

Mini Racing Guide



Derby Owners Club
Racing Community
Handbook
Version 3.041021

<http://doc.rbcn.net>

<http://www.michaelpule.com/doc>

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.rbcg.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.vegasgamblers.info>

Quarter page tracking chart

Richie Perez (fReAkKiT)

<http://doc.rbcg.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

Seems stronger after first Race		Praise	Flatter	Hug	Psyc
Stronger	Imposing	3			
	Rough	XX	4		
	Honest	0 1	1		
	Coward		3		
	Sloppy				
Doesn't Trust you		Apologize	Sooth	Astonish	Scold
Trust	Imposing		1		
	Rough				
	Honest				
	Coward	1	0	0	
	Sloppy				1

1,2,3,4 Etc. = Amount of Positive Reports

4+ or more shaded (Shaded can also be really bad. Look for X)

0 = Loss of 1 or 2 Hearts Reported

X = Loss of 3 or more Hearts Reported

0,0 2 Means Two Negative (- 1 or 2 Hearts) & 2 Positive Reports

Looks Happy after winning the Race		Praise	Flatter	Hug	Psyc
Happy	Imposing	4	X		0 2
	Rough		2		
	Honest	2			
	Coward	0	5		
	Sloppy		00 1		
Depressed because of Mistakes		Flatter	Comfort	Leave	Psyc
Mistakes	Imposing			1	
	Rough				
	Honest				
	Coward				
	Sloppy				
Disappointed because of Mistakes		Praise	Flatter	Leave	Psyc
Mistakes	Imposing				1
	Rough			3	
	Honest	1			
	Coward	0 2	1	0	x
	Sloppy		3		
Dissappointed by Mistakes during race		Encourage	Flatter	Leave	Psyc
Mistakes	Imposing				
	Rough	X 1			
	Honest	2			
	Coward	1			
	Sloppy				
Made a few Mistakes but Satisfied		Praise	Flatter	Hug	Psyc
Mistakes	Imposing	1		x	0
	Rough		1	x	
	Honest	1			
	Coward	0	1	0	X
	Sloppy	1	0	x	0
Sorry after losing the race		Flatter	Comfert	Leave	Psyc
Sorry	Imposing				
	Rough				
	Honest		1		
	Coward		5		
	Sloppy	0			
Seems stronger after first victory		Praise	Flatter	Hug	Psyc
Stronger	Imposing	6	1	X	0
	Rough	x	5		XX
	Honest	0	0		
	Coward	0	7		
	Sloppy	0	0 2		

Introduction

Welcome to the world of Derby Owners Club! From this point on you will probably be addicted to this lifestyle as so many others are. This little guide is a combination of materials from many different sources. I got the materials at no cost, so they should be passed down to who ever wants them at no cost.

I have come to understand that the DOC community is very friendly, but very competitive. Unlike other video games, DOC maintains an element of unknown that we can only speculate about. This makes the game impossible to master. As you spend more time in the community, you will come to understand that yes, there are people who win consistently, but even they do not have all the answers.

I hope that this abridged manual is useful in your first few times racing. Ideally, you would use this manual for a few visits racing and then upgrade to the full-blown Beginner's Guide. It has a lot more information to help you grow as a racer. After you upgrade you would not just throw this booklet away, but pass it on to another racer to get them started.

As I said before this is provided free and no one should be charged for it. However, I do ask that if you find this resource useful to please email me and let me know. Thoughts, Comments, Critiques, Suggestions, Praise, all are gladly accepted. With more input, we can create a resource for the community at large to enjoy.

Thanks for reading – Michael in Tempe
michael@michaelpule.com

Won the race & returned home Proudly		Flatter	Hug	Leave	Psyc
Proudly	Imposing	3		XX	1
	Rough	0 0			1
	Honest	4			
	Coward		3		
	Sloppy	X	0	3	0 1
Really Pleased to win the race		Flatter	Hug	Leave	Psyc
Pleased	Imposing	0	0	7	01 ?
	Rough	0 0		3	
	Honest	00 2	0	0	X
	Coward	1	6		0 1
	Sloppy		X	00 1	0
Pushed your horse too hard		Blandish	Apologize	Leave	
Pushed	Imposing		0	4	
	Rough				
	Honest		2		
	Coward		1		
	Sloppy		3		
Really Happy to win the race		Flatter	Hug	Leave	Psyc
Happy	Imposing	0	x		1
	Rough	2	x		
	Honest				XXx
	Coward	4	0	0	x
	Sloppy	x	0	1	0
Happy with its first victory		Praise	Flatter	Hug	Psyc
Happy	Imposing	2		XX	
	Rough		1	X	
	Honest		1		
	Coward	X	2		
	Sloppy				
Very Happy to captured a Great victory		Praise	Flatter	Leave	Psyc
Happy	Imposing	XXXX	6	X	0
	Rough		3		
	Honest	4	3	X	
	Coward	0	8	0	0
	Sloppy	X	0 1	1	0
In 2nd, 3rd place and looks very happy		Praise	Flatter	Psyc	Scold
Happy	Imposing	x			
	Rough	X			
	Honest	2	0		
	Coward		1	1	
	Sloppy		2		

