

How to read an Official Racing Program



- 3 Horse Number (=Post position)
- 4 Horse Name 5 Country Foaled
- ⑥ Coat Color(鹿 bay、黒鹿 dark bay、青鹿 brown、青 black、 栗 chestnut、栃栗 dark chestnut、芦 gray、白 white)
- Sex/Age

C=Coltmale 2~4 years old

F=Filly female 2~4 years old

H=Horse ... male 5 years old or older

M=Mare ····· female 5 years old or older

G=Geldina

- Weight (kg)
- 9 Jockev's name
- 1 Year when the jockey was licensed by JRA.
- (1) Country where the horse is trained.
- P Earning money
- (B) Past Performances
- 14 Prize money level for race category.

- (B) Earning money
- (B) Past performances in the last three races (most recent on the left).

Circled ······Turf

Squared ··· Dirt

Bold ·····Steeplechase

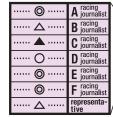
Past performances for turf/dirt/steeplechase.

Turf (Flat) Dirt (Flat) Steeplechase -

Number indicates frequency of 1st. 2nd, 3rd, and others from left.

- (18) Trainer's name/Training Center(美浦=Miho、栗東=Ritto)
- 19 Owner's name 20 Racing Colors
- 2 Name of breeding farm. For foreign-bred horses, the breeder.
- Rroodmare Sire/Second Dam
- Breeding Area Q Old Name (if any)
- Sire/Dam Date of Birth
- Blinkers

Racing paper's **Selections**





Contender

Capable of beating the favorite



Dark horse

Capable of winning. seen as the third favor-



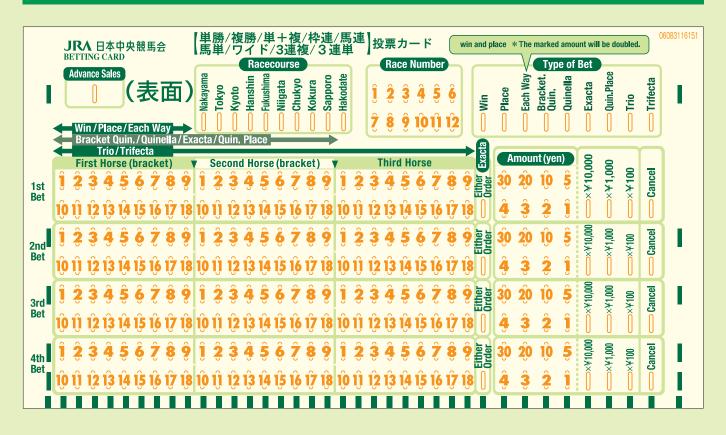
Place finisher

Capable of placing.



充実著しい 短評

Win, Place, Each Way, Bracket Quinella, Quinella, Exacta, Quinella Place, Trio, Trifecta





Types of bets available for the size of the field

Two runners: Win only

Three runners: Win, Quinella, Exacta

Four runners: Win, Quinella, Exacta, Quinella Place, Trio, Trifecta

Five to seven runners: Win, Place (Pays 1st and 2nd finish), Quinella, Exacta, Quinella Place, Trio, Trifecta

Eight runners: Win, Place (Pays 1st-3rd finish), Quinella, Exacta, Quinella Place, Trio, Trifecta

Nine runners, or more: Win, Place (Pays 1st-3rd finish), *Bracket Quinella, Quinella, Exacta, Quinella Place, Trio, Trifecta

*Bracket Quinella is available when the total number of the field is greater than nine horses.

Bracket Quinella will still be available in case of a scratch, as long as there is at least one bracket with two or more horses remaining in a bracket.

TYPE OF BETTING

Win(単勝)

Select one horse to win. (3)

Place (複勝)

Select one horse to win, finish second or third. (3, 14, 16)
If there are five to seven runners in a race, select one horse to finish first or second.

Bracket Quinella (种連)

Select two brackets to finish first and second in any order. (2 - 18)

Color of the jockey's cap

Bracket No. Horse No. 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

The Colors of the jockey's cap identifies the Bracket Number,

 $Bracket\ No.1-White,\ No.2-Black,\ No.3-Red,\ No.4-Blue,\ No.5-Yellow,\ No.6-Green,\ No.7-Orange,\ No.8-Pink.$

Quinella (馬連)

Select two horses to finish first and second in any order.

