

FACTORS AFFECTING PERFORMANCE CRITERIA

Going

won on same going - 5 points
good run on same going - 4 points
won on similar going - 3 points
good run on similar going - 2 points
never ran on going before - 1 point
poor runs on same/similar going - 0 points

Racecourse

won at racecourse - 5 points
good run at racecourse - 3 points
never ran at racecourse before - 1 point
poor runs at racecourse - 0 points

Distance

won at same distance - 5 points
good run at same distance - 4 points
won within 2f of distance - 3 points
good run within 2f of distance - 2 points
Won / good run within 3f of distance - 1 point
poor runs within 3f of distance - 0 points

Class

won at higher class - 5 points
good run at higher class - 4 points
won at same class - 4 points
good run at same class - 2 points
won at lower class - 1 point
good run at lower class or worse - 0 points

Fitness

won within 20 days - 5 points
good run within 20 days - 4 points
won within 40 days - 3 points
good run within 40 days - 2 points
good run within 60 days - 1 point
No good runs within 60 days - 0 points

Trainer Form

trainer has >30% strike rate - 5 points
trainer has >25% strike rate - 4 points
trainer has >20% strike rate - 3 points
trainer has >15% strike rate - 2 points
trainer has >10% strike rate - 1 point
trainer has <10% strike rate - 0 points

Jockey Form

jockey has >30% strike rate - 5 points
jockey has >25% strike rate - 4 points
jockey has >20% strike rate - 3 points
jockey has >15% strike rate - 2 points
jockey has >10% strike rate - 1 point
jockey has <10% strike rate - 0 points

Jockey-Horse Combination

win from jockey-horse combo - 5 points
good run from jockey-horse combo - 3 points
no runs from jockey-horse combo - 1 point
poor runs from jockey-horse combo - 0 points

Official Rating

highest OR - 5 points
joint highest OR - 4 points
OR within top 3 runners - 3 points
OR within top 5 runners - 2 points
OR lower than top 5 runners - 0 points
no OR - 0 points

Position in Market

clear favourite - 5 points
joint favourite - 4 points
top 3 in market - 3 points
top 5 in market - 2 points
lower than top 5 in market - 1 point
bottom 3 in market - 0 points

Weight

won at >6lb heavier - 5 points
good run at >6lb heavier - 4 points
won within 6lb of current weight - 3 points
good run within 6lb of current weight - 2 points
Won at >6lb lighter - 1 point
good run at >6lb lighter or worse - 0 points

Race Type

won at same race type - 5 points
good run at same race type - 4 points
won at similar race type - 3 points
good run at similar race type - 2 points
no runs at similar race type - 1 point
poor runs at same/similar race type - 0 points

Racecourse

won at same racecourse - 5 points
good run at same racecourse - 3 points
no runs at racecourse - 1 point
only poor runs at racecourse - 0 points

Number of Runners

won with same runners - 5 points
won with similar runners - 4 points
good run with same runners - 3 points
good run with similar runners - 2 points
no runs with same/similar runners - 1 point
poor runs with same/similar runners - 0 points

Greenness

>8 previous runs - 5 points
>6 previous runs - 4 points
>4 previous runs - 3 points
>2 previous runs - 2 points
>0 previous runs - 1 point
0 previous runs - 0 points

Equipment

won with same equipment - 5 points
good run with same equipment - 3 points
no runs with same equipment - 1 point
poor runs with same equipment - 0 points

Stamina

won at longest distance run - 5 points
good run at longest distance run - 4 points
won within 3f of longest distance - 3 points
good run within 3f - 2 points
good run within 5f - 1 point
only poor runs within 5f - 0 points

There are numerous other factors which can be considered, including but not limited to Temperament, Pace, Character, Age, Sex, and so on. However, these factors tend to be more abstract & are therefore more difficult to create criteria for.

Taking the horse age as an example, there are no clear criteria without further analysis of past racing data, which may allow us to determine the ages which provide the highest strike rate or profit levels, either generally or in combination with other factors such as race type, racecourse, going, distance etc.

DEFINITIONS

Good Run: A race in which the horse finished within $\frac{1}{2}$ a length per furlong of the winner. For example, in an 8 furlong race, the horse must have finished within 4 lengths of the winner, in a 20 furlong race within 10 lengths of the winner etc.

Similar number of runners: Classed as within 3 of the current race. For example, in a 10 runner race, a similar number of runners would range from 7 - 13.

Strike Rate: The number of times a horse has won their race, divided by the total number of races run. To calculate strike rates, it is advisable to only use the past 1 year of racing data.

Equipment: Includes tongue tie & various headgear such as cheekpieces, blinkers, visor, hood and eye shield/cover.

> means greater than, < means less than.