

EZ Money 2010

A THOROUGHBRED SELECTION PROGRAM

Version 1.3

USER MANUAL

How To Download The Program

From the www.redriversoft.com website, select the Downloads Button.

Before you go any further I would create two-folders on your desktop. Name one of them PastPerformance Data Files and the other Results Data Files.

Left click on the blue link named: [Click Here To Download EZ Money 2010 1.3 Beta.](#)

You will have 3-Options. **Run, Save** and **Cancel**. Select Save to save the program to your computer=s hard drive. The next Windows **Save As** has a Save In feature which will allow you to navigate to where you want to save the EZ Money program. The default will be C:/ Program Files. Now go to: **Install 2** on the next page of this manual: **To Install From A Download** to install the program.

How To Download The User Manual

From the www.redriversoft.com website, select the Downloads Button.

Select either the [EZ Money User Manual Word Document Format](#) link or the [EZ Money User Manual Adobe PDF Format](#) link. If you have a word processor program, you will probably be able to read the user manual without downloading the manual. The same holds true for the Adobe PDF file if you have the Adobe software installed on your computer. Just click on the link and then **Open** and the program will open up the user manual file.

How To Download The Past Performance Data File

Go to the www.brisnet.com website.

Type in the following Domain Name into your favorite website browser: **www.brisnet.com**. You are now at their Home Page: **SELECTIONS, PROGRAMS & PPS** [Selections] [Entries/Programs] [Past Performances] [Australia] [**Data Files**] [Sports] You will see the phrase **Software Data Files**. Just below is the data file EZ Money uses. **PP Data Files (single)** Comma-Delimited Past Performances (single file format). Select the **Track and Date** you want to download. The lower case p to the right of the date means that the file has already has the morning line odds and some entries have

already been scratched.

How To Download The Results File

Go to the www.brisnet.com website.

From the www.brisnet **Home Page** Select **Results & Charts**. Under the header **Result Data Files** select **Import Results Files**: Comma-delimited data files containing official finish position and odds. Select the file and date from the correct track and download it to your Results File folder.

How To Read The Read Me File

Open your favorite word processing program. Navigate to the EZ Money folder which was just installed when you installed EZ Money on your hard drive. The routine is C:\Program Files\Red River Software\EZ Money 2010 Version1.3 /Read Me First.

Installing EZ Money 2010 On Your Computer.

Install 1: To Install From A CD.

1. Start Microsoft Windows XP.
2. Select Control Panel.
3. Select Add/Remove Programs.
4. Select Add New Programs.
5. If you have a CD, insert it into your CD player.
6. Select CD or Floppy.
7. Select Next.
8. Select Finish.
9. Select Next.
10. Read the Licensing Agreement, and **if in agreement**, click on **Yes** to accept.
11. Select Next to Install in the directory EZ Money 2010.
12. Select Next to create Icons.
13. **Select Finish.**

Install 2: To Install From A Download.

1. Start Microsoft Windows XP.
2. Double Click On The ezmsetup File.
3. Select Run.
4. Select Next.
5. Read the Licensing Agreement, and **if in agreement**, click on **I accept the terms in the license agreement**, to accept.
6. Select Next. Read the **Readme Information**.
7. Select Next.
8. Select Install.
9. Select Finish.

Uninstall:

Caution: Do not uninstall the program which has expired until you have installed the new program and merged your secret horses into the new program.

From Start select Settings.
Select Control Panel.
Select Add/Remove Programs.
Select the program you want to remove.
Select Add/Remove.
Answer Yes to Confirm File Deletion.
Click on OK

QUICK START PROCEDURES

At the upper left part of the program, under the EZ Money logo, select **File**. Choose either Bloodstock DRF File... or Bloodstock NRX File... You should select the type of file you downloaded for use today. A window will appear in the center of your

computer's monitor; it will display only the type files which you have just selected. You will see either the Look in: **Desktop** which is the default location or Look in: and the icon of an Open Folder showing you which folder you are looking into. If you do not see your file, navigate by way of the two-arrows to the far right of the window which the program just opened until you arrive at the location of the data file you downloaded earlier.

The default location is your desktop.

Either double click on the file name or select the file and then select open to open the file.

You can change the default folder by selecting **Settings** under the **Option** menu. The Settings Help option is very complete on this part of the program.

Under the **Reports** menu, select the Tip Sheet 1-6, which you want to have the computer create. Under the same menu you may also have workouts or past performances displayed.

Under the **Option** menu you can scratch a horse or check your secret horses.

To print any report, select print under the file menu or control P from the keyboard. The program, on some printers, does not recognize legal paper and will treat it like letter size.

A good source for some secret horses, or maybe not so secret are the: Turf Monthly magazine and the Friday's edition of the Daily Racing Form.

May 01, 2010

Welcome to the world of computer handicapping This program is very easy to use but just in case you are new to computer handicapping, I want to take this opportunity to explain my program.

ABOUT THE PROGRAMMER

I am a retired USAF air traffic controller. I have a Bachelor degree in Computer and Information Science, University of Maryland. I authored a daily tip sheet for over three years for the Remington Park track in the Oklahoma City area, the tip sheet which was sold throughout Oklahoma City and in Tulsa was called **The Winning Horseman**. The tip sheet was not sold at the track. The first meet I participated as a published handicapper, my tip sheet won the category of most winners from first selection and most money won on first selection. Fall 1992 Remington Park thoroughbred meet. The following meet, (Spring 1993) after the first three weeks of racing, (120 races) I led the meet with 46.66 percent winners from my top selection. I was in 2nd place in the winners on top category with 14 days remaining in the meet when I decided that handicapping required the use of a computer and quit the tip sheet to start working on this program.

I immediately started working on this program and was back in the tip sheet business (Fall 1993). It took several meets to get the program to handicap like a veteran, but by (Fall 1994) my computer won the first place trophy for best overall tip sheet (Fall 1994), sponsored by the late Toby Vaughan the proprietor of Toby's TIPS of Oklahoma City.

