

**ALL-Ways Handicapping Software Version 12.0
User Manual Supplement**

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Chapter (NEW)

Wager Races Module

Starting with ALL-Ways Version 12, ALL-Ways software automatically creates and maintains a new database called the Wager Races Database. New races are added to this database when the ALL-Ways data file is processed. Important handicapping information is then added when the races are handicapped. Results information is added when the Exotic Results Data file is processed. There are three sub-modules in the Wager Races Module. The “**Electronic Teller**” sub-module and the **Wager Management sub-module** let you easily create and manage wager tickets for the races in the Wager Races Database. The **Wager Races Analysis sub-module** is where you can run “forward looking” analyses of the Wager Races Database including how well the assignments made by ALL-Ways at handicapping time worked and how well the Spot Play factors worked to project the top 4 finishers in each race. The Wager Races Analysis sub-module also provides for extensive analyses of the wager tickets, from simple financial accounting to analyzing how the wagers have worked based on wager type and structure. **NOTE:** The Wager Races Database is maintained in addition to the Race Databases ALL-Ways maintains for each individual track.

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◆ Overview of the Wager Races Module

The Wager Races Module is made up of three sub-modules. They are 1) “Electronic Teller” Module; 2) Wager Management Module; 3) Wager Races Analysis Module.

The Wager Races Module makes use of two databases that were first introduced in ALL-Ways Version 12. They are: 1) Wager Races Database; 2) Wager Ticket Database.

The Wager Races Database

Starting with ALL-Ways Version 12, ALL-Ways software automatically creates and maintains a new database called the Wager Races Database. Race information for each race is added to this database when you process new ALL-Ways data files in the Database/Process Data File Module. Then, important ALL-Ways handicapping assignment information is added for each race when you handicap the race in the Handicapping Module. This includes the horse selections made by each ALL-Ways Handicapping Profile used at handicapping time as well as the Contender designations, the Dangerous Non Contender designations and Key Horse Candidate designations made by ALL-Ways at handicapping time. All of the factors used in the Spot Play/Final Process Handicapping Report are also saved in the new Wager Races Database. The Spot Play factor information is always saved, even if you do not print/display the Spot Play/Final Process report.

The Wager Ticket Database

The “**Electronic Teller**” Module is another sub-module in the Wager Races Module. This sub-module operates in a way similar to the electronic wager machines found at most tracks. It provides an easy way for you to construct, cost and create your individual wagers either before or after you go to the track. When you create a wager ticket, the wager information is automatically retained in the new Wager Ticket Database. Wagers are restricted to the races that are in the new Wager Races Database. After the races are actually run and you use ALL-Ways to automatically enter the race results using the Exotics Results Data Files, the payoffs and profit/loss of each wager are automatically added to the Wager Ticket Database. This even includes calculating refunds. This automatic “settlement” of your wagers is done in the **Wager Management Module**, which is another sub-module in the Wager Races Module. You can also override the wager results in the Wager Management Module.

The Wager Races Analysis Sub-Module

The significance of the new Wager Races Database is that it is based on what is termed “forward looking” information. The **Wager Races Analysis sub-module** makes use of the new Wager Races Database to perform “forward looking” analyses of the profile selections and handicapping assignments made by ALL-Ways at handicapping time as well as the Spot Play factors. These analyses show you how well the Handicapping Profile selections, Key Horse assignments, Contender assignments, Dangerous Non Contenders assignments and the Spot Play factors worked at handicapping time in terms of identifying the top 4 finishers in each race. The Wager Races Analysis sub-module is also where you can run an accounting of your profits and losses, which is important for you to know and that may be helpful when filing your income taxes. You can also run comprehensive analyses of your wagers based on wager types (win, place, show, Exacta, Pick 3s, etc.) and wager structure (straight, boxed, key horse).

Important Things to Note

- The new Wager Races Database and the new Wager Tickets Database are created and maintained by ALL-Ways in addition to the all important ALL-Ways track specific Race Databases that have been maintained by ALL-Ways in the past and that will continue to be updated going forward. The Race Database is still the primary database that is used by ALL-Ways in the Analysis Module including all of the Analysis Module functions and the Gap Analysis, Search Definition and Angle assistant functions as well.
- The new Wager Races Database and the new Wager Ticket Database introduced in Version 12 are linked together and “in-synch”. **This means that these databases must always be present in your Franfile folder and they should never be separated. It is absolutely essential that a backup be made of the Franfile folder on a frequent basis. We recommend at least once per month.** When

you make a backup of Franfile, you can safely empty the contents of your Frandata folder. By far the easiest way to make a backup of your Franfile folder is to use an external hard drive connected to your computer. An external hard drive is well worth the modest financial investment required. Note further that there is a Race Database file (racedb.xxx and racedx.xxx) for each track you handicap where “xxx” is the track code. However, there is only one Wager Races Database (named Wager Races) and one Wager Ticket Database (named Wager Ticket) because all tracks are included in one database. The tracks can, however, be analyzed individually or together.

- **To use the new Wager Races Database, including the Wager Ticket capabilities, it is necessary that you have the saddlecloth numbers for every horse.** Saddlecloth numbers are automatically included in ALL-Ways data files that are shown on the BRIS Web site with a “p” designation. If you download a data file without the “p” designation, the file will not have the saddlecloth numbers and you should download the corresponding Early Track Data File (ETD) before handicapping the races. See Chapter 3 in the ALL-Ways User Manual for instructions on using the ETD file.
- Every time you handicap the same race in the Handicapping Module, ALL-Ways will extract and save the profile selections and the ALL-Ways assignments of Key Horses, Contenders and Dangerous Non Contenders in the Wager Races Database. All of these things are influenced by the Handicapping Profiles you assign when handicapping the race. So, if you re-handicap a race for any reason, such as to see the top 4 finishers identified on a handicapping report, be sure to use Handicapping Profile(s) that make sense for the race.

◆ The “Electronic Teller” Module

To get to the “Electronic Teller:

1. From the Main Menu, click the WAGER RACES button.
This will display the Wager Management Module.
2. On the Wager Management Module screen, click the CREATE WAGER button.
This will display the “Electronic Teller” Module, which is shown below.

Overview of the “Electronic Teller” Module

When you process an ALL-Ways Data File in the Database/Process Data File Module, the race information is added to the Wager Races Database. From this point on, the races will be available to you for creating your wager tickets using the “Electronic Teller” Module.

Note: The Wager Tickets created using the “Electronic Teller” are not real wagers in the sense that they are not actually placed at the track. You can print out each individual wager and/or all wagers for a particular race and/or all wagers for a particular race card and take the printouts with you to the track for reference as you make your real wagers.

IMPORTANT

In order have access to the races in the Wager Races Database so you can create wagers using the “Electronic Teller”, the ALL-Ways data file you use must include the saddlecloth number for each horse. The reason is so that ALL-Ways can determine the official betting interests in the race. If you download an ALL-Ways data file with a “p” designation, the file includes the saddlecloth numbers as well as morning line odds. However, if you download an ALL-Ways data file without the “p” designation, the saddlecloth numbers will be missing. In this case, you must download the Early Track Data file (ETD file) into your FranDATA folder before handicapping the races. See Chapter 3 for instruction on using the ETD file.

◆ How to create a Wager Ticket

Note: It is OK to practice creating Wager Tickets using the ALL-Ways “Electronic Teller”. If you do not want to keep the Wager Ticket, you can either just not save the Wager Ticket or you can delete the Wager Ticket using the Wager Management Module. You can also specify that you want ALL-Ways to consider the Wager Ticket as “Hypothetical” as opposed to “Real”.

The “Electronic Teller” starts of by showing all the tracks that are represented in the Wager Races Database. The tracks are shown in alphabetical order.

1. Click on the track code in the TRACK LIST and then click TRACK OK

This will display all the races that are in the Wager Races Database for the selected track. The races are listed in chronological order,

2. Click on the race in the RACE LIST and click RACE OK.

Information about the race will be displayed including the available wagers.

Note: Virtually all primary wager types are handled by the “Electronic Teller” in ALL-Ways. The two known wagers that are not supported are Head-to-Head wagers (generally available for Breeder’s Cup races) and the Place Pick All wager (generally available at California tracks).

The next set of steps creates each specific wager:

1. Select the wager amount by clicking on the appropriate WAGER AMOUNT button.
2. Select the wager type by clicking on the appropriate WAGER TYPE button.
3. Select the horses for your wager by clicking on the HORSE NAME buttons for the horses you want included in your wager.
4. If the wager is not a win, place, show or Quinella type wager, you will use the Wager Structure buttons to complete your wager.

Wager Structure Buttons

BOX Button: The ALL-Ways “Electronic Teller” lets you to create multi-position wagers by boxing multiple horses. The BOX button will ‘box’ all horses that are selected after the BOX button is

clicked. For example, to box 4 horses in a Trifecta, after clicking the TRIFECTA button, click the BOX button and then click on the four horses you want to include. If you select horses #1, #3, #5 and #7, then these four horses can finish in any order in the Trifecta for you to win the wager.

WITH Button: The WITH button is used when making multi-position wagers (Exactas, Trifectas, Superfectas) and multi-race wagers (Daily Doubles and Pick 3s through Pick 8s). Each time you click the WITH button, the wager structure will move to the next position or the next race (leg). For example, let's say you want to create a straight Trifecta wager with horses #1 and #2 on top, with Horses #1, #2 and #3 in the Place position and with horses #1, #2, #3, #4 and #5 in the Show position. After clicking the TRIFECTA button, click the HORSE NAME buttons for horse #1 and horse #2, then click the WITH button to move to the Place position and click the HORSE NAME button for horses #1, #2, #3. Then click the WITH button again to move to the Show position where you now click on the HORSE NAME buttons for horses 1 through 5. Creating a multi-race wager is done the same way, except the WITH button moves from race-to-race. ALL-Ways will automatically display the horses running in each successive race.

