Top of the Stretch

Horse Racing Simulation

Game Instructions and Charts

Welcome to **Top of the Stretch**, a horse racing simulation!

Top of the Stretch allows you to create your own thoroughbred horse races, matching runners that never met in real life in order to see what might have happened if they had met on the track. The horses will perform according to their actual strengths and weaknesses.

For a good number of years, I helped a popular game company rate horses for their game. Despite the fact that the game was fun to play, I was constantly frustrated by the fact that it played like a GAME rather than like a SIMULATION. The final results of the races were realistic enough, but the method used to get to the final results left a lot to be desired.

I tried other games, but none of them was quite what I was looking for. Most required you to act as the jockey, maneuvering small tokens around a racetrack and pretending that you were dealing with the horses in traffic while taking turns rolling the dice for each horse and moving one horse at a time down the track. Too many times, the only goal was to get to the lead as soon as possible and see if your horse could stay there.

You won't find that kind of 'action' in Top of the Stretch. As a longtime fan, regular bettor, and for the last several years, thoroughbred owner, I wanted something that played quickly yet gave you the feeling that you were watching a real race unfold. I wanted to give the gamer some idea of WHY the race was unfolding the way that it is – what strengths and/or weaknesses of the horses were causing the result that you were seeing.

At the same time, thoroughbred horse racing is not always predictable. As a bettor, some days you think you have it all figured out. Other times, it seems that you can go weeks without being able to pick a winner. A simulation of horse racing needed to be both logical, yet allow for a range of results. I think that's what's presented in Top of the Stretch.

The Quickplay game versus the Fullplay Game

There are some great computer horse racing games out there today. The graphics are fantastic! Yet, I miss the 'old days' of gaming at the card table and using my imagination to "see" the competitors. If you grew up during the 1960s and 1970s playing the popular sports games of the time, you know what I mean. Tabletop card and dice games aren't for everyone, but

it's what I grew up with and what I still prefer. Even the computer sports games that I play are mostly text-based simulations – some of them computerized versions of those same games I used to play as a kid!

Top of the Stretch has two different playing versions. The Fullplay version of the game will only take 10 to 15 minutes to complete when you've become accustomed to the flow of the game. You'll get to see where each horse is in relation to the others during each segment of the game. You'll also see the pace of the race develop, and how it will help and hurt certain horses. Turning for home, everything that has unfolded in the race to that point now comes into play as the horses thunder down the stretch and you determine the final results (thus, the name Top of the Stretch).

I was slow to come around to the type of game commonly referred to as 'Quick Result' games. It always seemed that you rolled a few dice and – Presto! – you had a final result, without any idea of WHY you had that particular final result.

In the Quickplay version of Top of the Stretch, you'll still get a feeling for the horses' strengths and weaknesses, and how they determine the outcome of the race. You'll still see the pace of the race unfold and how it increases or diminishes each horse's chances of winning. You'll also still have the 'build up' to the stretch run, where the final results will be determined.

Please feel free to contact me with any ideas you might have on improving Top of the Stretch, or contributing any tweaks or charts you might come up with on your own. I've started a Yahoo! Group for Top of the Stretch, at http://groups.yahoo.com/group/topofthestretchhorseracing/ that you may join and can post messages or tweaks or your own charts. I'll also be posting minor updates there as well as some race scoresheets for real life races that you can use along with the game.   You may also reach me at lwhitehead@chartermi.net and pass along your thoughts or ideas.

I sincerely hope you enjoy Top of the Stretch! See you in line at the betting window!

Lon Whitehead

Notes regarding Instructions and Charts for Top of the Stretch

What follows are an explanation of the horse and jockey ratings, the instructions for the two different types of simulations you can conduct with Top of the Stretch, and the charts needed to play the game.   What is NOT included is any horse or jockey ratings. Why? This version is meant to support the Rate-a-Race version of Top of the Stretch, whereby you use information found in the Past Performance data sheets for a race to create your own ratings for that one, particular race.

The Rate-a-Race version comes as a stand-alone spreadsheet which is designed to accept input from Past Performance sheets to calculate the ratings necessary to play the game. So, without either the ratings spreadsheet or this document, you won't get very far!   Hopefully, you've got the Rate-a-Race spreadsheet at hand, along with a Past Performance sheet or two, and are ready to give it a go.

Some of the information in this document refers to calculating ratings (such as the Adjusted Power Rating) or determining whether the race you want to conduct will be run on a dry or wet track, for example. These particular sections aren't really applicable to the Rate-a-Race version, as all of the ratings adjustments are calculated by the spreadsheet. Still, reading through these sections may give you a better understanding of how the race gaming/simulation process works, so they appear unchanged.

Top of the Stretch Horse Racing Instructions

Horse Ratings

Overall Each horse is given an overall rating which allows you to compare the relative overall strength of horses. This rating isn't used in gameplay – it's meant to give you an idea of the horse's 'normal' expected speed figure, running on the horse's preferred surface and at its optimal race distance and conditions.

Power Ratings The horse's overall ability, considering that it is running in it's preferred racing conditions.   The higher the Power Rating, the better. Theoretically, a horse could be rated as high as '29', although it's unlikely any horse would receive a '29' rating. The top stakes horses in the country will receive ratings of 24 or 25.   A horse may have separate ratings for Dirt and Turf, if the horse ran on both surfaces during the period for which it's rated. If the horse only ran races on one surface or the other, it will not receive a rating for the surface it didn't run on. (For now, synthetic surfaces are treated as dirt surfaces.)

Range   The range of distances, in furlongs, that the horse can run at its maximum ability. When a horse runs a race at a distance that is outside its preferred range, the Power Rating will be reduced.

Wet   Horses that performed well on wet tracks have a wet track rating from 1 to 3. The rating represents how much they are able to offset the effects of a wet track. A wet track will have an effect of -1 to -3 on the Power Rating of all horses. Those that have a wet track rating will have some or all of that effect to be offset.

Pace This is a rating that indicates the style that the horse is most likely to use when running a race. Horses that like (and/or need) to run up front on the lead will have higher ratings than those that prefer to sit back and make one closing run at the end of a race. Horses are rated 0 (lowest) to 9 (highest). A "0" rated horse will most likely drop to the back of the pack and make one run at the end of the race. A fast pace will help that kind of horse most times, while a slow pace will leave him with too much to do and too many fresh horses to run down at the end. A horse with an "8" or "9" rating wants to get to the lead and stay out front as long as possible. A fast pace hurts that horse's chances of lasting until the end, but a slow pace enables it to get a leisurely lead and might allow it to "steal" a race on the front end, even if he's not the best horse in the field.

Form   The Form rating reflects how much variation there is in a horse's performance from race to race. The range is from "A" (the most consistent) to "E" (the most variation). A horse with an "A" rating will most likely perform close to his rated ability, while a horse with an "E" rating will be more erratic, often turning in sub-par performances, but may also produce an uncharacteristically good race from time to time.

Trip, Class and Speed. Each horse receives a rating from -3 (very poor) to 3 (exceptional) in each of these particular skill areas.   Each race will call upon one of these three ratings as a test of the horse's abilities in that area and will alter the horse's final performance. Some horses excel in one area more than the others, possessing unique skills in areas such as "Trip" (the propensity to stay out of trouble and get a clean and consistent trip around the track), "Class" (performing at a high level of competition), or "Speed" (the ability to flat out run fast race times).

Wire   The Wire rating is a rating to determine a horse's ability to achieve a better result in close competition. In the game, it's used to help determine who wins a photograph for a placing. The ratings run from "0" (the worst) to "9" (the best). A relatively poor horse might have a good wire rating, and a good horse might not, but if they end up with the same final speed figure, the horse with the higher "Wire" rating stands a better chance of getting his nose on the wire first.

Jockey Ratings

Ride   The jockey's overall ability to positively influence the horse's finishing position. The range goes from –2 (poorest) to +2 (best). The rating is used in two different ways. During the race, if called upon, the jockey's Ride rating will influence the final speed figure of the horse in a manner similar to the Trip, Class, and Speed ratings of the horse. Also, in a photo-finish, the Ride rating will factor into determining the outcome of the photo.

Trouble   This rating reflects the ability of the jockey to keep the horse out of trouble.   Theoretically, the ratings run from 2 (poorest) to 12 (best), although most jockeys will fall between 4 and 10. This rating is consulted when there is pending trouble for a horse. A roll of the two dice that is less than or equal to the jockey's Trouble rating will allow the horse to avoid trouble.

Top of the Stretch Horse Racing Instructions (Quickplay Version)

GAMEPLAY

The Quickplay version of the game is designed to give you accurate race results in a shorter game time. It retains most of the complexities of the full game, but will not give you a visual picture of how the race unfolds like the full version. It's suggested that you familiarize yourself with the Quickplay game before moving on to the Fullplay version. Most of the concepts in the two versions are similar if not exactly the same, and it will be much easier to use the Fullplay version if you're familiar with the Quickplay version.

To play "Top of the Stretch" you will need two six-sided dice of different colors (or sizes) as well as the charts provided with the game and either a previously prepared race scoresheet or a list of horse ratings (or cards) from which to set up your race.

1-Setup

First, find a scoresheet for one of the real life races that have been provided, or set the race lineups and conditions yourself using the rated horses/jockeys. All of the horse and jockey ratings are already filled in on the scoresheet. Any adjustments to the horses for the track condition and the race distance are already reflected in the 'Adjusted Power' column. This is the starting 'Adjusted Power' rating for each horse as the race begins.

(Note: if you wish to create your own race, directions for determining each horse's Adjusted Power Rating for the race you are creating are detailed later in these instructions. For now, let's assume that you're using one of the races that has been provided with the game.)

If you're running one of the races that has been provided with the game, the details of the race, including the name of the race (if any), the date, the racetrack where the race was conducted, and the condition of the racetrack will all be noted at the top of the sheet. All of the horses and jockeys will be laid out for you in order of their post positions, with their necessary ratings filled in on the scoresheet. (If you are creating your own race, you'll need to use one of the blank scoresheets and fill in all of the appropriate ratings yourself prior to gameplay, including calculating the horses' Adjusted Power Ratings. Have the Quickplay game charts handy, your two dice at the ready, and you're ready to open the gates and send the horses on their way.

2-Pace Adjustment

In the quickplay game, the first thing to do is to determine the pace that the race is being run at. Add the 'Pace' ratings of the horses with **the two highest** Pace ratings together (the Pace ratings are on the scoresheet). Refer to the appropriate column across the top of the "Pace Scenario Chart" and roll the two dice. If 'Slow' or 'Fast' appears at the cross-reference point of the combined ratings and the dice total, then the race is run at either a Slow or Fast pace. If the spot is blank, the race will be run at an average or normal pace.

If the Pace Scenario Chart was blank at the intersection of the dice roll and the combined pace ratings of the two highest-rated horses, the pace is "Normal" and you won't need to adjust any of the horse's ratings based on the pace. In that case, you may proceed to step 2, the Form Adjustment section.

However, If the pace reading was either "Slow" or "Fast", you'll need to look on the 'Pace Effects Chart' to see how each horse's Adjusted Power Rating might be changed based on the effect that the race's pace is having on the horse. Check each horse's 'Pace' rating and refer to the appropriate column to find the adjustment that needs to be made.

You'll find that horses with low Pace ratings will probably have their Adjusted Power Rating decreased (worsened) if the pace is slow, or increased (improved) if the pace is fast. Vice versa for horses with high Pace ratings. Record the change, if any, to each horse's Adjusted Power Rating on the scoresheet under the "Pace Adj' column.

3-Form Adjustment

The next step is to see how each horse's form is today. Form ratings are on the scale of A to E. Horses that are very consistent will receive "A" or "B" Form ratings; horses that are inconsistent receive "D" or "E" ratings. Find each horse's Form rating (it's listed on the scoresheet), roll the dice and add them together. Refer to the "Form Chart" to find how much, if any, you need to adjust the horse's Adjusted Power Rating to reflect the horse's form today. Record the change to each horse's Adjusted Power Rating, if any, on the scoresheet under the "Form Adj' column.

In this portion of the game, if the dice roll for any horse results in a '3', on the Form Chart you will see a small 't' next to the result. First, record the result and then roll the dice again and refer to the 'Trouble Chart'. Here, a number of things – almost all bad – can happen to the horse. He could break down, lose his jockey, interfere with another horse and be subject to disqualification, or just encounter traffic trouble.

A roll of 2,3, or 12 results in the horse being immediately out of the race.

A roll of 6 or 9 results in no additional trouble for the horse.

A roll of 7 or 8 results in a test of the jockey's ability to steer the horse clear of danger. Find the horse's jockey's Trouble rating (abbreviated 'Trbl' on the scoresheet). Once again, roll the two dice. If the dice roll is equal to or less than the jockey's Trouble rating, the jockey was able to guide the horse through the trouble with no additional problem beyond the result of the initial dice roll of '3' on the Form Chart. If the dice roll is GREATER than the jockey's Trouble rating, then the jockey was unable to steer clear of trouble and the horse was bumped, checked, clipped heels, etc., and you must add 2 to the horse's Adjusted Power Rating IN ADDITION to however many originally resulted from the roll of '3' on the Form Chart.

A roll of 4 or 5 results in the horse being in a position where he MAY get disqualified. Just as detailed above for the rolls of 7 & 8 on the dice, the jockey's Trouble rating will determine whether or not the jockey was able to guide the horse in a manner to avoid disqualification. Again, a two dice roll equal to or less than the jockey's Trouble rating means no disqualification will occur; a number higher means the horse will be disqualified upon completion of the race.

