

Advanced Addendum



DOC Racing Community
Version 2.041021

<http://doc.rbcb.net>

Please visit for All your DOC needs

Compiled by
Michael in Tempe of
"the Horse" Stable

Credits

For all Publications (Not all material used in all publications)

Derby Elite Stables – Team AMA

<http://doc.rbc.net/forums/Trading.or.Sales/view/2657/>

Tracking Chart

Chicago Site

<http://www.webstoriches.net/derby/doc.htm>

Sire and Mare Lists

Relationship Info

IS Guise

<http://doc.isguise.com>

Glossary

Phil (VGS)

<http://www.vegsgamblers.info>

Quarter page tracking chart

Richie Perez (fReAkKiT)

<http://doc.rbc.net/forums/Trading.or.Sales/view/3204/>

Horse Tracking Chart

RUN Stables

<http://derby-owners-club.com/>

General Information

Breeding Notes

Race Schedule

Food List

Training Results

Shety Stables

<http://derbyboy808.topcities.com/Whippoints3.htm>

Stretch Runner Whipping Points

Introduction

This addendum to the DOC Handbook is meant to help those people who are looking for a bit of extra info that might be confusing to the new player.

Some things in this addendum when finished will be CPU Pairs, In depth Jackpot information including identifying and training, prize winnings, and a more in-depth sire and damn list.

I'm not an expert in this game yet, so nothing in here is from my own mouth. I have taken things from the forum and included them here. If something is wrong, please find the appropriate thread at <http://doc.rbc.net> and discuss.

Thanks for reading – Michael in Tempe

Special Thanks

Thanks to Gabe and Attaboy for the how to train a horse information. It should be a great asset to help us first timers learn some of the best ways to raise a horse for a tournament.

And to DHR Tony (<http://www.dhrstables.com>) for helping me fine-tune the Tourney Tracking Card.

Round	Tournament Tracking Card										Ending					
	Tournament:					Place:					Split	Place	Pts.			
#	MFR	Course	M's	Horse	LEG	Fav	Condition	Post	Symbols							
		Winter Stakes	D1600													
		Sprinters Trophy	1200													
		DOC 1000	1600													
		DOC 2000	2000													
		Spring Classic	3200													
		American Oaks	2400													
		American Derby	2400													
		Summer G.P.	2200													
		Super Dirt G.P.	D2000													
		Sprinters Stakes	1200													
		Stayers Stakes	3000													
		Queen Elizabeth	2200													
		Mile Champ	1600													
		Japan Cup Dirt	D2100													
		Japan Cup	1200													
		DOCup	2400													

by Michael in Tempe

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Current National Records

Updated on 08/24/04 **New Record**

Course	Length	Type	Nat.	FR/LS	Local
CC	1200	Dirt	1.10.28	LS	
CC	1400	Turf	1.21.04	LS	
CC	1600	Turf	1.32.28	Ls	
CC	2000	Turf	1.57.76	LS	
CC	2200	Turf	2.09.76	LS	
CC	3000	Turf	3.01.09	LS	
CC	3200	Turf	3.13.19	LS	
Course	Length	Type	Nat.	FR/LS	Local
EC	1200	Dirt	1.10.14	LS	
EC	1400	Turf	1.21.14	LS	
EC	1600	Dirt	1.35.38	FR	
EC	1600	Turf	1.33.00	FR	
EC	2000	Turf	1.57.71	LS	
EC	2100	Dirt	2.04.91	LS	
EC	2400	Turf	2.21.71	LS	
Course	Length	Type	Nat.	FR/LS	Local
NP	1200	Turf	1.08.38	LS	
NP	1600	Turf	1.31.00	LS	
NP	1800	Dirt	1.46.52	LS	
NP	1800	Turf	1.45.52	LS	
NP	2000	Turf	1.57.23	LS	
NP	2500	Turf	2.29.33	LS	
Course	Length	Type	Nat.	FR/LS	Local
SEGA	1400	Dirt	1.22.47	LS	
SEGA	1600	Turf	1.33.33	LS	
SEGA	1800	Turf	1.45.19	LS	
SEGA	2000	Dirt	1.59.09	LS	
SEGA	2400	Turf	2.22.19	LS	
Course	Length	Type	Nat.	FR/LS	Local
SP	1200	Turf	1.08.28	LS	
SP	1700	Dirt	1.40.57	??	
SP	1800	Turf	1.46.00	LS	
SP	2000	Turf	1.57.86	LS	
Course	Length	Type	Nat.	FR/LS	Local
WH	1200	Dirt	1.10.76	LS	
WH	1200	Turf	1.09.47	LS	
WH	1400	Dirt	1.22.91	LS	
WH	1600	Turf	1.32.43	LS	
WH	2000	Turf	1.58.19	LS	
WH	2200	Turf	2.08.52	LS	

Breaking Records

Nationals, Local, Venue, Personal, there are many types of records in DOC. There are good and there are bad times to break records. A chart has been compiled of the best times to break records. Visit the DOC Racing Community for more info on what current national records are. The Advanced Addendum Appendix includes the National Records as of the date of publication. For a better explanation of track conditions please see "Track Conditions" in this book.

