

ENERGY DISTRIBUTION

Energy distribution is the key to understanding The Match Up. Acceleration and deceleration will decide the winner of today's race. In most races the horses accelerate from the starting gate to their highest velocity. This early acceleration generates a constant deceleration and causes toxic build up, and energy exertion. The Match Up determines what influence the pace of the race will have on the competitors in today's race.

The ability to understand pace is an essential fundamental of successful handicapping. No horse can run at top speed the entire distance of the race. If a horse has to run a fast early pace, he slows, and he may not be able to win the race.

To win the race it is essential that we recognize how the race is going to run. You must look at the first call in the race and find the horse that is most likely to get out of the gate first and take the lead. Then ask yourself, can the horse go wire-to-wire, or will he be forced to run faster to establish the lead in today's race? If this is true look at the Pressers and determine the horse that is up close, can he take over when the Early horses fail? If the answer is no then and only then look for a sustained horse to win the race. If an Early, or Early Presser can not win the race the race "sets" up to run other than Early. Determining the running style of the horses in today's race, use running lines where the horse runs his best races.

The winner of a race will be determined on how the horse distributes his energy throughout the race, not whether one fraction is greater than the other. This is the reason that horses with the best final time do not always win. Every fifth of a second faster the horse has to run at the start, it costs two-fifths of a second at the finish. The same applies, if the horse is able to run slower at the beginning of the race.

First, decide the horse that is likely to take the lead. In picking the horse that is going to take the lead, find a horse that has truly been in the lead at the first call. In the event none of the horses definitely had the lead, use a line where a horse tried for the lead or was up close. Next, find a horse that was in the lead at the second call. Use the same procedure explained in finding the first call. Next, find a final time that matches the first two calls, and you have the projected pace of today's race. Never add beaten lengths to any of the fractional calls. Remember, a horse that is second by a head was not in the lead, but was running behind the horse in the lead. Horses that do not match today's pace will have difficulty winning.

Find the horse that has run the best against the fastest pace in his last race, at today's track, and at today's distance. Match Up races are good races used in this procedure. If none of the horses have run at today's distance consider any fast sprint, or any fast route line. This horse is the pace horse that all the other horses will be matched against.