In my first Las Vegas tournament, I placed eighth in the mutual division of the World Cup of Thoroughbred Handicapping Las Vegas, Nevada August 1995.

I continue to improve the EZ Money program. I believe that this program is the best available at any price for handicapping thoroughbreds. I believe this so strongly that I will not sell you this program. However, I will lease it to you for 90 days at a time. This program will stop working when the agreed time has expired. This will be addressed prior to the installation of the program when you have to agree to the licensing agreement before the program will install.

PROGRAM INFORMATION

The program was designed with the thought that you do not need to download another data file. That is why I designed the program to use two of Bloodstock=s one dollar data files which you may already be down loading for another program. This gives you another opinion of the race without the additional cost of buying another data file. In the future, I hope to have the program using a data file from another company. This could help you not be inoperative if Bloodstock has a computer problem and the data files are not available.

DATA ENTRY:

The horse=s past performances are available from Bloodstock Research Information Services, Incorporated. You must have an account with them so you can download the data file. The program currently uses either of two one-dollar data files: The \$1.00 Daily Racing Comma Delimited data file (**single file format**) or the Neurax one dollar file. Both files are sold by Bloodstock Research.

Neurax is a trademark of Brain Child Software.

Bloodstock Research Information Services, Inc.
801 Corporate Drive, Suite 300 * P.O. Box 4097, Lexington, Kentucky 40544
(606) 223-4444 or (800) 354-9206 * Fax: (606) 223-7024
Website www.brisnet.com

PROGRAM FEATURES

Without letting anyone know how my program works. I want to give you some aid in the use of the program, its features and weaknesses.

The program has the ability to use either of two data files with exactly the same results.

The **DRF** DATA FILE or **NEURAX** DATA FILE.

Both file consists of up to 1435 fields of information on each horse. If the horse is a first time starter in the United States, the information is limited. The program's development was started April 1997. That makes the intelligence of the program, at the time of this writing, about 13-years old.

Options

SETTINGS: Found under Options. Allows you to individually adjust the program to your liking. You may set different directories (folders) for the past performances data files the result files and the program generated report files. I recommend that you do not delete your generated reports such as Tip Sheets until you exit the program because the four Most Recently Used reports available under the File Menu which may be recalled instantly will not be available and have to be regenerated.

CHOOSE FONTS: Found under Options. After you create a report the function becomes available. When you select Choose Fonts a window will open allowing you to choose the Font, Font Style and Size. In most cases you may also choose a size which does not appear to be available. Simply type in the desired size you would like to view and then select OK or hit the Enter key on your keyboard. It must be an integer with no decimal fractions.

SCRATCHES: Found under Options. The only restriction to scratching horses is that if you scratch all horses in any one race, none of the program reports will work. You may scratch a horse in two ways: First, select the horse and then select Scratch. Second, double click on a horse which has not previously been scratched and select OK. If you select OK before you are finished scratching all of the horses you want to scratch. You will have to wait until the program saves the current scratch information before you may continue.

SECRET HORSES: Found under Options. The purpose of this option is for you to enter a particular horse's name and a comment about the horse. The next time you handicap, the program will check for your secret horses, to see if any are running today. If any secret horses are running today, the program will display the comment you typed in previously as you scroll up or down using the arrow keys through the horse's names. The maximum allowed number of comments are 65,768.

You may add horses simply by selecting the horse's name and then typing in the comment. You may also add horses from any source as long as you know the exact spelling of the horse's name. Remember that all horse names will appear in capital letters and you should always use capital letters in the SECRET HORSE horse name routine. You may use upper or lower case letters in your comments. The lower case letters actually gives you more room for your comments.

To add a horse using a data file: Under the file menu select the type of file which you want to read: Bloodstock DRF File or Bloodstock NRX File. Wait a moment while the program verifies the data file. Then under the Options Menu select Secret Horse(s). The computer will read in all of your Secret Horse data and display two tab dialogs: The front most will be your file name and the second will be All Horses. To see if there are any secret horses in that particular data file, scroll down through the list with the down arrow key. All the array keys should work including the PgDn, PgUp, Home and End Keys.

To add a comment to an existing horse whether it already has a comment or not, select the individual horse with the left mouse button, and then under **Comments** select **New**. An Add Comment dialog will become visible showing a date. The program will suggest the date of the data file. This can be changed by using the small up or down arrows beside the date. Next, click in the Comment window and type in your comment. The comment may be upper or lower case. If you need more room for your comments try using lower case letters. Then click OK to save the comment.

The following examples are how I personally make my comments:

CODE	MEANING
5W1T	five wide 1st turn
5W1T 4W2T 6WS	five wide 1st turn, four wide 2nd turn, six wide stretch
4WBT	four wide both turns
6WBS	six wide back stretch
SI+2 HML	speed index plus 2 points, had more left
SI+4 NA	speed index plus 4 points, never asked
SI+6 Stdy Sharply	speed index plus 6 points, steadied sharply
SI+1 Mild Steady	speed index plus 1 point, mild steady
SI+2 NAO	speed index plus 2 points, not all out

To add a horse without using a data file: Under the Options Menu select Secret Horse(s). The Secret Horses All Horses Tab will appear with two dialog boxes. The dialog box to the left is named Horse and contains all of the horses in your Secret Horse list. To add a horse to the list,

select **New** under the word **Horses**. A dialog box will appear for you to type in the horse=s name. Next select New under the word Comments. Today's date will appear which may be changed by using

the small arrows to the right of the date. Type in the horse=s name using all capital letters and then exit by selecting OK to leave the comment dialog and OK to leave the Secret Horse routine. You may also delete or edit existing comments. When you exit the Secret Horse routine the program will check to see if all horse still have comments, if any do not have a comment the program will delete the horse's name from the Secret List data file. You may also Purge comments if they get too old and start to slow your computer down or fill up your hard disk. You may keep the first most recent or first and second most recent comment and delete the third and fourth back etc. comments. You also have an option to delete comments from a particular date. A word of caution, deleting comments is a one way trip.