What you need: A good front runner

This is so important. No matter how strong your horse is, no matter how many generations it is. Unless there is a Strong/Fast Great Escaper in the race, the odds are against you in breaking records. This is the key to teamwork. Someone has to run rabbit. And the person running rabbit, may or may not have a chance to break the record themselves. But Chasing down those fast rabbits is how records are set. If you ARE the Great Escaper, it is very possible for you to break a record all by yourself, depending on the track, the condition, and the race.

When to break it?:

You have to realize that certain records can only be broken at certain times. If the Track is a G1 race. The record will most likely only be broken during that G1 race. For some reason, horses run a lot faster in G1's than they do in any other race. If the Record is not a G1 Record, it is possible to break it in other races. Your Best chance at this is to race in 3R races. Not all races occur in 3's or G1's. And only 2 races show up only as a Handicap race. (Southern Park 1800 and Western Hill 1200 Dirt)

There are 6 tracks that show up only once outside of the handicaps races, and never in a 3R or G1 race.

Know your races, and where they show up. Knowing when a record can be broken is as important as being able to break it.

Appendix

- Current National Records
- Tournament Tracking Chart

Jackpots, Jackpots, Jackpots

“Did I get a Jackpot?” One of the most common statements on the DOC Racing Community website. This section will attempt to answer that question.

When should I start looking?

Well, the first thing you need to do is have a Line that has maxed internals. This generally takes between 8 and 15 generations depending on how you do. But you need to get the following for every breeder of every generation.

- 3 Unique G1 Wins
- The 3 Special Foods (Herbal and Super Herbal Dumpling, and Large Korean Ginseng)
- Greater than 50% Wins
- Optional: Win 7 unique G1's

Eventually, your baby horses will come out “Well Balanced.” This is a good indication your internals are maxed. This is not always true, but close. “Well Balanced” can also mean just what it says, that all three internals are well balanced. I've had foals come out “Well Balanced” on the second generation.





Once you've done that, you need to start your search. And this means breeding. A LOT!!!! The first thing you are going to want to do is figure out where your horses normally debut in a race. The best way to do this is to always breed in the same difficulty race. For instance, if you always breed your horse in the 1R to race in the 2R, than always do this (I actually recommend breeding in the 2r's to have the debut in the 3r). You will get a feel for your line and where they normally favorite (Remember, any other players in the race and your favorites will be different, higher or lower). What you are looking for in these races is just a trend. Once you know your horses well enough, you can start spotting increases.









If you spot an increase in your horse's favorite, you will want to keep this horse and not race its second race. Gather a collection of these and wait for the computer horse Best right. Best right is a computer horse that is used as a standard for estimating the internals of your horse. Best right appears commonly in the following races:

- Round 7:4R (Before American Derby)
- Round 13:4R (Before Japan Cup Dirt)

How to Test

What you are looking for here is a horse that favorites somewhere around 5th. The next thing that you are looking for is for your horse to take symbols from Best right. These symbols are from the Handicappers' Screen that appears right before the start of the race. Best right, if no other human players are racing will pull all Double Circles. To identify a Jackpot you are only interested in the first three. The first three symbols indicate the internal Stamina, Speed, and Sharp of the horse.

The strongest internal Stamina horse in the race will pull a  next strongest , followed by a shaded , with the lowest an empty . A normal horse will not pull any symbols, these are not typically a bad horse, but just a regular horse for future breeding.

You want to pull at least one  in the test against Best right. It is very rare to pull the  in the speed category, so you are looking for the  in the first or third position. A full blown Jackpot would be a horse that pulls  _ . A Mini-Jackpot would be one that pulls only one  (O _  or  _ O). Other combinations could indicate a Mini, and my turn out to be a good horse.

Things to Consider

While this is the preferred method to testing for a Jackpot, there are things that you should be aware of that can alter the outcome of the Best right test. Things like Greats on trainings, cubed sugars, green salads, can inflate the internal ability of your horse giving you false information. Many people like to train solo trainings in the

ECD2100m

Rocket start to C + two quick whip (around 2040M)
Whip: 2019,1990,1960,1930,1900
Hold: 1780,1740,1699,1655,1610,1560,1510,1460,1410
Whip point (3 whips): 1345,1335,1315, (then 1220S for inside horses in 1st to 4th row only)
Hold: 1130,1090,
Start Final Chase: 1010-920D?,(It might be better to hit like 920,900,880) 570(D),...430,405 then stop
Restart at 340D,310S,290,...200D...

NP2500m

Rocket start to C + two quick whip (around 2440M)
Whip: 2410,2380,2350,2330,2300D,2260,2230,2200,
Hold: (2130) 2080-1780 (every 50m) then do not hold for 150m since if you do horses slow down.
Hold: 1640,1590,1540
Whip point (3 whips): 1479-1448,
Hold: 1310,1270,1230,(1180)
Start Final Chase: 1129-,then go 33m whip,...750D,...
Pace up to 30m around 570, ...420D,...200D...135S

SEGA2400m

Rocket start to C + two quick whip (around 2340M)
Whip: 2310,2290,2260,2230,2200,2170D,2130,2100
Hold: 1960-1460 (every 50m)
(Since non-player horses shows up around 1700m, if you slow down pace of hold a little, it is easier to keep inside track.)
Whip point (3 whips): 1385-1355
Hold: 1220,1180,1140
Start Final Chase: 1089 with 3 + 4(3) quick whips (7th whip at 1000)
...670D,...420D...200D...