(3-6)

Quinella Place (ワイド)

Select two horses to finish first and second, first and third, or, second and third, respectively in any order. (3-16, 3-14, 14-16)

Trio(3連複)

Select three horses to finish first, second and third in any order.

(3-14-16)

Exacta(馬単)

Select two horses to finish first and second in correct order.

 $(\boxed{3} (First) \rightarrow \boxed{16} (Second))$

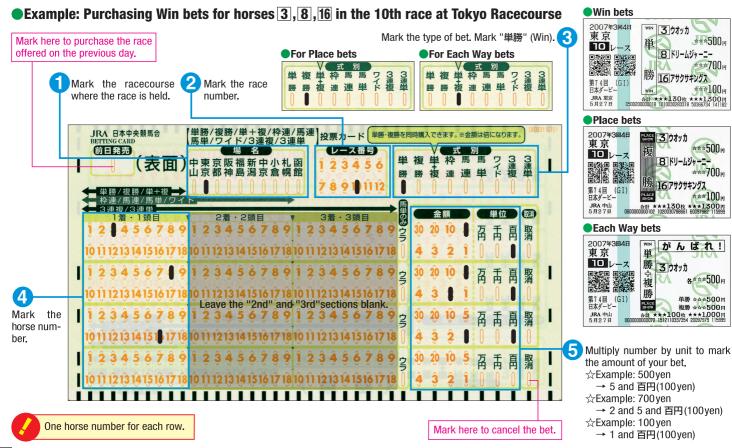
Trifecta(3連単)

Select three horses to finish first, second and third in correct order.

 $(\boxed{3} (\text{First}) \rightarrow \boxed{16} (\text{Second}) \rightarrow \boxed{14} (\text{Third}))$

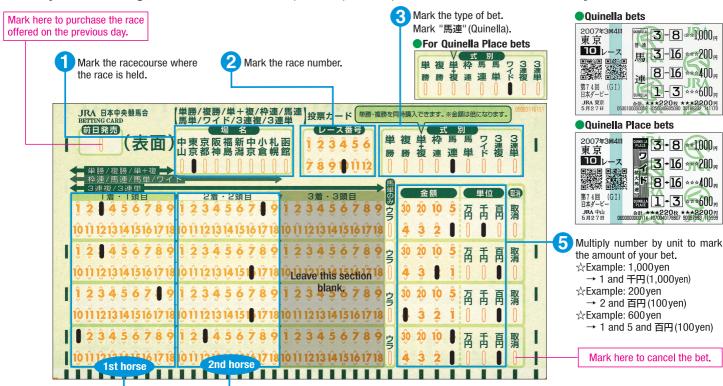
^{*}This is unique betting type of Japanese racing.

Win, Place, Each Way(単勝・複勝・応援馬券)



Quinella, Quinella Place(馬連・ワイド)

ullet Example: Purchasing Quinella bets for 3-8, 3-16, 8-16, 1-3 in the 10th race at Tokyo Racecourse

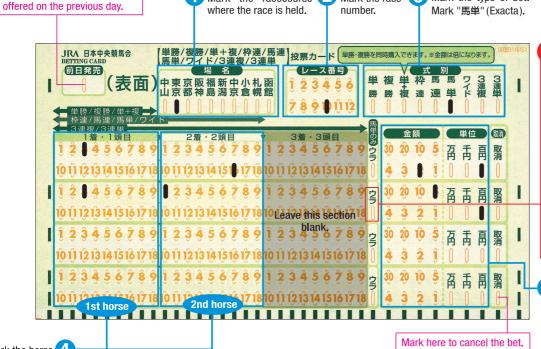


Exacta (馬単)

Example: Purchasing Exacta bets for 3—16, 3—1 in the 10th race at Tokyo Racecourse

Mark here to purchase the race

Mark the racecourse 2 Mark the race 3 Mark the type of bet.



