

TRIPS (TrackMaster Racing Information and Premier Stats) Report - User Guide

This is a brief user's guide to help outline some of the unique data points found in the TrackMaster Racing Information and Premier Stats Reports. We strongly suggest you read the detailed tutorial at trackmaster.com (Thoroughbred/Quarter Horse tab, click on TRIPS Reports) to take full advantage of all of the information provided in these valued reports. The tutorial will guide you through the ins and outs of the TRIPS Reports.

Note: All references to Pace, Speed and Class Ratings refer to the Official Equibase Pace, Speed and Class Ratings.

TRIPS Rating and Pace Structures - Concepts Used Throughout the TRIPS Report

TRIPS RATING: One of the core pieces of data referenced throughout the TRIPS Reports. It is a comprehensive performance rating calculated using complex algorithms that incorporate, how a race unfolds and the competitive qualities demonstrated by the field, as well as the Pace, Speed and Class ratings of the race. The Pace Structure of the race, the pressure a horse encountered during the race, and whether the horse ran with or against any track bias is also included in the TRIPS Rating. The normal scale of TRIPS Ratings is from 1 to 150, with the higher the rating the better. If a horse is never in the hunt and finishes in the back of the pack, an X for no rating, will be displayed. An X can also designate a rating that was less than 1. A TRIPS Rating is only computed for thoroughbred races of five furlongs or more.

PACE STRUCTURES: Another key piece of data found in multiple spots in the TRIPS Reports in data for the race and the horse. Pace Structures compare the Pace and Speed Figures of a race to the Typical Pace and Speed Figures of the race. If faster than expected, a component will be labeled F for Fast. If slower than expected, a component will be labeled S for Slow. Otherwise, a component will be labeled A for Average. The Pace Structures are listed here with the components being Early Pace/Mid Pace/Speed Rating:

- S/S/S A complete disaster, with nothing in the field able to run early or late. Most unimpressive are front-runners unable to capitalize on a slow pace.
- S/S/A The winner was able to finish strongly and record an average figure despite a slow pace. Usually won by a front-runner, this type of race is much more impressive if won by a trailer.
- S/A/S Not much of a race. Any horse that made a middle move deserves a little credit.
- A/S/S An average start of the race, but the pace fell apart with nothing happening in the second half of the race. A rallying performance by a trailer here is not as good as it may seem on the surface.
- S/S/F A strong finish after a very slow early part of the race. Impressive if a trailer was able to pull off the victory.
- S/F/S Unusual structure with a fast middle section after a slow initial pace. No horse able to do much down the lane after the killer middle fractions. Credit any horse with a strong middle move.
- F/S/S A fast early pace that had a telling effect. Not too bad if a front-runner hangs on, but weak if won by a trailer or stalker.
- A/A/S An average pace that fell apart. No horse was able to rally strongly down the stretch to sustain the figure. A rallying performance not as strong as it may appear.
- A/S/A A race where the leaders were able to slow it down in the middle part of the race. A middle move not as strong as it may appear to the naked eye.
- S/A/A A slow early pace that went as expected for the rest of the race.
- A/F/S The hot pace in the middle led to the race falling apart down the stretch. Stalkers that made a strong middle move deserve some credit, but a trailer should be downgraded somewhat.
- F/A/S Race started out strong, but slowed down considerably from start to finish. Unimpressive if won by a stalker or trailer.
- A/S/F Easy middle fraction. Usually won by a front-runner that took advantage of a breather in the middle of the race. Give a trailer extra credit when winning a race with this pace structure.
- F/S/A Rare race in which the pace slowed considerably in the middle and then ended up leading to an expected final rating. Any middle move isn't very strong.
- S/A/F A race that became faster as it moved along. Usually won by a front-runner that took advantage of the slow early pace. Impressive if won by a trailer that made up ground in the stretch.
- S/F/A Slow start, then pace quickens as jockeys realize the pace is dawdling. Final speed figure is as expected. Give extra credit to any stalker that made a strong middle move.
- A/A/A Everything unfolded as expected. Favors no particular running style.
- A/A/F Average pace with a strong stretch finish. Give extra credit to a trailer that can win this type of race.
- A/F/A Average start with a fast middle section. Final rating as anticipated. Any horse that made an eye catching middle move should be upgraded.
- F/A/A A fast early pace that was slowed to a more sensible pace the rest of the way. Give a front-runner some extra credit.
- F/F/S The prolonged fast pace had a telling effect. Not a poor performance if won by a front-runner, but weak if won by a trailer.
- F/S/F The front-end was able to get away with a slow middle pace then quicken to the finish. Impressive if won by a stalker or trailer.
- S/F/F After the slow start, the pace was quickened the rest of the way. Impressive if won from behind.
- F/F/A An above-average performance if won by a front-runner. If won by a trailer, the horse was able to take advantage of the hot pace.
- F/A/F An above average speed figure, built upon the quick opening pace. Any horse that is right there at the finish has performed well.
- A/F/F Impressive performance by any horse close at the finish. Give extra credit to any stalker able to sustain a strong middle move.
- F/F/F The most impressive Pace Structure. Anything close at the wire has raced exceptionally well.

