GO RACING

SIMULCAST RACING 海外賽馬 101

Racing in Japan

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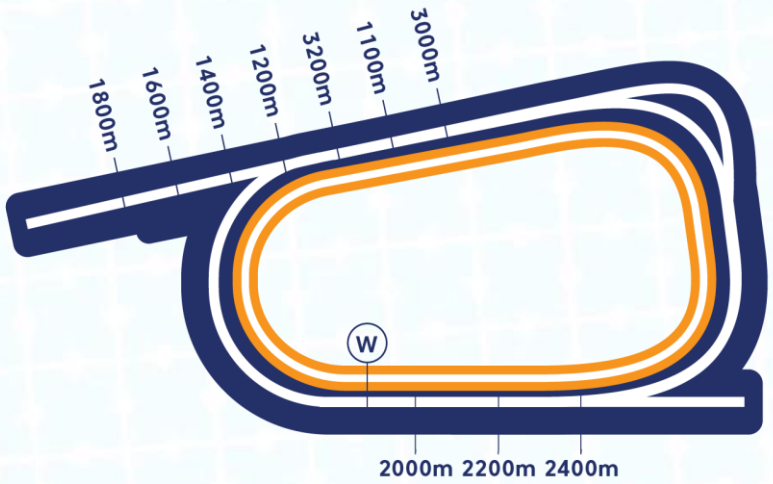
Racecourse

Major racecourses in Japan

Kyoto

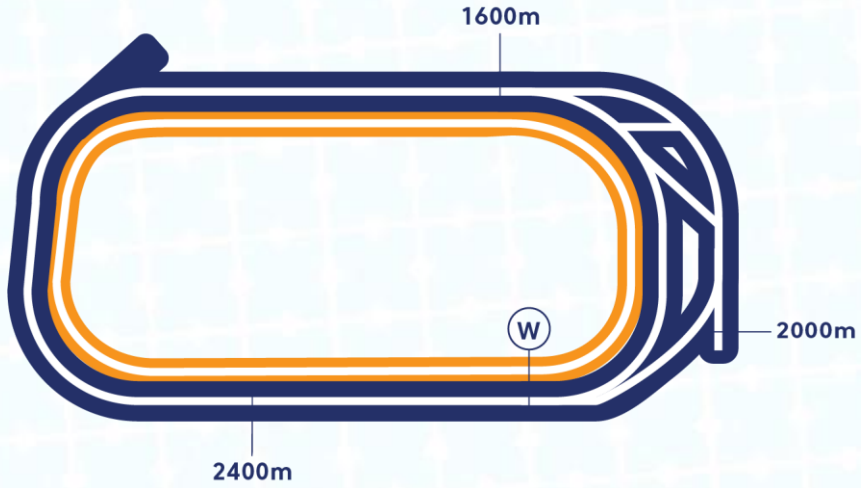


Two turf courses (clockwise) - inner course measures 1783m and outer course measures 1894m with a 328m (inner course) and 404m (outer course) home stretch. There is a slight incline around 1200m from finish.

Relatively short home stretch with tighter turns. Horses commence move before home turn have an advantage.

Dirt course measures 1608m with a 329m home stretch

Tokyo



Tokyo Racecourse is the best and largest facilities of the racecourse in Japan.

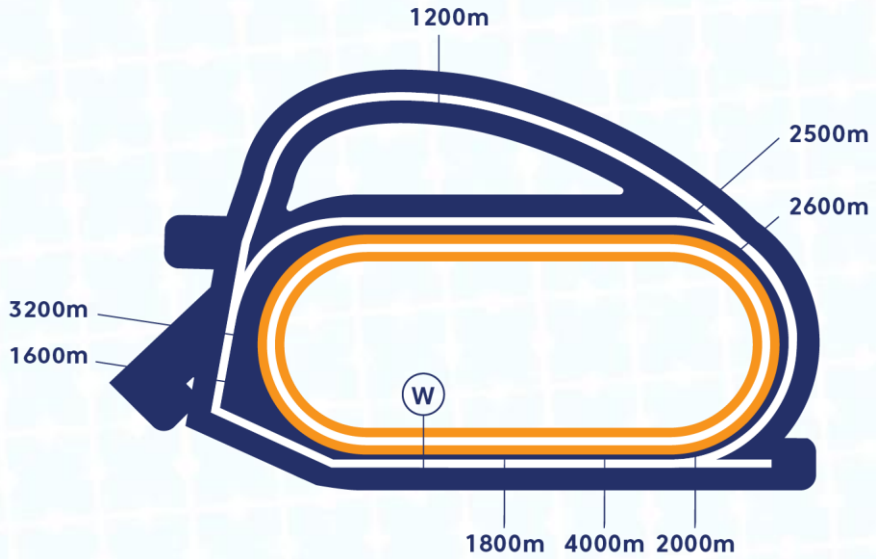
Turf course (anti-clockwise) measures 2083m around.

Level track with long stretches and sweeping bends. There is a home stretch of 526m.

