chicago O'Brien began with a solitary deuce. Turf history is full of instances of people who began with \$10, \$20, \$100, or a single old "badger horse" not worth \$100—and ran it up to important sugar.

But, did you ever read of anybody coming into the betting game with large capital and running it up? Think hard! The harder you think, the more you will clash the gears of your brain—but you won't remember any cases of well-fixed people coming into the game and taking out fortunes from betting!

It seems that large capital is a definite "jinx". Not that there

is any such thing as a "jinx" or evil spirit whose main job is to see that we do everything wrong. The "jinx" is always a mental hazard in the player's own mind.

The person coming into racing with large capital does not have to win. He feels that he can afford to gamble carelessly. He can afford to bet bad races, to waste his track time on conviviality with the free-loaders who infest every place where moneyed people congregate.

People have come to the tracks with real dough and have sunk it in betting, in owning horses, or in breeding. Later, they have retired disappointed to their regular, former business interests and professions, to leave the turf to better men who start with mere "pretzels".

The turf is really the "poor man's opportunity". It seems that people who have failed at everything else have more chances of succeeding at turf betting than people who have been very successful. Perhaps, because the former try to follow the rhythm of results sequences, while the latter try to force the races to run their way, as they have forced everything else in their own lines.

Large capital is a definite drawback, as noted. But the surest way to make certain that your betting operations will end in failure is to conduct them with borrowed money, stolen money, distress money, or with living expenses that should be spent on your family!

To use any such funds for betting is to create an insurmountable mental hazard. The use of such funds creates emotional blockades and pressures in the mind that simply compel the player to do everything wrong!

Don't take my word for it. Look at turf history. This same turf history shows that a working man who can spare from \$20 to \$100 from his salary or savings account, has a chance to become a professional turf operator. But it also shows that the aggressive business man with \$10,000 capital, the thief with

a "grand" belonging to somebody else, or the weakling with \$500 mortgage money, has no chance.

There is no use glossing over the fact that the racetrack makes short work of weaklings! And all the bad publicity that racing gets when something unfortunate happens once in a while, can be blamed on weak people. Not on the game.

And that is another reason why a player has more chance to make a career for himself with small capital—he doesn't have to be a tower of strength. The fact that he is starting with small capital lets him make selections and plays without the "pressure".

Just how much capital is needed is a debatable question. One of our colleagues always said that \$10, just five bets of \$2 each, is enough to beat the races, if you are going to beat the game. And maybe that would be enough if everybody had our colleague's uncanny knowledge of overlay spots.

But we think that a much more sensible starting figure is \$100 for track play or \$40 away-from-the-track. The track player must make \$5 bets on his overlay spots, or he will not be betting enough to stand off his daily expenses. And he must have plenty of additional money for his living and track expenses while he is waiting for spots and getting into the swing of the game.

It is better to HAVE to win, than to feel that you definitely do not have to win. But to have to win RIGHT NOW for actual living expenses is too much pressure for anybody. Never put yourself in that position!

The away-from-the-track player often has the best of it in starting with small capital because he lives at home and works at his job or profession while getting started with his betting "on the side". That is why he needs less capital.

To start a career at the races, the player first must believe that he has enough knowledge, patience and guts, for such an operation. If he is playing at the track, he divides his \$100

capital in two parts—\$50 each—then divides the first \$50 into ten bets of \$5 each.

The away-from-the-track player divides his capital into two parts of \$20 each and then divides the first \$20 into ten bets of \$2 each. The other \$50, or the other \$20, can be called a reserve fund.

The player watches the entries and scratches each day, or the doings at the track, until he sees what looks like a perfect overlay spot. It can be a Pittsburgh Phil type overlay, a systematic play, a play according to some spot-play idea explained later in this book. Or, it can be a selection of the player's own handicapping, if he is expert enough.

But it **MUST** be an overlay! It must look as if it would pay a longer price than the animal's actual form justifies. It must **NOT** be a public (morning line, overnight line, consensus line) favorite. It must be an exceptional advantage spot worth waiting for.

The idea is to wait until the first play looks as if it would start the operation off with a winner at an overlay price.

Win or lose that first bet, there is no second bet until another exceptional overlay spot comes along. There is a very slim chance that such a spot will occur on the same day as the first horse bet. It may come the next day, or not for several days. Once you get into the swing of waiting for the real overlay spots you may find them twice a day some days, none for two days at other times.

Each and every \$2 bet of those first ten bets of \$2 each, is made with the idea that your whole career, your whole future, depend upon its winning.

Players who have the three prime requisites of winning on the turf should get off in front in one of the first few bets. But then comes the test. Some players can be strong when losing, but get weak (without realizing it) when they win.

Be sure you are not like that. If you get off in front easily,

take just as much care and thought and patience to pick each horse to follow. Never get careless or over-anxious to bet—not for one second. That demon mutual take is always right there waiting to tear you to pieces if you do anything careless or weak. But it can't hurt you as long as you control yourself and stick to some plan.

Perhaps some players may run into an unusual streak of racing accidents and lose some close ones in that first portion of ten bets. That's when the reserve fund comes in. After waiting for the next meeting (in order to have a few days to clear the mind) the operation is begun anew with the reserve portion of the capital.

Turf fans who are "ready" should get started with the first ten bets. After that, the amounts of the bets can be increased slowly, with the same care used for each play. However, the percentage of total capital for each bet must be decreased all the time. That automatically creates a larger and larger reserve.

For instance, if \$40 capital is used for a start, each \$2 bet is 5% of the total capital. But when the capital has been run up to \$200, for example, the bets should be no more than \$8 each, rather than \$10. The \$8 bets being only 4% of total capital.

It may happen that a player here and there starts before he is ready. He hasn't attained the required knowledge, or patience, or guts, that are needed. Suppose he has lost his entire starting capital. **SO WHAT?** He's been strong. He's done his best. He just wasn't ready. His life didn't go with it! He didn't hock his car, or his house, or his job.

He can tell his wife he drank up the money, lost it playing poker with the boys, gave it to a sick friend, or anything! Of course she'll put up a heated discussion. So what? She argues anyway, even if he spends a deuce on one of his hobbies. But the whole incident is forgotten in a few days. Nobody gets hurt.

Then this player reviews his betting experience. He analyzes

his mistakes. He studies the *American Turf Monthly* and the *Racing Star Weekly* to learn all the "inside stuff" about methods and systems and betting and angles and results trends. He makes paper workouts day after day from the past performance papers or from his file of results charts.

Then, next season, or any time later, he can take \$40, or \$100, and try again with more knowledge and with more determination to have the required patience and guts.

Capital? That is the least important of anything a player needs to get started. After all, it's only money anyway. You can't eat it, wear it, or even burn it to keep you warm. It's only good as long as everybody else accepts it as worth something.

And the less money you bet to start at racing—within reason—the less "pressure" you will feel when making your selections!

## Chapter 12

### YOU MUST SPECULATE—YOU CAN'T "GRIND"

"I don't want to be like Pittsburgh Phil and win a million dollars at the races. I just want to grind out \$25 a day for myself without any risk!"

How many times have you heard something like that from turf fans who were trying to be "conservative" at racing? When we first hit the races, at old Oriental Park, Cuba, these characters were saying: "I just want to make a day's wages—\$10 for myself each afternoon".

But nowadays, what with inflation and the high price of scotch and other necessities, they mention \$25 a day as their stated amount for a "grind" play. They don't want to win it in chunks, they just want to grind out "sure" winnings with safe methods that are easier than working!

Oh brother! You can add this "grind" idea to the long list of other unsound notions held by the public play. (Using "public play" in that sense may not be the strictest grammar, but all through this book the term "public play" is meant to signify not only the bulk of the uninformed betting in the mutuels, but also the "mass mind" that produces this unwise volume of play.)

One sure thing that a smart player engraves deeply into his skull, is that fact that you **MUST** speculate at the races. You **CAN'T** grind! Or, to put it in plainer words—you must gamble rather than attempt to chisel.

It's almost like a man courting two sisters, both attractive in different ways. Some outsider comes along and marries one of the sisters. So the man who was courting them both simply can't have that one. She's taken. He must take the other—or no play.

The player at the races can't grind or chisel, because she's taken. The racetrack has all the grind and chisel privileges! The mutuel take and the breakage add up to a percentage that continually grinds and chisels the betting money.

The bettor can not hope to grind or chisel in competition with this take-and-breakage percentage, which, as we know, varies from 10% up to 16% in this country, up to 27% at some Canadian tracks, and nobody knows how much higher at Latin-American "racetracks".

The grind privileges are spoken for and taken, so the professional bettor must speculate. The mutuel grinding only goes one way—against the bettor. But any percentage can be overcome by enough winners at fat enough prices!

As noted in other chapters, it almost seems, at times, that the track is bewitched by families of gremlins or busy little spirits. These gremlins put the "jinx" on players who bet too many races and who gamble without reason. But they certainly turn "about face" for the player who waits until he knows he is right and then bets boldly, without hesitation!

Some players almost believe in a Lady Luck that is supposed to shape their destinies. And it is a sure thing that if there is a Lady Luck, she favors the bold player who has the courage of his convictions. The reckless plunger has far more chance than the chiseler! The plunger may "go for his life" if a racing accident beats his horse or horses. But on the other hand, he can win a fortune if things go well.

The mutuel track grind-player can only go one way—from bad to worse. He is only gambling to see how long he can make his capital last. He is NOT gambling to win.

Of course we sensible people know that there are no gremlins or spirits or invisible Lady Lucks floating around the grandstands and clubhouses. These creatures are but superstitions—excuses of weaklings who can not face the fact that they determine their own fates.

Nevertheless, fortune favors the speculator over the grinder because of plain old arithmetical percentages. The speculator has a percentage chance to win. The grinder has no chance. And that goes for any grind methods that can be used in the mutuels.

Most common of all delusions is this one, which you have heard so many times: "I'm going to the track to bet just one race a day—a sure-thing spot for show. I'll bet \$80 or \$100 on this one spot each day and pick up \$25 or \$30 of sure money."

Such players start off partly right. The idea of cutting plays down to one a day, or a few plays per day, is a step in the right direction. But as soon as they say "for show"—that's the end!

As explained in previous chapters, the show play on figure horses has an added unfavorable breakage percentage. In addition to the regular 10% or 15% mutuel take, this breakage percentage may run as high as 25% extra!

Like all would-be grinders, these one-show-play-per-day players are just betting to see how long they can last before going back to work.

And "leave us not" hear about Chicago O'Brien! It has become a legend that O'Brien, who reputedly left millions, was exclusively a show bettor. The writer knows from watching him day after day that O'Brien was NOT exclusively a show bettor. He bet across the board, both on his own horses and on horses from other stables.

True, he did bet much more to show than for win and place, at times. But he ONLY bet to show at the tracks where bookmaking betting was the approved form of wagering. The place and show prices in bookmaking betting, although a bit tighter

than the win prices, were always much fairer than the place and show prices now paid on figure horses in the mutuels.

Where the old books took 5% or 6% on the win position, they might take 7% or 8% tops, for show on horses they thought were "sure" to be in the money. Nowadays in the tote and mutuel betting, the percentage against the player on figure horses to show, may total as high as 40%, as noted.

O'Brien sometimes played Maryland races in spring and autumn, because the New York season was much shorter in those days than it is now. But he never bet to show in the mutuels.

Even when making unusual bets, for show only, O'Brien was not exactly a chiseler or grinder. He was one of the boldest speculators who ever had Lady Luck pat him on the back. For instance, once he bet \$50,000 to show, at 1-to-10, odds-on, to win \$5,000. He cashed the bet!

Even Lady Luck herself, the imaginary goddess of chance, could hardly find fault with such a play for sheer daring. The horse could have broken its leg. And in those days it all too OFTEN looked as if the bookmakers had some way of getting favorites held at the post with twitches, or of "getting to" jockeys who gave choices pull-em-up rides!

Never try to grind on sure-things in safety positions! To do so in the mutuels merely compounds the unfavorable UNDERLAY percentages against you. The "sure-thing" or stand-out horse, in the first place, has an underlay percentage added to the mutuel take, because it is backed down by the public money from its rightful handicap price. There is from 1% to 10% extra against it, besides the regular take. And, to repeat, there is ALSO the added unfavorable percentage of the breakage on short-priced place or show plays.

To beat the percentage of the mutuels, the player must ALWAYS have an overlay. He must always have an extra percentage in his favor, to counteract that "take" percentage.

Forget all those ideas of "grinding out a day's pay". If you want to make a day's pay at the races, get a job watering horses, or pitching manure into trucks. But never try to grind it out of the mutuels.

Perhaps the quickest way to get cured of the "grind" notion is to try to grind with progression betting. That cuts short the pain! The flat-bet grinder might last a month or two, or even all summer before his capital is wiped out.

The progression bettor on "sure-things", however, doesn't prolong the agony. He goes quick! In the first place, there are no sure things on the track. The best horses may lose because of racing accidents, or because of undiagnosed indisposition of the horses, trainers or riders.

For example, Arnold Rothstein, so-called "King of the Gamblers", who was fatally shot at a "high-spade" card game in a Broadway hotel, thought he had a sure thing.

Rothstein had a few horses of his own. He won a few tremendous bets. And then he decided to break all the bookies at the tracks, once and for all. (He is believed to have had at least a million dollars capital at his disposal when he needed it.)

So he allegedly "fixed" a three-horse race for one of his own horses to win. But when it came to the running, something ziled the horse and another horse had to come on and win.



## Chapter 13½

BEST BET PICKING WITHOUT  
P.P. CHARTS

Racing fans who live in towns where it is impossible to get the racing-chart papers in time for play each day, may feel that they can not operate in a professional manner. But that is not the true situation at all. In this chapter and the next, two methods of play especially for use where the daily past performance charts are not available, will be outlined.

This chapter will give a simple "Best Bet" plan that can be used by away-from-the-track players who *have* the charts, as well as those who do *not* have them. The next chapter will outline a truly professional way of playing without the use of past performance charts.

And note: That Number 13½ at the head of this chapter is not a typo error. There is no chapter 13 in this book! Some people are superstitious. Superstition breeds in one's own mind. Thus, even the harmless number 13 on a chapter, might give some fans a "mental hazard".

Superstition is silly. But it is universal. In New York City, for example, the biggest office and commercial buildings have no 13th floors. In normal times, the 13th floors would be impossible to rent!

Many enthusiastic turf fans live in towns where it is impossible to get the daily past performance papers in time for the afternoon's races. But the local daily paper, or papers, print the entries and results at nearby tracks in sketchy fashion.

That is all the player needs, the entries before post time and the results summaries some time thereafter. In some local papers the entries and the summaries of results are given with the weights carried. But the weights are not necessary for this bet method.

All that is needed are the entries, the one-two-three summaries and the names of the scratched horses from each race. The scratched horses, of course, are printed with the summaries in most cases.

To begin the search for the best bets, keep a file of the printed summaries of results, from your local paper, at the circuits you play. Use no more than two good circuits. One track is plenty for most fans. All medium grade tracks are suitable for this play. Most of the cheap tracks and fraction-mile tracks in states where racing is legal, are also good for this play.

New York tracks, however, are the least favorable for this best bet method and should be avoided. Also avoid Hialeah and Santa Anita for this best bet play. (Of course these tracks have their own plays and are good for methods suited to them.)

If possible, start saving the charts at the beginning of the circuit you play. At least, start at the beginning of the meeting. Clip out the results summaries each day from your local paper and file them together in calendar order. The file can be started at any time, but the farther back you have the summary clippings, the surer you are that you haven't overlooked any races—as will be detailed as we go on.

It is mentioned throughout this book that the surest way to learn everything about the races, next best to being at the track everyday, is to study every detail of the results charts each night. The local paper's summaries are brief results charts, in effect. Many important details are missing, but at least they give the swing or "rhythm" of the result sequences.

Play may be started as soon as you have the clippings for about 30 calendar days previous to the races to be played. (The



clippings themselves should be saved and not discarded for 14 months if no charts are to be available, so you can check the horses that won at the same meeting last year in case you want to at some future time.)

As you assemble your clippings of summaries, make notes in a large notebook. (Preferably ledger size.) Write down the name of every horse that runs second or third—PROVIDED that it did not win its two previous races.

To be sure that the horse didn't win its two previous races, you need the clippings for at least 30 days back. Any horse that won its two previous races and runs second or third on the day of making notations, is NOT written down. It is probably staling off. Theoretically, it has had its turn!

All the others that run second or third are listed in the notebook. If a horse won only one of its two races just previous to running second or third, that is okay, it can be listed. Or horses that finished in any combination of results in their two previous races—except two winnings.

You keep right on all season, or as long as you want to play best bets, listing the horses that run second or third, each day, at the circuit or at the two circuits you like to play.

After the first two days of listing, some of the previously listed horses will be liable to run again. Watch for them like an eagle watches a fish hawk carrying a mullet! The whole success of the plan depends on catching these horses in the entries in their two starts after listing.

Watch carefully each evening or morning for horses already listed in your book. If they win, or run out of the money in their first start after listing, cross them OFF the ledger and forget about them.

In case you are in doubt from the summaries as to just what happened to them, you can check the entries, which you save for 24 hours, against the scratches. A horse in the entries, not showing up in the one-two-three summaries, or in the list of

scratches, ran out of the money. (In case your local paper doesn't print the also-rans.)

However, some horses which you listed as running second or third a few days ago will run second or third again in their next outings. These are the horses you want! They are in almost every case, ready horses, sent out to try every time. Provided they did not win the two previous races ahead of your listing, they should be horses coming to form and improving with every start.

These are the horses for play. Play goes on horses which ran second twice in a row, but did not win both starts just previous to the two seconds.

Play also goes on horses which ran second or third three times in a row, in any order, and which did not win their two starts just previous to these three races.

The horses that run second or third three times in a row can mix the finishes any way, for play. That is, they can run third three times in a row. Or they can run third twice and once second, in any order. Or, they can run once third and twice second, in any order.

The horses that run second twice in a row may have a bit higher percentage of winners. But the horses that run second or third three times may pay a bit better average prices.

The prices on these best bets are moderate, as a rule. Once in a while, however, a \$30 or \$40 winner sneaks in.

Of course these horses are played next out after becoming eligible. One time only. The first race after running second twice, or after being second or third three times in a row, is the play.

Note: If horses qualify in the above manner and then switch to another track, always follow them if you can. (Meaning if you have the other track's entries and thus know they are switching.)

It is a favorite routine of some slick trainers to get horses

ready at one track and then crack down at another. These trainers get \$20 and \$30 mutuels on logical favorites in this manner.

If by chance the summaries and entries in your local paper print a single word or abbreviation denoting the conditions of each race, that will enable you to discard some "trap" races. If the words "maidens" or the abbreviation "Mdns", appears with any race for three-years olds or older horses, do not play the race. Do not list any second or third horses from it. Two-year old maiden races may be played after May 1st each year.

It is very important that the player of this method should realize that he must watch the entries and summaries each day with care, to catch the horses he has listed once.

Very little skill or turf experience or horse knowledge, or patience or guts—or capital, is required for this play. Nothing except care and attention.

If a horse you list runs second or third and then runs out of the money without you noticing it and scratching it off your list, it is very liable to COST YOU MONEY. The fact that it runs a bad race after a good race indicates that it may continue to run that way as a matter of stable policy.

This horse will remain on your list, by this mistake. Then it is liable to run a good race, second or third, next time, and you will think it is eligible for play. But the day you play it will be the "cold" day for the stable and it will lose.

The horses that actually run second twice, or second or third three times, most often are in stables that crack down every race and will continue to try on the days you play these horses.

This very easy method of selection gives a few best bets each week with only a moderate amount of interesting paper work. Big city players can use it even more easily, with the past performance charts.

## Chapter 14

### PROFESSIONAL PLAY WITHOUT P.P. CHARTS

In the previous chapter we learned a simple and easy way of picking sound best-bets without the use of past performance charts or daily racing papers. A small amount of paper work with summaries from local newspapers selected the best bets.

But, some fans who live in towns where the past performance papers are not on sale in time for play each day, wish to go at betting in a truly professional manner. And now, for the first time, we will outline a plan by which these fans can pick horses in almost exactly the same way some of the biggest professional winners used for their successful careers.

We will assume that these towns in which the interested fans live, are too far away from racing centers to get the Triangle Publishing Company's various p.p. papers in time for play. We will assume it is physically impossible to get the papers each day.

Is that bad? Maybe it seems so at first. It seems so, until we remember that many of the biggest winners on the turf, including Pittsburgh Phil and Chicago O'Brien, used the results charts EXCLUSIVELY for their handicapping. (And don't get the idea we are rapping the fine past performance papers—the p.p. charts and the results charts are published in the same papers.)

And although it may be impossible for fans in small towns or faraway places to get the p.p. charts in time for play each day, they still can get the results charts in plenty of time, in almost all cases.

The results charts of Monday and the past performances for Tuesday, are printed in the Form, or Telegraph, or Record of Tuesday's date, mailed out Monday evening. They may not arrive at the faraway places early enough Tuesday morning for the past performances to be used for Tuesday's races.

But, if they arrive at least by THURSDAY morning, that gives plenty of time to use the results charts, because horses (even at the smallest tracks) seldom run more often than once every four days.

In other words, the small-town professional subscribes to the nearest racing chart paper, be it one of the Racing Forms, or the Morning Telegraph. He subscribes and gets the paper daily by mail. These papers are published at New York, Los Angeles, Chicago and Toronto.

Of course the player can not use the past performances. But he cuts out the results charts each day and files them together, in calendar order, by tracks. Then when the entries for the next day's races come up in the local small-town paper, the player gathers his files of results charts clippings around him and looks up each horse in the entries.

He makes it easy for himself, as noted before, by sticking to one, or two at most, good circuits. He avoids the bad races for maidens and "non-winners of two". He tries to use Illinois, Kentucky, New Jersey or New England races, whenever possible, in preference to tracks with higher takes, such as New York and California.

But regardless of take, the results chart study will pick winners at any track in the world, as long as the player can understand the language in which the charts are printed.

Figure 3, on page 96, is an example of a results chart. The daily racing papers print complete charts like this on for every race run at major tracks each day. Usually, the papers print the complete charts for four or five tracks nearest the town where the paper is printed and then run summaries of distant tracks.

But, by getting the paper from the town nearest the track in which you are interested, you can always get complete charts like the Santa Anita chart shown, which was printed in New York City.

This Santa Anita chart of the race won by Tassel at \$68.30, incidentally (*Fig. 3*) gives a good example of a brilliant long-shot weight-system play that is described in Chapter 34.

When the entries come up in the local paper, the small-town professional player sits down with his bundle of results charts. Perhaps the first suitable race for play, in the entries, is the fourth event for the coming racing day. The first horse (the entries are usually listed in post position order in newspapers) listed is Eternal Bomb, for example.

The student looks carefully through all the races in his results charts, beginning with the latest charts in his file, until he finds the latest race run by Eternal Bomb, for example. Let's say it is this Tassel race illustrated in *Figure 3*.

Past performance players go wrong because they look at the last outing only, all too often. But the results chart student must always look back several races. At the left of Eternal Bomb's name in the Tassel chart are dates and figures and letters. They tell exactly when and where Eternal Bomb ran previously. Note arrow pointing to example.

A glance tells the story. Eternal Bomb ran on the 26th of December, 1949, at Santa Anita, in the fifth race. The small indexed figure 2, just at the right of the SA (Santa Anita) means Eternal Bomb finished second in that affair. The student shuffles through his results charts and finds this race of December 26th, run by Eternal Bomb.

This race, of course, has another date and race number at the left of Eternal Bomb's name, telling where to find the animal's next previous race. In that way, the student looks back several of the races which were run by Eternal Bomb. (For example.)

In judging the effort of a horse in each race, ALL the many

7 Jan 50—5 SA

6 furlongs, chute. 4-year-olds and upward, claiming, purse \$3,500.  
Track record—Sunap. 6, 115, 1:09.4. February 13, 1946.

Date	Track	Horse, Age and Owner	Cl.	Price	PP	St	1/4	1/2	3/4	1 mi	1 1/4	1 1/2	1 3/4	2	2 1/2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275	276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300	301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325	326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350	351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375	376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400	401	402	403	404	405	406	407	408	409	410	411	412	413	414	415	416	417	418	419	420	421	422	423	424	425	426	427	428	429	430	431	432	433	434	435	436	437	438	439	440	441	442	443	444	445	446	447	448	449	450	451	452	453	454	455	456	457	458	459	460	461	462	463	464	465	466	467	468	469	470	471	472	473	474	475	476	477	478	479	480	481	482	483	484	485	486	487	488	489	490	491	492	493	494	495	496	497	498	499	500	501	502	503	504	505	506	507	508	509	510	511	512	513	514	515	516	517	518	519	520	521	522	523	524	525	526	527	528	529	530	531	532	533	534	535	536	537	538	539	540	541	542	543	544	545	546	547	548	549	550	551	552	553	554	555	556	557	558	559	560	561	562	563	564	565	566	567	568	569	570	571	572	573	574	575	576	577	578	579	580	581	582	583	584	585	586	587	588	589	590	591	592	593	594	595	596	597	598	599	600	601	602	603	604	605	606	607	608	609	610	611	612	613	614	615	616	617	618	619	620	621	622	623	624	625	626	627	628	629	630	631	632	633	634	635	636	637	638	639	640	641	642	643	644	645	646	647	648	649	650	651	652	653	654	655	656	657	658	659	660	661	662	663	664	665	666	667	668	669	670	671	672	673	674	675	676	677	678	679	680	681	682	683	684	685	686	687	688	689	690	691	692	693	694	695	696	697	698	699	700	701	702	703	704	705	706	707	708	709	710	711	712	713	714	715	716	717	718	719	720	721	722	723	724	725	726	727	728	729	730	731	732	733	734	735	736	737	738	739	740	741	742	743	744	745	746	747	748	749	750	751	752	753	754	755	756	757	758	759	760	761	762	763	764	765	766	767	768	769	770	771	772	773	774	775	776	777	778	779	780	781	782	783	784	785	786	787	788	789	790	791	792	793	794	795	796	797	798	799	800	801	802	803	804	805	806	807	808	809	810	811	812	813	814	815	816	817	818	819	820	821	822	823	824	825	826	827	828	829	830	831	832	833	834	835	836	837	838	839	840	841	842	843	844	845	846	847	848	849	850	851	852	853	854	855	856	857	858	859	860	861	862	863	864	865	866	867	868	869	870	871	872	873	874	875	876	877	878	879	880	881	882	883	884	885	886	887	888	889	890	891	892	893	894	895	896	897	898	899	900	901	902	903	904	905	906	907	908	909	910	911	912	913	914	915	916	917	918	919	920	921	922	923	924	925	926	927	928	929	930	931	932	933	934	935	936	937	938	939	940	941	942	943	944	945	946	947	948	949	950	951	952	953	954	955	956	957	958	959	960	961	962	963	964	965	966	967	968	969	970	971	972	973	974	975	976	977	978	979	980	981	982	983	984	985	986	987	988	989	990	991	992	993	994	995	996	997	998	999	1000
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Prudent Don was claimed by Elias Enterprises, Inc. Top Turrett was claimed by S. Goldband.  
**TRACK FAST.** Time, 2:14.46. Start good from gate. Won driving; second and third.  
 Winner, b f, by Okapi—Tabard, by Bahram. **Trainer, W. Molter.** Breeders, J. C. Brady and H. Coles.  
 Net value to winner, \$2,000; second, \$750; third, \$500; fourth, \$250. Mutuel pool, \$268,621.

## Mutuel Prices

TASSEL	.....	\$68.30	\$22.00	\$6.10	Equivalent Odds to \$1
TOP TURRETT	.....	5.00	3.20	1.50	.60
ETERNAL BOMB	.....	2.50			.25

**OFF TIME**—Went to post at 6:19. Off at 6:19 1/2 Eastern Standard Time.  
 TASSEL had good speed from the start, saved ground throughout and, under a stiff drive, outlasted TOP TURRETT. The latter moved up steadily while racing between horses, engaged the top one a furlong out, but was not quit good enough. ETERNAL BOMB made a bold rally from the outside rounding the final bend, but hung slightly in the closing stages. TIMETEL raced wide and flattened out near the end. AL was never a serious factor. The others were outgun.  
**Overweight**—Timetel, 1; Prudent Don, 3. **Scratched**—Speculation, Not Very Much, Magic Words, Bug.

Fig. 3

## SECRETS OF PROFESSIONAL TURF BETTING 97

pertinent details of the chart should be noted. But especially the betting price, shown at far right in odds to \$1. Also the fractional times, underlined and at right of the notation: "Track Fast". Of course this track condition must be noted.

Note breeding and trainer's name on next line below. And be sure to read the comment underneath, which may reveal the fact that a losing horse had a good excuse. Or, it may reveal that the winner won by a fluke and will be beaten by one or more of the losers next time.

Be sure to notice the overweights. An overweighted horse ALWAYS has a legit excuse, whether he needs it or not. Such horses seldom win. An overweight, of course, is a horse which carries more weight than the conditions of the race called for him to carry. Usually, because the rider could not make the weight.

The overweighted horses are noted at the bottom of each results chart. See Figure 3; note Timetel and Prudent Don. The American Racing Manual has the weights of all riders, as of the previous season. And the monthly Racing Form bound chart books have the latest weights of all riders who have ridden thus far during the current year.

For the real inside stuff on riders, however, with their weights and abilities, the weekly Racing Star's comprehensive "Jockey Rating" page gives the fullest information. This weekly racing paper of the "professionals" sells at all stands, or can be ordered from the Star Publishing Co., 461 Eighth Ave., New York City 1, N.Y.

Getting back to our small-town professional, he looks through his file of charts and checks each horse entered in the suitable races at the track he wants to play. He has blank paper and pencil at hand, to make notes as to class or speed of each horse, as he studies. After he looks over each horse in a race, he may want to check back again on some of the horses.

This process takes more work than the easy, pick-at-a-glance past performance study. But it gives far more winners at far better prices. That's why some of the smart operators in big towns, people who can get the complete past performance papers for the next day by nine o'clock in the evening of the night before, use the results charts exclusively. They carry their charts to the track with them.

The small-town player looks up each horse in a race. He makes notes. Then he puts down his probable winner and runner-up. After which he checks them back again. He is not thrown off or switched by hasty newspaper selections or other people's opinions, because they are not available. Or, if any lines or handicaps are available to him, he must NEVER look at these outside opinions until he has done all his own selecting.

The player who sits down to study results charts for the first time will not pick enough winners by this method. The method is for students, professionals, people who have studied the results charts and made "dry-run" selections and paper workouts for some time before starting actual play.

But those results charts are uncanny for professionals. They are like magic! Even after a very limited study, they may fairly scream the winners' names at you, sometimes, if you have a talent for picking races!

In particular, they give you a feeling for the "rhythm" that makes horses run badly at short prices but do well when odds are longer.

In our opinion, the one, simple and easy way for the away-from-the-track player to learn ALL about racing, is to study (and file away) the results charts each day.

The small-town player who has been losing regularly will be surprised at the way he may turn the tables after sufficient study of results charts.

**TWO DEFINITE METHODS:** Watch the chapters that

follow, for notes of methods suitable for playing from the results charts as explained in this chapter.

Among the good methods suitable is the "Bradley Method", outlined in Chapter 17. It picks fine spot plays and occasionals.

Another method suitable for this result chart play, even though the charts arrive two or three days late, is the old "In-The-Money-Last-Out" system, sometimes called the "High Index Method". It will be found in Chapter 29. And, whereas the Bradley Method picks only occasionals, the High Index Method can be used for best bets, or the full card selections, or as many plays as are desired.

**TWO MORE METHODS:** Professional players away from the track may also use the two longshot methods described in Chapters 30 and 31 of this book. By using any recent Daily Racing Form monthly chart book, with its handy index, the age and sex of all the horses in the newspaper entries may be checked. When one racer of the age or sex, as noted in Chapter 30 and 31, is found in a race, that is the play.

The "double-system" play for these two methods are found at the same time. When there is only one starter in a race that combines the "age" and the "sex" requirements in these chapters, that is the "double-strength" play. The monthly, bound chart books of all races run on recognized tracks during a given month, may be obtained from the Daily Racing Form.

## Chapter 15

EXPOSING THE SECRETS OF  
FRACTIONAL TIME

Fractional time is only a secret because the public play can't take the trouble to dig into its meanings. And, although time in general, as a lone factor for handicapping, has become a bit outmoded, fractional times are used in several methods and plans of selection. The complete fractional times are found only in the results charts. (See *Fig. 3*, or *Fig. 4*.)

True—and note this carefully—the past performance chart lines do give two fractional times for most races shown in them. These two times are the quarter and half-mile calls, as a rule. In longer races they are the quarter and six-furlong times, or other suitable fractions. In the past performances, however, these fractional times (listed right after the distance and the track condition designations) only serve to give a rough idea of the pace in those past races.

They only give a rough idea, because these times—all fractional times in all charts—are the times made by the leading horses at those points. In other words, the listed time in the p.p. chart and in the results chart for the quarter mile, is the time made by the horse who was in the lead at that point. He may have finished out of the money, but his time is used for the quarter.

The leader at the half-mile sets the fractional time, both for chart purposes and for official track timing. Same way, the leader at the six furlongs, or the mile call, or the stretch call,

sets the fractional time at that point, even if he finishes out of the money. Of course, if a horse sets the pace from the start and wins all the way, all the fractional times are his.

Before going any further it is appropriate to talk about the “stretch” call. Note on *Figure 3*, the chart of Tassel's winning, that after the “ $\frac{1}{2}$ ” designation at the top of the chart and just before the “Fin”, is the “Str”, the stretch call. Never put too exact an interpretation on the stretch call. Theoretically, it is the eighth-pole, one eighth of a mile (there are eight furlongs to a mile) from the finish.

However, it is believed that the exact point of taking the stretch call varies a bit according to locality and custom. If you have to use it, figure one furlong from the finish. Thus in the case of the Tassel chart, which showed Tassel in front by a head at that point, the stretch call is the five furlong call because it is a six furlong race.

Getting back to the fractional times in the past performances, unless the horse shown on the past performance line led most of the way, or all the way, the fractional times shown give you little but a rough idea of the pace of the leader. It is impossible from the past performances to tell how far any one horse was behind the leader at that point, if it was not the leader itself. Thus the fractional times in the p.p. charts have scant exact value. The results charts fractional times must always be used.

The results charts fractional times are different. From them, the EXACT time of any horse at any “call” during the running may be figured. In other words, the exact pace of any horse at ANY chart call during the race may be judged and figured to one-fifth of a second. This is important in a number of systems and methods.

Be sure that you understand fractional times just as you understand the Scale of Weights and the principle of the “book” percentages. The public play is 100% ignorant of these three important facets of racing knowledge!



These results charts (like *Fig. 3* and *Fig. 4.*) are made by teams of expert observers watching the races. One "calls" the happenings while the other makes the diagrammatic notes. These charts are very exact and well made. The chart men are among the most honest and conscientious of all the many honest and conscientious workers at the tracks. You can trust the results charts!

