GO — RACING

SIMULCAST
RACING
海外賽馬
101

Racing in Australia

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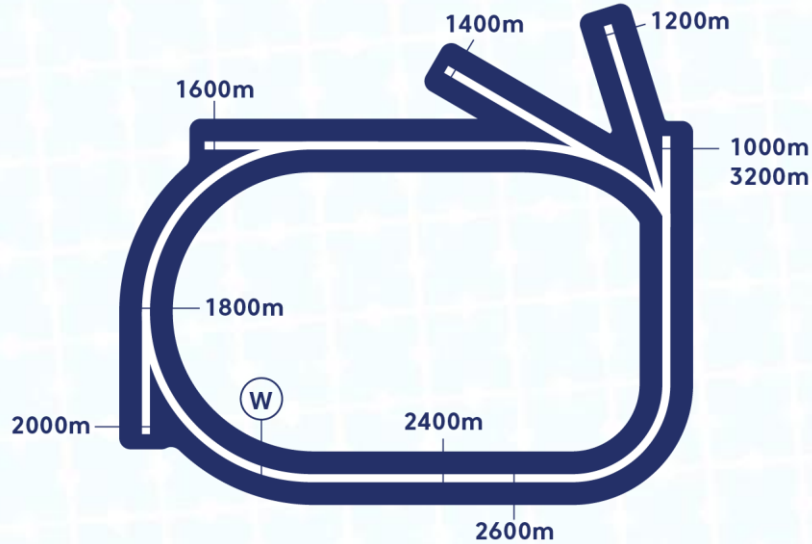***** Click on the icon to go directly to the page

Racecourse
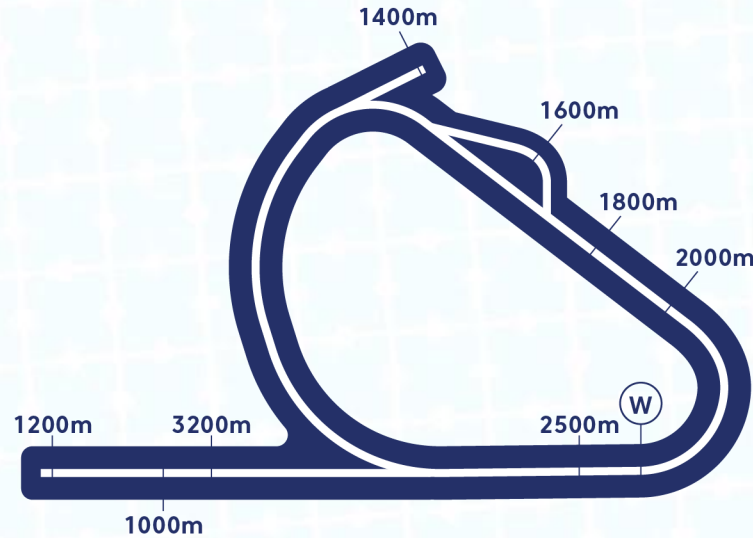
Major racecourses in Australia

Randwick

Turf course (clockwise) of 2224m around with a home straight of 410m.

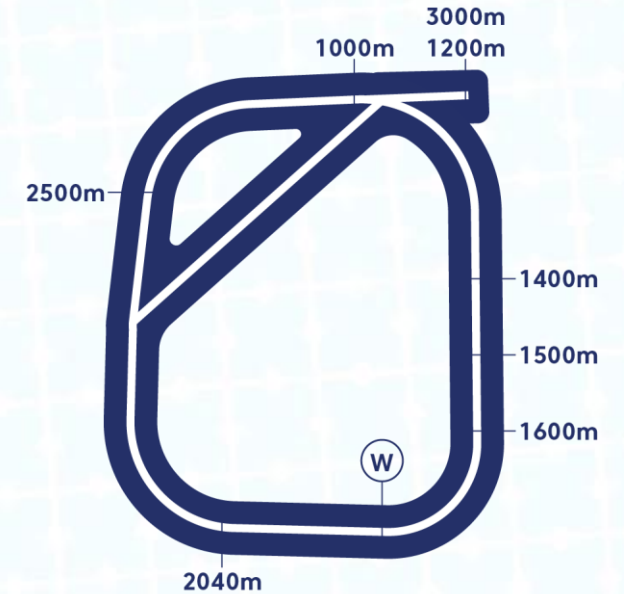There is a uphill finish from 300m to the winning line.