EC2000m

Rocket start to C + two quick whip (around 1940M)

Whip: 1910,1890,1860,1830,1800

Hold: 1690-1340 (Every 50m)

(1610 will not be good point to hold because it might not recover.)

(Be careful with the hold 1400-1450m because horse tend to go out track at that point)

Whipping point (3 whips): 1250-1220

Hold: 1100, (1060)

Start Final Chase: 1010-

Pace up in 950-900 (Which is the 3rd corner), then go 30m whips...

650D, then go 30m...

...430,405 then stop.

Restart at 340D,310,290,...200D...

CC2200m

Sometimes the whip gauge is used up than usual with the rocket start.

Rocket start to C + two quick whip (around 2140M)

Whip: 2110,2080,2050,2020,1990,1960まで

Hold: (1840)(Don't hold between 1820-1780 because horse will slow down too much)

1760,1720,1680,1630,1590,1540,1500,1460,1410

Whip point (3 whips): 1355-1325

Start Final Chase: 1020-

880D + quick 2 whips (like 880,870,850,830)

Slow down the pace to 33-40m until 500,...

420D,370S,...200D...

CC1600m

Rocket start to C + two quick whip (around 1540M)

Whip: 1510,1490,1460,1430D

Hold: 1330,1270,1220,1160,1110

Whip point (3 whips): 1045-1012

Hold: 840, (800)

740-Start Final Chase: ...420D,370S,...

Pace up between 300-200...

first and second race, get a Cool!, and eat a large carrot, or fodder.

Other players in the race will not ruin your test. In most locations where advanced racers are playing with the average public, people often throw in their 20+ race horses and take all the symbols. It is important to remember that you are wanting to take symbols from Best right. If Best right would have gotten all O's in the race because of another race, then you are looking to take some of those O's. If you get the information of other racers in the race, what computer horses were still in the race, there are several people on the DOC Racing Community Website that can assist you in determining what you would have pulled had the other humans not been in the race.

Something else to watch is the total points of your line. The higher the total point total, the more likely you will receive false results.

Other Tests

There are other times in which you can test a for a Jackpot or to verify a previous test. This info is listed in the Race Schedule (Advanced) under the Name field. Do not confuse this with the JP column on the Advanced Race Schedule, which is estimated DEBUTS of Jackpots.

NP1200m

Rocket start to C + two quick whip (around 1140M)

Whip: 1110,1080,

Hold: 1010,960

Whip point (3 whips): 895-865,

Hold: 710,

Start Final Chase: 640- with 3 + 4 quick whips

...420D...200D

When started in out box

Start Final Chase: 560 with 5 + 5 quick whips

CC2000m

Rocket start to C + two quick whip (around 1940M)

Whip: 1910,1890,1860,1830,1800

Hold: 1670-1320(Every 50m)

Whip point (3 whips): 1250-1220

Hold: 1080,(1050)

Start Final Chase: 1010...

780D+ 2 quick whip, (something like 780,770,750,730)

...420D, 370S...200D...

CC3000m

Rocket start to C + two quick whip (around 2940M)

Whip: 2910,2880,2850,2820 then stop

Restart: 2730D,... little quick in 2600-2500, use all the whip by 2400.

Hold: 2300-1750 (Hold in 50 & 40m alternatively)

Whip point (3 whips): 1689-1652

Hold: 1520-1200 (Every 40m)

Start Final Chase: 1150- then go 30m,

860D, 830, then slow down till 500,...

420D, 370, ...

EC2400m

Rocket start to C + two quick whip (around 2340M)

Whip: 2319,2289,2259,2229,2200,2170,2140,2110

Hold:

1960,1910,1860,1810,1760,1710,1669,1625,1589,1539,1470

(It is basically 50m hold but gauge will not recover in 1510 so it is necessary to adjust)

Whip point (3 whips): 1385-1355,

Hold: 1190,1140,

Start Final Chase: 1089 with 3 + 4(3) quick whips (7th whip at 1000)

30m whip from 979 to 919,

33m whip from 889 to 722, (889,855,822,789,755,722)

690,660,640,610,

579,549,519,489,459,429,405 then stop.

Restart with double at 349, then 310,

290,260,230,200D,160,130,100,70...

WH2200m

When compared with other courses, whip gauge is used more. Rocket start till the gauge reaches letter "D" of CONDITION and 2 quick whip. (70m from the start.) (I'm not sure in DOCWE)

Rocket start to C + two quick whip (around 2130M)

Whip: 2100,2070,2040,2010,1980,1950

Hold: 1810,1710,1640,1590,1550,1510,1460,1410

Whip point (3 whips): 1342-1312

Hold: (1190),1169,1130,1090,

Start Final Chase: 1010 with 3 + 4 quick whips, then go 30 to 33m whip

...550D,...420D,...190D...

SEGA D2000m

Rocket start to C + two quick whip (around 1940M)

Whip: 1910,1890,1860,1830,1800

Hold: 1670-1320 (Every 50m)

Whip point (3 whips): 1250-1220

Hold: 1110, (1060)

Start Final Chase: 1010-

570D,...420D,...310D...