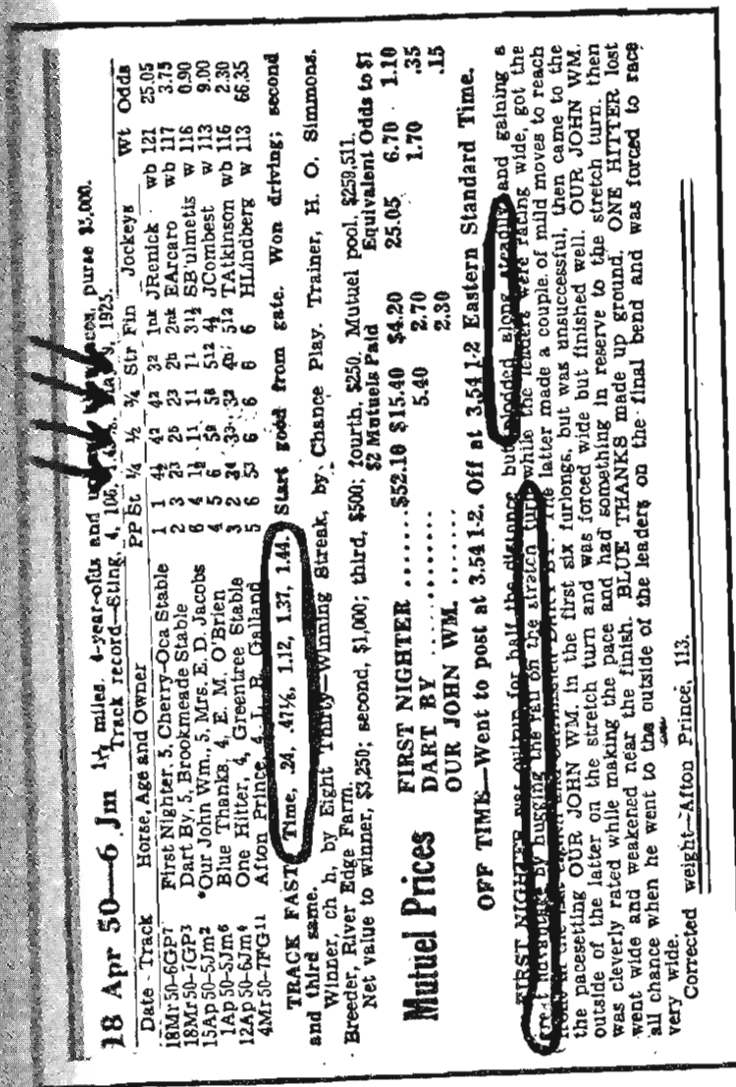
The caller has a series of set points for his calls. His chart first lists the order of post position. See *Figure 4*, where it says “PP” over a column of figures that reads downward from “1” for First Nighter to “5” for Afton Prince.

The first call or report to the diagram maker, is just after the horses break. It is headed the start, or "ST", on *Figure 4*. It shows the order of the horses just after the break, with First Nighter ahead. Dart By in third position, Our John Wm. in fourth position and so forth, reading downward.

Then comes the first call that corresponds with the fractional time. This call is made showing the positions of the horses as the LEADER (in this case Our John Wm.) reaches the marker pole a quarter mile from the start. Note on the First Nighter line that Our John Wm. was the leader at that point and note the small fractional figure at right of the large "1", making a figure "1½" for the quarter mile call of Our John Wm. That means the horse was half a length in front of the next horse.

We can see that Dart By was running second at that point. And the small figure "3" after the "2" shows that Dart By was three lengths in front of the next horse. Looking at the chart, we see that One Hitter was third at that point, four lengths ahead of First Nighter, who, in turn, was half a length ahead of Afton Prince.

So you see how easy it is to tell the exact position of each horse at the quarter mile, or at any "call", from the results charts. Note that the same process is gone through for the half mile call, the three-quarters (six furlongs) and because this is a



**Fig. 4**



long race, also for the stretch. Finally, the finish. In races of ten furlongs or longer a mile call is shown before the stretch call.

You can see that at the finish, First Nighter was in front, a neck ahead of Dart By, who was a neck ahead of Our John Wm., who was one and one-half lengths in front of Blue Thanks, who was half a length ahead of One Hitter, who was a full 12 lengths ahead of Afton Prince, who was last.

In track slang, Afton Prince was "carrying the targer". In other words, all the shooters had gone on home, leaving the boy helper to come along later with the target they were shooting at. An old bit of slang that has but scant meaning in these days of restricted firearm use.

Now we will look away from the chart calls, as shown by the inked-on arrows, for a moment, and look down to the "Time" designation, circled in ink on *Figure 4*. Note that the first item shown is .24. (Meaning 24 seconds.) That is the time from the official start, as shown by the dropping of the flag near the starting gate, until the leader's nose came opposite the marker pole a quarter mile from the start. (There are large, graduated, poles placed every sixteenth of a mile around the track for the convenience of chart-makers, clockers and students.)

Except in two-year old races, or other races run at five furlongs or shorter distances, the first time item is always the quarter call. Sometimes, even in races of four furlongs, the first item is a quarter call. It is easy to tell, however. The quarter time is always around .24, meaning 24 seconds. In the rare races in which a one-furlong time is used (one-eighth of a mile) the time will be around .12.

The next time item on *Figure 4* is .47 1/5th. That is at the half-mile call. Half-mile calls always range around .45 to .50, depending on class of horses, speed of track surface, track condition and so forth.

After that comes 1.12 on *Figure 4*. That means one minute and 12 seconds; or, for figuring, 72 seconds. That is the time at

the three-quarters call shown on the chart, the time made by the leader at that point as his nose comes opposite the marker pole. Six furlong times are always around 1.10 to 1.15, depending on conditions.

All the usual or "average" times must be remembered, so that when something unusual slips in, you won't misinterpret it. For instance, the NEXT time item shown on *Figure 4*: that time is noted as 1.37. That is the ONE MILE time. It may happen to be the stretch call time, and in this First Nighter chart it might well be, with seven seconds from the mile call to the finish at one mile and one-sixteenth.

But, unless the chart has a mile call marked on the top after the three-quarters call, do not count on the mile fractional time being the time at any certain call. The mile time is the leader's time at that point. We assume it was Our John Wm., but we are not sure.

In races of nine furlongs (one and one-eighth miles) you can assume that the stretch call is the point for the one mile time figure, if you need more fractions for figuring something—as you may in the "Bradley Method", in Chapter 17. In mile and one-sixteenth races, or mile and seventy yard races, do not assume that the stretch call is the one-mile time point.

The one mile time is always around 1.37, a few seconds faster or slower, on dry tracks. A point to remember.

All these time items are fractional times. The full or final time of the race is shown last on the line after the "Time" word. In the First Nighter race this final time is 1.44. Meaning that 1.44 was the time from the official dropping of the starting flag after the horses left the gate, until First Nighter's nose hit the finish line.

Now turn back to the Tassel chart, *Figure 3*. Note that Tassel was in front at every call, including the finish. Thus the fractional times shown were all his. He went to the quarter in 23 1/5th, to the half mile in .46 4/5ths. He finished the six

know. Note that in the results charts, such as *Figure 3* and *Figure 4*, the distances separating each horse are shown by the little index figures at the finish, the same as at all other calls of a race.

In the past performance charts, on the other hand, the little index figures for the FINISH ONLY are added up for you before printing. In other words, the index figure at the right of the finish position figure in the past performance line only shows the lengths a horse was ahead of the next horse, if the former was the winner.

If the horse shown was not the winner, in the past performance line, the index figure after the finish position figure is the TOTAL lengths the horse was *behind the winner*. Thus it is easy to find the finish time of any horse in the past performances, although we can't find the fractional times. The total index figure listed, is merely turned into fifths of a second and added to the winner's finish time which is the last time figure given on the same past performance line.

Don't be confused with these two different finish index figures. Remember that on the past performance chart they are the total distances the horses are behind the winner.

On the results charts, the little index figures ALWAYS represent the distances between two horses, the number of lengths the horse is ahead of the next one. Thus you note on *Figure 4* that Afton Prince has no index figure at the finish because he was last.

It is only fair to say that possible uses of fractional time have increased in value since Pittsburgh Phil's day. The Puett starting gate made that improvement. With our modern perfect starts, the race timing is far more accurate than it was in the old days of straggling starts in almost every race.

## Chapter 16

### MAKE YOUR RESULTS CHARTS BEFORE THE RACES!

How would you like to get the results charts BEFORE the races are run? How would you like to "know all the answers" as to just what would happen in a race BEFORE things happen? Of course you would like that!

And now, the nice part of it is that right here in this chapter, we are going to tell how to make the results charts before certain types of races are run. These races almost invariably are races in which both the first and second choices lose, so the odds prices are all but guaranteed on the winners!

New? No, this idea isn't new to the "inside" professionals. It is only new in print for people who want to become professionals. It is safe to say that Pittsburgh Phil was one of the first to make it. He was one of the first to make results charts of any kind.

One of the most famous handicappers and plungers to use this method was the late El Rio Rey, born plain Roi Tolleson. He was the most brilliant and successful of all the handicappers around Man o' War's time, and later during the gala days of the 1920's.

Tolleson was so successful that he could spend \$50,000 on an airplane honeymoon covering the country. Planes were scarce in his day, but he got one to take him and his bride all over the land, visiting racetrack after racetrack on the way. His

plane and living expenses alone, not including the vast wardrobe with which they started out, cost him about 50 G's.

Roi Tolleson became so famous as a handicapper, and so successful, that he had a vast following. At one time in his career he was persuaded to be the editor of the important turf periodical of the day, the *Racing Star*. In fact, he was the first editor of this brilliant paper, now a weekly that is regarded as the last word in modern turf authority.

Tolleson got many of his very best winners by this method of making the results charts before the races were run.

The key to the method is front-runners, the early speed horses. These animals are creatures of habit. We have no space in this article to go into the physical and technical reasons that make them go to the front and stop, or go to the front and win.

The fact remains that certain horses always dash to the front, at the quarter, at the half, or at sometime before the stretch is reached. It is hardly necessary to remind thinking readers that the important running of every race—the running that counts—is done in the stretch.

Not that front runners are bad. Far from it. They can be genuine "galloping goldmines" at times. And your study of fractional times will tell you when these times come up. They are the occasions on which a confirmed speed horse, a front runner, is the ONLY front-runner in a race in which all the other horses are chronic "closers".

A chronic closer is a horse just the opposite of a front runner. Some good horses make a run in the last half-mile or last quarter mile, and win. However, many bad money-burning mutts always seem to be closing in the last quarter mile, or half mile, but seldom win.

They "close fast" when put into six furlong races, to be close-up fourths or fifths, or even thirds. They "close fast" at medium routes, or at cup routes, to "just miss" or to be thirds

or fourths. Always closing—but they seldom win regardless of distance.

These horses are easily spotted in the past performance charts because these handy charts give about eight lines, eight recent races, in which the running position of the horse is given for all the calls of every one of these races. A chronic closer is always in the rear during the first half mile or six furlongs, then seems to come on—but seldom wins.

The past performances also reveal quite plainly the chronic ~~best~~ runners. They are always 1, 2, or 3 at the quarter, the half, or the six furlongs, no matter where they wind up.

Now note this: When a confirmed front runner gets into a race with chronic closers, no matter what the distance, the front runner can steal the race in front with the greatest of ease, PROVIDED that the rider uses just a little bit of judgment in ~~leading~~ the horse along in front.

(To separate riders, or to separate contenders, a handy device is to use the "Jockey Ratings" found only in the *Racing Star*.)

Always watch your past performances for suitable races in which one front runner seems to be pitted against chronic closers. Once such a race has been found, you can use your knowledge of fractional times, as outlined in the previous chapter, to check exactly what each horse should do.

Make the results chart in advance!

First a pencil and a suitable sheet of paper. Then the file of results charts that you keep for all major tracks, as noted in several previous chapters. Look back several races of the front runner and note as nearly as possible the average time it takes to get to the quarter in races at the same distance, over the same track on which it is to run today.

Suppose it has run to the quarter in most of its races in .23, you make a note of that. Then checking the races of some of the closers, you find that they run to the quarter in times rang-

ing from .25 up to .28. Thus you know your front runner can be at least 10 lengths in front at the quarter without straining himself.

But, of course, you expect the rider to rate him about four in front, reserving his speed for later. You build your chart on the times you figure, however. At the quarter, your front runner is in front by 10 lengths on your chart.

Then you look at the half mile calls in all the horses' recent races in the results charts. You figure their times to the halves. One or more of the closers may gain a bit. The front runner may be only eight lengths in the lead.

At the three-quarters they creep up on him. Your chart may show that at normal average speeds the front runner is only four lengths in front.

Then you must use care in figuring the finish time at the mile, the mile and one-sixteenth, the mile and one-eighth, or whatever it is. (Same process is used for a six or seven furlong race, for that matter.)

If the average times at the end of distances equal to the distance of the race to be run today, show that the front runner is still in the lead, it is a bet. And there is a margin of safety there because in the actual race the rider will reserve some of the front runner's speed for the stretch, whereas your advance chart shows all-out speeds at each call, as based on previous races.

To match up races of uneven lengths, simply cut everything into sixteenths and use a little judgement. The judgement must be used because a horse runs slower for each fraction, on average, the farther it goes beyond six furlongs.

For instance, suppose a horse runs one mile in 1.36. You want to find its corresponding time for a mile and one-sixteenth, to compare it with horses that have been running that distance. (Or, because that is the distance of the race to be run

today.) You cut the mile time into sixteenths. A sixteenth of 1.36 (96 seconds) is .6 (six seconds).

If you added the six seconds onto the 1.36 that would give you a time of 1.42 for a mile and one-sixteenth. But it is safer to add on a fat fraction as well, such as  $\frac{4}{5}$ ths or more. A horse trying a mile in 1.36 is hardly going to run the last sixteenth in six seconds flat. You call the time 1.42  $\frac{4}{5}$  or 1.43.

The lower a horse's class and the slower the speed of the racing strip, the more you have to add on to the estimated time of the new distance for the natural slowing-up process.

Like most everything else to be learned about the races, this knowledge of how much to add on will come from your daily study of all the details of the results charts.

And now, here is the method Roi Tolleson liked so well: He looked through the past performances for races in which two (or even three) confirmed front-runners were to start. He knew that single front runners win races day after day, but that when TWO of them go in the same race, it is JUST TOO BAD for them both!

Watch your results charts. You'll see that in race after race, two front runners go out and battle for a half mile, or even a mile. They exhaust each other. Then, when they are knocked out and can hardly stagger, some slower horse that has been able to lay a few lengths off the pace, comes on to run over both of them in the stretch.

The experts can chart these races in advance with uncanny accuracy! It requires only a little work, a little figuring and checking of fractional times from the file of results charts.

The smart student of races will get a big kick out of learning to make results charts in advance for these races in which two front runners start. It's lots more fun than cross-word puzzles, cryptograms, wrestling on TV, or beating up the wife.

The student can practice making charts in advance until he has the swing of it. Then he can back his opinions with real

dough. It certainly is a thrill when the two front-runners, who are usually first and second choices in the betting, dash out together and kill each other off, as your advance chart indicated, and then the horse you figured, comes on to take the purse at a nice price!

But don't strain to find these spots. Wait until you are sure there are two confirmed front runners (or more) in a race.

And then, be sure you don't figure one of the chronic closers to come on and take the pot. Your fractional times should keep you off them. The chronic closers will be too far back when the real running begins in the stretch. They will come on, it is true. But they'll be too late, as usual!

The horse you want is the one whose past performance and results chart lines show that it has a habit of laying third, or fourth, or a close-up fifth, behind the pace makers.

This horse doesn't hang back tenth or eleventh (like the chronic closers) in the early part. No, he's right there to step in as soon as the two or three leaders begin to bobble.

And remember, it happens day after day—as you will observe at the races—that the two leaders swing wide into the stretch. These leaders are straining, fighting the bits, all out. They are looking for a hole in the outside fence to duck through to get back to the barn. Almost invariably they swing wide.

The horse your advance chart looks for is the horse that has lain behind in a good position and can come through the hole and save ground on the rail as the two faltering leaders swing wide. (Tiring horses or ailing horses always go wide into the stretch.) This horse that has lain close-up behind the leaders gains several lengths by coming through along the rail.

Obviously, the advance chart idea is based on pace. Pace is dependent upon good riders. A good rider is a great help to your advance chart horse. And because of the fact that your

horse is at least third choice, if not longer, you do not have to worry about the price.

In many cases one of the front runners is the favorite. The other is the second choice. And if prices are to discourage any horses or riders in the race, the front runners are the ones to back at short odds—not your chart horse.

Briefly: Remember that you must have two front runners of about even class. (All horses in claiming races have even class with the horses in their races, or at least even enough for this plan.)

You must also have one horse that can lay back of them, but well in front of the chronic closers. Any horse that gets into the tangle of "slow-pokes" in the early part may never be able to find racing room later—even if he happens to be a genuine closer instead of a phoney closer. That's why you must have a horse that can lay off the pace, but not too far off!

Now let's look at the horse in *Figure 4* again, the race won by First Nighter: This race is no soft spot for figuring because it is an allowance affair. However, these feature allowance races for three and up, or for four-year-olds and upward, with good horses but no "name horses", are much more suitable for betting than allowance races for three-year-olds exclusively, or allowance races for "name horses" rehearsing for later stakes.

To begin your study at making advance charts, stick to feature races of small fields. This First Nighter race was a feature, even though an allowance. The feature races of small fields have the most overlay longshot winners. They are the easiest to chart in advance. If desired, you can chart races of larger fields after you get more accustomed to the process.

A look at the past performances of this six-horse race to be run at one and one-sixteenth miles at Jamaica, showed it to have two confirmed front runners—an ideal situation. There were no ten or twelve other horses to harbor possible surprises. There were only four others to pick the winner from. All of



them with well exposed form. (Form of four-year-olds in general is consistent with three-year old performance of the same animals.)

Note that in the past performances, as well as the results charts, the first two calls are the post positions and the start, so don't be confused by them. A look at the next row of figures in the past performances (not shown here) would show that Our John Wm., the favorite in the price lines, had been in the lead six times out of his last nine races at the quarter and not worse than third at that call.

He had been six times in the lead in his last nine races, at the half call. So we hardly had to monkey with any fractional times, at all, to put him in the lead at the quarter and at the half of our advance chart. The exact fractional times of his three previous Jamaica races, however, could be taken from the file of results charts, if desired, to get the exact number of lengths he should be in the lead.

Dart By, who looked like the second choice, (he wound up third choice) showed in his past performances that he had been making his front run a little later. He had been second or third many times at the half call. But at the three quarter call, he had been first or second six times in his last nine starts! (The race we are charting, you recall, is one mile and one-sixteenth.)

It was notable too, in many of Dart By's races, that, after getting to the front, or right up there second at the three-quarters, he seemed to "hang" and fail to go on. Fractional time study of both horses could have been made to advantage, but was hardly necessary in charting this race.

But, supposing by chance either Our John Wm. or Dart By did not get off in front to set the pace and thus didn't step out to run with the other one, there was still a third possible speed horse in the race, One Hitter.

The past performances showed that One Hitter had shown speed at the half call and three quarter call in several races.

Also, in his latest Jamaica effort he had run six furlongs, to be beaten only two lengths by speedy Mr. Ace, in a race that had sizzling half-mile time—.46 2/5ths.

Thus we could assume that either Dart By or One Hitter would challenge Our John Wm. at some time of the race and run him into the ground. (If nothing had challenged him, of course, he could simply steal the race in front, as we mentioned in the first part of this chapter for a horse against chronic closers.)

If we had any doubt about these three speed horses, we could work out the exact fractional average time of each horse in its recent races to the quarter, to the half and to the three-quarters. Then we could translate the times into lengths and chart EXACTLY where each horse should be at each of the three early chart calls.

Either with or without checking these fractional times exactly, our chart had to be about the same. We had to figure Our John Wm. in front at the quarter and the half. We had to figure Dart By as second at the quarter and the half and coming on to challenge Our John Wm. between the half and the three-quarters.

Then at that point, we had to figure that One Hitter, who had been third all along on our advance chart (right up there with Dart By) would join the other two. Then all three would run together to "cook" each other.

Fine—that's just what we ordered. We had cooked off and conked off the three contenders, the three betting choices, on our advance chart, in theory. But what was to come on and win?

We had three others to choose from. Afton Prince was first discarded. He had been way back in his most recent race, which had been run at Fair Grounds. He had twice been a mutuel field horse at Fair Grounds, showing that he didn't figure, even there. He had won only 4 G's in purses last year, showing his

low class as compared to First Nighter who had won 55 G's in purses, Dart By who had won 21 G's, or One Hitter who had won 41 G's in purses last year.

The remaining two horses were Blue Thanks and First Nighter. The winner had to come from these two, theoretically, on our charts. (We put Afton Prince last all the way.)

Blue Thanks, however, had three strikes on him for spring racing because he had already won three purses this year and probably had had his "turn" and should be staling off. The chart inferred this, because he had won his fifth race back, then had run three seconds, followed by an out-of-the-money race at Jamaica.

But that wasn't why we put him fifth all the way on our advance chart. Or at least that wasn't the main reason. The main reason was that the theoretical winner we were looking for had to be a horse with an even pace that would lay behind Our John Wm., One Hitter and Dart By, as they killed each other off. Then he would be in the proper position to save ground turning into the stretch and come on to win.

Blue Thanks couldn't be that horse, because even in his best recent races he had been 14th, 15th, 10th, and 12th at the half mile calls. That inferred he would be too far back when the real running began down that short Jamaica stretch.

That left only First Nighter. He didn't fit the ideal picture to the exact letter. But no horse does. That is why some judgement must be used. He had the even pace required, an unusually even pace. But his pace had been just about one position too far back all the time.

The ideal horse—for your advance chart figures, remember—is one that lays third or a close fourth all the way around. Fifth in large fields is okay, but third or fourth is better. First Nighter had been fifth all the time. In fact he had all but made a fetish of it. He had been fifth much of the way around in six of his last nine races!

There was only one race in all his last nine starts, shown in the past performances, in which he hadn't held an even pace. Only one in which he had been far back in the early running. And also, ONLY ONE race in his last nine in which he hadn't come on to quite a degree from his three-quarters call (fifth) position!

In that one, he was ridden by a jockey who was to be on Afton Prince today. First Nighter had won nothing in 1950, so he certainly was open for his "turn", although the same could be said of Dart By, if it mattered.

Best of all, to the advance chart maker, First Nighter was to be ridden by a jockey who hadn't ridden him in eight races—but who *had* ridden him in his big races the previous year: He was jockey Joe Renick, a veteran who had forgotten more about rating and pace and generalship than most of the new apprentice stars will ever know!

In our advance chart we had to put First Nighter fourth at the quarter, fourth at the half, fourth at the three-quarters and third in the stretch. It seemed sure that whoever led all the way would be "cooked" by the stretch and would drop back out of the money.

If the three pace setters couldn't win and Afton Prince couldn't win, it seemed the only possibility that might upset our advance chart was that Blue Thanks might outrun his usual class and come on to battle with First Nighter. However, the fact that First Nighter was a 20-to-1 shot or better, seemed to give us a handsome percentage edge on the play.

We only had to be right ten times out of twenty in such cases to make fancy profits!

The advance charts are often right, however. This one was. And now compare the actual running, shown in *Figure 4* chart, to the advance chart we outlined for the race.

Our John Wm. went to the front as expected. He lasted longer than expected, however, because only Dart By ran with



him. One Hitter flattened out at the six-furlong marker, instead of coming on to fight with the top ones as our advance chart had figured.

Blue Thanks lacked class, as figured. Afton Prince got nothing, as figured.

But the thrilling part of it all was the way First Nighter ran fourth for three-quarters, just as the advance chart figured! Then he moved up to third in the stretch, under one of Jockey Joe's heady rides. From that point on, he waltzed away from the two figured pace-makers to win by a comfortable neck!

The price was \$52.10 for \$2. Not a bad return for a six-horse race! You won't get that price on all advance-chart winners by any means. Some will be third choices, right down to \$9 or \$10 for \$2. But these occasional long ones help sweeten the pot and give confidence.

NOTE the chart comment by the official chartmaker. It is almost the same comment you would have written BEFORE the race—all but one word. That word is "plodded", a hasty word the chartmaker used to hurry the chart onto the wire. Perhaps he meant to say "was steadied along".

Note the fractional times: That half time and six furlong time was hardly "plodding" for a mile and one-sixteenth race around two turns! The mile time wasn't bad either. Of course they slowed up in the stretch, but that is just what our advance chart figured they would do after the fast pace!

Anyway, First Nighter was steadied along behind the pace. And note how the chart says he got a "great advantage" by coming through on the rail as the tiring leaders went wide, as tiring leaders so often do when they battle each other!

Get it? It's easy—because it is logical and sensible. Read over this chapter again. Then watch the past performances for spots like this one. Use your results charts to figure the fractional times and make advance results charts with the exact lengths separating the horses at each call.

Naturally, the advance results chart maker can never kid himself. He must never make the chart to fit his hopes. If he finds two front runners, but then can't find the steady pace horse to come on, he should NEVER hunch the times to fit some horse that doesn't fit. That costs money!

There are always other spots—better spots—coming up. If the first one doesn't fit—wait for another. Make paper work-ups, in advance, with this idea. YOU'LL get a kick out of it even without betting a quarter!

## Chapter 17

## COLONEL BRADLEY'S MECHANICAL SYSTEM

The late Colonel E. R. Bradley was one of our modern-day plungers who made money at the tracks. He stated publicly, on occasion, that his business was gambling.

Bradley sought the turf at the age of 41, to regain his health. He had been a retail store salesman. He died at 87 years and left an estate of over \$7,000,000!

During the 1920's and the 1930's, when he was active and adventurous on the turf (even though an old man by some standards at the time) his advice was sought by many people. And in this chapter we are going to learn the method of picking good betting horses that he claimed at that time was his "pet" of all selection ideas.

The play became known as the "Bradley Method", a decade ago, because nobody had used it until he hit upon the idea. It is based on fractional time, which we learned about in Chapter 15. It is almost a "mechanical" system.

The goal for which the uninformed public play is always striving is a perfect mechanical system that follows set rules of play—hence requires no brains or guts.

There are several spot play ideas and methods that come very near to being mechanical in their operation. Among them is this Bradley Method. However, there is a "catch" to all these mechanical plays, a "catch" that takes the curse off them: If

the actual method of selecting a horse in a race is mechanical and follows set rules without any judgement being used, then judgement always is required in picking the track, or the season, or the type of race for play. We will dig into more of these methods in later chapters.

The Bradley Method is simple. The play merely goes on the horse that ran the last quarter mile of its latest race in .24, or better. (The "or betters" are few and far between—that's a sure thing if there ever was one!)

In sprint races, or for sprint horses, the rule can be amended to include horses which ran the last furlong (one-eighth of a mile) in .12 (twelve seconds) if more plays are wanted.

Now look at *Figure 3*, the race won by Tassel, to see how this is figured. It is a six furlong race. We have no complicated figuring to do to get Tassel's time because he was in front all the way. Note that he went to the half in .46 4/5ths and finished out the six panels in 1.11 4/5ths.

By subtracting the time to the half (four furlongs) from the six furlong time, we get the time of Tassel for the final quarter of the race, as the Bradley Method's main rule instructs. But we see that the time is .25 for the final quarter, so Tassel is not a Bradley Method play for next time out.

Very seldom does a Bradley Method horse lead all the way. In almost every case, the horse is well back at the three-quarters or mile call. He comes with a rush to finish close up, or to win. The play goes next out, regardless of whether the horse was a winner in its race with the .24 quarter, or whether it was in the money or out of the money. Once in a while a horse qualifies, even though not in the money at the finish!

The chapter on Fractional Times told how to find the time of any horse at any call. Use the plan for "Bradley" figuring. For instance, if you see a result chart that shows a fairly fast race, with some horse closing strongly to come from fifth or sixth (or any position) to be a close-up second or third (or

any position) at the finish, start digging into its fractional time to see if it ran the last quarter in .24.

Suppose it is a mile and one-quarter race. The mile time is 1.37. But the horse you want to figure was sixth at that point. So, as noted in the other chapter, you merely add up all the lengths between the horses ahead of him and turn them into one-fifths of seconds.

Maybe the horse was 11 lengths behind the leader at that point. If so, you add 11 one-fifths, or two whole seconds and one-fifth, making his mile time 1.39 1/5th.

The winner ran the ten furlongs (mile and one-quarter) in 2.03, let us say. Thus you see at a glance that none of the leaders in the latter part of the race qualify. They took .26 to run that last quarter.

But maybe this horse you noted before, the one that ran to the mile in 1.39 1/5, to be sixth at that point, did better. He was third at the finish, let's say, beaten only one length. Thus we say his finish time was 2.03 1/5th. Subtracting the 1.39 1/5th from 2.03 1/5th, we find that this horse did run the last quarter in just .24 flat. Therefore it qualifies as a Bradley System horse, to be played next time out. It qualifies whether it is still a maiden, or the classiest horse on the track.

Bradley had a very sound theory that the real running was done in the stretch. He believed that the true class of a horse was shown in the stretch run. He made a habit of being as near to 100% right as any speculator in modern times.

Why did Bradley reveal the method? Wasn't he afraid of the prices being spoiled on its horses?

Actually, he revealed it only to a very few friends. The writer was fortunate in hearing of it during the early 1930's while the "Kentucky Colonel" was still in good health and very active.

But Bradley wasn't afraid of the prices being cut. In the first place, Bradley wasn't afraid of anything! He was self-sufficient.

In the second, he was never a longshot player and never worried about prices. In the third place, he was a shrewd enough psychologist to know that the public play would never bother with the figuring required to pick the horses.

Bradley also knew that the public play was not smart enough to spot a horse way back at the three-quarters or mile call that comes on to gain many lengths, unless that horse happens to win. All in all, the method got a little mention for a few weeks and then everybody except Bradley's friends—and the inside professionals—forgot it.

Of course Bradley knew that the average player could not wait for its infrequent plays. These horses do not come up every day by any means. They *never* come up at some slow tracks where cheap horses run.

These plays only occur with good horses at classy meetings.

One of the lasting thrills with this play comes when you catch the first sensational winning of a horse that later goes on to become a great one.

Obviously, a horse can only qualify on a fast racing strip. However, if he qualifies, he can be played in the mud or on a slow strip, if such a track condition comes up for his next start. No trainer with a horse that can close the last quarter in .24 would run such a valuable animal over a track condition to which it was not suited. You can be sure of that!

Here is a warning: The plays are infrequent, it is true. And in order to make plays, many of the figure experts—and some not so expert—have tried to adjust this idea to slower tracks and slower horses. But no dice!

For instance, they have tried to set a time of .25 for the last quarter run by platers at medium grade tracks. So far, all efforts to sinker with this idea—including the writer's own efforts—have failed to produce plays as sound as those picked by Bradley's original .24 rule.

You can experiment on rainy evenings, with your files of

charts or your bound chart books, and try to adjust this idea to horses or tracks of lower class. There is always the chance that you will hit upon something that will give more plays without spoiling the percentage of winners.

Note that this play sometimes conflicts with the old turf rule that says record-breakers often have outrun themselves in their record-breaking efforts and turn in bad races next time out.

In that respect it is well to remember that the soundest plays come from the ".24 quarter" horses that do not win, although the winners are to be played, also, by the method.

Bradley didn't explain everything about his idea—of course. No professional wants to educate the public, because the public does not want to be educated. But long study of the idea has revealed one important provision:

This provision is to play the horse three times after its qualifying race with the .24 last quarter. Play is stopped after the first winning. It happens many times that when these horses fail to win next out, after qualifying, they win later at very much LONGER PRICES. The three-time following, stopping on the first win, goes even if a period of two months or more elapses between starts!

You can have fun clocking this method on paper and trying to adapt it to more races and cheaper races, with slower times.

To figure odd distances like a mile and one-sixteenth, is easy, with the fractional times. Turn to *Figure 4* again, the First Nighter race. You have no last quarter time, so you take the last five-sixteenths time. The time from the three-quarters to the finish of a mile-and-one-sixteenth race.

You will note from the First Nighter chart that the only possible eligible horse in that race was the winning First Nighter. He was six lengths back at the six-furlongs, thus making his time 1.13 1/5th to that point. He finished out in 1.44. Subtracting the first figure from the second, First Nighter ran the final five-sixteenths in .30 4/5ths.

This is very creditable time, but not strictly a "Bradley Method" horse. If First Nighter had done it in .30 2/5ths, you ~~would~~ have "hunched" the rule a bit, to allow for natural slowing down at longer distances and called it a Bradley Method ~~horse~~, if more plays were needed. But, it still would not be a "Bradley Method" eligible because, using .24 for the last quarter, the time for the last five-sixteenths had to be .30 flat, or ~~less~~.

## Chapter 18

### THE INSIDE ON OVERWEIGHTS

When you were a youngster you ran foot-races with the other kids, of course. But first you made ready. You put on your jacket. Then you put your mother's five pound flat-iron in one pocket and all your marbles in the other. You strapped your Boy Scout hatchet around your waist. Then you lined up to try to beat the other kids. Is that right?

Of course it's not! You weren't crazy. You didn't carry a five pound flat-iron. You didn't carry a bag of marbles. You didn't even carry your Boy Scout hatchet.

In fact, you took off the jacket, before running. And you took the vast collection of knives and sinkers and agates and "pretty stones" and cartridges and fishing bobs out of your pockets before the start. You took pains to carry no added weight!

You knew you had scant chance to win when carrying a collection of junk. And it's the same way with horses. When they pick up a lot of extra junk and carry it along with them, they have scant chance to win. In other words, they have poor chances when they carry overweight.

And yet, so many horses do carry overweight for one reason or another. But so few of the players pay any attention to these overweights. Sometimes it looks as if the public play simply doesn't want to win!

Now turn to *Figure 3*, the race won by Tassel. Note at the bottom of the results chart of that race, *Figure 3*, that a line of

type beginning with the word "Overweights" is circled in ink to make it more noticeable. (If any horses in a race run with overweight, the fact is noted in the result chart of the race in the same position.) Note that in the Tassel race, the horses Timeltel and Prudent Don ran with overweights.

Note also that both Timeltel and Prudent Don wound up out of the money and were never conspicuous during the running. That is the fate of so many overweight horses. And yet, few players take note of possible overweights.

An overweighted horse is one that carries more weight than the conditions of the race call for it to carry.

No horse is allowed to carry less weight than the conditions call for. The weight of each rider's tack is checked (the money horses) after each race, before the result is called official. But horses may carry more weight than they are required to, up to a reasonable limit.

The secretary who makes up his condition book before the meeting makes the provisions and allowances of each claiming and allowance race in order to bring evenly matched fields together. He doesn't care who wins. All he wants is for every horse to have as equal a chance as possible, so that the public will bet on every horse in the race. So that somebody can "make" every horse in every race.

As we learned before, the conditions of all races are based on weight. The results of all races are determined by weight. And now that we know that the weights of every race are planned to make evenly matched fields, we can see that the horses carrying overweight are taking much the worst of it.

They are in the same position as the boy would have been if he had put on his jacket and carried his Boy Scout axe and his mother's flat-iron when running against his pals.

Then why do some horses run with overweight? There can be only two reasons: One reason is that at times the weight assigned to a horse may be lower than the weight its regular



rider, or any available rider, can make. Or, the stable may be rehearsing for a softer spot, or a longer price, and carries overweight as an "ethical" way to lose.

You don't have to dig into the motives, whether stupidity or cupidity, when a horse carries overweight. All you have to do is to be very wary of its chances! A few overweights do win—but the percentage is against them, strongly.

The few that do win outclass their fields by wide margins. And it rarely happens these days that a horse can fool the racing secretary enough to outclass its field by a wide margin, no matter what the conditions of the race.

Overweights are listed at the track, sometimes listed on the racing programs. But few people pay attention to them. Away from the track fans, however, must be particularly careful NOT to fall onto horses carrying overweight.

For that reason they must know the approximate weights of all the older riders. Few apprentices are heavy enough to be overweight. At class tracks no cheap races are run with horses carrying under 103 pounds, as a rule. And at medium grade tracks few races are run with horses carrying less than 100 pounds. Most apprentices, but not all, can make 103 pounds.

The older riders, however, ride at much higher weights. At Santa, New York, Hialeah, Pimlico and other class tracks, the weights are scaled higher than the weights in races at medium grade tracks so that these older riders can work. But even so, many horses start with overweights.

Remember that many of the "name" riders are hard put to make 112 pounds. Be sure that the horse you play as a spot play, a system play, or an overlay, is NOT carrying overweight!

As noted in earlier chapters, the current weights of all riders are listed in the monthly chart books.

When you have a low weighted horse picked out for play and the entries show that it is supposed to carry only 106

pounds, but a "name" rider is listed, you look up that name rider's weight.

And if your checking of the chart book shows that the rider who is named for the horse rides at 110, you know it will have to carry at least four pounds overweight. That is too much overweight. You simply skip the play.

Consistent winning at the races is never to be had without consistent application of racing knowledge. And one of the details that must be checked at all times is the chance of overweights.

It is especially important when playing low-weight methods at horses racing under handicap conditions, to avoid the overweights—as will be noted in chapters to follow.

In regard to two-year-olds, the problem of overweights need not be considered, as a rule. The general weights of the conditions of most two-year old races are high enough for most riders. The class tracks keep the two-year-old race weights right up around the Scale of Weights figures—122 for males and 119 for females—or a few pounds off. Anyway, weight differences of a pound or two do not affect the young racers in short dashes as much as they affect the older animals.