KEY Button: The ALL-Ways "Electronic Teller" lets you create multi-position wagers with a single Key Horse. For example, to create a Key Horse Trifecta wager, after clicking the TRIFECTA button, click the KEY button and then click the HORSE NAME button for the single horse you want to be your Key Horse. After selecting your Key Horse, click the WITH button and then the HORSE NAME buttons for the horses you want to include along with the Key Horse.

Note: the ALL-Ways "Electronic Teller" lets you create what we call multi-level Key wagers. Here is an example of a multi-level Trifecta Key wager:

	<u>Key Horse in Win</u>	<u>Key Horse in Place</u>	<u>Key Horse in Show</u>
Win position	#1 (Key Horse)	#2, #3, #5	#2, #3, #5
Place Position	#2, #3, #5	#1 (Key Horse)	#2, #3, #5, #8, #11
Show Position	#2, #3, #5, #8, #11	#2, #3, #5, #8, #11	#1 (Key Horse)

To create this single ticket with all these combinations:

1. Click the AMOUNT button and then the TRIFECTA button
2. Click the KEY button
3. Click the HORSE NAME button for your Key Horse (#1)
4. Click the WITH button to move to the place position
5. Click the HORSE NAMES buttons for the horses in the place position (#2, #3, #5)
6. Click the WITH button to move to the show position
7. Click the HORSE NAME buttons for horses in the show position (#2, #3, #5, #8, #11)

Because this is a Key Horse wager, ALL-Ways will look for winning combinations using the Key Horse in the Win, Place and Show positions.

ALL Button: Clicking the ALL button is the same as clicking on each and every HORSE button.

The Wager Structure Display

The Wager Structure Display shows you how your wager is being developed. It shows the track, the race, the wager type, the wager structure (if a Key Horse or Boxed Horses wager) and the horses you select for each position (win, place, show, 4th) or each race (leg) of multi-race wagers. When the wager has been developed to the point where the cost can be calculated, you will see the cost figure. The Wager Structure Display also has three buttons that you can click to perform the following functions:

SAVE Button: Click the SAVE button when you are ready to save your new wager to the Wager Ticket Database. **Note:** You will be able to delete and un-delete wager tickets using the Wager Management Module.

PRINT Button: Click the PRINT button to print the wager using your computer's printer.

PROOF Button: If the cost of your wager is not shown when you think it should be, clicking the PROOF button will display a message that explains why the cost of your wager cannot be calculated.

Status Buttons

There are four Status Buttons that cause specific actions to take place.

CLEAR Button: Clicking the CLEAR button will remove all horses that you had previously selected for the current position or race (leg) of the wager.

START OVER Button: Clicking the START OVER button will get you back to the first step in creating a wager which is to select the dollar amount of the base wager.

CHANGE RACE Button: This button lets you change to a different race at the active track.

CHANGE TRACK Button: This button is actually a RESET button that gets you back to the starting point of the "Electronic Teller" Module

Hypothetical versus "Real" Wagers

All Wager Tickets will be considered to be "real" wagers unless you turn on the check box for a HYPOTHETICAL wager. **Note:** You will be able to change a wager back and forth between "Real" and Hypothetical wagers in the Wager Management Module. You will also be able to instruct ALL-Ways to analyze only "Real" wagers or only Hypothetical Wagers or both in the Wager Races Analysis Module.

◆ The Wager Management Module

To get to the Wager Management Module

1. From the Main Menu, click the WAGER RACES button.
This will display the Wager Management Module shown below.

The Wager Management Module starts off by showing all the tracks that are represented in the Wager Tickets Database. The tracks are shown in alphabetical order.

1. Click on the track code and then click TRACK OK

This will display all the Wager Tickets that are in the Wager Ticket Database for the selected track.

Note: This does NOT list the tracks in the Wager Races Database. It lists just the tracks for which you have created one or more Wager Tickets.

2. Click on the Wager Ticket in the list. This will display all the information available for the active Wager Ticket.

Wager Management Features and Functions

The Wager Management Module includes a number of simple, but important features and functions as described below.

Reconciling (Settling) Wagers

When you open the Wager Management Module, ALL-Ways automatically checks every wager ticket to see if the results have already been entered and, if not, looks to see if the results are available from an already processed XRD file (Processed, as usual, using the DATABASE-ENTER RESULTS Module). If the results are available, ALL-Ways then automatically reconciles the wager ticket, which is often called “settling” the ticket. ALL-Ways does this check and reconciliation “behind the scenes” each time you open the Wager Management Module.

Viewing Wager Ticket Results

The Wager Management Module lets you view each individual wager including the results of the wager, provided the XRD results were processed. You are able to see the win, place and show horses and corresponding payoffs. You will also see the winning horse numbers (betting interest) for each position of multi-position wagers such as Trifectas and Superfectas and for each leg of multi-race wagers such as Daily Doubles and Pick 3s. You will also see, at a glance, the total payoff for the ticket (if any), refund amounts (if any) and the final profit or loss of the ticket.

Manual Results Override

While the Wager Ticket is displayed, you may override the results by using the Manual Override function. Here are the steps to override the results:

1. Enter an amount in the Total Payoff text box highlighted in blue.
2. Enter an amount in the Refund text box highlighted in blue.
3. Click the CALC button to recalculate the wager profit or loss.
4. Click the SAVE button to save the Manual Override.

Note: You must enter an amount in both the Wager Payoff box and the Refund box even if the number is zero (0).

You can “un-do” a manual override by simply putting zeros (0) in both boxes and then clicking the CALC button followed by the SAVE button.

The Manual Override capability is provided mainly to handle refunds that may occur because a race card is cancelled in whole or in part. This happens occasionally when bad weather causes race cancellations.

Wager Ticket Status

When a Wager Ticket is displayed, you can change the status of the wager in two ways:

Hypothetical versus Real: You may turn the HYPOTHETICAL check box on if you want ALL-Ways to consider the Wager Ticket as a hypothetical wager instead of a real wager. Un-checking the HYPOTHETICAL check box, makes ALL-Ways treat the Wager Ticket as a real wager.

Deleted versus Not Deleted: You may turn on the DELETED check box if you want to delete the Wager Ticket. You can “un-delete” a Wager Ticket by removing the check mark.

Selective Loading of the Wager Ticket List

There are four different items you can set that determine which Wager Tickets are shown in the list.

Delete Status: Display not deleted Wager Tickets or display only deleted Wager Tickets or both

Results Status: Display only Wager Tickets with Results or Wager Tickets without results or both.

Hypothetical Status: Display Real Wager Tickets only or only Hypothetical Wager Tickets only or both.

Number of Tickets: Display the 100 or 500 most recent Wager Tickets or all Wager Tickets

Printing Wager Tickets

Clicking the Print buttons will print out selected Wager Tickets.

SINGLE WAGER button prints the active Wager Ticket.

RACE WAGERS button prints all wagers for the same race as the active Wager Ticket.

CARD WAGERS button print all wagers for the same race card as the active Wager Ticket.

Force Results

The FORCE RESULTS button has been provided for possible future technical support requirements. Clicking the FORCE RESULTS button will instruct ALL-Ways to double check the results of ever Wager Ticket in the Wager Ticket Database. It is doubtful you will ever need this function.

◆ **The Wager Races Analysis Module**

To get to the Wager Races Analysis Module:

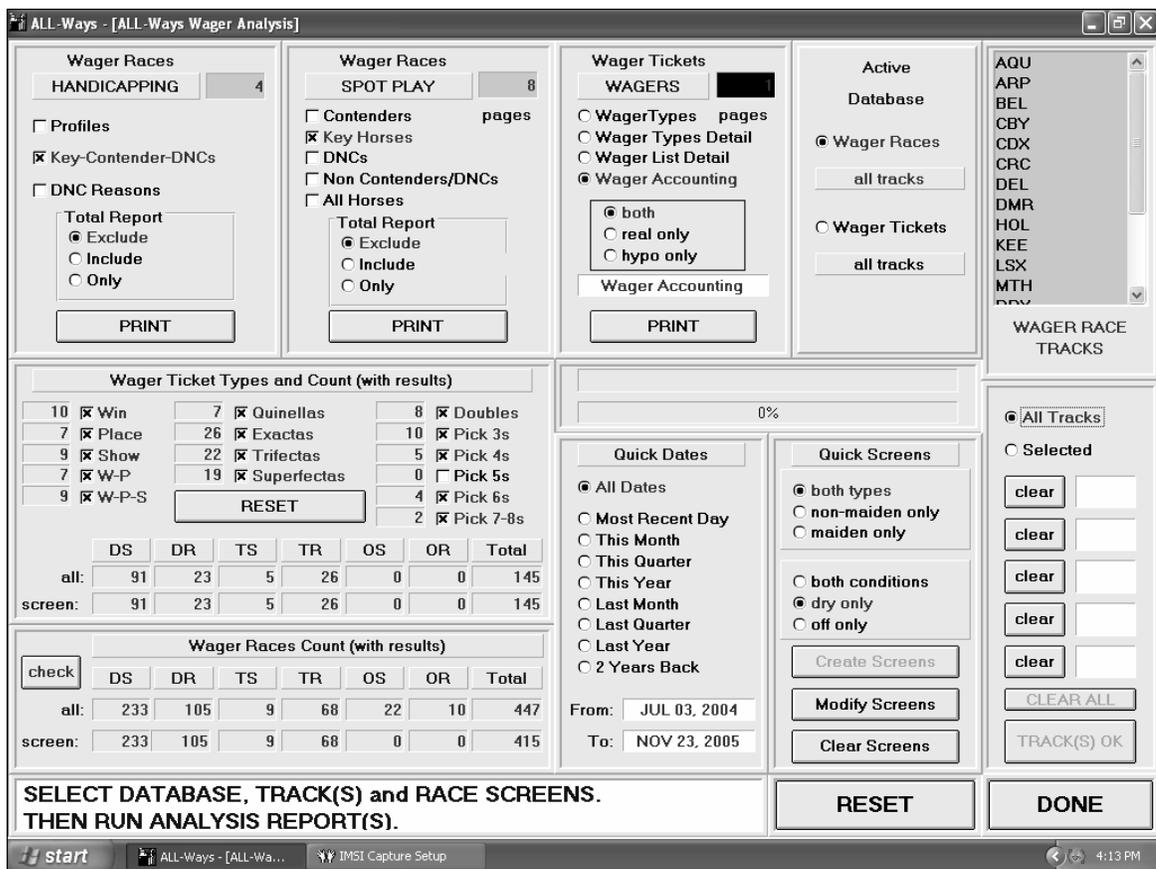
1. From the Main Menu, click the WAGER RACES button.
This will display the Wager Management Module
2. On the Wager Management Module, click the ANALYSIS button
This will display the Wager Races Analysis Module which is shown on the following page.

