

DON QUIXOTE'S CYBERSPACE REPORT

Race Headings:

RACE # - number of the race.

TRACK - track where race will be run, if the race is a simulcast the race number at the track will be in parenthesis.

CONDITIONS - the race conditions, distance (in furlongs), surface, type of race, age & sex, and purse value.

BM - betting menu.

PT - race post time at the track.

SELECTIONS - Don Quixote's race selections. * indicates best bet of the day, + best long shot.

P# - program number.

HORSE - name of the horse.

ML - morning line.

DQR - Don Quixote's Rating. The rating is calculated using a ranking system for the most important factors for in a race, based on surface, distance, and race conditions (the horse with the best numbers for each category, has a higher ranking than the second best, and so on). This is a very powerful tool, specially when most of the horse's lines have been at the same track and surface, and similar distance. The higher the difference between the horses ratings, the better. Be cautious with ratings for maiden races where one or more horses are making their first start.

DY-BL-days since last race, blinkers on (B) or blinkers off (b), and lasix first time (L)

CND-TRK-CL\$ - conditions of the race selected:

L - indicates the last race is used and it was a sprint (less than 8 furlongs)

l - last race is used and it was a route (8 furlongs or longer)

N - next to last race was used and it was a sprint

n - next to last race was used and it was a route

O1 or O2 - last race off a layoff (O1) or the next to last race off a layoff (O2) is used and it was a sprint

o1 or o2 - last race off a layoff (o1) or the next to last race off a layoff (o2) is used and it was a route

D - the race was on the dirt, and it was a sprint

d - the race was on dirt, and it was a route

T - the race was on the turf, and it was a sprint

t - the race was on the turf, and it was a route

@ - indicates and off track

TRK - if the race used was at a different track

CL\$ - the type of race and the purse (in my opinion the value of the race is more important than claiming level or conditions)

AP - average pace rating

SP - final speed rating

TT1 - turn time or acceleration, between the first and the second fraction

TT2 - turn time or acceleration, between the second and final fraction

EP - early pace (average of the first and second fractions)

ELP - early late pace (average of the first and last fractions)

LP - late pace (average of the second and last fraction)

2FF - actual time to the 2 furlong fraction, adjusted for beaten lengths, track variant, and track to track.

A24 - acceleration rating between the 2 furlong marker and the 4 furlong marker.

4FF - actual time to the 4 furlong fraction, adjusted for beaten lengths, track variant, and track to track.

A46 - acceleration rating between the 4 furlong marker and the 6 furlong marker.

6FF - actual time to the 6 furlong fraction, adjusted for beaten lengths, track variant, and track to track.

A68 - acceleration rating between the 6 furlong marker and the 8 furlong marker.

8FF - actual time to the 8 furlong fraction, adjusted for beaten lengths, track variant, and track to track.

A8F - acceleration rating between the 8 furlong marker and the finish line.

RF1 - Rating for 1st fraction compared to today's par for the distance and class.
RF2 - Rating for 2nd fraction compared to today's par for the distance and class.
RFN - Rating for final time compared to today's par for the distance and class.
TW/ERN - winning percentage of the horse at that track, if today's race is on the dirt,
or on the turf, if race is on turf.
* indicates a first time starter at the track/turf
= indicates less than 3 starts at track/turf
- indicates 3 or more starts but less than 5 at track/turf
+ indicates 5 starts or more at track/turf
DW/ERN - winning percentage of the horse at today's distance
* indicates a first time starter at that distance
= indicates less than 3 starts at that distance
- indicates 3 or more starts but less than 5 at that distance
+ indicates 5 starts or more at that distance
TRF - turf pedigree rating
MUD - mud pedigree rating
JOCK - jockey's winning and in the money percentages
= indicates less than 20 start
- indicates 20 or more starts but less than 5
+ indicates 50 starts or more
TRAIN - trainers's winning and in the money percentages
= indicates less than 5 starts
- indicates 5 or more starts but less than 10
+ indicates 10 starts or more

NOTES:

1. This report is sorted using different algorithms depending on the distance and surface conditions for each race. The algorithms are very extensive and complicated in their selections. Most of the time it picks horses overlooked in the betting, horses that don't look that great on paper, but their numbers indicate that the horse should be competitive. Some of these numbers can be deceiving because distance to distance adjustments, surface to surface adjustments, and track to track adjustments, could have a large margin of error, and should be used with caution. Also horses coming off a layoff, that do not have a layoff race in the last 10 races, can have big numbers based on a race that could not be indicative of the way the horse runs fresh. When the numbers been compared are from the same surface and track, look out, you could have found, what every profit oriented handicapper dreams of, **the overlay of your life (I have found some awesome overlays that have turned an average year into a memorable and profitable one)**.

2. Don Quixote's selections could be different from the computer selections, because no matter how good the programmer/handicapper is, there is no way all criteria, angles, and selection factors can be used put into a computer. **Every race is different!**

This report is very comprehensive, and it gives most of the information needed to make a fast and smart decision.