MERGE SECRET HORSES: Found under Options. The purpose of this option is to allow you to add all of your previously saved secret horses into your new program. First under Options click on Merge Secret Horse(s). A Window will open. At the top of the window will be the statement Select EZ Money HW file. You will have to navigate via this window until you find your current HW file. Select the file and then select open. The program will then merge the secret horses in the file you just opened into your current HW file in the new program.

TIP SHEETS

Format 1 through Format 6 are found under Reports/Tip Sheets

All Tip Sheets have the same scores for the order which the program thinks the horses will run today. Tip Sheet 1-6 are available with both data files.

Tip Sheet Format 1

Top five selections in the order in which the computer thinks that the horses will run today.

SAMPLE:

PIM May 16, 2009

RACE #5 AT PIM

3	10-1	OUR BIG WALLY	92.33
1	20-1	MOTOWN SHUFFL	92.06
9	15-1	ROBEY'S CHOIC	86.69
11	9-2	CHANCELLERY	86.67
2	4-1	SCHLEPROCK	86.32

The following symbols are used to explain Tip Sheet 2 through Tip Sheet 6 Level 1.

- * in front of the PN means that this is a watch horse, an individual that may run better than indicated
- PN is the program number
- ODDS the morning line odds
- NAME the first eight characters of the horse=s name
- SCORE the total points assigned to the horse-the higher the number the better
- * in front of the horse=s AGE indicates first time lasix
- AGE the age of the horse
- C colt
- DSA distance which speed figure (SP) was achieved. The D stand for dirt and the T for turf.
- DSLRL days since last race
- ES1 the two-furlong speed figure
- ES2 the four-furlong speed figure
- F filly
- FIT fitness-the computer tries to calculate how well the horse is conditioned for today=s race
- H horse
- M mare
- o after the horse=s gender indicates blinkers on
- f after the horse=s gender indicates blinkers off
- FIT fitness-the higher the number the better
- WKS the number of workouts since the last race and the total number of furlongs worked
- D the number of day since the most recent workout since last out
- WK the distance of the workout in furlongs and the type workout, for example Hg,Bg,H or B
- RANK the rank of the workout among all workouts at that distance that day
- RR the race rating of the last race the horse ran
- TT turn-time-this is a time in seconds (for the first race back)for the time from the 2 pole to the 1/4 pole. The lower the number the faster he/she traveled the turn
- Trouble Line the Daily Racing Form trackman=s last race comment

Tip Sheet Format 2

Full field format with Jockey Stats.

JOCKEY the last name of the jockey riding today
 STARTS the number of starts the jockey has had
 WIN % the winning percent of the jockey

SAMPLE:

SA March 4, 2010

RACE #1 AT SA: Md 25000, Purse \$15,000 at 5 Furlongs on the MAIN track Class PAR 85

PN	ODDS	NAME	SCORE	AGE	DSLRL	FIT	ES1	ES2	LS	FS	DSA	TT	JOCKEY	STARTS	WIN %
5	5-2	SMOKEY BEAU	85.6	4G	64	72	88	86	67	72	8.0D	25.57	LEYVA	0	0.0
3	6-1	A PINT FOR M	76.0	4G	12	88	85	86	75	73	5.5D	23.67	SORENSEN	40	10.0
9	8-1	JOLLEY DRIVE	75.8	4G	17	83	83	77	78	68	6.5D	23.50	JAMES IC	9	0.0
2	7-2	CHAILLEPIS	74.0	5G	12	97	81	85	73	71	5.5D	23.72	GARCIA A	193	11.9
10	9-2	WARREN'S BIG	71.9	4C	21	83	84	88	71	69	6.0D	22.61	AMADOR I	71	8.5
4	30-1	EMINENT HONO	70.8	5G	6	94	90	91	66	72	7.0D	23.01	HERRERA	2	0.0
1	20-1	IMAGE AND LI	67.8	4Gf	33	67	86	77	71	62	5.5D	24.33	ATKINSON	19	21.1
8	10-1	SOUVENIR SUM	61.1	*4C	FTS	82	0	0	0	0	0.0		TALAMO O	245	11.0
*6	10-1	JAMES M. DEA	55.3	*6H	FTS	88	0	0	0	0	0.0		SANTIAGO	122	10.7
7	12-1	VALIANT WOND	53.9	5G	29	97	91	90	42	49	6.5D	23.26	PEDROZA	100	12.0

Tip Sheet Format 6 Level 0

Class Par-means that the average winning BRIS final speed figure is 82 for this class level.

SAMPLE

OSA October 18, 2008

RACE #1 AT OSA: Md 40000, Purse \$21,000 at 6.5 Furlongs on the MAIN track **Class Par 82**

PN	ODDS	NAME	SCORE	AGE	DLR	FIT	WKS	D	WK	RANK	D	WK	RANK	RR	TROUBLE LINE LAST RACE
4	4-1	O FIREFL	79.27	2F	16	91	1/5	[6	5fH	5/54]	[-----]			104.8	4wd into str;late bid
3	5-1	MA BARKE	78.16	2F	22	85	1/5	[6	5fH	49/54]	[-----]			104.3	5wd into str;willingly
7	5-2	PLAZA QU	76.54	2F	16	84	0/0	[-----]			[-----]			104.8	Bobbled;off bit slow
8	7-2	DIXIE HA	76.09	2F	16	89	1/4	[6	4fH	51/65]	[-----]			104.8	Stalked;up btwn 3rd
*2	4-1	CRAZY TR	74.36	2F	24	82	1/5	[7	5fH	15/45]	[-----]			109.1	Bit crowded 3/16;wkend
1	15-1	BONITA B	70.42	2F	29	71	0/0	[-----]			[-----]			104.3	Rail; 3wd; lacked bid
6	20-1	KITTY KA	67.32	2F	26	80	1/5	[7	5fH	38/45]	[-----]			104.8	4wd; 3wd; lacked bid
5	10-1	DANIELLA	63.64	2F	9	91	0/0	[-----]			[-----]			104.5	Speed;inside;wkend

Tip Sheet Format 6 Level 1

TE-----means total entries in their previous race not counting themselves or first-time-starters.