Full of Confidence		Praise	Flatter	Leave	Scold
Confidence	Imposing	1			
	Rough	1			XX
	Honest				
	Coward				
	Sloppy				
Depressed After Losing The Race		Encourage	Flatter	Leave	Psyc
Depressed	Imposing			0	
	Rough				
	Honest				
	Coward	x			
	Sloppy				
Dissappointed After Losing Race		Praise	Flatter	Psyc	
Disappointed	Imposing			1	
	Rough				
	Honest				
	Coward				
	Sloppy				
Fatigued by hard riding style		Flatter ?	Apologize	Leave	Psyc ?
Fatigued	Imposing			6	
	Rough			1	
	Honest		1		
	Coward		2		
	Sloppy		0		
Your Horse had a Good G1 race		Praise	Flatter	Hug	Ignore
G 1	Imposing	4	1	x	0
	Rough	2	1	x	
	Honest	3			
	Coward	0	6	0	X
	Sloppy	3	0	x	0
Won the G1 even with strong rivals		Blandish	Flatter	Ignore	Psyc
G 1	Imposing	3			0
	Rough	2			1
	Honest	1			
	Coward	0	4		
	Sloppy	1			
Made a few Mistakes but Looks Satisfied		Praise	Flatter	Psyc	Scold
Mistakes	Imposing				
	Rough				
	Honest		0		
	Coward		1		
	Sloppy		2		

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Horse Character

Every horse has character. There are five types of characters or personalities in DOC. The five types are Rough, Imposing, Honest, Coward and Sloppy. To see what type of horse you have, insert your horse while a race is going on and while your horse is in the pasture hit the hold button.

- Horse kicks back – Rough
- Horse Rears up - Imposing
- Horse Shakes it's head - Honest
- Horse shimmies - Coward
- Horse Lays Down – Sloppy

Knowing your horse's personality is important in order to properly manage your relationship with your horse. After races you will be given the opportunity to interact with your horse in several ways. Based on what happened in the race and what type of horse you have you will need to do different things. To know a good move to make reference this chart.

Angry because you used the whip too Much		Blandish	Apologize	Ignore	Sooth
Angry	Imposing	0	X	8	3
	Rough			3	0
	Honest	2	6	1	
	Coward	0	3	x	
	Sloppy		2	1	

Confidence Bursting with Confidence		Praise	Flatter	Leave	Psyc
Confidence	Imposing	XXX			x
	Rough	x	3		
	Honest				
	Coward				
	Sloppy		x 0 6	0	x

Confidence A Lot of Confidence after winning Race		Praise	Flatter	Leave	Psyc
Confidence	Imposing	xx	0	0	00 5
	Rough		xx		2
	Honest	0 1			2
	Coward	0	0	0	x
	Sloppy	x x	x	2	x

Stretch Runner – Advanced (cont.)

2000m

Super Start, 30m per whip x4, 70m per hold, 1250m (WP), 1100m hold, 900m (DP), Rhythmic whip

2100m

Super Start, 30m per whip x5, 70m per hold, 1340m (WP), 1120m hold, 900m (DP), Rhythmic whip

2200m

Super Start, 30m per whip x5, 70m per hold, 1340m (WP), 1200m hold, 950m (DP), Rhythmic whip

2400m

Super Start, 30m per whip x6, 70m per hold, 1380m (WP), 1250m hold, 950m (DP), Rhythmic whip

2500m

Super Start, 30m per whip x7, 70m per hold, 1480m (WP), 1350m hold, 950m (DP), Rhythmic whip

3000m

Super Start, 30m per whip x8, 70m per hold, 1680m (WP), 1550m hold, 1000m (DP), Rhythmic whip

3200m

Super Start, 30m per whip x8, 70m per hold, 1860m (WP), 1700m hold, 1050m (DP), Rhythmic whip

Basic Etiquette

The following is some basic etiquette to consider while you are playing DOC. Above all, remember those you may have helped you and help maintain the friendly competition that we all enjoy. Some of the things you will not understand until you learn more about the game, so it is a good idea to revisit this info when you are more experienced. The first part of this is from Bombadil, the second part was taken off GameFaq's, although, I'm not sure of the author, I believe it is Mighty-Gabe

1. Don't put big horses in races 2r-5r without letting other racers, that are racing young horses, know ahead of time. Put whatever you want in the 6r.
2. If the machines are full and you are waiting for a certain race, let someone race on your machine while you are waiting. Make sure that the person agrees that you get the machine back when your race comes up.
3. Don't talk to people when they are waiting for the gate to open. If you are breeding, make sure your station is not making beeping noises while racers are waiting for the gate to open.
4. Help the people around you that don't know as much. I am so sick of talking to people at my location that tell me that I am one of the only people that have tried to help them. If someone races more than 10 times and really does not have a clue, I offer to give them some advice. Not everyone wants help and that's ok, but it is still nice to offer.
5. Don't ask for someone's opinion just so you can tell them yours and tell them that you think they are wrong.
6. Don't race on more than 1 machine when there are people waiting to play.