Overview of the Wager Races Analysis Module

The Wager Races Analysis Module provides for two different groups of comprehensive “forward looking” analysis reports using the Wager Races Database. The two groups are:

Wager Races Handicapping: This “forward looking” analysis group evaluates how well the ALL-Ways assignments at handicapping time worked in terms of identifying the actual top 4 finishers in the race being handicapped. At handicapping time, ALL-Ways automatically records the top four selections of each of the up-to-three Handicapping Profiles used to handicap the race. ALL-Ways also records the assignments made by ALL-Ways with respect to designating Contenders, designating Dangerous Non Contenders and designating Key Horse Candidates. Finally, ALL-Ways also records the reason(s) a horse was designated as a Dangerous Non Contender. The Wager Races Handicapping Analysis Reports provide a thorough analysis of how all these profile selections and horse assignments worked in terms of finding the win, place, show and 4th place horses in the race. This analysis is called “forward looking” because it shows you what actually happened using data developed before the race in relation to the actual race being handicapped. (*Professional Edition Only*)

Spot Play Factor Analysis: This “forward looking analysis evaluates each of the Spot Play Handicapping Factors that are used by the Spot Play/Final Process Handicapping Report in the Handicapping Module. This report also looks at how well these factors worked in terms of identifying the top four finishers in each race. Individual reports only all horses that are not designated as either a Contender or a Dangerous Non Contender and for all horses. (*Professional Edition Only*). *Note that the Standard Edition of ALL-Ways will run a single report for all horses in all race types.*



The Wager Races Analysis Module also provides analysis reports based on the Wager Ticket Database.

Wager Ticket Analysis: This group of analysis reports examines the Wager Tickets in your Wager Ticket Database. Only Wager Tickets with results are included in the different analyses. The four different analysis reports are: Wager Accounting Report, Wager Detail List, Wager Type Analysis Report and Wager Type Analysis with Detail Report.

Note that all three analysis groups in the Wager Races Analysis Module can be used for a single track, for a combination of different tracks or for all tracks. Furthermore, individual analyses are done for each basic race type which are dirt sprints, dirt routes, turf sprints, turf routes, off track dirt sprints and off track dirt routes. A total report is available for all race types as well. You can further refine the race types by using the same Race Screen settings that are available in the ALL-Ways Analysis Module. The Wager Races Analysis Module also provides a set of “Quick Screens” for designating maiden or non maiden races or both, for designating dry tracks or off tracks or both and for setting before and after dates.

All of these reports are explained in detail later on in this chapter covering the Wager Races Module.

Explanation of the Wager Analysis Displays and Functions

Setting the Active Database

Either the Wager Races Database is active or the Wager Ticket Database is active, but not both. To tell ALL-Ways which database you want to work with, simply click the Wager Races option button or the Wager Ticket option button in the Active Database panel.

Note: To run the Wager Races Handicapping or Wager Races Spot Play analyses, the Wager Races Database must be active. To run the Wager Ticket analyses, the Wager Ticket Database must be active.

Setting the Active Tracks

All analyses in the Wager Races Analysis Module can be done for an individual track, a group of tracks or for all tracks. The default setting when you first open the Wager Races Analysis Module is for all tracks to be included in the different analysis reports.

How to analyze all tracks:

1. Set the Active Database
2. Turn on the ALL TRACKS option button.

How to analyze a single track

1. Set the Active Database
2. Turn on the SELECTED TRACK option button
3. Set the FOCUS button to the top space of the five open track positions.
4. Click on the track code in the TRACK LIST you want to analyze.
5. Click the TRACK(s) OK button

How to analyze multiple selected tracks

1. Set the Active Database
2. Turn on the SELECTED TRACK option button
3. Set the FOCUS button to one of the five track positions.
4. Click on the track code in the TRACK LIST you want to analyze.
5. Repeat steps 3 and 4 above for up to four additional tracks.
6. Click the TRACK(s) OK button

Setting the Race Screens

There are two ways to set Race Screens for the types of races you want to analyze. One way is to use the Quick Screen option buttons. The other is to use the Detailed Race Screens.

Using the Quick Screens and Quick Dates

Three screens can be set right on the Wager Races Analysis Module display. The Race Type options are Non Maiden only or Maiden Only or both. The Track Condition options are Dry Tracks only or Off Tracks only or both. Quick Dates include several useful date ranges such as This Month, Last Month, This Year, Last Year etc.

Using the Detailed Race Screens

The Wager Races Analysis Module also makes use of the same detailed race screening capability that is available in the ALL-Ways Analysis Module.

CREATE SCREENS Button: Click this button to display the Race Screen display.

MODIFY SCREENS Button: Click this button to return to the Race Screen display.

CLEAR SCREENS Button: Click this button to remove all Race Screens including both Detailed Race Screens as well as the Quick Screens.

NOTE: For a thorough description of the available Detailed Race Screens and how to set them, please see Chapter 5 of the ALL-Ways User Manual (Analysis Module) under the topic “How to Analyze Only Selected Races”.

Wager Races Count and Wager Ticket Count Displays

Wager Races Count Display

The Wager Races Count Display shows the number of Wager Races for Dirt Sprints (DS), Dirt Routes (DR), Turf Sprints (TS), Turf Routes (TR), Off Track Sprints (OS) and Off Track Routes (OR) as well as the total count for all races.

The first line of the display (ALL) shows all Wager Races without race screens.

The second line of the display shows the count of the Wager Races that passed the Race Screens you have set.

IMPORTANT

Wager Races will only be counted if they have been handicapped in the Handicapping Module AND they have had results entered using the Exotics Results Data File (XRD). If either of these two requirements is not met, the Wager Race will not be counted.

CHECK Button: If this button is shown in the Wager Races Count display, it means ALL-Ways has identified one or more Wager Races that have not been handicapped or do not have XRD results or both. When this button is clicked, it will lead you through a number of simple prompts to print out a list of Wager Races that have not been handicapped and/or do not have XRD results. These handy lists will help you go back and take action to get the Wager Races qualified to be counted by handicapping the races and/or by processing the XRD results file. You will also be given the opportunity to delete these Wager Races.

Warning: Once a Wager Race has been deleted, you cannot go back and “un-delete” it. The Wager Race is permanently deleted.

Wager Ticket Types and Count Display

The Wager Ticket Counts are shown for the basic Race Types, both un-screened and screened, in the same manner as the Wager Races Count as described above.

CHECK Button: If this button is shown in the Wager Ticket Count display, it means ALL-Ways has identified one or more Wager Tickets that do not have XRD results. When this button is clicked, it will lead you through a number of simple prompts to print out a list of Wager Races that do not have XRD results. This list will help you go back and process the necessary XRD Results file(s).

The Wager Ticket Types and Count Display also shows the number of Wager Tickets by type of wager. These counts are always based on the screened Race Types. **NOTE: The Check boxes for each wager type and the RESET button are operable, but are not used in ALL-Ways Version 12. They have been included in anticipation of being used in a future version of ALL-Ways.**

How to Handle Race Cards with Intermixed Host Tracks

Some tracks have race cards made up of races at the wager track and races run at a “partner” track. Thisledown and River Downs is one example. To automatically enter the XRD Results for such a card, follow the steps below.

1. In the DATABASE/ENTER RESULTS Module, enter the track code for the tracks you actually downloaded, either TDN or RDN in the example. Click TRACK OK.
2. Click the SPLIT button. This will separate out the races for each track.
3. Now process the XRD Results file for each individual track.

How to Handle ALL-Ways Custom Card Race Cards with Intermixed Host Tracks

If you are using an ALL-Ways Custom Card data file, you should not split out the races before processing the XRD Results file. Instead, you should download and process the special XRD Results file from BRIS that matches the ALL-Ways Custom Card data file. If you do prematurely split out the races to individual tracks, in order to enter the results it is necessary to download and process the XRD Results file for each specific track on the Custom Card.

◆ How to Run Wager Races Handicapping Analysis Reports

Note: In order to run a Wager Races Handicapping Analysis Report, the Wager Races Database must be active. See Setting the Active Database discussed earlier.

There are three different types of Wager Races Handicapping Analysis Reports. Any one, two or three reports can be processed at the same time by simply turning on the appropriate check box(es). The report types are:

Profiles Report: This report analyzes how well the Handicapping Profiles used to handicap the races in the Handicapping Module performed with respect to identifying the top four finishers in each race.

