Welcome to theDATA**EEL**™

Thank you for your interest in theDATA**EEL**™ Horse Racing Simplified™.

theDATA**EEL**™ prediction algorithms are like no other.

The algorithms were primarily engineered for 3 audiences:

Beginners to thoroughbred horse racing
Seniors of handicapping (our algorithms take over the long hours digesting a Racing Form)
Experienced horse players who use theDATA**EEL**™ as an aid, playing multiple racetracks in a day

The goal of theDATA**EEL**™

-Give a person a simple way to select horses that finish ***in the money*** !

-Make it fun and stress free for people to play horse racing.

-Provide an easy entrance to horse racing; invite people to the excitement.

Definition: a horse is ***in the money*** :

- *in the money* means that a horse finishes the race in 1st, 2nd or 3rd
- a horse that finishes 1st in a race - it is called a WIN
- finishes 2nd in a race - it is called a PLACE
- finishes 3rd in a race - it is called a SHOW
- WIN, PLACE and SHOW are all ***in the money***

The following pages will give you a better understanding of theDATA**EEL**™ and how to use the **EEL** RaceCard.

Additionally, there is an 8min video you can watch called A Complete Introduction to theDATA**EEL**.

This is an example of a typical **EEL** Race Card

theDATA**EEL**™ Algorithms for Gulfstream Park 07/05/2024

Sunny\Cloudy edition

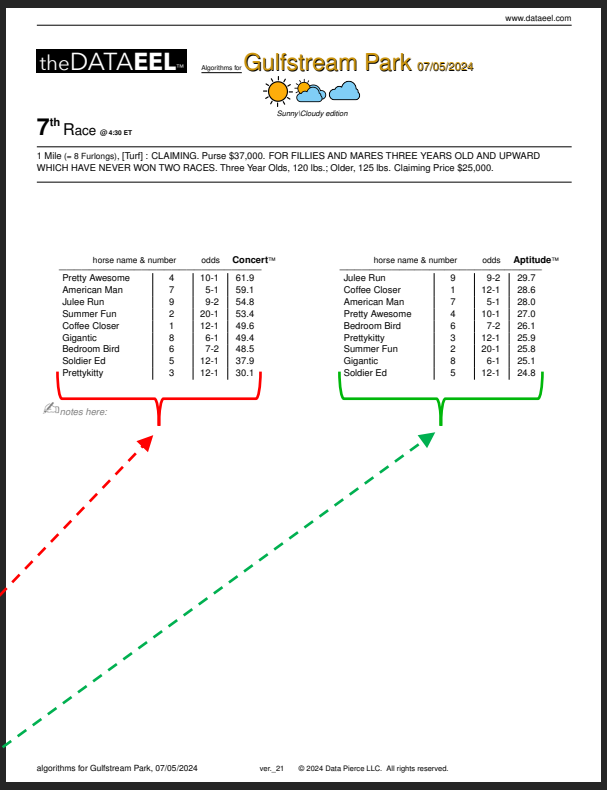
7th Race @ 4:30 ET

1 Mile (= 8 Furlongs), [Turf] : CLAIMING. Purse $37,000. FOR FILLIES AND MARES THREE YEARS OLD AND UPWARD WHICH HAVE NEVER WON TWO RACES. Three Year Olds, 120 lbs.; Older, 125 lbs. Claiming Price $25,000.

horse name & number		odds	**Concert**™
Pretty Awesome	4	10-1	61.9
American Man	7	5-1	59.1
Julee Run	9	9-2	54.8
Summer Fun	2	20-1	53.4
Coffee Closer	1	12-1	49.6
Gigantic	8	6-1	49.4
Bedroom Bird	6	7-2	48.5
Soldier Ed	5	12-1	37.9
Prettykitty	3	12-1	30.1

horse name & number		odds	**Aptitude**™
Julee Run	9	9-2	29.7
Coffee Closer	1	12-1	28.6
American Man	7	5-1	28.0
Pretty Awesome	4	10-1	27.0
Bedroom Bird	6	7-2	26.1
Prettykitty	3	12-1	25.9
Summer Fun	2	20-1	25.8
Gigantic	8	6-1	25.1
Soldier Ed	5	12-1	24.8