7. Try and work together with the other racers. If you know you have the better horses, don't hog all the G1's. Remember, there was a time when you weren't that great either.
8. Thou shall not race any horse over 15 races in 2R, 4R and 5R
9. Thou shall not race any horse over 20 races in 3R
10. Thou shall not race a horse in a G1 with that race already won just to beat someone.
11. When more than 4 people agree on a certain amount of races for a certain race, the rest must follow or stay out.
12. Thou shall never lie about how many races you are putting in.
13. Thou shall warn other racers when putting in a horse with an unknown amount of races
14. When the amount of races is being called by 4 or more racers and the rest put on something bigger or make a mistake with an unknown horse, that horse must take a loss.
15. Do not ask or talk to the racer while he is racing
16. Do not ask or talk to the racer while he is training
17. Do not ask or talk to the racer at anytime if your breath stinks (Serious)
18. Do not ask me to breed you a pair from my advanced generations
19. Do not look through my book when I go to the bathroom or to smoke a cigarette
20. ALWAYS!!! Watch your neighbors' book and valuables while he is in the bathroom and or out for a smoke.

Stretch Runner – Basic (cont.)

2500m
Super Start, then do nothing until 1480m (WP), at 800m (DP), Rhythmic whip

3000m
Super Start, then do nothing until 1680m (WP), at 850m (DP), Rhythmic whip

3200m
Super Start, then do nothing until 1860m (WP), at 900m (DP), Rhythmic whip

Stretch Runner-Advanced Whip Points

Note: This is in the testing stage right now...

NOTE: Do not press hold within 80m of (WP) or (DP)

1200m
Super Start, 70m per hold, 880m (WP), 750m hold, 650m (DP), Rhythmic whip

1400m
Super Start, 30m per whip x2, 70m per hold, 1020m (WP), 890m hold, 700m (DP), Rhythmic whip

1600m
Super Start, 30m per whip x3, 70m per hold, 1040m (WP), 900m hold, 750m (DP), Rhythmic whip

1700m
Super Start, 30m per whip x3, 70m per hold, 1150m (WP), 1010m hold, 800m (DP), Rhythmic whip

1800m
Super Start, 30m per whip x4, 70m per hold, 1170m (WP), 1020m hold, 850m (DP), Rhythmic whip

Stretch Runner – Basic Whip Points

1200m
Super Start, then do nothing until 880m (WP), at 600m (DP),
Rhythmic whip

1400m
Super Start, then do nothing until 1020m (WP), at 600m (DP),
Rhythmic whip

1600m
Super Start, then do nothing until 1040m (WP), at 650m (DP),
Rhythmic whip

1700m
Super Start, then do nothing until 1150m (WP), at 700m (DP),
Rhythmic whip

1800m
Super Start, then do nothing until 1170m (WP), at 700m (DP),
Rhythmic whip

2000m
Super Start, then do nothing until 1250m (WP), at 750m (DP),
Rhythmic whip

2100m
Super Start, then do nothing until 1340m (WP), at 750m (DP),
Rhythmic whip

2200m
Super Start, then do nothing until 1340m (WP), at 750m (DP),
Rhythmic whip

2400m
Super Start, then do nothing until 1380m (WP), at 800m (DP),
Rhythmic whip

21. Do not press start on purpose to your neighbor racers while he is in the bathroom or out for a smoke, so he won't race the next G1

22. If your neighboring racer is away for X reason and training starts, train the horse so it does not fail!

23. Pass on knowledge of new findings to fellow DOC racers

24. Be truthful in answering, when asked what line is that horse?

25. Alert other racers, when a Record is about to be broken, to give them the courtesy of staying out

26. Never copycat whip per whip, what the racer next to you is doing

27. After loosing, don't accuse anyone of cheating, because they carry "Cheat Notes" or "Big Books", it's not cheating, it's called being prepared

28. Don't block your screen from others racers with folder placed specifically so they cannot see the amount of races you are putting in

Mature Spurt (cont.)

1700m

Rocket Start, 30m per whip x3, 70m per hold, 1150m (WP), 1010m hold, 800m (DP), Rhythmic whip

1800m

Rocket Start, 30m per whip x4, 70m per hold, 1170m (WP), 1020m hold, 880m (DP), Rhythmic whip

2000m

Rocket Start, 30m per whip x5, 70m per hold, 1250m (WP), 1100m hold, 900m (DP), Rhythmic whip

2100m

Rocket Start, 30m per whip x6, 70m per hold, 1280m (WP), 1120m hold, 950m (DP), Rhythmic whip

2200m

Rocket Start, 30m per whip x7, 70m per hold, 1340m (WP), 1200m hold, 980m (DP), Rhythmic whip

2400m

Rocket Start, 30m per whip x8, 70m per hold, 1380m (WP), 1250m hold, 1020m (DP), Rhythmic whip

2500m

Rocket Start, 30m per whip x8, 70m per hold, 1480m (WP), 1350m hold, 1050m (DP), Rhythmic whip

3000m

Rocket Start, 30m per whip x9, 70m per hold, 1680m (WP), 1550m hold, 1100m (DP), Rhythmic whip

3200m

Rocket Start, 30m per whip x10, 70m per hold, 1865m (WP), 1700m hold, 1100m (DP), Rhythmic whip

Young Spurts (cont.)