Key-Contender-DNC Report: This report shows how horses designated by ALL-Ways at handicapping time as Key Horse Candidates or as Contenders or as Dangerous Non Contenders performed in terms of finishing in the top four. This report also shows how horses that received none of these assignments performed as well.

DNC Reasons: This report shows how well Dangerous Non Contenders performed broken down by specific reasons for being designated as a Danger Non Contender.

The Total Report Options

Each report type, described above, is printed for each of the up to six basic Race Types. So, if the Profiles Report check box is turned on, one Profiles Report will be printed for Dirt Sprints and another for Dirt Routes and so on, provided, of course, there are Wager Races that passed the Race Screens for that type of race. The Total Report Options also determine what is printed.

EXCLUDE Option: No Total Report will be printed.

INCLUDE Option: Total Report(s) will be printed summarizing the analysis for all Race Types for each type of report that is checked on.

ONLY Option: Only the Total Report will be printed for each type of report that is checked on.

Estimated Page Counts

Depending on the Race Types that pass the Race Screens and the report types that are checked on and the Total Report Option selected, ALL-Ways shows you, ahead of time, how many pages you are about to print. The maximum number of pages is twenty one. This would be the case if all three report types are checked on, the INCLUDE Total Report Option is selected and there is one or more races for each of the six primary race types. You can reduce the number of pages by changing the report type check boxes, the Total Report Option selected and the Race Screens used.

◆ How to Read the Wager Races Handicapping Analysis Reports

What follows is an explanation of how to read each of the Wager Races Handicapping Analysis Reports. There are three specific reports:

- Handicapping Profile Assignments Analysis
- Key Horse-Contender-DNC Assignments Analysis (DNC = Dangerous Non Contender)
- Dangerous Non Contender Reasons Analysis

The examples of these three reports are based on 233 dirt sprints, both maiden and non maiden run at a number of different tracks.

It is recommended that, as soon as you have any races in your Wager Races Database that have been handicapped and that have XRD results entered, you print out a set of the Wager Races Handicapping Analysis Reports.

Caution: When these reports are run for a small number of races, sometimes the results will be abnormally good or abnormally poor. For example, the 1st Pick of a Handicapping Profile may show 45% winners, which is too high, or it may show 20% winners, which is too low. Testing has shown that handicapping profiles will settle down to a number between 31% and 38%. You will want to have at least a couple hundred races before assessing the effectiveness of profiles.

How to Read the Handicapping Profile Assignments Analysis Report

The example shown below shows the top four selections of the Handicapping Profile used in Profile Position #1 when the race was handicapped.

Note: The Number of Horses may not exactly match the number of races due to such things as a horse selected by a profile being scratched late, two horses being tied for the profile pick, dead heat finishes, etc.

IMPORTANT

When you handicap a race in ALL-Ways, the information in the Wager Races Database is updated. If there have been late scratches in a race that occurred after you handicapped the race, it is a good idea to handicap the race again so the Wager Races Database reflects the real situation. You can easily re-handicap a race and avoid printing handicapping reports by turning on the On Screen check box in the Handicapping Module. If you do re-handicap a race, you want to be sure and use the appropriate Handicapping Profiles in each profile position. Also, if you re-handicap a race just to see the top 4 finishers identified, you should also be sure to use the appropriate Handicapping Profiles in each profile position.

PERCENTAGE OF ALL-Ways PROFILE PICKS

PROFILE 1 SELECTIONS	NUMBER HORSES	WIN %	PLACE %	SHOW %	ITM %	4TH %	TOP 4 %	AVG \$ WIN	AVG\$ PLACE	AVG \$ SHOW
PICK #1	227	32%	17%	14%	63%	12%	75%	\$5.54	\$4.01	\$2.68
PICK #2	220	17%	20%	15%	52%	12%	65%	\$11.20	\$4.43	\$3.54
PICK #3	216	13%	13%	13%	40%	17%	56%	\$9.66	\$5.20	\$3.92
PICK #4	213	13%	15%	17%	45%	16%	61%	\$11.77	\$7.38	\$3.52

Note: The percentages represent the percent of the profile picks that finished 1st, 2nd, 3rd and 4th. The PICK #1 line should be read as follows:

- Pick #1: 32% of the 227 horses won their races.
- Pick #1: 17% of the 227 horses finished 2nd in their races.
- Pick #1: 14% of the 227 horses finished 3rd in their races.
- Pick #1: 63% of the 227 horses finished in-the-money in their races.
- Pick #1: 12% of the 227 horses finished 4th in their races.
- Pick #1: 75% of the 227 horses finished in the top 4 in their races.

- Pick #1: The 32% of the 227 horses that won their races paid an average of \$5.54 to win.
- Pick #1: The 17% of the 227 horses that placed 2nd in their races paid an average of \$4.01 to place.
- Pick #1: The 14% of the 227 horses that placed 3rd in their races paid an average of \$2.68 to show.

Every line on this report is read the same way. There are ten different groups of profile statistics in this report. They are:

- Profile Position #1 (regardless of the type of profile used)
- Profile Position #2 (regardless of the type of profile used) *(Professional Edition Only)*
- Profile Position #3 (regardless of the type of profile used) *(Professional Edition Only)*

Specific Profile Types:

- Default Profiles (df:)
- MRA DEF Profiles (m1:)
- MRA Pace Profiles (fast, lone, honest, slow)
- Race Card Profiles (rc)
- Race Card MRA Profiles (rcmr)
- MRA Custom Profiles
- Manual Profiles

Some things to note:

- The specific profile type statistics are based only on the races the specific profiles were actually used to handicap. This is why the number of horses selected by specific profile types may be different than the number of horses for Profile Position #1.
- The statistics for the actual profile type used in profile positions #1, #2 and #3 will also be included in the specific profile type group to which it belongs. For example, if you use an MRA Pace profile in position #1, the performance of that profile will be picked up in the Profile #1 group and also in the MRA Pace group.

How to Read the Key Horse-Contender-DNC Assignments Analysis Report

This report is divided into two sections. The top section covers Key Horse assignments made at handicapping time. The bottom covers Contender and Dangerous Non Contenders assignments made at handicapping time. We will look at both sections.

The Key Horse section has four groups of data. The groups are:

- 1) All Key Horses by rank, where the rank is either 1st, 2nd, 3rd or 4th.
- 2) Only Dual Qualifying Key Horses, also by rank. Dual means the Key Horse Candidate is in both the Best Early and Best Late lists on the Search Handicapping Report.
- 3) Only Non Dual Qualified Key Horse Candidates by rank.
- 4) All Key Horse Candidate by Key Horse Score (lowest score is best)

The example shown below is for all Key Horse Candidate by Key Horse Score.

PERCENTAGE OF ALL-Ways KEY HORSE PICKS										
KEY HORSE SCORE	NUMBER HORSES	WIN %	PLACE %	SHOW %	ITM %	4TH %	TOP 4 %	AVG \$ WIN	AVG \$ PLACE	AVG \$ SHOW
10 UNDER	79	29%	23%	13%	65%	13%	77%	\$4.26	\$2.98	\$2.89
11 to 15	185	33%	14%	16%	63%	8%	71%	\$6.21	\$3.70	\$3.02
16 to 20	187	17%	26%	15%	57%	9%	66%	\$10.27	\$5.03	\$3.05
21 to 30	405	13%	12%	17%	43%	17%	60%	\$11.16	\$5.54	\$3.85
31 UP	51	12%	12%	12%	35%	14%	49%	\$16.32	\$6.27	\$4.42

Note: The percentages represent the percent of the Key Horses that finished 1st, 2nd, 3rd and 4th. The “10 UNDER” line is read as follows:

- 10 UNDER: 29% of the 79 horses won their races.
- 10 UNDER: 23% of the 79 horses finished 2nd in their races.
- 10 UNDER: 13% of the 79 horses finished 3rd in their races.
- 10 UNDER: 65% of the 79 horses finished in-the-money in their races.
- 10 UNDER: 13% of the 79 horses finished 4th in their races.
- 10 UNDER: 77% of the 79 horses finished in the top 4 in their races.

- 10 UNDER: The 29% of the 79 horses that won their races paid an average of \$4.26 to win.
- 10 UNDER: The 23% of the 79 horses that placed 2nd in their races paid an average of \$2.98 to place.
- 10 UNDER: The 13% of the 79 horses that placed 3rd in their races paid an average of \$2.89 to show.

As you would expect, the very best horses will get the best Key Horse scores (lowest is best) and have the highest in-the-money percentages and the lowest average payoffs. As you move down the list of scores, the in-the-money percentages drop a bit, but the average payoffs increase substantially. This is why ALL-Ways identifies the top 4 Key Horse Candidates, so you can decide which horse to use when you can see the public's first choice and the near post odds line.

The Contender/DNC Section has six groups of data. The groups are:

1) Normal and Tight Contenders when Contenders Set to 3-3-3

This shows the performance of ALL-Ways Contenders in races when the Contender Preference was set at 3-3-3. Figures are shown for both Contenders set to "Normal" and Contenders set to "Tight".

2) Normal and Tight Contenders when Contenders Set to 4-2-2

This shows the performance of ALL-Ways Contenders in races when the Contender Preference was set at 4-2-2. Figures are shown for both Contenders set to "Normal" and Contenders set to "Tight".

3) DNCs When Contenders Set to Normal

This shows how ALL-Ways Contenders performed in races when the Contenders setting was set to "Normal". It then shows how DNCs performed in the same races if the DNC setting had been set to "Normal" while the Contender had been set to "Normal". It then shows how DNCs performed in the same races had the DNC setting been set to "Tight" while the Contender had been set to "Normal".

4) DNCs When Contenders Set to Tight

This shows exactly the same information as #3 above, except it is based on the Contender setting being set to "Tight".