APLR-----means the average purse last race, not counting themselves or any first-time-starters.

N/A-----means that the previous race date file was not available.

Class Par-means that the average winning BRIS final speed figure is 82 for this class level.

Full Field Format With the Average Purse value of each individual=s previous race.

Presently requires to be printed out in Landscape mode for the entire tip sheet to fit on paper. This will probably change when the final version of the program is finished.

SAMPLE

OSA October 18, 2008

RACE #1 AT OSA: Md 40000, Purse \$21,000 at 6.5 Furlongs on the MAIN track **Class Par 82**

PN	ODDS	NAME	SCORE	AGE	DLR	FIT	WKS	D	WK	RANK	D	WK	RANK	RR	TE	APLR
4	4-1	O FIREFL	79.27	2F	16	91	1/5	[6	5fH	5/54]	[-----]			104.8	7	34,714
3	5-1	MA BARKE	78.16	2F	22	85	1/5	[6	5fH	49/54]	[-----]			104.3	5	23,200
7	5-2	PLAZA QU	76.54	2F	16	84	0/0	[-----]			[-----]			104.8	7	31,000
8	7-2	DIXIE HA	76.09	2F	16	89	1/4	[6	4fH	51/65]	[-----]			104.8	7	34,714
*2	4-1	CRAZY TR	74.36	2F	24	82	1/5	[7	5fH	15/45]	[-----]			109.1	5	46,600
1	15-1	BONITA B	70.42	2F	29	71	0/0	[-----]			[-----]			104.3	Data File	N/A
6	20-1	KITTY KA	67.32	2F	26	80	1/5	[7	5fH	38/45]	[-----]			104.8	Data File	N/A
5	10-1	DANIELLA	63.64	2F	9	91	0/0	[-----]			[-----]			104.5	10	30,700

PAST PERFORMANCES TYPE 2:

SAMPLE Header:

RACE # 1-2 **CRAZY TRICIA** 4-1 3F CP 86 Purse FS PP S 1C BL 2C BL SC BL FC BL FP/TE M/E DSLR 24, L, NEC, 1/5

The above line is the header for the past performances and means: Race # 1; program number 2; Horses name CRAZY TRICIA; the morning line odds; the age and gender; class par; the amount of the purse that the horse ran for in the most recent race; the final speed figure; the post position; the position he/she broke from at the start of the race; the position at the first-call; the beaten lengths or lead; the position at the second-call; the beaten lengths or lead; the position at the stretch-call; the beaten lengths or lead; the final call position; the beaten lengths or the winners margin of victory; the finished position and number of entries; the medication and equipment changes; days since last race; today=s medication; the number of workouts since the horse=s last race and the total number of furlongs of those workouts since the horse=s last race.

SAMPLE BODY of the first race back past performance

 19 1-4 1OSA 080924 D 6.5F FT fsMdSpWt 44000 95.7 63 4 7 5 4.00 5 4.50 7 7.00 7 8.00 L Lugged out turn

The following lines are explanations to the above symbols used:

19 the number of days off before that race
 1-4 the individual had one-workout for four-furlongs before that race
 1OSA Track ID the first race at Santa Anita Park
 080924 Date September 24, 2008
 D Surface dirt, a lower-case d@a t would mean the inner track
 6.5F Distance 6.5 furlongs
 FT Track condition fast track
 fsMdSpWt Race Type Maiden Special Weight race
 44000 Purse \$44,000 purse
 95.7 TT turn-time, the higher the number the faster
 63 FS BRIS Final Speed Figure
 4 PP post position
 7 S the individual broke in the 7th position
 5 1C the first call position
 4.00 BL beaten lengths or leader margin
 5 2C second call position
 4.50 BL beaten lengths or leader margin
 7 SC stretch call position
 7.00 BL beaten lengths or leader margin
 7 FC final call position
 8.00 BL beaten lengths or leader margin
 NO Nose The individual won by a nose.
 HD Head The individual won by a head.
 NK Neck The individual won by a neck.
 8 TE total entries in that race
 LB Medication Lasix and Bute
 Lugged Out turn trouble line comment for the most recent race

If you want the following past performances to be printed in a portrait format, do not use larger type than Courier New 8 point. Using the portrait format uses a lot less paper.

If you want larger print, select, landscape in the print menu. You may use much larger print but you will not have as many individual=s printed on one sheet of paper.

SAMPLE Last 6 Races With Zero Workouts

SA Feb 18, 2010

 RACE # 2-3 ABSOLUTE GLORY 6-1 8H CP 89 Purse FS PP S 1C BL 2C BL SC BL FC BL M/E DSLR 22, L, NEC, 0/0

 11 1- 6 6SA 100127 D 7.0F FT Clm10000 13000 85 1 9 9 6.25 9 6.50 8 4.00 4 2.25 LBb Off bit slow;best rest
 21 0- 0 4SA 100116 D 8.0F FT Clm10000 14000 86 1 9 9 8.00 9 5.50 8 4.00 4 1.50 LBb Off bit slow;tight 7/8
 48 5-26 2SA 091226 D 8.5F FT Clm8000 11000 83 4 4 6 2.75 6 4.75 6 3.50 3 0.75 LBb Came out str;willingly
 60 5-27 1OSA 091108 D 8.0F FT Clm12500only 11000 67 7 9 9 13.00 9 14.00 9 9.75 8 19.00 LBf 4wd 1st turn;outrun
 250 1- 3 7DMR 090909 D 6.5F FT OC62500n\$y 62000 70 4 3 4 6.25 4 7.00 4 11.00 4 18.25 LBf Saved ground; outrun
 40 0- 0 4SA 090102 D 7.0F FT Clm62500 43000 86 7 10 9 5.00 9 6.25 9 6.50 8 6.25 LBf 3wd;5wd; no rally