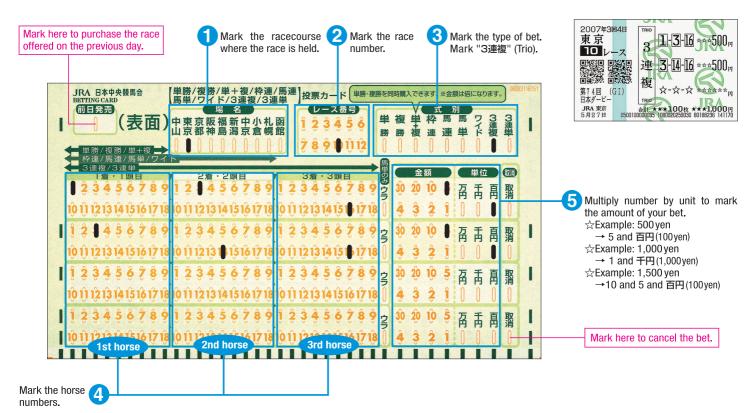
Marking "ウラ" (Either Order) allows you to bet on both ③ ▶1 and 1 ▶3. The numbers will be linked by two-way arrows ("♠") and the word "各"(Each) will appear before the amount of the bet. *"ウラ"(Either Order) is only available with Exacta.



- Multiply number by unit to mark the amount of your bet.
 - ☆Example: 200 yen
 - → 2 and 百円(100 yen)
 - ☆Example: 500 yen
 - → 5 and 百円(100 yen)
 - ☆Example: 1,500yen
 - →10 and 5 and 百円(100 yen)

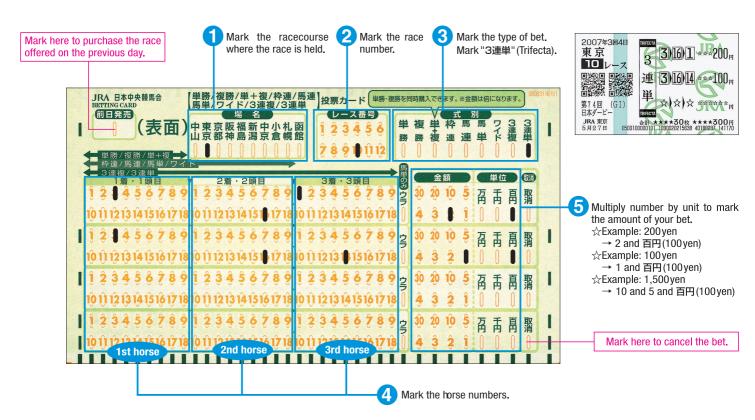
Trio (3連複)

Example: Purchasing Trio bets for 1 - 3 - 16, 3 - 14 - 16 in the 10th race at Tokyo Racecourse



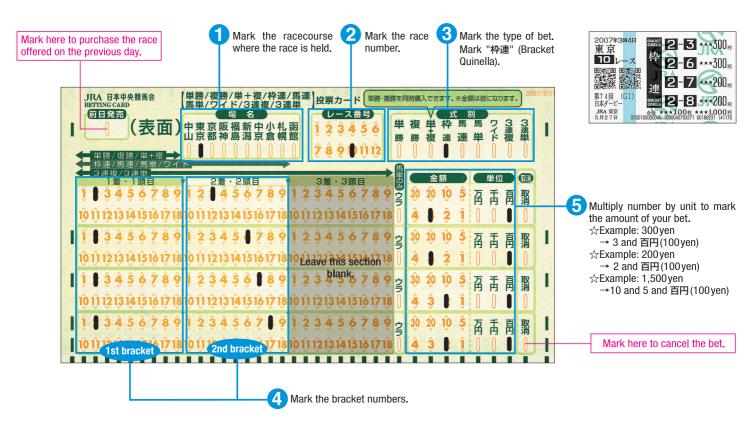
Trifecta (3連単)

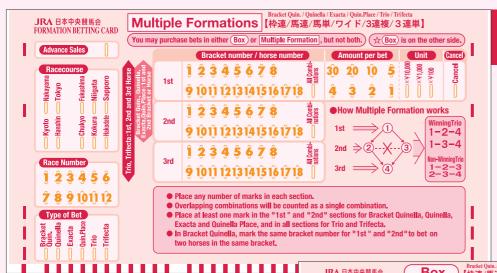
Example: Purchasing Trifecta bets for 3-16-1, 3-16-14 in the 10th race at Tokyo Racecourse



Bracket Quinella (枠連)

ullet Example: Purchasing Bracket Quinella bets for 2-3, 2-6, 2-7, 2-8 in the 10th race at Tokyo Racecourse



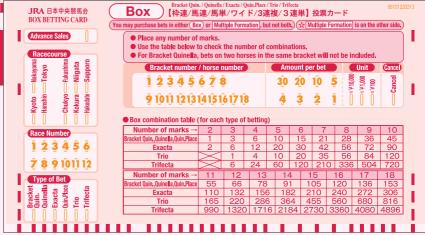


Multiple Formations

(Bracket Quinella, Quinella, Exacta, Quinella Place, Trio, Trifecta)