2400m

Snap Start, do nothing, 1380m (WP), do nothing, 980m (DP),
Rhythmic whip

2500m

Snap Start, do nothing, 1480m (WP), do nothing, 980m (DP),
Rhythmic whip

3000m

Snap Start, do nothing, 1680m (WP), do nothing, 980m (DP),
Rhythmic whip

3200m

Snap Start, do nothing, 1865m (WP), do nothing, 980m (DP),
Rhythmic whip

Mature Spurts: Thanks to expertdoc in Hong Kong

Note: Do not press hold within 80m of (WP) or (DP)

1200m

Rocket Start, 70m per hold, 880m (WP), 750m hold, 650m (DP),
Rhythmic whip

1400m

Rocket Start, 30m per whip x2, 70m per hold, 1020m (WP), 890m
hold, 720m (DP), Rhythmic whip

1600m

Rocket Start, 30m per whip x3, 70m per hold, 1040m (WP), 900m
hold, 780m (DP), Rhythmic whip

Breeding

This is where it all starts. Breeding your horse is the first thing for all racers and can be where you spend a lot of your money! The first time you breed you will be breeding two CPU horses. In the future, you may have retired horses that you can breed with. For the most part, most racers will tell you that if you see Thunderboy among your possible Sires, to never pass it up. Thunderboy is, as his comment says, the number one horse on dirt. If bred with a good mate, it is pretty much considered the best all around horse as well. Visit any website or eBay for more details on what lines people are selling.

The term "line" refers to the original CPU parents of horses you are now breeding. In most cases, keeping a line pure (only breeding within offspring of the same parents) keeps a line predictable and continues increasing the horse's ability. A deeper generation horse will typically be faster than a young generation horse.

Each horse has internal and external statistics. There are 2 types of internals: potential and performance. The potential internals are Speed, Stamina and Sharp. These increase throughout the life cycle of your horse as racing internals. They also get strengthened and passed down through generations at which time they are called breeding internals.





Make a note of the horse's type at retirement.

- Stamina: Whip effect is the lowest, but good for long distances races.
- Speed: The horse has relatively high speed.
- Sharp: Highest whip effect, horse tires faster, uses the most stamina.

The performance internals are dirt, off track ability and tiredness. These are set by lineage. For example, Thunder Boy is the #1 dirt sire. The dirt ability of horses from his line are higher than those from non-dirt sires.

Externals (Start, Corner, Out of the Box, Competing, Tenacious, and Spurt) are the values that you see during the life of the horse increase or decrease based on foods and trainings.

Breeding externals are the symbols that show up upon retirement and while breeding. Each is set by the formula (sire + dam) / 2, rounded down. For example, El Condor Pasa has a 9 for his start external and Ferranti's Folly has a 15. Using the formula, $(9+15)/2$, the child of these 2 will have a 12 for its Start external (represented by a single circle). Other values are represented by other symbols.

-  Value = 1-4
-  Value = 5-8
-  Value = 9-12
-  Value = 13-16

Breeding externals never change throughout the life cycle of the horse, unless it becomes over bred. Over breeding occurs when you breed a horse more than 10-15 times depending on sex, and other factors. They are set at birth using the formula above.

Racing externals are the lines you see increase and maybe decrease from training and feeding your horse, that symbolize how strong your horse is while it is racing. At birth, the computer multiplies each stat by 2 and throws a random +/- factor in for each horse, which explains why horses bred from the same parents don't always have the same racing externals at birth. These only apply while the horse is racing. Once retired, all you will see are the breeding externals.

When trying to decide which horses you want to breed together, refer to the sire and dam list in the appendix.

The final component in creating your horse is to name the horse and select the silks for the jockey. When naming your horse, many avid players enjoy adding some sort of tag or marker that signifies their horses from others. This is typically done with a set of initials at the end of the name, or a common theme among all your horses' names.

Last Spurt

Note: The number of races before the mature technique will work well will vary based on the horse, and the way it has been trained.