SAMPLE Last 6 Races With Last 4 Workouts

SA Feb 18, 2010

 RACE # 2-3 ABSOLUTE GLORY 6-1 8H CP 89 Purse FS PP S 1C BL 2C BL SC BL FC BL M/E DSLR 22, L, NEC, 0/0

 11 1- 6 6SA 100127 D 7.0F FT Clm10000 13000 85 1 9 9 6.25 9 6.50 8 4.00 4 2.25 LBb Off bit slow;best rest
 21 0- 0 4SA 100116 D 8.0F FT Clm10000 14000 86 1 9 9 8.00 9 5.50 8 4.00 4 1.50 LBb Off bit slow;tight 7/8
 48 5-26 2SA 091226 D 8.5F FT Clm8000 11000 83 4 4 6 2.75 6 4.75 6 3.50 3 0.75 LBb Came out str;willingly
 60 5-27 1OSA 091108 D 8.0F FT Clm12500only 11000 67 7 9 9 13.00 9 14.00 9 9.75 8 19.00 LBf 4wd 1st turn;outrun
 250 1- 3 7DMR 090909 D 6.5F FT OC62500n\$y 62000 70 4 3 4 6.25 4 7.00 4 11.00 4 18.25 LBf Saved ground; outrun
 40 0- 0 4SA 090102 D 7.0F FT Clm62500 43000 86 7 10 9 5.00 9 6.25 9 6.50 8 6.25 LBf 3wd;5wd; no rally

Jan17 SA 6Fft 74.6 H 1/2, Dec18 SA 7Fft 87.0 H 1/3, Dec10 SA 6Fft 74.4 H 7/16, Dec01 SA 5Fft 61.6 H 13/31

SAMPLE Last 6 Races With Last 8 Workouts

SA Feb 18, 2010

RACE #	2-3	ABSOLUTE GLORY	6-1	8H	CP	89	Purse	FS	PP	S	1C	BL	2C	BL	SC	BL	FC	BL	M/E	DSL	22, L, NEC, 0/0
11	1- 6	6SA 100127 D	7.0F	FT	Clm10000	13000	85	1	9	9	6.25	9	6.50	8	4.00	4	2.25	LbB	Off bit slow;best rest		
21	0- 0	4SA 100116 D	8.0F	FT	Clm10000	14000	86	1	9	9	8.00	9	5.50	8	4.00	4	1.50	LbB	Off bit slow;tight 7/8		
48	5-26	2SA 091226 D	8.5F	FT	Clm8000	11000	83	4	4	6	2.75	6	4.75	6	3.50	3	0.75	LbB	Came out str;willingly		
60	5-27	1OSA 091108 D	8.0F	FT	Clm12500nly	11000	67	7	9	9	13.00	9	14.00	9	9.75	8	19.00	LbF	4wd 1st turn;outrun		
250	1- 3	7DMR 090909 D	6.5F	FT	OC62500n\$y	62000	70	4	3	4	6.25	4	7.00	4	11.00	4	18.25	LbF	Saved ground; outrun		
40	0- 0	4SA 090102 D	7.0F	FT	Clm62500	43000	86	7	10	9	5.00	9	6.25	9	6.50	8	6.25	LbF	3wd;5wd; no rally		

Jan17 SA 6Fft 74.6 H 1/2, Dec18 SA 7Fft 87.0 H 1/3, Dec10 SA 6Fft 74.4 H 7/16, Dec01 SA 5Fft 61.6 H 13/31
 Nov23 SA 4Fft 49.6 Hg 25/32, Nov13 SA 4Fft 49.6 Hg 20/34, Oct31 OSA 6Fft 75.4 H 16/20, Oct19 OSA 5Fft 61.8 H 23/31

SAMPLE Last 6 Races With Last 12 Workouts

SA Feb 18, 2010

RACE #	2-3	ABSOLUTE GLORY	6-1	8H	CP	89	Purse	FS	PP	S	1C	BL	2C	BL	SC	BL	FC	BL	M/E	DSL	22, L, NEC, 0/0
11	1- 6	6SA 100127 D	7.0F	FT	Clm10000	13000	85	1	9	9	6.25	9	6.50	8	4.00	4	2.25	LbB	Off bit slow;best rest		
21	0- 0	4SA 100116 D	8.0F	FT	Clm10000	14000	86	1	9	9	8.00	9	5.50	8	4.00	4	1.50	LbB	Off bit slow;tight 7/8		
48	5-26	2SA 091226 D	8.5F	FT	Clm8000	11000	83	4	4	6	2.75	6	4.75	6	3.50	3	0.75	LbB	Came out str;willingly		
60	5-27	1OSA 091108 D	8.0F	FT	Clm12500nly	11000	67	7	9	9	13.00	9	14.00	9	9.75	8	19.00	LbF	4wd 1st turn;outrun		
250	1- 3	7DMR 090909 D	6.5F	FT	OC62500n\$y	62000	70	4	3	4	6.25	4	7.00	4	11.00	4	18.25	LbF	Saved ground; outrun		
40	0- 0	4SA 090102 D	7.0F	FT	Clm62500	43000	86	7	10	9	5.00	9	6.25	9	6.50	8	6.25	LbF	3wd;5wd; no rally		

Jan17 SA 6Fft 74.6 H 1/2, Dec18 SA 7Fft 87.0 H 1/3, Dec10 SA 6Fft 74.4 H 7/16, Dec01 SA 5Fft 61.6 H 13/31
 Nov23 SA 4Fft 49.6 Hg 25/32, Nov13 SA 4Fft 49.6 Hg 20/34, Oct31 OSA 6Fft 75.4 H 16/20, Oct19 OSA 5Fft 61.8 H 23/31
 Oct07 OSA 6Fft 75.6 H 11/19, Sep27 FPX 5Fft 61.0 H 4/7, Sep21 FPX 5Fft 62.6 H 4/7, Sep05 FPX 3Fft 37.4 Hg 15/18