Flemington

Turf course (anti-clockwise) of 2312m around with a home straight of 450m.

The turns are sweeping which benefits late-finishers.

Moonee Valley

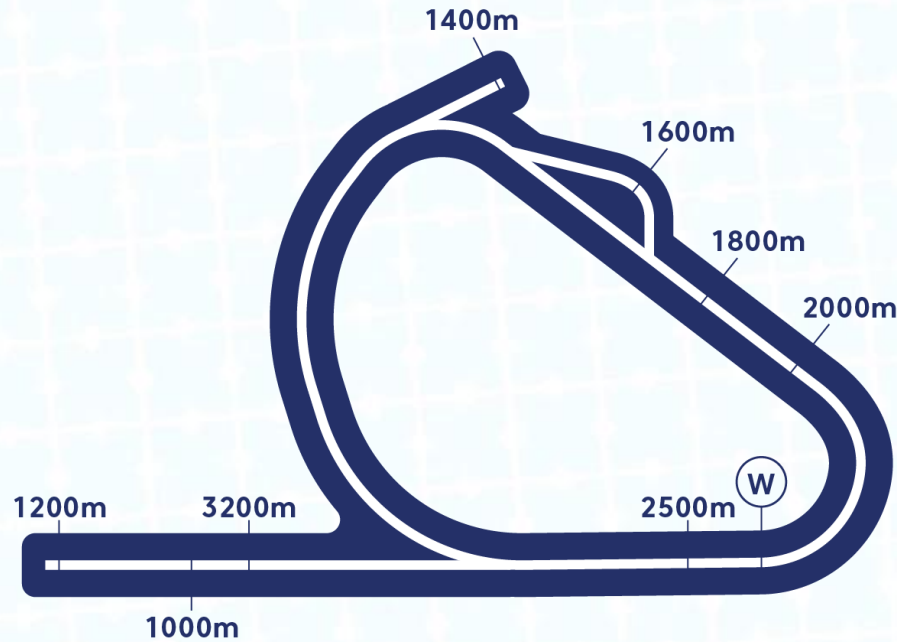Turf course (anti-clockwise) is 1805m around with a home straight of only 173m.

Favours track specialist.

Popular races in Australia - Melbourne Cup

Flemington

Month of the event : November

Racecourse : Flemington

This Group 1 race is one of the most prestigious long distance handicap races in the world. It attracts tens of thousands of Australians and visitors from around the world to Flemington Racecourse in Victoria on the first Tuesday of November each year, earning it the nickname "the race that stops the nation".