Young Spurts: Thanks to expertdoc in Hong Kong

1200m

Snap Start, do nothing, 880m (WP), do nothing, 650m (DP), Rhythmic whip

1400m

Snap Start, do nothing, 1020m (WP), do nothing, 720m (DP), Rhythmic whip

1600m

Snap Start, do nothing, 1040m (WP), do nothing, 780m (DP), Rhythmic whip

1700m

Snap Start, do nothing, 1150m (WP), do nothing, 800m (DP), Rhythmic whip

1800m

Snap Start, do nothing, 1170m (WP), do nothing, 880m (DP), Rhythmic whip

2000m

Snap Start, do nothing, 1250m (WP), do nothing, 900m (DP), Rhythmic whip

2100m

Snap Start, do nothing, 1280m (WP), do nothing, 950m (DP), Rhythmic whip

2200m

Snap Start, do nothing, 1340m (WP), do nothing, 980m (DP), Rhythmic whip

Mad Dash, Pool Front – Front Runner and Start Dash (cont.)

2500m

Super Start, then do nothing until 1480m (WP), at 625m Rhythmic whip

3000m

Super Start, then do nothing until 1680m (WP), at 625m Rhythmic whip

3200m

Super Start, then do nothing until 1860m (WP), at 625m Rhythmic whip

Start Dash

1200m

Rocket Start, 25m per whip, 900m (WP), 25m per whip, 720m (WP) 25m per whip, 520m (WP), "w" hit

1400m

Rocket Start, 25m per whip, 1140 (WP), 25m per whip, 1020 (WP), 25m per whip, 720 (WP), "w" hit

1600m

Rocket Start, 30m per whip x3, stop whipping, 1260 (WP), 30m per whip, 1035 (WP), 30m per whip, 720m (WP) stop whipping, 520m (WP), "w" hit

1800m

Rocket Start, 30m per whip, 1650m stop whipping, 1370m (WP), 30m per whip, 1130m (WP) 30m per whip, 850m (WP), stop whipping, 650m (WP), "w" hit

2000m

Rocket Start, 30m per whip, 1800m stop whipping, 1530 (WP), 30m per whip, 1240m (WP), 30m per whip, 920m (WP), stop whipping, 650m (WP), "w" hit

Training

Training is how you build a young horse into a great mature horse. Before every race you get the opportunity to train your horse in a variety of exercises. Each training has a different impact on your horse. No matter what, your horse will not be the same after training. If you succeed your horse gets better in a certain area, and if you fail, it will lose skill in an area, but may gain some ability in other areas.

Solo trainings are trainings done with just your horse against the clock. Typically you must cross a finish line at a certain time, by pacing your horse with the whip and hold buttons. Commonly you need 2-4 whips in the beginning. This should get you to the half-way point at 6.5 seconds (for 13 second target) whip and hold after that to get as close to the target time as possible.

In Co-op trainings you are working with a CPU horse to finish as close as possible to the other horse. A trick for these trainings is if you start the training at 4 or more lengths behind, whip to catch up. If you are less than 4 lengths, your horse should catch the CPU on its own. This method isn't perfect and depends on your horse.

The two other training options are the Pool and to Rest the horse. Typically you only need to rest a horse when you are close to retiring the horse and you have the balance of stats you want.

The pool training is a good place for getting unique foods for your horse as well as building racing stats.

The first chart shows how trainings impact your racing stats, the second chart shows you how training can effect your horses type.

- A = Large Increase
- B = Moderate Increase
- C = Small Increase
- D = Minimal Increase

Training	Successful						Fail					
	S T	C O R	O T B	C O M	T E N	S P R	S T	C O R	O T B	C O M	T E N	S P R
Pool	C				B	B						
Solo Turf/Start	A						+2		-2	-2		
Solo Wood/Corner		A					-2	+2				-2
Solo Dirt/Tenacious					A		-2			-2	+2	
Solo Slope/Spurt						A			-2		-2	+2
Co-op Turf Start/Comp	C			A			+1		-4	+1		-4
Co-op Dirt Ten/OTB			A		C			-4	+2		+2	-4
Co-op Wood Corner/OTB		C	A				-4	+2	+2	-4		
Co-op Slope				A		C	-4			+2	-4	+2
Rest		D	D	D								

Mad Dash, Pool Front - Front Runner and Start Dash

1200m

Super Start, then do nothing until 880m (WP), at 550m Rhythmic whip

1400m

Super Start, then do nothing until 1020m (WP), at 550m Rhythmic whip

1600m

Super Start, then do nothing until 1040m (WP), at 600m Rhythmic whip

1700m

Super Start, then do nothing until 1150m (WP), at 600m Rhythmic whip

1800m

Super Start, then do nothing until 1170m (WP), at 600m Rhythmic whip

2000m

Super Start, then do nothing until 1250m (WP), at 600m Rhythmic whip

2100m

Super Start, then do nothing until 1280m (WP), at 600m Rhythmic whip

2200m

Super Start, then do nothing until 1340m (WP), at 600m Rhythmic whip

2400m

Super Start, then do nothing until 1380m (WP), at 625m Rhythmic whip

Front Runner (cont.)