How to build up a Jackpot:

My thoughts and what has worked for me. Gabe Gomez

- 1- Always make the 1R your first race and train for that race. If your line lacks Sta/Speed/Sharp, debut there and try to get a perfect training, lose 1st race for you will not likely be 1st fav. Try to win all races that you are 1st favorite before 12 races.
- 2- Look at your internals and see what you are lacking.
- 3- Go the appropriate 2R and go get what you are lacking, train for the race and feed accordingly.
- 4- Look at your internal value and determine what your horse needs trying to keep stats as even as possible.
- 5- Pick a 3R that will give you the necessary internal value and train for it and feed it.
- 6- Look at your internal value and determine what you are lacking.
- 7- go to 4R and pick it up. Train and feed accordingly.
- 8- Look at your internal value and determine what you are lacking
- 9- Go to appropriate 5r and get it and feed it for that internal value
- 10- Look at your internal value and determine what your horse wants and pick appropriate g1
- 11- Get 1st G1 at 6th race of horse life and get special food in 1R
- 12- Look at your internal value and determine what you are lacking, if everything @@@ pick your latest weakest internal and good to appropriate g1 at 8th race

- 13- Win g1 and do 1R and work next on 2nd lowest internal and do that g1 at 9 races.
- 14- Do that g1 and train for track and feed accordingly. Do 1R get food.
- 15- For males, do 3 more g1's and work on what you think is still lowest internal. You may continue for ginseng with males (3) with females (2) tops.
- 16- Eat bananas until maxxed out.

My name is Gabe-TmA and I approve of this message.

CC3200m

Rocket start to C + two quick whip (around 3140M)

Whip:

3110,3090,3060,3030,3000,2970,2940,2910,2880,2850
Start chasing: 2730S...and use all the whip up around 2500

Hold: 2400 to 1920 (hold in 50m and 40m alternatively)

Whipping point (3 whips): 1865-1835,

Hold: 1720 to 1400 in every 40m

Spurt in one step

1330D,

Hold: 1220

Start Final Chase: 1150...hit in 30 to 33m

870D,

hit in 30 to 33m at 840 to 450

420D,370...200D

Spurt in two steps

Start chasing with: 1330D, 1300, then 30 to 30m whip till 930.

Hold: 850,820,(780)

Start Final Chase: 720 (Depend on your position)

420D,370,340...200D...

EC1600m

Rocket start to C + two quick whip (around 1540M)

Whip: 1519,1489,1459,1430,1420

Hold: 1310,1260,1160,1110

Whipping point (3 whips): 1040-1010

Hold: 870,830,790

Start Final Chase: 740,... 650W,

(740,730,720,700,680,650,640)

430,405 then stop,

Restart with double at 349, 310,290,... pace up between 300 to 200...

(Something like 270,250,230,210)

ECD1600m

Rocket start to C + two quick whip (around 1570M)

Whip: 1540,1510,1480,1450,1430

Hold: 1330,1280,1230,1110

Whip point (3 whips): 1049-1012

Hold: 870,830,790

Start Final Chase: 740 (3+2 whip)

Hit rhythmically till 430,405 then stop

double at 349 to restart,310,290,...double at 200...(hit little faster in 300-200)

SP1200m

Rocket start to C + two quick whip (around 1140M)

Whip: 1010,1089,

Hold: 1010,970

Whip point (3 whips): 899-865,

Hold: 710

Start Final Chase: 640 (3+4 whip;

640,630,620,605,590,575,560)

(370D,250D)

It is difficult to spurt leaving other horses behind from the 1st row. It is easier in 2nd or 3rd row.

WH1600m (I'm not good at this course.)

Rocket start to C + two quick whip (around 1540M)

Whip: 1519,1489,1459,1449

Hold: 1350,1300,1250,1200,1150,(1100)

Whipping point (3 whips): 1045-1015?

Hold:850

Start Final Chase: 760-,...,420D,190D

NP2000m

Sometimes the whip gauge is used up than usual with the rocket start.

Rocket start to C + two quick whip (around 1940M)

Whip: 1919,1889,1859,1829

Hold: 1660,(1610),1560,1510,1470,1420,1380,1330

Whipping point (3 whips): 1255-1225

Hold: 1089,(1059)

Start Final Chase: 1009-

750D,420D...

How to build a Convertible Tourny Horse:

Thanks Attaboy

Here is one way to do this. There are many other versions that do not include eating as many Bannana's.

There are different methods and styles of training tourney horses, but they have one thing in common. The goal is to build a convertible horse. A horse that can be changed through training or food from a LS to a FR for use in GI mode.

In G1 mode after your horse registers the card spits out, you can now train, race and feed your horse without any data saving onto your card.

I have found the following to be the easiest, not necessarily the best. A little practice and patience and you will fine tune your methods. Tip # 1, practice on a jackass, do you really want your first attempt to be on a full blown jackpot?

Debut race: solo turf training, eat large carrot. I would suggest not winning race one to make future co-op training easier, 2nd place is good.

Race 2: Solo dirt training, eat fodder with garlic. Test against Best right, if your horse passes muster as described in the jackpot thread... continue.

Race 3: solo or co-op training as needed, feed as needed. Become Grade 1 eligible.

Race 4: solo or co-op training as needed, work on balancing out the externals. Win first G1.