✍ *notes here:*



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theDATAEEL™ Algorithms for Gulfstream Park 07/05/2024

Sunny\Cloudy edition

7th Race @ 4:30 ET

1 Mile (~ 8 Furlongs), [Turf] : CLAIMING. Purse $37,000. FOR FILLIES AND MARES THREE YEARS OLD AND UPWARD WHICH HAVE NEVER WON TWO RACES. Three Year Olds, 120 lbs.; Older, 125 lbs. Claiming Price $25,000.

horse name & number		odds	Concert™
Pretty Awesome	4	10-1	61.9
American Man	7	5-1	59.1
Julee Run	9	9-2	54.8
Summer Fun	2	20-1	53.4
Coffee Closer	1	12-1	49.6
Gigantic	8	6-1	49.4
Bedroom Bird	6	7-2	48.5
Soldier Ed	5	12-1	37.9
Prettykitty	3	12-1	30.1

notes here:

horse name & number		odds	Aptitude™
Julee Run	9	9-2	29.7
Coffee Closer	1	12-1	28.6
American Man	7	5-1	28.0
Pretty Awesome	4	10-1	27.0
Bedroom Bird	6	7-2	26.1
Prettykitty	3	12-1	25.9
Summer Fun	2	20-1	25.8
Gigantic	8	6-1	25.1
Soldier Ed	5	12-1	24.8

algorithms for Gulfstream Park, 07/05/2024 ver._21

The table on the left-side of page is the CONCERT™ algorithm's prediction.

The table on the right-side of page is the APTITUDE™ algorithm's prediction.

Lesson 1

EEL RaceCard: Understanding the format

This is the "Conditions of the race". It refers to the specific rules and parameters under which a race is conducted. These conditions outline important details such as the distance of the race, the age and sex requirements for participating horses, the weight each horse must carry (including any allowances or penalties), and sometimes additional eligibility criteria such as previous performance or earnings.

race number

estimated start time of race

track surface

type of race

6th Race @ 3:26 ET

1 Mile (= 8 Furlongs), [Dirt] : CLAIMING. Purse $23,000 FOR FILLIES AND MARES THREE YEARS OLD AND UPWARD WHICH HAVE NEVER WON TWO RACES. Three Year Olds, 120 lbs.; Older, 125 lbs. Claiming Price $8,000 (If no three-year-olds are entered, older weight will revert to 122 lbs.).

distance of race

horse name each horse is given a unique name to distinguish it during races, aiding race officials, announcers, and spectators in tracking and discussing them accurately. Horse names are essential for ensuring each horse can be officially documented throughout its racing career.

number each horse is given a number (or a number and letter combination) to uniquely identify them within a race. These identifiers are used for betting purposes, allowing spectators to track individual horses during the race, and aiding race officials in recording and announcing race results accurately.

odds are the Opening Odds.
They refer to the initial odds that are set by bookmakers for a particular horse in a race. These odds are established days in advance. They serve as a starting point for betting and are based on various factors such as the horse's past performance, the opinions of experts, and the overall betting trends.
If a horse gets a lot of bets, its odds shorten (**decrease**); meaning the payout would be LESS if the horse wins the race.
If a horse gets fewer bets, its odds lengthen (**increase**); meaning the payout would be MORE if the horse wins the race.

horse name	number	odds	**Concert™**
Outlaw Kid	3	5-2	74.3
Talented Man	5	6-1	60.0
Biz Biz Buzz	2	3-1	58.0
Determined Kingd	6	10-1	54.7
Matta	7	8-1	48.5
Winfromwithin	1	2-1	47.2
Bourbon Music	4	15-1	45.8

horse name	number	odds	**Aptitude™**
Bourbon Music	4	15-1	29.7
Talented Man	5	6-1	29.1
Biz Biz Buzz	2	3-1	28.6
Determined Kingd	6	10-1	28.0
Outlaw Kid	3	5-2	27.5
Winfromwithin	1	2-1	27.3
Matta	7	8-1	26.9