Dirt course measures 1899m with a 502m home stretch.

Major racecourses in Japan

Nakayama

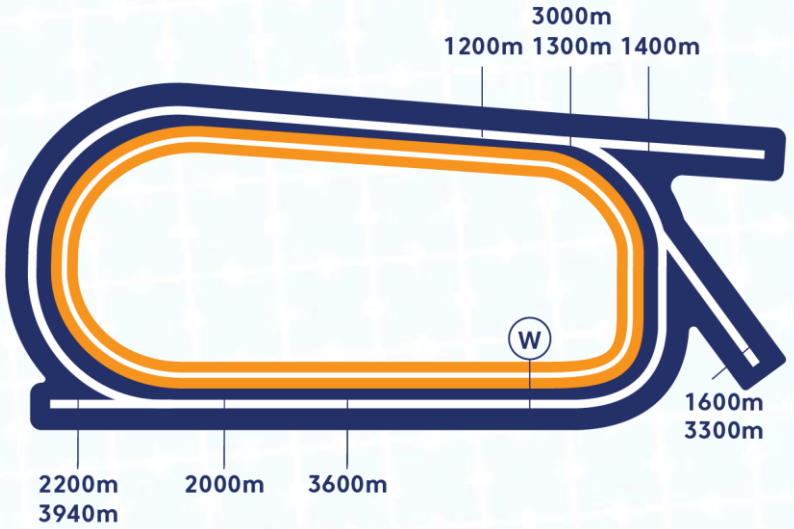


There are two turf tracks (clockwise) - the outer course measures 1840m around and the inner course measures 1667m around with a 310m home stretch.

This is the hardest and most severe track in Japan. Horses must climb up an extreme slope from the final bend to the winning line.

Dirt course is oval shaped and measures 1493m around with a 308m home stretch.

Chukyo



There are two turf courses (anti-clockwise) measures 1706m with a 413m home stretch. They are both undulating and have steep uphill finishes from around 400m to the winning post.

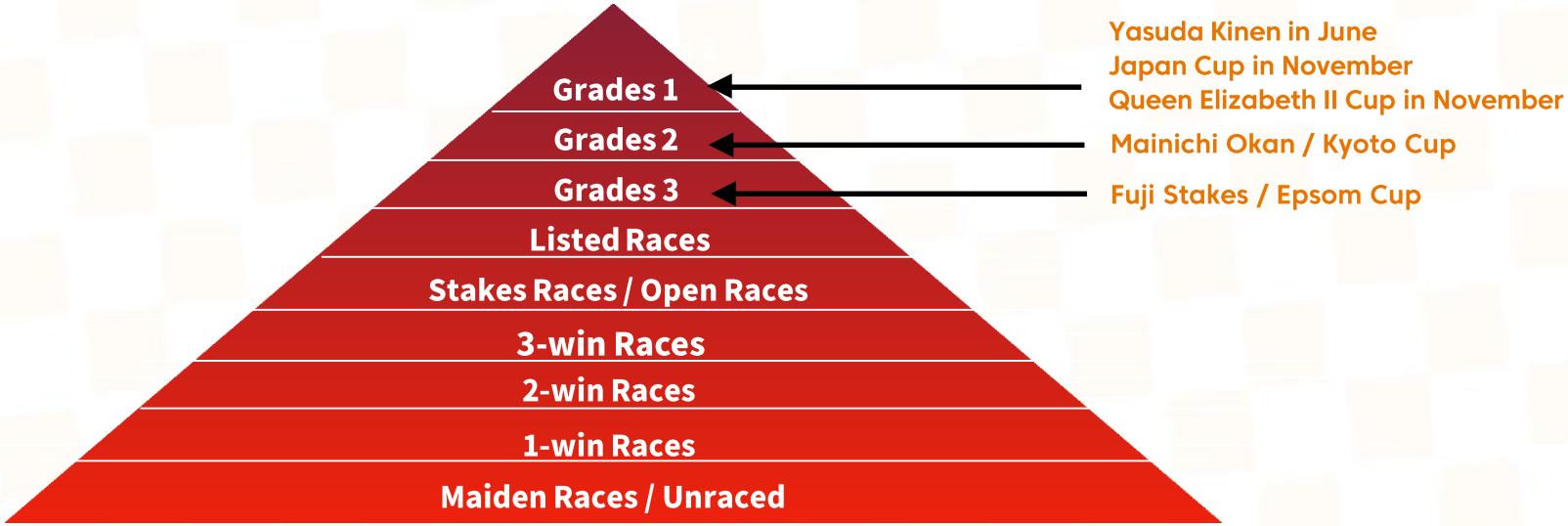
The dirt track is 1530m in length with a 411m home stretch, and is again undulating with a stiff uphill finish.

