The Winners Circle Suggested Play for the Don Quixote Report

Step 1: Start with the EARLY SPEED numbers in races that are 6 ½ furlongs or less and LATE SPEED numbers in races that are 7 furlongs or longer and use those respective columns as the center point for your selections in that particular race.

Step 2: Always use the TOP TWO selections of the report.

Step 3: Mark the horse with the highest number in **MUD** even though the track is NOT MUDDY OR EVEN WET! Place a notation next to this horse in which ever speed column you are working in (that is early speed or late speed). Your should now have three horses.

Step 4: Next, mark the horse with the highest early speed number or highest late speed number depending on which column you are working. If this horse happens to be one which you have already marked from a previous category then go to the next highest number and so on until you have the fourth horse marked. (The better plays will be those with the largest spread in numbers of course).

Step 5: If you are working in the LATE SPEED COLUMN, then add the horse with the highest TT (turning time). This horse may be one that you have already marked from another category.

If you have ended up with a total of four horses, we recommend boxing if one or more of the horses has high odds.

If you have ended up with five or more horses, we recommend wheeling.

Recommended Wheel: the horse with the highest MUD number and the top selection of the report over the other three will cost $12.00 for a two dollar exacta wheel. Back wheeling it (reversing the wheel) will cost an additional $12.00 for a total of $24.00.

For those players who like to bet win, place, and show only or to back up their exotics, we recommend that you ALWAYS put money across on the horses with the following qualifications:

1: Horses that have a “0” under the mud or turf rating or both. These horses have been coming in the money a high percentage of the time.
2: Horses that have the highest number in the TT (turning time) category in routes.
3: Horses that have the highest MUD number even if the track is not muddy. These horses characteristically have more stamina and endurance.
4: Horses that are running with **blinkers off** noted by the small b.
5: Horses that have been claimed in their last race noted by the small c.

We do recommend that you analyze your favorite tracks and see what works best for you and remember to be selective.
GOOD LUCK and remember, you can beat a race but not the races!