TRIPS Report - Product Layout and Definitions - Race Header Section

RACE HEADER: Contains the race number, post time, class, distance and TRIPS Par of the race. The race conditions, purse value and wagering options are provided. Pace data and analysis and Recent Race Bias information is also included.

The TRIPS Par of the race is a benchmark to use to compare to the TRIPS Ratings of individual horses. Contenders should have some races with TRIPS Ratings at or above today's TRIPS Par.

A brief Pace Analysis is outlined. The Typical Pace and Speed Ratings, Projected Pace and Speed Ratings and the Projected Pace Structure are shown. The Typical Pace and Speed Ratings are the ratings that would be expected for a race in relation to the recent Speed Ratings that today's field has been running. The Projected Pace and Speed Ratings are the projected figures for today's field based on recent outings. The Projected Pace Structure compares the Projected Ratings to the Typical Ratings. If the pace projects to be faster or slower than normal then that component will be labeled as such, otherwise the label is Avg for Average.

RECENT RACE BIAS is described below in the Track Bias section of this help guide. It is a representation of information regarding recent races on today's course at today's distance (sprint/route).

TRIPS Report - Product Layout and Definitions - Horse Header Section

HORSE HEADER: A horse's official program number, morning line odds, name, post position, Running Style, medication, weight carried, color, sex, age, breeder, owner and the horse's earnings box are all listed.

RUNNING STYLE: Appears next to the post position with the following meanings:

- Front-runner: Usually on the early lead
- Alternator/Front-runner: No particular Running Style, recent outings have been near the lead
- Stalker: Normally sits just off of the Front-runners in the early stages of the race
- Alternator/Stalker: No particular Running Style, recent outings have been racing off the pace
- Trailer: Usually near the back of the pack in the early going
- Alternator/Trailer: No particular Running Style, recent outings have been near the back
- Unknown: Running Style not known, usually because the horse is foreign or a first time starter

WIN CYCLES list the number of days since a horse's last race and the most, fewest and average number of days off between races before a victory.

OFF TRACK ABILITY grades judge a horse's ability on various track conditions when the dirt track isn't listed as fast or the turf course as firm. Slop refers to sloppy or wet/fast tracks, Good refers to dirt tracks listed as good or slow, Mud pertains to muddy tracks, and Soft relates to turf courses not listed as firm. The letter grades are just like grades in school with an A+ being the best and an F being the worst.

TRIPS RATINGS AND PACE STRUCTURES - The Average Best 3 TRIPS is the average of a horse's best three TRIPS Ratings over the last twelve months. Best Lifetime refers to a horse's best ever TRIPS Rating. Best Last 12 Mos is a horse's best TRIPS Rating in the last twelve months. Best Today's Track is a horse's best TRIPS Rating at today's track. Last Win, 2Back Win and 3Back Win refer to a horse's latest win and second and third back wins. The format for each of these labels is TRIPS Rating, Pace and Speed Ratings of the leader/winner of the race, Pace Structure of the race, Pace and Speed Ratings of this horse and race date.

JOCKEY, TRAINER, SIRE, DAM are listed next with pertinent letter grades beneath them. The letter grades are similar to grades in school with an A being the best and an F being the worst. Any grade with a plus means that a positive ROI threshold has been met while any grade with a negative sign indicates that a certain negative ROI threshold has been met. Note: the Wraps On or Wraps Off trainer grade is only applicable if a change from the last race is visible with a paddock or post parade inspection.

TRIPS Report - Product Layout and Definitions - Past Performances Section

RUNNING LINE INFORMATION: Date, track and race number, track condition, distance/surface, class level, Typical Pace and Speed Ratings, Pace and Speed Ratings for the leader/winner of the race, Pace Structure, Track Bias Style/Path, Pace and Speed Ratings for the horse, TRIPS Rating, post position and points of call, jockey, medication/equipment, odds, expanded comments.