SAMPLE Last 6 Races With Secret Horse Comments

SA Feb 18, 2010

RACE #	2-3	ABSOLUTE GLORY	6-1	8H	CP	89	Purse	FS	PP	S	1C	BL	2C	BL	SC	BL	FC	BL	M/E	DSL	22, L, NEC, 0/0
11	1- 6	6SA 100127 D	7.0F	FT	Clm10000	13000	85	1	9	9	6.25	9	6.50	8	4.00	4	2.25	LbB	SI+1 off slow		
21	0- 0	4SA 100116 D	8.0F	FT	Clm10000	14000	86	1	9	9	8.00	9	5.50	8	4.00	4	1.50	LbB	SI+2 Lacked Rm Turn		
48	5-26	2SA 091226 D	8.5F	FT	Clm8000	11000	83	4	4	6	2.75	6	4.75	6	3.50	3	0.75	LbB	4 Wide Stretch		
60	5-27	1OSA 091108 D	8.0F	FT	Clm12500nly	11000	67	7	9	9	13.00	9	14.00	9	9.75	8	19.00	LbF	5 Wide 1st Turn		
250	1- 3	7DMR 090909 D	6.5F	FT	OC62500n\$y	62000	70	4	3	4	6.25	4	7.00	4	11.00	4	18.25	LbF	Rail Trip		
40	0- 0	4SA 090102 D	7.0F	FT	Clm62500	43000	86	7	10	9	5.00	9	6.25	9	6.50	8	6.25	LbF	3wd Trn 5 Wide Stre		

The following symbols are used in both of the following program formats 1 & 2 shown below.

- PN Program number.
- PP Post position.
- ODDS The morning line odds.
- NAME The horse=s name.
- ST State or Country of breeding.
- AGE The horse=s age.
- WGT The weight the horse is carrying today.
- JOCKEY The last name of the jockey riding the horse today.
- STS The number of jockey starts.
- W The number of jockey wins.
- P The number of jockey places.
- S The number of jockey shows.
- Win The win percentage.
- ITM The in the money percentage.
- TRAINER The last name and first name of the horse=s trainer.
- STS The number of trainer starts.
- W The number of trainer wins.
- P The number of trainer places.
- S The number of trainer shows.
- * First time lasix
- o Blinkers on.
- f Blinkers off.

Program Format 1: Sorted in the order most likely to win.

SA Feb 18,

RACE #5 AT SA , is a Claiming Race for, \$40,000, Purse \$32,000 at About 6.50 Furlongs on the TURF

PN	ODDS	NAME	ST	AGE	WGT	JOCKEY	STS	W	P	S	WIN %	TRAINER	STS	W	P	S	WIN %
7	30-1	EL NADIA	NZ	*7M	121	BAZE	129	15	13	14	11.6	KNAPP STEVE	35	0	0	6	0.0
4	3-1	BIRDIE BIRDIE	KY	5M	123	VALDIVIA	40	4	5	4	10.0	CANANI JULIO C	37	12	6	3	32.4
9	2-1	SLEEP TIGHT	FL	5M	121	GARCIA A	160	20	13	18	12.5	MITCHELL MIKE	49	10	15	6	20.4
1	5-2	TAMERIN	KY	5M	121	ROSARIO	169	29	28	23	17.2	MITCHELL MIKE	49	10	15	6	20.4
5	8-1	TRIPLE STAR	NZ	5M	121	BAZE	87	7	9	14	8.0	VELASQUEZ DANNY	10	1	0	2	10.0
6	8-1	SEE N WIN	KY	4F	121	BEJARANO	197	47	37	32	23.9	MOGER ED JR	12	0	0	3	0.0
3	15-1	CARNIVAL QUEE	GB	5M	121	GOMEZ	133	27	22	27	20.3	CARAVA JACK	48	6	11	6	12.5
2	20-1	CLASSY ATTRAC	KY	5M	119	SANTIAGO	100	12	9	9	12.0	MARTINEZ SILVER	20	0	1	2	0.0
8	15-1	GIRL OF PANGA	GER	5M	121	SMITH	98	14	14	14	14.3	GREELY C BEAU	13	0	1	1	0.0

Program Format 2: Sorted in the order most likely to win.

SA Feb 18, 2010

RACE #5 AT SA , is a Claiming Race for, \$40,000, Purse \$32,000 at About 6.50 Furlongs on the TURF

PN	ODDS	NAME	ST	AGE	WGT	JOCKEY	STS	W	P	S	WIN %	ITM %	TRAINER	STS	W	P	S	WIN %	ITM %
7	30-1	EL NADIA	NZ	*7M	121	BAZE	129	15	13	14	11.6	32.6	KNAPP STEVE	35	0	0	6	0.0	17.1
4	3-1	BIRDIE BIRDI	KY	5M	123	VALDIVIA	40	4	5	4	10.0	32.5	CANANI JULIO C	37	12	6	3	32.4	56.8
9	2-1	SLEEP TIGHT	FL	5M	121	GARCIA A	160	20	13	18	12.5	31.9	MITCHELL MIKE	49	10	15	6	20.4	63.3
1	5-2	TAMERIN	KY	5M	121	ROSARIO	169	29	28	23	17.2	47.3	MITCHELL MIKE	49	10	15	6	20.4	63.3
5	8-1	TRIPLE STAR	NZ	5M	121	BAZE	87	7	9	14	8.0	34.5	VELASQUEZ DANN	10	1	0	2	10.0	30.0
6	8-1	SEE N WIN	KY	4F	121	BEJARANO	197	47	37	32	23.9	58.9	MOGER ED JR	12	0	0	3	0.0	25.0
3	15-1	CARNIVAL QUE	GB	5M	121	GOMEZ	133	27	22	27	20.3	57.1	CARAVA JACK	48	6	11	6	12.5	47.9
2	20-1	CLASSY ATTRA	KY	5M	119	SANTIAGO	100	12	9	9	12.0	30.0	MARTINEZ SILVE	20	0	1	2	0.0	15.0
8	15-1	GIRL OF PANG	GER	5M	121	SMITH	98	14	14	14	14.3	42.9	GREELY C BEAU	13	0	1	1	0.0	15.4

Key Race:

Using Data Files:

You must specify the location of your .drf or .nrx data files in the Directories area Data Files In Settings Under the Options Menu. The use of past performances data files to identify a Key Race was deleted in EZ Money 2010 Version 1.2. It might be reinstated at a later date. There were very few hits.