A roll of 10 or 11 results in the horse being disqualified. Complete the race normally, but upon conclusion of the race, roll one die for this horse and move him down in the standings the number of places equal to the die roll.

4-Race Factors

We now will determine which of the horse's Race Factors will be called into play in this race. The three possibilities are Class, Speed, and Trip. Also, we will see if the jockey's Ride rating will be called into play.

Roll the dice and refer to the individual red die and white die readings on the "Race Factors" chart. **Important**: you will only roll the dice **ONCE** in this phase – the result will apply to **ALL** of the horses. The red die will reveal which of the three horse ratings will be used; the white die will show whether or not the jockey's rating will be called upon.   Once you have determined which rating(s) will come into play, look on the scoresheet for each of the horse's ratings in either the Class, Speed, or Trip columns and, if the White die result was a '1', '2' or '3', the jockey's 'Ride' rating.

Once you've found the required rating(s), record the number in the "Dice Roll Adj" column on the scoresheet. If the jockey's Ride rating is brought into play, combine it with the horse's Class/Speed/Trip rating and record the combined total.

The FINAL SPEED result roll will be adjusted by this rating, either adding to the total (helping the horse) or subtracting from the total (hurting the horse). If the jockey's 'Ride' rating is brought into play, it also either increases or decreases the Final Speed roll result.

5-Final Race Time/Speed Roll

You have increased or decreased the horse's Adjusted Power Rating for the effects of the race pace and the horse's form. You have recorded the appropriate final speed figure adjustment based on the horse/jockey's race factor ratings. Now, it's time to roll the dice, adjust the total, and refer to the Final Speed Figure Chart to determine the horse's final race speed figure (the higher, the better) for this race.

Find the horse's current Adjusted Power Rating and then find that column on the Final Speed Figure Chart (the ratings go from 0 to 29). Roll the two dice, add them together and find the resulting speed figure on the Final Speed Figure Chart. Add or subtract the necessary speed figure adjustment (resulting from the Race Factors portion of the game) for the horse on the scoresheet in the Final Race Speed column to the far right.

6-Final positioning / Photo Finishes / Disqualifications / Timing

Rank the horses in the race from highest speed figure (best) to lowest speed figure (worst) to determine your order of finish as they crossed the wire. There is a column marked 'Fin' to the far right of the scoresheet for this purpose.

If two horses receive the same Final Speed Figure, you will need to make an additional roll to determine which horse finished ahead in the photo-finish. To do this, roll the two dice again for each horse and add the dice total along with the horse's "Wire" rating and the jockey's "Ride" rating. The horse with the higher total gets the better placing. If two horses have the same sum, they have 'dead heated' for this position. (Note: the process is the same whether two, three, or more horses finish with the same Final Speed Figure.)

If you had any disqualifications, now is the time to roll the die and determine how many positions a disqualified horse will be moved down in the standings. Roll one die and move any disqualified horse down below that number of horses who have finished behind him during the race. (All of those horses will have their finishing positions improved by one place.)

If you'd like to see what each speed figure equates to in time, refer to the "Final Time" chart and find the appropriate race distance and Final Speed Figure in order to determine the time of the race.

Odds/Payoffs Charts

You don't need to use the Odds/Payoffs Chart at all. However, if you want to generate odds for the horses in races you create along with the Win/Place/Show results of the top finishers, this chart will allow you to do so.

Some of the preset race charts that allow you to recreate real-life races will have a column on the sheet noting what the actual odds were for the horses when they ran the race. For example, on the race scoresheets for the 2009 Breeders Cup Races, there is a column labeled "Odds" which shows what the actual 'Win' odds, to one dollar, each horse went off at in the real race. If you recreate one of these races, you may choose to use the real life odds rather than generating your own, and referring to the payoff chart after completion of the race to determine what your horses paid. (Refer to the bottom of this section for an explanation of the Payoff Chart).

For races that you create, or races that don't have the real life odds included on the scoresheet, you may generate your own odds using the Odds chart. Here's how it works.

Determining your own odds

First, you'll need to find the horse with the highest Adjusted Power Rating for the race. Then, for each of the other horses, determine how many points lower they are than the highest horse. Next, refer to the chart at the top left of the page. Across the top of the chart, you'll see 4 sections that are broken down into the number of horses in the race (2-5, 6-8, 9-12, 13+). Down the left hand side of the chart, you'll see numbers referring to the number of points less than the horse with the highest Adjusted Power Rating. Find the intersecting box for each horse and you'll see a code – A through E – that you'll use to determine the horse's odds.

Let's see an example, using the 2009 Breeders Cup Ladies Classic. If you look at the scoresheet, you'll see the Adjusted Power Ratings for each horse. Life Is Sweet has the highest APR at 22. Doing the math, here's how each of the others compares:

PP	Horse	Adj Power	Difference	Chart
1	Careless Jewel	20	-2	A
2	Life Is Sweet	22	0	Fav
3	Mushka	20	-2	A
4	Lethal Heat	17	-5	C
5	Proviso	16	-6	C
6	Cocoa Beach	13	-9	E
7	Music Note	21	-1	A
8	Rainbow View	15	-7	D

Life Is Sweet has the highest Adjusted Power Rating (22), so we use a '0' for her and look on the chart cross-referencing the number of horses in the race (which is 8) to her '0' (indicating that she's the highest rated horse in the field). You find "Fav" in the box, meaning that she's the favorite and will roll on the "Fav" chart for her odds.

Music Note has an Adjusted Power Rating of 21, so she is '1' less than Life Is Sweet. On the chart, looking again in the column for 8 horses, we find the letter "A" in the box. Music Note will use Chart A when we roll to determine her odds. We determine which chart each of the other horses in the race will roll on for their final odds and note them accordingly (Cocoa Beach will likely be the longest shot on the board, as she will roll on "Chart E").

Once we've determined which chart each horse will roll on, we roll **TWO** dice for each horse. We look first to see if we've rolled doubles. If not, then take the reading from the RED die and refer to the appropriate chart to find the horse's odds for this race. If we roll DOUBLES, then we will read the result from one of the charts on either side of the horse's previously determined chart. If we roll doubles of 1, 2, or 3, we will look to the chart to the right (i.e., an "B" will become a "C".) If we roll doubles of 4, 5, or 6, we will look to the chart to the left (i.e., a "B" will become an "A". Let's look at an example and see how this works.

First, we roll for Careless Jewel, who is to roll on "Chart A". We roll a red 3 and a white 2. Since we did not roll doubles, we simply refer to Chart A and find the odds listed for a roll of 3 (the red die). We find the odds for Careless Jewel are "7-2". We record this on the scoresheet.

Next we roll for Life Is Sweet, who will refer to the "Fav" chart. We roll a red 4 and a white 1. On the "Fav" chart, we find her odds to be 8-5.

Moving along to Mushka, who is to read from "Chart A", we roll a red 2 and a white 2. Since we've rolled doubles of either 1, 2, or 3, we will read the result from the column to the right, or the next HIGHEST set of odds. In this case, we look at the result for a roll of 2 in the next column to the right (the Chart C column) and find that Mushka's odds will be 7-1.

Next, we roll for Lethal Heat, who is to use Chart C. We roll a red 6 and a white 6 for Lethal Heat. Since we've rolled doubles of 4, 5, or 6, we'll read the result from the column to the left of the original chart, which means we'll use Chart B and find the result for a roll of 6. Lethal Heat's odds will be 11-1.

Repeat this procedure for each horse in the field and record their odds on the scoresheet. After you've finished running the race, you may use these odds to compute the payoffs for the Win, Place, and Show bets.

Determining the betting payoffs

At the conclusion of the race, you can consult the Payoff Results Chart to determine the Win/Place/Show payoffs. Simply use the horse's odds for the race to determine the payoffs in each of the categories that the horse qualifies for. In the above race, let's say that Careless Jewell was the winner, Lethal Heat was second, and Life Is Sweet was third.

Using Careless Jewel's odds of 7-2, we find her payoff to win was $9.00, her Place payoff was $5.50, and her Show payoff was $3.75.

Lethal Heat finished second at 11-1, so her Place payoff is $13.00 and her Show payoff is $7.50.

Life Is Sweet, the favorite at 8-5, pays $2.80 for her Show payoff.

Top of the Stretch Instructions (Fullplay version)

Preparation

It's strongly suggested that you read the Quickplay version instructions and run a few races with that version of the game before playing the Fullplay version. There are more similarities than differences between the two versions. In fact, some portions of gameplay are exactly the same in each version. Knowing how things work in the Quickplay game will be helpful when playing the Fullplay version.

To play "Top of the Stretch" you will need two six-sided dice of different colors (or sizes) as well as the charts provided with the game and either a previously prepared race scoresheet or a list of horse ratings (or cards) from which to set up your race. One red die and one white die are referred to in these instructions and on the charts, but you'll soon see that it just needs to be two die that are different somehow.

Preparation begins with either the selection of a real life race to recreate or by selecting the horses and conditions of the race yourself. For this exercise, we are going to recreate a real life race in which the lineup of horses and jockeys have been preset, the race conditions are already laid out, and the horse's ratings have been adjusted appropriately for this particular race.

The game is played in either three or four racing segments, depending on whether the race you're running is less than a mile (3 segments, or a mile or longer (4 segments). The individual segments each have their own chart and use specific ratings of each horse. The four racing segments are:

1- Break Segment
2- Pace Setup Segment (Omitted in races run at less than 8 furlongs)
3- Form Position Segment
4- Stretch/Final Segment

Prior to gameplay, if the gamer has chosen a real life race to recreate, there will be a race scoresheet already set up with all of the appropriate horses, jockeys, ratings, and initial rating adjustments. For purposes of this instruction, we will use the 2009 Champagne Stakes as the race we will be recreating. The 2009 Champagne Stakes was contested at Belmont Park over eight furlongs (one mile). Therefore, we will be using all four segment charts to recreate this race. Once you have the preprinted race lineup handy, you are ready to begin.

Gameplay-First Race Segment

To begin the race, you will cross-reference each horse's "Pace" rating with a roll of the two dice on the "Break Segment Chart". Roll the dice and add them together, and refer to the result under the column that represents the horse in post position number 1's "Pace" rating. Super Saver is the horse in post position number 1, and his pace rating is "6". We roll the dice and add them together to get a result of "4". On the "Break Segment Chart", under the "6" column, a dice roll of "4" results in a reading of "20" **Race Position Points**. Record this number under the "Break" column for Super Saver (towards the right hand side of the race scoresheet).

Repeat the same process for the horse in post position two, Overlap. Overlap's Pace Rating is "4", and when we roll the dice we get a two-dice total of "3". Referring to the "Break Segment Chart", under column "4" for a dice roll of "3", the result is "15". Record this figure on Overlap's line on the scoresheet under the "Break" column towards the right hand side. This process is repeated for each of the horses in the field until you have rolled on the "Break Segment Chart" for each horse and recorded the result.

For our sample race, here is how the scoresheet looks at the completion of the first race segment:

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19				Super Saver	20					
14				Overlap	15					
17				Aspire	17					
17				Discreetly Mine	23					
17				Dublin	19					
20				Homeboykris	16					

To help visualize the position of the horses, each 'point' accounts for a difference of a half-length at this stage of the race. Discreetly Mine leads Super Saver by 1 ½ lengths, with Dublin ½ length farther back. It's another length back to Aspire, with Homeboykris a half length behind Aspire, and Overlap is at the back of the field, just ½ length behind Aspire and only 3 ½ lengths off the early lead. (The 2009 Champagne Stakes featured not only an evenly matched field, but also a group of horses with fairly similar running styles. The field was separated by just over 4 lengths after the first quarter in real life, and only 5 lengths after a half mile.)

Gameplay-Second Race Segment

(Note - this segment is omitted if the race being run is less than 8 furlongs)

Since this race is conducted at one mile or more, we now turn to the "Pace Setup Segment Chart". Again, we will roll for each horse and refer to this chart. Like the "Break Segment", we again will use the horse's "Pace" rating, along with a roll of the two dice, to determine how the horse's positions change during this segment. (*It doesn't matter what order you roll for the horses in. It's probably easiest to continue to roll in order of post position and just work your way down the scoresheet, but if you'd rather roll for them in the order they are running on the track, that's fine.*)

Starting at the top of the scoresheet with Super Saver, we again cross reference his pace rating of "6" with a roll of the dice, this time a total of "5" and refer to the "Pace Setup Segment Chart" to find a result of "0". This means that Super Saver has maintained the same pace that he ran the first race segment at, so his point total remains at "20" following this race segment.

Overlap is up next, and we roll a "10" for him. Referring to the chart, we see a "+1" under column "4" (which is Overlap's pace rating) for a dice roll of 10. Therefore, Overlap has picked up the pace slightly in this race segment, and we add "+1" to his previous point total of "15" to give him "16" at the conclusion of the second race segment. Again, we repeat this process for each of the horses in the field. Here's how the scoresheet looks at the completion of the second segment, the "Pace Setup Segment":

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19				Super Saver	20	20				
14				Overlap	15	16				
17				Aspire	17	16				
17				Discreetly Mine	23	24				
17				Dublin	19	18				
20				Homeboykris	16	14				

Again, each point represents one half length of separation for the horses during the running of the race. So Discreetly Mine now has a 2 length lead over Super Saver, with Dublin another length back. Overlap and Aspire are running side-by-side a length behind Super Saver, while Homeboykris trails the field by another length, just 5 lengths off the lead of Discreetly Mine.