Note in your daily study of every detail of the results charts, how seldom an overweight horse wins. Note how often a short-priced horse loses because of overweight.

## Chapter 19

HANDICAP RACES GIVE THE  
LONGEST OVERLAYS

As we learned earlier, the public play has a complete set of silly notions about races and racing. One of the notions on this long list of errors is the idea that races run under handicap conditions are the most unfavorable and the most difficult to select.

Handicap races, being by far the fairest and squarest of all turf contests, are the most popular for play. But the public approaches them with the usual mass-psychology tendency of being one race behind the form. The public fears upsets in handicap races—but continues to bet the morning line choice, the consensus favorite, in race after race.

Big handicaps draw many new fans to the turf. These new fans know nothing except to bet the favorite. Thus they make an added weight of money forcing the favorites' prices down to disastrously low underlay figures.

But those facts do not tell the whole story of why the handicaps are the very BEST races for professional play. They do not tell the whole story of why the insiders and the professionals specialize in handicap races. (Certain types of players at big eastern tracks play ONLY the fine handicap races run at New York and Maryland.)

As soon as the reader understands the principle of handicap races, he will grasp the reason why these races give the best and the longest overlays, on average, of any type of turf event. In a handicap the trainer or owner does not determine the

weight to be carried by his horse, as he could in an old style sliding race, or in a modern sliding-scale claiming race, or a Pacific Coast "combination" race.

In fact, in a handicap race the trainer or owner does not know what weight his horse is to carry at the time of making his original entry. In all other types of races the horseman knows from the wording of the condition book what his horse should carry.

The horsemen enter their horses (make them eligible) for handicap races, anywhere from two days to three months or more in advance of the runnings, by payment of small fees. (If the handicaps are stakes races, as most of them are, these fees, and all subsequent fees, go into the sweepstakes provision of the races and go to the ultimate winners.)

Some time after horses are made eligible, and at a time that may be anywhere from two days to two months before the running, the weights to be carried by the eligible horses are announced. These weights are assigned by the official track handicapper.

Note this: The track's official handicapper assigns the weights for a handicap to bring ALL the horses down to the finish line in one grand DEAD HEAT, as nearly as he can do so from the form of the horses and all the "angles".

Don't ever forget that fact about handicap races. It is a fact that can mean money in the bank for you!

In other words, the lowest weighted horse with the poorest form in the handicap race, has EXACTLY the same chance as the high-weighted "name" horse, in the official handicapper's opinion at the time he assigns the weights!

After the weights are announced, some horses are declared out of the race. Others pay an overnight entry fee and a starting fee in big events, or just a starting fee in lesser handicaps. But, all the starters run at the weights listed in the handicapper's original list.



No changes are allowed. No apprentice allowances can be claimed, no maiden allowances, no sex allowances. ALL differences in class or sex or ability are taken into consideration when the handicapper assigns his weights. He gives each horse an exactly equal chance, theoretically.

A few of the big stakes handicaps have weights assigned so far in advance that sharp changes of form may occur after the weights are assigned and before the actual runnings. Thus some of these races have a system of penalties. Horses winning stated amounts of money after weights are announced get three pounds more, or five pounds more to carry, than their original weights. Such races are few, however, these days.

So now, it should begin to be clear that the public play that makes one horse odds-on in a handicap and another one 100-to-1, is saying in effect: "The track handicapper is a crook. The track handicapper is a fool and incompetent. We know more about horses and racing than he does!"

But you can write down for sure that no official handicapper at a big track is a fool! EVERY official track handicapper knows much more about each horse and trainer and rider and stable than the public play or the public selectors who determine the public play's choices in so many races.

Official track handicappers who assign the handicap weights are paid from \$300 a meeting day, on upward. The rate of \$500 per meeting day is supposed to be the "average", but some must get more. These high salaries remove all incentive for the handicapper to "sell out" for small gratuities, or to win sneaky bets for himself. They also insure the fact that the tracks get the best men available.

Nobody wants to risk a \$500 a day job just to win a bet, or to curry favor with some track stockholder who is running a "name" horse!

Unfortunately, it has happened at some boom times on the turf that events have made things look as if the public play was

right in making certain name horses odds-on. And thereby saying that the handicapper was either a crook or a fool!

During certain boom times it has looked as if the name horses of certain rich and powerful stables have been given the best of the weights. But you can be sure that such things are not done of the handicapper's own volition. He must have strict orders from higher up, to give some horse the best of the weights in a big handicap, if he does so.

The public gets wise eventually. And then, instead of being "whipped" into the track by the running of name horses, the public stays away on the days the name horses walk over at ridiculously short odds.

After a few mutuel pools of less than \$100,000 in rich handicaps (on the same days that honest tracks have half-million dollar pools in honestly weighted handicap races) the erring tracks see the light. For their own benefit they cut out the gift races.

When one sees a series of odds-on favorites winning in big handicap races at one track, it looks as if the public is right in saying that the track handicapper is either a crook or a fool. But always remember that any horse—a 1-to-20 chance or a 100-to-1 shot—can win any ONE handicap race.

However, it is only fair to say that big stables have had winning cycles all through turf history. When such stables are at the peak of their cycle, they make all the handicap weights LOOK dishonest, no matter how honest they are. These stables simply keep on winning in spite of the weights.

But the cycle passes as "every man's hand" turns against the stable and the public learns to stay away from the tracks on the days their horses run. Many such owners wind up as disgruntled "retired from the turf" characters.

But no matter how much you make alibis for other track handicappers, the fact remains that there is hardly one race a year at New York that even looks at post time as if one horse

has the best of the weights! And that is true even though some of these races are weighted weeks in advance! So why should weights look so screwy at certain other tracks in boom times?

All this, of course, is merely to keep the reader thinking and questioning everything at all times. As soon as more or less "normal" conditions returned to the turf after the last war, the "weird" handicap weights at certain tracks were seen to stop. Correct weights took their place. The odds-on favorites were beaten, as they should be—and the public was proved to be the fool again—not the handicappers.

Fair and square handicap weights at New York tracks have been a tradition for at least 25 years, to the writer's knowledge. Maryland weights have been good. Santa Anita weights have been satisfactory in recent seasons. New England tracks have good weights—but few handicap races.

John Banks Campbell, long-time track handicapper at New York tracks, set such an example during the early 1940's that he made other handicappers look to their laurels. Among his feats was a triple dead-heat in the Carter Handicap at Aqueduct.

The ideal of every good track handicapper is to make ALL the horses come down to the line in a dead-heat. Often, these races result in four or five horses in a "blanket finish", heads and noses apart. But to have three horses actually finish in a camera-photo dead-heat was a triumph for handicapper Campbell.

From all that, we see that the handicap races can give vast overlay spots. If the 20-to-1 shot has just as much chance of winning an eight-horse handicap race as the 4-to-5 fav, there is a fancy percentage present. A play on the 20-to-1 shot, on average, must win one time in eight, by this reasoning, and give a fine flat-bet winning.

The 4-to-5 shot, on the other hand, must only win one time

in eight races (one "turn" for each horse of the eight horse field) and run up a staggering loss.

All this is tempered by several provisions, however. It is almost always true that the form of several horses in each handicap race has changed since the weights were announced. The conditions of the races (printed on the track programs, in racing papers, and in the condition books) give the dates of entry closings and of weight announcements.

Sometimes these changes of form are obvious, but in most cases not as obvious as the public thinks. Sometimes they are only known to the stables. Sometimes they are not even known to the stables, but are seen only by the smart professionals who judge from recent races of the horses; races run after the weights were announced.

Obviously, the shorter the time between the announcement of the weights and the actual running, the more certain a professional player can be that the 20-to-1 shot has just as good a chance as the odds-on public favorite.

Or, at least the longshot would have just as good a chance IF all the riders were equal! A good rider must never put you on a favorite in a handicap race, for himself alone. But a bad rider should put you off a longshot in a handicap, at times.

First of all, there is the matter of overweights. That is a real winner-killer, as we learned in the previous chapter on overweights. The longshots in handicap races almost always are the lightly weighted horses. They do a lot of winning. But they would do a lot more if it weren't for overweights!

At certain tracks there are few lightweight riders who have the brains and skill to compete with the smart veteran jockeys. Hence many trainers are tempted to put an overweight "name" rider on a lightweighted horse in a handicap. Such attempts almost always fail. The trainer who starts an overweight horse in a handicap, is saying, like the public: "The track handicapper is a fool!"

15 Apr 50—6 Jm 1 1/4 miles, 3-year-olds, Experimental Free Handicap, No. 2, \$25,000 added.  
Track record—Sting, 4, 106, 1 1/2%, May 9, 1923.

Date	Track	Horse and Owner	PP	St	1/4	1/2	3/4	1	1 1/4	1 1/2	1 3/4	2	2 1/4	2 1/2	2 3/4	3	3 1/4	3 1/2	3 3/4	4	4 1/4	4 1/2	4 3/4	5	5 1/4	5 1/2	5 3/4	6	6 1/4	6 1/2	6 3/4	7	7 1/4	7 1/2	7 3/4	8	8 1/4	8 1/2	8 3/4	9	9 1/4	9 1/2	9 3/4	10	10 1/4	10 1/2	10 3/4	11	11 1/4	11 1/2	11 3/4	12	12 1/4	12 1/2	12 3/4	13	13 1/4	13 1/2	13 3/4	14	14 1/4	14 1/2	14 3/4	15	15 1/4	15 1/2	15 3/4	16	16 1/4	16 1/2	16 3/4	17	17 1/4	17 1/2	17 3/4	18	18 1/4	18 1/2	18 3/4	19	19 1/4	19 1/2	19 3/4	20	20 1/4	20 1/2	20 3/4	21	21 1/4	21 1/2	21 3/4	22	22 1/4	22 1/2	22 3/4	23	23 1/4	23 1/2	23 3/4	24	24 1/4	24 1/2	24 3/4	25	25 1/4	25 1/2	25 3/4	26	26 1/4	26 1/2	26 3/4	27	27 1/4	27 1/2	27 3/4	28	28 1/4	28 1/2	28 3/4	29	29 1/4	29 1/2	29 3/4	30	30 1/4	30 1/2	30 3/4	31	31 1/4	31 1/2	31 3/4	32	32 1/4	32 1/2	32 3/4	33	33 1/4	33 1/2	33 3/4	34	34 1/4	34 1/2	34 3/4	35	35 1/4	35 1/2	35 3/4	36	36 1/4	36 1/2	36 3/4	37	37 1/4	37 1/2	37 3/4	38	38 1/4	38 1/2	38 3/4	39	39 1/4	39 1/2	39 3/4	40	40 1/4	40 1/2	40 3/4	41	41 1/4	41 1/2	41 3/4	42	42 1/4	42 1/2	42 3/4	43	43 1/4	43 1/2	43 3/4	44	44 1/4	44 1/2	44 3/4	45	45 1/4	45 1/2	45 3/4	46	46 1/4	46 1/2	46 3/4	47	47 1/4	47 1/2	47 3/4	48	48 1/4	48 1/2	48 3/4	49	49 1/4	49 1/2	49 3/4	50	50 1/4	50 1/2	50 3/4	51	51 1/4	51 1/2	51 3/4	52	52 1/4	52 1/2	52 3/4	53	53 1/4	53 1/2	53 3/4	54	54 1/4	54 1/2	54 3/4	55	55 1/4	55 1/2	55 3/4	56	56 1/4	56 1/2	56 3/4	57	57 1/4	57 1/2	57 3/4	58	58 1/4	58 1/2	58 3/4	59	59 1/4	59 1/2	59 3/4	60	60 1/4	60 1/2	60 3/4	61	61 1/4	61 1/2	61 3/4	62	62 1/4	62 1/2	62 3/4	63	63 1/4	63 1/2	63 3/4	64	64 1/4	64 1/2	64 3/4	65	65 1/4	65 1/2	65 3/4	66	66 1/4	66 1/2	66 3/4	67	67 1/4	67 1/2	67 3/4	68	68 1/4	68 1/2	68 3/4	69	69 1/4	69 1/2	69 3/4	70	70 1/4	70 1/2	70 3/4	71	71 1/4	71 1/2	71 3/4	72	72 1/4	72 1/2	72 3/4	73	73 1/4	73 1/2	73 3/4	74	74 1/4	74 1/2	74 3/4	75	75 1/4	75 1/2	75 3/4	76	76 1/4	76 1/2	76 3/4	77	77 1/4	77 1/2	77 3/4	78	78 1/4	78 1/2	78 3/4	79	79 1/4	79 1/2	79 3/4	80	80 1/4	80 1/2	80 3/4	81	81 1/4	81 1/2	81 3/4	82	82 1/4	82 1/2	82 3/4	83	83 1/4	83 1/2	83 3/4	84	84 1/4	84 1/2	84 3/4	85	85 1/4	85 1/2	85 3/4	86	86 1/4	86 1/2	86 3/4	87	87 1/4	87 1/2	87 3/4	88	88 1/4	88 1/2	88 3/4	89	89 1/4	89 1/2	89 3/4	90	90 1/4	90 1/2	90 3/4	91	91 1/4	91 1/2	91 3/4	92	92 1/4	92 1/2	92 3/4	93	93 1/4	93 1/2	93 3/4	94	94 1/4	94 1/2	94 3/4	95	95 1/4	95 1/2	95 3/4	96	96 1/4	96 1/2	96 3/4	97	97 1/4	97 1/2	97 3/4	98	98 1/4	98 1/2	98 3/4	99	99 1/4	99 1/2	99 3/4	100	100 1/4	100 1/2	100 3/4	101	101 1/4	101 1/2	101 3/4	102	102 1/4	102 1/2	102 3/4	103	103 1/4	103 1/2	103 3/4	104	104 1/4	104 1/2	104 3/4	105	105 1/4	105 1/2	105 3/4	106	106 1/4	106 1/2	106 3/4	107	107 1/4	107 1/2	107 3/4	108	108 1/4	108 1/2	108 3/4	109	109 1/4	109 1/2	109 3/4	110	110 1/4	110 1/2	110 3/4	111	111 1/4	111 1/2	111 3/4	112	112 1/4	112 1/2	112 3/4	113	113 1/4	113 1/2	113 3/4	114	114 1/4	114 1/2	114 3/4	115	115 1/4	115 1/2	115 3/4	116	116 1/4	116 1/2	116 3/4	117	117 1/4	117 1/2	117 3/4	118	118 1/4	118 1/2	118 3/4	119	119 1/4	119 1/2	119 3/4	120	120 1/4	120 1/2	120 3/4	121	121 1/4	121 1/2	121 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1/4	193 1/2	193 3/4	194	194 1/4	194 1/2	194 3/4	195	195 1/4	195 1/2	195 3/4	196	196 1/4	196 1/2	196 3/4	197	197 1/4	197 1/2	197 3/4	198	198 1/4	198 1/2	198 3/4	199	199 1/4	199 1/2	199 3/4	200	200 1/4	200 1/2	200 3/4	201	201 1/4	201 1/2	201 3/4	202	202 1/4	202 1/2	202 3/4	203	203 1/4	203 1/2	203 3/4	204	204 1/4	204 1/2	204 3/4	205	205 1/4	205 1/2	205 3/4	206	206 1/4	206 1/2	206 3/4	207	207 1/4	207 1/2	207 3/4	208	208 1/4	208 1/2	208 3/4	209	209 1/4	209 1/2	209 3/4	210	210 1/4	210 1/2	210 3/4	211	211 1/4	211 1/2	211 3/4	212	212 1/4	212 1/2	212 3/4	213	213 1/4	213 1/2	213 3/4	214	214 1/4	214 1/2	214 3/4	215	215 1/4	215 1/2	215 3/4	216	216 1/4	216 1/2	216 3/4	217	217 1/4	217 1/2	217 3/4	218	218 1/4	218 1/2	218 3/4	219	219 1/4	219 1/2	219 3/4	220	220 1/4	220 1/2	220 3/4	221	221 1/4	221 1/2	221 3/4	222	222 1/4	222 1/2	222 3/4	223	223 1/4	223 1/2	223 3/4	224	224 1/4	224 1/2	224 3/4	225	225 1/4	225 1/2	225 3/4	226	226 1/4	226 1/2	226 3/4	227	227 1/4	227 1/2	227 3/4	228	228 1/4	228 1/2	228 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## Chapter 20

HOW PROFESSIONALS DUTCH THE  
FEATURE RACES

Yes, we know, that previous chapter on Handicap Races ended just as it was getting exciting. But go on from there, now. This chapter will explain how the professionals "dutch out" the handicap races and other feature races.

These races do not have to be advertised features. They can be any races of well-known horses whose form is a matter of record. The feature races, however, usually are events with smaller fields than the claiming contests. Races of small fields not only have more favorites go down to defeat, but also are easier to manage when making dutching plays.

The professionals do not all use dutching plays (several horses in each race) to make money from handicap races, by any means. Most professionals simply wait for a spot like Hill Prince, or Middleground (*Fig. 6*) page 143 where the choice seems to have all the worst of it. Then they try to pick the winner from among the other horses, barring any overweighted horses or horses with bad riders.

A study of the results charts will reveal their handicapping plans in no time. Segregate the handicap races and study them in chronological order. That study will show the almost uncanny way in which horses in handicap races "take turns". They rotate in coming to form, winning at their peak form, losing as they get weight on, losing more races until they get enough weight off to win again.

The public, of course, is always one race behind the form of the handicap races. The public is always on the horse that won last week. And it is usually the one horse that can not win again this week. He can't win again (Hill Prince) because he has been put into a classier field, or is picking up a weight penalty for his previous win, or is staling off, or running an unsuitable distance, or is packing the many pounds of "intangible overweight" that a hot public favorite always carries in a big race.

We will digress a bit to clarify this "intangible overweight". Bad luck in a race always happens to the favorite. That is true because all the other horses and riders are striving first to put away the favorite. Then they will fight it out among themselves for the pot. The more certain the favorite looks, the more bad fortune it is sure to have.

No use going into details because we have lots of ground to cover in the remainder of this book. But it is a fact that so powerful is this bad luck on favorites—often called "intangible (meaning unseen and ungrasped) overweight"—that some of our most respected trainers go through all kinds of "betting stable maneuvers" before running horses in big stakes.

Although these high-salaried trainers of fashionable stakes horses seldom bet more than \$5 on their champions, they run them hot and cold in prep races so that their pets will not be post favorites in the stakes. These trainers do not want any of that intangible overweight.

Thus we see that a handicap race favorite not only has an unfavorable betting percentage against it in most cases, but also an intangible overweight that hurts its chances of winning.

But some of the boys who do not care to burn out the gear-boxes in what passes for their brains, beat the handicaps and other feature races without trying to pick the one winner.

They simply pick that one underlay, favored, loser—and "dutch" the balance of the race. These fellows have been doing so for many decades, through several different systems of

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racetrack betting (books, auction pools, mutuels, totes) and several changes in race conditions and volume of betting.

They pick the one horse they think can not win, and bet on all the others. Obviously, if the one horse they dutched out does happen to win, they lose everything they bet on the race. But they wait for percentage spots, with the one horse vastly lower in price than it should be. Then they bet with the assurance that they have the percentage in their favor and must win, on average, over a series of such races.

Handicaps at the big, "square", eastern tracks give them their best spots. But even the tracks that seem to give some horses the best of the weights, present spots when they finally shift away from this short-sighted "gift" policy and weight their handicaps "on the legit".

Look at *Figure 6*. That is a small field of handicap horses at New York. A good example on which to learn how "The Boys" dutch out the favorite. (In an earlier chapter we learned about betting percentages and how the expression "dutching" originated.)

In the old bookmaking days, a dutching play meant a bet on ALL the horses in a race, with bookmakers. In our modern mutuels, we must dutch out one or more horses (meaning not play them) and then play all the others, for a dutching method.

What was wrong with the horses in *Figure 6*, the race won by My Request? Turn to *Figure 1*, the Scale of Weights, and you will see right away what was wrong. Middleground had AT LEAST six pounds the worst of the weights, even if you rated him as class as My Request.

Not that My Request was more than a good miler. But up to that time, Middleground had never shown anything to infer that he was a second Man o' War, or even near it. The Scale of Weights (*Figure 1*) plainly shows that horses of about equal class, when running one and one-sixteenth miles in April, should have a 20 pound spread between the weights carried by five year olds such as Middleground.

**17 Apr 50—6 Jm** 1 1/4 miles. 3-year-olds and upw. Handicap, \$5,000 added.  
 Track record—Sling, 4, 106.1, 42%, May 9, 1925.

Date	Track	Horse, Age and Owner	PP	St	Wt	%	Str	Fin	Jockeys	Wt	Odds
8Apr50-6Jm	My Request, 5, B. F. Whitaker	5	4	13	11	14	14	14	EGuerin	wb	122 3.20
11Apr50-6Jm	Middleground, 3, King Ranch	4	3	24	21	24	25	25	WBoiland	w	108 0.65
8Apr50-6Jm	Lower Weeper, 3, A. G. Vanderbilt	3	5	5	5	3	3	3	NCombest	wb	110 9.50
8Apr50-6Jm	Sky Miracle, 4, B. D. Chalk	1	1	2	4	5	5	5	HWdhoese	wb	113 2.60
8Apr50-6Jm	Equinox II, 5, Jaclyn Stables	2	2	4	3	4	4	4	DDodson	w	115 26.70

TRUCK FAST. Time, 24%, 48, 1.12, 1.30, 1.43%. Start good from gate. Won easily; second and third driving.

Winner, ch h, by Requested—Sugapud, by Sickle. Trainer, J. P. Conway. Breeder, B. F. Whitaker.  
 Gross value, \$5,045; net value to winner, \$3,290; second, \$1,000; third, \$500; fourth, \$250. Mutuel pool, \$265,728.

Mutuel Prices	MY REQUEST	MIDDLEGROUND	LOSER WEEPER
OFF TIME—Went to post at 3.49 1-2. Off at 3.49 1-2 Eastern Standard Time.	\$8.40	\$3.20	\$2.60
	2.60	2.30	2.70
	.60	.30	.35

MY REQUEST went to the front early, was taken in hand after drawing into a good lead on the backstretch, withstood a mild challenge from MIDDLEGROUND on the stretch turn and was never in danger thereafter. MIDDLEGROUND moved up on the outside of MY REQUEST nearing the stretch turn, lost some ground on the bend and bore out slightly in the final eighth and, with MY REQUEST not being hard ridden, was gaining slightly on the latter at the end. LOSER

Fig. 6



At first glance, Middleground has six pounds the worst of it right there. Not only that, but many experts think the three have the worst of it on the Scale for about three months in the spring, as will be learned in another chapter.

So, even if there was a 20 pound difference in weights between My Request and Middleground, some experts would still discount the three-year-old against a five-year-old in April at a route such as this mile and one-sixteenth event. But, in this race, the difference is only 14 pounds!

Thus Middleground is established as the horse to be left out of the dutching betting on this race. Looking at the percentage table in *Figure 2*, we see that Middleground's price of 17-to-20 is 54% in the "book".

The easiest way to "dutch bet" a race is to follow the percentages. For instance, in this My Request race, the odds board shows My Request is about 3-to-1. The percentage of 3-to-1 is 25%. So we bet \$25 on My Request (or in that proportion). Loser Weeper is 10-to-1 on the board, so we bet the percentage amount, \$9 (or in that proportion) on this horse. Sky Miracle is 5-to-2 and we bet in proportion of \$28 (see percentage table for 5-to-2) on his chances. Equinox II is 25-to-1, so we need only bet \$3 on him. Or, to be safer for dutching purposes, as 25-to-1 is 3.85%, we bet \$4 on his chances, to be sure we are covered.

It must be understood that this percentage scale can be cut in half, or quartered, or cut into tens, or any units desired, just as long as the bets remain in the same proportion.

Adding up the above, we have bet \$25, plus \$9, plus \$28, plus \$4 on the race (or amounts in proportion). That adds up to \$66. Plus Middleground's 54% (just to check ourselves) we have a total of 120%. (The fractions ignored or added on, made the "overage" above 116%.)

So, after that we don't care who wins, just as long as it isn't the overweighted (yes, overweighted with only 108 pounds) Middleground!

If My Request wins at 3-to-1, we win \$75 and lose \$41, for a net of \$34. If Loser Weeper wins, we win \$90 and lose \$57, for a net \$33. If Sky Miracle wins at 5-to-2, we win \$70 and lose \$38, for a net \$32 winning.

If Equinox II wins at 25-to-1, we win \$100 on a \$4 bet and we lose \$62, for a \$38 winning.

Looking back at *Figure 5*, we can do the same thing with Hill Prince, who lets us dutch out a nice percentage of 66% for his 1-to-2 price—see *Figure 1* percentage table.

Turning back to *Figure 4*, the First Nighter race in which we decided that the two choices would kill each other off, we could have dutched out both choices, if we had not been so sure that First Nighter was the only possible winner if the choices failed.

In that First Nighter race, Our John Wm. at only 9-to-10 was our public favorite and Dart By, at 4-to-1, our figure second choice. They gave combined percentages in the betting (see *Figure 1*) of 52% plus 20%, or 72% total.

To dutch the race, leaving them out, we could bet \$4 on First Nighter (or in proportion) \$10 on Blue Thanks (as per percentage table *Fig. 1*) \$28 on One Hitter and \$2 on Afton Prince. (Actually, Afton Prince's bet should be \$1.50, but that is not a handy amount to try to bet in \$2 mutuels!)

Well, that's the method!

Why doesn't everyone get rich at it? Same old story, men—NO GUTS! The boys who can fight down their ulcers and dutch out the underlay, odds-on choices, make some fancy winnings with this idea. But most people who come to the track resolved to try the plan, wind up betting on the under-priced favorite along with everybody else!

This is a very good plan to try on paper workouts, with all selections and plays made BEFORE the races are run. Once a person has confidence in it, and learns to pick the right kind of races with horses whose form is surely known, it is not so hard to play it with real dough.



## Chapter 21

## THE "DOUBLE-SPOT-PLAY" PRINCIPLE!

"Make it 'double', bartender!"

Sure, that's what we say when we need a real bracer to pick us up quickly.

"Make it double!" By that we mean double strength for positive action. But strangely enough, only a few of the professional turf operators know the simple principle of "double" spot plays or "double" system plays. (Of course these few keep it very quiet!)

This is the first time, so far as we know, that the principle of "double spot-plays" or system plays has been explained to the racing fans who would like to go at the game in a professional manner. And before starting, let's make it clear that this idea has nothing to do with the fine daily double plays. Later in the book, we will discuss daily doubles, which so often offer fantastic overlay percentage plays to smart operators.

Is this double-spot-play principle complicated? Not exactly—it's no more complicated than having the bartender put two slugs of Scotch in a highball instead of one. And, like the highball, the "kick" is doubly assured!

The principle is to make "extra best-bets" of plays that are picked by two overlay ideas, systems, or percentage plans at the same time. That is simple enough. But, like all the simple things in racing that are used by the "inside" professionals, a little judgement has to be used.

Many times a horse will be a double-strength system play—on paper. But then when the consensus selections come out in the daily newspapers or racing sheets, it becomes obvious that everybody knows that the play is "double-strength".

In other words, the expected overlay prices are spoiled. The horse looked too good! The public got wise. And nothing is more destructive to the bankroll (at the race track, in Wall Street, in real estate or any other speculation) than public knowledge.

So, the principle of double-spot-plays is to catch the double-strength plays that are not seen by the public or by the public selectors and overnight pricemakers. In other words, we want double-strength plays that retain their full overlay percentages despite being extra-strong for winning.

Later in this book you will find *Figure 16* showing the winning race of Belle Equipe, a \$116.60 for \$2 winner at little Charles Town. Any time you feel discouraged or impatient, turn to it and soak it up into your brain. It is the perfect example proof of the fact that TERRIFIC overlay spots come up at ANY track—IF the player has the patience and the guts to wait for them.

There is no worse place to try for a scientific overlay than at a fraction-mile track with only a handful of players, a large crowd of hungry horsemen and but a limited number of cheap horses. But even at these most unfavorable spots, vast overlays occur. Belle Equipe was a good example of a double-spot-play horse in her Charles Town race. In fact, she could be called a "triple" spot-play, although triple is no better than double, so far as our play is concerned.

In a later chapter a special angle for small tracks is explained. It is based on winning platers dropping down from good, major, mile tracks, to the fraction-mile rings. These horses often win race after race at the half-milers.

Belle Equipe, a fine example, had come to form in Novem-

ber at Pimlico and had beaten good platers at a \$20 mutuel. Then she had run two losing races and had beaten slightly cheaper platers at Bowie, paying a \$6 mutuel because her form was thoroughly exposed. But you always get overlays if you wait for them. That is true because the public never waits. The public always takes horses off their last outings!

After two losing races at Bowie (repetition of the same training routine) Belle Equipe was shipped to Charles Town and started there on December 8th. Let's see how she figured by Pittsburgh Phil's Selection Method:

Wingy was made the favorite, which was okay with our price line, if we made one. (See Pittsburgh Phil's Selection Method, Chapter 10.) Wingy had run second last out and was a legit favorite. First Boston had also run second last out and looked a solid second choice, with Carolina Star third choice. Thus putting 8-to-5, 5-to-2 and 4-to-1 in the "book."

Then, the very longest we could possibly "make" Belle Equipe was fourth choice at a 6-to-1 mutuel. Even so, with only seven starters, the "book," as we made our Pittsburgh Phil line, almost looked "dutch."

As the horses paraded to the post, it became obvious that Belle Equipe was to be one of those overlay spots worth waiting for. She was 50-to-1. If she had a bad past record for the year, or was running against real horses, it wouldn't have been so startling. But she had a far-better-than-average plater record, having won four races out of 22 starts for the year. She had been in the money ten times out of the 22 starts!

She was a fine Pittsburgh Phil overlay. That was the first system method that picked her. It picked her "plenty strong" enough to make her a "best bet" on that idea alone.

But, in addition, she was a good play according to the principle of "Overlay Spots at Fraction Mile Tracks," as explained in Chapter 35 of this book. That made her "double strength" for winning, a "double-spot-play."

Besides, she was a winning mare who had recently come to form for autumn racing, as described in a later chapter. So, all in all, she was more than "double strength"!

That is just an example of what is meant by "double-spot-plays," when they are referred to in later chapters. They are horses "made" by more than one good overlay picking method. And always, they are horses whose overlay has not been spoiled by the public play. Imagine getting \$116 for \$2 on a double strength best bet? That is really professional!

Some of these "double strength" horses can pay only \$15 or \$20 for \$2. But that is okay—if they are overlays at those prices. Many of them, however, especially the ones who have a weight picking method in their favor, as well as some other selection idea, pay far more.

Anyway, it's never the price that counts (as long as the horse is not a favorite) it's the percentage overlay from the rightful handicap price (based on the animal's actual ability) that makes the profits!

## ALL-YEAR PICKER PLAN FOR JANUARY

This January selection method, however, is applicable to all tracks at all seasons. That is why we are calling it the January method; it can start the year right and carry through the whole twelve months, if needed. Its value is that it is one of those "life-saver" plans, to be used when other methods go haywire. It is specially good when "hot form" and "condition" horses (the ones with good races last out that make them betting choices today) lose conspicuously at short odds.

If the method is so good, why doesn't the public play it? Or

[illegible]

Fig. 7

at least use it for a handicapping check, for which it is very valuable? Nobody knows why. Maybe because a little bit of judgement is required. Or maybe because—like so many sound methods—its losers look so very bad when they lose. Or, maybe the public doesn't play it for the same reason the public ignores so many good ideas that in themselves are not new—the reason being that the public can not force "itself" to bet on anything but the consensus favorite!

Note *Figure 7*. All previous chart illustrations were results charts. This *Figure 7*, however, shows part of the past performance charts of a race run at Tropical Park in December. Portions of the chart that are not applicable to this example were cut away (at uneven gaps) for the sake of clarity.

Notice that at the right of these charts and just over the past performance lines of each horse (each line represents a race recently run by the horse) is a small "scoring table." These tables are run in other past performance papers in the same manner. The tables begin just behind the large figures representing the weights to be carried in today's race, but have nothing to do with the weights.

See the horse Bill Hawk, near the top of *Figure 7*? His "scoring table" is circled in ink. Note that the top line of this table scores all the races run by Bill Hawk thus far during the year. (Chart printed in the middle of December.) The line underneath in the scoring table, shows all Bill Hawk's races the previous year.

Look at the top line of Bill Hawk's scoring table. The first figure is the year—thus far. The next figure is "30," showing that Bill Hawk has started 30 times during the year. The next figure, "6," is the win column, showing that Bill Hawk won 6 times out of the 30 races. If a horse has not won during the year, a zero is put in that column.

The next figure, a "5," means that Bill Hawk was five times second in 1949. Then comes a "2," showing that he was third

twice. The final set of figures, \$15,725, is the total amount of purse money, all positions, won by Bill Hawk during the year.

Just below is the same thing for the previous year. So you can see that these valuable tables give capsule records of each horse for the two years. And it is important to remember that the horse men give plenty of consideration to these records.

Note the horses called The Street and Poser, shown in this reproduction of the past performances. There is a capital "M" in the win column of their scoring tables for the previous year. That means they were MAIDENS (had NEVER won a race on the flat) up to and all through that year. This "M" designation has vast meaning and is to be watched for in all past performance charts when playing other methods to follow in later chapters. Never overlook this maiden designation!

For this "January All-Year Method", however, the maiden designation does not enter into consideration.

Our selection, by this method, is the horse with the highest percentage of winning races in relation to his total starts for the year. PROVIDED, certain provisions requiring judgement are favorable.

Let's look at this race. First of all, we can see at a glance that horses which have only won a single race, or two races, during the year, are not going to be up there in our figures. That includes Post 1, Chaldia; Post 3, Sniff Sniff (not shown) with one win in 13 starts; Post 4, Sabson (not shown) with two wins in 13 starts; Post 5, Percivale (not shown) with two wins in 16 starts; Post 6, Our Bully (not shown) with eight starts and no wins; Post 7, Alsiral (not shown) with one win in 24 starts, and Post 10, Poser, with only 2 wins in 12 starts. (Sospiro, shown in the past performances was scratched.)

That leaves our only possible contenders under this method as Bill Hawk, Our Louise, The Street, Blue Fedora and G. Ray.

As a general rule—only general, however—the horse with the largest number of total races is the selection if two have exactly

the same percentage of winners. That is true because the whole idea of the method is to pick the horse that has the greatest reliability—and still remains an overlay price.

Any horse can run up a string of two or even three winnings—and then lapse into failure for the rest of the year. Thus a horse winning 8 races out of 34 starts is obviously a better percentage chance than one winning 4 out of 17, provided the prices and all other considerations are equal.

A horse with only about 10 starts for the year, or less, is always open to question. He may be crippled, ailing, wind-broken, or in some way unfitted for much racing. He is liable to break down at any time. The older and cheaper he is, the more of a danger sign it is when he has run only about 10 races, or less a year.

When the new year starts, January 1st, there will be only a few races in the new year's scoring table for a while. So, if there are less than 10 races in the top scoring line, you use the lower line (for the previous year) for this method.

On percentage, we see in *Figure 7* that The Street and Our Louise are out of it. We see that G. Ray, with 3 out of 11, or by multiplication a possible 9 out of 33, is the top percentage horse. Blue Fedora is next with 4 wins out of 17 races, some 23% winners. Bill Howk is third, with 20% winners, having won 6 out of 30.

To get the percentage, add a decimal point back of the number of wins and add a string of ciphers. Then divide this extended number by the total number of races run. Put a decimal point in front of the "answer" you get from this division. That is the percentage of wins, like 23% for Blue Fedora.

To the professional, G. Ray has to be thrown out. Not enough races. He ran cheaper, has slow works at Florida; has bad weight. But even a beginner can see from his 1948 scoring table, with its string of zeros, that G. Ray was ailing that year

and didn't start. By inference, he is liable to suffer again now from whatever it was that kept him out the previous year.

The fact that no "M" is in the 1948 scoring column shows that G. Ray had started and had won, before 1948. So he was not a non-starting maiden just off the farm. The result chart of this race, *Figure 11*, is shown with the chapter for AUGUST, a little later in the book. By turning to it you can see that whatever ailed G. Ray before, something stopped his speed on this day and he ran last. He had a bad weight and was a poor price for a horse with such punk recent form.