Learn more about the Simulcasts Fixtures : https://racing.hkjc.com/racing/english/racing-info/simulcast_fixture.aspx
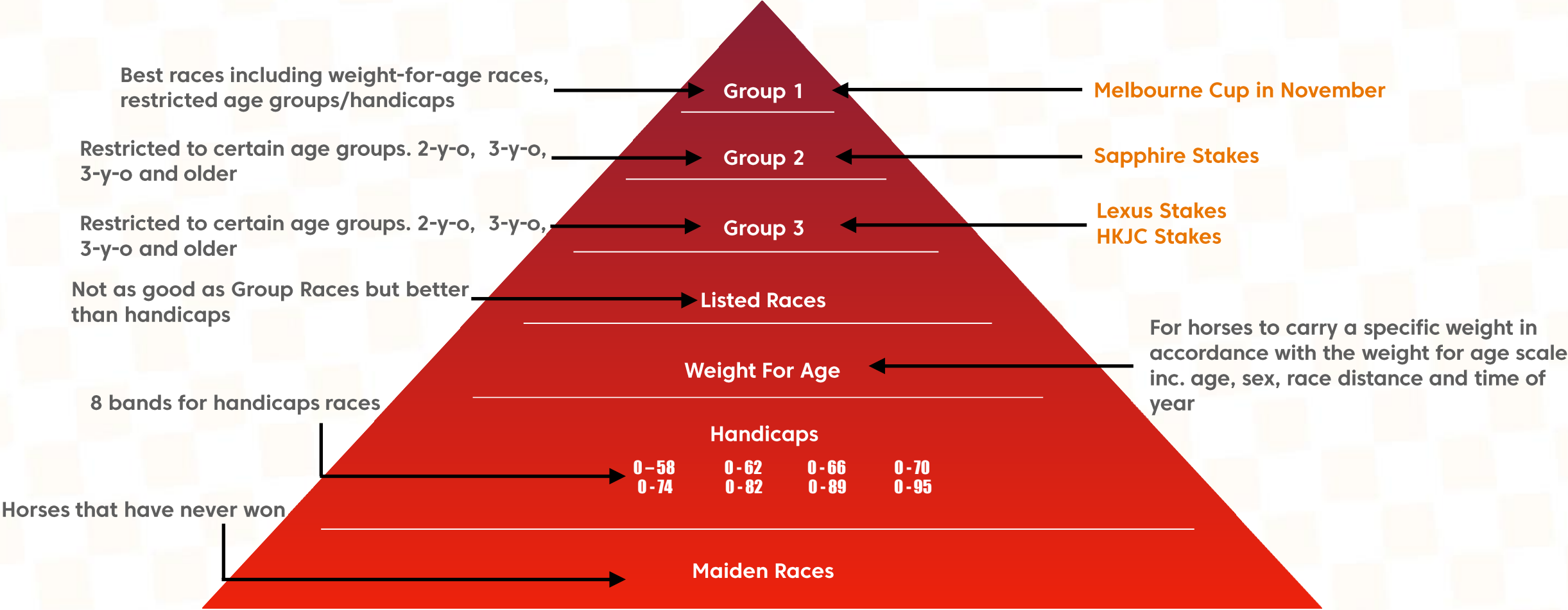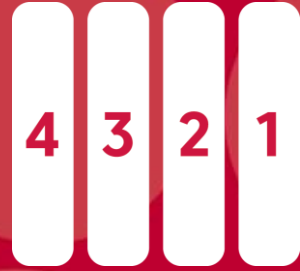
System

Class and Handicap System in Australia

Best races including weight-for-age races, restricted age groups/handicaps → **Group 1** ← **Melbourne Cup in November**

Restricted to certain age groups. 2-y-o, 3-y-o, 3-y-o and older → **Group 2** ← **Sapphire Stakes**

Restricted to certain age groups. 2-y-o, 3-y-o, 3-y-o and older → **Group 3** ← **Lexus Stakes**
HKJC Stakes

Not as good as Group Races but better than handicaps → **Listed Races**

Weight For Age ← For horses to carry a specific weight in accordance with the weight for age scale inc. age, sex, race distance and time of year

8 bands for handicaps races → **Handicaps**

| $0-58$ | $0-62$ | $0-66$ | $0-70$ |
| $0-74$ | $0-82$ | $0-89$ | $0-95$ |

Horses that have never won → **Maiden Races**

Form / Draw

How to read the HKJC's Simulcast Form Guide

Racecard Number	Career Record (Winner/Second/Third)		Draw	Horse Name	Age/Sex	Weight	Rating	Country/ Region	Trainer	Jockey	Ref. Odds
1	10 (5-2-1) 57211		12	Verry Elleegant	3 f	121	[113]	Australia	Chris Waller	James McDonald	1.6