Just as important as the running order is the speed at which the race is being run. There's an old saying that "Pace makes the Race", and that's what the next racing segment is about.

Gameplay-Pace Adjustment

(Note - this procedure is performed for races of all distances, regardless of whether or not Segment 2 is omitted because it's a race of less than 8 furlongs. You just use the total existing race points to this time in the race.)

At this point in the race, we deal with the pace of the race and how it affects the horses. We do this by first determining what the pace of the race has been to this point, then we determine how the horse's Adjusted Power Ratings are affected as a result.

The first step is to **add together** the race point totals of **the two horses** with the most Race Position Points. In our example, the two horses with the highest point totals are Discreetly Mine, with 24 points, and Super Saver, with 20 points. Adding them together, we get a total of 44 points. Now, we refer to the "Race Pace" chart and look to the line noted as "44-45". For a total of either 44 or 45 points, the pace could either be Fast or Normal. We need to roll one die to determine the pace, with a roll of 1 or 2 resulting in a Normal pace, or a roll of 3,4,5 or 6 resulting in a Fast pace. Our roll is a "4", so the pace for the race is "Fast".

If the pace of the race is either "Fast" or "Slow", we need to consult the "Pace Effects Chart" and determine how the horse's Adjusted Power Rating might change based on the pace of the race. (A pace of "Normal" requires no adjustments to the horse's ratings.) To do this, use the number of Race Points each horse has at this point in the race and refer to the left-hand column of the Pace Effects chart. Read across to the column that indicates the pace we have just determined the race to be run at to find what adjustment is necessary to the horse's Adjusted Power Rating.

In our example, the pace is "Fast".   Working our way down the list of horses, we see how this affects Super Saver first. He has 20 race points, and under the "Fast" column, 20 race points shows a reading of "0", meaning that no adjustment is necessary for Super Saver.

Next is Overlap who has 16 race points through two race segments. Reading on the chart, we find a reading of "+1" for 16 points and a "Fast" pace. Overlap had an Adjusted Power Rating of "14" at the start of the race, so we add 1 to that rating due to the pace of the race making his Adjusted Power Rating now "15". We cross reference each of the other horse's in the field and find out how the pace has affected their ratings in a similar manner.

At the conclusion of this process, the race scoresheet looks like this:

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19	0			Super Saver	20	20				
14	+1			Overlap	15	16				
17	+1			Aspire	17	16				
17	-1			Discreetly Mine	23	24				
17	0			Dublin	19	18				
20	+1			Homeboykris	16	14				

Gameplay-Third Race Segment

We are now ready for the third race segment, or the "Race Position Segment". In this segment, we will again roll for each horse, but this time we will use the horse's "Form" rating, along with the roll of the two dice, to determine what happens.

This is one of the more difficult areas of the game to grasp until you've played a few games and understand what's going on. You may want to spend a bit more time with this portion of the instructions than with some of the others. Each roll for each horse in this segment results in the **possible** adjustment of two things – the race point total and the Adjusted Power Rating. In addition, this is the portion of the race where horses may need to check the 'Trouble Chart'.

We once again start at the top of the scoresheet with Super Saver. His Form rating is "C". We roll the two dice and get a total of "6". On the "Race Position Segment" chart, **there are two** readings for each combination of ratings and dice rolls, a "Position" result and a "Power" result, and they are tied together. For Super Save, a roll of "6" under the "C" column results in a "Pos" (short for Position) reading of "-1" as well as a "-1" result under the "Power" column. We adjust Super Saver's race point total by -1, taking him from "20" to "19" at the completion of this turn. On the scoresheet, you enter "19" under the "Race3" column.

In addition, Super Saver's "Power" column result was "-1", so you record a

"-1" in the "Form Adjst Chart" column on the scoresheet for Super Saver. (Refer to the scoresheet view further down in this section of the instructions to see how this looks on the scoresheet.)

Advancing to the next horse, Overlap, we refer to his Form Rating, which is "D" and roll the dice. A two dice total of "10" is the result, so we look on the "Race Segment Chart" under "D" (Overlap's Form rating) and find the result for a roll of "10". We see that the reading under the "Pos" (Position) column shows a "+2" and under the "Power" column is a reading of "+1". First, we add the 2 to Overlap's previous race point total of 16 and record a total of "18" for Overlap under the Race3 column of the scoresheet.

We also record Overlap's "Power" result of "+1" in the "Form Adj Chart" column of the scoresheet.

Here's what the scoresheet looks like after Super Saver and Overlap have rolled in this segment:

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19	0	-1		Super Saver	20	20	19			
14	+1	+1		Overlap	15	16	18			
17	+1			Aspire	17	16				
17	-1			Discreetly Mine	23	24				
17	0			Dublin	19	18				
20	+1			Homeboykris	16	14				

After rolling the dice and referring to the chart for each horse in the field, the segment is complete. Here's what the scoresheet looks like after Race Segment Three:

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19	0	-1		Super Saver	20	20	19			
14	+1	+1		Overlap	15	16	18			
17	+1	-1		Aspire	17	16	15			
17	-1	0		Discreetly Mine	23	24	24			
17	0	0		Dublin	19	18	18			
20	+1	-2		Homeboykris	16	14	12			

Note that in this portion of the race, any horse that rolls a '3' on the dice will also have to consult the "Trouble Chart**". Only a dice roll of '3' leads to a check of the trouble chart!** Notice that there is a small 't' next to each reading for a dice roll of '3' to remind you of this. If you don't roll a '3' for a horse in this segment, then the horse does not encounter trouble during the running of this race.

If you do roll a '3' and need to refer to the Trouble Chart, a number of things – almost all bad – can happen to the horse. He could break down, lose his jockey, interfere with another horse and be subject to disqualification, or just encounter traffic trouble.

A roll of 2,3, or 12 results in the horse being immediately out of the race.

A roll of 6 or 9 results in no additional trouble for the horse.

A roll of 7 or 8 results in a test of the jockey's ability to steer the horse clear of danger. Find the horse's jockey's Trouble rating (abbreviated 'Trbl' on the scoresheet). Once again, roll the two dice. If the dice roll is equal to or less than the jockey's Trouble rating, the jockey was able to guide the horse through the trouble with no additional problem beyond the result of the initial dice roll of '3' on the Form Chart. If the dice roll is GREATER than the jockey's Trouble rating, then the jockey was unable to steer clear of trouble and the horse was bumped, checked, clipped heels, etc., and you must add 2 to the horse's Adjusted Power Rating IN ADDITION to however many originally resulted from the roll of '3' on the Form Chart.

A roll of 4 or 5 results in the horse being in a position where he MAY get disqualified. Just as detailed above for the rolls of 7 & 8 on the dice, the jockey's
Trouble rating will determine whether or not the jockey was able to guide the horse in a manner to avoid disqualification. Again, a two dice roll equal to or less than the jockey's Trouble rating means no disqualification will occur; a number higher means the horse will be disqualified upon completion of the race.

A roll of 10 or 11 results in the horse being disqualified. Complete the race normally, but upon conclusion of the race, roll one die for this horse and move him down in the standings the number of places equal to the die roll.

After you have rolled for each horse in this segment, it's time to tally up the total adjustment that needs to be made to the Adjusted Power Ratings before we advance to the next segment of the race. On the scoresheet, note each horse's starting Adjusted Power Rating at the beginning of the race and then apply the adjustments necessary from the Pace Adjustment and Form Adjustment segments. Write the horse's net Adjusted Power

Rating in the column marked "Final Adj Power Rating" on the scoresheet.

For example, Super Saver started the race with an Adjusted Power Rating of 19. We wrote a "0" in the column for Pace Adjustment and "-1" in the column for Form Adjustment. Therefore, Super Saver's Final Adjusted Power Rating for this race is "18" (19+0-1).

None of our horses required a check of the Trouble Chart, so after writing in the correct figures for each horse, here's what the scoresheet looks like:

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19	0	-1	18	Super Saver	20	20	19			
14	+1	+1	16	Overlap	15	16	18			
17	+1	-1	17	Aspire	17	16	15			
17	-1	0	16	Discreetly Mine	23	24	24			
17	0	0	17	Dublin	19	18	18			
20	+1	-2	19	Homeboykris	16	14	12			

Looks like we have a very evenly matched race to this point!

Designer's Note: Perhaps the most difficult concept to grasp in the Fullplay version of the game is the 'disconnect' between the Race points and the Adjusted Power Rating. The Race Position Points are the means by which we visualize where the horses are during different points of the race and determine what the pace of the race is. However, Race Position Points are not used for anything more than that beyond this portion of the race. From here on out, the Final Adjusted Power Rating is going to be the key to the horse's success or failure, along with the Race Factors, which we will discuss next.

To visualize the horse's positions on the track, Discreetly Mine is in the lead by 2 ½ lengths over Super Saver, who is ½ length ahead of both Overlap and Dublin. Aspire is another 1 ½ lengths back, and Homeboykris is 1 ½ lengths behind Aspire, but just 6 lengths behind pacesetter Discreetly Mine.

Gameplay-Race Factors Adjustment

Each horse is rated for various Race Factors that may come into play in a race. We now determine which of those factors will come into play, as well as any influence the jockeys may have on their horse's performance, just prior to the Stretch Run/Final Segment.

To do this, the two dice are rolled and this time, instead of being added together, we refer to the "Race Factors Chart" and look at each of the dice

in their appropriate column. *(The charts and instructions refer to "Red" and "White", but it could be "Large" and "Small", or however else you want to differentiate the two dice.)* Read each die separately and see which Race Factors have come into play. **You only roll the dice ONE time and apply the result to ALL of the horses. Do not roll them separately for each horse.**

For the Red die, the possibilities are: "Class", "Speed", and "Trip". Each horse has a separate rating for each of these results, and the horse's Final Speed Figure will be altered by the rating in whichever category has come into play in this race.   The White die has either a reading of "Jockey" or " - - -".   If the result is "Jockey", you will also add or subtract the jockey's "Ride" rating from the result of the Final Speed Figure roll. Let's run through an example:

We roll the two dice **ONE TIME** and apply the results to all the horses in the field. We have rolled a "3" on both the red die and the white die. For the red die reading of "3", we see that the horse's "Class" rating is going to be used. On the scoresheet, each horse has a rating under the columns "Trip", "Class", and "Speed".   It's the "Class" rating that we are concerned with now. For the white die reading of "3", we see that the chart indicates "Jockey" in the result column. Therefore, each horse's jockey will also come into play in this race, specifically his "Ride" rating.

Working our way down the list of horse's, we see that Super Saver has a "0" class rating, and his jockey – John Velazquez – has a "Ride" rating of "2". We combine the two number (0 + 2 = +2) and record "+2" in the column on the scoresheet titled "Race Factor Adjst". This "+2" will be added to Super Saver's final speed figure result, helping him just a bit at the end of the race.

 (Just for the sake of illustration, if both the red die and the white die had been a "6" instead of a "3", Super Saver's Speed rating of "0" would have been used, and his jockey's rating would not have come into play at all. Therefore, the total to be written in the "Race Factor Adjst" column would have been "0".)

Again, note that we don't roll the dice separately for each horse in this segment. All horses use the same Red/White Die roll reading of 3 & 3.

Overlap's class rating is "-2", and his jockey's "Ride" rating is "0" meaning that we write "-2" in the "Race Factor Adjst" column for Overlap. This means that we will be subtracting 2 from the result of the Speed Figure roll in the next segment, hurting his overall performance just a bit.

We use the Class & Jockey readings for each of the other horses in the

field and record the net results for each of them in the "Race Factor Adjst" column. Here's what the scoresheet looks like at the completion of this segment.

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19	0	-1	18	Super Saver	20	20	19	+2		
14	+1	+1	16	Overlap	15	16	18	-2		
17	+1	-1	17	Aspire	17	16	15	+2		
17	-1	0	16	Discreetly Mine	23	24	24	+1		
17	0	0	17	Dublin	19	18	18	+3		
20	+1	-2	19	Homeboykris	16	14	12	+3		

Gameplay-Stretch Run / Final result phase

The final portion of the race determines what happens between the quarter pole and the finish line, and is a direct result of both the horse's abilities and the how the race has been run to this point. Everything that we've done game-play wise to this point has been to set up the stretch run. From here on out, it's just a matter of seeing who performs best from here to the wire.

Discreetly Mine has led all the way, but the fast pace he set and the fact that 8 furlongs is longer than his optimal distance hurts his chances of lasting through the stretch. Super Saver is in a nice position and is proven at this distance, although he might be a bit off form today. Overlap, Aspire, and Homeboykris will all benefit from the quick pace set by Discreetly Mine, although Homeboykris is the only one of those proven at this distance. Dublin has done nothing wrong, but the mile distance is a question for him as well.

For each horse, we now roll the two dice and refer to the "Stretch Run / Final Segment" chart. Using the horse's "Final Adjusted Power Rating", which is indicated in the "Final Adj Power Rating" column of the scoresheet, we cross reference the two dice total rolled for each with the appropriately numbered column to determine the horse's speed figure. That number will then be adjusted by the Race Factors total determined in the previous segment to arrive at the horse's final speed figure and position.

 Again, we roll for Super Saver first. His Final Adjusted Power Rating is "18", so we roll the dice and look under the "18" column on the Final Speed Figure Chart. We roll a "6" and see that he has a final race speed figure of "89". Record this number in the "Speed Figure Roll" section of the scoresheet. We then adjust this number by the number recorded in the "Race Factor Adjst" column, as determined in the Race Factor Adjustment

segment of the game. We see a "+2" in Super Saver's column, so we add 2 to the 89 we found on the chart to give Super Saver a Final Speed of 91.