The price, however, does not enter into this method when it is used for away-from-the-track play where it is impossible to get more than a rough idea of the prices beforehand.

Bill Howk, under some circumstances, might have been the play because although his percentage was slightly lower than that of Blue Fedora, he had run 30 races. However, the professionals knew that Bill's past record was miserable. He had been a real "bankroll burner," at times. He had won only one race in 1948—as shown by the table.

Sometimes when two horses are close in the figures, a look at the previous year's scoring separates them. Thus the professionals, looking at G. Ray's no wins in 1948, Bill Howk's single win in 1948, as against Blue Fedora's four wins out of 14 races in 1948, could only "make" Blue Fedora.

The professionals too, had at that time the greatest respect for trainer-owner Eddie De Camillis. This onetime rider, who always seemed to do better on surprise longshots, had a grand training record of putting over winners at Maryland and nearby tracks.

The above considerations give some idea of the judgement that has to be used for picking the right one of these January plays in SOME races. In others, there is only one contender and everything is a cinch.

The above is a sample of selecting troubles in some races.



But NOT so in this Blue Fedora race at Tropical Park. This race was a "cinch," as will be shown!

In the first place, one look at the consensus picks, newspaper selections, scratch sheet, or daily racing papers, showed that Bill Howk was sure to be the favorite, or at best the second choice. This quick glance showed that G. Ray was 10-to-1 or better and that BLUE FEDORA was at least 20-to-1. Turn to the result chart of this race in the AUGUST chapter and note that Bill Howk actually started as favorite, at \$3.15 (circled in ink) to \$1 in the betting.

This poor price and the added fact that Bill Howk was the lowest in percentage of the three, caused him to be discarded immediately. And let us digress a paragraph to look at the betting prices of these two animals in recent winning races:

Note that Bill Howk has two winning races shown in the past performances. Both at about 10-to-1 in the betting. The prices are circled in ink—just after the weights carried in these races (see *Figure 7*).

Then look at Blue Fedora, if you can decipher the price figures under the ink notation of \$71.20 for this race. You will see, if you can make them out, that Blue Fedora was favorite at about 2-to-1 in one of his recent winning races and 3-to-1 in the other.

In other words, the public is in a wrong switch, as usual. The public is making Bill Howk favorite today, although his recent record shows that he has won at fat prices. On the other hand, the horse that previously deserved the public support, Blue Fedora, is going to the post as a 20-to-1 underdog!

That is just one more percentage reason why Bill Howk had to be ignored and why Blue Fedora is the only overlay play on this method.

But—let's play dumb. Suppose we don't know from nuttin'. All those professional angles are beyond us. We can just about read the p.p. charts and add two and two to make four. We

~~Figure~~ G. Ray, Blue Fedora and Bill Howk are nearly enough ~~good~~ according to the January method, so that we are in doubt ~~as to~~ which one to pick. We don't even know about apprentice allowances, with Blue Fedora getting five pounds off for a bug ~~order~~ while the other two pack crushing weight for such cheap ~~horses~~.

That's where our "Double-Spot-Play" idea comes in to make ~~Blue~~ Fedora a cinch for our picking, no matter how we strive ~~to be~~ dumb-like-the-betting-public. (See previous chapter.) ~~Blue~~ Fedora, and Blue Fedora alone, is ALSO a selection of another method. He is a "double spot play"!

~~Blue~~ Fedora is picked by the "Last-Out-In-the-Money" method described in the August chapter. This method, as you will learn, is good for picking horses after their form has become established for the year—with certain price provisions and other provisions that you will learn in the August chapter.

Anyway, due to the fact that Blue Fedora ran third on December 15th, at the same track (Tropical Park) where this race is to be run on December 18th, he is a strong selection for the "Last-Out" method.

That picks him out as a "Double-Strength" play for this race against Bill Howk and G. Ray, who are NOT "double" system selections.

You noticed on the result chart of this race, in the "August" chapter, that Blue Fedora won handily at \$71.20. Bill Howk was the beaten favorite, out of the money. G. Ray ran last. No racing luck entered into the result. The boy let Blue Fedora settle into his stride in the first eighth, behind some horses, then sped to the front smoothly at the half and drove home by almost a length margin.

This January method is one of the selection plans suitable for picking overlay horses. If the selection by this method is not an overlay according to your prices, you simply skip that race!

It may seem to be rushing the season a bit to give a Decem-



ber winner as an example of a "January" system. But Blue Fedora was given, first, because of the interesting professional separation problems outlined. Second, because of the "double-system" factor that came to the rescue of any doubters and made Blue Fedora outstanding.

The third reason Blue Fedora was given as an example was that this method is really an all-year picker, as noted above. It's selections are longer priced in winter, when the public seems to discard its brains before going to the resort tracks. Let's look at more examples:

A real standout play came up on December 31st of the same Tropical Park meeting. (ANY idea that picks winners at Florida in December should win a Pulitzer Prize of some kind!) In the last race of the day, the public overlooked a good plater named Hook Up, who had the surprising record for the year of 8 wins out of 28 starts! It is seldom that you find a claiming plater with such a winning record at a major mile track!

The nearest thing to him in the race, on this January System, was Rocklye with 5 wins out of 33 starts. For some perverse reason, the public chose to ignore this logical and simple handicapping plan of taking the horse with the best percentage of winners. The public chose to make Green Bowler the favorite. Green Bowler had run 16 races in 1949 and had not won even once!

Some spot! Hook Up won by 3 lengths and paid \$34.20!

One of the good January examples that followed, was Mel Hash at Hialeah during the middle of January. He won easily from the favored Eagle Eye. Mel Hash paid \$31.90. He had the truly startling record of 8 wins and 5 seconds out of 17 starts in 1949! Eagle Eye, on the other hand, had started 10 times to win only twice.

Again, this result showed how spots occur on even the best and most consistent winning horses—if you have the patience and guts to wait until the public gets "wrong." The past per-

formances showed that Mel Hash had been a hot favorite in six out of seven races in a row, at one time during the year. Yet the same public play that had made him favorite then, let him start at \$31.90 for \$2 at Hialeah. Hialeah, of course, is the spot where the public play really lets down its hair and goes completely haywire!

This method is good for the difficult periods when horses switch from one track, one circuit, one season, or one section of the country to another. In fact, it is often the ONLY method that works at such times. Yet the public chooses to ignore it for the most part.

It works on first starters at a meeting. They give some of the best overlay spots. It is NOT used for two-year olds at ANY time of year. This method works at cheap tracks, or class tracks, or any kind of tracks.

It goes right on in February with the same old stuff, having some of its horses bet upon by the public. At other times, some of the system's easiest spots are ignored by the public.

For a class track, look at Santa Anita, where form is good, but where many "trick" system methods fail. (This is a fundamentally sound method, not a "trick" system.) At Santa Anita on February 11th, a fine overlay for this method, a horse called Vera's Man, won handily. Vera's Man had won 7 races out of 24 starts the previous year. The nearest horse according to the system was Archibaldo with only 3 wins in 23 starts.

Vera's Man, thus, was a real standout that even a child could figure. He paid \$33.40. For some weird reason the public made Torch War, who had only run three races during the previous year (winning one) the choice.

For an example at a cheaper track, there was the winning Oaklawn daily double on February 22nd. The winner of the first race was a "January System" horse, Espiritu, with 5 wins out of 29 starts for the previous year.

The system also won the second race with Kay Damion,

who had 5 wins out of 20 starts. Kay Damion paid \$56.20, after Espiritu had paid a mere \$8.00. The daily double paid \$215.00 for \$2.

This was not a fat double at all, but students of winter racing know that any winter double of a \$50 horse and a second choice like Espiritu is just as liable to pay \$500 or \$600 for a handsome overlay, as not.

Most platers at medium grade tracks will be system selections by this method with four or five wins for a year's work. Few platers run up those "8 out of 25" scores.

At half-milers and at the really cheap mile tracks, where some fine sport is to be had, the horses often fall into two classes, like the people in Latin-American countries—the very rich or the very poor. The horses either win a flock of the cheap purses, or nothing. Thus there are some standout plays at times at these tracks.

The prices at the smaller rings are lower, as a rule, than at the major tracks. This applies to almost all systems and not just to this January method. However, as we learned with the Belle Equipe winning at Charles Town, even the smallest tracks with lightest play give overlay spots if you wait for them and know them when they come up.

Fair Grounds on March 9th furnished an example of a winner picked by this method at another medium-grade track. An example worth noting because the winner, Mary's Best, had no fat record. Only three wins out of 15 races. But it was better than anything else in the race. Mary's Best paid \$59.80.

NOTE: In any system method, if you have two close contenders and one is over seven years of age, throw out that one, if other means of separation have been exhausted. This is particularly applicable to medium grade and classy northern tracks. Also Santa Anita and Hialeah. At the other winter tracks some old horses win, but the younger horses always beat the older, when other factors are equal. At major northern

tracks a six-year age limit rule works even better than the seven year rule that can be made for winter racing.

This January percentage-of-winning system runs into shorter prices, on average, after racing gets into the period of established form in May or June. But it is specially handy for the changeover periods in March, April, or December when horses come together in scrambled bunches from widely separated points.

During these changeover months it sometimes happens that this method we have called the "January System" is the only solid means of handicapping available. For instance, when racing first opens at northern tracks in the spring in late March and April.

For example, look at the card at Lincoln Downs, March 19th. That was four days after the opening at this New England fraction-mile ring. It was the ninth race and only two horses in the bad bunch of mutts had any form to brag about.

One of them was Simple Simon, with a record of 7 wins in 30 starts. Several horses in the race had "no wins" in recent months. But one racer, War Spy, had 6 out of 31 and thus was runner-up in the system figures to Simple Simon.

But look what the crazy public play did. The public play made War Spy the 6-to-5 favorite, simply because he had run a good race at Charles Town a week previous. And War Spy was NINE years old.

Simple Simon, a six-year-old, with a better percentage record than War Spy (and far better than anything else in the race) went off at a nominal 20-to-1. Simple Simon won and paid \$51.80. (War Spy was out of the money.)

## Chapter 23

FEBRUARY METHOD FOR LIVE  
LONGSHOTS!

Although they do not interest us in February, it is true that some of the simplest and soundest plays of the December and January winter racing season are to be had with consecutive repeaters.

These are the cheap horses that are ready for winning during the first weeks of Fair Grounds, Florida or California sport. Such horses often come back to win again, after their first triumphs.

Santa Anita begins in late December and its consecutive repeaters are quite conspicuous in January. A glance at the Santa Anita charts for these early weeks of the meeting will show as many as four or five such repeaters on some days. They all pay moderate prices, of course.

But, sooner or later—usually in February—the public play wakes up and begins to follow the previous winners, trying for consecutive repeats. The \$7.00 and \$8.00 possible prices during the early weeks of Fair Grounds or Santa Anita become \$3.70 and \$4.00 mutuels. That's all, brother. That's the end of the sweep of consecutive repeaters!

The point is that after the first few weeks of consecutive repeating, it doesn't pay for consecutive repeaters to win at winter tracks! Or, at least, these racers don't win any more than the usual year-around percentage of consecutive repeaters.

The "smart" horses go into an entirely different routine! They repeat—but not when anybody is looking! They run ~~one~~ bad race after the good winning. That throws the public completely off. The public play, especially in winter, looks only at the very last race in the p.p. charts!

The bad race after the win throws the public off and in some types of races, especially the handicaps, it may get lower weight for the horse. But, whatever it does, it gets much higher prices for next out, in most cases.

Thus, about the middle of January, the consecutive repeaters run into a cold streak. At the same time, the "smart" horses go into a win-lose-win routine. This may be on purpose, or it may be because racing just naturally runs that way. We have no space and no interest in digging into the reasons. The fact remains that many horses win, then lose, then win again. These horses offer great longshot winning potentialities!

The smart player looking for overlays pays special attention to these horses! The WORSE the bad race after the win, the better the horse's chances next out because of the longer odds. If by chance (and every racing rule has exceptions) the public play does happen to make a win-then-lose horse a short price, or a percentage underlay for next out—just skip it. Plenty of good spots will come along.

When the smart player sees a win-lose horse an underlay, he skips the race. When he sees one an overlay, he plays it for a possible win-lose-win sequence.

This tendency to run win-lose-win routines begins about January 15th and runs through February and March at winter tracks. It is always the second form cycle of long meetings or long circuits. It is the cycle that comes after the first cycle of winning favorites and consecutive repeaters.

Thus this longshot idea does not figure to be really conspicuous again, after March, until spring and summer form has become well established at most of the long circuits. It is notable

# OLD ROCKPORT

[illegible]

## SECRETS OF PROFESSIONAL TURF BETTING 165

that in July and August this sequence of results comes up again at the medium grade tracks and at the Illinois "class" courses.

It occurs at New York tracks too. But New York tracks have such "educated" play that it is almost impossible to get a long mutuel price on anything that figures in any way. While these win-lose-win horses may be paying \$50 mutuels at other class tracks, like Washington and Arlington, they may pay only \$12 or \$14 at New York.

We don't have to explain why the public does not play these horses that win in February and March each year. Take a look at the portions of the past performances shown in *Figure 8* and you'll see why. The public simply does not play horses off bad races!

The four horses shown in *Figure 8* won different races on different days at different tracks. They were put together in this illustration for convenience in study.

The professionals make a regular system of this play. If a horse has a win-then-lose sequence, with BOTH races at the same track (or at least the same circuit) where the race is to be run today—and the horse is an overlay—they play it.

Sometimes there is only one such horse in a race with a win-loss sequence in its last two races at the track. If so, and it is an overlay, the play is plain and simple.

Such a horse was Old Rockport, the top horse shown in Figure 8. Note that he had won at Santa on December 30th, then had run out of the money, beaten EIGHTEEN LENGTHS next time out, January 7th. No other horse in the race had the win-lose sequence. Old Rockport won handily and paid \$31.70. This was the same racer who had shown his liking for the S.A. track the previous season by beating all the three-year olds at the park for a purse of 100 G's added.

Note also, that Old Rockport paid MORE for this second win than for his first scoring at the park. The first only paid some \$20.40 for \$2. This emphasizes the way the bad-race-



after-the-good-one throws the public "off" a horse. He won January 18th for that \$31.70 mutuel.

Old Rockport was a class horse, a name horse, at a class track. But this method works for all classes, at all tracks in its proper seasons.

The next p.p. chart on *Figure 8* shows the races of Saralee C. before her winning at Sunshine Park on February 1st to start off the "February System" during its namesake month.

Note that Saralee C. had won at Sunshine on January 13th. Then she had been ninth next out, beaten nine lengths. But in her following start, February 1st, she won and paid \$74.20.

The next chart shows how Power Stroke, a marathoner at Santa, figured on February 18th. This example is specially interesting because Power Stroke was a "double-spot-play" or "double-system" horse that day. (He was picked, also, by the Universal Weight System, explained in a later chapter.)

Thus we have examples of a name horse and two cheap horses. We have January and February winnings, triumphs in a sprint, a middle distance race, and a marathon. The bottom horse in *Figure 8*, Coyote, is an example of a medium grade horse in March racing.

Note how Coyote won at Hialeah on February 16 and lost in an out of the money "effort" on February 25th, beaten 13 lengths. Then he came back next out, March 3 at Hialeah, to win at \$46.40. You can see that the public can never play these horses that are beaten from 10 to 18 lengths in their last start.

The beaten lengths or the finish positions, however, have nothing to do with the system. A horse is just as good a play if it runs second beaten only a nose, in its "bad" race after the winning race—provided it is a long overlay price next out. Naturally, a horse running second and beaten only a nose, is not liable to be a big overlay. The plays usually go on badly beaten horses.

In some events at cheap tracks you may find two, or even

three of these win-lose horses in the same race at times. To separate these horses, take the longest-priced overlay that has the lowest weight of the three—on the Scale. That means, allowing for sex and age. Thus a filly or mare must have an advantage of more than five pounds under the weights of males, to have the lowest weight.

To further separate two or more, take the horse with the most weight off its good winning race weight. And then too, you can always use the *Racing Star Weekly's* "Jockey Rating" page to separate two contenders by taking the highest rated rider.

Other interesting winning examples of this February method that occurred about the same time as the horses mentioned were Iron Pigeon, \$47.60 at Hialeah on January 26 and Boomerang Boy, \$51.20, March 5 at Santa. This Boomerang Boy was a "double-strength" play because he was also the selection of the Universal Weight Method.

The February system carried on in late spring with Reigh Jane, \$47.40, at Gulfstream on March 4th. It had many others at lesser prices.

During most seasons, both Oaklawn and Fair Grounds are very good for this play, as well as Santa Anita and Florida. The winners drop right off at the end of winter racing in March, however. They return only after northern form is settled. That is about three months later.

On paper and while reading this book, this method is so simple that you can't understand how it can produce so many longshots.

But when you get up against the mutuel window with your money in your hand and butterflies in your stomach—while the crowd is fighting to bet on some hot favorite and your longshot is moping to the post with all the speed and spirit of a sick cow—you'll understand why it's not so easy.

## Chapter 24

TRAINERS' MARCH WAKE-UP ROUTE  
RACE PLAN

It is almost fantastic the way simple and logical tricks and maneuvers of the horsemen fool the public and throw the public play off certain ready horses. One of these simple and logical trainer tricks is a method of getting good prices and sharp condition for route races.

The success of this maneuver, as usual, is based on the fact that the public insists on picking horses off their last outings only. And, like so many other sound spot play methods, it involves a last-out race that is classed as "bad" by the public. Or, if not actually a bad race far back at the finish, at least it is a poor race as compared to the last-out races run by two or three other horses in the same contest.

Going back to school days again, you remember how you trained for foot-races, bicycle races, or rowing races, by sharpening your speed at distances less than those to be run in the races?

And now, every morning at our tracks, the horses work publicly and these works are publicly reported in the racing dailies and the daily newspapers. Every day, any person who can read simple words can see that horses work four and five furlongs in preparation for six furlong or seven furlong races.

Every day the newspaper readers can follow accounts of how horses training for the Derby or other stakes at ten fur-

ings, work fast eight or nine furlong trials. Every day, the papers are full of cheap routers working six furlongs, or one mile at the most, in preparation for running mile and one-eighth, mile and one-eighth, or mile and three-sixteenths route races.

All that is as common and plain as drinking coffee for breakfast. But oh brother—when it comes to picking the races, the public play gets notions. The public play ignores all these daily happenings. The public insists on considering only the horses that ran routes last out, for route race winning today.

In other words, if an accomplished router runs one or two sprint races, they serve to throw the public off him in almost every case for his next-out route try.

But even more important to the trainers, these sprint races—sprint races—serve to sharpen the route racers' speed and give them more fire and dash for route racing. These sprint races also serve to freshen up jaded routers that have had a bit too much of that nine-furlong galloping in recent months.

So it happens that some smart trainers use a routine of running a route horse in a sprint, or in two consecutive sprints, just before trying to win important route races! Remember this fact.

Some of our most fashionable trainers use this routine to get stakes horses to win rich purses run at long distances. Other trainers use it to fit ailing or infirm horses for one big purse or betting coup.

Still other trainers use the idea for putting tired route platers on edge for more route winning. And still others use it to get long prices on mutts, or to get medium prices on consistent winners whose route form has become known to the public play.

We don't care about the reasons. All we need to know is that a sprint race, or two, given to a router, peps up the horse—and THE PRICE—for the first time at a route.



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This applies to good horses, bad horses, old horses, young horses—all kinds of horses. The public seems to regard these sprints as a sign that something is wrong with the horse in question. But that is a mistaken notion.

Be sure to watch for this routine of prepping a router for a wake-up winning by letting it run one or two sprint races. The WORSE these sprint races look, the more favorable for the first route try that follows. The fact that the sprint races look bad shows that they were run for training, or for price getting purposes.

This routine seldom fails to increase the betting prices. But, like ALL these spot play and system ideas, the price must be anticipated approximately before play. The price is gauged approximately from your own knowledge of prices, from the newspaper consensus, the morning line, the public newspaper selections, the scratch sheet, racing paper—or anything that gives an approximate line.

If for some reason the public seems sure to bet the horse, just skip that race. Wait for one that the public is not going to bet. No matter what your method of selection, always make a rule of NO PLAY unless the horse appears to be a percentage overlay as compared to its actual chances of winning.

As a general rule, it is best to wait for races in which there is only one of these sprint prepared horses. However, if there are two such horses in a race (a rare happening) and one is a "double-strength" selection, meaning that it is also picked by some other method or idea, then the play can go on that horse.

The player must remember, however, that the horse for play must be a **PROVED ROUTER**. Just because a horse ran fast out in sprints and is now trying a route doesn't make it a system play unless it has previously run well in route races. That's why this idea works **BEST** with medium grade horses or with class horses.

But it also works with the cheap old platers that run at winter

[illegible]

Fig. 9

tracks, when they are overlays and the only "smart" horses in their races. (Obviously, the sprint races must have been run within 20 days of today's route try, or they have but scant meaning as a smart maneuver.)

For an example of how this idea can work even with cheapsters, look at *Figure 9*. This *Figure* gives a portion of the past performance charts of an old plater named Phaltup. Underneath is a portion of the result chart of Phaltup's race that day in March, at Oaklawn Park. The "Before and After."

(Note, in some of the *Figures* used as chart illustrations in this book that portions of the fine modern past performance charts or results charts have been cut away to save space and to avoid the necessity of reducing the size.)

Note in Phaltup's past performances that the bottom line, the race for June 11, 1949, at Ascot, shows that Phaltup closed well at a mile and one-sixteenth. Thus proving that he can run routes.

A still better method of checking horses for route going (or mudding) ability, is to have ALL the December monthly bound Daily Racing Form chart books for several years back. These valuable books, have, among other features, an index in the back showing all horses that raced during the year. The race chart index numbers of every race run by each horse are printed in chronological order in this index. Also, just before or after the index numbers are code notes showing the distance of each race, in-the-money performance and the track condition.

With these December monthly chart books for each year, the player can look back over any horse's record for each year to see at a glance if he was in the money at a route distance. Remember this method of looking up horse's back records. It is useful for many systems and methods of handicapping.

In the case of Phaltup in this March race at Oaklawn, we see from the past performances (shown at top of *Figure 9*) that he can run routes. The p.p. charts of the other eleven

horses in this race are not shown here. But all of them ran routes last out, except Calix. So there was no other possible system horse for this March method, except Calix.

A look at Calix's past performances and "scoring table" showed that he had never run a good race at a route, so he could not be considered, even though his last race was a sprint. To further bar Calix from any possible consideration, was the fact that he went into the race with 5 pounds of overweight! He was supposed to carry 105 pounds.

The result chart of this March race at Oaklawn is shown on *Figure 9* just below the race's past performances of Phaltup. Note, circled in ink, that the race is run at nine furlongs, one and one-eighth miles. A portion of the result chart, from the place price on down, was cut off to save space. The cut off portion included the notation of overweights.

However, we have made check marks in ink, at right of the prices of this result chart, to denote the four horses that carried overweight in the race. Note that BOTH the public favorite, Dame Damion, and the second choice, Atoka Lad, carried overweight. Overweight is particular poison at cheap or medium-grade tracks during February and March—also during October, November and December.

Getting back to Phaltup, you see from the past performances how he ran a sprint in his only previous start at the Oaklawn meeting. That sprint was run on March 2nd.

This nine furlong race shown in the result chart was run—and won by Phaltup—on March 7, only five days later. This running back so soon after the sprint showed the anxiety of the stable for the win.

But that was by no means the only indication, if we can pause for a bit to look at some really professional details. Note the line "Latest Workouts," under that last of Phaltup's past performance lines. Any beginning student of workouts (work-

outs will be discussed in the next chapter) knows that Oaklawn workout speeds, early in the meeting, are very slow.

However, there is a work of Phaltup, the first one listed, shown as having been made February 26th, after the "*Latest Workout*" heading. This workout, reading "2-26 OP-5f 1.02 h. fst.," means that Phaltup worked five furlongs handily over a fast track that morning of February 26, in 1.02.

That is very good time for Oaklawn. It is time that some of the real horses never make in Oaklawn works. For an old plater like Phaltup, it is really flying! It shows that he has all his speed, regardless of what his sprint rehearsal races are made to show.

Note also, that in his sprint rehearsal race at Oaklawn on March 2nd, at 6 furlongs over a fast track (circled in ink on p.p. chart) Phaltup was entered at a claiming price of \$2,000. But in this March 7 race at nine furlongs, he was dropped down to about his normal claiming price of \$1,500, as seen in the numbers shown circled in ink at right of Phaltup's name in this p.p. chart.

This maneuvering shows the professionals that the barn didn't want to take even the slightest chance of Phaltup being claimed in that rehearsal sprint, so they put him in at what seemed a ridiculous claiming price, according to his record. (You wouldn't think anybody would claim a nine-year-old beetle at a winter track, but people do. Even some of our smart eastern haltermen have claimed old platers on occasion!)

Any way, when they sent Phaltup out to win the nine furlong race, he was dropped into the range of his rightful class at \$1,500. Professionals take careful note of all these minor indications that help to point out trainer maneuvers and smart coup horses about ready to come to life.

Of course you have already noticed from the result chart that Phaltup paid \$349.50 for \$2, in winning this nine furlong "March System" route race at Oaklawn on March 7th!

## Chapter 25

### WORKOUTS SELECT THE APRIL WINNERS

Turf fans who like to pick their own winners always have tough going in April. And they will continue to have tough going—the horse men will see to that—until these fans learn to use the morning workouts printed each day in the racing papers.

Half-mile tracks and the first track to open at Maryland, are more difficult for workout play than New York tracks. Kentucky tracks are good for workout play. Either Suffolk or Narragansett in New England, whichever one opens the mile track season, is also okay.

The public play, of course, keeps up its record of being 100% wrong at the races, when it comes to interpreting workouts. For example, the public play during April of 1950 made Middleground the odds-on favorite to beat older horses that had raced all winter. See *Figure 6*.

We have no space for detailed explanations as our pages are running out and we have lots to tell in this book. But the fact remains that as a general rule, the best workout horses for play are the horses that raced all winter. These horses are ready and on some kind of edge, as compared to horses that rested up North all winter.

But that is not the main reason for playing the winter raced horses. The main reason is that the public play is so insistent

on being wrong at all times that it often makes the untried, winter-rested horses hot favorites over horses from winter tracks. Middleground, who did not race during the winter, is just one example, of many.

Some winters in the North, particularly around New York and Maryland, are mild. That was the case of the winter of 1950 just before these example workouts (to be explained) were made. During such winters, the northern horses have a chance to begin their workout training early. And when April racing comes around during those years, the winter rested horses, trained off workouts alone at northern tracks, win a few races.

Seldom—but seldom—do the winter rested horses of high class try to win off workouts alone in April racing. Why? A good example was given in the 1950 Derby. The early favorite, Hill Prince, had won his first start of the northern season, in April—the Experimental Handicap Number One.

With a few exceptions, this winning first out off works alone (when the works were made at northern tracks) knocks a horse right off form for some time thereafter. Hill Prince lost his next start (*Figure 5*) and was beaten in the Derby by Middleground.

But, our knowledge of racing history (and *Figure 6*) shows us exactly how a class horse should be trained for big stakes in the spring. Middleground LOST his early outings in April, after being prepared off works alone. He lost some races, but the combination of racing and working gradually put him in shape for the long ten-furlong grind in the Derby, which he won.

Cheap horses that might be used for winning bets and not important purses, are the ones that try to win first out off works alone if the winter has been "open."

When northern winters are cold and snowy, however, almost every April winner at big tracks (except the first track at

### MAR. 15 JAMAICA—Track Good

Three Furlongs	3-5-Persist	40 b	Four Furlongs
Attrusa .39%b	3-5-PolsonArrow .41 b		Spindle .55 b
Hopefully .39%b	2-22-R'n'ieB.Good .40 b		Five Furlongs—58
Jeep Supply .41 b	3-5-Sky Miracle .41 b		Follansbee 1.06 b

### MAR. 19 JAMAICA—Track Fast (Dogs Up)

Three Furlongs	3-15-Sambet	.52 b	Six Furlongs—1.10%
1-1-Armelle .51%b	Sunstake .52 b		3-15-Comic Ann 1.21%b
Orph'nFibber .54 b	Unequaled .51%b		3-9-Questus 1.18%b
2-22-SaintGe'rge's .51%b			

### MAR. 23 JAMAICA (Dogs Up)—Track Sloppy

Three Furlongs	Four Furlongs	3-18-Hornpipe	1.03%b
2-1-BirdieLulley .36 b	2-20-Anshiri .54 b	3-15-Persin	1.03%b
3-1-Bird Ring .42 b	3-19-Armelle .54 b	3-19-Questus	1.05%b
3-21-BostonBab'le .42 b	3-20-Brave .54 b	3-18-R'n'ieB.G'd	1.04%b
3-1-Cears .42 b	3-20-Brave .54 b	3-20-VelvetRhy	1.04%b
Furthinton .39 b	3-20-Brave .54 b	3-20-Waterwheel	1.05%b
2-20-Fish of Light .38 b	3-20-Brave .54 b		
Fleet Vixen .39 b	3-20-Brave .54 b		
HobcawBar'y .42 b	3-20-Brave .54 b		
3-20-Insolence .38%b	3-9-Sonatine .51 b		
3-1-Mr. White .47 b	3-1-Tunic .53 b		
3-20-Our Patricia .38%b	2-17-Yazdegard .54 b		
Pickler .39%b	3-20-Up Beat .55 b		
2-13-Sam's List .39%b			
2-Third Age .39%b			

### MAR. 27 JAMAICA—Track Slow

Three Furlongs	3-16-Jeep Supply	.54%b	3-17-C'n'hKnight 1.04 b
Fatal Error .40 b	3-22-Pigeon Pride .51%b		3-22-Faithful Star 1.04 b
1-21-Sadie Day .43 b	3-22-Ray .50%b		3-17-Podlun 1.04 b
3-20-Scholarship .39 b	3-22-Sad Zac .50%b		
3-15-Venturino .42 b	3-22-Sad Zac .50%b		
Four Furlongs	3-22-Sad Zac .50%b		
Blue Kay .51%b	3-22-Sad Zac .50%b		
3-21-Bos'n B'b'te .56 b	3-22-Sad Zac .50%b		
I Won Too .52%b	3-22-Sad Zac .50%b		
3-22-Jamaica Boy .52%b	3-22-Sad Zac .50%b		

### MAR. 30 JAMAICA—Track Fast

Three Furlongs	3-27-Sky Ruler	.37%b	3-27-Waiver .49%b
3-16-Althor .39 b	3-27-Spider Rock .38%b		3-27-Waiver .49%b
3-23-Bundrab .33%b	3-27-Third Age .38%b		3-27-Waiver .49%b
3-23-Brave .37%b	3-27-Waterwheel .37 b		3-27-Waiver .49%b
3-1-Chaldia .41 b	Four Furlongs		
3-23-Compassail .38%b	3-27-Bird Ring .52 b		
3-23-Dr.DavidHill .36%b	3-27-Gay Love .53%b		
3-27-Fort'nGr'nd .37 b	Julibee .51%b		
3-25-Hook Up .37%b	3-28-Killeybegs .50%b		
3-25-Hornpipe .36 b	Model Home .52 b		
3-25-Lucullus .39%b	3-25-Pigeon Pride .49%b		

VELVET RHYMER (6f) went handily from the gate, FAST MAIL (1m) finished well in his good move.

Fig. 10



Maryland) is from a winter circuit; Florida, California, Oaklawn or Fair Grounds.

Workout students who want to pick winners in May, June or during the early summer, only need to list fast workers in March and April, then follow them through their May races until they are in shape. But FOR APRIL RACING, which is our problem in this chapter, the winnings are based upon certain facts that the public does not know.

These facts, so far as we know, have never before appeared in print. We hope you appreciate them. And please remember, if some of our inking of illustrations is not quite precise, or some other technical fault can be found with this book—we are not supposed to be an expert on books. We only know about horses.

Workouts are made each day at northern tracks, starting about the middle of March, if weather permits. These workouts are tabbed and noted each day by a large crew of clockers. At New York and some other courses the clockers pay a daily license to the track—which keeps them honest.

The clockers know each horse by sight. They send in tabulations to their publications noting the facts of each animal's workout. *Figure 10* shows the workout tabs that appeared in *The Morning Telegraph* for the Jamaica track on five different mornings during March of 1950.

Note that in the March 15 workout tab, at the top, there are no small dates at left of the horse's names. That is because this is the first published workout of the spring season. (Jamaica opened its actual racing on April 1st that year.)

The other four workout tabs have horses with small figures at the left of their names. These figures are the dates of the previous public morning workouts of these horses. Some of these previous works were made at Jamaica and some at winter tracks.

The workout student cuts out the work tabs published in the

past performance papers each day and saves them clipped together in order. With this file of tabs he can check back with ease and see all the works made by any horse.

When workouts are used for racing in later months the works made on fast tracks only are taken as criterions. For April racing, however, ALL workouts are used because the actual speed made is NOT the most important factor.

This is what the public doesn't know: The most important details for April winning are, WHERE a horse works and WHEN it works! Freeze those thoughts in your brain. The speed of works is a secondary consideration.

Where it works! That's why the Jamaica workout tabs are shown in *Figure 10*. New York, Maryland, California, Florida, and other circuits, have several tracks close together. And for April winning, you use only the workouts made over the track that is to race in April. Jamaica, for example.

Sometime during March the works for Aqueduct, and for Belmont Park's two courses, are run in the past performance papers, as well! But, as a general rule, the horses at these other tracks are NOT counting on winning at Jamaica. A few do win, but they seldom beat the Jamaica trained horses.

The workout horses tend to win in rotation, or by turns, as do all horses picked by any means. But with workout horses, the animals stabled at the first track of the season are the ones most anxious to win there. This is true of Jamaica. It is also true of winter horses at Florida in December.

Thus for April winning, we watch ONLY the workouts of the horses that are working at tracks that have racing in April. The horses working at May tracks (Belmont) or June tracks (like Aqueduct) will get their turns later. First, the Jamaica horses must win.

It is funny when you stop to think of it: This rotation of horses and tracks is like the rich father who has three homely

daughters. The oldest must be married off first. The middle one can't make a move until the oldest is gone!

Thus for April winning, you start looking in March for the workouts made at the April racing tracks. You don't worry about sensational works made at Belmont or Aqueduct, if you are playing New York. Those sensational workers won't win peanuts in April, as a rule!

That's the important workout idea, Number One—WHERE the horses work out for April racing. Important idea Number Two is WHEN they work out.

You understand the procedure at winter tracks, of course. As meetings end in late February, March, or April, the horses from the North are loaded into cars and shipped back home to northern tracks. Only so many cars can be loaded each day. Thus the trek from South to North is staggered over a period of at least two months.

Some horsemen want to clean up the dregs of winter racing. They stay until the end. Others stay until just time to hit the northern track for the opening. But the horsemen who really try desperately to win during April always ship early to the April track. They ship early, whether their horses are coming from southern tracks or from northern farms where they have rested all winter.

For these reasons and others too involved to be detailed, it happens that the EARLIEST horses to work out in March for April racing, are the ones most anxious to win. They do not all win in April, but a surprising number do win. And a surprising number pay very fancy prices. They pay fancy prices despite the fact that they had good recent form at the winter tracks!

As long as the public makes winter-rested horses hot favorites, the winter-raced horses will be overlays. And that is most of the time. (As we know, overlays are what we must have.)

Now turn to *Figure 10* again. Note that in the top workout

tab, the first day of published Jamaica works, March 15, only 10 horses worked. On the same day at Belmont there may have been 40 winter-rested horses working out slowly in preparation for summer racing.

Note that times made on March 15 are farcical, they are so slow. But we don't care. We know that the very fact that these horses worked out AT Jamaica so EARLY, means they want to win early!

It often happens that some of the early workers fail to train well. Their names are not seen in later workouts. That can't be helped.

Note Luring's name in the March 15 works.

Several days later, March 1, only eight horses worked. The track was fast but the "dogs" were up. When that notation is seen on the workouts, it means the track crew wants to keep the horses off the inside portion of the racing strip. The crew has placed barricades or "dogs" here and there, so that horses have to work out at least 30 feet from the inner railing. Obviously, the horses working on those days run much further for the reported distances than horses working on other days along the rail.