2200m

Rocket Start, then 30m per whip X 6, Stop Whipping, 1860m you should hit 5 consecutive whips (1860m, 1850m, 1840m, 1830m, 1810m), then 30m per whip, 1340m (WP), Stop Whipping, 990m (WP), "W" Hit

2400m

Rocket Start, then 30m per whip X 7, Stop Whipping, when comes to 1920m you should hit 5 consecutive whips (1920m, 1910m, 1900m, 1890m, 1870m), then 30m per whip, 1380m (WP), Stop Whipping, 980m (WP), "W" Hit

2500m

Rocket Start, then 30m per whip X 4, Stop Whipping, when comes to 2140m you should hit 5 consecutive whips (2140m, 2130m, 2120m, 2110m, 2090m), then 30m per whip, when comes to 1840m you should hit twice (1840m, 1830m), Stop Whipping, 1750m starts whipping again at 35m per whip, 1480m (WP), 1130m (WP), "W" Hit

3000m

Rocket Start, then 30m per whip X 1, Stop Whipping, when comes to 2700m you should Pull the horse once, then do nothing, when comes to 2450m you should hit 5 consecutive whips (2450m, 2440m, 2430m, 2420m, 2400m), 30m per whip, 1680m (WP), 1190m (WP), "W" Hit

3200m

Rocket Start, then 30m per whip X 4, Stop Whipping, Pull the horse at 2780m and 2710m, then do nothing, when comes to 2600m you should hit 5 consecutive whips (2600m, 2590m, 2580m, 2570m, 2550m), then 30m per whip, 1860m (WP), 1440m (WP), "W" Hit

Food

Food is another way to improve your racing stats. There are three foods that will even improve the next generations of your horse: Herbal Dumpling, Large Herbal Dumpling and Large Korean Ginseng. The chart shows you the different foods and what it will do to your horse.

FOOD	S T	C O	B O	C O	T E	S P	TL	Internal	CONDITION
Large Korean Ginseng	4	4	4	4	4	4	24	All	3rd G1 and Continue to 1R. Benefits Next Gen
Super Herbal Dumpling	2	2	4	3	2	2	15	All	2nd G1 and Continue to 1R. Benefits Next Gen
Herbal Dumpling	1	1	3	2	1	1	9	All	1st G1 and Continue to 1R. Benefits Next Gen
Korean Ginseng	2	2	2	2	2	2	12	All	Top 3 in G1 and Continue to 1R
Large ? Mushroom	4	-	4	4	-	-	12	All	Pool training result is Great (5 races or above and continue from previous race).
? Mushroom	-	-	7	-	-	-	7	Stamina Sharp	Pool training result is Cool (5 races or above and continue from previous race).
Apple	-	-	-	-	-	2	2	Sharp	Training result is good.
Banana	-	-	1	1	-	1	3	-	The horse you bet in G1 places 2nd.
Blue Cheese	-	-	4	4	-	-	8	Stamina Sharp	Continue Pool Train Cool
Cabbage	-	-	-	-	2	-	2	Stamina	-
Camembert Cheese	-	-	3	1	-	-	4	Stamina Sharp	-
Carrot	2	-	-	-	-	-	2	Stamina	Training result is good
Cheese	2	-	-	-	2	-	4	Stamina	-
Corn	-	-	-	2	-	1	3	Stamina	-

Fodder	-	2	-	-	-	-	2	?	Training result is good
Fodder with Garlic	-	3	-	-	1	-	4	Speed	Training result is Cool
Fodder with Green Tea	-	5	-	-	-	-	5	Speed	Won the previous race
Green Apple	-	2	-	-	1	-	3	Speed	Contine and Train Good
Green salad	1	-	-	-	2	5	8	Sharp Speed	Great in Co-Op Training
Japanese Radish	-	-	-	-	2	-	2	Sharp	Continue Train Good
Large Apple	-	-	-	-	-	4	4	Sharp	Training result is Cool.
Large Banana	1	1	1	1	1	1	6	-	Correct Bet on a G1
Large Carrot	3	-	-	-	1	-	4	Stamina	Training result is Cool
Large Green Apple	-	4	-	-	2	-	6	Speed	Continue and Train Cool
Large Japanese Radish	-	-	-	4	-	-	4	Sharp	Continue and Train Cool
Large Mushroom	2	-	2	-	2	-	6	Stamina Sharp	Cool on Solo Training
Large Orange	-	2	-	2	-	-	4	Speed Sharp	Training result is Cool.
Large Strawberry	2	-	-	-	-	2	4	Sharp	Training result is Cool.
Large Watermelon	-	-	4	-	-	-	4	Stamina Sharp	-
Mushroom	1	-	1	-	1	-	3	Stamina	Solo training result is Good.
Orange	-	1	-	1	-	-	2	Speed Sharp	Training result is Good.
Pineapple	-	-	-	2	-	1	2	Stamina	-
Pudding	2	-	3	-	2	-	7	Speed	Continue from G1 to 1R and Rest
Strawberry	1	-	-	-	-	1	2	Sharp	Training result is Good.
Watermelon	-	-	2	-	-	-	2	Stamina	-
White Mushroom	-	4	-	-	-	-	4	Speed	-

Front Runner (cont.)