↑
Recent Form (latest from right to left)

In-depth Form

Race Position	Date	Race Details	Track	Dist/Course/ Going	Weight	Jockey	Draw	Final	Race Time	Finish & Margin	Odds	Winner/Second /Third	Comments
5/11	3Nov18	G2 Wakeful Stakes 3yo fillies SWP AUD302,000	FLEM, AUS	2000 LH G Turf	123	John Allen	6	35.02	2.01.36	9 9 9 5 3.55	2.40F	Aristia (AUS) Qafila (AUS) El Dorado Dreaming (AUS)	Jawk to be WB. O/R mid race going 3 deep NC 1000m. 4-5 deep t. Kept working to line in race best 600m and 400m split . F - TF

↑
Pos in Running

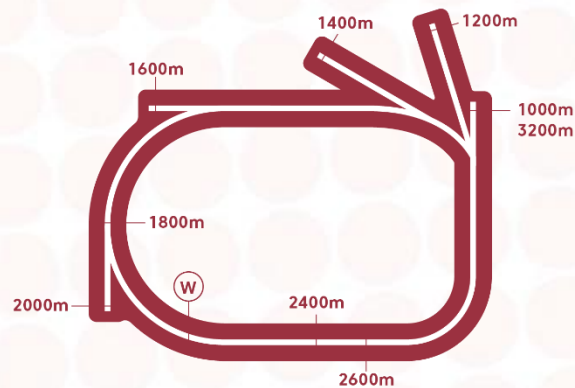# Historical Draw Analysis

Randwick

1000m/1100m and 1200m races: start from a chute and low numbers have an advantage.

1400m & 1600m races: Low numbers have a slight advantage.

1800m races: There is no advantage.

2000m races: Start on a bend and low numbers have big advantage.

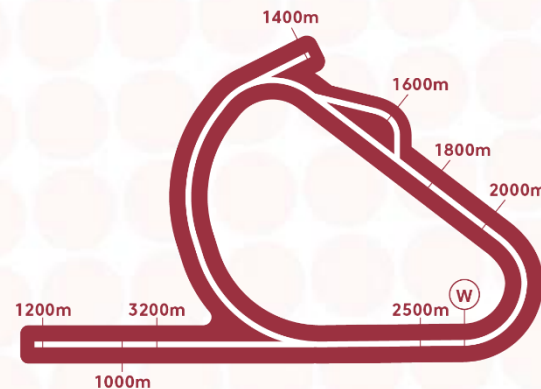2400m races: Majority of winners come from barriers 1-7.

Flemington

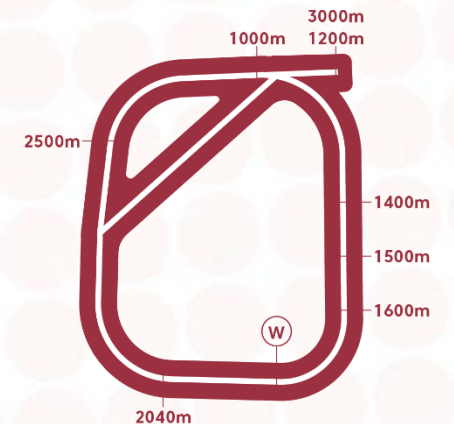1000m and 1200m straight races: start from a chute off the main track and horses drawn high are favoured.

1400m to 2500m races: horses with low numbers have advantage.

Melbourne Cup (3200m): horses ordinarily have best record drawn 1 to 10.

Moonee Valley

Front runners or on-pace runners have a big advantage. Low numbers are especially favoured in races over 1200m and 1500m.