Using Results Files:

You must have all of your .res result files in the Results Files folder found in the Directories area in Settings under the Options Menu. That is the only place the program will look for them.

The (.res result) files may be in any folder, but must be identified in settings.

Winners: The program will look for an individual who ran in the possible key race and then went on to win.

Winners Within 1 Length: program will look for an individual who ran in the possible key race and then went on to run within 1-length of the winner in another race.

Winners Within 2 Length: program will look for an individual who ran in the possible key race and then went on to run within 2-lengths of the winner in another race.

Winners Within 3 Length: program will look for an individual who ran in the possible key race and then went on to run within 3-length of the winner in another race.

Information Sheets:

#6 Race Workout Relationship:

This information sheet shows the individual's history of workouts and races in a time line so you will get a better feel as to if the horse should run better or worse today than in previous races. If the horse runs best when it has been off 21-days and has received 2-workouts than you will be able to compare that history with how he/she was prepared for today event.

Horses Name
Surface

Today's Date
TK or Track
SF of Speed Figure

Dis or Distance

S or Surface
Conditions
Purse

WEAKNESS:

Although the program is getting better it still has trouble with first time starters. I personally do not play races with first time starters unless they have had a training race and I have watched the race. These races are used to school the horse and many trainers do not want their horses to run all out. Until computers can watch workouts and training races they will have a most difficult time with races which include first time starters. As a rule of thumb I have devised a system which allows me to reduce the chances that a first time starter will beat my computers 1st selection. The rule has to do with the score of the program's 1st selection and the distance of today's race. If the score on the program's 1st selection is 90.00 or higher and the distance is 6.0 furlongs or longer, it would be very difficult for a first time starter to beat such a score. A score of 85.00 or higher and the distance of today's race being 6.5 furlongs or longer would also be very difficult for a first time starter to beat the program's 1st selection.

You should be especially cautious when first time starters only show breeze (b) and breeze from the gate (bg) type workouts.

The program will use the trouble line comment if it can interpret it as being meaningful for today's races. **Caution**, sometimes the trackman's comment is not very accurate when it comes to turn information, i.e., 6-wide turn. I have seen a horse run three-wide in the turn and end up six-wide in the stretch and the trackman call the horse **six wide turn** instead of **six wide stretch** or **6 wide 1/4 pole**.

If a horse is coming out of one of the outer post positions, and there are several horses scratched from a lower post position number. The stewards will move all horses outside of the scratched horse in; i.e., a horse scheduled to start from post 11 with the 3 and 8 horses scratching will actually depart the gate from the 9 post position while wearing the 11 post position saddle blanket. If you are at the track with a computer you should scratch the horses and then re-handicap the race and check the scores.

New feature:

SAMPLE Last 6 Races With Last 4 Workouts and Fitness Figures

HOL Jul 03, 1999

RACE #	2-6	DAWN'S SLEW	PY	6-1	3F	CP	77	Purse	PP	2f	4f	6f	LS	FS	FP/TE	M/E	DSL	22,	L, NEC, WKS	0/0	

5	1HOL	990611	D	6.0F	FT	fMd	25000	14000	7	85	79	0	72	62	5/8	LB	77	65	4 wide	to turn	
17	9HOL	990606	D	7.5F	FT	fsMd	32000	17000	3	77	80	0	60	62	11/12	LB	78		No factor		
12	8HOL	990520	D	7.0F	FT	fMd	25000	15000	11	80	75	0	73	65	4/12	LB	85		Angled in;	no rally	
14	9HOL	990508	D	7.0F	FT	fsMd	32000		9	87	74	0	23	29	12/12	LB	75		Chased;	wide;	gave way
15	3HOL	990424	D	6.5F	FT	fsMd	32000		2	83	84	0	60	60	4/8	LB	73		No rally		

15 9SA 990409 D 6.0F FT fsMd32000 4 81 80 0 78 68 5/12 LB 73 No late bid

Jun10 SA 5Fft 61.8 H 13/20, May30 SA 3Fft 36.2 Hg 7/22, May16 SA 5Fft 63.6 H 41/44, Apr18 SA 3Fft 34.4 H 1/15

Disclaimer:

Past performance is not a guarantee of future success

PROGRAM LIMITATIONS

For best results, if a horse is scratched at the track and you are using a computer, you should scratch the horse and allow the program to re-handicap the race, it will give you better performance.

On occasions you will see the remark **No Tr Race** in the trackman trouble line comment. This means no published training race. The program checks the last four workouts and if it can not determine if any of the works were of the training race variety, it gives this report. If it found a training race it

reports how the individual ran in the race and gives the distance and date of the race.

Some Watch Horses could be the favorite. However, the conditions are right for the individual to run big and that is why it is identified as a watch horse.

Comments:

NEVER NEVER NEVER PLAY A SLOPPY OR MUDDY TRACK

Do not use this program to play a track which is muddy or sloppy today. The program intentionally lowers the score of an individual who ran well in the mud or slop. This is just about the exact opposite as to what you want.

I am very dedicated to having the absolute best thoroughbred handicapping program possible and I hope to have you as a customer for a very long time.

If you have any suggestions that would make the program a better tool, or know something peculiar to your favorite track and you think it will help the program, I would be very interested in hearing from you.

All of the tip sheets and the two-programs are sorted in the order: most likely order of finish.

The program=s top selection is the individual with the highest score.

The past performances will not fit on legal paper in the portrait mode unless the font size is 8 point or smaller. In landscape mode it will fit on letter paper with a font size as large as 11 point. There are many types of fonts so experiment to find one that best suites you.

If the track condition of a workout was firm, then you should consider that the work was on the turf.