1400m

Rocket Start, then 25m per whip, when comes to 1280m you should hit 5 consecutive whips (1280m, 1270m, 1260m, 1250m, 1230m), then 25m per whip, 980m (WP), Stop Whipping, 850m starts whipping again at 30m per whip, 630m (WP), "W" Hit

1600m

Rocket Start, then 30m per whip, when comes to 1420m you should hit 5 consecutive whips (1420m, 1410m, 1400m, 1390m, 1370m), then 30m per whip, when comes to 1210m you should hit twice (1210m, 1200m), then 30m per whip, 1040m (WP), Stop Whipping, 880m starts whipping again at 30m per whip, 690m (WP), "W" Hit

1700m

Rocket Start, then 30m per whip, when comes to 1500m you should hit 5 consecutive whips (1500m, 1490m, 1480m, 1470m, 1450m), then 30m per whip, 1150m (WP), Stop Whipping, 980m starts whipping again at 30m per whip, 860m (WP), "W" Hit

1800m

Rocket Start, then 30m per whip, when comes to 1580m you should hit 5 consecutive whips (1580m, 1570m, 1560m, 1550m, 1530m), then 30m per whip, 1180m (WP), Stop Whipping, 1000m starts whipping again at 30m per whip, 910m (WP), "W" Hit

2000m

Rocket Start, then 30m per whip, when comes to 1790m you should hit 5 consecutive whips (1790m, 1780m, 1770m, 1760m, 1740m), then 30m per whip, 1250m (WP), Stop Whipping, 980m (WP), "W" Hit

2100m

Rocket Start, then 30m per whip, when comes to 1890m you should hit 5 consecutive whips (1890m, 1880m, 1870m, 1860m, 1840m), then 30m per whip, 1340m (WP), Stop Whipping, 980m (WP), "W" Hit

While I have never met Wing, I have learned that he is considered one of the best racers in the game. Most of the advanced racers and record holders probably started off with one of these standard methods and have adjusted it to their line and their method of racing.

Before your race begins, check the distance of the race, leg-type of the horse and consult the charts below. Please note, that doing this will NOT guarantee a win. But will help you learn how to better work with your horse.

Terms:

- **Rocket Start:** whip continuously, the instant the gates open, until the "H" in HORSE CONDITION
- **(WP) Whipping Point:** point in the race where you should hit 3 quick whips, uses very little stamina, and gives good burst of speed
- **"W" hit:** whip when the whip bar is over the "w" in (low), on WHIP EFFECT(LOW)
- **Super Start:** whip continuously, the instant the gate opens, until the "C" in HORSE CONDITION
- **Rhythmic whip:** A slow timed whipping, every 1-2 sec, such that you run out of whip as you cross the line
- **Snap Start:** 2-3 whips quickly the instant the gate opens
- **(DP) Dash Point:** point where the final dash begins, 3-5 rapid whips to accelerate the horse

Front-runners

The Great Escape: Thanks to expertdoc in Hong Kong

Note: This is not very effective on young horses, because they do not yet react best to the whip

1200m

Rocket Start, then 25m per whip, when comes to 1050m you should hit 5 consecutive whips (1050m, 1040m, 1030m, 1020m, 1000m), then 25m per whip, 880m (WP), Stop Whipping, 750m starts whipping again at 30m per whip, 460m (WP), "W" hit

Starting the Race

AS you start your race, there are a few things that you will want to look for before the race begins. Some of the things have already been covered others will be covered soon enough. The first things to look for are, type of race, and the type of race leg your horse is built for. The Type of leg your horse is built for is covered in the next section of this book. But before you race you should know about the track you are running on.

You may or may not know that there are two different types of tracks that you will be racing on, turf and dirt. The condition of the course will also dictate how well your horse will run, and unfortunately you will not know the condition until after you commit to race.

The best way to tell what type of track your horse will run well on is to read the comments of the parents, and try it on the different types. Most of the tournament racers like to run lines that are good on Dirt. They do this because they will be good on dirt, and tend to also do decent on turf and if the track condition of the turf races is poor, the dirt horses gain a slight advantage.

The other thing to look at is the distance of the race. If you know the distance of the track coming up, you may want to enter a different type of horse (Last Spurt v. Front Runner). Consult the race schedule here to know what is coming up. The schedule also has markings for Mare Only races, and for the more experienced racer, when you can test a possible Jackpot against Best right.

Once you know the Leg type of your horse and distance of the race, you can move on to the next section to know when to whip your horse for the best results.

Before you can enter one of the Grade 1 (G1 or 6R) Races you must have at least \$1,000,000 of total earnings for your horse.

SEGA = Sega

C.C. = Central City

E.C. = Eastern City

W.H. = Western Hills

N.P. = Northern Park

S.P. = Southern Park

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

Leg Type

Before your first race begins you will need to find out what type of Leg Type your horse runs. This is available near the upper right hand side of your stations monitor before the race begins after the large monitors have done the introductions of all the racers. There are four leg-types your horse may be. It is all based on how your Start ability relates to the other abilities.