Overlap is next. He has a Final Adjusted Power Rating of "16" and rolls a "7". The result from the Final Speed Figure Chart shows "86", which we record in the Speed Figure Roll column. Overlap's Race Factor Adjustment was "-2", so we subtract 2 from 86 and arrive at his final speed figure of "84", which we record as his Final Speed.

Again, we proceed down the list, rolling on the Final Speed Figure Chart, recording the number from that chart, and adjusting it by the Race Factor Adjustment for each of the six horses in the field.

Here's how the scoresheet looks at the conclusion of the race:

Start Adj Power Rating	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating		Break	Race2	Race3	Race Factor Adjst	Speed Figure Roll	Final Speed
19	0	-1	18	Super Saver	20	20	19	+2	89	91
14	+1	+1	16	Overlap	15	16	18	-2	86	84
17	+1	-1	17	Aspire	17	16	15	+2	88	90
17	-1	0	16	Discreetly Mine	23	24	24	+1	89	90
17	0	0	17	Dublin	19	18	18	+3	85	88
20	+1	-2	19	Homeboykris	16	14	12	+3	91	94

Homeboykris took advantage of the quick pace and ran past the field in the stretch, winning by a length and a half over Super Saver, who nosed out Aspire and Discreetly Mine for second. But who finished third? Both Aspire and Discreetly Mine have final speed figures of "90". We'll come back to that in a moment. Dublin finished fifth with his 88 speed figure, and Overlap was sixth and last with a speed figure of 84.

To determine who wins the photo for third place, we refer to each horse's "Wire" rating and their jockey's "Ride" rating, combining those ratings with a roll of the two dice for each horse. Aspire's Wire rating is "3", and jockey Javier Castellano's Ride rating is "1". We roll a "4" on the two dice and add it to the "3" Wire rating and "1" Ride rating to get a total of "8". Discreetly Mine's Wire rating is "2" and jockey Cornelia Velasquez's ride rating is "0". We roll a "5" on the two dice and add it to that (2 +0) to get a total of "7" for Dublin. Aspire has won the photo for 3rd place by virtue of his total of 8 compared to Discreetly Mine's total o 7. In this case, you might say jockey Javier Castellano and his "1" Ride rating made the difference.

All ties are decided in the same manner, no matter how many horses receive the same final speed figure. If the Wire rating plus the roll of the

dice is once again tied, then it is a dead heat for that position.

To check the final time of the race, we take the winning horse's final speed figure of 94 and check the race time chart. Looking under the 8.0 furlong column, we see a time of 1:36.60.

Using the 'Beaten Lengths Chart, the final results of our test race are as follows:

1st - Homeboykris (final time of 1:36.6)
2nd - Super Saver (-1 ½ lengths)
3rd - Aspire Saver (-2 lengths)
4th – Discreetly Mine (-2 lengths)
5th - Dublin (-3 lengths)
6th - Overlap (-5 lengths)

If you had any disqualifications as a result of a roll on the Trouble Chart, now is the time to roll the die and determine how many positions a disqualified horse will be moved down in the standings. Roll one die and move any disqualified horse down below that number of horses who have finished behind him during the race. (All of those horses will have their finishing positions improved by one place.)

Our race ended up being a very compact field at the end, as this was a pretty evenly matched race. No doubt that several runnings of this race would produce several different winners. In real life, Homeboykris won the race by a length and a half over Discreetly Mine, but less than four lengths separated the top five horses at the finish (Overlap was a distant 6th).

Odds/Payoffs Charts

The process for calculating Odds for the horses and finding the payoffs results for the race are identical in the Fullplay version of the game that they are in the Quickplay version. If you've already read through the directions for Odds & Payoffs in the Quickplay rules, you don't need to reread them here. However, if you didn't read the rules there, or need a refresher, the directions for determining the prerace odds and the postrace payoffs are detailed below.

You don't need to use the Odds/Payoffs Chart at all. However, if you want to generate odds for the horses in races you create along with the Win/Place/Show results of the top finishers, this chart will allow you to do so.

Some of the preset race charts that allow you to recreate real-life races will have a column on the sheet noting what the actual odds were for the horses when they ran the race. For example, on the race scoresheets for the 2009 Breeders Cup Races, there is a column labeled "Odds" which shows what the actual 'Win' odds, to one dollar, each horse went off at in the real race. If you recreate one of these races, you may choose to use the real life odds rather than generating your own, and referring to the payoff chart after completion of the race to determine what your horses paid. (Refer to the bottom of this section for an explanation of the Payoff Chart).

For races that you create, or races that don't have the real life odds included on the scoresheet, you may generate your own odds using the Odds chart. Here's how it works.

Determining your own odds

First, you'll need to find the horse with the highest Adjusted Power Rating for the race. Then, for each of the other horses, determine how many points lower they are than the highest horse. Next, refer to the chart at the top left of the page. Across the top of the chart, you'll see 4 sections that are broken down into the number of horses in the race (2-5, 6-8, 9-12, 13+). Down the left hand side of the chart, you'll see numbers referring to the number of points less than the horse with the highest Adjusted Power Rating. Find the intersecting box for each horse and you'll see a code – A through E – that you'll use to determine the horse's odds.

Let's see an example, using the 2009 Breeders Cup Ladies Classic. If you look at the scoresheet, you'll see the Adjusted Power Ratings for each horse. Life Is Sweet has the highest APR at 22. Doing the math, here's how each of the others compares:

PP	Horse	Adj Power	Difference	Chart
1	Careless Jewel	20	-2	A
2	Life Is Sweet	22	0	Fav
3	Mushka	20	-2	A
4	Lethal Heat	17	-5	C
5	Proviso	16	-6	C
6	Cocoa Beach	13	-9	E
7	Music Note	21	-1	A
8	Rainbow View	15	-7	D

Life Is Sweet has the highest Adjusted Power Rating (22), so we use a '0' for her and look on the chart cross-referencing the number of horses in the race (which is 8) to her '0' (indicating that she's the highest rated horse in the field). You find "Fav" in the box, meaning that she's the favorite and will roll on the "Fav" chart for her odds.

Music Note has an Adjusted Power Rating of 21, so she is '1' less than Life Is Sweet. On the chart, looking again in the column for 8 horses, we find the letter "A" in the box. Music Note will use Chart A when we roll to determine her odds. We determine which chart each of the other horses in the race will roll on for their final odds and note them accordingly (Cocoa Beach will likely be the longest shot on the board, as she will roll on "Chart E").

Once we've determined which chart each horse will roll on, we roll **TWO** dice for each horse. We look first to see if we've rolled doubles. If not, then take the reading from the RED die and refer to the appropriate chart to find the horse's odds for this race. If we roll DOUBLES, then we will read the result from one of the charts on either side of the horse's previously determined chart. If we roll doubles of 1, 2, or 3, we will look to the chart to the right (i.e., an "B" will become a "C".) If we roll doubles of 4, 5, or 6, we will look to the chart to the left (i.e., a "B" will become an "A". Let's look at an example and see how this works.

First, we roll for Careless Jewel, who is to roll on "Chart A". We roll a red 3 and a white 2. Since we did not roll doubles, we simply refer to Chart A and find the odds listed for a roll of 3 (the red die). We find the odds for Careless Jewel are "7-2". We record this on the scoresheet.

Next we roll for Life Is Sweet, who will refer to the "Fav" chart. We roll a red 4 and a white 1. On the "Fav" chart, we find her odds to be 8-5.

Moving along to Mushka, who is to read from "Chart A", we roll a red 2 and a white 2. Since we've rolled doubles of either 1, 2, or 3, we will read the result from the column to the right, or the next HIGHEST set of odds. In this case, we look at the result for a roll of 2 in the next column to the right (the Chart C column) and find that Mushka's odds will be 7-1.

Next, we roll for Lethal Heat, who is to use Chart C. We roll a red 6 and a white 6 for Lethal Heat. Since we've rolled doubles of 4, 5, or 6, we'll read the result from the column to the left of the original chart, which means we'll use Chart B and find the result for a roll of 6. Lethal Heat's odds will be 11-1.

Repeat this procedure for each horse in the field and record their odds on the scoresheet. After you've finished running the race, you may use these odds to compute the payoffs for the Win, Place, and Show bets.

Determining the betting payoffs

At the conclusion of the race, you can consult the Payoff Results Chart to determine the Win/Place/Show payoffs. Simply use the horse's odds for the race to determine the payoffs in each of the categories that the horse qualifies for. In the above race, let's say that Careless Jewell was the winner, Lethal Heat was second, and Life Is Sweet was third.

Using Careless Jewel's odds of 7-2, we find her payoff to win was $9.00, her Place payoff was $5.50, and her Show payoff was $3.75.

Lethal Heat finished second at 11-1, so her Place payoff is $13.00 and her Show payoff is $7.50.

Life Is Sweet, the favorite at 8-5, pays $2.80 for her Show payoff.

Creating Races – Determining Adjusted Power Ratings

If you decide to set up a race other than those preset races included with the game, you'll need to get one of the blank scoresheets and fill in all of the horse's and jockeys ratings yourself. Simply look at the ratings sheets and copy the appropriate ratings in each column.

Whereas each horse's Adjusted Power Rating in preset races have already been calculated, you will have to do this calculation yourself for races that you create from scratch. It's not difficult to do, and after calculating them for a few races, it should become quite easy.

First, find the horse's appropriate Power Rating for the surface that your race will be held on. Some horses are rated for running races over either Dirt (also referred to as 'Main Track') or Turf (grass). Make sure you use the correct rating for the surface you want to use for your race! If a horse didn't run a race over one of the surfaces during the period for which it is rated, it will not receive a rating for that surface. Some horses specialize in one surface or the other, and to rate them over a surface they didn't race over would be guesswork. If you want to run a horse over a surface that it's not rated for, the suggested reduction from the horse's preferred surface would be 4 rating points.

Next, determine the condition for the track that the race to be run will be run over. You may just decide to set the track to a certain condition, or you may roll the two dice to determine the track condition as follows:

	Dirt	Turf (grass)
2	Sloppy	Yielding
3	Good	Soft
4	Good	Soft
5	Fast	Firm
6	Fast	Firm
7	Fast	Firm
8	Fast	Firm
9	Fast	Good
10	Fast	Good
11	Muddy	Yielding
12	Sloppy	Yielding

Power Rating Adjustments
For each track condition

Fast	0	Firm
Good	-1	Good
Muddy/Slow	-2	Soft
Sloppy	-3	Yielding

If you are running your race on an artificial or synthetic surface, the track condition is always considered 'Fast'.

The wet track ratings allow horses who ran well on wet tracks in real life to perform similarly in the game. The horse's ratings range from 3 (the best rating) to 0 (the worst). On wet tracks, all of the horses will receive decreases to their beginning Adjusted Power ratings for the race based on the following track

conditions: Fast/Firm (no adjustment), Good (-1), Muddy/Soft (-2), Sloppy/Yielding (-3). (Remember, decreasing the horse's Adjusted Power Rating will result in a slower race time for the horse.)

If a horse has a wet track rating, it may 'absorb' the number of wet track points it is rated for. For example, in the 1937 set War Admiral has a wet track rating of 2. If the track comes up either 'Good' or 'Muddy', his Power Rating is not adjusted for the wet track at all. If the track is 'Sloppy', which would normally decrease his Power Rating -3, you apply his "2" wet track rating and get a net adjustment of -1. So where as a horse with no wet track rating will have his Power Rating adjusted by -3, War Admiral will only be adjusted -1 on a sloppy track.

After you have determined how the horse's Power Rating will be adjusted according to any wet track conditions, you need to adjust for horses that are running at a distance that is outside their optimal racing range. Each horse is given a 'Range' rating which indicates which race lengths, in furlongs, the horse may run at without having their Power Rating negatively adjusted. If the race that you are setting up is either shorter or longer than the horse's Range rating, then you'll need to adjust the Power Rating for that horse.

For each half-furlong that the race to be run is outside the horse's Range rating, you need to subtract 1 point from the horse's Power Rating. For example, if a horse's Range rating is '7-9', and the race your are creating is to be run at 10 furlongs (a mile and a quarter), then you must subtract 2 from the horse's Power Rating for this race, as 10 furlongs is 2 half-furlongs greater than the higher end of the horse's Range. If the race is to be run at 6 furlongs, you would also reduce the horse's Power Rating by 2, as the race is now 2 half-furlongs shorter than the lowest end of the horse's Range rating. (**Note:** adjustments made for distance are combined with any adjustments for a wet track; i.e., the adjustments are cumulative.)

Once you have found the horse's Power Rating (the correct rating for either dirt or turf) and totaled up any adjustments due to any wet track conditions and/or any distance penalties for running outside the horse's Range rating, you will arrive at the horse's Adjusted Power Rating for the race to be run.

Optional Rule

If you'd prefer to run races without including jockeys for whatever reason (maybe just to speed up your setup time), you may do so. Simply ignore the White die roll in the Race Factors portion of the game. If you need to refer to the Trouble Chart and a jockey's rating situation comes up, treat all jockeys as being rated "8" for trouble (a roll of 2-8 avoids the trouble).