Note that even with "dogs up," the Florida-raced plater, Questus, made the best workout of March 19 and the longest workout of the day. In fact, this was only the second day that any horse had worked as far as six furlongs. Questus, plainly, was getting ready to shoot for something big! He had raced in Florida, but had left there after a March 3rd race, to be on the grounds early at Jamaica.

A repetition of good works, or a repetition of the same "early worker" working back often, is an indication that a horse is being prepared for big things. Note Questus also in the tab of March 23rd.

As the meeting draws near, speed becomes more important in workouts. More horses are working each day and speed and



distance have their meaning. Always, as a general rule, the FURTHER a horse works in decent time, the nearer ready it is. Thus the six furlongs and one-mile works always have more meaning than the shorter dashes!

Note the good long works on March 27 (*Figure 10*) by Eyewin, Fast Mail and Questus. This Questus was the FIRST horse to work a mile at Jamaica for the season. (Of course each day some horses gallop miles in trot time, but the galloping works are never listed as they are too slow to mean anything.)

Incidentally, the little letters "b," "h," and "d" at right of horses names mean "breezing," "handily," or "driving."

Note good works on March 30 by Royal Castle, Rosebowl, Velvet Rhymmer and Fast Mail. The latter two worked so well that the clocker made a special notation of the fact below his tab!

The "early workers" can be noted right up to the end of the first week of the meeting. After that, the new arrivals at the track and the new names in the workouts are no longer "early." The subsequent arrivals may take their time in winning. The "early workers," however, will keep trying all through the meeting for wins. Some will win and then repeat. But the repeats are short-priced as a rule and not worth a play.

Now let's see what some of these horses did in April. Let's see what some of these outstanding, or early, or repeat workers shown in *Figure 10* did in actual racing.

Of course the player uses the same rule for his play of workout horses as he does for any other play. If the horse is an overlay on its real form or actual chances, it is a play. If not an overlay, the race is avoided.

Opening day at Jamaica, April 1, started with a two-year-old race. No play. The first workout tab horse was Our John Wm. in the second event. Note his work at four furlongs on March 23. Although he had rested all winter he was a hot favorite.

Thus he was a bad underlay. There was no play. He won and paid \$5.90.

In the fifth race there was an overlay on Pellicle, a fairly classy performer who had run third in Florida on March 10. He had worked the same day as Our John Wm. He won and paid \$23.70.

In the seventh race on opening day, who should be in the entries but Questus! Questus was our best and most outstanding workout horse during March, as per *Figure 10*. He had raced at Hialeah and thus had good winter condition.

The fans made something else favorite and let Questus go to the post as the outstanding overlay of the early season. He was the longest priced horse in the race! Questus won handily and paid \$55.00!

Next day, Birdie Lulley (March 23 workout on *Figure 10*) won as a bad underlay—no play. She hadn't raced all winter, but paid only \$5.00.

In the second race, Rosebowl, who worked a good six furlongs on March 30th was a fancy overlay. He had run at Florida during the winter, so he was ready. He won this race and paid \$95.70. Is that bad? (As you can see, it is almost weird the way the public makes the uncertain winter-rested horses short-priced and lets these "hot ones" from winter racing go to the post at long odds.)

In the fifth race, however, the name of Luring came up. She hadn't raced all winter, but she was in the very earliest published workout tab, March 15, see *Figure 10*. Luring was an overlay, thus she was a play. If she had been 3-to-1, she would have been no play. But Luring was neglected and she won and paid \$74.50. (Note that she also worked on March 23rd.)

Fast Mail in the last race was a winter raced horse. But he was an underlay, so he was not played despite his good early works. He won and paid \$4.30.

On March 6th, Bird Ring won at \$8.40 as a play. She had

raced at Florida. Podium, also on *Figure 10*, a Florida raced horse, was a play on April 10 and won at \$15.80.

On April 13, two workout horses from *Figure 10* also won. They were Sad Zac at \$25.70 and Scholarship at \$7.70. Another fine early workout winner scored on April 14. That one was Eyewin, \$39.80 for \$2—see March 27 workout at six furlongs.

Third Ace, Anshirl and Ceara, won later. Also Chaldia, Up Beat and Transatlantic. Royal Castle made good after running second in a stakes. Velvet Rhymmer, who worked on March 23 and March 30, see *Figure 10*, won on April 26th at Jamaica and paid \$35.50. He had lost two rehearsal races after his early works.

Note the uncanny way these early, before-the-meeting workers win in April! Of course there are losers that come with them too. But just one of those \$50 or \$70, or \$90 prices makes up for a whole carload of mistakes!

## Chapter 26

### INSIDERS' WEIGHT ANGLE FOR MAY PROFITS!

Turn to *Figure 1*. That is the official Jockey Club Scale of Weights, printed with Chapter 7, the "Horsemen's Hidden Weight Secret". If you are not thoroughly familiar with the Scale and all its meanings, read Chapter 7 again. In the present chapter we are going to learn how the horsemen use the Scale for MAY profits.

Of course you learned in Chapter 7 that the Scale is an arbitrary table of weight differences, based on many decades of observation. These differences allow the horses of various ages and sexes to run together with equal chances. Note in *Figure 1* that there is a column of weights for May. It provides that at six furlongs, in May, the three-year olds meeting older horses should carry 119, the fours 130, and the five and older, 132 pounds.

But these weights are much too heavy for all but a few of our "name" horses, so the racing secretaries who make up the condition books of each meeting plan programs of races at certain stated numbers of pounds under the Scale. For instance, if the conditions of a race read, "Six under the Scale" (as many race conditions do) it means the threes carry 113, the fours 124 and the older horses 126.

At some tracks, the secretaries figure their own "six under the Scale", or whatever they are going to specify, and put these

weights in the condition book. For instance, they might say the conditions of a claiming race should be "124 pounds for four and upward, 113 for three-year-olds." Many racing secretaries do it that way.

Maybe you see the gimmick already? But anyway, here is where the gimmick comes in: Some racing secretaries have to fit the conditions of their races to the horses on the grounds. Others have to fit them to the horses in favored stables, or to horses in popular stables that bring patrons into the track.

Still others believe that the Scale of Weights is not as accurate in Spring months as it is the rest of the year. In fact, practically every professional believes that it is not as accurate from April through June as it is the rest of the year. But racing secretaries vary in their opinions as to the amount of the inaccuracy and what to do about it.

It is a fact that the Scale of Weights seems to be a bit heavy on the three-year-olds of average class during April, May and June. The professionals believe that at Scale weights during this period, the threes get a bit the worst of it. Figures seem to bear them out.

But, on the other hand, some racing secretaries have their tracks so flooded with three-year-olds that they fear the threes will grab all the races open to them. For this reason, or for one of many other reasons, they penalize the threes even more than the Scale differences in some races, at some tracks. We don't care about the reasons—a perusal of the charts for years back will show that this is true.

Looking back at our Scale of Weights we see that a four-year-old in May, running six furlongs, should give a three-year-old 11 pounds. But conditions of a race may show that the secretary has taken away two pounds of that, or more, just to be sure that the threes don't sweep the race. The threes, of course, have plenty of races for their own age exclusively and do not need to win all the mixed-age events.

So, the professionals watch the conditions of mixed-age races all spring (during April, May and June) for spots in which the threes take the worst of it. When they find these spots, they ditch out the threes and look for a five or six-year-old. Let's see why:

Suppose a race comes up for "Three and upward". That means all ages from the threes up to as old as horses can run. Suppose, further, that the secretary has provided that the basic weights (off which all allowances come) shall be, "three-year-olds, 115; older, 124". The race to be run at six furlongs, in May.

Surely you see the gimmick now? And let me add that this is a common race condition!

As a professional, you see that the secretary has made his base weight six pounds off the Scale weight (130) for the four-year-olds, giving the fours 124. But six pounds off the Scale would give the threes 113, instead of the 115 that is stated. Thus it is plain that the threes have two pounds the worst of it, everything else being equal, in this race.

Not only that, we know as professionals, that the threes have a pound or two the worst of it on the Scale in April, May and June anyway. (Sometimes even throughout July.) So we figure that the threes should really be carrying 111, instead of the Scale's 113. They should really carry 111 instead of the 115 pounds provided in this example race.

So it only takes simple arithmetic to see that the threes have some four pounds the worst of it. Suppose it is a race with 12 starters, six of them three-year-olds. To start handicapping, the professional simply marks off all the threes as unsound risks. Plainly, the racing secretary did not intend a three-year old to win this race. Most times, the secretary gets his way.

Of the other six starters, four were four-year-olds and two were older, one five, one seven.

But look at the Scale again. The table plainly shows that

five-year-olds and older, running six furlongs in May, should give two pounds to the fours. But the conditions of the race, as so many race conditions do, simply lump the fours and the older horses together to carry 124 pounds!

So we see now that although the threes have a lot the worst of it against the four and older horses, the fours have two pounds the worst of it, according to the Scale of Weight for May at six furlongs. The fives and upward should have a basic weight of 126 to match the 124 of the fours.

Thus, although the threes are taking the dirty end of it from the fours, the fours are at a two pound disadvantage as well, in comparison to the fives. Obviously, this 124 for the fives and upward, adds two pounds more to the disadvantage of the threes in relation to the older runners.

So we also cross out the four-year-olds. In other words, by use of our knowledge and the Scale of Weights, we have scratched off 10 of the 12 contenders in our hypothetical race. We know that the five-year-old and the seven-year-old have all the best of it compared to the others. All we have to do is pick between the two.

However, as professionals, we know that **ON AVERAGE**, the horses over six years old at major northern tracks are beaten by the five-year-olds and six-year-olds. The horses that reach seven years are either "over the hill" of their peak form or soon will be. In close finishes, the seven and eight-year olds will be beaten noses and heads and necks by the fives and sixes.

In fact, some professionals and some systems have strict rules that say **NEVER** to play a horse older than six years at a major northern track. However, I believe judgement should be used. Strict rules are hard to handle in turf affairs—it seems as if every time you stick to them the exception always comes up!

However, as a general rule, you throw out the seven-year-old in this example race and play the five-year-old. The five-year-old has all the best of the weights!

Watch for spots like this. Watch for races for three and upward during April, May and June, at distances from six furlongs up to seven and one-half furlongs, inclusive, in which the threes have the worst of the Scale differences and in which the fives and upward run at the same weights as the fours.

In such races, the fives and six-year-olds have all the best of it and will usually win, if everything else is equal!

You must understand that these weights mentioned are the basic weights for the races. All non-winner allowances come off them. However, since you are throwing out the threes and fours altogether, you don't care how they are matched up with each other.

And don't let the sex allowances throw you off. The fillies and mares get five pounds from males during April, May and June. This five gives them none the best of it, as we will learn in the next chapter. Thus if the conditions of the race call for 115 pounds for three-year-olds, that automatically means 110 for three-year-old fillies. They are still carrying the 115 for three-year-olds, in effect.

The only thing that may or may not scramble this idea and call for a little judgement to be used, is the rider allowances. A rider allowance of three pounds or five pounds can not get a three-year-old up to beat the fives and sixes, on average, at Scale differentials. A seven-pound allowance for a "double bug" rider might do it.

Thus if the weights are confused by double-bug allowances on three-year-olds (which seldom happens) just skip the race.

However, an apprentice allowance could give one of the fours a slight advantage over a five or six year old that did not have the bug allowance.

In many cases, fortunately, the five or six-year-old you pick by this method will be the starter with the apprentice allowance. If so, he has all the more advantage over the other racers in the contest.

Never begrudge time spent in a study of the Scale of Weights and race conditions. They are interlocked. They really control race results in many cases.

Note that the rules of the Scale of Weights provide that in case of intermediate distances, the weights for the shorter distance shall be used. Thus all odd distances over six furlongs, right up to seven-and-any-fraction furlongs, use the six furlong Scale weight differences.

Note that the five and six-year-olds only have their possible two pound advantages, in April, May and June at six furlongs and fractional distances up to one mile but not including the one mile distance. Thus these are the only conditions under which you look for the MAY ANGLE spots for five or six-year-olds running against threes.

The presence of four-year-olds in such races is normal, but not required.

Some races may come up in which there are no fives or older. The fours run against the threes. In such races the "spread" of the weight advantage is not so large as it is when the fives run against younger. But, if a good four-year-old claims a bug allowance, and is either a gelding or a whole horse, it can be played against the threes.

Fans using this method should at all times keep in mind what they learn in Chapter 27. In accordance with Chapter 27, fans should never play a filly or a mare when using this MAY ANGLE weight method. If a filly or mare looks too good to resist—just skip the race. It's a mirage!

This insiders' weight angle works year after year because the public refuses to learn about the Scale of Weights. The public refuses to accept the idea that half-grown boys can't beat college-men in their prime, running races. The public year after year, looks only at the actual weights carried, not at the Scale differences.

Thus the public, day after day, figures a three-year-old has a

ten-pound weight advantage over the older horses, when actually, it should be getting at least 16 pounds to have an equal chance with older horses in May at one mile.

You want an example? Look at Middleground in *Figure 6*. He was good enough to win the Derby, but he couldn't beat five-year old My Request before the Derby. Note that on the Scale, for April, at the distance, Middleground should have carried 102 if top-weighted My Request was to carry 122, as he did.

The most perfect and "classic" example of all, however, was the running of three-year old Hill Prince in Belmont Park's Suburban Handicap at ten furlongs in May of 1950, a few days after he had run second to Middleground in the Kentucky Derby. This example should have a whole chapter!

Hill Prince has been mentioned before in this book. His losing race in a handicap for three-year olds exclusively is shown in *Figure 5*. However, after Hill Prince blew that one at odds-on, he won the Wood Memorial, ran second in the Derby, won the Preakness and Withers—all weight-for-age races for three-year olds exclusively.

As Middleground, his only early-season rival, was second to him in three out of these four races, it was only natural that by the last week in May, when the Suburban Handicap for three and upward was to be run, Hill Prince was acclaimed as the three-year-old champion. (Later, he was acclaimed "Horse of the Year".)

When some advance publicity for the Suburban came out saying that "Hill Prince would be a starter and likely favorite in the Suburban Handicap for three-year olds and older", the writer laughed it off, saying that it was too crazy—too impossible—just a publicity build-up to hide the fact that only the second-raters among the handicap horses were then in the East to battle for the Suburban with its \$50,000 added money.

But nothing is too fantastic to happen in racing. Hill Prince,



the lone three-year-old, actually started in the Suburban of 1950!

Remember above how I said that the threes get none of the best of it from the framers of the conditions in springtime? Hill Prince was given 113 pounds for the Suburban, making him top-weight on the Scale. Now look at *Figure 1* and note that in May at ten furlongs (1 ¼ miles) three-year old colts must receive 19 pounds from older horses of equal class.

The track was to be slow or muddy, a condition favored by Hill Prince. All the real handicap horses such as Noor, Citation and Ponder were in California. Nothing but second raters like My Request were in the East to run against Hill Prince. You recall that earlier in the book, in talking of My Request beating Middleground in Chapter 20 and *Figure 6*, we mentioned that the five-year old had never prospered at ten furlongs and had never been "in the hunt" when running against the likes of Noor, Citation and Ponder at Santa Anita in March of 1950.

Only seven racers started in the Suburban. Hill Prince at 113—which we know was equal to 132 pounds on the Scale—was the lone three-year old. The next highest weight was 123 for Flying Missel, a five-year-old. My Request had 119 and Loser Weeper had 115, both five-year olds.

Despite the fact that only five of the three-year olds have ever won this May race since 1884—and despite the fact that the last previous three-year old Suburban winner was Crusader 27 years before—the fantastically daffy public actually made Hill Prince favorite! Not only favorite, but an odds-on favorite at 9-to-10. ((How Pittsburgh Phil must squirm in his grave to get at some of those dutching spots with "sure" losers in races at odds-on prices!))

Of course some of the alleged daily turf "experts" kept writing that three-year olds "have the best of it against older racers in spring races"—which is exactly opposite to the facts as shown by the records.

Hill Prince was the three-year old champ. But when it came to meeting second-grade older horses, he lacked the maturity and strength to hold his own—despite his class. My Request, who had beaten Derby-winner Middleground in *Figure 6*, stepped out and ran with Hill Prince for a mile—to the head of the stretch. That "cooked" them both and Loser Weeper came on to grab first money. Hill Prince, "horse of the year", wound up a very tired third about four lengths back of the winner, Loser Weeper.

Hill Prince had no excuses. He simply had been tossed into a suicide spot. You didn't see such great trainers of three-year-olds as Ben Jones, Tom Smith, James Fitzsimmons, or Max Hirsch (trainer of Middleground) sending any threes out to battle older in May. Incidentally, this race was perfect for a feature race dutching play, as described in Chapter 20.

## Chapter 27

HOW PROFESSIONALS AVOID  
"STIFFS" IN JUNE

Somebody who was trying to take a short-cut to an epigram once said that the difference between the professionals and the amateurs at the racetrack is that the professionals know how to avoid losers. This statement is true in itself, but is only half of the truth. The other half, of course, is that the professionals also play more winners, at better prices.

In the previous chapter we learned of a play based on throwing out the three-year olds that have the worst of it in April, May and June each year. We commented on the strange fact that the public play never wants to learn about the Scale of Weights or the proper weight differences for the various ages of horses.

The public play goes for some terrible "stiffs" and impossible horses each spring by taking three-year-olds to beat older when the threes actually have weight disadvantages, although appearing to carry light weight. We learned all that in the last chapter. But now, we will learn about an even more destructive phase of the weights and factors related to it!

This destructive phase not only takes the public's money but makes most professional public selectors "wrong" in race after race during the time from April 1st to August 25th each year. What "impossible stiffs"?

Why the fillies and mares, of course! The fillies and mares of

three years and older. (The two year old fillies may be played all year, except in the biggest stakes, when running against colts and geldings.)

The fillies and mares of three and upward are "poison" during the months of April through most of August. Their worst time begins during the hot weather in May and lasts until well into August. A few of them do win in April while the weather is cool. Just enough of them win to get the misguided public play to them.

Why are the fillies and mares poison? Simply because they are afflicted with the mating urge. The presence of male equines nearby can throw them into a frenzy at any time during the months mentioned. The males need not be in the same barn, or at the post with them. The males can be in the next barn, or several barns away.

During this mating period the fillies and mares are unreliable. True, a few win now and then, to prove the exceptions that occur in all racing rules. But they NEVER win when the public play and the public handicappers "make" them.

The writer has a list of "important" and "best bet" fillies and mares given out by one public handicapper during a recent spring and summer. Almost without exception, they lost. And they lost at poor prices!

The smart stables do not count on winning with their fillies and mares during the mating period. The stables run them, hoping that one day the females will feel like running and will grab a purse.

It is a rule almost without exception that during this mating-urge period, the fillies and mares NEVER win off good recent form. If they do win, it's off such bad form—or they are running so far "outclassed"—that the prices are long.

Have you always had bad luck in spring and early summer racing, as compared to the winnings you grab so easily in autumn months? If so, review your selecting. From now on

be sure that you do not play three-year olds "against the Scale". And be sure that you do not play fillies and mares in spring and summer months.

If a race has several fillies and mares, throw them all out of consideration. But, be especially sure to throw out all first, second and third choice fillies and mares of three years and upward during JUNE. That will keep you off the stiff, just as it keeps the professionals off.

Dutch the fillies and mares right out of a race! It is hardly likely that you will be fortunate enough to find a race in which there is only one male, or two males easily separated. But if such a race is found, it is a real percentage spot if other factors are favorable.

The amount of money that amateurs throw away on fillies and mares in spring and early summer is a shame. Be sure you do not belong to this class of hopeless losers!

If the fillies and mares ran absolutely last each race, it would be fine. The tracks would bar them from running for a time. But it's not that simple. The females run right up there one day, second or third, or close to the leader. That gets everyone steamed up for next time. But next time they are kissing the eighth pole when the leaders go under the wire.

Under the present system of mutuel betting, entered horses that draw post positions can not scratch after the regular scratch time. So it happens that when a crazy fit comes on a filly or mare before post, the trainer can not do anything about it. All he can do is send her to the post although he knows she is in no condition to race and win.

There will come a time, later, to bet on fillies and mares. But by that time the public will finally be off them. (This time will be described in a later chapter.) And just to show how jerky the public play can be, the people who played short priced fillies and mares to lose during the June season when the pro-

fessionals avoid these money burners, will NOT play them later in the year when the conditions are all in their favor!

These two chapters are short—but they might save you some long money. Be sure to pay attention to them. They are professional ideas.

And if these two chapters have opened your eyes and changed you from an amateur player to a smartened-up pro, don't send me any presents. Don't send me any presents because I might be at the track in Capetown, Rio, B.A., Paris, Sydney, or some far off place. The cake you send would get stale before I got it!

Instead, just tell all your friends how much you like this book. Tell them how to get it. Let them benefit by it too. And when you have to give a present that you want a friend to enjoy all year long—just give him, or her, a copy of this book.

A typical example of the way fillies and mares run during the mating season—and a typical example of the way the public play falls in on them—was given by the running of the Acorn Stakes at Belmont's 1950 spring meeting.

The public play made Next Move the 3-to-10 odds-on favorite in this race that was run at one mile about the middle of May. Don't ask me why they did. I don't know! It was just one of those crazy price things, like the public letting the good Pimlico mare Belle Equipe (see *Figure 16*) go to the post at a \$116.00 mutuel.

This Acorn Stakes was for three-year old fillies only. They all carried the SAME WEIGHT, 121 pounds. So weight had nothing to do with the upset. Anyway, Next Move did not win—that's how fillies run during May, June, July and August, even when with their own sex at even weights. Siam won at \$39.50!

Eight fillies started. There were only six betting units as there were two entries with two fillies in each.

Now turn to Chapter 20 again and review it. Then figure

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how easily you could have dutched out this race, according to Chapter 20, by betting on all the horses except Next Move. Here are the prices:—

<i>Name of Filly</i>	<i>Post Prices</i>
Siana \$39.50 winner	19-to-1
Next Move (fav)	3-to-10 odds-on
Widener-Dixon Entry	4½-to-1
Drifting Maid	30-to-1
Radiant	20-to-1
Phipps-Wheatley Entry	8-to-1

A glance at *Figure 2* shows that 3-to-10 is 77%. Thus by dutching out Next Move you could have a gross 77% in your favor and a net 61% after allowing for 16% track take and breakage.

## Chapter 28

### JULY IS THE TIME TO WIN WITH PARLAYS!

Yes, it is true that the month of July is the very heart of the most favorable parlay time of the entire racing year! The months of June, July and August combine to make up the favorable season for the playing of scientific couplings. This is not a coincidence. It is based on the annual racing trends.

Parlays can win at any time of year, of course. But during the winter season, with its strings of fancy longshots, parlay play is not needed by the professionals to run up big winnings.

During the early spring months the form is so unsettled that most of the fans who pick their own horses are content to grab single winners by the use of workouts or appropriate spring-time methods.

But it happens every year that form settles some time in June to produce long strings of medium-priced winners that are particularly favorable for parlay play. Day after day the pay-offs range from \$6 to \$20 at medium grade tracks. These winners are not very "fat" for profits in themselves. But when two of them are put together in a parlay, the winnings roll up very fast.

Just in case some new friends of the turf read this book, let me explain that a parlay is an accumulation or multiplication play. The bet goes on one horse. Then if this horse wins, the original stake and the winnings all go on the second horse. Of course, if either one of the horses lose, the parlay loses.



By the time June rolls around each year, the "prep" meetings have been run. And besides, some of the largest stakes of the year have been contested, or soon will be. In other words, there is nothing more for the horsemen to prepare for and no inducement for them to hold back.

All the horses that will ever be ready for summer racing are now in condition. Most of the racers that won't be in condition for summer winning have run enough bad "efforts" recently to make the fact obvious. And, of course, the smart student of racing has learned to avoid all fillies and mares of three years or older, for the time being, as explained in the previous chapter.

The studious player also has learned to be wary of three-year-olds meeting older horses, unless the threes have substantial weight advantages according to the Jockey Club Scale of Weights for the current month and the distance to be run. (This was explained in Chapter 26.)

All the horses are ready and all the horsemen are hungry for purses. But that doesn't explain entirely why the most favorable season for parlay play begins in June each year and runs through August. It happens that one of the most important reasons for this favorable parlay season is the weather.

By the time June racing comes up the weather has become settled at all circuits. Normally, a long dry season punctuated with infrequent thunder storms begins in June each year and continues throughout August. This term of fair weather causes fast track conditions and has the greatest bearing on favorable parlay play.

When it comes to picking the horses to be played in a parlay during the favorable season, the smart turf fan who has made an intelligent study of the question knows that it is silly to couple two longshots. And he knows it is even sillier to load a parlay with added unfavorable percentage by coupling two morning-line favorites.

He knows that the most sound and scientific parlays are made

by coupling two horses—straight only—that figure to be second, third, fourth, or fifth choices. These are horses that pay from \$6 to \$20 singly.

Of course a few favorites win during this favorable parlay time; from 25% to 35% of the winners at the tracks are post favorites. And if by chance a player knows a track where public or morning-line favorites win now and then, he can take a chance and put ONE (only) favorite in a parlay. But if he does so, he is taking the worst of the percentage!

As a rule, it is best to keep favorites out of parlays because most post favorites have an added unfavorable percentage. They are shorter in price than strict handicapping figures call for. (As we learned in earlier chapters.) For instance, a legitimate 2-to-1 favorite that is played by the public down to 7-to-5 has an additional 9% the worst of it over and above the percentage of the track's take and breakage. To couple two such favorites in a parlay serves to compound this unfavorable percentage. (For a refresher on percentages, read Chapters 8 and 9 over again. Percentage table in *Figure 2*.)

On the other hand, the player who keeps all the public play favorites out of his parlays, will often stumble onto overlay mutuels on his parlay winners. It happens many times that uninformed public play on a sluggish favorite forces the price of the legitimate \$7 second-choice up to \$9 or \$10 in the actual payoff—the payoff that is made after the favorite loses and the second-choice wins.

It must be remembered, of course, that all the post favorites are not morning line or public choices by any means. "Smart money" play sometimes forces a second or third choice down to post favoritism. The favorites to be kept out of parlays are the morning line, overnight, public play favorites.

Position is important in parlay play. The smart professional gets beaten noses, in parlay play—just like everybody else. But the smart player never lets any of these narrow misses force



him into the wasteful practice of betting parlays for place or show. In earlier chapters we have learned of the added percentage (due to the breakage) that runs against the short-priced payoffs in the back positions. Scientific parlay play is always made straight on the nose to win.

Parlays of more than two horses also are unsound and wasteful. A parlay of more than two horses is liable to pay more than the local limit. That means an added risk was taken with no chance of an added return.

Besides, it is true that any horse, no matter how well meant or how far it outclasses its field, can lose because of an accident or bad racing luck. So it should be clear that the more horses put into a parlay, the greater the mathematical chance of one horse running into bad luck and breaking up the parlay.

No doubt readers will remember the times they have seen people at the track trying to make a full-card parlay for show by playing the third position from race to race down the program. Such a parlay gives eight opportunities for bad luck to break it up. And even if it wins, the payoff is small compared to the risk. That is about the most unscientific play that could be devised!

During the favorable months for parlay play, when the medium-priced figure horses win race after race, it is important to remember that the SAME methods must be used for each parlay play. Otherwise, the player is liable to get caught in one of the numerous switches that open wide to trap the inconsistent operator who jumps from one idea to another.

Two favorites should never be put into a parlay. Particularly, never two favorites running at the same track! There is a bad percentage against such a play.

An odds-on favorite should never be put into a parlay under any circumstances. The more certain it looks, the more certain it is to lose and break up an otherwise winning play. Pittsburgh Phil made a rule never to bet on an odds-on racer. If that rule

was good enough for Phil, it should be plenty good enough for us.

Sometimes it is impossible to tell exactly which horse will be second, or third, or fourth choice in a plater race with a limit field. But when it is possible to know beforehand just which horses will be the choices in order, it is better to try to couple one second choice with a third or fourth choice if both parlay horses are to run at the same track.

On the other hand, when using horses at different tracks for a parlay, the player is less liable to get caught in a "burn-up" switch if he parlays the same type of horse at each track, two second choices for example.

However, the player who has gotten his handicapping down to a more or less set method, and who has disciplined his mind to keep out of switches and stabs, never has to think of the parlay prices as long as he stays off probable favorites. For example, his handicapping in each race may be based on the idea of picking the overlay horse that has the best chance to upset the probable favorite.

Parlay payoff limits vary in different localities and the parlay player must always make sure to know his limits before playing.

A common parlay limit in smaller cities is 50-to-1. And it should be noted that a 6-to-1 shot (\$14.00 mutuel) parlayed with a 7-to-1 shot (\$16.00 mutuel) comes over this payoff limit.

In many of the big eastern cities the parlay limit is 100-to-1 or thereabouts. In some it is 75-to-1 "regular" and 100-to-1 or more if "insured". A winning parlay of two \$20.00 horses hits this 100-to-1 limit.

Parlays made at the track, which is the best place for any kind of play, have no limits, of course. Track parlays are easily made by taking the return from the first winning bet and putting it all on the second horse of the parlay.

Payoffs on parlays of any number of horses may be figured in laborious fashion by determining the gross return from the first horse, to each dollar bet, multiplying it by the odds to one dollar of the second horse and then adding the amount bet on the second horse. Repeat the process for any number of horses in a parlay.

Fortunately, there is a much easier method for figuring the scientific two-horse parlays. To find the payoff, simply multiply the two mutuels. That gives the gross return on a \$4 parlay if the money is "up" for the play.

If it is a credit bet, deduct the \$4 to get the return.

To figure a \$2 parlay, divide the total after multiplication of the two mutuels, by two. For a \$1 bet, divide by four. Bets of any even number of dollars can be figured from the \$2 price and bets of any odd number can be figured from the \$1 parlay payoff.

Many of the winners during the favorable parlay months of June, July and August can be picked by the oldest and corniest methods. If the public play is ever going to pick winners, it is during these three months when most tracks have long periods of "fast" track conditions.

A sharp change of form occurs in September, however. And from that time on the professional methods must be used for selecting winners.

Parlays based on inside information or on professional methods of selection will continue to win after September 1st, of course, but the specially favorable period of parlay play has passed for the year.

Parlay play is particularly good in July for the professionals who are accustomed to winning on longshots and who feel they are not getting sufficient return from single bets on the moderately priced horses that win during that month at most tracks. Parlay play can turn any two medium-priced horses into a very fancy longshot payoff!

## Chapter 29

### LAST-OUT SYSTEM WINS IN AUGUST

In several previous chapters of this book we have mentioned a last-out-in-the-money system. This chapter will describe it. *Figure 11* shows the result chart of one of its winners. Although this method often does its most consistent winning from July through November, it can win at any time if the public play lays off it.

In fact, *Figure 11* shows a December winner at Tropical Park in December. This Blue Fedora race in December is shown here (instead of an August example) because the past performances of this race are already shown in this book (in part) in *Figure 7* with Chapter 22, the "All Year Winner Picker".

As explained in Chapter 22, this Blue Fedora winning was a "double system" or "double spot play" winning, as described in Chapter 21, hence it is more interesting as an example than a single winner picked only by the last-out method that is to be described in this chapter.

The "Last-Out-In-the-Money" method was at one time known as the "High Index" method. It was so called because the racing charts in early days were printed to follow a pattern of index numbers instead of dates. The highest index number was always the latest race to be run. The purpose of the index numbers was to facilitate ready reference in the monthly chart books.

This system was sold in perhaps a hundred different versions about Man o' War's time, 30 years ago. But the principle

6 furlongs, 3-year-olds and upward, claiming, purse \$1,800.  
Track record—Barnbeam, 7. 121, 1.05%, Jan. 15, 1947.

Date	Track	Horse, Age and Owner	Cl.	Price	PP	St	1/4	1/2	3/4	Str	Fin	Jockeys	Wt	Odds
10De 49-4Trp3	↓	*Blue Fedora, 4, Mrs. DeCamille	1000	11	2	3a	1a	11	11	11	11	MGrosso	ws	113 34.85
10De 49-4Trp1	↓	*Percivale, 3, Glenwood Farms	4000	5	11	7a	6a	51	51	21	21	JChurch	w	111 39.05
10De 49-4Trp1	↓	Alsrail, 4, E. Seinfeld	4250	7	3	51	3a	4b	3b	4b	3b	KChurch	w	120 2.70
8De 49-5Trp3	↓	Our Bully, 6, M. Stuart	4500	6	4	4b	4b	3a	4a	4a	4a	HMcG'n	wb	113 11.65
10De 49-4Trp2	↓	Bill Hawk, 4, Mrs. W. Rosen	4250	2	5	3b	21	21	21	21	21	ERodrig	wb	120 3.75
10De 49-4Trp1	↓	Our Louise, 5, J'yM'Carthy	4500	8	7	6b	71	61	61	61	61	JStout	wb	119 5.75
10De 49-4Trp3	↓	Chaldia, 3, Bermill Farm	4500	1	8	113	11a	101	71	71	71	JLynch	w	111 6.85
10De 49-4Trp3	↓	The Street, 3, E. Dibe	4500	9	9	113	8a	8a	8a	8a	8a	DBowcut	wb	117 17.00
9De 49-3Trp4	↓	Poser, 3, R. A. Furestone	4500	10	1	13	51	71	91	91	91	HLandberg	wb	111 5.45
28Oc 49-5CD3	↓	Sniff Sniff, 4, T. C. Melrose	4500	3	6	81	91	91	101	101	101	ENelson	w	113 24.75
18Oc 49-5LTr6	↓	*Sabson, 3, Mrs. A. Sabath	4500	4	12	12	12	113	111	111	111	RMcl'hlin	wb	112 72.10
10De 49-4Trp4	↓	G. Ray, 5, F. Greco	4500	12	10	9a	104	12	12	12	12	RMcPhee	w	117 9.80

Chaldia was claimed by Mrs. C. D. Bills.

TRACK FAST. Time, 22%, 46%, 1.11%. Start good from race. Wen driving; second and third

same. Winner, ch g, by Opera Hat—Blue Iris, by Floral King. Trainer, E. De Camillis. Breeder, Woodland Farm.

Net value to winner, \$1,300; second, \$250; third, \$175.

Mutuel Prices	BLUE FEDORA	.....	\$71.70	\$30.00	\$10.70	34.85	14.00	4.35
	PERCIVALE	.....	29.60	14.70	13.80	6.35	1.35	
	ALSIRAL	.....	4.70					

OFF TIME—Went to post at 2.10. Off at 2.10 1-2 Eastern Standard Time.

BLUE FEDORA dropped back immediately after the start, rapidly reached the lead and held away under pressure. PERCIVALE rallied boldly from the outside and outfinished the others. ALSIRAL loomed a threat on the turn and continued gamely. OUR BULLY raced within striking distance from the start but lacked a rally. BILL HOWK was much used in racing with the pace and tired. OUR LOUISE failed to respond. CHALDIA was outrun. POSER stopped to walk. SABSON was taken up at the start and showed nothing.

Scratched—Sashiro, Alameda, Two G's, Irrawaddy.

Fig. 11

of all the versions was the same. The play went on the horse that had been most recently in the money.

If two or more horses that had been in the money in the same race last out were running today, they were to be taken in the same order of finish as last out. In other words, instead of "taking turns", the winner was to be taken to win again and the place horse was to be chosen over the horse that ran third last out.

If the contending horses ran on different dates, however, the order of the finish was not a consideration just as long as the horses ran in the money last out. A wise rule was made, however, that no horse was to be taken as a system selection after two winnings in a row.

The theory of the method, of course, was to catch the horse in the hottest form. The weakness, likewise, was that the system ignored class. It often called for a play on platers in stakes races just because the busy platers had run more recently than the better horses. In handicaps this was no disadvantage as long as the lightly weighted platers did not carry overweight.

Now turn to the past performances, shown in part in *Figure 7*, or to the result chart of this race, shown in *Figure 11*. Note that seven starters in this race figure as possible system contenders because all seven ran in the money last out. (Note: Blue Fedora ran third last out, as you can see in *Figure 7*, on December 15th. The "3" denoting a third finish is partly obscured in *Figure 11* by the writer's inking.)