- **Front-runner**
 - If Start is the highest (excluding Corner)
 - The Whip is most effective during first 35%-45% of the race
- **Start Dash**
 - Start is the second highest (excluding Corner)
 - Whip is most effective during first 55%-65% of the race
- **Last Spurt**
 - Start is the third highest (excluding Corner)
 - Whip is most effective during the last 65%-55% of the race
- **Stretch-runner**
 - Start is Fourth or Fifth highest (excluding Corner)
 - Whip is most effective during the last 45%-35% of the race

There is also a style of horse call "Almighty" this happens when all values are very similar. These can be difficult to know how to correctly run.

When you first start out you will have to work with what the natural abilities of your horse are. Through training and foods, you can change the horse's ability to better fit your style of play. Knowing the type of Leg your horse likes to run, and learning how to correctly use the whip and hold buttons will greatly improve your racing ability. There are many different methods to whipping your horse. The basic method is included here; however there are other more advanced ways that you can purchase on the internet. The most commonly referred to chart (method) is Wing's Menu.

Rd	Race	Name	Course	Length	Notes
5	1R	Handicap	E.C.	1600m	
5	2R		C.C	3000m	
5	3R	Special	E.C.	2100m	Dirt
5	4R		C.C	1600m	
5	5R		E.C.	1600m	Dirt
5	G1	Spring Classic	C.C	3200m	
Rd	Race	Name	Course	Length	Notes
6	1R	Handicap	S.P.	2000m	
6	2R		E.C.	2400m	
6	3R	Special	S.P.	1200m	
6	4R		E.C.	2000m	
6	5R		S.P.	1700m	Dirt
6	G1	American Oaks	E.C.	2400m	Mares Only
Rd	Race	Name	Course	Length	Notes
7	1R	Handicap	S.P.	1800m	
7	2R		E.C.	2400m	
7	3R	Special	S.P.	1700m	Dirt
7	4R		E.C.	1400m	Best right
7	5R		S.P.	1200m	
7	G1	American Derby	E.C.	2400m	
Rd	Race	Name	Course	Length	Notes
8	1R	Handicap	N.P.	1600m	
8	2R		W.H.	1400m	Dirt
8	3R	Special	N.P.	1800m	Dirt
8	4R		W.H.	2000m	
8	5R		N.P.	2500m	
8	G1	Summer Grand Prix	W.H.	2200m	

Rd	Race	Name	Course	Length	Notes
9	1R	Handicap	SEGA	1600m	
9	2R		SEGA	2400m	
9	3R	Special	SEGA	1800m	
9	4R		SEGA	1400m	Dirt
9	5R		SEGA	1800m	
9	G1	Super Dirt Grand Prix	SEGA	2000m	Dirt
Rd	Race	Name	Course	Length	Notes
10	1R	Handicap	W.H.	1200m	Dirt
10	2R		N.P.	2500m	
10	3R	Special	W.H.	1400m	Dirt
10	4R		N.P.	1200m	
10	5R		W.H.	2000m	
10	G1	Sprinters Stakes	N.P.	1200m	
Rd	Race	Name	Course	Length	Notes
11	1R	Handicap	W.H.	2000m	
11	2R		C.C	1600m	
11	3R	Special	W.H.	2000m	
11	4R		C.C	1200m	Dirt
11	5R		W.H.	2200m	
11	G1	Stayers Stakes	C.C	3000m	
Rd	Race	Name	Course	Length	Notes
12	1R	Handicap	S.P.	2000m	
12	2R		C.C	1400m	
12	3R	Special	S.P.	1700m	Dirt
12	4R		C.C	2000m	
12	5R		S.P.	1200m	
12	G1	Queen Elizabeth II Cup	C.C	2200m	Mares Only

Rd	Race	Name	Course	Length	Notes
13	1R	Handicap	E.C.	2000m	
13	2R		C.C	1600m	
13	3R	Special	E.C.	1600m	Dirt
13	4R		C.C	2000m	
13	5R		E.C.	2400m	
13	G1	Mile Championship	C.C	1600m	
Rd	Race	Name	Course	Length	Notes
14	1R	Handicap	W.H.	1200m	
14	2R		E.C.	1600m	Dirt
14	3R	Special	W.H.	2000m	
14	4R		E.C.	1400m	Best right
14	5R		W.H.	1600m	
14	G1	Japan Cup Dirt	E.C.	2100m	Dirt
Rd	Race	Name	Course	Length	Notes
15	1R	Handicap	C.C	1400m	
15	2R		E.C.	2100m	Dirt
15	3R	Special	C.C	3200m	
15	4R		E.C.	1200m	Dirt
15	5R		C.C	1600m	
15	G1	Japan Cup	E.C.	2400m	
Rd	Race	Name	Course	Length	Notes
16	1R	Handicap	N.P.	1800m	
16	2R		E.C.	2100m	Dirt
16	3R	Special	SEGA	2000m	Dirt
16	4R		SEGA	1600m	
16	5R		SEGA	1800m	
16	G1	Derby Owners Cup	SEGA	2400m	