

## HOW TO BET

Visit a mutuel window and state the following information:

- Name of track
- Race number
- Amount you wish to wager
- Type of wager
- Horse number

### EXAMPLE:

"Parx Racing, Race Three, Two Dollars to Win on Number Five."

Use the official betting number found in the program, not the horse's name.

### CHECK YOUR TICKETS!

*Do not leave the window until you are certain you have the correct ticket(s) and change. No adjustments will be made after a patron leaves the window.*

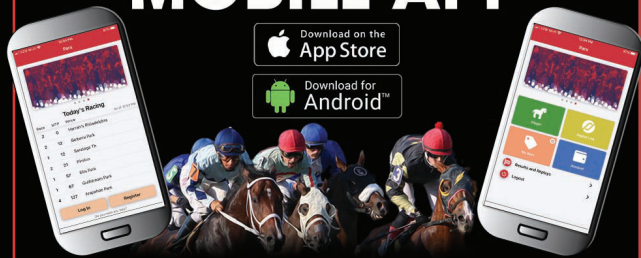
## SELF-SERVICE WAGERING

Automated mutuel machines are available to place your wagers. These self-service machines are a convenient way to wager without waiting in line at the teller windows.

## WAGER ONLINE

To open an account download the Parx Racing Mobile App or visit: [wager.parxracing.com](http://wager.parxracing.com) to open an account.

## PARX RACING MOBILE APP



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[www.parxracing.com](http://www.parxracing.com)



# NEWCOMERS GUIDE

Gambling Problem? Call 1-800-Gambler



## WELCOME

*Horse racing is fast, fun and challenging. Here are some things to help you get started. Good luck!*

Horse racing uses **pari-mutuel wagering**.

You are betting against all the other people around you. You are not betting against "the house" and we want you to win.

*So buy a program and get started winning!*



## THE BETS

**WIN** - You bet on a horse to finish the race first.

**PLACE** - You win if your horse finishes first or second.

**SHOW** - You win if your horse finishes first, second or third.

**ACROSS THE BOARD** - You will receive three different bets by using this term; you will get a **WIN**, **PLACE** and **SHOW** bet on your choice of runner.

**DOUBLES** - Pick the winners of two consecutive, designated races.

**EXACTA** - Bet the horses to finish first and second in that exact order.

**TRIFECTA** - Bet the first, second and third horses to cross the wire in that exact order.

**SUPERFACTA** - Bet the first, second, third and fourth horses to finish in that exact order.

**PICK BETS** - Pick the winner of a certain number of consecutive, designated races. Types include Pick 3; Pick 4; Pick 5; Pick 6; Pick 9, etc. Tough to win but payoffs are generally big!

**BOX** - Asking for a box will allow your runners in exactas, trifectas and superfectas to finish in any order. Boxing costs more because you receive more ways to win on your ticket.

**WHEEL** - A bet on one horse with all the other horses in the field. An exacta wheel with #7, for example, would give you all the combinations possible for an exacta with the #7 in first place.

**KEY OR PART WHEEL** - A bet on one horse with some of the other horses in the race.

## HANDICAPPING HINTS

The **FAVORITE** is the horse with the lowest odds at post time. Watch the odds change on each horse as post time approaches. They are displayed on the tote board in the infield of the track and on many TV monitors throughout the grandstand.

**FAVORITES** win 33% of the time

**FAVORITES** finish either 1st or 2nd 53% of the time

**FAVORITES** finish first, second or third 67% of the time

The program will list the trainers and jockeys that are currently winning the most races at the track. Some bettors find this information very useful. Study the program, the Daily Racing Form or simply pick your favorite color.

## TERMS TO KNOW

**ALLOWANCE RACE** - A race other than claiming for which the racing secretary drafts certain conditions to determine weights.

**ALSO-ELIGIBLE** - A horse officially entered, but can not start unless the field is reduced by scratches below a specified number.

**APPRENTICE RIDER** - also known as a "Bug Boy" (due to an asterisk next to name in the program) is given a weight allowance, usually 10 lbs. until the 5th winner, 7 lbs. until the 35th winner, 5 lbs. for one calendar year from the 35th winner.

**BLINKERS** - A hood with eye cups used to minimize distractions to the racehorse.

**BREEZING** - Timed work by a horse in preparation for an upcoming race.

**CLAIMING RACE** - Horses are entered subject to claim for a specified price.

**COLT** - Male horse under 5 years of age.

**DEAD-HEAT** - Two or more horses finishing in an exact tie at the wire.

**DQ** - Disqualified.

**FAST** - The optimum condition for a dirt track, dry, fast and even.

**FIRM** - A condition of a turf course corresponding to fast on a dirt track.

**FILLY** - Female horse up to and including the age of 4.

**FURLONG** - One-eighth of a mile; 220 yards; 660 feet.

**GELDING** - Castrated male horse.

**GOOD** - Track condition between fast and slow.

**HORSE** - An entire male 5 years old or older.

**LENGTH** - Length of a horse from nose to tail, about 8 feet.

**MAIDEN RACE** - A race for non winners.

**MARE** - Female horse 5 years old or older.

**MORNING LINE** - Approximate odds quoted before wagering begins.

**MUDDY** - Deep condition of racetrack after being soaked with water. Horses who run will on wet tracks are generally referred to as mudders.

**OBJECTION** - Claim of foul lodged by rider, patrol judge or other official. If lodged by official, it is called an **INQUIRY**.

**PADDOCK** - Area where horses are saddled.

**PAST PERFORMANCES** - A compilation of a horse's record, including all pertinent data, as a basis for handicapping.

**POOL** - Mutuel pool. Total sum bet on a race. Also win pool, daily double pool, exacta pool.

**POST PARADE** - Horses going from paddock to starting gate past the stands.

**POST POSITION** - Position of stall in starting gate from which a horse starts.

**POST TIME** - Designated time for a race to start.

**SCRATCH** - To be taken out of a race.

**SLOPPY** - Condition of footing. Wet on surface with firm bottom.

**STAKE** - Usually a feature race of the day for which owner must pay a fee to run a horse. Some stakes races are by invitation and require no payment or fee.

**TURF COURSE** - Races run on a grass surface.

**YIELDING** - Condition of turf course with a great deal of moisture.