However, a subsidiary rule of the system says to consider only horses that have made their last outing at the track over which the race is to be run today—or at least at the same circuit. This rule makes "no play" on this system during the first few days of a circuit, by the way.

Because of this rule, Sniff Sniff, see *Figure 11*, is thrown out of consideration. As the result chart shows, Sniff Sniff's last outing was made at Churchill Downs in October and that is a

different circuit from the Florida circuit where the example race was run.

That leaves six system contenders, all of which were in the money last time out at Tropical. This is shown plainly in the past performance charts. It is shown in the results charts by the small index figure 1, 2, or 3, just to the right of the "TrP" track designation in the date line before each horse's name.

We see from *Figure 11* that Blue Fedora ran 3rd on December 15th. (The "3" is partly obscured) Alsiral won on December 7, Bill Howk ran second on December 10, Our Louise won on December 10, Chaldia ran third on December 9 and The Street ran second on December 10.

It is plain to see that Blue Fedora's race on the 15th was the latest one made by any of these six contenders. Thus he is the selection of the last-out-in-the-money method. Nothing else even came close. The others were all five days or more back of him in latest performance.

Blue Fedora won and paid \$71.70. He was also picked by the high-percentage system described in Chapter 22 and thus was an outstanding "double-system" play.

We might as well mention right here, however, that \$70 winners are not common for this method. It prospers best after form is established by spring racing and levels out in July each year. From that time on until winter racing begins in December, it picks many winners at tracks where it is overlooked. These winners range from \$6 to \$20.

The New Jersey tracks, or recently built tracks, are among the best. But any tracks, even the New York rings, are liable to get winning streaks for this method when the public play gets "off" it for a few weeks.

Always watch for these plays because they are simple to pick. And particularly watch for them to be "double-system" plays. The method, by the way, plays two-year old races and

all types of races, except maiden events for three-year olds or older and jumping races.

Getting back to *Figure 11*, let's suppose Blue Fedora was not in the race. In that case, the three horses that ran on December 10 would be the contenders. Note that the small index figure at the LEFT of the "TrP" track designation is the number of the race on that day's program.

We see that The Street ran in the eighth race on December 10th while Our Louise and Bill Howk ran in the fourth. Under the old method of picking, by the "high index", The Street would be the selection in this case because, having run a later race, he would have a higher index number than the other two, despite the fact they all ran the same day.

Which, of course, further demonstrates the traps that hard-and-fast mechanical system rules can get the player into. Even without looking at the past performances, the student knows that the eighth event was undoubtedly a route race and the fourth undoubtedly a sprint. So, if today's race is a route, the router last out would be taken, of the three horses that ran the same day.

But in this example race, the distance is 6 furlongs, so The Street is thrown out of consideration, leaving only Our Louise and Bill Howk as contenders if Blue Fedora didn't go. As the rule says to take them right back the same way as they finished last time, Our Louise would be the selection as long as she hadn't won two in a row. All this, of course, is just to show you how the method works.

This is an all-year system, with perhaps March, April, May and June as its poorest months. August should be one of the very best! BUT, in playing this system it is more important than in any other method to watch for overlays—like Blue Fedora. This is a method based on the last out of a horse, which means that it will be the PUBLIC PLAY'S method of handicapping in many races at many tracks.

Thus, in turn, some ghastly underlay favorites go to the post and "blow" for this method, when its horses are short-priced.

When they are overlays and overlooked by the public, they can get into such winning streaks that you almost pinch yourself and ask: "How long has this been going on?"

In the next chapter, mention will be made of Lightning Bug, a winner at New Jersey's Atlantic City track in September. Lightning Bug paid \$37.60 in a seven-horse race. She was what could be called a "quadruple spot-play." She was picked by this last-out system. She had won her last out about a week previous, beating King's Lady, who ran second. In this \$37.60 winning she beat King's Lady again, the only close contender according to the last-out method.

About the same time in September, a horse called Texas Brags won at New York for the last-out system, paying \$52.70. He had won his last out at a short price and was stepping up.

This method picks some winners at Fair Grounds and Santa Anita winter racing but seldom is conspicuous at Hialeah. Its winter winners tend to be long-priced, as noted.

The method sometimes weakens for the first few months of Spring racing. The weakness is due in part to the fact that the scramble of untried horses makes a condition of "no play" in many races. There is no play on this method, as a general rule, if a second or third choice in the race has not started at the circuit for the season.

However, although its weakest time is March through June, it gets occasional longshot winners when the public play makes a wrong switch. An example was Breathtaker, \$42.60 at Lincoln Downs in April of 1950. Another example was Tunic at a \$40 mutuel at Belmont early in May.

Sometimes the second choices of this method get into fine streaks when the public is hammering the first choices. But the player has to be a real magician to guess the beginning and the end of the system's second-choice streaks.

## Chapter 30

### PICKING SEPTEMBER'S WAKE-UP LONGSHOTS

Maybe it's no wonder that the amateurs never quite catch up with the form. Maybe it's no wonder that they always lose. Perhaps the game is rigged that way. It's a fact that the very situations that must be avoided as "poison" in the spring months turn squarely around during the Autumn season and produce the majority of the predictable longshot wake-up winners!

The amateur's mind (the public play's "mind") is too set in preconceived notions to follow these lightning changes. The professional's mind, on the other hand, is always alert and agile, to foresee sharply changing conditions. And no condition in racing changes more sharply than one regarding the fillies and mares of three years and upward early in September.

We will assume you are familiar with the JUNE chapter, which was Number 27. In that chapter we learned how the professionals avoid fillies and mares of three years and older in the months from April to August inclusive. We learned how they actually ditch these females out of their play in May, June and July because of the mating urge that makes the females unfit for racing during much of that time.

We learned also, in earlier chapters, that fillies and mares of three years and older (two-year old fillies are not considered in Chapter 27 or in this chapter) receive an automatic five-pound allowance from males from January 1st to September 1st each year. This allowance applies in every type of race ex-



cept handicaps. It is not stated in race conditions but is always implied and enforced. From September 1st to December 31st the fillies and mares of three and older get a three-pound allowance instead of five pounds.

The last time you spent an August on a northern lake, did you notice how the ducks (out of hunting season, of course) rafted out in the lake day after day? And how the thrushes and catbirds and song-sparrows sang each day in the balsams back of the house? These birds were there day after day—until suddenly, one morning late in August, they were all gone. They had all flown south!

Why had they been contented and happy around the lake on Wednesday, but gone south on Thursday? There was no difference in the weather. It was still blazing hot summer. Still the same feed conditions of fish and seeds and insects. You couldn't see any difference.

But the birds felt a difference, suddenly. It was summer to them on Wednesday. But on Thursday, some unseen call of nature told them Summer was over. It was Autumn. It was time for them to start south. Man doesn't understand this autumn call. The birds and animals and insects do.

And among the first animals to feel it are the thoroughbred fillies and mares of three years and older. The horse men don't know what happens. All they know is that toward the end of August, or sometime in September, or even October, the fillies and mares are droopy and washy and nervous and anxious to mate—on a Wednesday or any one day.

But then on Thursday, or whatever the next day is, they have felt the change of the season to autumn. Their mating urge has left them. They are anxious to run, far and fast, as soon as training will allow them to do so.

Let that idea sink slowly into the old ivory. Once it has been absorbed, then visualize the spectacular changes of form that can result from this condition. Then realize that this almost

overnight change in the running condition of the fillies and mares provides the very LONGEST of the predictable overlay spots of the entire racing year!

It always will provide them because the public can NOT play a horse off a poor last outing. These fillies and mares that suddenly feel like running in autumn races haven't merely run ONE bad recent race. Oh brother—all their recent past performances are definitely from hunger. Get a load of the recent races of the three-year-old filly Sub, in the partial past performances of an Autumn, nine-furlong race run at Jamaica, as shown in *Figure 12* on page 217.

Realize the public play's mental condition and mental attitude towards fillies and mares in autumn. The public play has batted its brains out playing losers (fillies and mares) in May, June, July, and most of August. But, the players who can read the past performances have by that time noticed that it is always the fillies and mares that let them down with bad races. The public play doesn't know why this is true. The public play doesn't know that it is a seasonal condition. All the public play begins to know by the middle of August is that these fillies and mares "must not" be played.

Thus we have a condition about the time the form of the fillies and mares improve, that finds the public play entirely off them as fillies and mares. And doubly off them because all their recent races show bad form, like those of Sub in the example illustration.

The fillies and mares do not all feel the change at the same time. This is favorable for our play because it makes enough of them lose (the ones who have not felt the change) to keep the public play from getting wise at any time during September, October and November when these overlay longshot plays come up.

As a general rule (general only) a few class fillies and mares feel the change first. The players feel it last—some of them not

hitting their best stride until November. Generally, the females at the more northerly tracks feel it first, such tracks as Saratoga, the Illinois rings and Detroit. More southerly tracks, such as those in Maryland and Kentucky may feel it last.

These rules are only for general guidance. The first sign of the change in the form of fillies and mares of three years and older can be looked for around August 25th among the class racers and medium-grade racers.

From August 25th to September 1st, of course, they still have the five-pound allowance. The switch to three pounds on September 1st may slow up the form change of a few. But by the time Labor Day has passed the general form change is well under way.

This form change comes so abruptly, sometimes actually overnight, as from Wednesday to Thursday in our hypothetical example, that some horsemen do not realize it. Thus the first winnings of the improved fillies and mares sometimes are surprises even to the stables. Many of the \$100 mutuels on these wake-ups indicate stable surprises.

The smarter professional horsemen, of course, watch for the turn of the season. As soon as they see the first sign of it, they make sure that the improved filly or mare does NOT win right away. They sharpen her early foot with fast morning pipe-opener workouts. Then they pick out a spot in the condition book—maybe at the next track—where she will be a price. They make betting arrangements and prepare for the big day.

This, of course, delays some of the improved races from the actual time of the filly or mare's improvement. The idea of waiting for the next track is to take advantage of the rule that form at previous meetings is not considered by the officials at any track. A trainer with a sharp reputation who has run a lot of stiffes at a meeting might be questioned or censured, or receive unfavorable publicity, if he suddenly woke up a filly at the meeting where he had been running stiffes.

But he can wake her up at the next meeting with no comment or criticism. The only requirement being that once she establishes good form at the new meeting, she must continue to show it.

So we have a condition of the improved fillies and mares coming to life during September, October and November. You can almost make a rule that ALL of them will show an improved race at some time during these months. The longer they put it off, the more certain it looks for the next time!

To catch these horses, the player must first of all have the guts and the knowledge to play racers off very bad recent form and at very long prices. If by chance a filly that should improve is a short price, don't play it. The whole basis of professional play, as we have reiterated so many times in this book, is OVERLAY play.

The easiest spots for this play occur when there is only ONE filly or mare in a race (three years or older) against colts, horses and geldings. These spots have yielded several \$50 winners in recent seasons. Be sure to look for them.

The next easiest spot is a race with two fillies or mares, against males—when one of them is a three-year-old filly. The fact that a filly is a three-year-old makes her a "double spot-play" for autumn (like Sub in *Figure 13 1/2*) as we will learn in Chapter 31.

Also, a fine spot comes up when one of the two fillies or mares is a "double spot-play" with any other method or angle outlined in this book.

Also, when there are only two fillies and mares in a race and one has recently exposed form, or is a favorite or second choice, or under 5-to-1 in the betting. Such a one is thrown out of consideration arbitrarily.

Often, when there are several fillies and mares in a race and all are possible improvers after August 25th, you can center your play on one overlay female as the best possible wake-up,

by making the following eliminations: Throw out the public's choices, all mares over 6 years, all mares with recently exposed form, or females at underlay prices below 10-to-1 when they figure to be more. Also, give preference to three-year olds.

Any professional attempt to catch these suddenly improving females will run into occasional losers. But they must not cause the player to weaken. Just one winner at the seeming "average" price of \$50 these animals can pay, should wipe out all the losers.

Be SURE to catch all possible filly and mare improvers when they are "double spot-plays" or double system plays, as noted

There are many possible separation angles: For example, suppose Leading Trainer (we will not name him, but you can guess) has a filly with bad recent form in a cheap race on September 12th. The filly is only 3-to-1 and this trainer's horses always have a big following and seldom pay good odds.

In the same race is a possible improving filly run by Leading Trainer's owner's Brother. The Brother's filly is 15-to-1. You know the answer! The public will fall in on Leading Trainer's filly at short odds, while Owner's Brother's filly wins and pays \$40.00!

But, if Leading Trainer's filly is in a race at 15-to-1 and something else is made the choice, despite the fact that the public as a rule follows all of Leading Trainer's starters, that is a rare spot play. As usual, we just copper the public. The public play **MUST** do everything wrong.

A play on fillies and mares with bad recent form, to improve suddenly in September, October, or November is the most scientific and one of the most favorable of all possible overlay plays during the year. Now turn to *Figure 12* and note the bad recent form of Sub.

This race, run November 10, 1949, at Jamaica, had seven starters. (This November race was given as an example in-

<b>Kay Gibson *</b>			<b>11</b>	<b>B. m, 6, by Kayteekel-Lady Gibson, by Marvex.</b>			<b>Woodvale Farm</b>	<b>#10,000</b>	<b>1949-12 0 4 2 \$4,125</b>	
<b>W. Noble. Trainer, J. M. Jenkins.</b>				<b>B-1</b>					<b>1948-9 4 1 2 \$3,125</b>	
Oct-29-49Jam	1-1/2:15 1/4 ft	16 108	55	58	69	79	ErricoE2	HcpC 82 Laurance 115	Nonpareil 115	1st 1000 6
Oct-29-49Jam	1-1-8:15 1/4 ft	52 105	3	66	42	21	BowleD4	10000 79 Campos 112	Rialto 112	1st 1000 6
Oct-29-49Jam	1-1-8:15 1/4 ft	11 119	56	67	55	45	ErricoC4	Alw 81 Big 115	1st 1000 6	5 Flying Weather 6
Oct-29-49Jam	3-4:11 1/4 ft	6 114	31	21	45	45	GlissH7	12500 79 Tavistock 115	8 Blond 115	S. Georges 7
Oct-29-49Bel	1-1-8:15 1/4 ft	14 113	14	53	49	3	McCroryC5	Alw 89 OurJohnWm. 120	Lex 112	Renown 11 8
Oct-29-49Bel	1-2-8:15 1/4 ft	52 108	3	31	21	21	BelIndW5	15000 86 Lex 108	LetsDance 121	FlagDrill 7
<b>Low and High</b>			<b>108</b>	<b>B. c, 3, by Attention-Amperand, by Clapson.</b>			<b>Renapi Corp</b>	<b>#14,000</b>	<b>1949 18 1 5 4 \$7,225</b>	
<b>Owner, Brandywine Stable. Trainer, V. W. Rames.</b>				<b>B-1</b>					<b>1948 12 2 1 2 \$6,625</b>	
Oct-29-49Jam	1-1/2:14 1/4 ft	25 115	25	26	26	26	AtkinT2	10000 85 RoyallHelio 115	Nonpareil 115	1st 1000 6
Oct-29-49Jam	1-1/2:14 1/4 ft	32 114	42	31	24	21	AtkinT6	10000 83 R' H Helio 114	B. Boots 120	1st 1000 6
Oct-29-49Bel	1-1/2:14 1/4 ft	53 111	31	32	32	11	AtkinT5	10000 81 Flo 109	1st 1000 6	1st 1000 6
Oct-29-49Bel	3-4:11 1/4 ft	6 111	43	43	52	42	BolIndW2	10000 85 B. Boots 120	1st 1000 6	1st 1000 6
Oct-29-49Aq	3-4:11 1/4 ft	81 112	41	74	53	31	BolIndW5	10000 76 Twill 111	1st 1000 6	1st 1000 6
Oct-29-49SAR	3-4:11 1/4 ft	20 106	21	31	42	55	BolIndW9	13000 79 OurJohnWm. 121	Tavistock 115	Pennon 9
Oct-29-49SAR	1-1:37 1/4 ft	23 113	42	73	63	77	KirkD4A2	15000 83 Pibroch 114	SunnyWale 103	Polly's Boy 8
Oct-29-49Jam	1-1/2:14 1/4 ft	64 119	48	71	71	75	KirkD4A1	12500 68 Safford 113	Combato 116	Transit 7
Oct-29-49Del	3-4:11 1/4 ft	12 110	57	55	45	37	KirkD4A3	Alw 81 H. W. Oxford 116	Nokomis 114	Whiff 6
Oct-29-49Del	3-4:11 1/4 ft	31 107	54	68	65	54	KirkD4A4	Alw 84 Whiffen 107	LoyalL 119	Certified 6
Nov 8 Bel	1-1-8 ft	37 104	1	Bel	5-8	5-8	1-01 3/4h	Nov 1 Bel	1-1-8 ft	37 104
<b>Respingo</b>			<b>123</b>	<b>B. h, 2, by Atan Breck-Rosy Princess, by Tiny.</b>			<b>Haras San Ignacio (Argentina)</b>	<b>#14,000</b>	<b>1949-20 5 2 2 \$19,940</b>	
<b>Owner, G. Ring. Trainer, Charles Feltner.</b>				<b>B-1</b>					<b>1948 11 1 0 2 \$19,975</b>	
Oct-29-49Jam	1-1-8:15 1/4 ft	2 416	11	11	52	1	ArcaroE3	10000 78 Campos 112	Kay Gibson 105	1st 1000 6
Oct-29-49Jam	1-1-8:15 1/4 ft	24 120	31	16	14	14	GuerinE1	10000 79 H. W. Oxford 116	1st 1000 6	1st 1000 6
Oct-29-49Jam	1-1-8:15 1/4 ft	3-2 416	51	51	1015	1020	GuerinE5	10000 61 H. W. Oxford 116	1st 1000 6	1st 1000 6
Oct-29-49Jam	1-1/2:14 1/4 ft	24 120	32	31	21	21	GuerinE9	10000 83 H. W. Oxford 116	1st 1000 6	1st 1000 6
Oct-29-49Aq	1-1/2:14 1/4 ft	61 116	44	31	63	67	GarandD5	HcpC 89 SkyMile 113	O. JohnWm. 122	Pibroch 6
Oct-29-49Aq	1-1/2:14 1/4 ft	32 120	13	34	39	39	GarandD2	Alw 80 Pibroch 106	SkyMile 113	Leto 6
Oct-29-49SAR	1-1:35 1/4 ft	51 116	13	12	31	37	GarandD4	HcpC 75 Mesmer 113	Big 111	Caliero 6
Oct-29-49SAR	1-1:40 st	31 122	21	68	63	61	Gormind4	Alw 64 Riverline 109	Brick 105	Flashco 6

Fig. 12

stead of a September race because of the fine "double spot-play" indication, as explained in the next chapter.)

Two of the starters do not interest us and are not shown in the past performances (*Figure 12*) to conserve space. One of them was Martal, a four-year old gelding; the other was Le Buis Fleuri, a six-year old gelding—as can be seen on the result chart of this race shown in *Figure 13½*.

You can see from this note and from *Figure 12*, that Sub and Kay Gibson were the only females in the race. The initials "B.m." after Kay Gibson's weight means she was a bay mare. The initials "Dk.b.f." after Sub's weight (circled in ink) denote the fact that she was a dark bay filly. (Color has no bearing on this method.)

Note right after the sex designation a figure "6" showing that Kay Gibson is six years old. Also a figure "3" showing that Sub is three years old.

Thus in this race we had only two females to consider. Kay Gibson had to be respected, as does any light weighted non-winner of the year when racing during the late season. Such racers are always "overdue." BUT—she certainly was NOT an overlay. She was only a little over 3-to-1. The past performances showed that in her two recent good races she had been only 5-to-1 and 4-to-1.

Besides, she was six years old. She would be seven in two more months and thus would soon be "over the hill" for New York's class racing.

But most important, and also tied in with the suspicion that she might be over the hill of peak form, was the fact that she had recently exposed form but no recent winning. She had tried but could do no better than run second and third since the August 25th "turn of the season." Obviously a bad risk for a wake-up—as well as an underlay price that threw her out of consideration.

But Sub, on the other hand, had NO exposed form. She was

an overlay, no matter what you made her "Pittsburgh Phil" price. She was the longest priced starter in the race. Thus, having but two females to consider, it required hardly a moment's study to pick Sub of the two.

In such a case the public play would always pick the wrong one, the one with recent form. The recent form being the very reason the professionals would NOT pick Kay Gibson.

The ideal condition to watch for in catching these improving fillies and mares is a female of proved winning ability. That is, her scoring table (as explained in the "All-Year Picker for January", Chapter 22) shows that she has won earlier in the same year.

Note that Sub had won a race earlier in the year, as her scoring table in the p.p. charts shows, although no winning race shows in her past performances back to June. (May, June and July, as we know, are the months when the fillies and mares are not "supposed" to win.)

So, by this professional reasoning, we pick Sub as the play. We pick her after barely more than a glance at Kay Gibson's chart.

Now you can turn to *Figure 13½* and see how Sub won. Incidentally, Kay Gibson was second—with the assorted males bringing up the rear. Sub paid \$85.30 for \$2.

But, of course, in actual play, none of these finer points of selection had to be considered. Sub was a "double spot-play," as will be seen in the next chapter, and a standout at a glance.

Before going on to that next chapter, let's look at some of the filly and mare sudden wake-ups of the same season as this Sub race. We will review only a few of the more spectacular and interesting examples. The daily "mine-run" of \$20, or \$30 or \$40 wake-ups will not be mentioned.

Speaking of New York racing, the filly Possingworth woke up at Aqueduct on September 2nd, to win and pay \$130.50.

She hadn't been in the money back to June 15th! Just imagine how many losers this winning would stand off!

On the same day, but at Rockingham, the female Four Chances won and paid \$107.80. She had run out of the money in all her races back through June.

After New England racing shifted to Narragansett, Dottie C. at \$69.40 was another good winning example. She had been out of the money in her previous three "efforts."

A few days later at Narragansett, September 12th, Pink Tights won at \$84.20. Of course she had been out of the money in her previous start. Next day at Hawthorne, just to show that the thing is not confined to any section of the country, Ramona came to life off four out-of-the-money races and won to pay \$50.00.

Another \$100 winner? Sure—these fillies are always glad to oblige—and easy to pick too. That one was Marinikin at Atlantic City, September 28th. Marinikin won and paid \$135.80!

Easy to pick did we say? Why, she was another "double system" play. She was picked by the remarkable three-year old method to be described in the next chapter.

And speaking of Atlantic City, there was an interesting "double system" winner there on September 30th, worth noting, even though the price was only \$37.60.

Lightning Bug was this female's name. She had won at Atlantic City September 21st, for her first improvement. She had paid \$21.60 and had beaten King's Lady, a choice, in that race. But when she came back to run again on September 30th, the public simply wouldn't get wise. The public play again made King's Lady shorter priced than Lightning Bug. The public overlooked Lightning Bug, although she was the selection of the last-out-in-the-money method. (In the AUGUST chapter we explained that the New Jersey tracks are among the most favorable at this time for the old last-out-in-the-money method described in that chapter.)

Besides, in this September 30th race, the longest your Pittsburgh Phil line could possibly have made her was 4-to-1. But she went to the post the longest priced starter in the seven-horse race and won, to pay \$37.60. Shades of Pittsburgh Phil—how he must have turned over in his grave trying to get at that fancy overlay!

Of course the Western tracks have the same phenomena. The fillies and mares carried on at Bay Meadows on October 6, when Paddock Miss won at \$139.60. She had been out of the money in her three latest races.

At Laurel, Maryland, on the same day, there was a fine example: Impression won at \$71.20. She had been out of the money in her last 8 races, but was a proved winner as she had won three races earlier the same year.

On October 28 at Garden State there was Miss Haste at \$67.20. She had won two races earlier in the year but had lost her latest 13 races during the summer "off" season.

At Churchill Downs on November 4th, Lismore Liz woke up to win and pay \$89.20. She had won two races earlier in the year, but had lost her previous 10 starts.

At Tanforan on November 23rd there was another good example that shows how they come to life right through November. This mare was Adorable Torch. She had won two races earlier in the year but had shown such bad form in being out of the money in her six previous starts that she was the longest priced starter in the race. Adorable Torch won and paid \$149.10.

December 1st is the dead-line for this play. The trek to winter tracks scrambles up the winning conditions. It is interesting to note, however, that the mare Winging Away started off the Fair Grounds season, the same year as these other examples, by winning there on November 25th. She had been out of the money recently. Winging Away paid \$150.60 for \$2.



## Chapter 31

## A SPECIAL WINNING ANGLE FOR OCTOBER!

It is almost fantastic the way a certain racing situation will be "poison" to the public play for three or four months. Then, just about the time the public gets wise to the fact, the whole thing reverses and the very situation that once was poison becomes the surest means of picking overlay winners! It seems fantastic, but that's how racing is. And that's why the modern day professionals cash in so many longshots.

In the previous chapter, we learned how the fillies and mares, who are the worst kind of poison in spring and summer months, turn right around in September and become the surest improvers at long prices during the autumn racing season.

And now, in this chapter, we will study another switch—the switch in the position of the three-year olds. This change is not nearly as abrupt as the sudden reversal of the fillies and mares. More of the threes tip off the fact that they have become able to beat older horses. But still there are many fine overlays possible among the three-year olds meeting older horses.

And, as usual—if they are not overlays you simply skip the race. That is the same as with all the other angles and methods and systems outlined in this book to help you spot the probable overlay winners that have percentage advantages.

In Chapters 7 and 26 we learned about the Scale of Weights and the facts of life about the various ages of horses running together. We learned that the Scale seems a bit heavy on the

threes in springtime, just as it seems to be quite a bit heavy on the fillies and mares of three years and older. We learned in Chapter 26 how some of the professionals dutch out the threes in races for mixed ages and look for five-year olds (in the spring months) that have the best of the Scale differentials.

But now, in September, October and November, the situation is reversed. We know from our study of the Scale of Weights (*Figure 1*) that the allowances granted to the three-year-olds become less and less each month as the threes gain in strength and maturity with the advancing season.

But—here is the point to remember: It seems that the threes gain in strength and maturity faster than the Scale removes their allowances. Thus it is a fact that although the threes have a pound or two the worst of it, seemingly, in April, May, June and July when racing against older horses, they seem to have a pound the best of it in September and perhaps two pounds in October and November. Applying of course to the Scale differentials we studied in Chapters 7 and 26.

So now, for our smart October (and September and November) play we reverse the May play. In May we dutched out the threes and looked for winners among the older horses.

Now, in October, we dutch out the older animals and look for winners among the three-year olds in races conditioned for "three-year olds and upward"!

A few races have a flock of threes and only a few older. Not much we can do with them on a straight three-year old basis. Other races have three of the three-year olds against several older, or two three-year olds, or even one three-year old.

Obviously, the easiest plays to spot by this angle are the contests in which only one three-year old goes against older horses. That lone three-year old is the play, provided he is not the favorite or the public play second choice. Just as with all the other plays in this book, you first ask yourself: Is it an overlay?

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If so—it's a play. If not an overlay according to what you think of its actual chances of winning—no play.

The next best situations have two three-year olds in one race. For instance, the Sub race for which the past performances are shown in part in *Figure 12* and the result chart shown in *Figure 13 1/2*.

Seven horses started in this race for three and upward. Five of the horses are shown in the partial past performances in *Figure 12*. As noted in the previous chapter, the other two starters were Martal, a four-year-old gelding, and Le Buis Fleuri, a six-year-old gelding.

So it is clear that there were only two three-year olds in this race. One of them was Low and High, whose form was well exposed by three recent good races. We note that he was the favored horse. He had been 5-to-2 in his last outing, in which he ran second, but was only about 6-to-5 for this race. He was an obvious underlay. But even if he was 2-to-1 or 5-to-2, we still couldn't play him because he is the public's choice, the overnight, morning-line, consensus pick!

So that put one of the two three-year olds out of the way to start with. That left only Sub, the other three-year old in the race, as our October play. Sub, of course, was an overlay, no matter what Pittsburgh Phil price you made her. She was the longest-priced starter in the race!

In this case, however, you don't have to go into any details of professional figuring. You know Sub is a filly, one of the two females in the race. You know from the previous chapter that there is a **STRONG** situation in favor of fillies and mares in September, October and November. Thus Sub, being the only three-year old filly in the race, is an extra good "double spot-play" or "double-system" play.

You can see from the past performances on *Figure 12*, and the description given above of Martal and Le Buis Fleuri, that Sub and Kay Gibson are the only two females in the race; the

SEVENTH RACE

93196

Nov. 10-49—Jan

1-8 MILES (Mad Play—Oct. 4, 1924—1-49%; 3-115). Purse \$3,500. 3-year-olds and upward. Claiming. Weights: 3-year-olds, 120 lbs.; older, 126 lbs. Non-winners of two races since Aug. 27 allowed 3 lbs.; a race of any value since Oct. 18 or a race of \$2,950 since March 31, 7 lbs. Claiming price, \$10,000. If entered for less, 3 lbs. allowed for each \$1,000 down to \$3,000.

Net value to winner, \$2,275; second, \$700; third, \$350; fourth, \$175. Mutuel pool, \$214,936.

Index	Horse	Eq	A	W	P	P	St	1/4	1/2	3/4	Str	Fin	Jockey	Cl'gPr	Owner	Odds \$1
91766	KAY GIBSON	w	3	10	7	4	3 1/4	33	34	1nk	11 1/2	H Lindberg	10000	Mrs A. Roberts		41.65
92725	LOW AND HIGH	w	6	11	1	1	12	11	1h	21	22	D Bowcut*	10000	W Noble		3.35
920122	BURT'S REWARD	w	3	108	3	3	23	21	21	32	31 1/2	W Boland*	10000	Brandywine Stable		1.25
92389	MARTAL	w	4	113	5	7	7	6h	7	6h	4 1/2	M Danis	8000	J M Seider		6.55
920054	LE BUIS FLEURI	w	4	118	6	5	53	7	6h	5 1/2	5 1/2	D La Place*	9000	Prispe Stable		9.45
92388	RESPINGO	w	6	116	2	6	61	5h	5h	7	63	O Scurlock	9000	D Djordjadze		40.90
92392		w	8	123	4	2	43	4 1/2	42	4h	7	E Arcaro	10000	G Ring		3.25

Time, :49%, 1:13%, 1:39%, 1:52%. Track fast.

Mutuel Prices

(SUB

KAY GIBSON

LOW AND HIGH

WINNER—Dk. b. f. by Bahram—U-Boat, by Man o' War, trained by W. P. Chrysler, Jr.

WENT TO POST—3:53.

OFF AT 3:53; EASTERN STANDARD TIME.

Start good from stall gate. Won driving; second and third same. SUB, on the outside from the start but close to the pace, moved up stoutly at the stretch turn and, under pressure, disposed of KAY GIBSON at the end. A claim of foul was lodged against the winner for alleged bearing-in nearing the final furlong pole which was not allowed. KAY GIBSON was sent into command after the start, showed speed and, saving ground, held on well. LOW AND HIGH was between the leaders entering the stretch turn and appeared in close quarters but faltered when placed to pressure when clear. BURT'S REWARD was sluggish in the early stages and then after being steered to the outside made up some ground at the end. MARTAL showed an even effort throughout. LE BUIS FLEURI had no mishap. RESPINGO was kept forwardly placed but flattened out badly in the stretch run and then was not persevered with.

Scratched—92063; Prefect, 118.

Fig. 13 1/2

other starters are marked "c" for colt, or "h" for whole horse or "g" for gelding. You can see from the past performances, or from the age column (marked "A" and circled in ink) on *Figure 13½* that Sub, and Low and High, are the only two three-year olds in the race.

This is a typical "double-strength" play, as described in Chapter 21. Sub won and paid \$85.30 for \$2.

As a rule, the winning three-year olds do not pay quite such high prices as the staggering mutuels paid by the wake-up fillies and mares described in the September chapter. That is because, as noted, some of them tip off their coming improvement with close-up races beforehand. But the prices are handsome enough as long as you stick to overlays.

As noted in the previous chapter, Marinikin, a winner at \$135.80 at Atlantic City in September of the same season as Sub's winning, was another example of a three-year-old improving. Marinikin, being a filly, was also a "double spot-play" like Sub. Incidentally, the daily double of Marinikin and New Challenge, \$12.20, paid a fine overlay at \$1354.80 for \$2.

There was a spectacular example of a three-year old winning at Belmont on October 5th. This example showed again, as do so many autumn stakes races, how the threes have the best of it in autumn racing against older horses. Only three horses went to the post in this race. The favorite was the odds-on four-year-old, Coaltown. Manyunk, also four, was the only other starter beside Capot, the lone three-year old of the race.

Coaltown was regarded as such a sure thing that he was 1-to-10 in the betting. He would have paid only \$2.20 straight IF he had won. But when it came to the actual racing, Capot, the only three-year old, did all the running. He beat Coaltown and Manyunk. He paid \$8.80. The race was the Sysonby Mile.

Another good example occurred at Bay Meadows on October 8th. It was the Morrison Handicap, in which the handicapper assigned weights to make each horse as nearly equal

as possible. But even after the weights were equalized, the three-year old had a shade the best of it and won. The ONLY three-year old in this race was Great Dream. Great Dream won and paid \$52.00.

Great Dream was also a "double spot-play" as she was a filly. She had the lightest weight of the race, 102 pounds. That \$52.00 price wasn't a bit hard to take!

A few days later at the same track (October 19) there was an interesting example in a race for fillies and mares exclusively. Of course there can be no September angle in such races because all the starters are females. But it should be noted that three-year old Beatrice B. won the race at \$32.90, beating the odds-on four-year old Nan and the five-year old Homing, who ran third.

Another interesting example occurred at Tanforan on November 1st when Charlie Baad won at \$48.90. Charlie was the ONLY three-year old in the race. He was also a "double spot-play" as he was the latest horse to run in the money last out, as per the August method outlined in Chapter 29.

Fans who find too many plays by one method, or who haven't the nerve to play without a confirming factor, can confine play to "double strength" horses picked by any two methods or plans—when these horses are overlays.

Two examples that show possible track plays were Swordstown and Abra about the same time. There were two three-year olds in the Swordstown race at Garden State. Both were 20-to-1. A small play could have been made on both. Swordstown won at \$40.00.

Abra, at Rockingham on November 3rd, was one of the only two three-year olds in a race. The other was 100-to-1. A small play on both could have been made at the track. Abra won at \$74.00 for \$2.

A different example of two three-year olds in a race occurred at Fair Grounds on November 30. (This play is only

made to December 1st, like the September filly play.) Big Road, a 20-to-1 shot was one three-year old in a race that day. The only other three in the race was a 3-to-1 second choice. Naturally, in such a situation, there is only one play—the 20-to-1 shot. Big Road, the 20-to-1 shot, won and paid \$55.60.

The autumn-improving-filly play and the improving-three-year-old play work together in ideal fashion to give many double-strength plays from about August 25th to December 1st.

But, of course, either one with the last-out-in-the-money play, or the Universal Weight System play, or some other method, also may be a good double-strength play as long as the selection is an overlay and not a public favorite or second choice.

## Chapter 32

### ROUND ROBINS FOR BIG NOVEMBER PROFITS

In Chapter 28 we learned how the racing season from July to November, inclusive, is the most favorable time of the year for parlay play. We learned the mechanics of parlay play and we learned why this Summer and Autumn season, with its long strings of moderately priced winners, is best for parlay play.

And now, we can begin our study of round robin play by noting that round robins simply are parlays raised to the ultimate and most devastating degree of their strength. The entire parlay season from August through November is suitable for round robin play on your own selections.

Round robins give the answer to the problem of what to do when you like three or more moderately priced horses. You can't put more than two of them in one parlay, because it is wasteful and unscientific to hook up more than two horses in a parlay. And you can't make two parlays out of four horses because, as surely as you do, one horse will win from each parlay, letting your play fall flat on its face.

A round robin is a play on the maximum number of different parlays of two horses each, that any list of horses will make. That's all there is to it. When you say "round robin," that is what you mean.

For example, suppose you have three horses you like. They are Abra, Balkan and Canter. A round robin play means the maximum number of different two-horse parlays. And when

three horses are listed that means three parlays. One parlay is Abra and Balkan, another is Abra and Canter. The third is Balkan and Canter. No more different parlays can be made from these three horses.