Race 5: solo or co-op training as needed, work on getting external stats close to even. Race 1R, eat herbal dumpling or korean ginsing. I prefer Kor. ginseng, more blips, this is

a tourney horse, not a breeder. If it's a mini jackpot that you may breed when something better comes along, stick with the dumpling.

Race 6: solo or co-op training as needed, work on getting all external stats close to even. Win 2nd G1.

Race 7: solo or co-op training as needed, work on getting all external stats close to even. Race 1R, eat lg. herbal dumpling.

Race 8: solo or co-op training as needed, work on getting all external stats close to even. Win 3rd G1.

Race 9: solo or co-op training as needed, work on getting all external stats close to even. Race 1R, eat lg. kor. ginseng for 3-4 blips each.

Race 10 - 27: At this point your stats should be fairly even, do not let any one external get too far out in front. You will now need 12-16 lg. bananas (depending on your training skill). To get the large banana you must successfully predict the G1 winner and then race the following 1R. To do this insert your card immediately after the G1 registration closes, this is when the race schedule screen disappears. Make sure you pick the winner, this can require teamwork and G1 sharing.

Continue solo / co-op training until Cn, OOB and Sp are maxed. St, Com and Ten should be one blip away (some prefer to max com. and leave OOB one blip away)

Try to get your female ready by race 25 -26 and your males by 27-28. On your last race, race a short dirt track and after a rocket start do not whip your horse, you should still win. If you whip out on your last race your horse will lose whip if/when you train in a tourney. Remember come tourney time you may want to train. If you are running FR for a race you can solo dirt train to max Ten and eat carrot to max St.

Last Spurt Whipping Chart

This whipping chart is basically for the horse running inside track and leaving other horses behind. (You could hit the same if your horse is in second row.)

If your horse is running in out track (from 3rd row or more far out) and whip accordingly with the chart, you will probably end up using up the whip gauge way before the goal line. Maybe it is better to delay the last spurt by 30m. (Or you could start the final chase as the chart, and then slow down the whip when you catch the horses inside. Then pace up the whip to catch up again, and slow down again. And so on.)

- For Rocket start, hit continuously until the gauge passes the letter "E" of "HORSE," then hit twice quickly. (About 15m?) This last whip of RS will be around 60m from the start.
- Basic whip is hitting whip every 30m or 33m.
- Basic hold is holding every 50m or 40m. (In some courses, hold in 50 & 40m alternatively)
- To start the final chase, hit 3 times then 2 quick whip. (i.e. In ECD1600m, it will be some thing like this; 740, 730, 720, 705, 690) For 1200 and 2400 races, it is necessary to hit 3 and 4 quick whips.
- "S" means single whip, "D" means double whip.
- 430,405 for EC, it is best to hit at 405 exactly. Then restart with double whip at 349, then single hit at 310, 290.
- For double hit at 200 EC course, you can handle with two quick whips like 210, 190.
- It is crucial to hit the double hit at exact meter.
- In any racecourses, basically you tend to hit faster at the corner, and in between the corners you tend to hit slowly by 30 to 33m (For CC, it is better to hit slower as the horse run in out track).
- After double hit at 420 in CC, restart from 379.
- EC: Eastern City, CC: Central City, NP: Northern Park, SP: Southern Park, WH: Western Hill

Race Schedule (Advanced)

Rd	Race	RB	Name	Course	Length	Notes	JP
1	1R		Handicap	C.C	1200m		
1	2R	X		E.C.	1600m		
1	3R	X	Special	C.C	1400m		
1	4R	X		E.C.	2000m		
1	5R			C.C	3000m		
1	G1	X	Winter Stakes	E.C.	1600m		
Rd	Race		Name	Course	Length	Notes	JP
2	1R		Handicap	N.P.	1800m		
2	2R	X		S.P.	2000m		
2	3R	X	Special	N.P.	1600m		
2	4R			S.P.	1700m		3-7
2	5R	X		N.P.	2500m		
2	G1	X	Sprinters Trophy	S.P.	1200m		
Rd	Race		Name	Course	Length	Notes	JP
3	1R		Handicap	N.P.	1600m		
3	2R	X		W.H.	1200m		
3	3R	X	Special	N.P.	1800m		
3	4R			W.H.	2200m		4-8
3	5R			N.P.	1800m		7-8
3	G1	X	DOC 1000 Guineas	W.H.	1600m	Mares Only	
Rd	Race		Name	Course	Length	Notes	JP
4	1R		Handicap	C.C	1200m		5
4	2R	X		N.P.	2500m		
4	3R		Special	C.C	2200m		
4	4R			N.P.	1800m		
4	5R			C.C	3000m		
4	G1	X	DOC 2000 Guineas	N.P.	2000m		
Rd	Race		Name	Course	Length	Notes	JP
5	1R		Handicap	E.C.	1600m		
5	2R			C.C	3000m		
5	3R		Special	E.C.	2100m		
5	4R			C.C	1600m		5-8
5	5R			E.C.	1600m	Dirt	
5	G1	X	Spring Classic	C.C	3200m		