You need to do some work on your own in reference to first time starters. The program tries to move the first time starters as high as it can but you need to observe your favorite track to see what score for a first time starter at that track can beat a 2nd or 3rd time starter. Each track is different, but some first time starters have the ability to beat other experienced horses that have scores twenty-points higher than theirs. I will continue to

work on that but it is very difficult. **Hint:** If none of the individual=s with previous races can run the Class Par, (keep in mind that these young horses are usually improving with each

race)then I would look for a first-time-starter to run well. Usually someone has to run close to the Class Par or better to win the race.

History Updates:

Special Note: In Workouts Last 12, I have placed a new routine that I am considering releasing in a future version of the program. I do not know of anyone who is printing out the Last 12 workouts since I have added them to all versions of the past performances and that is why I have chosen that particular routine to place this **new experimental race workout relationship routine**. Although this routine is not finished, it is accurate with the information that it does display until it runs out of the 12-workouts in the current file.

1: New in 2003 version 3.3. I just got the fitness ratings from previous races routine working. In past performances Last 6 Races with Last 4 Workouts, the fitness ratings for previous races is now displayed just before the trackman=s trouble line comment, for each of the last six races. To facilitate your handicapping, I also display today=s fitness rating just before the 1st back race trouble line comment. That way you do not have to constantly refer back to the tip sheet to check the individual horse=s fitness for today.

How it works. Each time you run a tip sheet, the program automatically updates and stores all of the fitness ratings for each horse. When the horse runs again in two or three weeks, the program will display the fitness for the previous race just before the trackman=s trouble line comment. This feature currently only works in the following past performance:

Past Performances TYPE 1

Last 6 Races

With Last 4 Workouts

With Finished Position Total Entries

2: New in 2009 version 3.1. In the header for **Tip Sheet 2-6**, I have re-worked the program=s ability to decide today=s race conditions. However, when the program identifies an Open Claiming race there is usually an age or gender restriction. When it displays **DuCond** that means that there are two-conditions. One of the conditions will probably be money won, in some time frame, or that the individual has not won at a certain distance in a certain time frame. Some individual=s ignore these races unless they can decide for which horse or horses the conditions were written. The other condition will be more conventional; for example, non winners of 2 races lifetime. Abbreviated Clmn2l or Alwn2l.

Remember **DuCond** means that there are duel conditions.

3: New in 2009 version 3.1. In Past Performances Type 2, the program now displays purse value for many of the graded races. It also displays the purse information for more of the foreign shippers.

4: New in 2009 version 3.2. Under **OPTIONS** Update Fitness Figures. This feature allows you to have EZ Money Version 3.3 to read all of your drives to find DRF or NRX data files and create fitness figures.

5: New in 2009 version 3.3. After each race description, both Tip Sheet 6s displays the Class Par with a numerical value following. That value is the average BRIS final speed figure for that particular race.

6: New in 2009 version 3.3. In Past Performances Type 2, immediately following the number of days since the previous race, you will see the number of workouts and the total furlongs worked before that race; for example, 100 6-24 means that the individual had been off for 100-days and had received 6 published workouts for a total of 24-furlongs. The current limitation for this feature is that there are only 12-workouts in the data file to work with. In a future program the program will look back to see if you have any of the other data files needed to check and see if there were additional workouts. I think that this will work better than fitness figures because some trainers use: secret race tracks, swimming pools and tread mills to condition their horses. A particular individual may have been off 45-days and only shows one 4-furlong workout, the program will assign the horse a low fitness figure; however, if the horse always shows just one workout every 45-days and usually runs well, you will have this information.

7: New in 2009 version 3.3. In Past Performances Type 2, immediately following the

horse=s name you will see a two or three-digit number. This number is the same Class Par as displayed in Tip Sheet 6. It is the average winning BRIS final speed figure for the class level.

8: New in 2010 version 1.1. In Past Performances Type 2, will display Jockey and Trainer stats for the current meet. It will be in the format: Last Name, Starts 30, Wins 10, Win-Percent 33.3-percent. It will look like this: Smith 30 10 33.3.

9: In 2010 version 1.1 I have expanded the width for your secret horse comment. You should have room for more elaborate comments. Try printing out long comments to see which font and case (upper or lower) fits best when you print out Past Performances Type I With Secret Horses.

10: In 2010 version 1.2, the program will display the Sire, Dam, Jockey and Trainer information for individual=s who are first-time-starters, 2nd time starters and 3rd time starters. While playing at the track recently, I personally wanted that information for a 3rd time starter and did not have it available.

11: In 2010 version 1.2 I have changed some of the decimal beaten lengths to a more conventional term. For example, 0.06 lengths is now NO for nose, 0.13 is now HD for head and 0.18 is now NK for neck. I will probably have a variation of the program which uses 1/4 length instead of 0.25, 2 instead of 0.50 etc.

In the near future, the program will look back through your past performance data files and let you know how many workouts and how many furlongs each individual worked in preparation for that particular race. I would suggest you keep all of your .drf files if you want that information. The program currently only has access to the 12-workouts available in the .drf data file you are using. The program is accurate until it uses all of the 12 possible workouts. If an individual had more workouts the program does not have that information.

For example: if the individual had 6-workouts in preparation for today=s race and 8-workouts in preparation for their first back race, the program does not know about the additional 2-workouts because there are only 12-workouts in the past performance data file you are using. This new expanded feature will almost for certain be available in EZ Money 2010 Version 1.3.

12: In 2010 Version 1.3 Past Performance Type 3 was added. It is our most complete past performance to date. It is an expansion of Type 2 adding the weight carried for each of the 6-past performance lines. BL which stood for beaten lengths has been replaced with LEN which stands for lengths. Sometimes it means beaten-lengths and sometimes it means the leader margin of winning. Also added is your secret horses. This past performances will need to be printed out in landscape mode to prevent losing some of your output. Lastly we added the country which the foreign shippers ran in during both of their last two-races. This will be expanded to all past performances in the next update.

If you have any problems, please contact us at:
ezmoney.support@redriversoft.com

Sincerely,
John R. Killiany