A list of four horses gives six parlays of two horses each. Five-horse round robins have 10 parlays; six horses 15 parlays, seven horses 21 parlays and a full card of eight horses gives 28 different parlays of two horses each in a round robin.

Of course you remember that round robin play means the coupling of the horses on any list into the maximum possible number of different two-horse parlays. (When playing, be sure to specify position—straight, place or show.)

This numerical diagram shows the couplings for three-horse round robins with horses numbered 1, 2 and 3, four-horse round robins with horses numbered 1, 2, 3 and 4, and five-horse round robins with horses numbered 1, 2, 3, 4 and 5. This diagram is handy for play at the track. Away from the track, in most localities, it is only necessary to specify "round robin" and the position.

#### DIAGRAMMATIC EXPLANATION OF ROUND ROBIN COUPLINGS

Three-horse round robin coupling of the horses:—

Horses 1 & 2	2 & 3	(3 parlays of 2 horses each.)
1 & 3		

Four-horse round robin coupling is as follows:—

Horses 1 & 2	2 & 3	3 & 4	(6 parlays of 2 horses each.)
1 & 3	2 & 4		
1 & 4			

Five-horse round robin coupling is:—

Horses 1 & 2	2 & 3	3 & 4	4 & 5	(10 parlays of 2 horses each.)
1 & 3	2 & 4	3 & 5		
1 & 4	2 & 5			
1 & 5				

Before going any further let me remind fans always to specify "straight" or "to win" when playing round robins. The scientific percentage play is right on the nose to win. That ap-

plies to single bets, parlays, or round robins. If you fail to specify "to win" on a winning round robin, you might get paid off for place or show, with the story that "you said for place." Specify to win only.

Round robins compound the strength of parlays—IF you have the right horses. They run up money very fast—when they win. If you don't have the right horses, of course, they grind you down just that much faster than single bets.

Obviously, when playing a \$2 round robin on three horses, you put up \$6. When playing a \$2 round robin on a full card of eight horses, you have to put up \$56.

Care must be used in round robin play, of course, to avoid going over the payoff limits. The parlay payoff limits apply to each parlay in the round robin, separately.

At the track, however, a round robin may be played on horses of any price possibilities with the assurance that a winning will collect the full amount of the payoff. The average round robin player, however, does not realize that he can play round robins at the track almost as easily as he can write out a round robin ticket in town.

Round robins of any number of horses can be made at the track. But here is how a \$2 round robin play on the full card of eight races would be made. (It can even be made without knowing what horses you are going to play in the later races until these races come up!)

The eight-race play requires \$56 capital for its 28 two-horse parlays. Remember that each race starts a new parlay with every remaining horse. Each race, after the first, also completes a parlay with every previous winner you had on the card.

Thus, to start, you bet \$14 on your selection in the first race. That is because there are seven possible parlays with the first race horse.

Regardless of whether the first race won or lost for you, six parlays (\$12 of your \$56 capital) must be bet on the second



race to start six parlays of that horse with the remaining races.

Five parlays begin on the third race, regardless; four on the fourth, three on the fifth, two on the sixth and one parlay on the seventh race, which has only the eighth event left to parlay with. As you can see, that process uses \$14, \$12, \$10, \$8, \$6, \$4 and \$2 of your capital, or \$56 total.

As each horse loses, that kills off all parlays connected with that horse. If the first race loses, seven parlays are killed. If the second loses, six more are killed, and so on.

Of course it is never smart to put all the races on a card in a round robin unless you are just out for a day's sport. On every program there are some unsuitable races that should be avoided. A round robin of four horses or five horses can be made this same way at the track by skipping the bad races. The first race to be played starts parlays on all the remaining races that are to be played. Thus if the first suitable race is the third event and four other races are to be played for a five-horse round robin, the third race carries four bets.

Getting back to our full-card example, suppose the first horse wins and pays \$10 for \$2. That means you won \$10 on each of the seven \$2 bets you made on that race to start seven parlays. So the next move is to bet \$10 of this money on the selection in the second race. At the same time, of course, you start all the second race's new parlays by betting another \$12 on that race, as detailed several paragraphs back.

If the second race also wins, you have completed one parlay—first and second races. You have also won a "leg" of six other parlays with the first race. You have also won a "leg" of six parlays with the second race. Suppose the second race paid \$8 for \$2.

Then on the third race, you bet \$10 to start five new parlays, as outlined above. You also bet \$10 to complete a parlay with the first race. You also bet \$8 to complete a parlay with the second race.

If this horse also wins, it completes two more parlays for you, giving a total of three complete winning parlays. It also wins the first "leg" for five later parlays with the third race.

Then you go down the card, completing parlays whose first horses have won in previous races. Also, starting new parlays with each horse through the seventh race. There is nothing complicated about it. All it takes is a bit of attention.

When you come to the eighth race, you bet money from all the other races if you had seven previous winners. If you only had one previous winner, you bet only the money to complete the parlay with that one winner.

The bad feature of a round robin is that one loser kills a number of parlays that is just one under the number of horses in the round robin play. One loser in an eight-horse round robin, for example, kills seven parlays.

The good feature of round robins is that even if only two horses win for the play, a three, or four, or five-horse round robin is liable to be a net winner. Three horses winning (thus completing three parlays) should make any six, seven, or eight-horse round robin a good net winner. Additional winners are velvet.

Just as in playing parlays, it is always wise to put figure horses at medium prices in your round robin. Especially so if the parlay limit is 50-to-1 or 75-to-1.

At the track, however, there is no limit to what a round robin can win. If you win such a load at the track with a round robin that you are afraid to carry the loot home, you can always deposit it with the armored truck service that handles the track's money and let the truck carry it to the bank for you.

Round robins can run it up rapidly. For instance, a five-horse winning round robin of horses paying only \$10 each, runs up \$500 return on the \$20 investment required for 10 parlays of \$2 each.

## Chapter 33

ALL-YEAR LONGSHOT PLAY FOR  
DECEMBER

We started this monthly calendar of plays with an All-Year method suitable for January—and the eleven other months. And now, we will complete the calendar with an All-Year spot-play method that is suitable for December—and for all the other months.

Such a spot play comes in especially handy in December and April, the two “changeover” months when many systems and methods of play must be held in abeyance until form is established for the new circuits.

To call this spot-play method a “longshot” plan is an understatement. It is safe to say that not even the sensational Universal Weight System, to be described in the next chapter, picks longer priced winners. This plan, at times, picks the longest priced winners of any system known. Even its shortest winners are well above medium prices—a mutuel payoff as low as \$20 or \$30 being rare.

This December play concerns maidens. But **ONLY** maidens of three, four, five and six years of age. Now, you remember *Figure 7*, the partial past performances of Blue Fedora’s race with Chapter 22. In writing of *Figure 7*, we called attention to the capital letter “M” printed in the win section of the 1948 scoring table of the horses, The Street and Poser. We called attention to the fact that this meant that these horses were maidens. A maiden is a racer that has never won.

When this capital letter “M” is shown in the scoring table for the current year (the top scoring table shown with the past performances) it means the racer is a maiden right up to this race. It has never won on the flat. For an explanation of the scoring table read over Chapter 22 again.

These two maidens, The Street and Poser, had no bearing on the Blue Fedora race. But, when you find only **ONE** maiden in a race, and that maiden is three, four, five, or six years of age, that maiden may be an exceptional spot play.

Most professionals avoid maiden races for three-year-olds or older at **ALL TIMES**. (Two year old maiden races and two year old maidens are good for play and have nothing to do with the statements in this chapter or with the plays to be outlined here.) The smart players **NEVER** play races run exclusively for maidens of three or older!

Many amateurs are sensible enough to follow their lead. But the public play never realizes that at some “class” tracks there are races for virtual maidens that are not labeled maiden races, for three years or older. These races are conditioned for “Non-winners of two races”. Beware of such races at class tracks like Belmont, Hialeah, Arlington and some others.

Many tracks have good races for “non-winners since” certain dates or certain meetings or circuits, or non-winners at certain distances. Such races have nothing to do with the “non-winners of two races”.

The “non-winners of two races” events are open to maidens and to horses that have won but a single race in all their lifetimes. They are contested, in general, by the worst, overrated, “unbargain” busts that the stables are stuck with. The stables don’t bet on such races—the trainers merely pray that their mutts can grab a purse to appease the owners who know they got stung when they bought the animals.

Remember: The one-time winners in these races for “non-winners of two” are mostly winners of maiden races. They

won these maiden races not because they were good racers, but because when you throw 12 mutts together on the track, one of them has to be the winner even if he takes five minutes to run the mile and seventy yards!

Thus—in effect, the one-time winners in these “non-winner of two races” scrambles are virtual maidens so far as ability is concerned, even though technically rated as winners.

Naturally, if there is no “M” in a horse’s scoring table in the p.p. charts, it is not a maiden, even though no winnings are shown in the two years included in the scoring table. It was won previously, at some time or other.

The play we are to learn here goes on a maiden of three, four, five, or six years of age when it is running against winners. But they must be real winners, not mere technical winners of maiden events now running in races for “non-winners of two races”.

Most races at medium grade mile tracks will be suitable for this play. But all races at class tracks, such as those mentioned above, must be watched, for that tricky tell-tale designation of “non-winners of two races” in the conditions. If one maiden appears in such a race, be sure to check all the winners in the race. If they all have won nothing but maiden races, as shown in the past performances or the results charts, there is NO PLAY. So, you see, this method does NOT call for a general play on any lone maiden in a race against winners.

As noted, at most medium grade tracks there are few if any of these poisonous “non-winners of two races” disasters. At New York tracks and other class tracks, they foul up the programs all too often and must be watched.

If there are TWO, or more, maidens in a race against winners there is NO PLAY. Positively no exceptions! The play goes only when ONE maiden goes against winners, under the conditions explained above.

Thus you see that at most medium grade tracks this is a

mechanical play requiring little judgement. It does require plenty of guts and patience, however. The public play simply can not bet on a maiden running against a field of horses that have good winning records. And the better their records, the longer the price of the lone maiden and the better its chances!

Why are its chances better? Simply because this is a “smart maneuver” play. A trainer can run his maiden in a maiden race and perhaps win, getting an \$8 or \$9 mutuel. But still, there may be a hidden “Man o’ War” in the race that will beat him.

On the other hand, let’s say his maiden has been held back by early ailments or injuries, like the stakes winner Boysy who was a maiden until five years old. The trainer knows from workouts and matching trials against good ones in his own barn that his maiden should be able to beat \$6,000 claiming price runners. He puts the maiden in a \$4,000 claiming price race with confidence. He knows that nobody will claim a maiden in a \$4,000 race for three and upward. But, even more important, he knows that nothing but \$4,000 winners will run in the race. The man with a \$5,000 plater that has a good record doesn’t dare run in such a race because his horse is a sure claim.

And still more important, the man with the \$6,000 maiden knows that instead of getting the \$9 price he would have gotten in a maiden allowance race, he can get anything from a \$40 mutuel up to a \$300 mutuel by running his horse as the only maiden against a lot of winners. The public play won’t even know his maiden is in the race!

Thus, by running his maiden against winners, he not only makes sure that all his opposition has thoroughly exposed form, but also that he gets a top price. If the maiden is as good as he thinks it is—it wins.

Don’t get the idea that only cheap horses must run against the lone maiden. As a general rule, handicap conditions are more favorable than weight-for-age for lone maidens, because at weight-for-age they carry the same weights as the winners.

But, these lone maidens have even won at weight-for-age, carrying the same 126 pounds as large fields of winners. An example was Broker's Tip, who won the Kentucky Derby as a maiden, the only one in his race, in which all colts carried 126.

Claiming races afford some of the best spots for this play but allowances and handicaps are good too. The only races that must be avoided are those for "non-winners of two" in which all the winners are virtual maidens despite having each won a race—as described above.

This spot-play comes up at all times of year. The medium grade tracks and class tracks are the best for it, as they have the best under-cover maidens. The tricky changeover of circuits gives the trainers of lone maidens just that much more chance for fancy mutuel prices.

Let's look at some examples of the winnings of maidens when they have run against fields of winners.

There was a good example at Tanforan when Mr. Shower won at \$51.40 as the only maiden in its race. This example is noted because Mr. Shower was the first half of a terrific overlay daily double, as will be explained in the daily double chapter. It often happens that one race of the daily double offers a lone maiden running against winners. Such a horse when long priced, can be tied up with all starters in the other race. Mr. Shower's double paid \$2,115.80 for \$2

Of course, if by chance the public play should light on the lone maiden and make it favorite or second choice, or under 10-to-1, stick to your overlay rule and skip the race. This is unlikely, however.

An interesting example occurred at Hialeah on January 21st in the fourth race. This was a claiming race at a \$2,500 price. Careful appraisal of the conditions showed that it was not one of those races for "non-winners of two" affairs.

Sometimes spot plays come up when two or more maidens are entered in an eligible race and all but one of them scratch,

to leave that one the play. But in this Hialeah race, all the entered horses were previous winners, except Post 1, a crawler named Rosy Scene. Then five years old, Rosy Scene had never won a race. Of course her past performances showed poor form!

See *Figure 14*, page 241, which shows past performances of Rosy Scene for this race and the cutaway result chart of the actual running. Like so many late season races at winter tracks, this race was confined to platers that had shown little at the circuit. But some of the starters had fine winning records for the previous season. Maudeaux, the equal second-choice, had won four races the previous year, as shown in her scoring table in the past performances for the race. (Not printed here.)

Jatak, which ran third, had also won four races the previous season. Jatak had run second last time out, as well. Pepper Lou had won five races the previous season and had placed six times. He had good recent form at Florida. Rosy Scene was the **ONLY** maiden.

Note in the cutaway past performances the "M", which we have circled in ink. The "M" for the previous season does not count—it is the "M" in the current 1950 scoring table—circled—that tells the story. That "M" means Rosy Scene was a maiden up to the running of this January 21 race.

A look at Rosy Scene's past performances makes the racer appear "impossible". Most of these maidens look "impossible" before their races. So you don't need to be afraid of the public play cutting the prices; the public play simply can NOT bet such horses!

Now look at the results chart also shown on *Figure 14*. Note how easily Rosy Scene—the under-cover maiden—won this race by five lengths. Rosy Scene paid \$127.60 for \$2.

Rosy Scene carried two pounds overweight but still was next to the lightest weighted starter. Do not figure overweights in this play! Ignore all allowances. The maidens have all the

## 240 SECRETS OF PROFESSIONAL TURF BETTING

condition allowances when running against winners. Hence they often are scheduled to carry weights below that of all available riders. Thus they may have to carry a little overweight. But if they are truly "smart", they win anyway.

Let this lone maiden spot-play take precedence over most other systems, if any conflict. It always takes precedence over such methods as the last-out-in-the-money.

Here are more examples from the same season as Rosy Scene. (Watch for them particularly at winter tracks where picking is tough by ordinary methods. The more upset the general form at a track, the better the chance for these lone maidens.) Three days after Rosy Scene's winning a lone maiden called Aristocrat won at Fair Grounds and paid \$50.80. This was one of those daily double chances. The double involving Aristocrat, the lone maiden who could have been tied up with all the starters in the other d.d. race, paid \$2,491.00 for \$2. And that's a good day's pay in any language! (More details in Chapter 38.)

Of course these opportunities do not come up every day. But in February there were winnings by such only-maidens as Feeffofum \$47.50 at Hialeah, and Grand Prize \$38.40 at Oaklawn. Another example came up at a time when winner picking was difficult, at Charles Town on March 21st. Only eight horses are allowed to go to the post there, so that cuts prices. Llevanito, however, was the only maiden in her race against winners. She won and paid \$36.20.

Another good example occurred at Jamaica, in April, the month when we are always looking for methods that will stand up. On April 27, Supersonic was the only maiden in a six-horse race. Supersonic won and paid \$39.20!

Patience is required to wait for these spots, but in recent seasons they have produced winners up to well over \$200 for \$2.

### ROSY SCENE

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21 Jan 50—4 Hia 1 1/4 miles. 4-year-olds and upward, claiming, purse \$3,000. Track record—El Mono, 4, 112, 2.01, February 21, 1948.

1-2 SP—4f 52% h. 1st

1-18 TRP—3f

1-20 TRP—4f 52% b. 1st

1-20 TRP—4f 52% b. 1st

1-20 TRP—4f 52% b. 1st

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1-20 TRP—4f 52% b. 1st

### Mutuel Prices

ROSY SCENE ..... \$127.50 \$39.10 \$17.50

BLUE PAL ..... 4.90 3.80 6.50

JATAK ..... 1.45 2.25

Fig. 14



## Chapter 34

## THE UNIVERSAL WEIGHT SYSTEM

For three decades, "the boys" have been trying to make an easy mechanical system out of this idea. But they found that it is impossible to get something for nothing on the racetrack, the same as in any other walk of life. The player must put in money, or guts, or patience, or knowledge, for every dollar he takes out of the game!

It all started about 1927, during the gala days of the 1920's when everybody was prosperous, independent, practically untaxed—and the races took from 4% to 8% of each bet. A Chicago system publisher advertised and sold a system. For some weird reason he gave another system as a free premium with the first method. His "sold" system was a flop; unsound from the start, because it employed a dangerous betting method.

But the smart people grabbed his free premium system and started kicking it around to make it more useful. The free premium system called for betting on the two lightest weighted horses in a race. The two-bet feature was chopped off first; the method was turned into a bet on the *one* lightest weighted horse.

This idea picked many winners—especially in handicap and feature races—because in those days all the handicap weights were "square" and the game of shilling in crowds at some tracks by giving "name" horses the best of the weights had not been thought of.

Soon the experts saw that these lightweight horses won when overlays—not when underlays. So they made the system call for a play on the lightest weighted horse, or the equal lightweight, when this horse was also the longest priced starter in the race.

They got winners with this idea and tossed it around for a few years. It was revived in print several times in the 1930's and then in the 1940's. But the idea had more holes than a Swiss cheese.

It picked a few winners during the winter months from December to March—on paper. But the rest of the year it made its players look very foolish at times. Besides, half of its plays could never be made at the track. Three-quarters of them couldn't be made away from the track. That was because it was impossible to tell, even at post time, which horse was going to be the longest priced starter.

In the cheap claiming races run each day at every track, all too often there are two or three "impossible" runners that wind up being from 200-to-1 to 400-to-1. They run last, next to last, or thereabouts. They are the longest priced starters.

But, at post time, these two, or three, or even four "impossible" horses are listed up to 99-to-1 on the mutuel odds board or tote board, simply because the machine does not show any prices longer than 99-to-1.

Besides, with 200-to-1 shots, a few small bets may change a horse in a flash from the longest price in a race to the next-to-longest. And in addition, there is no nourishment in playing "impossible" horses at any time. One or two will win during the year, but the others will never get close.

Finally, the writer and other experts improved this idea and turned it into a practical method of play. It appears here in print for the FIRST TIME. Here is the play: The selection is the lightest weighted horse (or an equal lightweight) that is also the longest priced horse in its race—PROVIDED that

the horse is the lightweight **ON THE SCALE** and that the race is a handicap, a race with a short field, a daily double race, one of the featured races of the day's card, or a race in which the longshot is obvious before post.

That most definitely excludes all cheap, mutt, route races, all maiden races, all disasters for "non-winners of two races" during the animals' lifetime, and all races in which it is impossible to tell with ease from the tote board just which horse is to be the longest priced on the scale.

Two-year-old races are **NOT** played in this system because the two-year-olds seem insensitive to weight until their autumn season.

Remember, the "key" is that the horse must be the lightest weighted, or equal lightweight **ON THE SCALE**, as well as the longest priced horse in its race. This will be explained.

But first, let me call attention to the fact that this is one of the best of the methods for "double-system" plays. It may combine with the "December All-Year" play that was described in Chapter 33, or with other sound plays, to furnish extra-strong longshot opportunities.

Obviously, any winner picked by this method **MUST** be a good price. This method is especially good for handicap races, because we learned in Chapter 19 that **ANY** horse in a handicap race with "square" weights (such as handicaps at New York tracks) has as good a chance as any other horse in the race—provided it is not carrying overweight.

All races with small fields, races with five, six, seven, or eight starters, are suitable for this method, subject to any other provisions above, because in such races it is usually easy to spot the longest priced horse. Also, the races of short fields produce a great many longshot winners, contrary to popular superstition.

A further rule must be made that at major northern tracks from April 20th to November 10th each year, a horse is **NO**

**PLAY** if it is more than six years old. If a horse more than six years old is the system horse, there is **NO PLAY** on the race. The race is skipped. At winter tracks, or at Rockingham alone of all the major summer rings, horses of **ANY** age (from three years upward) may be used for this method if they qualify.

By equal lightweight is meant equal light weight on the Scale, of course. For instance, if two five-year old geldings in a race are the lowest weights, both carrying 107, and one of them is also the longest priced starter, that one is the play. The fact that the other racer carries equal light weight on the Scale doesn't hurt its chances. But you seldom have two with the same weight on the Scale, although sometimes two will carry the same actual weight in pounds.

Watch the overweights in every eligible race. Many of the eligibles for this play are slated to carry such light weights that their regular riders cannot make the weights specified. Be sure you know what weight the probable rider can make.

If the horse picks up overweight and still is the lightest weighted horse (or equal light weight) **ON THE SCALE**, it is still a play, regardless of how much overweight it picks up. But if the overweight makes it other than the lightest weighted starter, on the Scale, there is **NO PLAY**. (With the usual provision that the horse is the longest priced starter, of course.)

For example: Suppose the lightest weighted starter is a five-year-old gelding slated to carry 105 pounds. The next lightest weighted starter is a six-year old entire horse slated to carry 109. Thus the lightest weighted starter can pick up one, two, three or even four pounds of overweight and still be a system play if it is also the longest priced starter in the race. But if it picks up five pounds, or more, of overweight, making its actual carried poundage 110 or more, it is **NOT** a system play.

In such cases, if the next lowest weight on the Scale is very close, watch that one also for overweight. It might also pick up enough overweight to let the lowest schedule-weighted horse

# 16 May 50—7 Bel 1 mile, 3-year-olds and upward, handicap, \$5,000 added. Track record—Count Fleet, 2:11.6, 134%, Oct. 10, 1942.

Date	Track	Horse	Age	Owner	PP	St	1/4	1/2	3/4	Str	Fin	Jockeys	Wt	Odds
26Apr50-6Jm		High Trend	6	B. Greenfield	6	3	66	41	34	2a	14	Glasswell	wb	08 23.95
10May50-5Bel		Stunts	6	G. H. Bosfield	2	4	1a	14	14	14	23	Elcaro	w	14 0.85
29Apr50-6HG3		Wine List	4	Greentree Stable	7	1	31	21	24	34	31	Tattin'n	wb	117 3.75
26Apr50-6Jm		Bare Foot Boy	4	Cain Roy Stable	4	5	5a	66	55	43	4b	WBoland	wb	111 14.25
9May50-7Bel		Colonel Mike	4	E. Jacobs	3	7	7	7	7	5 1/2	54	CMcCry	wb	103 10.20
9May50-7Bel		Brick	4	J. M. Gaver	1	6	41	2a	41	64	64	WMorris	wb	113 3.75
29Apr50-5Jm		Sagittarius	4	R. M. Smith	5	2	2a	54	64	7	7	MLopez	wb	113 6.30

J. M. Gaver—Greentree Stable entry.  
**TRACK SLOPPY.** Time, 23%, 46%, 1:11 1/2, 1:38. Start good from gate. Won driving; second and third same.  
 Winner, ch g, by Jack High—Rose town, by Jamestown. Trainer, T. J. Carroll. Breeder, G. D. Widener.  
 Gross value, \$5,065. Net value to winner, \$3,310; second, \$1,000; third, \$500; fourth, \$250. Mutual pool, \$203,665.

## Mutuel Prices

HIGH TREND	.....	\$49.90	\$9.40	\$5.20
STUNTS	.....	2.70	2.10	2.30
WINE LIST	(?)	.....	.....	.....

**OFF TIME**—Went to post at 4:25 1-2. Off at 4:28 Eastern Daylight Time.  
 HIGH TREND was reserved within striking distance of the early leaders in the first six furlongs, then moved up on the outside nearing the stretch turn and, although racing wide in the stretch, caught STUNTS in the final sixteenth, to win under hustling handling. STUNTS set the pace under light taps, but was unable to cope with the winner's challenge, although going well to the end. WINE LIST was a forward factor to the last furlong, then began to show signs of weakness. BARE FOOT BOY failed to figure seriously. BRICK raced up on the inside nearing the far turn, and was beaten off at the end.  
 Scratched—Gatita II, Cuore.

Fig. 15

## SECRETS OF PROFESSIONAL TURF BETTING 247

pick up more overweight and still be the lowest-weighted actual starter on the Scale!

Remember, this method most definitely does NOT necessarily call for the lowest weight horse in actual weight carried. The system horse must be the lowest weight after all Scale of Weight (shown in Figure 1) differentials have been allowed for.

For illustration, turn to Figure 15 and also keep a finger at Figure 1, the Scale of Weights. Note that the winner of this May race at Belmont Park, run at one mile, was High Trend, \$49.90 for \$2. High Trend, as you can see from the circled weights and price, was an equal actual lowest weight with Colonel Mike, both carrying 109 pounds. High Trend was by far the longest priced starter at 23-to-1, the next longest of the six units in the betting being Bare Foot Boy at 14-to-1.

Now note the ages of these horses, printed in figures right after their names. The race was open to three-year olds, but Belmont Park trainers are too smart to send threes against good older horses for small purses in May and none started. The race was contested by five of the four-year olds, one five-year old and one six-year old.

May we digress an instant to remind readers of Chapter 26, the "Insiders' May Weight Angle", in which they look for a five or six-year-old to beat threes and fours. Note that a six-year-old won this race and a five ran second. All the horses behind them were four-year olds!

Let's remember Chapter 16, as well, in which we learned how confirmed front-runners most often are favorites and second choices, like Stunts at odds-on in this race and the Greentree Entry, second choice. Remember how these two front runners so often kill each other off and let a horse that has laid third or fourth all the way around (close behind the pacemakers) come on to win. Note how High Trend rated

behind the two pacemakers and came on, as described in Chapter 16.

Now, getting back to our Universal Weight System, note in *Figure 1* that the Scale for May at one mile gives four-year-olds a one pound allowance over older racers. Thus all the fours in this High Trend race were carrying one pound more on the Scale than their actual weight shown. Thus, ON THE SCALE, the four-year old Colonel Mike was not an equal low weight with High Trend. On the Scale, Colonel Mike carried 110 pounds. That left High Trend the lone low weight of the race.

As the race was run this had no bearing. But, suppose High Trend's very competent trainer, T. J. Carroll, couldn't get lightweight Glen Lasswell to ride. Suppose he had to take one of the regular New York "clique" riders who could hardly make the 109. In that case, High Trend could have had one pound of overweight, carrying 110, and still would have been the system play because he was equal low weight ON THE SCALE with Colonel Mike.

In that case, fans using the 1927 model of this method, playing the actual low weight (instead of low weight on the Scale) when highest-priced, would have seen no play in the race.

If High Trend had started with two pounds or more of overweight he would not have been the lowest weighted horse on the Scale, not equal low weight, thus there would have been no play with this system.

Also, suppose High Trend was a six-year-old mare instead of a gelding. In that case, to be lightest weighted on the SCALE, she would have had to carry no more than 104 pounds, because mares in May get five pounds automatic allowance from males. To be equal low weight with Colonel Mike (a male) she could have carried no more than 105 to Colonel Mike's 110 on the Scale.

Now, suppose a three-year-old colt had started in this race.

We see that the Scale in *Figure 1* gives the threes at one mile in May a 15 pound allowance from fours and 16 pounds from five or older.

Thus a three-year old colt to be the lowest weight on the scale in this race would have had to carry NO MORE than 92 pounds. A weight of 93 pounds would make him equal light weight with High Trend. But if a three-year-old ran in this race with MORE than 93 pounds, High Trend at 109 pounds was still the lowest weighted horse in the race, ON THE SCALE, and thus by virtue of also being the highest-priced starter, was the system play.

A three-year-old filly to be equal light weight with High Trend could have carried no more than 88 pounds.

These are hypothetical instances just to show the principle of finding the lowest weight "on the Scale". Most professionals ditch out the fillies and mares from May through most of August, as we learned, or avoid races in which females "figure".

Now look at *Figure 3*, the race won by the four-year-old filly Tassel, at Santa Anita's classy track. This is another example of the fancy longshot winners picked by this Universal Weight System. At first glance, Tassel might seem to have by far the lowest weight. But not so, "on the Scale".

She couldn't pick up unlimited poundage of overweight and still be low. Fortunately, apprentice C. Rizzo had no trouble making 103.

Tassel appears to be a decisive low weight. But she had a close call to remain low. While the age differences do not react so markedly in winter months, for some reason, as they do after April 1st, the April Scale of Weights shown in *Figure 1* can be used for January, February and March. (Threes rarely meet older horses during these months.) Thus we know that at six furlongs a four-year-old like Tassel is entitled to a two pound allowance from older racers, as shown in *Figure 1*.

Thus, on the Scale, the four-year-old Tassel is carrying 105

and not 103, in relation to the six-year-old Trinket Time's weight. Trinket Time at 110 pounds being the next lowest actual weight in the race.

But that is not all: Trinket Time is a male and Tassel is a female. The Scale says that from January 1st to September 1st, the females of three and older must get an automatic five-pound allowance from males. So that adds five pounds more to Tassel's weight **ON THE SCALE**. (The "on the Scale" weight, of course, is the weight she will feel that she is carrying when running against older males.)

So, on the Scale, Tassel is carrying, in effect, a full 110 pounds and thus is equal low weight with Trinket Time. If she had picked up a pound or two with an overweight rider, she would NOT be the system play, even though actually carrying 105 to Trinket Time's 110. There would have been no play in the race.

Here is a fine point: The Scale jumps the filly and mare allowance from three to five pounds on January 1st, but most fillies and mares at winter tracks do not feel the mating urge and the consequent upset condition in January. (Most of them not until March at the earliest.) Thus in case of a close figure on the Scale—and an enticing price on a Tassel or other female—a **FOUR POUND** sex allowance could be used for fillies and mares in January by people who always want to stretch the rules.

In several previous chapters of this book we have called attention to longshot system winners that also were Universal Weight System selections. This method sometimes picks a longshot in a daily double race that may be tied up with all the starters in the other d.d. race.

A few days after High Trend's winning at Belmont an instructive race came up at Suffolk Downs. It was the old Thomasello Memorial Handicap. Only five racers started. Cochise, a four-year old male, shipped up from New York,

was favorite at 1-to-2, odds-on. He carried 123 pounds as top-weight. Although threes were eligible, only four-year-olds and five-year-olds ran in this race.

Looking at *Figure 1*, we see that in May at the nine-furlong distance of this race, fours have to get one pound from fives and older. Thus the favored Cochise had 124 on the Scale. The actual low-weighted starter was Tilenny with 106. As Tilenny was a male and a five-year old and carried no overweight, his actual poundage happened to be also his weight "on the Scale".

Tilenny was the longest priced starter at some 12-to-1 at post time, clearly longer than anything else. Thus Tilenny was a fine play for the Universal Weight System. He won by three lengths after rating behind the field for six panels. Tilenny paid \$29.20.

In that race even an illogical system such as one calling for the actual low weight, might stumble onto the winner because the actual winner was also the low weight on the Scale. But, at about this same time in May, at Garden State, there was a most exceptionally instructive example.

It was a six furlong allowance race for four-year-olds and upward, run as the seventh, one of the two featured races of the day at Garden State. Seven animals started. They were all four-year-olds except one five-year old, a gelding named Pennon.

Nobody "made" Pennon and he seemed, even overnight, the longest priced starter. But, on old systems, he couldn't even be considered as a play. He not only wasn't the lowest actual weight—he wasn't even close. He wasn't even the next-to-lowest actual weight in the race. Pennon, the entries showed, was slated to carry 111.

The light-weight in the entries was Please Do at 103—she being a four-year-old filly. The next lightest weight in the entries was another four-year old filly, My Celeste at 105 pounds. Pennon was next with his 111.



According to obsolete systems there was "no play" because the highest priced horse was not the lowest weight or anywhere near an equal low weight.

But now let's see the difference between such amateur figuring and the professional ways of the "insiders". In the first place the females should have been dutched out of the race arbitrarily because it was late in May. But we'll leave them in, so we can work them out in an even more professional way.

We know we want the lightweight **ON THE SCALE** for our system—regardless of the actual weights carried. So we adjust these two lightweighted fillies to the Scale. In the first place, we know they both get a five-pound sex allowance over males such as Pennon. So, we add on their sex allowances. That makes My Celeste's 105 become 110 and Please Do's 103 become 108.

Then, checking the Scale on *Figure 1*, we remember that on the Scale in May at six furlongs, the fours get two pounds from the fives. So that adds two pounds more on each of these four-year old fillies, in relation to Pennon. This makes My Celeste's weight, **ON THE SCALE**, 112 pounds and Please Do's weight, on the Scale, 110 pounds.

My Celeste is thus out of consideration and Pennon, obviously the longest priced entrant, is only one pound from being an equal low weight. So we watch for Please Do (who carries 103 actual and 110 on the Scale) to see if she picks up overweight. If Please Do picks up just one pound of overweight, that makes Pennon an equal low-weight and thus a play because he is the longest price.

Before post time we see that both fillies pick up overweight. My Celeste picks up two pounds to carry an actual 107 and thus 114 in the Scale. But she is out of consideration already. Please Do picks up **THREE** pounds overweight, making her actual weight 106 and her weight **ON THE SCALE** exactly 113 pounds.

So, that makes Pennon the definite low weight on the Scale by two pounds, although the actual weights show the two fillies starting with less. Pennon, of course, is an outstanding play because he is by far the longest priced horse in the race. At post time he is almost twice as long as anything else.

Pennon won handily for the Universal Weight System. He paid \$54.00 for \$2, which is a good price in a seven-horse race!

This example of the third-from-lowest actual starting weight being by a comfortable margin the lowest weighted starter on the Scale, again shows readers the vast difference between the public play's figuring and the figuring of the professionals who know the "facts of life" about racing.

It seems almost too fantastic, but it is a fact that if you ask the average racegoer, "What is the Scale of Weights?", he doesn't even know what it is—much less knowing how it works. And yet, the Scale of Weights is the basis of **ALL** race conditions of **ALL** types of races. And **ALL** race results to some degree are influenced by it. As we learned in Chapters 7, 26, 27, 30 and 31, the Scale's effect in certain months on certain ages and sexes of starters is tremendous.

## Chapter 35

## OVERLAY PLAY FOR FRACTION-MILE TRACKS

Many turf fans find that their only chance to attend the races is at the half-milers and other fraction-mile tracks, such as the smaller rings of New England and Maryland and courses like Charles Town, Wheeling or Lincoln Downs, Sportsman's Park, a half-mile track in size, is conducted as a major track and has major track result sequences and is not included in this chapter on fraction-mile tracks.

On the other hand, some fine mile tracks such as Sunshine Park and Agua Caliente have results sequences and situations similar to the fraction-milers, at times. Sunshine in particular is included as an eligible track for the plan presented in this chapter.

Fans who attend the fraction-mile rings, or their equals, will find that the best spot-plays occur when fairly good performers from the mile tracks drop down to try their luck at the smaller ovals.

Sometimes these mile track performers go to the small tracks because it is the end of a season, or the beginning of a season, and no major track racing is nearby at the time.

Sometimes these major track racers have passed their prime in age or ability. They have fine records of past winnings. But of late they have been beaten heads and necks every time they try. When such horses drop down the imperceptible shade to

the fraction-milers, they often run up fine winning streaks.

Other major track racers go to the smaller rings because their recent major track maneuvers have obscured their real form and their trainers believe they can get fair prices for winnings that will be much "surer" than if contested against their own kind at major mile tracks.

During the past years at Sunshine Park, Tampa, Florida, so many percentage overlays have occurred on fairly well known platers from medium grade tracks that several "professionals" from Miami tracks have gone there for easier pickings.

Like most of the drop-downs to smaller tracks, these horses do not pay box-car mutuels. But, day after day, they pay \$8, \$9, \$12, \$16, and even \$20 mutuels, when by rights they should be favorites at \$5 for \$2.