Lesson 2

EEL RaceCard: Concert™ and Aptitude™

Concert™ algorithm

more likely to win

less likely to win

horse name & number		odds	**Concert™**
Outlaw Kid	3	5-2	74.3
Talented Man	5	6-1	60.0
Biz Biz Buzz	2	3-1	58.0
Determined Kingd	6	10-1	54.7
Matta	7	8-1	48.5
Winfromwithin	1	2-1	47.2
Bourbon Music	4	15-1	45.8

Concert™ algorithm

Aptitude™ algorithm

horse name & number		odds	**Aptitude™**
Bourbon Music	4	15-1	29.7
Talented Man	5	6-1	29.1
Biz Biz Buzz	2	3-1	28.6
Determined Kingd	6	10-1	28.0
Outlaw Kid	3	5-2	27.5
Winfromwithin	1	2-1	27.3
Matta	7	8-1	26.9

Aptitude™ algorithm

Concert™ is calculated based on many factors and variables that primarily focus on a horse's PAST.

The Concert number is a value that represents how a horse has performed live, in front of a crowd, under the spot-light, ready to go, with all the pressures and expectations before and during the heat of a race.

Think of a race horse like a musical band; the Concert number represents how well, or poor, the performance went in front of the audience.

Aptitude™ is calculated based on many factors and variables that primarily focus on a horse's FUTURE.

The Aptitude number is a value that represents a horse's
Current to-date Potential,
what a horse is capable of becoming given the circumstances of its upcoming race.

Aptitude also involves a horse's
Pace and Stamina, or more simply thought of as a horse's *Running Style*.

Think of Aptitude as a horse's
Current Potential
married closely with
a Running-Style Mixture.

Concert™ values and **Aptitude™** values have nothing to do with each other.

The Concert algorithm has an opinion of how it perceives the outcome of the race based on the way Concert evaluates specific data. The Aptitude algorithm has its own opinion of how it perceives the outcome of the race based on the way it evaluates other specific data.
Concert and **Aptitude** are Two different algorithms with different opinions on the outcome of the same race.

Ranking…both algorithms Rank the '**horse names** & **number**' from top to bottom in a list; the top position of the list is the **horse** more likely to be ***in the money***. The bottom position of the list is the **horse** less likely to be ***in the money***.

Remember that each algorithm has its own opinion on the outcome of the race. So it is common for each algorithm to Rank the same race differently.

Lesson 3

EEL RaceCard: Using Concert™ and/or Aptitude™

example A:

horse name & number		odds	**Concert™**
Khafre	3	6-1	50.1
Divine Armor	7	2-1	48.6
Colloquy	4	8-1	48.3
Bourbon Calling	1	8-1	45.1
Trafalgar	6	7-5	42.8
Predicted	2	20-1	40.0
First Glimpse	5	8-1	38.4

horse name & number		odds	**Aptitude™**
Trafalgar	6	7-5	29.7
Khafre	3	6-1	26.7
Colloquy	4	8-1	26.1
First Glimpse	5	8-1	25.3
Bourbon Calling	1	8-1	24.8
Divine Armor	7	2-1	24.2
Predicted	2	20-1	23.0

In this race it can be concluded that #3 Khafre has a great chance of being *in the money*(1st,2nd or 3rd) because one algorithm puts #3 Khafre on top of it's list (most likely), and the other algorithm puts #3 Khafre 2nd on it's list (2nd most likely). Both algorithms support that #3 Khafre will do well in this race and be *in the money*(1st,2nd or 3rd).

example B:

horse name & number		odds	**Concert™**
Marshmallow Quee	3	1-1	69.7
Qualificata	1	5-1	65.3
Amy The Butcher	2	8-1	61.4
Demar'S Legacy	4	4-1	53.7
Gallop D'Hermes	6	12-1	44.8
Miss Sayely	5	7-2	38.5

horse name & number		odds	**Aptitude™**
Miss Sayely	5	7-2	28.9
Demar'S Legacy	4	4-1	28.7
Amy The Butcher	2	8-1	28.1
Marshmallow Quee	3	1-1	27.2
Gallop D'Hermes	6	12-1	27.1
Qualificata	1	5-1	26.5

In this race it could be concluded that #2 Amy The Butcher will be *in the money*(1st, 2nd or 3rd) because both algorithms put #2 Amy The Butcher on their lists in one of the top three positions.

