

KINDS OF BETS

WIN, PLACE OR SHOW

If you bet to WIN, you collect if your horse officially finishes FIRST. If you bet to PLACE, you collect if your horse officially finishes FIRST or SECOND. If you bet to SHOW, you collect if your horse finishes FIRST, SECOND or THIRD. Across the Board. This is a combination of Win, Place, and Show wagers, in which you bet to Win, Place, and Show.

DAILY DOUBLE, LATE DOUBLE

To win a double, you must combine the WINNER of the FIRST designated race and the WINNER of the SECOND designated race on a single wager. The bet must be purchased prior to the FIRST designated race.

EXACTA

To win an Exacta, you must select the horses that officially finish FIRST and SECOND in exact order on a single wager.

TRIFECTA

To win a Trifecta, you must select the horses that officially finish FIRST, SECOND and THIRD in exact order on a single wager.

SUPERFECTA

To win a Superfecta, you must select the horses that officially finish FIRST, SECOND, THIRD and FOURTH in exact order on a single wager.

KEY

To “Key” a horse, you choose one horse, called the “Key Horse”; then pick two other horses to finish in any order (Trifecta Key); or three other horses in any order (Superfecta Key). You may choose more than the necessary amount of horses in the positions other than the key horse.

BOXING

“Boxing” consists of separate bets on two, three, four or more horses in every possible combination of order of finish.

WHEELING

“Wheeling” consists of picking one certain horse and then betting him in combination with every other horse.

PICK 3

To win a Pick 3, you must combine the winners of the FIRST, SECOND and THIRD designated consecutive races on a single wager. The bet must be purchased prior to the FIRST designated race.

PICK 4

To win a Pick 4, you must combine the winners of the FIRST, SECOND, THIRD and FOURTH designated consecutive races on a single wager. The bet must be purchased prior to the FIRST designated race.



RACING GUIDE

FOR FIRST TIME BETTORS



1280 Highway 315 • Wilkes-Barre, PA 18702
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CALL 1.800.GAMBLER.**

UNDERSTANDING RACING HAS NEVER BEEN EASIER!

Part of the excitement of racing is watching your horse get to the finish line and win! Nobody can pick a winner every time, but you can improve your chances by knowing a few simple facts. You can make your picks from the race program where you'll learn the horse's sex and color, its owners and trainers, its sire (father) and dam (mother), the driver's colors and stats, and the odds suggested by the "Morning Line." When you examine your choices, you're actually handicapping a race. Here are some of the things to look for:

CLASS.....
Very important! You can tell if a horse is moving up or down in a class just by looking at the arrow located next to the number on the horse in the program. Another simple way is to look at the total purse it has been racing for in the past few weeks.

CONSISTENCY.....
Horses that regularly finish first, second or third are more likely to repeat their winning ways.

DRIVER AND TRAINER.....
When fans don't know much about the horse, they choose a well-known driver who has a winning record at the track. The same goes for the trainers that have the hot hand. A listing of the top drivers and trainers along with the stats at this track will be featured in the program. The stats for the drivers and trainers on the race pages are for the entire year, regardless of where they have raced.

FASTEST SPEED.....
The actual speed or race time of the horse will indicate how fast it can go in the race it is in. You must be aware of the other track sizes. Horses generally go faster on a mile track than they do on a 5/8 mile track such as here. Likewise, horses generally go slower on a half-mile track.

FREQUENCY.....
Horses that haven't raced in weeks may need some time to get back into shape.

MORNING LINE.....
Gives you an idea of whether or not a track handicapper feels the horse will be competitive in the field.

TRACK CONDITION.....
Be more careful if the track is not listed as "Fast." Some horses don't act as well on an "off-track."



HOW TO ASK FOR WAGERS

1. Ask for the TRACK Name and RACE NUMBER
2. Give the AMOUNT of the wager
3. Give the TYPE of bet (Win, Place, Show, Exacta, etc.)
4. Give PROGRAM NUMBER of horse(s)

REMEMBER

Always check your mutuel tickets before leaving the mutuel window. Please hold all tickets until each race has been declared "official."

You must be at least 18 years of age to wager on horse racing.

ODDS & PROBABLE PAYOFFS (FOR A \$2 BET)

1-9	\$2.10	8-5	\$5.20	8-1	\$18
1-5	\$2.40	9-5	\$5.60	10-1	\$22
2-5	\$2.80	2-1	\$6	12-1	\$22
1-2	\$3	5-2	\$7	15-1	\$32
3-5	\$3.20	3-1	\$8	20-1	\$42
4-5	\$3.60	7-2	\$9	30-1	\$62
1-1	\$4	4-1	\$10	50-1	\$102
6-5	\$4.40	9-2	\$11	60-1	\$122
7-5	\$4.80	5-1	\$12		
3-2	\$5	6-1	\$14		