Top of the Stretch Quickplay Horse Racing Game

Pace Scenario Chart (Add 2 Highest Pace Ratings)

Pace->	0-9	10	11	12	13	14	15	16	17	18
2	Slow	Slow	Slow	Slow	Slow					
3	Slow	Slow	Slow	Slow	Slow					
4	Slow	Slow	Slow	Slow						Fast
5	Slow	Slow	Slow						Fast	Fast
6	Slow	Slow	Slow					Fast	Fast	Fast
7	Slow	Slow					Fast	Fast	Fast	Fast
8	Slow	Slow				Fast	Fast	Fast	Fast	Fast
9	Slow					Fast	Fast	Fast	Fast	Fast
10					Fast	Fast	Fast	Fast	Fast	Fast
11				Fast	Fast	Fast	Fast	Fast	Fast	Fast
12				Fast	Fast	Fast	Fast	Fast	Fast	Fast

Pace Effects Chart

Pace	Slow	Avg	Fast
0	-2	0	+2
1	-2	0	+2
2	-1	0	+1
3	-1	0	+1
4	0	0	0
5	0	0	0
6	+1	0	-1
7	+1	0	-1
8	+2	0	-2
9	+2	0	-2

Form Chart

(Adjustment to Power Rating)

Form->	A	B	C	D	E	
2	-2	-3	-3	-3	-3	2
3	-3t	-3t	-3t	-3t	-3t	3
4		-1	-1		-2	4
5			-1	-2	-2	5
6				-1	-1	6
7						7
8						8
9		+1	+2	+2	+2	9
10	+1		+1	+2	+2	10
11	+1	+2		+1	+4	11
12	+3	+4	+5	+6	+6	12

("t" = roll again on Trouble Chart after Speed roll)

Race Factors

(Use to determine which Race Factors come into play)

	Red die	White die
1	Trip	Jockey
2	Trip	Jockey
3	Class	Jockey
4	Class	---
5	Speed	---
6	Speed	---

Trouble Chart

(If a '3' is rolled on Form Chart, roll again on this chart after Speed Chart roll)

2	Horse breaks down, vanned off	Out
3	Horse stumbles, loses jockey	Out
4	Bumping! Jockey check for DQ	DQ/0
5	Bumping! Jockey check for DQ	DQ/0
6	No additional trouble	
7	Traffic! Check Jockey Trbl rating	-2 / 0
8	Traffic! Check Jockey Trbl rating	-2 / 0
9	No additional trouble	
10	Horse bumps another horse	DQ
11	Horse bumps another horse	DQ
12	Horse is pulled up out of the race	Out

DQ - after race, roll 1 die and move horse down that many placings

Final Speed Figure Chart

(Use Adjusted Power Rating)

	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	
2	103	101	99	97	95	93	91	89	87	85	83	81	79	77	75	2
3	105	103	101	99	97	95	93	91	89	87	85	83	81	79	77	3
4	107	105	103	101	99	97	95	93	91	89	87	85	83	81	79	4
5	109	107	105	103	101	99	97	95	93	91	89	87	85	83	81	5
6	111	109	107	105	103	101	99	97	95	93	91	89	87	85	83	6
7	112	110	108	106	104	102	100	98	96	94	92	90	88	86	84	7
8	113	111	109	107	105	103	101	99	97	95	93	91	89	87	85	8
9	115	113	111	109	107	105	103	101	99	97	95	93	91	89	87	9
10	117	115	113	111	109	107	105	103	101	99	97	95	93	91	89	10
11	119	117	115	113	111	109	107	105	103	101	99	97	95	93	91	11
12	121	119	117	115	113	111	109	107	105	103	101	99	97	95	93	12

	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
2	72	70	68	66	64	62	60	58	56	54	52	50	48	46	44	2
3	74	72	70	68	66	64	62	60	58	56	54	52	50	48	46	3
4	76	74	72	70	68	66	64	62	60	58	56	54	52	50	48	4
5	78	76	74	72	70	68	66	64	62	60	58	56	54	52	50	5
6	80	78	76	74	72	70	68	66	64	62	60	58	56	54	52	6
7	82	80	78	76	74	72	70	68	66	64	62	60	58	56	54	7
8	84	82	80	78	76	74	72	70	68	66	64	62	60	58	56	8
9	86	84	82	80	78	76	74	72	70	68	66	64	62	60	58	9
10	88	86	84	82	80	78	76	74	72	70	68	66	64	62	60	10
11	90	88	86	84	82	80	78	76	74	72	70	68	66	64	62	11
12	92	90	88	86	84	82	80	78	76	74	72	70	68	66	64	12

22-Oct

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Top of the Stretch Fullplay Horse Racing Game

Race Segment 1
(Used in all races)

Break Segment Chart (Use Pace Rating)

	0	1	2	3	4	5	6	7	8	9	
2	7	9	11	13	15	17	19	21	23	25	2
3	7	9	11	13	15	17	19	21	23	25	3
4	8	10	12	14	16	18	20	22	24	26	4
5	8	10	12	14	16	18	20	22	24	26	5
6	9	11	13	15	17	19	21	23	25	27	6
7	9	11	13	15	17	19	21	23	25	27	7
8	10	12	14	16	18	20	22	24	26	28	8
9	10	12	14	16	18	20	22	24	26	28	9
10	11	13	15	17	19	21	23	25	27	29	10
11	11	13	15	17	19	21	23	25	27	29	11
12	12	14	16	18	20	22	24	26	28	30	12

Pace Scenario Chart - Races less than 8 furlongs
Add point totals of two horses with most points

	0-37	38-39	40-41	42-43	44-45	46-47	48-49	50-51	52-53	54+	
2	Slow	Slow	Slow	Slow	Slow						2
3	Slow	Slow	Slow	Slow	Slow						3
4	Slow	Slow	Slow	Slow						Fast	4
5	Slow	Slow	Slow						Fast	Fast	5
6	Slow	Slow	Slow					Fast	Fast	Fast	6
7	Slow	Slow					Fast	Fast	Fast	Fast	7
8	Slow	Slow			Fast	Fast	Fast	Fast	Fast	Fast	8
9	Slow				Fast	Fast	Fast	Fast	Fast	Fast	9
10				Fast	Fast	Fast	Fast	Fast	Fast	Fast	10
11			Fast	Fast	Fast	Fast	Fast	Fast	Fast	Fast	11
12			Fast	Fast	Fast	Fast	Fast	Fast	Fast	Fast	12

Pace Effects Chart
Races less than 8 furlongs
(change Adjusted Power)

Pts	Slow	Norm	Fast
0-8	-3	0	+3
9-10	-2	0	+2
11-12	-2	0	+2
13-14	-1	0	+1
15-16	-1	0	+1
17-18	0	0	0
19-20	0	0	0
21-22	+1	0	-1
23-24	+1	0	-1
25-26	+2	0	-2
27+	+3	0	-3

Race Segment 2
(Only used in races of 8 furlongs or more)

Pace Setup Segment Chart (Use Pace Rating)
Use only for races of 8 furlongs or more

	0	1	2	3	4	5	6	7	8	9	
2	-4	-3	-3	-3	-2	-2	-1	-1	-1	0	2
3	-4	-3	-3	-3	-2	-2	-1	-1	0	0	3
4	-3	-3	-2	-2	-1	-1	0	0	0	0	4
5	-3	-2	-2	-2	-1	0	0	0	0	+1	5
6	-2	-1	-1	-1	0	0	0	+1	+1	+1	6
7	-2	-1	-1	-1	0	0	+1	+1	+1	+2	7
8	-2	-1	-1	0	0	+1	+1	+1	+1	+2	8
9	-1	0	0	0	+1	+1	+2	+2	+2	+3	9
10	-1	0	0	+1	+1	+1	+2	+2	+3	+3	10
11	0	0	+1	+1	+2	+2	+3	+3	+3	+4	11
12	0	+1	+1	+1	+2	+2	+3	+3	+3	+4	12

Pace Scenario Chart - Races 8 furlongs or more
Add point totals of two horses with most points

	37-	38-40	41-43	44-45	46-47	48-49	50-51	52-53	54-55	56+	
2	Slow	Slow	Slow	Slow	Slow						2
3	Slow	Slow	Slow	Slow	Slow						3
4	Slow	Slow	Slow	Slow						Fast	4
5	Slow	Slow	Slow						Fast	Fast	5
6	Slow	Slow	Slow					Fast	Fast	Fast	6
7	Slow	Slow					Fast	Fast	Fast	Fast	7
8	Slow	Slow				Fast	Fast	Fast	Fast	Fast	8
9	Slow					Fast	Fast	Fast	Fast	Fast	9
10					Fast	Fast	Fast	Fast	Fast	Fast	10
11				Fast	Fast	Fast	Fast	Fast	Fast	Fast	11
12				Fast	Fast	Fast	Fast	Fast	Fast	Fast	12

Pace Effects Chart
Races 8 furlongs or more
(change Adjusted Power)

Pts	Slow	Norm	Fast
0-10	-3	0	+3
11-12	-2	0	+2
13-14	-2	0	+2
15-16	-1	0	+1
17-18	-1	0	+1
19-20	0	0	0
21-22	0	0	0
23-24	+1	0	-1
25-26	+1	0	-1
27-28	+2	0	-2
29+	+3	0	-3

Top of the Stretch Fullplay Horse Racing Game

Race Segment 3
(Used in all races)

	Race Position Segment Chart (Use Form Rating)										
	A		**B**		**C**		**D**		**E**		
	Pos	Power	Pos	Power	Pos	Power	Pos	Power	Pos	Power	
2	-3	-2	-3	-3	-3	-3	-3	-3	-3	-3	2
3	-2	*-3t*	-2	*-3t*	-2	*-3t*	-2	*-3t*	-2	*-3t*	3
4	-2		-2	-1	-2	-1	-2		-2	-2	4
5	-1		-1		-1	-1	-1	-2	-1	-2	5
6	-1		-1		-1		-1	-1	-1	-1	6
7	0		0		0		0		0		7
8	+1		+1		+1		+1		+1		8
9	+1		+1	+1	+1	+2	+1	+2	+1	+2	9
10	+2	+1	+2		+2	+1	+2	+2	+2	+2	10
11	+2	+1	+2	+2	+2		+2	+1	+2	+4	11
12	+3	+3	+3	+4	+3	+5	+3	+6	+3	+6	12

("t" = roll again on Trouble Chart for possible additional modifications)

	Trouble Chart	
	(If a '3' is rolled on Form Chart, roll	
	again on this chart after Speed Chart roll)	
2	Horse breaks down, vanned off	Out
3	Horse stumbles, loses jockey	Out
4	Bumping! Jockey check for DQ	DQ/0
5	Bumping! Jockey check for DQ	DQ/0
6	No additional trouble	
7	Traffic! Check Jockey Trbl rating	-2 / 0
8	Traffic! Check Jockey Trbl rating	-2 / 0
9	No additional trouble	
10	Horse bumps another horse	DQ
11	Horse bumps another horse	DQ
12	Horse is pulled up out of the race	Out

DQ - after race, roll 1 die and move
horse down that many placings

Race Factors		
	Red die	White die
1	Trip	Jockey
2	Trip	Jockey
3	Class	Jockey
4	Class	- - -
5	Speed	- - -
6	Speed	- - -

Prior to the Stretch Run / Final Segment roll, roll the two die and
refer to the Race Factors chart to the left. The reading from the
red die will determine which one of the three race factors - Class,
Speed, or Trip will come into play in this race. The white die
reading determines whether or not the jockey ratings will also come
into play. Roll the dice ONCE only - the result applies to ALL of the
horses in the race.

Top of the Stretch Fullplay Horse Racing Game

Race Segment 4
(Used in all races)

Final Speed Figure Chart
(Use Adjusted Power Rating)

	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	
2	103	101	99	97	95	93	91	89	87	85	83	81	79	77	75	2
3	105	103	101	99	97	95	93	91	89	87	85	83	81	79	77	3
4	107	105	103	101	99	97	95	93	91	89	87	85	83	81	79	4
5	109	107	105	103	101	99	97	95	93	91	89	87	85	83	81	5
6	111	109	107	105	103	101	99	97	95	93	91	89	87	85	83	6
7	112	110	108	106	104	102	100	98	96	94	92	90	88	86	84	7
8	113	111	109	107	105	103	101	99	97	95	93	91	89	87	85	8
9	115	113	111	109	107	105	103	101	99	97	95	93	91	89	87	9
10	117	115	113	111	109	107	105	103	101	99	97	95	93	91	89	10
11	119	117	115	113	111	109	107	105	103	101	99	97	95	93	91	11
12	121	119	117	115	113	111	109	107	105	103	101	99	97	95	93	12

	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
2	72	70	68	66	64	62	60	58	56	54	52	50	48	46	44	2
3	74	72	70	68	66	64	62	60	58	56	54	52	50	48	46	3
4	76	74	72	70	68	66	64	62	60	58	56	54	52	50	48	4
5	78	76	74	72	70	68	66	64	62	60	58	56	54	52	50	5
6	80	78	76	74	72	70	68	66	64	62	60	58	56	54	52	6
7	82	80	78	76	74	72	70	68	66	64	62	60	58	56	54	7
8	84	82	80	78	76	74	72	70	68	66	64	62	60	58	56	8
9	86	84	82	80	78	76	74	72	70	68	66	64	62	60	58	9
10	88	86	84	82	80	78	76	74	72	70	68	66	64	62	60	10
11	90	88	86	84	82	80	78	76	74	72	70	68	66	64	62	11
12	92	90	88	86	84	82	80	78	76	74	72	70	68	66	64	12