Rd	Race	Name	Course	Length	Notes	JP
6	1R	Handicap	S.P.	2000m		4-7
6	2R		E.C.	2400m		5-8
6	3R	Special	S.P.	1200m		
6	4R	X	E.C.	2000m		
6	5R		S.P.	1700m		3-6
6	G1	American Oaks	E.C.	2400m	Mares Only	
Rd	Race	Name	Course	Length	Notes	JP
7	1R	X	Handicap	S.P.	1800m	
7	2R		E.C.	2400m		5-8
7	3R	X	Special	S.P.	1700m	8-10
7	4R	X		E.C.	1400m	Best right 5-8
7	5R		3 OTO	S.P.	1200m	
7	G1	X	American Derby	E.C.	2400m	
Rd	Race	Name	Course	Length	Notes	JP
8	1R	Handicap	N.P.	1600m		
8	2R		W.H.	1400m		
8	3R	X	Special	N.P.	1800m	3-6
8	4R		W.H.	2000m		
8	5R	X		N.P.	2500m	
8	G1	X	Summer Grand Prix	W.H.	2200m	
Rd	Race	Name	Course	Length	Notes	JP
9	1R	Handicap	SEGA	1600m		4-8
9	2R		SEGA	2400m		
9	3R	X	Special	SEGA	1800m	
9	4R	X		SEGA	1400m	5
9	5R			SEGA	1800m	t-- 9
9	G1	X	Super Dirt Grand Prix	SEGA	2000m	
Rd	Race	Name	Course	Length	Notes	JP
10	1R	X	Handicap	W.H.	1200m	
10	2R	X		N.P.	2500m	
10	3R	X	Special	W.H.	1400m	2-4
10	4R			N.P.	1200m	Best right 6-9
10	5R		3 @OO	W.H.	2000m	3-7
10	G1	X	Sprinters Stakes	N.P.	1200m	
Rd	Race	Name	Course	Length	Notes	JP
11	1R	Handicap	W.H.	2000m		
11	2R		C.C.	1600m		1-4
11	3R	X	Special	W.H.	2000m	
11	4R	X		C.C.	1200m	4-7
11	5R			W.H.	2200m	4-8
11	G1	X	Stayers Stakes	C.C.	3000m	

EC2100m Start Dash		EC2100m FR		NP2500m		SEGA2400m from 7-12th post If 1-6th same with EC2400	
1	2019	1	2019	1	2419	1	2319
2	1989	2	1989	2	2389	2	2289
3	1959	3	1959	3	2359	3	2259
4	1929	4	1929	4	2329	4	2229
		5	1899			5	2199
5	1780	6	1884	5	2150		
6	1770	7	1869	6	2140	6	2059
7	1750	8	1854	7	2129	7	2049
8	1730	9	1839	8	2109	8	2029
9	1709	10	1819	9	2079	9	2009
10	1679	11	1794	10	2049	10	1979
11	1649	12	1769	11	2019	11	1949
12	1619	13	1744	12	1989	12	1919
13	1589	14	1719	13	1955	13	1889
14	1559	15	1689	14	1922	14	1855
15	1529	16	1659	15	1889	15	1822
16	1499	17	1629	16	1855	16	1789
17	1465	18	1599	17	1822	17	1755
18	1432	19	1569			18	1722
19	1399	20	1539	18	1759	19	1689
20	1365	21	1509	19	1729	20	1655
21	1332	22	1479	20	1705	21	1622
22	1315	23	1449	21	1695	22	1589
		24	1419	22	1669	23	1555
23	1225	25	1389	23	1639	24	1522
		26	1359	24	1609	25	1489
24	1179	27	1329	25	1579	26	1455
25	1149	28	1315	26	1549	27	1422
26	1119	29		27	1519	28	1389
27	1089	30		28	1489	29	1369
28	1059			29	1459	30	1355
29	1029			30	1449		
30	1019						

W-hit	1050 x5	980 x5
870 ?	W-hit	810
730 ?	900	660
590 ?	740	510
409 D	580	360
210 ?	410	210
55 D	290	55 D
	139 D	

CC3000m Ver.2	EC2000m	EC2000m	CC2200m	エリ女	CC1600
-2 2710	1 1919	1 1919	1 2119	1 2100	1 1510
	2 1889	2 1889	2 2089	2 2070	2 1490
-1 2579	3 1859	3 1859	3 2059	3 2040	3 1460
0 2569	4 1829	4 1829	4 2029	4 2010	4 1430
1 2549	5 1805	5 1805	5 1999	5 1980	5 1410
2 2529	6 1794	6 1794	6 1969	6 1950	6 1390
3 2499	7 1779	7 1779			7 1375
4 2469	8 1764	8 1764	7 1900	7 1880	8 1360
5 2439	9 1749	9 1749	8 1899	8 1860	9 1359
6 2409	10 1729	10 1719	9 1879	9 1850	10 1329
7 2379	11 1709	11 1689	10 1859	10 1830	11 1299
8 2345	12 1689	12 1680	11 1839	11 1810	12 1269
9 2312	13 1669	13 1659	12 1819	12 1790	13 1239
10 2279	14 1649	14 1629	13 1789	13 1770	14 1219
11 2245	15 1619	15 1599	14 1759	14 1740	15 1209
12 2212	16 1589	16 1569	15 1729	15 1710	16 1179
13 2179	17 1559	17 1539	16 1699	16 1680	17 1149
14 2145	18 1529	18 1509	17 1665	17 1645	18 1119
15 2109	19 1499	19 1479	18 1632	18 1620	19 1089
16 2069	20 1469	20 1445	19 1599	19 1588	20 1059
17 2035	21 1439	21 1412	20 1565	20 1555	21 1030
18 2002	22 1430	22 1405	21 1532	21 1522	22 1212
19 1969	23 1399	23 1379	22 1499	22 1488	
20 1935	24 1369	24 1345	23 1465	23 1455	23 819
21 1902	25 1339	25 1312	24 1432	24 1422	24 789
22 1869	26 1310		25 1399	25 1388	25 759
23 1835			26 1365	26 1355	26 729
24 1802	27 1269	26 1269	27 1330	27 1330	27 699
25 1769	28 1239	27 1239	28 1320	28 1315	28 669
26 1735	29 1220	28 1220	29		29 639
27 1702	30				30 610
28 1679					31 600
29 1660	950T	950 x4	950 x4	W-hit	485
30 1652	W-hit	W-hit	W-hit		380
	780	820	800		275
	655	685	660		170
1170 x5	530	540	520		55 D
W-hit	405	409 D	380		
990	275	260	240		
800	150	130 D	100		
610	25	25			
420					
230					
40					