These horses also repeat consecutively and after tiring of that sport, go into the win-lose-win routine described in Chapter 23. Note an example, Saralee C. \$74.20, from Sunshine Park in *Figure 8* with that chapter.

Fans attending the fraction-mile meetings should always have files of result charts of all major track meetings that contribute horses to the current fraction-mile meet. Then each race is figured on a Pittsburgh Phil plan. Or at least an approximate Pittsburgh Phil price line is made.

If the good performer dropped down from the major track is a short price, an underlay price, it is no play. If it is an overlay price—it is a play.

Sometimes, for no reason that can be figured, the screwball public play makes one horse from a major track a short priced favorite and another a vast overlay in the same race. (Review Chapter 21 for an explanation of the Pittsburgh Phil figuring of the Belle Equipe race at Charles Town in December of 1949. Partial past performances and results charts of this race are shown here in *Figure 16*.)

Ch 30 by Cesareone—Briehemette; by Duclon

LATEST WORKOUTS... 12-1 BW-5f 1.09% b. gd 10-24 Pim-4f .52 b. fst 3-14 40% JSnyder W° IL3 3.00 68-19 Baby Pa 10-17 Lrl-4

About 6 furlongs, Charles Town Course. 3-year-olds and upward, allowances, purse \$1,200. Tr. rec.—Vendor's Lien, 7, 116, 1.14%, June 26, 1943.

Track	Horse, Age and Owner	PP	St	7	1/2	1/4	Str	Fin	Jockey	Wt	Odds		
2De 48-BBw <sup>6</sup>	Belle Equipe, 5, Mrs. J. O'Brey	5	7	5	5	1	5	5	1k	JRacks	wb 110	57.30	
26No 49-BBw <sup>5</sup>	*Princess Gala, 4, Mrs. E. G. Hulcoat	7	6	5	1	5	4	1	3	2 1/2	RLawless	w 106	13.10
21No 49-2Bw <sup>1</sup>	Molasses Phil, 3, F. Percepe	1	4	1	1	1	2	3	3	2 1/2	WWeber	wb 118	8.90
5De 49-1CT <sup>2</sup>	Wingy, 3, J. R. Finkhouser	2	1	2	2	2	2	2	4	CWeyer	w 115	1.30	
5De 49-1CT <sup>1</sup>	Carolina Star, 4, R. Vito	4	2	3	1	2	3	1	1	5	HRamist'la	w 118	2.20
5De 49-5CT <sup>2</sup>	First Boston, 3, H. M. Simpson	3	3	3	4	1	7	6	2	DOWINS	wb 115	4.00	
22No 49-BBw <sup>10</sup>	*Teinachow, 6, B. C. Stable	6	5	6	4	6	6	7	7	REBL	w 109	64.20	

**TRACK FAST.** Time, .34, 48%, 1.16, 1.19. Start good from gate. Won driving; second and third same.

**BELLE EQUIPE  
PRINCESS GALA**

d. \$100-	fourth	\$50.	Musuel pool.	\$30,330.
	\$2	Mutuels	paid	
	\$116.60	\$35.40	\$12.60	
	13.80	8.70		
			7.80	
				2.90

**Fig. 16**

Most of the winners you catch among the horses dropped down to small tracks will be medium priced. But there is no limit to the possible overlays, even under the most unfavorable conditions. This Belle Equipe race is an example.

In this race Wingy, who had won four races in 1949, was made the hot favorite, an underlay favorite, off his races at Laurel and Pimlico. He had won once at each of these Maryland mile tracks.

But Belle Equipe had also won four races during 1949. She had won once at Pimlico and then had cantered home with ease at Bowie, the last of the major mile tracks to operate during autumn racing. And yet, even though the Pittsburgh Phil line could make Belle Equipe no more than 6-to-1 (review Chapter 21) she went to the post at about 50-to-1.

Such a vast and unusual overlay and such a long price on a logical horse in a seven-horse race, wipes out all considerations of overweight, jockey ability, recent form, speed, weight, age, sex, or almost anything else.

But it is interesting to note, in relation to Chapter 31, that all three of the three-year-olds in this race were unfavorable prices. (Molasses Phil's one winning, last out, had been in a bad maiden race. And you certainly couldn't take that 13-to-10 on Wingy!)

The only two females in the race, however, in relation to Chapter 30, were Belle Equipe and Princess Gala. They ran one-two, with the longest overlay beating the other!

If you have the past performances of this race, look at Wingy's last winning, at Pimlico on November 15th. Wingy paid a \$40 mutuel in that surprise win—and yet the public is taking him at 13-to-10 today.

On the other hand, Belle Equipe was only \$5.80 for \$2 in her latest Maryland mile track winning, on November 19th at Bowie. And yet the public is letting her go to the post at 50-to-1 today.

This is a perfect sample of the illogical figuring of the public. The \$40 surprise colt is supposed to be a sure-thing today. But the mare who was only a \$5.80 choice in her easy winning at a mile track, is \$116.60 for \$2 today. It's a wonder Pittsburgh Phil's ghost doesn't rise from his grave!

For play at fraction mile tracks, either study the results of contributing mile tracks before play, or better yet, take the results charts of preceding mile tracks to the fraction-mile track with you for last-minute perusal.

At the same Charles Town meeting that featured Belle Equipe's \$116.60 longshot winning above, many other well-known performers from the Maryland mile tracks (Bowie, Pimlico, Laurel) won with ease at overlay prices ranging from short second choices up to \$50 mutuels.

Among them, for example, were Rough Ordy (won three in a row at Charles Town) Slammuring, Flamare, Halgas, Dauntedid, Gay Pilate, Falsely, Quick News, Leamour, and Arch Boy at \$53.80. Many won first out at the fraction-mile C.T. track, as did Belle Equipe.

## Chapter 36

### DOUBLE-REVERSAL PLAN FOR "TOUGH" RACES

Here is the "answer" when the going gets tough!

We have all had those streaks—streaks in which nothing works out right. Everything you do is wrong. Whatever you do, you should have done just the opposite!

The plan to be explained here is a system of selection for use at such times. For use when all regular handicapping methods fail and form-reversals run riot at the track you are playing. Also, it is suitable for certain "tough" races, although there is no excuse for playing difficult races if there is one good race, or two, or three good races on a program.

Yes, there are times when whatever you do, is wrong. You should have done just the opposite. You lay off the favorite, but the second, third, fourth and fifth choices also find reasons for not winning. You wonder when the weird streak will come to an end.

When the going is tough, or a race is tough, try the "Double-Reversal" plan. Like most of the methods in this book, it requires but little figuring although it does put a premium on turf knowledge and experience. What it requires mainly is guts and the ability to play longshots that do NOT figure as well (according to the public play's corny selection methods) as the first and second choices.

Whatever you do is wrong? Okay—it looks as if some diabolical spirit is turning everything upside down for you, so far as form is concerned. In other words the bottom always comes up instead of the top.

But, suppose you have a block of wood, one side the top and the opposite side the bottom. You want the top, but the reverse side, the bottom always comes up. Okay—what happens if you turn the BOTTOM up to start with—and then let it make its usual perverse reversal? What happens? Why, when it reverses after starting with the bottom up, the top must come up, of course.

That's the answer to the weird streaks, the "difficult" tracks and the "tough races". You give them the old "double switcheroo". You START with a reversal, which YOU make on purpose. Then when the game reverses all the form, it works out as a double reversal and brings the top back up again.

Or to illustrate it another way: Suppose the perverse nature of racing is insisting on bringing up the bottom, the "outs", the "don't pass", for you all the time. You simply change the labels. You call the real bottom, "the top", and the real top is labeled "the bottom". You reverse everything first. Then when the game reverses YOU, you land on top at the end.

Here is how it works: We'll take for example one of the toughest types of races, the scramble at a class track open to "non-winners of two races". (We know that "non-winners since" a certain date, or "non-winners at" a certain meeting, circuit, or distance, are okay for play.)

These "non-winners of two races", which curse many class tracks, are contested usually by virtual maidens, horses which have won but a single race in their whole careers. These single winnings usually are long past maiden races. Thus, in effect such horses are still maidens because all they ever beat were maidens.

We'll take the sixth race at Santa Anita, January 19, 1950, for example. This was for four-year olds, non-winners of two races. In other words, these bad racers were virtual maidens at four years. (However, NO maiden races, as such, are played in this system.)

Note Figure 18 in the next chapter for partial past performances and official conditions of this race.

An overnight line of prices listed these horses in the conventional way, the choices on top. But to solve this puzzle and to give the whimsicalities of result sequences the old double-switcheroo, we turn that overnight price line (or any good price on the race to be figured) upside-down.

In other words, we reverse it. That puts the most "impossible" horse on top of our line. The next worst horse is second from the top. And at the very bottom, are the public's probable second-choice and favorite.

That's how we change the labels. Then, if the form is reversed (as it has been during the streak) the original improbable bottom horses, from which the ultimate winner surprises, are at the top.

So, instead of starting with the most logical horse for figuring, we start with the reversed line, which now has the most illogical or most "impossible" horse on top. This horse may be 20-to-1, or 300-to-1—we don't care. We don't consider the odds. We only know that all the hot choices which have the usual weight and speed and class and condition in their favor, will get nothing.

We start figuring with the reversed line's top horse. We look for just ONE factor or angle or detail in the animal's favor. If it has just ONE, even a slim one like a favorable jockey change, a change to a smart barn, moderate reduction in weight, more favorable distance, favorable change of track condition, or even a favorable change of post position for a habitual rail-lugger or bear-outer. Of course, if the bottom horse should have one of the more conventional things in its favor, like a recent good race, that is all the better.

We know all these original bottom-of-the-line horses will be overlooked in the betting and will be fat overlays.

But, the original bottom horse, now on top of the reversed



line, may be "impossible," a 200-to-1 shot with absolutely nothing in its favor except that it has the usual two ears, four legs and one tail—which is not enough.

The next horse down may to 100-to-1 if it is in a plater race, or 15-to-1 or more in a feature race. If we couldn't find any ONE reason for playing the top horse we look at that next one. Maybe it has just ONE factor in its favor. If so, it is the play by this method.

If it has no factor or detail in its favor, we look at the third horse down from the top of the reversed line—the horse that in the original line was third from the bottom! Maybe it has ONE detail in its favor.

The method is simply to reverse the line. Then, starting at the new top, go down the line looking at each horse. The first horse with just ONE detail in its favor is the play. That one may be the original line's bottom horse, in a feature race. Or, in a race of bad platers it may be the third or fourth or fifth horse from the original bottom. Prices are ignored as a factor of selection. The price will be long enough—don't worry about that!

Alright, let's look at our example race, our tough "non-winners of two races" example at classy Santa. In the left column below is the way the original, nationally published, overnight selection line made the race, with the prices. At the right is this same line reversed for our "Double-Reversal Plan" figuring.

<i>Original Overnight Line</i>	
Fighting Fleet	5-1
Muchingo	5-1
Romanticon	3-1
Midianite	4-1
Our Slogan	6-1
Sir Ralph	12-1
Long Pull	12-1
Family Girl	12-1
Ali Bye Bye	15-1
Beau Leif	20-1

<i>Reversed System Line</i>	
Beau Leif	20-1
Ali Bye Bye	15-1
Family Girl	12-1
Long Pull	12-1
Sir Ralph	12-1
Our Slogan	6-1
Midianite	4-1
Romanticon	3-1
Muchingo	5-1
Fighting Fleet	5-1

You can get an idea of how tough this race was to figure according to the usual methods, by the way this line shows that the competent overnight handicapper wasn't too sure just who would be the favorite, second choice and third choice. He simply couldn't make anything a logical choice. The consensus, however, made the race Muchingo, Fighting Fleet.

The consensus line or any good line could have been used just as well. The exact arrangement of the first, second and third choices is of no importance, even if the exact favorite is not top rated. Once we have reversed our line, we'll never get down to the first three betting choices!

Now, let's look at the original line on this tough "non-winners of two races" scramble, and, at its right, our reversed line.

Starting at the top, we look over our reversed line top horse, which is the extreme outsider, Beau Lief. Note past performances of Beau Lief in *Figure 18*, next chapter. There was not even one sound detail or factor in Beau Leif's favor. So he had to be skipped and the next horse tried. Beau Leif was 73-to-1 in the actual running and finished a distant sixth.

The next horse down on our reversed line, is Ali Bye Bye. Now it sometimes happens that after being forced to skip one, or two, or more, horses, the first one with one factor or detail in its favor may have a few more factors or details in its favor. That is all the better—just as long as the horse is not made a short price by reason of having two or more details in its favor.

Ali Bye Bye—see past performances in *Figure 18*, had plenty to recommend him in relation to the undistinguished mutts he was to run against. The first detail noticeable was that Ali Bye Bye had a "red hot" trainer, R. H. McDaniel. This man, also known at eastern tracks, had run up a rather sensational record for making good winners out of poor prospects at Santa Anita meetings. He was in a long, successful, winning streak.

But that was only half of it. Note the diamond-shaped dot in front of the \$5,000 claiming price of Ali Bye Bye's latest

# 19 Jan 50—6 SA 1 mile, 4-year-olds and upward, allowances, purse \$3,500. Track record—War Trophy, 7.116, 1.35%, Jan. 7, 1949.

Date	Track	Horse, Age and Owner	PP	St	1/4	1/2	3/4	Sir	Fin	Jockeys	WT	Qds
10Ja 50-3SA5		*Ali Bye Bye, 4, Nelson & Phillips	10	1	22	21	22	11	11	WBoland	wb 110	36.75
10Ja 50-7SA9		*Long Pull, 4, Armstrong Stable	9	8	61	44	34	31	23	PD m nico	wb 110	18.90
13Ja 50-8SA5		Midlanite, 4, E. B. Ryan	2	6	61	62	52	42	32	JGilbert	w 115	4.35
13Ja 50-3SA3		Sir Ralph, 4, J. Rolando	8	2	14	1b	1b	2b	42	GGlisson	wb 111	32.45
13Ja 50-7SA4		Muchingo, 5, W. Goetz	7	5	7b	7b	7b	7b	81	GFederson	w 118	11.05
23Ja 50-8SA8		Beau Leif, 4, Mr. & Mrs. Luellwitz	3	10	91	91	84	7b	61	RNeves	w 115	18.30
6Ja 50-3SA1		*Romanicon, 4, W. E. Chisholm	1	1	54	82	43	61	7b	GLarswell	w 113	5.80
12Jy 49-7SA1		Fighting Fleet, 4, T. D. Grimes	4	3	32	32	42	51	82	JLongden	wb 118	7.25
18No 49-7Tm4		Our Slogan, 4, Mrs. A. L. Rice	6	4	41	51	93	92	9b	EGuerin	wb 115	11.00
29Oc 49-1EM3		*Family Girl, 4, Mrs. C. M. Ring	5	9	10	10	10	10	10	WSho'ker	wb 105	43.80

TRACK FAST. Time, 23%, 47%, 1.15, 1.39%. Start good from gale. Won driving; second and third same.  
Winner, b c, by Alibhai—Bye Bye Lady, by Blue Larkspur. Trainer, R. H. McDaniel. Breeder, R. C. Ellsworth.  
Net value to winner, \$2,000; second, \$750; third, \$500; fourth, \$250. Mutuel pool, \$182,314.

Mutuel Prices	Equivalent Odds to 5
ALI BYE BYE .....	\$75.50 \$24.00 \$13.80
LONG PULL .....	17.70 8.70
MIDIANITE .....	4.40

OFF TIME—Went to post at 6.56. Off at 6.56 1.2 Eastern Standard Time.  
ALI BYE BYE vied with SIR RALPH for the lead from soon after the start, raced on the outside throughout, but that one away on entering the stretch and, under a strong ride, outfinished LONG PULL. The latter, slow to begin, moved up steadily in the run down the backstretch, came to the extreme outside on the final bend and fought it out gamely. MIDIANITE found his best stride after going three-quarters and made up some ground while racing between horses. SIR RALPH tired from his pacemaking efforts. MUCHINGO was allowed to race very wide in a dull performance.

Fig. 17

## SECRETS OF PROFESSIONAL TURF BETTING 265

race, January 10, at Santa. (Top line of his p.p. chart.) That diamond-shaped mark indicates that Ali Bye Bye was claimed (by McDaniel's stable) in that last outing.

In other words, McDaniel, the smart trainer in a streak, paid \$5,000 for an animal that had shown little in two racing seasons. In other words, the trainer knew that Ali Bye Bye was better than his poor record indicated. (The fact that Ali Bye Bye had terrific blood-lines was not in itself strong enough to make him a play.)

Thus we saw that Ali Bye Bye had just been taken into a smart, winning stable that was in a streak. Not only that, but he had been entered (as shown in our file of result charts) and scratched from a race just two days before. In other words, he was rarin' to run, just hunting the proper spot.

That gave Ali Bye Bye considerably the best of it and it is a wonder with all this in his favor that his price wasn't spoiled. Figure 17 will show that he won and paid \$75.50!

Of course Ali Bye Bye was the play. There was no reason to look any further. And when the weird form of such races put the first, second, third, fourth, fifth and sixth betting choices back in the rear at the finish and this former bottom-position horse on top, that was just the way we called it!

This double reversal method is a great one for the "tough" tracks, "tough" periods of racing, or for "tough" races.

Note that in this non-winner race there was one lone maiden, Sir Ralph. But, we learned in Chapter 33 that lone maidens are "No Play" in races for "non-winners of two races" when all the winners in such races appear to be virtual maidens.

Readers should never waste time worrying about the obvious fact that some selection methods are contrary to others. Or the fact that sometimes two plans have a horse in the same race. If each race came up with just one outstanding potential longshot winner at a \$50 mutuel, the game would be so easy that it would be boring. We must expect to use at least a little

brains and guts and patience to catch longshots. And we can remember that if things are really confusing, we can skip any one particular race.

Note on *Figure 17* how the public play made Muchingo an even-money favorite for this race. Maybe you can see something in his past performances to warrant hot favoritism—we can't, and the overnight-line experts couldn't. They couldn't even put him on top, as you can see from the line we reversed for our system play.

It seems there is no limit to the fantastic underlays that the public play will cause on such favorites—which at the same time make other horses in these same races fantastic overlays.

## Chapter 37

### SPECIAL WINTER TRACK WAKE-UP SYSTEM

Here is a system that is made to order for Winter tracks. It may win at some of the Summer courses too, but its best performances are shown at Florida and other Winter courses. This is the first time this remarkable professional system has ever been printed!

We call it a professional system because, like so many other methods in this book, only a professional can play it! It is based on using horses whose last races were not what the public play would call "good." The public play cannot bet these horses.

The method is based on the fact that many horsemen at winter tracks seem to follow a certain routine of running a good race to make sure a horse is ready and then running a bad race to make sure of a fat price, before the ultimate crack-down. However, this method must not be confused with any amateurish or incomplete methods, hitherto published, that try to guess horses off bad races.

This system is based on the last two races run by a horse. The last race we will call the "price race" and the next-to-last race we may call the "conditioning race." It is a requirement that the last race, the price race, must have been run at the same track, or at least the same circuit, where the race is to be run today.

This means that there will be no plays during the first few days of a long Winter circuit, by this method. No plays until a few horses have made at least one start.

After most of the horses have started at a circuit, after two months, for example, the plays are sounder if both the last race and the next-to-last race have been made at the circuit.

But, in order to get plays during the first few weeks of a new circuit, a system horse may be played which ran only his very last race at the circuit. His next-to-last outings may have been made at an Autumn track, Summer track, or even a Spring track months before.

The player first looks at the conditioning race and then at the price-getting race. The play goes on a racer of three years or older that ran first, second, third or fourth in its next-to-last race, and was beaten any number of lengths—or, ran fifth or sixth and was beaten no more than two lengths.

The play goes—provided that the latest outing of that horse is a poorer race in numerical position and in beaten lengths.

Thus a horse that ran third by any number of lengths in its next-to-last start (which may not even have been made at the circuit) is a play if it ran fourth or worse next time and was beaten at least a nose further than the previous outing. If the conditioning race saw it third and beaten three lengths, it must be fourth or worse and beaten at least a nose more than three lengths, to be a play.

Any horse that runs a better race last time out, either in numerical position or in lengths beaten, can never be a play according to this system!

If the horse wins its conditioning race in its next-to-last start, it must be second or worse next out, to be a play. On the other hand, if a horse runs sixth in its conditioning race, beaten one length (our rule provides that horses picked from fifth or sixth finishes shall not have been beaten more than two lengths) then it must run seventh or worse and must be beaten at least a length plus a nose in its price-getting race, to be a system horse.

Very few horses that run fifth or sixth are beaten as little

as two lengths, so they do not come up very often as system plays. Most system plays come from the first, second, third, or fourth finishers next-to-last time out. They can be beaten any number of lengths next-to-last time out as long as they are beaten MORE lengths next time.

One of the rules of the system is that there is no play on a horse that picks up more than three pounds above the weight it carried in its next-to-last race, the conditioning race. The weight carried last time out cuts no figure at any time with this system.

If two or more system eligibles are in the same race, which may happen on occasion, they are separated by weight. The horse with the most weight off from the weight it carried in the conditioning race is the play, among all the eligibles.

And remember, two close contenders of any method may always be separated by consulting the famous "Jockey Ratings" in *Racing Star Weekly*.

No two-year old races or jump races are played. No maiden races are played, although this method comes nearer to picking those horrible maiden scrambles than any other method.

Ignore track condition. But pay plenty of attention to jockey weights and apprentice allowances, or other allowances waived. A system horse may figure well—but if an apprentice allowance is waived, the extra five pounds it picks up thereby, may put it out of consideration. Especially when figuring two or more eligibles in a race.

The same goes for overweights. A horse may qualify as the system play at its scheduled weight. But if it picks up three pounds of overweight, it may be thrown out of consideration because it may be running with more than three pounds more weight than in its next-to-last race.

Or, the overweight may change a first-choice among three eligibles in the same race to a second or third system choice—





cuit, her race was run too long ago to indicate any maneuvering for an immediate "smart" longshot winning at Santa in January. It is always better if the last outing was made within 20 calendar days.

Thus we throw out Family Girl and have thrown out Munchingo. The latter would be tossed out anyway, even if he was a true system eligible in his last-out numerical position, because he picks up two pounds today more than his weight in his conditioning good race—see ink circles—while others get weight off.

That leaves Midianite, Long Pull and Ali Bye Bye. Midianite is thrown out at once. He picks up 10 whole pounds of weight more than the weight he carried in his good race. The rule says no more than three pounds above that good race.

Then we see that Long Pull gets one pound today off the weight in his good race run at Tanforan December 12th. But Ali Bye Bye gets a full seven pounds off his good race, as we see from *Figure 18*.

Thus Ali Bye Bye is the first system selection and Long Pull is the second system selection. Note in *Figure 17* that they ran one-two, just in the system order—both at good odds.

Ali Bye Bye claimed an apprentice allowance. But even if the allowance of five pounds had been waived, he still would have been first choice by a pound. And, at 115 pounds there would have been scant likelihood of any rider overweight. So we didn't have to worry about allowances waived or possible overweight in this case.

Clever trainer McDaniel put one of the livest apprentices of the season, W. Boland, in the saddle to win with Ali Bye Bye at \$75.50. This showed that the figuring in Chapter 36 and in this chapter was correct in anticipating that the whole sequence was a smart maneuver on the stable's part. Boland afterwards went on to be the second apprentice rider in history to win a Kentucky Derby.

## Chapter 38

### HOW TO PLAY FOR OVERLAY DAILY DOUBLES

Among the many favorable facts about racing that the public play persists in overlooking, is the fact that the daily doubles at many tracks have a very real percentage advantage. It is not a mere theoretical advantage; the double saves one entire bite of the "take" as compared to parlays. And in addition, by avoiding certain types of horses in the d.d. combos, another and less obvious percentage advantage may be gained.

Daily double play is good at almost any track because of the fact that the daily double is always a separate pool. Be sure you understand that. It is not tied to the first or second race prices in any way. (Daily doubles at all but the California tracks are invariably on the first and second races.)

The daily double is a separate pool that allows the player to bet on two races at the same time with just one bite of the take. In other words, if you bet on Oat Mangler in the first race and Hay Burner in the second race, as a parlay and both of them win, you collect, of course.

But when you bet \$10 on Oat Mangler they took out one mutuel bite for the first race, which was around \$1.60 if you played at New York or Florida. Oat Mangler paid \$12 for \$2 in that first race, let us say. Thus to play the races as a parlay, either at the track or away from the track, you bet \$60 (in effect) on Hay Burner in the second race.

But before the second race went off, they took another bite, another 16% for legal-take-and-breakage out of your money. This time they took \$9.60 out of your \$60. So, although Hay Burner wins, the fact remains that the track has taken \$11.20 of your money—which is more than your original bet!

That's a parlay. But when you couple Oat Mangler and Hay Burner in the daily double and bet \$10 on it, the track takes ONLY that first bite of \$1.60. Then if both horses win, the track returns to you what in effect is a parlay payoff with only one take. There is no take in the double for the second race. The money only goes once through the wringer!

So it happens that as a rule EVERY daily double should pay more than the parlay price of the two races figured separately.

Thus you see that daily doubles have this actual percentage advantage. The percentage advantage is from 11% up to 16%, depending on the legal take. Now, we have seen in earlier chapters of this book how we fight to get six, or eight, or ten, or twelve percent the best of the percentage. The double gives us an overlay even before we start!

But, every rose must have its thorn, if you'll pardon the cliché, and the daily double advantage is no exception. The thorn is the fact that at some tracks the daily double involves one or more races that are so utterly "impossible" for intelligent play that we cannot use the d.d. combos at those tracks.

At all tracks the doubles are made up of some of the cheapest races of the day. But these cheap races are okay for our figuring when they are maiden two-year olds under claiming conditions (as at the Chicago rings) or when they are plater sprinters of three or older, as at New England.

At Hialeah, the standout unfavorable example, most daily doubles are not played. One race is too often a maiden scramble for two-year-olds. It is not Hialeah's fault that the two-year olds have never started before and thus are not suitable for

play until much later. But it is Hialeah's fault for running such races as part of the double.

Likewise at Hialeah, the second race often is a maiden race for three-year-olds. Need we say more? Most fans know by this time that professionals—and even the public play—avoid maiden races for three-year-olds or older at ALL times and at ALL tracks!

Some of the other tracks that foul up their programs with too many maiden races for three or older are smarter. They run almost as many bad maiden races, but they spot them as the third or fourth events and do not curse their daily doubles with them.

New York tracks often are unsuitable for daily double play because of the types of races in the d.d. events. The New York tracks mercifully keep the jumping events out of the d.d. on many days. But they have races for three-year-old maidens or for tricky two-year olds as part of the double. There is no use playing a double with one three-year-old maiden race in it unless you have a strong overlay spot play or system play on a horse in the other race and merely use the maiden race by tying up every horse in it with the overlay horse in the other race.

Two-year-olds are suitable for play at all tracks from April through December—except certain two-year-olds at New York and Maryland. Avoid the Maryland two-year old races at one mile and seventy yard distances. Avoid all two-year-old races at New York run under allowance conditions. Avoid all maiden two-year-old races at New York run under any conditions, claiming or allowance. Avoid all two-year-old races run down straight courses.

With the above exceptions, the two-year-old race may be the easiest half of your daily double at most tracks. They run to good form (everywhere but at New York) once they get away from the winter rings.

The most favorable tracks for daily double play seem to be the Florida tracks (except Hialeah), Fair Grounds, New England MILE tracks, and Chicago tracks. There is nothing wrong with the doubles at Maryland or at New Jersey as long as they have no races for three-year-old maidens in them.

Fans playing the New York track doubles must also watch out for those "non-winners of two races" events. They are as unsuitable for daily double play—except tie-up play—as the maiden races for three-year olds or older.

Tracks that have given spectacular overlay daily doubles so many times as to indicate favorable trends in this direction are: Bay Meadows, Tropical Park, Tanforan, Hawthorne, Rockingham, Narragansett, Suffolk Downs, Fair Grounds and to a lesser degree Gulfstream, Maryland and New Jersey tracks, and Chicago rings.

Of course there is nothing wrong with the Hialeah and New York daily doubles if you can find days in which they are not fouled up with maiden races or "non-winners of two races" scrambles.

Now, we learned above that we have an actual advantage in the doubles of saving one mutuel bite, which may be as much as 16%. A favorable 16% that happened to light on one combination would turn a 5-to-1 shot double into a 150-to-1 payoff, as you can see from the percentage table in *Figure 2*.

You can also see how fast the prices run up from small percentage changes after they pass 40-to-1. In other words, a slight percentage advantage in a daily double that is over \$100 sends the payoff price rocketing in great style.

But, in addition to that definite percentage advantage we also have another percentage advantage at most tracks if we keep the public favorites OUT of our daily double plays!

Many daily double players are "short-money" or "short-guts" players. They couple the favorites. But those morning line or consensus or public favorites—all the same horses—are

poison in daily doubles. They are played down even more strongly than in the separate races!

A daily double of two favorites may pay even LESS than a parlay on the two separate races would have paid! That is, of course, if it could win. But you can look through long meetings and find only one or two occasions in 45 or 60 days on which the horse men so forgot themselves as to allow two public favorites to cash for the daily double. These underlay doubles of two public favorites seldom win. When they do win, the payoff is from \$7.00 up to \$20.

NEVER put public favorites in your d.d. plays. By leaving out these favorites you add to your already favorable percentage. And you can see from the table in *Figure 2* that even if only half-of-one percent of the overlay from the underlay favorite combination goes on your double combo, it can turn a \$200 double into a \$500 double!

We are assuming, of course, that readers understand by this time that whenever there is an underlay favorite in a race, or an underlay favorite combo in a d.d., there MUST be a corresponding favorable overlay percentage for something else.

This favorable overlay percentage may not be divided evenly, but something in the race must have it.

Now, it is obvious that many fine overlay daily doubles are paid each day at Tropical Park, Fair Grounds, New England, or Chicago tracks on combinations of second, third, fourth or fifth betting choices. The majority of doubles are around the \$100 mark rather than above it.

Daily players should always try for doubles of these figure horses in order to take advantage of the favorable percentage, rather than make separate plays on the same horses. But when playing away from the track, the payoff limits on doubles always must be kept in mind. In Eastern cities they are about 100-to-1 as this is written. That limit gives the scientific away-from-the track player plenty of room to get away from the

favorites and still stick to the figure horses, while keeping under the payoff limits.

The track player, however, must ALWAYS keep his eyes open for possible extra-long payoffs, from \$500 upward, involving one or more long spot-play or system horses. He must do so because he does not have to guess the other race at all! Here is an example:

Suppose the player was at Tanforan on November 30th, for example. He notices that Mr. Shower, post 6 in the first race (which is the first half of the daily double) is the only maiden in a race open to horses with any number of wins. And of course he remembers the system play in Chapter 33 that picks so many longshot winners when these maidens run against fields of winners.

Thus Mr. Shower gives him the "key" horse in the first race of the day. Mr. Shower is 20-to-1 on the tote-board advance line that is put up for the guidance of the daily double players. Then the player looks at the second race. But nothing stands out in it at a decent overlay price.

However, if nothing stands out, he reasons, all the more chance of "anything" winning. So the player ties up Mr. Shower with everything in the second race. Eleven horses start in this second race. Which means that to tie up every horse, the player has to buy a ticket on Mr. Shower coupled with each horse in the second spasm. Eleven tickets; \$22 investment in all.

This, of course, is an actual example. In actual racing at Tanforan that day, an "unfigure horse" named Jack Snooper won the second race. The first race had been won by Mr. Shower, the lone maiden, the "strong" play we learned in Chapter 33.

So you see the player didn't try to guess the second race. He merely invested \$22 and tied up everything in that second race. No matter which horse won the second, he had to win

the d.d. once his first "key" horse had won. He merely stood there rooting for any longshot to win the second event.

Jack Snooper was a longshot, paying \$45.10. Mr. Shower had paid \$51.40. The daily double—watch this—paid a smart \$2,115.80! A parlay on Mr. Shower and Jack Snooper figured only about half that.

Thus, in effect, the player by adding \$20 investment to his deuce bet on Mr. Shower, got a \$2,115.80 return on a \$51.40 horse. Of course the double might have paid less if a shorter priced horse had won the second race. But on the other hand, there were three longer combinations of Mr. Shower and something else in the second.

This illustrates the scientific overlay longshot daily double play. The play goes on two system or spot play longshots—at the track—if they can be found for each daily double race.

Or, if only one smart overlay longshot play (like Mr. Shower) can be found, it is tied up with everything in the other race.

Never—but NEVER—play the "key" longshot and four or five possible horses in the other race. Either play one combination, or tie up the "other" race completely. If you tie up only a few horses in the "other" race you lay yourself open for a real suicide switch. The key horse will win at \$50, but then an overlooked horse will win the other race—a horse you could have tied up for \$8 or \$10 more investment.

Professionals always keep out of such possible burn-up switches. It's not the money you lose on such plays—it's the upset to your mental balance that hurts.

And to give an example of how the away-from-the track player can hit overlay doubles at favorable tracks—if he can spot the winners—look at the Fair Grounds double on January 5, 1950. A \$10.60 horse, Merrydad, won the first half of the d.d. and Yankee Raider at \$13.40 won the second.

By multiplying the mutuels and dividing by two, we see that

the parlay figured around \$70 for \$2. But the daily double payoff was \$228.40 for \$2 because the public play centered on a combination of the two favorites—who both ran second. That is a terrific overlay payoff but not an unusual example.

Another good tie-up example occurred at Fair Grounds on January 25th, 1950. The “key” horse was Aristocrat in the first race, a race open to winners of any number of races. Aristocrat was the only maiden in the race, a real spot play. He won and paid \$50.80.

The second race was one of those maiden three-year-old disasters and of course nobody could guess the winner. But it wasn't necessary to guess. For an investment of \$24, Aristocrat was tied up with each of the mutts in that second race and nothing remained but to root for a longshot to win it.

As it happened, a longshot did win it, after Aristocrat had won the first. The second winner was Tiny Tidy at \$54.20. The daily double paid \$2,491.00—about twice what the parlay figured!

Sometimes on Saturdays, the Hialeah track takes the curse off the daily doubles by running races other than maiden scrambles as the daily double events. That happened on February 3rd of the year that Aristocrat won at Fair Grounds.

In the second race that day, a race for winners, Ground Fog was a standout by the January method outlined in Chapter 22. He had won seven out of 25 starts the previous year. The only horse that came close to his record was scratched. So, Ground Fog, who was 15-to-1 in the line, was a perfect tie-up play with everything in the first race, for the daily double.

There were 12 starters in the first race, so the tie-up play called for an investment on twelve different tickets, costing a total of \$24. Ground Fog won and paid \$34.40 in his half of the double. The other race was won by Ringing Tune at \$54.20. The daily double was a fine overlay that paid \$1,653.30

for \$2. And even in Florida where hay gets as high as \$100 a ton at times—that ain't hay!

These tie-up examples show how to work when only one standout overlay horse is to be found.

Sometimes one horse may be found in each race. However, if play is to be centered on just one combination, it is better if the two plays are contrasting in basic principles. It is more likely that the “rhythm” of the results will be caught in that way. For instance, if one race is picked because the horse ran so many winning races, the other is picked because the horse is the only maiden.

Sometimes there is a standout play in one race and two closely locked plays in the other. In such a case the one horse can be tied up with each of the two horses in the other race.

The author of this book would like to close with a personal word to all readers: He would like to emphasize the difference between the amateur psychology so often exhibited at the race-track and the professional insight into percentages and angles that he has presented to readers in this book.

He hopes most sincerely that every reader will adapt his figures and his play to the professional ideas that have been explained: In particular, the idea of waiting for the overlay spots.

It has been a pleasure to present the time-tested ideas contained in this book, but the writer will be disappointed unless every reader turns them to good advantage.

The author and the publisher contemplate another book. It will not be done until readers have had plenty of time to digest this one and put its principles to practical use.

The second book will go even further along the road to professional study of weight (the factor that controls the results of races) and study of the percentages that determine the success of betting plans. Included, of course, will be more “inside looks” into the schemes and whims and “larcenies” and tricks

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and routines of the horsemen in their attempts to fool the public.

Both the writer and the publisher join now in wishing every reader: "Good luck and good hunting!"