

LEGEND for "The SHORTS"

AT the beginning of each race, you will find the race number, track, date, distance and surface.

To the right of the horse's name, in parentheses, is the assigned weight, and the number further to the right shows how many days the horse has been away since it last raced (unless the last race was at a track we don't cover).

The last three calendar years are presented for each horse, with the most recent race on the left. Each race has seven vertical lines with LINE SEVEN being the DATE, and LINE FOUR the TRACK and DISTANCE in FURLONGS. Note that all races at one mile or more are in **bold face** to distinguish them from sprints. A dotted vertical line between races indicates a race (or races) at tracks we currently don't cover.

The two most important lines for evaluating condition are LINE ONE (the FINAL number) and LINE THREE (the four furlong PACE number).

LINE TWO is used to show surface information and *dirt pattern codes*. Blank space is a dirt race. */////* is TURF.

LINE FIVE shows the six furlong number for races longer than 3/4 mile. For instance, if the race was at 7 furlongs, LINE ONE is the final number (7 furlongs), LINE THREE the pace number (four furlongs), LINE FIVE the six furlong number. If there is no number on LINE FIVE, the race was at six furlongs or less. On the dirt, these six furlong numbers can uncover some wonderful overlays in turnback situations. On the turf, LINE FIVE is also the six furlong number. Here, it is useful for looking at the horse's finishing ability in grass races.

LINE SIX displays the two furlong number in dirt sprints and measures velocity for the first quarter mile. This number can be useful when an extreme speed bias exists or to find the "speed of the speed." In turf races, LINE SIX is used to denote *turf pattern codes*.

A double dash (--) signifies we did not calculate a number for the race. You will see this for some of the minor tracks. A tilde (~) indicates that no number was calculated because the horse didn't finish the race or because weather conditions or timing issues did not allow us to accurately assess beaten lengths.

After years of research, we have concluded that the 4F (four furlong) pace number is the most useful to use in conjunction with the final number to evaluate condition. For that reason, these two numbers are near the top as this is where your attention should be focused. As you get more comfortable reading The SHORTS, you will realize that 90% of your decisions will revolve around the interplay and patterns inherent in these two numbers. All the other data is used to build on this foundation.

EQUIFORM PATTERN GUIDE

(EPG)

PACE TOPS

<i>New (NPT)</i>	Horse runs the best four furlong dirt number of its career. If the final number that accompanies the pace top is not a significant final top (2 points or more) an improvement, sometimes dramatic, in the final number is likely next time out.
<i>Cyclical (CPT)</i>	Especially useful for older horses or for horses making their third start after a layoff.
<i>Delayed (DPT)</i>	Forward move delayed until second race after NPT or CPT because of <ol style="list-style-type: none">(1) intervening turf race(2) equipment change(3) excuse(4) against bias
<i>Layoff</i>	NPT after a layoff of 60 days or more is powerful, especially if accompanied by an "off" final number.
<i>Off Tracks</i>	If horse does not perform well on off tracks, consider it in the second race after the NPT. If it does like off tracks consider it today.
<i>Leaps</i>	The out of the blue pace top occurs when an older horse runs a pace number at least 6 points higher than any of its last 10 pace numbers.
<i>Double Top (DTOP)</i>	A new pace top in tandem with more than a 2-point final top. Negative - Very likely to regress.

DISTANCE SWITCHES

<i>Stretchouts</i>	If a horse comes off a NPT in a sprint, has a competitive pace number, and has an acceptable distance pedigree, he will probably handle a distance race well.
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<i>Dirt Spread</i>	Defined as pace number minus final number. Tightening spread patterns predict success in stretchouts.
<i>Reveral (REV)</i>	Most dirt horses run faster pace numbers than final numbers. The reversal defines a horse that, for the first time in its career, runs a better final dirt number than pace number. The reversal is a powerful predictor of success with stretchouts or lightly raced routers.
<i>Turnbacks</i>	Turnback situations occur primarily with horses going from a route to a sprint but may also occur with a cut back from 7 or 6 1/2 to 6 furlongs. The turnback number should be compared to competitors' final or turnback numbers.

LIGHTLY RACED HORSES

<i>Plunge Line (PLU)</i>	First time starter runs pace number 15 or more points higher than final number. These horses (especially second time starters dropping from MSW to MCL) are likely to move forward.
<i>Compression (COMP)</i>	Defines horses that run dirt spreads of 4 points or less in their opening race (between -4 and +4). Second time compression horses with competitive final numbers will usually beat other one-number horses with better pace numbers.
<i>Negative Spread (NEG)</i>	Defines first time starter on dirt who runs spread greater than +4 but less than +15, while running acceptable race for the class level. These are likely to back up in second start, especially if spread is in 7-10 point range.

TURF RACING

<i>Turf Pace Low (PLOW)</i>	Key signal for turf horses. Always worth investigation.
<i>Turf Decline Line (TDL)</i> (Powerful subset of PLOW)	Defined as a decrease in successive turf pace numbers of at least 6 points to a PLOW with associated final numbers within 2 points of each other. The two races within 1/8 mile of each other.
<i>Turf Spreads</i>	Unlike a dirt spread, a turf spread is positive when the final number is higher than the pace number. If a horse's debut race was on the turf and it runs a turf spread of 10 or more while

earning a competitive final number, give it serious consideration in its next turf race. In general, when evaluating lightly raced turf horses, give the edge to the contender with the best turf spread (prefer 56-70 to 65/71).

SURFACE SWITCHES

Dirt to Turf

If a horse's initial turf races were substandard, (lower than his usual dirt numbers), look for tightening or reversals of recent dirt spreads if he is returning to the turf today. Same with horses who have run well on turf--if interim dirt spreads have tightened or reversed, he is due for a good turf outing.

Also, a horse who seems to prefer r grass and is returning to grass, a NPT on dirt preceding the return is powerful.

Also, watch for dirt reversal immediately preceding grass race.

Turf to Dirt

Combination of turf pace low with return to dirt

SOFT WIN

A soft win occurs when a horse wins a dirt race with both its pace and final numbers below its recent bests. Horses usually move forward off this pattern since the win was accomplished without extending themselves.