Rd	Race		Name	Course	Length	Notes	JP
12	1R		Handicap	S.P.	2000m		4-7
12	2R			C.C	1400m		9
12	3R	X	Special	S.P.	1700m		
12	4R	X		C.C	2000m		
12	5R			S.P.	1200m		
12	G1	X	Queen Elizabeth II Cup	C.C	2200m	Mares Only	
Rd	Race		Name	Course	Length	Notes	JP
13	1R		Handicap	E.C.	2000m		
13	2R			C.C	1600m		1-4
13	3R		Special	E.C.	1600m		7
13	4R	X		C.C	2000m		9
13	5R			E.C.	2400m		11
13	G1	X	Mile Championship	C.C	1600m		
Rd	Race		Name	Course	Length	Notes	JP
14	1R		Handicap	W.H.	1200m		
14	2R			E.C.	1600m		11
14	3R	X	Special	W.H.	2000m		8-11
14	4R	X		E.C.	1400m	Best right	5-8
14	5R			W.H.	1600m		
14	G1	X	Japan Cup Dirt	E.C.	2100m		
Rd	Race		Name	Course	Length	Notes	JP
15	1R		Handicap	C.C	1400m		
15	2R			E.C.	2100m		
15	3R		Special	C.C	3200m		
15	4R	X		E.C.	1200m		
15	5R			C.C	1600m		1-4
15	G1	X	Japan Cup	E.C.	2400m		
Rd	Race		Name	Course	Length	Notes	JP
16	1R		Handicap	N.P.	1800m		4
16	2R			E.C.	2100m		
16	3R		Special 5-7 @TT	SEGA	2000m		
16	4R	X		SEGA	1600m		4-8
16	5R			SEGA	1800m		7
16	G1	X	Derby Owners Cup	SEGA	2400m		

RB: Good time to attempt record breaking

Name: Notes on type of race, G1 name, and possible results for 3rd race Jackpot Tests

Best right: Known races for Best right test

JP: Experienced Debuts of recognized Jackpots

EC2400		WH2200m	
1	2319	1	2109
2	2289	2	2079
3	2259	3	2049
4	2229	4	2019
5	2199	5	1989
6	2169	6	1959
7	2139		
8	2000	7	1850
9	1990	8	1840
10	1979	9	1820
11	1955	10	1800
12	1922	11	1779
13	1889	12	1760
14	1855	13	1750
15	1822	14	1729
16	1789	15	1704
17	1759	16	1679
18	1719	17	1650
19	1679	18	1619
20	1649	19	1585
21	1619	20	1552
22	1589	21	1519
23	1555	22	1485
24	1522	23	1455
25	1489	24	1420
26	1455	25	1390
27	1422	26	1360
28	1389	27	1330
29	1369	28	1312
30	1355	29	
		30	

980 x3
 W-hit
 859 950x4
 709 W-hit
 540 800
 405 D 650
 210 D 500
 55 D 350
 200
 50

SEGA2000m		NP1200m FR	
1	1919	1	1119
2	1889	2	1089
3	1859	3	1059
4	1829	4	1049
5	1799	5	1033
6	1789	6	1015
7	1770	7	999
8	1755	8	969
9	1739	9	939
10	1709	10	909
11	1684	11	879
12	1659	12	865
13	1634		
14	1609		
15	1579	13	719
16	1549	14	699
17	1519	15	669
18	1489	16	639
19	1459	17	609
20	1429	18	579
21	1399	19	549
22	1369	20	529
23	1339	21	509
24	1309	22	489
25	1279	23	469
26	1249	24	449
27	1230	25	429
28	1220	26	409
29		27	389
30		28	369
		29	360