Jockey & Trainer

Jockey & Trainer Performance (2023/24 season)

Flemington

Rank	Jockey	Win
1	Damian Lane	21
2	Michael Dee	16
3	Blake Shinn	14
4	Jamie Kah	14

Rank	Trainer	Win
1	Ben, Will & JD Hayes	16
2	Ciaron Maher	11
3	Trent Busuttin & Natalie Young	10
4	Chris Waller	8

Moonee Valley

Rank	Jockey	Win
1	Damian Lane	19
2	Blake Shinn	10
3	Celine Gaudray	10
4	Jye McNeil	9

Rank	Trainer	Win
1	Ciaron Maher & David Eustace	14
2	Anthony & Sam Freedman	14
3	Ciaron Maher	10
4	Ben, Will & JD Hayes	7

Randwick

Rank	Jockey	Win
1	Jason Collett	22
2	Nash Rawiller	21
3	Tyler Schiller	20
4	James McDonald	19

Rank	Trainer	Win
1	Chris Waller	30
2	Gai Waterhouse & Adrian Bott	24
3	James Cummings	15
4	Joseph Pride	13

Successful Jockey & Trainer Combinations

Jockey

Trainer

James McDonald

\+

Chris Waller

Blake Shinn

\+

Danny O'Brien

Horse

Emotions

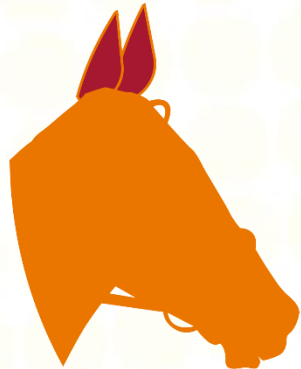The horse is the most important factor in racing.

A horse maybe a champion or have the best form in a race, but if it does not feel or look 100% or is overly excited, the horse will not show its true ability.

Look closely for any tell-tale signs when a horse is walking around the Parade Ring.

Unhappy and worried:

Ears flattened against the neck

Content and interested in the surroundings:

Ears are pricked forward

Feeling Curious:

Both ears tilted forwards

In doubt or feeling uncertain:

One ear is pricked forward and the other held back

Watch Horses Closely Going Down To The Start And Other Signs

Because ground conditions vary greatly in simulcast racing, it is important to look at a horse's action when it goes down to the start.

Grass Cutter Action: If a horse keeps its front legs close to the turf and does not bend its knees, the horse will love fast or firm ground but will dislike soft/yielding ground at it can't lift its legs up.

High Knee Action: If a horse lifts its front legs up high when going to the start, it will like soft/yielding ground but will dislike fast/firm conditions - the horse will not feel comfortable hitting turf hard.

Good
A horse walking around the Parade Ring or before the start who looks alert and relaxed.
Bad
A horse who is sweating (neck and body wet and showing white froth on body) and getting too excited means it is using up too much energy.

Wager
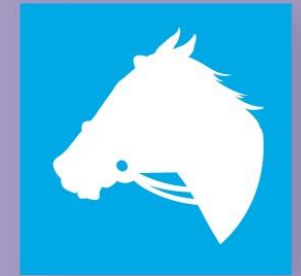
Bet types

Win	Pick the winner	First 4	Pick the first four horses in any order
Place	Pick any one of the first three horses*	Quartet	Pick the first four horses in correct order
Quinella	Pick the 1st and 2nd horses in any order	Double Trio	Pick the first three horses in any order in each of the two nominated races
Forecast	Pick the 1st and 2nd horses in correct order	Double	Pick the winner in each of the two nominated races
Quinella Place	Pick any two of the first three horses in any order		Consolation: pick the winner of the first nominated races and the runner-up in the second nominated race.
Trio	Pick the first three horses in any order	Treble	Pick the winner in each of the three nominated races
Tierce	Pick the first three horses in correct order		Consolation: pick the winner of the first two nominated races and the runner-up in the last nominated race.

* Pick any one of the first four horses in a race of 21 or above declared starters; or pick any one of the first two horses in a race of 4 to 6 declared starters (only applicable to designated simulcast races)