Top of the Stretch Odds/Payoff Charts

Odds Determination Charts

Horses in Race

A/P+	2-5	6-8	9-12	13+
+	Fav	Fav	Fav	A
Tie	Fav	A	A	A
-1	Fav	A	A	B
-2	A	A	B	B
-3	A	B	B	B
-4	A	B	B	C
-5	B	C	C	C
-6	B	C	C	D
-7	C	D	D	D
-8	C	D	D	E
-9	D	E	E	E
-10+	D	E	E	E

Odds Roll

Die	OddsOn	Fav	Chart A	Chart B	Chart C	Chart D	Chart E	Chart F
1	1-5	6-5	5-2	6-1	12-1	18-1	30-1	60-1
2	2-5	7-5	3-1	7-1	13-1	19-1	30-1	60-1
3	1-2	3-2	7-2	8-1	14-1	20-1	40-1	70-1
4	3-5	8-5	4-1	9-1	15-1	20-1	40-1	80-1
5	4-5	9-5	9-2	10-1	16-1	25-1	50-1	90-1
6	1-1	2-1	5-1	11-1	17-1	25-1	50-1	100-1

(If doubles of 1, 2, or 3 are rolled, roll one die again and read the result from the column to the right or the original column)

(If doubles of 4, 5, or 6 are rolled, roll one die again and read the result from the column to the left of the original column)

Payoff Result Charts

Odds	Win		Odds	Place		Odds	Show
1-5	$2.40		1-5	$2.20		1-5	$2.10
2-5	$2.80		2-5	$2.40		2-5	$2.20
1-2	$3.00		1-2	$2.50		1-2	$2.25
3-5	$3.20		3-5	$2.60		3-5	$2.30
4-5	$3.60		4-5	$2.80		4-5	$2.40
1-1	$4.00		1-1	$3.00		1-1	$2.50
6-5	$4.40		6-5	$3.20		6-5	$2.60
7-5	$4.80		7-5	$3.40		7-5	$2.70
3-2	$5.00		3-2	$3.50		3-2	$2.75
8-5	$5.20		8-5	$3.60		8-5	$2.80
9-5	$5.60		9-5	$3.80		9-5	$2.90
2-1	$6.00		2-1	$4.00		2-1	$3.00
5-2	$7.00		5-2	$4.50		5-2	$3.25
3-1	$8.00		3-1	$5.00		3-1	$3.50
7-2	$9.00		7-2	$5.50		7-2	$3.75
4-1	$10.00		4-1	$6.00		4-1	$4.00
9-2	$11.00		9-2	$6.50		9-2	$4.25
5-1	$12.00		5-1	$7.00		5-1	$4.50
6-1	$14.00		6-1	$8.00		6-1	$5.00
7-1	$16.00		7-1	$9.00		7-1	$5.50
8-1	$18.00		8-1	$10.00		8-1	$6.00
9-1	$20.00		9-1	$11.00		9-1	$6.50
10-1	$22.00		10-1	$12.00		10-1	$7.00
11-1	$24.00		11-1	$13.00		11-1	$7.50
12-1	$26.00		12-1	$14.00		12-1	$8.00
13-1	$28.00		13-1	$15.00		13-1	$8.50
14-1	$30.00		14-1	$16.00		14-1	$9.00
15-1	$32.00		15-1	$17.00		15-1	$9.50
16-1	$34.00		16-1	$18.00		16-1	$10.00
17-1	$36.00		17-1	$19.00		17-1	$10.50
18-1	$38.00		18-1	$20.00		18-1	$11.00
19-1	$40.00		19-1	$21.00		19-1	$11.50
20-1	$42.00		20-1	$22.00		20-1	$12.00
25-1	$52.00		25-1	$27.00		25-1	$14.50
30-1	$62.00		30-1	$32.00		30-1	$17.00
40-1	$82.00		40-1	$42.00		40-1	$22.00
50-1	$102.00		50-1	$52.00		50-1	$27.00
60-1	$122.00		60-1	$62.00		60-1	$32.00
70-1	$142.00		70-1	$72.00		70-1	$37.00
80-1	$162.00		80-1	$82.00		80-1	$42.00
90-1	$182.00		90-1	$92.00		90-1	$47.00
100-1	$202.00		100-1	$102.00		100-1	$52.00

Payout Modifications
Roll 2 dice

Odds up to 9-1	
2	(0.20)
3	(0.20)
4	(0.20)
5	(0.10)
6	(0.10)
7	No change
8	+0.10
9	+0.10
10	+0.20
11	+0.20
12	+0.20

Odds of 10-1 to 20-1	
2	(0.80)
3	(0.80)
4	(0.60)
5	(0.40)
6	(0.20)
7	No change
8	+0.20
9	+0.40
10	+0.60
11	+0.80
12	+0.80

Odds of 21-1 & higher	
2	(2.00)
3	(1.60)
4	(1.20)
5	(0.80)
6	(0.40)
7	No change
8	+0.40
9	+0.80
10	+1.20
11	+1.60
12	+2.00

Beaten Lengths Chart

Speed Figure Difference	Race Length in Furlongs			
	5 to 6.5	7 to 9	9.5 to 11	12+
0	*photo*	*photo*	*photo*	*photo*
1	0.25	0.50	1.00	1.00
2	0.50	1.00	1.50	2.00
3	0.75	1.50	2.00	3.00
4	1.00	2.00	2.50	4.00
5	1.25	2.50	3.00	5.00
6	1.50	3.00	3.50	6.00
7	1.75	3.50	4.00	7.00
8	2.00	4.00	4.50	8.00
9	2.50	4.50	5.00	9.00
10	3.00	5.00	5.50	10.00
11	3.50	5.50	6.00	11.00
12	4.00	6.00	7.00	12.00
13	4.50	6.50	8.00	13.00
14	5.00	7.00	9.00	14.00
15	5.50	7.50	10.00	15.00
16	6.00	8.00	11.00	16.00
17	6.50	8.50	12.00	17.00
18	7.00	9.00	13.00	18.00
19	7.50	9.50	14.00	19.00
20	8.00	10.00	15.00	20.00
21	8.50	10.50	16.00	21.00
22	9.00	11.00	17.00	22.00
23	9.50	11.50	18.00	23.00
24	10.00	12.00	19.00	24.00
25	10.50	12.50	20.00	25.00
26	11.00	13.00	21.00	26.00
27	11.50	13.50	22.00	27.00
28	12.00	14.00	23.00	28.00
29	12.50	14.50	24.00	29.00
30	13.00	15.00	25.00	30.00
31	13.50	15.50	26.00	31.00
32	14.00	16.00	27.00	32.00
33	14.50	16.50	28.00	33.00
34	15.00	17.00	29.00	34.00
35	15.50	17.50	30.00	35.00

Photo Finish	
Difference in total of Wire+Ride+Dice Roll	Separation
1 to 4	a nose
5 to 9	a head
10 +	a neck

@ Lon Whitehead 2011

Race Time Chart

Race Distance in Furlongs

Speed	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8+70yds	8.5	Speed
126	00:51.4	00:57.8	01:04.2	01:10.6	01:17.0	01:23.6	01:30.2	01:34.6	01:36.8	126
125	00:51.6	00:58.0	01:04.4	01:10.8	01:17.2	01:23.8	01:30.4	01:34.8	01:37.0	125
124	00:51.8	00:58.2	01:04.6	01:11.0	01:17.4	01:24.0	01:30.6	01:35.0	01:37.2	124
123	00:52.0	00:58.4	01:04.8	01:11.2	01:17.6	01:24.2	01:30.8	01:35.2	01:37.4	123
122	00:52.2	00:58.6	01:05.0	01:11.4	01:17.8	01:24.4	01:31.0	01:35.4	01:37.6	122
121	00:52.4	00:58.8	01:05.2	01:11.6	01:18.0	01:24.6	01:31.2	01:35.6	01:37.8	121
120	00:52.6	00:59.0	01:05.4	01:11.8	01:18.2	01:24.8	01:31.4	01:35.8	01:38.0	120
119	00:52.8	00:59.2	01:05.6	01:12.0	01:18.4	01:25.0	01:31.6	01:36.0	01:38.2	119
118	00:53.0	00:59.4	01:05.8	01:12.2	01:18.6	01:25.2	01:31.8	01:36.2	01:38.4	118
117	00:53.2	00:59.6	01:06.0	01:12.4	01:18.8	01:25.4	01:32.0	01:36.4	01:38.6	117
116	00:53.4	00:59.8	01:06.2	01:12.6	01:19.0	01:25.6	01:32.2	01:36.6	01:38.8	116
115	00:53.6	01:00.0	01:06.4	01:12.8	01:19.2	01:25.8	01:32.4	01:36.8	01:39.0	115
114	00:53.8	01:00.2	01:06.6	01:13.0	01:19.4	01:26.0	01:32.6	01:37.0	01:39.2	114
113	00:54.0	01:00.4	01:06.8	01:13.2	01:19.6	01:26.2	01:32.8	01:37.2	01:39.4	113
112	00:54.2	01:00.6	01:07.0	01:13.4	01:19.8	01:26.4	01:33.0	01:37.4	01:39.6	112
111	00:54.4	01:00.8	01:07.2	01:13.6	01:20.0	01:26.6	01:33.2	01:37.6	01:39.8	111
110	00:54.6	01:01.0	01:07.4	01:13.8	01:20.2	01:26.8	01:33.4	01:37.8	01:40.0	110
109	00:54.8	01:01.2	01:07.6	01:14.0	01:20.4	01:27.0	01:33.6	01:38.0	01:40.2	109
108	00:55.0	01:01.4	01:07.8	01:14.2	01:20.6	01:27.2	01:33.8	01:38.2	01:40.4	108
107	00:55.2	01:01.6	01:08.0	01:14.4	01:20.8	01:27.4	01:34.0	01:38.4	01:40.6	107
106	00:55.4	01:01.8	01:08.2	01:14.6	01:21.0	01:27.6	01:34.2	01:38.6	01:40.8	106
105	00:55.6	01:02.0	01:08.4	01:14.8	01:21.2	01:27.8	01:34.4	01:38.8	01:41.0	105
104	00:55.8	01:02.2	01:08.6	01:15.0	01:21.4	01:28.0	01:34.6	01:39.0	01:41.2	104
103	00:56.0	01:02.4	01:08.8	01:15.2	01:21.6	01:28.2	01:34.8	01:39.2	01:41.4	103
102	00:56.2	01:02.6	01:09.0	01:15.4	01:21.8	01:28.4	01:35.0	01:39.4	01:41.6	102
101	00:56.4	01:02.8	01:09.2	01:15.6	01:22.0	01:28.6	01:35.2	01:39.6	01:41.8	101
100	00:56.6	01:03.0	01:09.4	01:15.8	01:22.2	01:28.8	01:35.4	01:39.8	01:42.0	100
99	00:56.8	01:03.2	01:09.6	01:16.0	01:22.4	01:29.0	01:35.6	01:40.0	01:42.2	99
98	00:57.0	01:03.4	01:09.8	01:16.2	01:22.6	01:29.2	01:35.8	01:40.2	01:42.4	98
97	00:57.2	01:03.6	01:10.0	01:16.4	01:22.8	01:29.4	01:36.0	01:40.4	01:42.6	97
96	00:57.4	01:03.8	01:10.2	01:16.6	01:23.0	01:29.6	01:36.2	01:40.6	01:42.8	96
95	00:57.6	01:04.0	01:10.4	01:16.8	01:23.2	01:29.8	01:36.4	01:40.8	01:43.0	95
94	00:57.8	01:04.2	01:10.6	01:17.0	01:23.4	01:30.0	01:36.6	01:41.0	01:43.2	94
93	00:58.0	01:04.4	01:10.8	01:17.2	01:23.6	01:30.2	01:36.8	01:41.2	01:43.4	93
92	00:58.2	01:04.6	01:11.0	01:17.4	01:23.8	01:30.4	01:37.0	01:41.4	01:43.6	92
91	00:58.4	01:04.8	01:11.2	01:17.6	01:24.0	01:30.6	01:37.2	01:41.6	01:43.8	91
90	00:58.6	01:05.0	01:11.4	01:17.8	01:24.2	01:30.8	01:37.4	01:41.8	01:44.0	90
89	00:58.8	01:05.2	01:11.6	01:18.0	01:24.4	01:31.0	01:37.6	01:42.0	01:44.2	89
88	00:59.0	01:05.4	01:11.8	01:18.2	01:24.6	01:31.2	01:37.8	01:42.2	01:44.4	88
87	00:59.2	01:05.6	01:12.0	01:18.4	01:24.8	01:31.4	01:38.0	01:42.4	01:44.6	87
86	00:59.4	01:05.8	01:12.2	01:18.6	01:25.0	01:31.6	01:38.2	01:42.6	01:44.8	86
85	00:59.6	01:06.0	01:12.4	01:18.8	01:25.2	01:31.8	01:38.4	01:42.8	01:45.0	85
84	00:59.8	01:06.2	01:12.6	01:19.0	01:25.4	01:32.0	01:38.6	01:43.0	01:45.2	84

If you prefer times measured to 1/100 of a second, roll a 20-sided die and add the die roll as hundreds of a second to the result on the chart.