5) All Contenders

This shows how all Contenders performed had the Contender setting been set to "Normal" for all races. It also shows how all Contenders performed had the Contender setting been set to "Tight" for all races.

6) All DNCs

This shows how all DNCs performed had the DNC setting been set to "Normal" for all races. It also shows how all DNCs performed had the DNC setting been set to "Tight" for all races.

Here are some important points to keep in mind when reviewing these reports.

- **The percentages are different in this Contender/DNC section. They are not the same as those used for the Profile Report or for the Key Horse section of this report. The percentages now represent the percent of all top four finishers that were assigned by ALL-Ways as a Contender or a DNC. For example, the report would show that 80% of all winning horses were designated by ALL-Ways as a Contender when the Contender setting was set to "Tight".**
- **Regardless of what settings you have made for Contenders as either "Tight" or "Normal" and for DNCs as either "Tight" or "Normal", ALL-Ways maintains statistics in every race for each one of these possibilities. The Handicapping Report will reflect your specific "Tight" or "Normal" settings. However, ALL-Ways, actually handicaps multiple ways, "behind the scenes", so it is able to maintain statistics for all combinations of these settings for every race handicapped.**
- **The Contender Preference settings for 3-3-3 or 4-2-2 are NOT handicapped multiple times. So, these groups of the Contender/DNC section will show data only based on the races that were handicapped with the specific 3-3-3 or 4-2-2 Contender Preference setting.**

The following example shows the section for DNCs when Contenders are set to “Tight”. Note that we are using 218 dirt sprints in the sample below which were the number of dirt sprints handicapped when the Contenders were set to “Tight”. Note that the report shows the DNC performance when set to “Normal” and also when set to “Tight”.

	NUMBER HORSES	PERCENTAGE OF WIN/PLACE/SHOW/4 TH FINISHERS IN APPROPRIATE RACES						218 DS RACES		
		WIN %	PLACE %	SHOW %	ITM %	4TH %	TOP 4 %	AVG \$ WIN	AVG\$ PLACE	AVG \$ SHOW
CONTENDERS TIGHT	930	80%	67%	64%	71%	60%	68%	\$ 9.36	\$4.89	\$3.48
DNC NORMAL	554	14%	25%	28%	22%	31%	25%	\$23.23	\$10.67	\$5.91
NON CONTEND/DNC	319	6%	8%	7%	7%	8%	7%	\$27.14	\$17.78	\$7.54
DNC TIGHT	387	9%	20%	22%	17%	20%	18%	\$25.41	\$ 9.77	\$5.61
NON CONTEND/DNC	486	11%	13%	13%	12%	19%	14%	\$23.69	\$16.37	\$6.67

Here is how to read this part of the report;

Contenders (Tight):

80% of the 218 winning horses were designated by ALL-Ways as Contenders
 67% of the 218 Place horses were designated by ALL-Ways as Contenders.
 64% of the 218 Place horses were designated by ALL-Ways as Contenders.
 71% of the 654 in-the-money finishers were designated by ALL-Ways as Contenders
 60% of the 218 4th place horses were designated by ALL-Ways as Contenders.
 68% of the 872 top four finishers were designated by ALL-Ways as Contenders

ALL-Ways Contenders (Tight) finishing 1st paid an average of \$9.36 to win.
 ALL-Ways Contenders (Tight) finishing 2nd paid an average of \$4.89 to place
 ALL-Ways Contenders (Tight) finishing 3rd paid an average of \$3.48 to show

DNCs (Normal) When Contenders Set to Tight

14% of the 218 winning horses were designated as DNCs (Normal)
 25% of the 218 Place horses were designated as DNCs (Normal).
 28% of the 218 Place horses were designated as DNCs (Normal)
 22% of the 654 in-the-money finishers were designated as DNCs (Normal)
 31% of the 218 4th place horses were designated by ALL-Ways as Contenders.
 25% of the 872 top four finishers were designated by ALL-Ways as Contenders

ALL-Ways DNCs (Normal) finishing 1st paid an average of \$23.23 to win.
 ALL-Ways DNCs (Normal) finishing 2nd paid an average of \$10.67 to place
 ALL-Ways DNCs (Normal) finishing 3rd paid an average of \$5.91 to show

Non Contenders and Non DNCs When Contenders Set to Tight and DNCs Set to Normal

6% of the 218 winning horses were NOT designated as a Contender or DNC (Normal)
 8% of the 218 Place horses were NOT designated as a Contender or DNC (Normal)
 7% of the 218 Place horses were NOT designated as a Contender or DNC (Normal)
 7% of the 654 in-the-money finishers were NOT designated as a Contender or DNC (Normal)
 8% of the 218 4th place horses were NOT designated as a Contender or DNC (Normal)
 7% of the 872 top four finishers were NOT designated as a Contender or DNC (Normal)

Non Contenders/Non DNCs (Normal) finishing 1st paid an average of \$27.14 to win.
 Non Contenders/Non DNCs (Normal) finishing 2nd paid an average of \$17.78 to place
 Non Contenders/Non DNCs (Normal) finishing 3rd paid an average of \$7.54 to show

How to Read the Dangerous Non Contender Reasons Analysis

When ALL-Ways designates a horse as a Dangerous Non Contender (DNC), ALL-Ways records the reasons why the horse was so designated. It records the reasons the horse would be a DNC if the DNC setting is “Normal” and it records the reasons the horse would be a DNC if the DNC setting is “Tight”. This report shows you both sets of statistics, which will be helpful in determining how you want to set your DNC Preference of “Normal” or “Tight”. The top of the report shows the “Normal” statistics and the bottom shows “Tight” statistics.

An important point to keep in mind is, if a horse is designated by ALL-Ways as a Contender, it is not considered for a DNC designation.

Here is a list of the DNC reasons along with the “Normal” setting requirements and the “Tight” setting requirements. A non Contender horse must meet at least one of these reasons to be considered a DNC.

DNC Reason	Normal Requirement	Tight Requirement
BRIS Speed Last	1 st	same
Hall Speed Last	1 st	same
“E” Horse and BRIS P/L EP	1 st	same
“E” Horse and Hall P/L EP	1 st	same
“E” Horse and BRIS 2/3 EP	1 st	same
“E” Horse and Hall 2/3 EP	1 st	same
BRIS P/L Combined	Top 2	1st
Hall P/L Combined	Top 2	1st
BRIS 2/3 Combined	Top 2	1st
Hall 2/3 Combined	Top 2	1st
Brohamer Total	Top 2	1st
Won Last Race	yes	same
ITM% Exacta Distance	75%	80%
Good% Last 10 Distance	80%	85%
ITM% Surface	80%	85%
Good% Last 10 Surface	80%	85%
1 st Timer Workout/Pedigree Indexes	1-2/3-4	2/4
1 st Turf Pedigree Index	3,4	4
Top 10 BRIS Speed	any	not used
Top 10 BRIS Speed Recent	recent	same
Top 10 BRIS Speed Last	any	not used
Top 10 BRIS Speed Last Recent	recent	same
Top 10 Hall Speed	any	not used
Top 10 Hall Speed Recent	recent	same
Top 10 Hall Speed Last	any	not used
Top 10 Hall Speed Last Recent	recent	same
BRIS Weighted Total	Top 2	1st
Hall Weighted Total	Top 2	1st
BRIS Back Speed	Top 2	1st
BRIS Back Class	Top 2	1st
Scott PCR	Top 2	1st

The percentages shown on the DNC Reasons Report are, once again, the percentages of the top 4 finishers that were designated as DNCs for each specific reason. The examples shown below are for two of the 31 reasons and the statistics are for DNCs set to “Normal”.

DNC REASONS NORMAL	NUMBER HORSES	PERCENTAGE OF WIN/PLACE/SHOW/4 TH FINISHERS IN APPROPRIATE RACES								
		WIN %	PLACE %	SHOW %	ITM %	4TH %	TOP 4 %	AVG \$ WIN	AVG\$ PLACE	AVG \$ SHOW
WON LAST	87	3%	4%	5%	4%	3%	4%	\$28.84	\$11.04	\$6.72
TOP 10 HALL SPEED	245	5%	12%	16%	11%	14%	12%	\$24.43	\$9.63	\$4.38

Here is how to read these two lines:

Example #1: The DNC Horse won it last race:

- 3% of the 233 winning horses were designated as DNCs (Won Last)
- 4% of the 233 Place horses were designated as DNCs (Won Last)
- 5% of the 233 Show horses were designated as DNCs (Won Last)
- 4% of the 699 in-the-money finishers were designated as DNCs (Won Last)
- 3% of the 233 4th place horses were designated by ALL-Ways as DNCs (Won Last)
- 4% of the 932 top four finishers were designated by ALL-Ways as DNCs (Won Last)

ALL-Ways DNCs (Won Last) finishing 1st paid an average of \$28.84 to win.
 ALL-Ways DNCs (Won Last) finishing 2nd paid an average of \$11.04 to place
 ALL-Ways DNCs (Won Last) finishing 3rd paid an average of \$6.72 to show

Example #2: The DNC Horse has a Top 10 Hall Speed figure:

- 5% of the 233 winning horses were designated as DNCs (Top 10 Hall Speed)
- 12% of the 233 Place horses were designated as DNCs (Top 10 Hall Speed)
- 16% of the 233 Show horses were designated as DNCs (Top 10 Hall Speed)
- 11% of the 699 in-the-money finishers were designated as DNCs (Top 10 Hall Speed)
- 14% of the 233 4th place horses were designated by ALL-Ways as DNCs (Top 10 Hall Speed)
- 12% of the 932 top four finishers were designated by ALL-Ways as DNCs (Top 10 Hall Speed)

ALL-Ways DNCs (Top 10 Hall Speed) finishing 1st paid an average of \$24.43 to win.
 ALL-Ways DNCs (Top 10 Hall Speed) finishing 2nd paid an average of \$9.63 to place
 ALL-Ways DNCs (Top 10 Hall Speed) finishing 3rd paid an average of \$4.38 to show

◆ How to Run Wager Races Spot Play Factor Analysis Reports

Note: In order to run a Wager Races Spot Play Analysis Report, the Wager Races Database must be active. See Setting the Active Database discussed earlier

There are five different types of Wager Races Spot Play Factor Analysis Reports. Any one or any combination or all report types can be processed at the same time by simply turning on the appropriate check box(es). The report types are:

CONTENDERS: This report shows the Spot Play Factors Analysis for only the horses ALL-Ways designated as contenders at handicapping time.