980 T? 250
 W-hit 139 D
 810 20
 685 ?
 560 ?
 410 D
 270 ?
 145 ?
 20 D

CC2000m		CC3000m	
1	1919	1	2919
2	1889	2	2889
3	1859	3	2859
4	1830	4	2829
5	1800		
6	1789	-2	2710
7	1770	-4	2590
8	1755		
9	1759	1	2480
10	1739	2	2470
11	1714	3	2450
12	1689	4	2430
13	1664	5	2409
14	1639	6	2379
15	1609	7	2349
16	1579	8	2319
17	1549	9	2289
18	1519	10	2255
19	1489	11	2222
20	1459	12	2189
21	1429	13	2155
22	1399	14	2122
23	1369	15	2089
24	1339	16	2055
25	1309	17	2022
26	1279	18	1989
27	1249	19	1955
28	1230	20	1922
29	1220	21	1889
30		22	1859
		23	1822
		24	1789
		25	1755

880 x5
 W-hit
 739 D 27 1689
 605 ? 28 1660
 480 ? 29 1650
 355 ?
 230 ?
 105 ? 1170 x5
 W-hit
 990
 800
 610
 420
 230
 40

ECD1600		SP1200m Start Dash		WH1600		NP2000m		CC3200m		EC1600	
1	1549	1	1119	1	1510	1	1919	1	3119	1	1510
2	1519	2	1089	2	1489	2	1889	2	3099	2	1489
3	1489	3	1059	3	1459	3	1859	3	3069	3	1459
4	1459	4	1045	4	1430	4	1829	4	3039	4	1430
5	1430	5	1029	5	1405			5	3009	5	1415
6	1409	6	1009	6	1390	5	1789	6	2979	6	1400
7	1399	7	979	7	1375	6	1779	7	2949	7	1385
8	1384	8	949	8	1365	7	1765	8	2919	8	1375
9	1369	9	919	9	1332	8	1752			9	1349
10	1339	10	889	10	1299	9	1739	-2	2739	10	1319
11	1310	11	865	11	1265	10	1719	-4	2689	11	1269
12	1299			12	1232	11	1694	-6	2639	12	1239
13	1269			13	1199	12	1669			13	1219
14	1239	12	789	14	1165	13	1644	5	2570	14	1209
		13	769	15	1132	14	1619	6	2560	15	1179
15	1179	14	749	16	1099	15	1589	7	2540	16	1149
16	1149	15	729	17	1069	16	1559	8	2520	17	1119
17	1119	16	699	18	1039	17	1529	9	2499	18	1089
18	1089	17	669	19	1015	18	1499	10	2469	19	1059
19	1059	18	639			19	1469	11	2439	20	1030
20	1030	19	609			20	1439	12	2409	21	1012
21	1012	20	579	20	889	21	1409	13	2379		
		21	549	21	859	22	1379	14	2345		
22	869	22	529	22	829	23	1349	15	2312	22	869
23	839	23	509	23	799	24	1319	16	2279	23	839
24	809	24	489	24	769	25	1289	17	2245	24	809
25	779	25	469	25	739	26	1259	18	2212	25	779
26	749	26	449	26	709	27	1230	19	2179	26	749
27	719	27	429	27	679	28	1220	20	2145	27	719
28	689	28	409	28	649	29		21	2112	28	689
29	659	29	400	29	619	30		22	2079	29	659
30	655			30	610			23	2045	30	655
31	650	W-hit		W-hit		Use all up		24	2012	31	650
W-hit	280 D			W-hit	480	900 x5		25	1979	W-hit	540 (D)
540 (D)	160			380		W-hit		26	1945	409 D	
400 D	55 D			275		749 D		27	1912	280 (D)	
290				165		590		28	1879	175	
175				55 D		419 D		29	1849	55 D	
55 D						270		30	1832		
						139 D					
								1360x3			
W-hit				W-hit				W-hit			
1600				1200				1000			
2000				1000				800			
2200				800				600			
2400				600				410			
2500				410				210			
3000				210				20			
3200				20							

Track Conditions

The first thing you need to realize about track records is the differences between track conditions. For each track type the best possible conditions are listed in order.

On Turf

- Good:** Your horse will not run as fast on any other track condition.
- Good to Soft:** It is possible to break some records on Good to Soft tracks, depending on how good the track record is.
- Soft:** It is difficult to break records with. It depends on the horse, the post position and the jockey. I've seen people tie a really good record on soft, and not come close to it on good.
- Heavy:** Slowest track. Even if your horse runs perfectly, odds are you will still be 2 or even 4 seconds off the track record.

Dirt Tracks

- Soft:** With a Soft track, a good dirt horse and a good jockey... this is your best chance to break a record.
- Heavy:** The second best for dirt is Heavy tracks. Most Dirt horses run well on heavy tracks. And since Dirt tracks are generally a lot slower than Turf tracks, you have a good chance to get this record.
- Good to Soft:** The third best is Good to Soft.
- Good:** The fourth best is Good. On a dirt track, this is the slowest a horse will run. Go figure.

Tokyo Whipping Charts:

I present the following information with the disclaimer than these whipping charts were created for DOC2000. They are not the miracle charts that will take you from last to first place. They take much practice and experience in order to run correctly. DO NOT pick these up and expect to win. Running these charts is not about hitting the points exactly, even though if you don't you will lose. Using these charts effectively requires knowing your opponent, the track, and the reasoning for what the whips points are doing. The FR menu has little explanation of the little notes and markings. However, the LS menu has a nice description that again stressed the fact that these charts do not work from all posts.

Front Runner Menu

While there is no key provided for these whip points as more information is collected about what the different markings mean, I will update and create the key.