TRACK BIAS STYLE is one of the following:

- F+ Strong Front
- F Front
- S+ Strong Stalk
- S Stalk
- T+ Strong Trail
- T Trail
- N None

TRACK BIAS PATH is one of the following:

- R Rail
- M Middle
- O Outside
- N None

TRIPS Report - Product Layout and Definitions - Track Bias Section (appears at end of report)

LAST FOUR DAYS (Top Section)

The Last Four Race Days section provides information regarding the winners of races over the last four days of racing at a particular track. (The racing days must have occurred within the last six months to be shown and only races greater than or equal to five furlongs are considered.) For each day displayed, the following information is shown:

BIAS: STYLE-PATH The first piece of information located just beneath the race date is the Bias: Style-Path for each course and distance (sprint/route)

Track Bias STYLE is one of the following:

- Strong Front – The track surface gave Front-runners a big advantage
- Front – The track surface gave Front-runners an advantage
- Strong Stalk – The track surface gave Stalkers a big advantage
- Stalk – The track surface gave Stalkers an advantage
- Strong Trail - The track surface gave Trailers a big advantage
- Trail - The track surface gave Trailers an advantage
- None - No particular Style Bias
- N/A - Not available, no races were run on the course at the distance (sprint/route)

Track Bias PATH is one of the following:

- Rail – The inner posts and/or inner part of the track was most advantageous
- Middle – The middle post positions and/or middle of the track was the best spot to be
- Outside – The outer post positions and/or outside part of the track was best
- None – No particular Path Bias
- N/A - Not available, no races were run on the course at the distance (sprint/route)

WINNER'S GRID The next section contains the winner's grid, which displays the early positioning and the post position of the winners. The following symbols are used in the grid:

- Dirt-Sprint
- Dirt-Route
- Turf-Sprint
- Turf-Route

For each race on the day of at least five furlongs, a symbol is placed on the grid in the appropriate column and row corresponding to each winner. The 1-3 column is for winners starting in the one, two or three post position. The 4-6 column is for winners starting in the four, five, or six post position and the 7 up column is for winners with a post position greater than six. The row selected corresponds to the lengths back of the winner at the first call. If the winner was on the lead or within two lengths of the lead then the Front row is selected. If the winner was more than two lengths back, but not more than five lengths back, then the Stalk row is selected. If a winner was more than five lengths back, then the Trail row is selected.

The track condition of the dirt and turf course are listed. If the track condition changes during the day, then the track condition is listed as mixed.

LENGTHS BACK The next section is the average lengths back at the first call and second call of the winners, listed by course and distance (sprint/route). (For sprints, the points of call are at two furlongs and four furlongs, for routes, at four furlongs and six furlongs)

RECENT RACES AND LAST 12 MONTHS (Lower Section)

The next major section consists of the Recent Races and Track Profile listings for the Top Four Finishers by course and distance (sprint/route). Recent Races refer to the last thirty races on the course at the distance (sprint/route). (If less than thirty races are available over the last six months, then all of the races on the course at the distance (sprint/route) are included.) The time period for the Track Profile includes the last 365 days.

Each of the Top Four Finishers positions contains data reflecting Post-Race Analysis and Pre-Race Running Styles. The letter grades provided are similar to grades in school with an A being the best and an F being the worst. Any grade with a plus means that a positive average odds threshold has been met while any grade with a negative sign indicates that a certain negative average odds threshold has been met.

The Post Race Analysis grid has columns consisting of Rail, Middle and Outside, while the rows are labeled as Front, Stalk and Trail. Rail, Middle and Outside pertain to the post position as well as the portion of the track runners raced on during the race. As in the winner's grid, the Front, Stalk and Trail labels refer to a runner's positioning at the first call. Front refers to horses that were on the lead or less than two lengths from the lead. Stalk pertains to horses that were more than two lengths from the lead, but not more than five lengths back. Trail refers to horses that were more than five lengths back.

The Pre-Race Running Styles grid pertains to the Running Style assigned to a horse in the TrackMaster TRIPS report before a race is run. The grades are based on whether the percentage of finishers for the Running Style are as expected when matched up with the percentage of horses with that Running Style. The Running Styles are listed below:

- Front-runner: Usually on the early lead
- Alternator/Front-runner: No particular Running Style, recent outings have been near the lead
- Stalker: Normally sits just off of the Front-runners in the early stages of the race
- Alternator/Stalker: No particular Running Style, recent outings have been racing off the pace
- Trailer: Usually near the back of the pack in the early going
- Alternator/Trailer: No particular Running Style, recent outings have been near the back
- Unknown: Running Style unknown, usually because the horse is foreign or a first time starter