KEY HORSES: This report shows the Spot Play Factors Analysis for only the horses ALL-Ways designated as Key Horse Candidates at handicapping time.

DNCs: This report shows the Spot Play Factors Analysis for only the horses ALL-Ways designated as Dangerous Non Contenders at handicapping time.

NON-CONTENDERS/DNCs: This report shows the Spot Play Factors Analysis for only the horses ALL-Ways DID NOT designated as Contenders or as Dangerous Non Contenders at handicapping time.

ALL HORSES: This report shows the Spot Play Factors Analysis for all horses regardless of the ALL-Ways assignment at handicapping time.

The Total Report Options

Each report type, described above, is printed for each of the up to six basic Race Types. So, if the Contender Report check box is turned on, one Contender Report will be printed for Dirt Sprints and another for Dirt Routes and so on, provided, of course, there are Wager Races that passed the Race Screens for that type of race. The Total Report Options also determine what is printed.

EXCLUDE Option: No Total Report will be printed.

INCLUDE Option: Total Report(s) will be printed summarizing the analysis for all Race Types for each type of Spot Play Factor Report that is checked on.

ONLY Option: Only the Total Report will be printed for each type of Spot Play Factor report that is checked on.

Estimated Page Counts

Each individual Spot Play Factor Analysis Report requires two pages. One report of each type that is checked on will print for each individual Race Type. If all report types are checked on and no race screens are used, more than 60 pages could be printed. The Estimated Page Count shows you how many pages you are about to print. You can reduce the number of pages by turning off some report types, by setting race screens to eliminate some types of races and by changing the Total Report Option.

◆ How to Read the Wager Races Spot Play Factor Analysis Reports

It is recommended that you print out or display a Spot Play Handicapping Report in the Handicapping Module. This will be helpful in understanding the Spot Play Factor Analysis. Also, a description of each Spot Play handicapping factor is included in the User Manual Appendix section covering “Explanation of Handicapping Report Headings”.

The Spot Play Handicapping Report all fits on a single page. However, the Spot Play Factor Analysis Report requires two full pages. This is because many of the Spot Play Factors on the Spot Play Factor Analysis Report require multiple lines. For example;

- The BRIS Late 2/3 Gap factor (shown below) requires only one line on the Spot Play & Final Process Handicapping Report. But, 3 lines are needed on the Spot Play Factors Analysis Report. The first line shows horses with a 6 point or higher Gap advantage. The 3rd line shows horses with a -11 point or more Gap disadvantage. The 2nd line shows all horses falling between the high and low figures. This line is designated by “mid”.
- Spot Play factors that use percentages, such as Exact Distance ITM%, are show on 3 lines as well. In this case there is a high percentage line, a low percentage line and a “mid” line between the high and low percentages.
- Some Spot Play factors are examined in more detail on the analysis report and require additional line. One line on the Spot Play Handicapping Report is (+/- WGT, WN/GD at WGT). This single line on the Spot Play Handicapping Report is shown on 3 lines on the analysis report. One line is for weight gain, one is for dropping weight and the 3rd line is for win or good at or near today’s weight.

The example below is for the Contender Spot Play Factor Analysis for 233 dirt sprints. The first example shows the statistics for BRIS Late 2/3 Gap which requires 3 lines to print as described above.

Note: The percentages shown are, once again, the percentages of the top 4 finishers that were qualified for the Spot Play Factor Analysis line. Note also that a Win Impact Value (IV) column is included on the Spot Play Factor Analysis Report. The IV is helpful in assessing the “forward looking” power of each factor and also helps to evaluate the place, show and 4th place percentages as well.

CONTENDERS ONLY

PERCENTAGE OF WIN/PLACE/SHOW/4TH FINISHERS IN APPROPRIATE RACES

	NUMBER HORSES	WIN IV	WIN %	PLACE %	SHOW %	ITM %	4TH %	TOP 4 %	AVG \$ WIN	AVG\$ PLACE	AVG \$ SHOW
BRIS LATE 2/3 GAP											
OVER 6	109	2.7	15%	7%	8%	10%	3%	8%	\$5.84	\$4.06	\$2.84
MID	427	1.8	39%	28%	28%	32%	29%	31%	\$8.86	\$4.17	\$3.45
UNDER -11	372	1.2	23%	28%	24%	25%	23%	25%	\$10.90	\$5.42	\$3.47

Here is how to read this information.

Contenders with a six point or higher Gap advantage for the BRIS Late 2/3 Spot Play Factor performed as follows:

- 15% of the 233 winning horses (An Impact Value of 2.7) had a 6 point or higher Gap advantage
- 7% of the 233 Place horses had a 6 point or higher Gap advantage
- 8% of the 233 Show horses had a 6 point or higher Gap advantage
- 10% of the 699 in-the-money finishers had a 6 point or higher Gap advantage
- 3% of the 233 4th place horses had a 6 point or higher Gap advantage.
- 8% of the 932 top four finishers had a 6 point or higher Gap advantage

Contenders with a 6 point or higher Gap advantage finishing 1st paid an average of \$5.84 to win.
 Contenders with a 6 point or higher Gap advantage finishing 2nd paid an average of \$4.06 to place.
 Contenders with a 6 point or higher Gap advantage finishing 3rd paid an average of \$2.84 to show.

The second example shows the Spot Play Factor for contenders who made a double move (“V” Pattern) in their last race. The first lines show horses that ran a good “Double Move” race. The second line shows horses that ran a “Double Move” race, but did not run a good race.

CONTENDERS ONLY

PERCENTAGE OF WIN/PLACE/SHOW/4TH FINISHERS IN APPROPRIATE RACES

	NUMBER HORSES	WIN IV	WIN %	PLACE %	SHOW %	ITM %	4TH %	TOP 4 %	AVG \$ WIN	AVG\$ PLACE	AVG \$ SHOW
DOUBLE MOVE LAST											
WIN/GOOD	76	2.0	8%	4%	6%	6%	3%	5%	\$6.97	\$5.24	\$3.45
NOT GOOD	40	1.7	3%	2%	3%	3%	3%	3%	\$8.22	\$11.30	\$3.54

Contenders that made a Double Move in their last race and either **won the race or ran a good race**:

- 8% of the 233 winning horses (An Impact Value of 2.0)
- 4% of the 233 Place horses
- 6% of the 233 Show horses
- 6% of the 699 in-the-money finishers
- 3% of the 233 4th place horses had.
- 5% of the 932 top four finishers

Those that finished 1st paid an average of \$6.97 to win.
 Those that finished 2nd paid an average of \$5.24 to place
 Those that finished 3rd paid an average of \$3.45 to show

◆ How to Run Wager Ticket Analysis Reports

Note: In order to run a Wager Ticket Analysis Report, the Wager Ticket Database must be active. See Setting the Active Database discussed earlier

There are four different Wager Ticket Analysis Reports that can be prepared.

WAGER TYPES: This report shows summary information about every type of wager in your Wager Ticket database that passes any race screens you may have set. The wager types include win, place, show, Quinella, Exacta, Trifecta, Superfecta, Double and Pick 3 through Pick 8. Each Wager type summary include appropriate wager structure information with includes Straight, Boxed and Key Horse wagers.

WAGER TYPES DETAIL: This report is identical to the Wager Type report except that it also shows each individual Wager Ticket within each Wager Type.

WAGER LIST DETAIL: This report show a chronological listing of every Wager Ticket passing any Race Screens you May have set.

WAGER ACCOUNTING: This is a simple one-page report that summarizes the profit and losses of your Wager Tickets that pass any race screens you may have set. If you want a summary Wager Accounting Report for last year, simply set the QUICK DATE screen to the LAST YEAR option and run the one page Wager Accounting Report.

REMINDER: The Check boxes for each wager type and the RESET button are operable, but are not used in ALL-Ways Version 12. They have been included in anticipation of being used in a future version of ALL-Ways.

Hypo/Real Option Settings

You can set the option buttons to include only Hypothetical Wager Tickets or only Real Wager Tickets or both. You can change an individual Wager Ticket to either Hypothetical or Real using the Wager Management Module.

Estimated Page Count

The number of pages that print are dependent on the report being printed and, in some cases, by the number of Wager Tickets that pass any Race Screens you may set. The number of pages estimated by ALL-Ways is shown, sometimes with a range of printed pages.

◆ How to Read the Wager Ticket Analysis Reports

The Wager Ticket Analysis Reports are relatively straight forward. There are two different sets of report labels that are used on the reports. One set is used for the Wager Type analyses and the other set is used for the Wager Detail analyses.

The Wager Type Report Labels

There are three lines for each Wager Type Analysis. They are:

Line 1: Winning Tickets	This line includes the totals for winning tickets only.
Line 2: Losing Tickets	This line includes the totals for losing tickets only.
Line 3: All Tickets	This line includes the totals for all tickets.