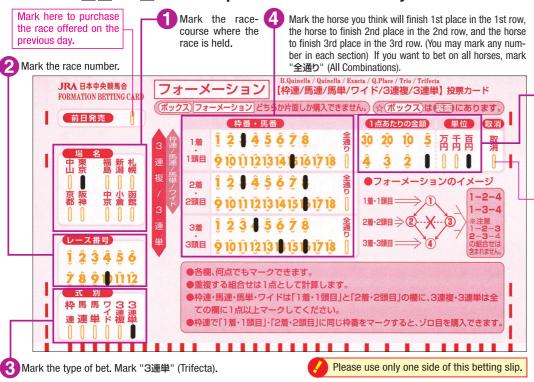


(Bracket Quinella, Quinella, Exacta, Quinella Place, Trio, Trifecta)



Multiple Formation(フォーメーション)

●Example: Purchasing Trifecta bets for horses 3 and 15 for the 1st place, horses 3 8 and 16 for the 2nd place, and horses 4 14 and 16 for the 3rd place in the 10th race at Tokyo Racecourse. 2007年3回4日



Combinations of horses in the same vertical line will not be included.

> e.g. 3 > 15, 3 > 3, 8 > 16, 4 > 14, 14 ▶ 16, Overlapping combinations will be

counted as a single combination.

東京

10 レース

amount per bet.

☆Example: 100 yen

Mark here to cancel the bet.

1st

→ 1 and 百円(100 yen) → 1 and 千円(1,000 yen)

Multiply number by unit to mark the

→ 10 and 5 and 百円 (100 ven)

2nd

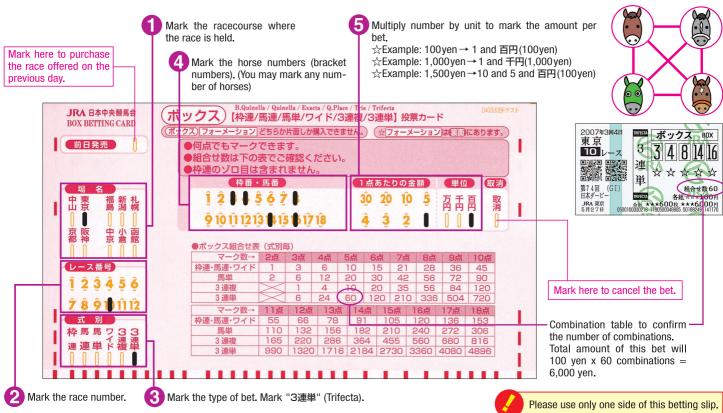
3rd

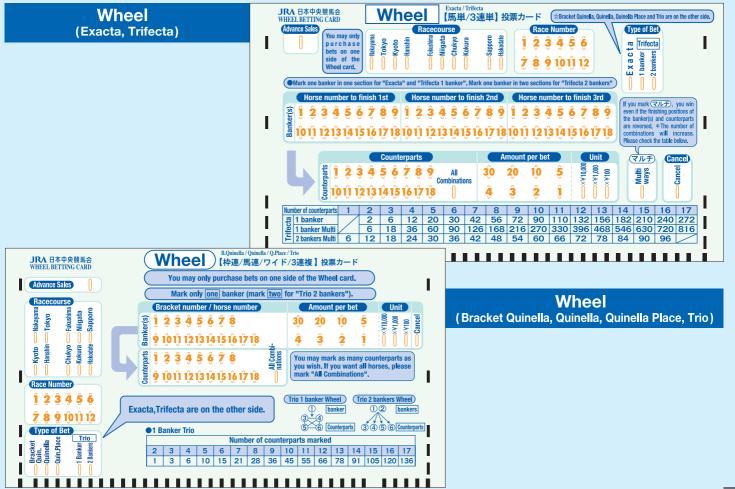
^{*}Multiple Formation can also be used with Bracket Quinella, Quinella. Exacta. Quinella Place and Trio.

^{*&}quot;Multiple Formation"card is not applicable for Win. Place or Each way bet.