Race Time Chart

Race Distance in Furlongs

Speed	5.0	5.5	6.0	6.5	7.0	7.5	8.0	8+70yds	8.5	Speed
83	01:00.0	01:06.4	01:12.8	01:19.2	01:25.6	01:32.2	01:38.8	01:43.2	01:45.4	83
82	01:00.2	01:06.6	01:13.0	01:19.4	01:25.8	01:32.4	01:39.0	01:43.4	01:45.6	82
81	01:00.4	01:06.8	01:13.2	01:19.6	01:26.0	01:32.6	01:39.2	01:43.6	01:45.8	81
80	01:00.6	01:07.0	01:13.4	01:19.8	01:26.2	01:32.8	01:39.4	01:43.8	01:46.0	80
79	01:00.8	01:07.2	01:13.6	01:20.0	01:26.4	01:33.0	01:39.6	01:44.0	01:46.2	79
78	01:01.0	01:07.4	01:13.8	01:20.2	01:26.6	01:33.2	01:39.8	01:44.2	01:46.4	78
77	01:01.2	01:07.6	01:14.0	01:20.4	01:26.8	01:33.4	01:40.0	01:44.4	01:46.6	77
76	01:01.4	01:07.8	01:14.2	01:20.6	01:27.0	01:33.6	01:40.2	01:44.6	01:46.8	76
75	01:01.6	01:08.0	01:14.4	01:20.8	01:27.2	01:33.8	01:40.4	01:44.8	01:47.0	75
74	01:01.8	01:08.2	01:14.6	01:21.0	01:27.4	01:34.0	01:40.6	01:45.0	01:47.2	74
73	01:02.0	01:08.4	01:14.8	01:21.2	01:27.6	01:34.2	01:40.8	01:44.8	01:47.0	73
72	01:02.2	01:08.6	01:15.0	01:21.4	01:27.8	01:34.4	01:41.0	01:45.0	01:47.2	72
71	01:02.4	01:08.8	01:15.2	01:21.6	01:28.0	01:34.6	01:41.2	01:45.2	01:47.4	71
70	01:02.6	01:09.0	01:15.4	01:21.8	01:28.2	01:34.8	01:41.4	01:45.4	01:47.6	70
69	01:02.8	01:09.2	01:15.6	01:22.0	01:28.4	01:35.0	01:41.6	01:45.6	01:47.8	69
68	01:03.0	01:09.4	01:15.8	01:22.2	01:28.6	01:35.2	01:41.8	01:45.4	01:47.6	68
67	01:03.2	01:09.6	01:16.0	01:22.4	01:28.8	01:35.4	01:42.0	01:45.6	01:47.8	67
66	01:03.4	01:09.8	01:16.2	01:22.6	01:29.0	01:35.6	01:42.2	01:45.8	01:48.0	66
65	01:03.6	01:10.0	01:16.4	01:22.8	01:29.2	01:35.8	01:42.4	01:46.0	01:48.2	65
64	01:03.8	01:10.2	01:16.6	01:23.0	01:29.4	01:36.0	01:42.6	01:46.2	01:48.4	64
63	01:04.0	01:10.4	01:16.8	01:23.2	01:29.6	01:36.2	01:42.8	01:46.0	01:48.2	63
62	01:04.2	01:10.6	01:17.0	01:23.4	01:29.8	01:36.4	01:43.0	01:46.2	01:48.4	62
61	01:04.4	01:10.8	01:17.2	01:23.6	01:30.0	01:36.6	01:43.2	01:46.4	01:48.6	61
60	01:04.6	01:11.0	01:17.4	01:23.8	01:30.2	01:36.8	01:43.4	01:46.6	01:48.8	60
59	01:04.8	01:11.2	01:17.6	01:24.0	01:30.4	01:37.0	01:43.6	01:46.8	01:49.0	59
58	01:05.0	01:11.4	01:17.8	01:24.2	01:30.6	01:37.2	01:43.8	01:46.6	01:48.8	58
57	01:05.2	01:11.6	01:18.0	01:24.4	01:30.8	01:37.4	01:44.0	01:46.8	01:49.0	57
56	01:05.4	01:11.8	01:18.2	01:24.6	01:31.0	01:37.6	01:44.2	01:47.0	01:49.2	56
55	01:05.6	01:12.0	01:18.4	01:24.8	01:31.2	01:37.8	01:44.4	01:47.2	01:49.4	55
54	01:05.8	01:12.2	01:18.6	01:25.0	01:31.4	01:38.0	01:44.6	01:47.4	01:49.6	54
53	01:06.0	01:12.4	01:18.8	01:25.2	01:31.6	01:38.2	01:44.8	01:47.2	01:49.4	53
52	01:06.2	01:12.6	01:19.0	01:25.4	01:31.8	01:38.4	01:45.0	01:47.4	01:49.6	52
51	01:06.4	01:12.8	01:19.2	01:25.6	01:32.0	01:38.6	01:45.2	01:47.6	01:49.8	51
50	01:06.6	01:13.0	01:19.4	01:25.8	01:32.2	01:38.8	01:45.4	01:47.8	01:50.0	50
49	01:06.8	01:13.2	01:19.6	01:26.0	01:32.4	01:39.0	01:45.6	01:48.0	01:50.2	49
48	01:07.0	01:13.4	01:19.8	01:26.2	01:32.6	01:39.2	01:45.8	01:47.8	01:50.4	48
47	01:07.2	01:13.6	01:20.0	01:26.4	01:32.8	01:39.4	01:46.0	01:48.0	01:50.6	47
46	01:07.4	01:13.8	01:20.2	01:26.6	01:33.0	01:39.6	01:46.2	01:48.2	01:50.8	46
45	01:07.6	01:14.0	01:20.4	01:26.8	01:33.2	01:39.8	01:46.4	01:48.4	01:51.0	45
44	01:07.8	01:14.2	01:20.6	01:27.0	01:33.4	01:40.0	01:46.6	01:48.6	01:51.2	44
43	01:08.0	01:14.4	01:20.8	01:27.2	01:33.6	01:40.2	01:46.8	01:48.4	01:51.4	43
42	01:08.2	01:14.6	01:21.0	01:27.4	01:33.8	01:40.4	01:47.0	01:48.6	01:51.6	42
41	01:08.4	01:14.8	01:21.2	01:27.6	01:34.0	01:40.6	01:47.2	01:48.8	01:51.8	41
40	01:08.6	01:15.0	01:21.4	01:27.8	01:34.2	01:40.8	01:47.4	01:49.0	01:52.0	40
39	01:08.8	01:15.2	01:21.6	01:28.0	01:34.4	01:41.0	01:47.6	01:49.2	01:52.2	39
38	01:09.0	01:15.4	01:21.8	01:28.2	01:34.6	01:41.2	01:47.8	01:49.4	01:52.4	38

If you prefer times measured to 1/100 of a second, roll a 20-sided die and add the die roll as hundreds of a second to the result on the chart.

Race Time Chart

Race Distance in Furlongs

Speed	9.0	9.5	10.0	11.0	12.0	13.0	14.0	15.0	16.0	Speed
126	01:43.4	01:50.0	01:56.6	02:09.0	02:21.4	02:33.8	02:46.4	02:59.0	03:12.0	126
125	01:43.6	01:50.2	01:56.8	02:09.2	02:21.6	02:34.0	02:46.6	02:59.2	03:12.2	125
124	01:43.8	01:50.4	01:57.0	02:09.4	02:21.8	02:34.2	02:46.8	02:59.4	03:12.4	124
123	01:44.0	01:50.6	01:57.2	02:09.6	02:22.0	02:34.4	02:47.0	02:59.6	03:12.6	123
122	01:44.2	01:50.8	01:57.4	02:09.8	02:22.2	02:34.6	02:47.2	02:59.8	03:12.8	122
121	01:44.4	01:51.0	01:57.6	02:10.0	02:22.4	02:34.8	02:47.4	03:00.0	03:13.0	121
120	01:44.6	01:51.2	01:57.8	02:10.2	02:22.6	02:35.0	02:47.6	03:00.2	03:13.2	120
119	01:44.8	01:51.4	01:58.0	02:10.4	02:22.8	02:35.2	02:47.8	03:00.4	03:13.4	119
118	01:45.0	01:51.6	01:58.2	02:10.6	02:23.0	02:35.4	02:48.0	03:00.6	03:13.6	118
117	01:45.2	01:51.8	01:58.4	02:10.8	02:23.2	02:35.6	02:48.2	03:00.8	03:13.8	117
116	01:45.4	01:52.0	01:58.6	02:11.0	02:23.4	02:35.8	02:48.4	03:01.0	03:14.0	116
115	01:45.6	01:52.2	01:58.8	02:11.2	02:23.6	02:36.0	02:48.6	03:01.2	03:14.2	115
114	01:45.8	01:52.4	01:59.0	02:11.4	02:23.8	02:36.2	02:48.8	03:01.4	03:14.4	114
113	01:46.0	01:52.6	01:59.2	02:11.6	02:24.0	02:36.4	02:49.0	03:01.6	03:14.6	113
112	01:46.2	01:52.8	01:59.4	02:11.8	02:24.2	02:36.6	02:49.2	03:01.8	03:14.8	112
111	01:46.4	01:53.0	01:59.6	02:12.0	02:24.4	02:36.8	02:49.4	03:02.0	03:15.0	111
110	01:46.6	01:53.2	01:59.8	02:12.2	02:24.6	02:37.0	02:49.6	03:02.2	03:15.2	110
109	01:46.8	01:53.4	02:00.0	02:12.4	02:24.8	02:37.2	02:49.8	03:02.4	03:15.4	109
108	01:47.0	01:53.6	02:00.2	02:12.6	02:25.0	02:37.4	02:50.0	03:02.6	03:15.6	108
107	01:47.2	01:53.8	02:00.4	02:12.8	02:25.2	02:37.6	02:50.2	03:02.8	03:15.8	107
106	01:47.4	01:54.0	02:00.6	02:13.0	02:25.4	02:37.8	02:50.4	03:03.0	03:16.0	106
105	01:47.6	01:54.2	02:00.8	02:13.2	02:25.6	02:38.0	02:50.6	03:03.2	03:16.2	105
104	01:47.8	01:54.4	02:01.0	02:13.4	02:25.8	02:38.2	02:50.8	03:03.4	03:16.4	104
103	01:48.0	01:54.6	02:01.2	02:13.6	02:26.0	02:38.4	02:51.0	03:03.6	03:16.6	103
102	01:48.2	01:54.8	02:01.4	02:13.8	02:26.2	02:38.6	02:51.2	03:03.8	03:16.8	102
101	01:48.4	01:55.0	02:01.6	02:14.0	02:26.4	02:38.8	02:51.4	03:04.0	03:17.0	101
100	01:48.6	01:55.2	02:01.8	02:14.2	02:26.6	02:39.0	02:51.6	03:04.2	03:17.2	100
99	01:48.8	01:55.4	02:02.0	02:14.4	02:26.8	02:39.2	02:51.8	03:04.4	03:17.4	99
98	01:49.0	01:55.6	02:02.2	02:14.6	02:27.0	02:39.4	02:52.0	03:04.6	03:17.6	98
97	01:49.2	01:55.8	02:02.4	02:14.8	02:27.2	02:39.6	02:52.2	03:04.8	03:17.8	97
96	01:49.4	01:56.0	02:02.6	02:15.0	02:27.4	02:39.8	02:52.4	03:05.0	03:18.0	96
95	01:49.6	01:56.2	02:02.8	02:15.2	02:27.6	02:40.0	02:52.6	03:05.2	03:18.2	95
94	01:49.8	01:56.4	02:03.0	02:15.4	02:27.8	02:40.2	02:52.8	03:05.4	03:18.4	94
93	01:50.0	01:56.6	02:03.2	02:15.6	02:28.0	02:40.4	02:53.0	03:05.6	03:18.6	93
92	01:50.2	01:56.8	02:03.4	02:15.8	02:28.2	02:40.6	02:53.2	03:05.8	03:18.8	92
91	01:50.4	01:57.0	02:03.6	02:16.0	02:28.4	02:40.8	02:53.4	03:06.0	03:19.0	91
90	01:50.6	01:57.2	02:03.8	02:16.2	02:28.6	02:41.0	02:53.6	03:06.2	03:19.2	90
89	01:50.8	01:57.4	02:04.0	02:16.4	02:28.8	02:41.2	02:53.8	03:06.4	03:19.4	89
88	01:51.0	01:57.6	02:04.2	02:16.6	02:29.0	02:41.4	02:54.0	03:06.6	03:19.6	88
87	01:51.2	01:57.8	02:04.4	02:16.8	02:29.2	02:41.6	02:54.2	03:06.8	03:19.8	87
86	01:51.4	01:58.0	02:04.6	02:17.0	02:29.4	02:41.8	02:54.4	03:07.0	03:20.0	86
85	01:51.6	01:58.2	02:04.8	02:17.2	02:29.6	02:42.0	02:54.6	03:07.2	03:20.2	85
84	01:51.8	01:58.4	02:05.0	02:17.4	02:29.8	02:42.2	02:54.8	03:07.4	03:20.4	84

If you prefer times measured to 1/100 of a second, roll a 20-sided die and add the die roll as hundreds of a second to the result on the chart.