Each line uses the following column labels:

Number Wagers	Number of wagers of this type
Percent Wagers	Percent of total wagers of this type: The All Tickets line will always be 100%
Total \$ Cost	Total cost of all wagers of this type for this line
Total \$ Refunds	Total refunds of all wagers of this type for this line
Total \$ Payoffs	Total payoffs of winning tickets for wagers of this type
Total \$ Profit	Total profit or loss for all wagers of this type for this line

The Wager Type Report Labels (Continued)

AVG \$ Base	Average base wager of all wagers of this type for this line, such as \$1 Trifecta
AVG Combo	Average number of combination of all wagers of this type for this line.
AVG Box	Average number of boxed horses for boxed wager structure wagers only
AVG \$ Cost	Average cost of all wagers of this type for this line.
AVG \$ Payoff	Average payoff of all wagers of this type for this line
AVG \$ Profit	Average profit of all wagers of this type for this line
ROI %	Total return-on-investment for all wagers of this type (All Tickets line only)

Wager Detail Column Labels

Wager Detail analyses print one line for each wager that passes the Race Screens set for the analysis.

Date	Date of the Wager Ticket
Host Race	Race number at the track where the race was actually run
Host Track	Track code for the track where the race was actually run
Race Type	Distance Surface (ds,dr,ts,tr,os,or) and notation of race type such as "c" for Claiming
Race Rating	The ALL-Ways generated Race Rating for the race
Field ##	Number of horses in the field
Field 1 st	Number of first time starters in the field
Base Wager	Base cost of the wager such as \$1 Trifecta, \$5 Exacta Box, \$5 Pick 3, etc.
Wager Type	Wager Type such as Win, Exacta, Pick 3, etc.
STR	Wager Structure: Either straight or boxed or Key Horse
Combos	Number of combinations such as 6 combinations for a 3 horse Exacta Box.
Cost	Cost of the wager before any refunds
Refund	Refunds for the wager
Payoff	Payoff for winning wagers
Profit or Loss	Net profit or loss of the wager
Flags man	"man" denotes manual override figures have been used
Flags hypo	"hypo" denotes that the wager is a hypothetical wager. If blank, the wager is "real"

Note: Wager Tickets that were winning tickets with respect to the right horses coming in, but with a loss because the payoff was less than the cost are pointed out by printing an italic (slanted) line.

Changes to ALL-Ways Handicapping Module (Chapter 4)

◆ Spot Play & Final Process Handicapping Report

How to Print or View This Report

To print this report, turn on the check box labeled SPOT PLAY in the Handicapping Reports to be Printed section of the Handicapping Module screen.

To view this report on-screen, click the SPOT PLAY button on the On-Screen Report screen.

Summary Description of the Spot Play & Final Process Handicapping Report

Note: See the detailed description of each Spot Play Factor on a page that follows. Here is a brief explanation of the report concept and its intended use.

The report, available in printed format as well as on-screen, is designed to help you through a simple, logical process to make your final handicapping selections and wagering decisions. The report brings together, on a single page, important ALL-Ways handicapping assignments, handicapping factor values, handicapping factor Gap figures and selected situational information, including some information that is new in Version 12. The report is designed with a starting point at the top to determine what horses should even be considered. Then, as you move down the report, you upgrade or downgrade horses based on key groups of information. Here is a brief explanation of the each group.

The Starting Point: This group shows you the selections made by the ALL-Ways Handicapping Profiles you used, the assignments made by ALL-Ways including designation of Contenders, Dangerous Non-Contenders and Key Horse scores/rankings. It also includes BRIS Prime Power and ALL-Ways Comprehensive Ratings in Gap format. This section helps you identify horses that deserve your attention.

Upgrade or Downgrade Based on Human Factors: This group includes jockey statistics, trainer statistics (including trainer angles pertinent to this race) and statistics regarding the jockey and trainer acting as a team.

Upgrade or Downgrade Based on Suitability: This group includes horse statistics regarding suitability to the distance and surface as well as “horses for courses” information. It also highlights the horses performance in its pace-line race including the Race Rating compared to today’s race. This is a great way to spot horses going back to a race type it either likes or does not like.

Upgrade or Downgrade Based on Form: This group shows each horse’s recency and how it has done in the past after a similar layoff. It shows workout ratings and the very powerful ALL-Ways seconds-per-furlong workout figure. It also shows how each horse has performed in recent races. Finally, it includes the BRIS Weighted Total Rating (early pace plus speed) and the new BRIS Weighted Late Rating (final fraction plus speed), the latter being particularly strong for handicapping turf races.

Upgrade or Downgrade Based on Class: This group includes pertinent class ratings in both value and Gap formats.

Upgrade or Downgrade Based on Speed: This group includes pertinent speed ratings in both value and Gap formats, including whether or not the horse has demonstrated an ability to run to today’s pars. It also shows each horse’s best and most recent Top 10 Speed figures, if the horse has such a figure.

Upgrade or Downgrade Based on Pace: This section includes key pace and compound pace ratings in Gap format. The Gap format for pace figures is extremely powerful for identifying how far ahead/back a horse will be at each Point of Call and evaluating whether the leaders can hang on down the stretch and whether closers can catch the front runners. This section is indispensable in determining the horses that will likely figure in Exactas, Trifectas and Superfectas. This section also points out how the horses have done in past races at the same pace scenario expected in today’s races.

Situational Factors: This group points out equipment changes, Lasix status, 1st or 2nd race after a claim, weight changes (including how each horse has done carrying similar weight in past races). It also identifies powerful situational factors including how the horse performed in its last race if the last race comment line included a notation of trouble, a wide trip, a double move (“V” Pattern) and/or a very fast pace (Key Race). It also points out negative situations including a Negative Drop and/or a 4 Up designation and pointing out persistent trouble in the horse’s comment lines.

Hall Factors: ALL-Ways handicappers know that the Hall Pace and Speed figures are particularly strong when evaluating horses that are changing distance or surface. This section focuses on this and is a great source of high priced top 4 finishers.

The Spot Play factors and ALL-Ways assignments are automatically saved in the new “forward looking” Wager Races database. See the new Wager Races Module Chapter Supplement for the Version 12 User Manual.

◆ **Improvements to Custom Handicapping Reports** *(Professional Edition only)*

All Custom Handicapping Reports, both printed and displayed on-screen, now include:

- The standard ALL-Ways Handicapping Profile Summary
- The standard ALL-Ways Track Bias Summary
- The identification of ALL-Ways Key Horse Candidates

◆ **Improvements to the On-Screen Handicapping Reports**

The following new features have been added to the On-Screen Handicapping Reports display:

- A horizontal Scroll bar has been added. This will allow you to set a larger font size and still be able to view the entire report
- A new PRINT Button has been added that will print whatever On-Screen Handicapping Report is active
- Column Headers (Column Labels) now stay visible when scrolling up and down the active On-Screen report
- A new SAM Button has been added that lets you go back and forth between the On-Screen Reports and the “Electronic Teller” Module. This is a convenient way to view handicapping reports while formulating your wagers using the “Electronic Teller” Module that is part of the Wager Race Module.

◆ **Improvements to the Contender Summary Handicapping Report**

- A new notation has been added next to the Paceline designation. The new notation shows you if the horse won the paceline race or if it ran a good paceline race. A notation of “no” means the horse did not win the race or even run a good race. The new notation also shows you how big a Race Rating rise (+) or a Race Rating drop (-) from its paceline race to today’s race. Here are some examples:

Prior	New	
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T1	T1 (gd + 1.7)	This horse’s paceline race is TRUE and 1 race back (T1). It ran a good race and is taking a 1.7 point rise in today’s race.
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T2	T2 (win - 1.3)	This horse’s paceline race is TRUE and 2 races back (T2). It won the race and is taking a drop of - 1.3 points in today’s race.
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These notations are a good way to help determine if the horse is going back to a race type that it likes or that it does not like and how much easier or how much tougher the competition will be in today's race compared to its paceline race.

- The Contender Summary Report now includes “behind the scene” horizontal dynamic spacing that automatically adjusts to handle the number of Contenders. Even very contentious races with many Contenders now fit on a single Contender Summary page.

◆ Contender and Dangerous Non Contender Assignment Preferences

- Dangerous Non Contender reasons have been expanded to include Top 10 BRIS and Top 10 Hall speed figure performances.

There are 31 reasons that are reviewed when designating DNCs. The applicable DNC reason(s) are shown on the Dangerous Non Contender Summary Report. The effectiveness of each DNC reason can be evaluated by printing the DNC Reasons Analysis Report in the Wager Races Analysis Module.

- **Contenders:** A new User Preference item has been added that tells ALL-Ways to use “Normal” or “Tight” criteria for designating a horse as a Contender. The default setting is “Normal”. The “Tight” setting will result in fewer overall Contenders. Some races will still show the same number of Contenders and some races will have one or two fewer Contenders.
 - The “Normal” vs. “Tight” setting can be made in the PREFERENCES section of the CUSTOM MODULE.
 - The “Normal” vs. “Tight” setting is shown at the top of each handicapping report.
 - The impact of the “Normal” vs. “Tight” setting can be evaluated by printing the Key-Contender-DNC Analysis Report in the Wager Races Analysis Module.
- **Danger Non Contenders:** A new User Preference item has been added that tells ALL-Ways to use “Normal” or “Tight” criteria for designating a horse as a Dangerous Non Contender. The default setting is “Normal”. The “Tight” setting will result in fewer overall DNCs. Some races will still show the same number of DNCs and some races will have one or two fewer DNCs.
 - The “Normal” vs. “Tight” setting can be made in the PREFERENCES section of the CUSTOM MODULE.
 - The “Normal” vs. “Tight” setting is shown at the top of each handicapping report.
 - The impact of the “Normal” vs. “Tight” setting can be evaluated by printing the Key-Contender-DNC Analysis Report in the Wager Races Analysis Module.
 - The impact of the “Normal” vs. “Tight” setting can also be evaluated by printing the DNC Reasons Analysis Report in the Wager Races Analysis Module. This report shows how each of the 31 different DNC reasons performed had the setting been set to “Normal” or had been set to “Tight”.
 - Dangerous Non Contender reasons have been expanded to include Top 10 BRIS and Top 10 Hall speed figure performances.

