



HD Brochure: Math Tool in Horse Racing

Obtaining a single factor, which is precise and allows you to win in all races, does not exist. This is affirmed, after seeing the results of many races, in dirt, in turf, in synthetic, short distance, long distance, etc.

What exists are two, three or four factors, which by doing a cold analysis, the possible winner is reached. And what are those factors?

Here is where an HD brochure selection and analysis method is required. A summary will be made to guide the final selection.

An enumeration will be made, based on the analysis that follows.

- 1) We start with a global factor that indicates how difficult the race is, or if there is a horse that stands out from the numbers, that factor is the %T. Values above 80% of the %T, are horses with a very high probability of winning, and if you don't win, you lose there. Above 90%, it is almost a line, and if it is lost, it usually happens with the 2nd Top of the %T factor. Most of the races are less than 80% in %T, therefore a more detailed analysis of the race should be done. This Factor is located in the left upper corner, and an additional comment will be made. If It observes correctly, an additional value was entered in the %T, for example # 6: $6-79 / 237/88 \Rightarrow 79$ means 79 percent Average when considering the factors TBF, TBFA, and $T + J + S$ %. 237 means, the previous value, multiplied by 3, and the value 88, means the projected value of %T. This last projected value was the product of observing so many horse races in different racetracks. The Usefulness of this Factor is that it allows us to know which horses are above the initial value of %T, and therefore, if a new order is made, it can be observed as a horse in the initial position of 5 Top of % T, ends up being a 1 Top or 2 Top, that is, it ends with a significant improvement. Additionally, the position of the horse in the Factor $\% V+LV / R+HV$ (located in the right upper corner) must be considered, which will be explained later.



- 2) Take into account that there are the following factors that are determining: LIFE, L.Yr, mTQ (especially for MC or MDN race), VEL or REM (Which with the Speed graph (VEL) towards the final action (REM) is clearer, what could happen), J + T (Key factor in very even races), TBPT (Key Factor, one or two races per program is imposed by this factor, even though the horse does not show a number neither by VEL, nor by REM, nor by mTq, nor by LIFE, nor by L.Yr, that is to say, who runs is the Trainer, this can be noticed, because the horse appears 3-top, 4 top or 5 top in %T.)
- 3) Other Key Factors, is the TBT, which considers, mTq, VEL and REM of the last and penultimate performance, Ua and Pa, the Speed Rating value of the last and penultimate performance, and finally the SUM Factor, which It is the mathematical combination of mTq, VEL and REM, a combination made from single values of each of them, in double and triple summation. This SUM factor is being tabulated to see how each horse (from its minimum value to its maximum value) can win the race.
- 4) Another important tabulation is the one that originates from the sum of the 5 columns of the VEL-REM graph, with the lowest to the highest value of the values of mTq, U-Ve (speed of the last actuation), U -Re (shot of the last performance), P-Ve (speed of the penultimate performance) and P-Re (shot of the penultimate performance). This Table is recognized by its columns: "V + LV; 30%; 50% ; 80%; R + HV ". Additionally, % V + LV / R + HV: Global factor, which depends on the VEL, REM, mTq, U-Ve, U-Re, P-Ve and P-Re factors. This factor represents a percentage of the horse's position in that table. It is important to see this value and the absolute position of the horse in the table. Additionally, it is combined with the analysis of Factor% T.
- 5) Observe the shape of the graph from VEL towards REM, and from here we have the following considerations: a) There are races where all horses start with high values of VEL and decline towards REM, one falls stronger than others, but the graph tells us that they all decline, therefore, here the speed is necessarily imposed, now, which one? They are generally in the top 3 of



the VEL Factor. b) There is a race where most of them decline but there is one, two or three horses that remains stable, or a slight decline or rise. Attention with these horses, since the graph is saying that they are horses that maintain their final action to win. c) There are races where there are horses with decay, there are horses with a strong rise towards REM, and even exceeding the initial maximum speed value, these are the finishing horses, which is usually very dangerous. This does not happen in all races and d) finally, there is the condition, which very rarely occurs, is that all the horses go to the finish, that is, in the graph, it is seen how they all rise.

3

- 6) Once you have a probable selection by the VEL-REM graph, you go to the graph of the last four Workout, depending on the distances 3f, 4f, 5f, 6f and 7 furlongs, respectively. Here the analysis is different. The first thing that must be determined, which are the first horses that are in the upper part of each distance, and then make comparisons according to the values of each one. For the latter, look at the table that appears next to the graph. Usually, the winner is in the first positions of some of those columns of the table. Observing, previous results of this graph, in past races, it is possible to have a clearer selection pattern.
- 7) Knowing that not all races are going to be won by observing the graphs, it is convenient to review who are the 1 and 2 top of the LIFE, L.YR, mTQ, Ua, Pa, IVR, TBT, J + T, TBPT, in such a way, to be able to catch the winner, which is not in the graphs, but in the factors, which were mentioned above.
- 8) In conclusion, this game is not easy at all, only by having this mathematical tool, which represents the HIPICA DIGITAL brochure, you can find the winner, following a game pattern, and above all identifying how they are given according to the class or grouping i.e. MC, MDN, ALW, CLM, G1, Gr2, Gr3, STAKES, MOC, etc.