Race Time Chart

Race Distance in Furlongs

Speed	9.0	9.5	10.0	11.0	12.0	13.0	14.0	14.0	16.0	Speed
83	01:52.0	01:58.6	02:05.2	02:17.6	02:30.0	02:42.4	02:55.0	03:07.6	03:20.6	83
82	01:52.2	01:58.8	02:05.4	02:17.8	02:30.2	02:42.6	02:55.2	03:07.8	03:20.8	82
81	01:52.4	01:59.0	02:05.6	02:18.0	02:30.4	02:42.8	02:55.4	03:08.0	03:21.0	81
80	01:52.6	01:59.2	02:05.8	02:18.2	02:30.6	02:43.0	02:55.6	03:08.2	03:21.2	80
79	01:52.8	01:59.4	02:06.0	02:18.4	02:30.8	02:43.2	02:55.8	03:08.4	03:21.4	79
78	01:53.0	01:59.6	02:06.2	02:18.6	02:31.0	02:43.4	02:56.0	03:08.6	03:21.6	78
77	01:53.2	01:59.8	02:06.4	02:18.8	02:31.2	02:43.6	02:56.2	03:08.8	03:21.8	77
76	01:53.4	02:00.0	02:06.6	02:19.0	02:31.4	02:43.8	02:56.4	03:09.0	03:22.0	76
75	01:53.6	02:00.2	02:06.8	02:19.2	02:31.6	02:44.0	02:56.6	03:09.2	03:22.2	75
74	01:53.8	02:00.4	02:07.0	02:19.4	02:31.8	02:44.2	02:56.8	03:09.4	03:22.4	74
73	01:54.0	02:00.6	02:07.2	02:19.6	02:32.0	02:44.4	02:57.0	03:09.6	03:22.6	73
72	01:54.2	02:00.8	02:07.4	02:19.8	02:32.2	02:44.6	02:57.2	03:09.8	03:22.8	72
71	01:54.4	02:01.0	02:07.6	02:20.0	02:32.4	02:44.8	02:57.4	03:10.0	03:23.0	71
70	01:54.6	02:01.2	02:07.8	02:20.2	02:32.6	02:45.0	02:57.6	03:10.2	03:23.2	70
69	01:54.8	02:01.4	02:08.0	02:20.4	02:32.8	02:45.2	02:57.8	03:10.4	03:23.4	69
68	01:55.0	02:01.6	02:08.2	02:20.6	02:33.0	02:45.4	02:58.0	03:10.6	03:23.6	68
67	01:55.2	02:01.8	02:08.4	02:20.8	02:33.2	02:45.6	02:58.2	03:10.8	03:23.8	67
66	01:55.4	02:02.0	02:08.6	02:21.0	02:33.4	02:45.8	02:58.4	03:11.0	03:24.0	66
65	01:55.6	02:02.2	02:08.8	02:21.2	02:33.6	02:46.0	02:58.6	03:11.2	03:24.2	65
64	01:55.8	02:02.4	02:09.0	02:21.4	02:33.8	02:46.2	02:58.8	03:11.4	03:24.4	64
63	01:56.0	02:02.6	02:09.2	02:21.6	02:34.0	02:46.4	02:59.0	03:11.6	03:24.6	63
62	01:56.2	02:02.8	02:09.4	02:21.8	02:34.2	02:46.6	02:59.2	03:11.8	03:24.8	62
61	01:56.4	02:03.0	02:09.6	02:22.0	02:34.4	02:46.8	02:59.4	03:12.0	03:25.0	61
60	01:56.6	02:03.2	02:09.8	02:22.2	02:34.6	02:47.0	02:59.6	03:12.2	03:25.2	60
59	01:56.8	02:03.4	02:10.0	02:22.4	02:34.8	02:47.2	02:59.8	03:12.4	03:25.4	59
58	01:57.0	02:03.6	02:10.2	02:22.6	02:35.0	02:47.4	03:00.0	03:12.6	03:25.6	58
57	01:57.2	02:03.8	02:10.4	02:22.8	02:35.2	02:47.6	03:00.2	03:12.8	03:25.8	57
56	01:57.4	02:04.0	02:10.6	02:23.0	02:35.4	02:47.8	03:00.4	03:13.0	03:26.0	56
55	01:57.6	02:04.2	02:10.8	02:23.2	02:35.6	02:48.0	03:00.6	03:13.2	03:26.2	55
54	01:57.8	02:04.4	02:11.0	02:23.4	02:35.8	02:48.2	03:00.8	03:13.4	03:26.4	54
53	01:58.0	02:04.6	02:11.2	02:23.6	02:36.0	02:48.4	03:01.0	03:13.6	03:26.6	53
52	01:58.2	02:04.8	02:11.4	02:23.8	02:36.2	02:48.6	03:01.2	03:13.8	03:26.8	52
51	01:58.4	02:05.0	02:11.6	02:24.0	02:36.4	02:48.8	03:01.4	03:14.0	03:27.0	51
50	01:58.6	02:05.2	02:11.8	02:24.2	02:36.6	02:49.0	03:01.6	03:14.2	03:27.2	50
49	01:58.8	02:05.4	02:12.0	02:24.4	02:36.8	02:49.2	03:01.8	03:14.4	03:27.4	49
48	01:59.0	02:05.6	02:12.2	02:24.6	02:37.0	02:49.4	03:02.0	03:14.6	03:27.6	48
47	01:59.2	02:05.8	02:12.4	02:24.8	02:37.2	02:49.6	03:02.2	03:14.8	03:27.8	47
46	01:59.4	02:06.0	02:12.6	02:25.0	02:37.4	02:49.8	03:02.4	03:15.0	03:28.0	46
45	01:59.6	02:06.2	02:12.8	02:25.2	02:37.6	02:50.0	03:02.6	03:15.2	03:28.2	45
44	01:59.8	02:06.4	02:13.0	02:25.4	02:37.8	02:50.2	03:02.8	03:15.4	03:28.4	44
43	02:00.0	02:06.6	02:13.2	02:25.6	02:38.0	02:50.4	03:03.0	03:15.6	03:28.6	43
42	02:00.2	02:06.8	02:13.4	02:25.8	02:38.2	02:50.6	03:03.2	03:15.8	03:28.8	42
41	02:00.4	02:07.0	02:13.6	02:26.0	02:38.4	02:50.8	03:03.4	03:16.0	03:29.0	41
40	02:00.6	02:07.2	02:13.8	02:26.2	02:38.6	02:51.0	03:03.6	03:16.2	03:29.2	40
39	02:00.8	02:07.4	02:14.0	02:26.4	02:38.8	02:51.2	03:03.8	03:16.4	03:29.4	39
38	02:01.0	02:07.6	02:14.2	02:26.6	02:39.0	02:51.4	03:04.0	03:16.6	03:29.6	38

If you prefer times measured to 1/100 of a second, roll a 20-sided die and add the die roll as hundreds of a second to the result on the chart.

Optional Rule - The Form Save

Horses that earn a Form Rating of A or B produced very consistent results on the racetrack. In order to help them recreate that type of consistency, the Form Save rule has been developed. Its use is optional, but it will provide another level of realism for those that choose to implement it.

This rule will prove especially useful when racing fields of highly rated horses against each other, as it provides another key separating value for horses that were able to achieve the "A" or "B" Form Rating.

Here's how it works. If a horse with a Form Rating of either A or B rolls a two-dice result of 2, 3, or 4 while rolling on the Final Speed Figure Chart, you will roll one additional die and refer to the Form Save Chart. Using the horse's Form Rating and the resulting die roll, consult the chart to find if the original 2-dice total will be altered. If a reading of "NC" appears, then no change is made to the original 2-dice roll. If a number appears, then use that number on the Final Speed Figure Chart instead of the original 2-dice roll.

For example, "Pegasus" has a Form Rating of "A". When rolling on the Final Speed Figure Chart, a 2-dice total of "3" is rolled.   Roll one additional die and refer to the Form Save Chart to see if the 2-dice total of "3" will be altered. If you roll a "5" on the single die, you will disregard the earlier 2-dice total and instead use "9" as the number when reading the Final Speed Figure Chart. If the additional die roll had resulted in a roll of "1", then the reading of "NC" on the Form Save Chart would indicate that there is "no change" and the original 2-dice roll of "3" is used to find Pegasus' speed on the Final Speed Figure Chart.

Top of the Stretch Quickplay Horse Racing Game

Final Speed Figure Chart
(Use Adjusted Power Rating)

	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	
2	103	101	99	97	95	93	91	89	87	85	83	81	79	77	75	2
3	105	103	101	99	97	95	93	91	89	87	85	83	81	79	77	3
4	107	105	103	101	99	97	95	93	91	89	87	85	83	81	79	4
5	109	107	105	103	101	99	97	95	93	91	89	87	85	83	81	5
6	111	109	107	105	103	101	99	97	95	93	91	89	87	85	83	6
7	112	110	108	106	104	102	100	98	96	94	92	90	88	86	84	7
8	113	111	109	107	105	103	101	99	97	95	93	91	89	87	85	8
9	115	113	111	109	107	105	103	101	99	97	95	93	91	89	87	9
10	117	115	113	111	109	107	105	103	101	99	97	95	93	91	89	10
11	119	117	115	113	111	109	107	105	103	101	99	97	95	93	91	11
12	121	119	117	115	113	111	109	107	105	103	101	99	97	95	93	12

	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
2	72	70	68	66	64	62	60	58	56	54	52	50	48	46	44	2
3	74	72	70	68	66	64	62	60	58	56	54	52	50	48	46	3
4	76	74	72	70	68	66	64	62	60	58	56	54	52	50	48	4
5	78	76	74	72	70	68	66	64	62	60	58	56	54	52	50	5
6	80	78	76	74	72	70	68	66	64	62	60	58	56	54	52	6
7	82	80	78	76	74	72	70	68	66	64	62	60	58	56	54	7
8	84	82	80	78	76	74	72	70	68	66	64	62	60	58	56	8
9	86	84	82	80	78	76	74	72	70	68	66	64	62	60	58	9
10	88	86	84	82	80	78	76	74	72	70	68	66	64	62	60	10
11	90	88	86	84	82	80	78	76	74	72	70	68	66	64	62	11
12	92	90	88	86	84	82	80	78	76	74	72	70	68	66	64	12

Form Save Chart

	1	2	3	4	5	6
Form = A	NC	7	8	8	9	10
Form = B	NC	NC	NC	7	8	9

If a horse with a Form rating of A or B rolls a 2, 3, 4 on the Final Speed Chart, roll 1 extra die and consult the Form Save Chart. If a number appears, use that number as the result for the dice roll instead of the original number. If "NC" appears, there is no change to the original roll result.

Top of The Stretch
Quickplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Form	Wire
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																
17																
18																
19																
20																

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Race Factor Adj	Jockey Speed Adj	Total Speed Adj	Speed Figure Roll	Final Speed	Finish Position
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									

Final Results

	Win	Place	Show
1			
2			
3			

Time:

Top of The Stretch
Quickplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Form	Wire
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																
17																
18																
19																
20																

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Race Factor Adj	Jockey Speed Adj	Total Speed Adj	Speed Figure Roll	Final Speed	Finish Position
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									

Final Results

	Win	Place	Show
1			
2			
3			

Time: _____

45

Top of The Stretch
Quickplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Form	Wire
1															
2															
3															
4															
5															
6															
7															
8															
9															
10															
11															
12															
13															
14															
15															
16															
17															
18															
19															
20															

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Race Factor Adj	Jockey Speed Adj	Total Speed Adj	Speed Figure Roll	Final Speed	Finish Position
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									

Final Results

	Win	Place	Show
1			
2			
3			

Time:

Top of The Stretch
Quickplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Form	Wire
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																
17																
18																
19																
20																

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Race Factor Adj	Jockey Speed Adj	Total Speed Adj	Speed Figure Roll	Final Speed	Finish Position
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									
11									
12									
13									
14									
15									
16									
17									
18									
19									
20									

Final Results

	Win	Place	Show
1			
2			
3			

Time:

Top of The Stretch
Fullplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Power	Form	Wire
1																	
2																	
3																	
4																	
5																	
6																	
7																	
8																	
9																	
10																	
11																	
12																	
13																	
14																	
15																	
16																	
17																	
18																	
19																	
20																	

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Break	Race2	Race3	Race Factor Adj	Jockey Factor Adj	Speed Figure Roll	Finish Speed
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										

Final Results

	Win	Place	Show
1			
2			
3			

Time:

Top of The Stretch
Fullplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Form	Wire
1																
2																
3																
4																
5																
6																
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11																
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15																
16																
17																
18																
19																
20																

PP	Pace Chart	Form Adj Chart	Final Adj Power Rating	Break	Race2	Race3	Race Factor Adj	Jockey Factor Adj	Speed Figure Roll	Finish Speed
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										

Final Results

	Win	Place	Show
1			
2			
3			

Time:

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49

Top of The Stretch
Fullplay Scoresheets

Race Name: _____
Track: _____
Distance: _____
Track Condition: _____
Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Form	Wire
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
12																
13																
14																
15																
16																
17																
18																
19																
20																

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Break	Race2	Race3	Race Factor Adj	Jockey Factor Adj	Speed Figure Roll	Finish Speed
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										

Final Results

	Win	Place	Show
1			
2			
3			

Time: _____

Top of The Stretch
Fullplay Scoresheets

Race Name: _____

Track: _____

Distance: _____

Track Condition: _____

Date: _____

PP	Horse	Jockey	Odds	Jockey Trbl	Ride	Range Lo	Range Hi	Wet	Pace	Trip	Class	Speed	Original Power Rating	Adj Power Rating	Power Form	Wire
1																
2																
3																
4																
5																
6																
7																
8																
9																
10																
11																
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13																
14																
15																
16																
17																
18																
19																
20																

PP	Pace Adj Chart	Form Adj Chart	Final Adj Power Rating	Break	Race2	Race3	Race Factor Adj	Jockey Factor Adj	Speed Figure Roll	Finish Speed
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
19										
20										

Final Results

	Win	Place	Show
1			
2			
3			

Time:

51