◆ Other Handicapping Module Improvements

- Saddlecloth numbers are now displayed on the Handicapping Module screen. If the ALL-Ways Data File did not have a “p” designation when it was downloaded and, in this case, if the Early Track Data File was not downloaded into the Frandata folder, the saddlecloth numbers will not be available. Instead, the post position numbers will be used instead of the saddlecloth numbers.

Changes to ALL-Ways Database Module (Chapter 3)

◆ Improvements to the Database-Enter Results Module

- Saddlecloth Numbers are now shown on the Enter Results screen
- Late Scratches are now shown on the printed XRD Results

◆ Improvements to the Database-Process Data File Module

- BRIS has, or soon will, announce a new ALL-Ways data file format that has an expanded number of data fields. Some of these new data fields will be used by the BRIS Past Performance Generator software.

	File Size	Zipped File Name	UnZipped File Name
Current File:	1,500 fields	AQU1209L.ZIP	AQU1209.ALW
New File:	2,500 fields	AQU1209J.ZIP	AQU1209.ALL

- Both ALL-Ways data file formats will be available for some period of time.
 - **ALL-Ways Version 12 automatically handles both the smaller 1,500 field file as well as the new 2,500 field file. There are no actions that Version 12 users need to take. The files can even be used intermixed. The specific file used does not affect ALL-Ways in any way.**
 - ALL-Ways Version 11 and prior versions require the 1,500 field file.

Changes to ALL-Ways Pro Gap Module (Chapter 6)

◆ Improvements to the Custom Search Definition Management Module

- When deleting Search Definitions for a track or in the Default File or the Library File, you are given the opportunity to turn off the requirement of verifying each deletion.
- A new button has been added that lets you delete **all** definitions for a track or in the Default File or in the Library file with a single click of the mouse. This delete function does require a confirmation

ALL-Ways Spot Play – Final Process Handicapping Report

----- *THE STARTING POINT*

CONTENDER yes if a Contender
 DANGEROUS yes if a Dangerous Non Contender
 PROFILE #1 1st, 2nd, 3rd or 4th pick of the Handicapping Profile used in Profile position #1
 PROFILE #2 1st, 2nd, 3rd or 4th pick of the Handicapping Profile used in Profile position #2
 PROFILE #3 1st, 2nd, 3rd or 4th pick of the Handicapping Profile used in Profile position #3
 KEY HORSE and SCORE Key Horse Candidate rank and score (lowest is best) and d= Dual Qualifier
 KEY HORSE ITM% Past in-the-money percentage for a Key Horse with similar attributes
 COMPREHENSIVE GAP ALL-Ways Comprehensive Rating in Gap format
 PRIME POWER GAP BRIS Prime Power Rating in Gap format
 MORNING LINE Morning Line Odds

----- *UPGRADE OR DOWNGRADE BASED ON HUMAN FACTORS*

TRAIN MEET or YR ITM% In-the-money percentage of this trainer for the current meet or year. mt = meet, yr = year, (xxx) = # races
 TRAINER ANGLE #1 ITM% In-the-money percentage of this trainer for Trainer Angle #1 (Shown on Track Bias/Jockey Trainer Report)
 TRAINER ANGLE #2 ITM% In-the-money percentage of this trainer for Trainer Angle #2 (Shown on Track Bias/Jockey Trainer Report)
 JOCK MEET or YR ITM% In-the-money percentage of this jockey for the current meet or year
 JOCK/TRAIN COMBO ITM% In-the-money percentage of this jockey and trainer as a team. != Hot Jockey/Trainer Combo

----- *UPGRADE OR DOWNGRADE BASED ON SUITABILITY*

EXACT DIST: ITM% In-the-money percentage of the horse at the exact distance of today's race. (xxx) = number of races
 L10 DISTANCE: GOOD % Last 10 Good percentage of the horse at the distance category of today's race. (xxx) = number of races
 L10 SURFACE: GOOD % Last 10 Good percentage of the horse same surface of today's race. (xxx) = number of races
 PACELINE: WIN/GOOD Paceline T1 = True and 1 back, T2 = True and 2 back, etc. win = won the race, gd = ran a good race
 RACE CHANGE from pl Change from the Paceline Race Rating to the Race Rating of today's race. + is rise, - is drop
 TRK: WIN/GD, BEST SPD A win or good race at today's track followed by the horse's best BRIS speed at the track

----- *UPGRADE OR DOWNGRADE BASED ON FORM*

LAYOFF Also referred to as "recency", which is the number of days since the horses last start
 WIN/GD AFTER SIMILAR If layoff greater than 30 days, win = won, gd = good, n/a = not applicable
 WORKOUT RATING The ALL-Ways Workout Rating Index of 2, 1, 0 or -1
 WORKOUT sec/furlong The horses best workout in terms of seconds per furlong
 WIN/GD 1 and 2 BACK win-gd = win 1 back and good race 2 back. No = not a win or good race
 L5 GOOD% percentage of the horses last 5 races that were good. (xxx) = number of races
 BRIS WGT TOTAL BRIS Weighted Moving Average for Total Pace. Total = EP + Speed
 BRIS WGT LATE BRIS Weighted Moving Average for Late Pace. Late = FF + Speed

----- *UPGRADE OR DOWNGRADE BASED ON CLASS*

BRIS CLASS VALUE BRIS Class value
 BRIS CLASS GAP BRIS Class in Gap format
 TRUE CLASS GAP True Class in Gap format
 RACE GOOD Best Race Rating in which the horse ran a good race
 RACE CHANGE Taking a rise in Race Rating today (+) or a drop (-)

----- *UPGRADE OR DOWNGRADE BASED ON SPEED*

BRIS SPEED 2/3 VALUE BRIS Speed 2/3 value
 BRIS SPEED 2/3 GAP BRIS Speed 2/3 in Gap format
 BEST TOP 10 (no mud) The horse's Best Top 10 BRIS Speed figure (excluding any off track races)
 BEST TOP 10 RECENT The horse's Best Top 10 BRIS Speed figure within the last 120 days (excluding any off track races)
 RAN NEAR PAR LAST 5 yes if the horse has run to the BRIS Speed Par for this race in any of its last 5 races. No = did not run to par

----- *UPGRADE OR DOWNGRADE BASED ON PACE*

RUNNING STYLE + QSP The horse's running style (E, EP, P or S) followed by the horse's Quirin Speed Points
 BRIS Call 1 2/3 GAP BRIS First Call 2/3 pace figure in Gap format
 BRIS EP 2/3 GAP BRIS Early Pace 2/3 pace figure in Gap format
 BRIS FF 2/3 GAP BRIS Final Fraction 2/3 pace figure in Gap format
 BRIS CMB 2/3 GAP BRIS Combined 2/3 Pace Rating (EP + FF) in Gap format
 BRIS TOTAL 2/3 GAP BRIS Total 2/3 Pace Rating (EP + Speed) in Gap format
 BRIS LATE 2/3 GAP BRIS Late 2/3 Pace Rating (FF + Speed) in Gap format
 L5 WIN/GD at PACE A win or good race in the horses last 5 races against pace pressure similar to what is expected today

----- *SITUATIONAL*

LASIX AND BLINKERS L1 = first Lasix, L2 = second time Lasix. On = blinkers on, Off = blinkers off
 1ST/2ND AFTER CLAIM 1st or 2nd notation
 +/- WGT, WN/GD at WGT "+" = increased weight from last race, "-" = dropping weight, indicates win or good race at similar weight
 TROUBLE LAST WIN/GD "yes" = the horse encountered trouble in its last race. Shows win or good or not good in the race
 WIDE LAST WIN/GD "yes" = the horse ran wide in its last race. Shows win or good or not good in the race
 DBL MOVE LAST WIN/GD "yes" = the horse made a double move in its last race. Shows win or good or not good in the race
 FAST PACE LAST WN/GD "yes" = the horse ran against a fast pace in its last race. Shows win or good or not good in the race
 NEGATIVE DROP/4UP Points out a Negative Drop or a Negative 4 Up situation
 L5 TROUBLE COMMENT Number of comment lines indicating "Trouble" in the horse last 5 race. (xx) = number of races

----- *HALL FIGURES*

DISTANCE CHANGE ^ Points out horses changing from a sprint to route or a route to sprint
 SURFACE CHANGE ^ Points out horses changing from dirt to turf or turf to dirt
 HALL Call 1 2/3 GAP Hall First Call 2/3 pace figure in Gap format
 HALL EP 2/3 GAP Hall Early Pace 2/3 pace figure in Gap format
 HALL FF 2/3 GAP Hall Final Fraction 2/3 pace figure in Gap format
 HALL CMB 2/3 GAP Hall Combined 2/3 Pace Rating (EP + FF) in Gap format
 HALL SPEED 2/3 GAP Hall Speed 2/3 in Gap format
 BEST TOP 10 (no mud) The horse's Best Top 10 Hall Speed figure (excluding any off track races)
 BEST TOP 10 RECENT The horse's Best Top 10 Hall Speed figure within the last 120 days (excluding any off track races)
 RAN NEAR PAR LAST 5 yes if the horse has run to the Hall Speed par for this race in any of its last 5 races. No = did not run to par
 HALL TOTAL 2/3 GAP Hall Total 2/3 Pace Rating (EP + Speed) in Gap format
 HALL LATE 2/3 GAP Hall Late 2/3 Pace Rating (FF + Speed) in Gap format