Winnermetrics Algorithm Factors

Codes

RW = Relative weight - This number goes from a best score of 9 to a low score of 1. This is how much weight the PLUS and MINUS values have for each key factor. If a factor is very strong it will have a value of 9. If a factor is very weak it will have a factor of 1. Regardless of relative weight all key factors are statistically significant and contribute to a horse’s ability to win.

PLEASE NOTE: If there is a 0 then there was no factor.

PLEASE NOTE: Relative weights are to the right of RW.

P# = Program betting number.

ML = Morning line.

OO = Optimal Odds - This is an algorithm number generated by the computer. This is the fair odds to expect on a horse. The OO number is a guide helping you to understand what odds to accept on a horse. You DO NOT want to bet big underlays.

RSR = Relative Strength Rating - The numbers range from a perfect score of 100 down to 0 and can even go minus for horses way out of their class level. This rating has two functions.

First, RSR helps you to understand whether a horse is in its correct class level. The higher the number the more the horse fits in today’s class. As the numbers get into the 70's class becomes a question. The lower the worse. Horses below 75 are probably out of their correct class level.

Second, RSR can be used to compare horses within the race. When a race has horses with RSR scores above 75 then you do not want to generally bet horses to win that are more than 15-20 points below the top RSR. When the best RSR in a race is below 70 then you may be willing to bet a horse 20-25 points below the top RSR horse in the race.

RSR applies to WIN ONLY!!
**E =** Early contention ability - This is how likely a horse is to contend early. A score of 1 means the horse is VERY likely to go straight for the lead. As the numbers go up the horses are less likely to contend for the lead. The numbers can go as high as 12 or more for very likely closers.

**P1=** P1 through P6 is the positive rankings. The rankings run from 1 to 6. The best ranking is 1 which means that the horse is best in the race for that statistically significant factor. If the horse has a 0 then the horse is among the worst in the race for the factor.

**M1 =** M1 through M6 is the negative rankings. The rankings are 0 or 1. If there is a one then the horse has a problem for the negative factor. If there is a 0 then the horse does not have a problem with the statistically significant factor.

**Fish Sc =** Fishing Score - this tells how likely the race is to produce a longshot winner. The numbers run from 1 to 10. A score of 1 means there is a very low chance of a longshot winner. A score of 10 means there is a much above average chance of a longshot winner.