Box(ボックス)

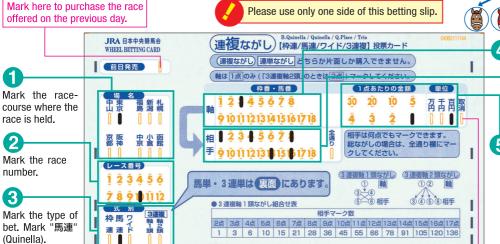
ullet Example: Purchasing Trifecta bets for horses $oxed{3}$, $oxed{4}$, $oxed{8}$, $oxed{14}$ and $oxed{16}$ in the 10th race at Tokyo Racecourse.





Wheel (Bracket Quinella, Quinella, Quinella Place, Trio) (連複ながし)

■ Example: Purchasing Quinella 1 banker bets with horse 1,4,8,14 and 16 in the 10th race at Tokyo Racecourse using horse 3 as a banker.



Mark only one horse number (bracket number)

as your banker in the "軸" (Banker) section.

Mark the horse numbers (bracket numbers) that you wish to combine in the "相手"(Counterparts) section (any number). If you want all horses except the banker, mark the "全通り" (All Combinations) box.

10 レース

TE DIL WHEEL

- 5 Multiply number by unit to mark the amount per
 - ☆Example: 100ven
 - → 1 and 百円(100ven)
 - ☆Example: 1,000yen
 - → 1 and 千円(1,000 yen)
 - ☆Example:1,500yen
 - →10 and 5 and 百円(100yen)

Mark here to cancel the bet,

Trio "1 banker" Wheel



Mark only one horse number as your banker in the "軸" (Banker) section.



Mark the horse numbers that you wish to combine in the "相手" (Counterparts) section (mark more than two numbers).

Do not mark same number for the banker and counterpart.

Trio "2 bankers" Wheel



Mark "軸2頭" (2 bankers). Mark two horse numbers that you wish to make as your bankers in the "軸" (Banker) section.



Mark the horse numbers that you wish to combine in the 相手" (Counterparts) section (any number).

Do not mark same number for the banker and counterpart.

Wheel (Exacta, Trifecta) (連単ながし)

that you wish to combine in

the"相手"(Counterparts)

section (any number).

Example: Purchasing Trifecta "1 banker" bets with horses [1], [8], [4] and [6] in the 10th race at Tokyo Racecourse, using horse 3 as a banker. Mark the racecourse where the race is held. Mark the race number. Please use only one side of this betting slip. Mark here to purchase the race JRA 日本中央競馬会 ☆枠連・馬連・ワイド・3連複は (動物)にあります。 WHEEL BETTING CARD offered on the previous day. (レース番号) 前日発売 (式別) 馬 3連単 連単ながし Mark"軸1頭"(1 banker)。 Mark only one horse number as vour banker in one of the わっても的中となります ※組合せ数が増えますの Multiply number by unit to mark "1st""2nd", or "3rd"place bankthe amount per bet. er sections. ☆Example: 100yen マルチ Mark the horse numbers that you 取消 → 1 and 百円(100yen) wish to combine in the "相手" (Counterparts) section. → 1 and 千円(1.000 ven) 2007年3回4日 軸1頭ながし WHEEL →10 and 5 and 百円(100yen) 42 56 72 90 18 36 60 90 126 168 216 270 330 396 468 546 630 720 816 Mark here to cancel the bet. Mark "Multi Ways" to purchase bets with the placings of banker(s) and counterparts reversed. Confirm the number of combinations here. Trifecta "2 bankers" Wheel **Exacta** Mark two horse numbers as your bankers Mark only one horse number as your bankers in the "1st" or "2nd" place banker section. 式 別 one each in two sections. 式別 馬 3連単 馬 3連単 *The example shows a wheel with horse number 3 to finish *The example shows a wheel with horse number 3 to 車動動 in 1st place. finish in 1st place and horse number 16 in 2nd place. Mark "軸2頭" Mark "馬単"(Exacta) 2 1 4 5 6 7 8 9 1 2 3 4 5 6 7 8 9 1 Leave this (2 bankers). section blank. Mark the horse numbers Mark the horse numbers

that you wish to combine in

the"相手"(Counterparts) section (any number).

Purchasing bets is easy when you use the automatic vending machines.

Just insert your money and betting slips.

But first – **please check to make sure** your slips are marked correctly.

If the marks on the slips are unclear (e.g. marks crossing into neighboring sections or these which are circled) the machine cannot read them. Luminous pens and oil-based pens that mark through to the other side will also may cause errors.





Put money in first.







Payouts are also easy using automatic payout machines

Just insert your winning betting tickets into the slot. Your winnings will be issued automatically.





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