Since no other horses were put in any of the top 3 positions by BOTH algorithms, one should consider that #2 Amy The Butcher might win this race.

example C:

horse name & number		odds	**Concert™**
Maker'S Candy	6	5-2	67.5
Bold Endeavor	2	3-1	56.9
Winit	5	8-1	52.4
Accretive	1	9-5	51.8
Synthesis	3	10-1	51.4
He'Smyhoneybadge	4	9-2	51.1

horse name & number		odds	**Aptitude™**
Winit	5	8-1	29.0
He'Smyhoneybadge	4	9-2	28.6
Maker'S Candy	6	5-2	28.5
Accretive	1	9-5	28.3
Bold Endeavor	2	3-1	27.8
Synthesis	3	10-1	24.2

In this race it could be concluded that #6 Maker'S Candy and #5 Winit are likely finishing *in the money*(1st, 2nd or 3rd).
The Concert™ algorithm puts #6 Maker'S Candy on top as the best horse in the race, however, the Aptitude™ algorithm puts #5 Winit on top as the best horse in the race.

So, which algorithm do you go with?
It is up to the user to choose which algorithm they want to lean-into more.
After watching a few races with the EEL RaceCard and paying attention to each algorithm's success, a user will get a feel for which algorithm to lean-into more.

It is a lot of fun playing with the Concert™ and Aptitude™ algorithms.
Use one algorithm for a race, then use the other algorithm for another race.

Try taking a **mix** of the two algorithms' predictions for a race – we call it, ***"doing the weave"***.

EEL RaceCard: '$\mathcal{X}$' = *not enough data to calculate*

Sometimes the Concert™ or Aptitude™ value is shown as '$\mathcal{X}$'

'$\mathcal{X}$' means NOT enough data to calculate an accurate **prediction**.

$\mathcal{X}$ often appears in MAIDEN races. A MAIDEN race is a race with conditions that typically require the horses participating to have never raced before OR have never won a race before.

In the example below, 5 of 8 horses participating have either never raced before OR they have never won a race, therefore these 5 horse do not have much history performing live (Concert™). In these cases the Concert™ algorithm does not have enough data to calculate a prediction on how these horses will perform.

1st Race @ 1:00 PT

6.5 Furlongs, [Turf] : MAIDEN CLAIMING. Purse $30,000 ail at 30 feet). FOR MAIDENS, THREE, FOUR, AND FIVE YEARS OLD. Three Year Olds, 118 lbs.; Older, 126 lbs. Claiming Price $50,000.

horse name & number		odds	**Concert™**
Quintecents	4	5-2	65.5
Wherever You Are	3	6-1	41.3
Gaelic Nation	2	3-1	29.8
Classic Alphie	1	30-1	x
Devilnthebluegra	5	20-1	x
Crazy Cavalier	6	6-1	x
Without Borders	7	4-1	x
Tomorrow Never C	8	4-1	x

Sometimes the Concert™ or Aptitude™ value is shown as $\mathcal{X}$

$\mathcal{X}$ means NOT enough data to calculate an accurate **prediction**.

If one of the algorithms gives a horse an $\mathcal{X}$ it means the algorithm can not calculate an accurate decision on how to **Rank** the horse.

So, ANY horse with an $\mathcal{X}$ does not have a Rank, thus **no prediction** from the algorithm.

It is important to realize that when a horse is given an $\mathcal{X}$ value, the horse has randomly been put on the **Ranking list**. Any horse with an $\mathcal{X}$ value could actually be ANYWHERE on the **Ranking list**. The algorithm just groups together all horses with an $\mathcal{X}$ and puts them in the lower positions of the **Ranking list**.

NOTE: just because a horse with an $\mathcal{X}$ value is grouped at the bottom of the Ranking list, it does not mean that horse is Ranked poorly. In fact, it is possible that a horse with an $\mathcal{X}$ value could be the best horse in the race.
There is no way to tell what a horse can do when it has been assigned an $\mathcal{X}$ by the algorithm.

Fun Fact: If a horse with an $\mathcal{X}$ wins the race, we call that horse "a sleeper" - the data did not show this horse with any activity, however, when the gate opened and the race went off this horse was actually a monster. This horse is called "a sleeper".

theDATA**EEL**™

Horse Racing simplified™