System

Class System in Japan

Grades Races	Japan's top races are divided into Grades 1, 2 and 3 which is the equivalent of Group Races
Listed Races	Below Graded contests but above Stakes Races
Stakes Races / Open Races	For 2-y-o or 3-y-o's and upwards
Maiden Races	For horses that have started in other race(s) but never won a race

3-win Races	For horses that have won 3 wins
2-win Races	For horses that have won 2 wins
1-win Races	For horses that have won 1 wins
Unraced	For horses that have never run a race



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
11	5 (4-1-0) *21111*	11	Almond Eye	3 f	121	[115]	Japan	Sakae Kunieda	Christophe Lemaire	2.0

Recent Form
(latest from right to left)

In-depth Form

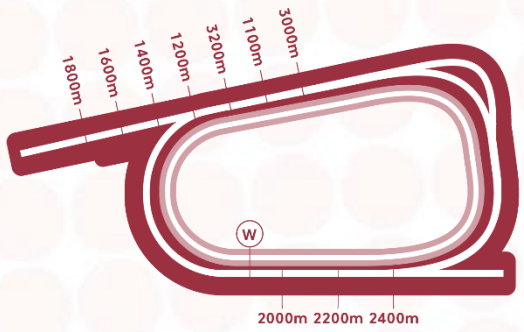
Race Position	Date		Race Details	Track	Dist/Course/ Going	Weight	Jockey	Draw	Sectional Times	Race Time of the Winning Horse	Finish & Margin	Odds	Winner/Second /Third
1/17	20May18	G1	Yushun Himba (Japanese Oaks) 3yo fillies JPY210,000,000	TOK, JPN	2400 LH F Turf	121	Christophe Lemaire	13	24.20 24.70 24.60 22.70	2.23.80	6 6 5 1 2	1.7F	Almond Eye (JPN) Lily Noble (JPN) Lucky Lilac (JPN)

Pos in Running

Historical Draw Analysis

Kyoto

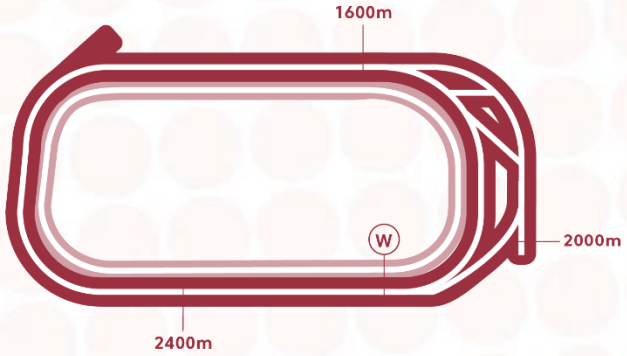
There is no draw advantage because of long stretches giving horses plenty of time to find their preferred positions and cover.



Tokyo

There is no draw advantage because of long stretches and sweeping bends.

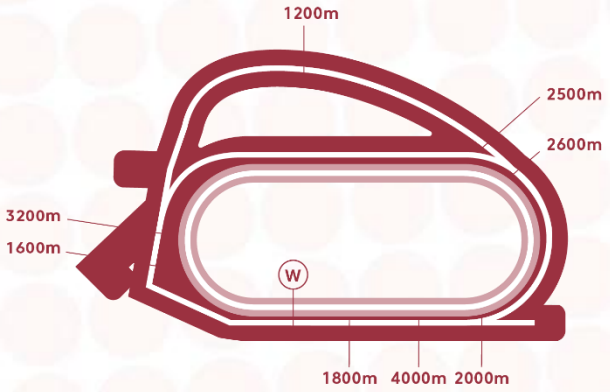
Horses who are fast starters with low numbers are favoured on the dirt tracks, especially if it rains.



Nakayama

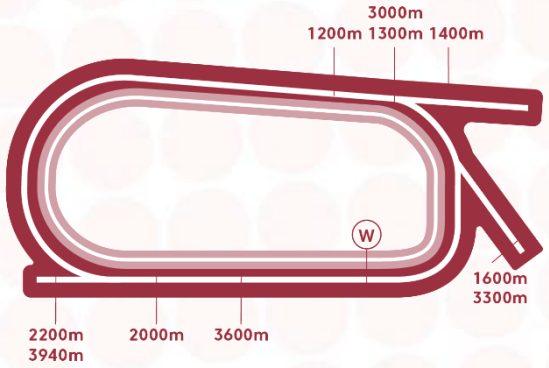
Horses drawn middle to low in sprints have the advantage, provided they can find cover early on.

This track suits horses that can race close to the early speed tempo.



Chukyo

Both turf and dirt tracks are fair, although horses drawn from 1 to 7 have a slight advantage in races over 1200m to 1600m, but a definite advantage when conditions are soft.



Jockey & Trainer

Jockey & Trainer Performance (2022)

Tokyo

Rank	Jockey	Win
1	Christophe Lemaire	64
2	Keita Tosaki	61
3	Takeshi Yokoyama	33
4	Mirco Demuro	28

Rank	Trainer	Win
1	Tetsuya Kimura	24
2	Noriyuki Hori	19
3	Hiroyasu Tanaka	18
4	Sakae Kunieda	17

Nakayama

Rank	Jockey	Win
1	Takeshi Yokoyama	45
2	Keita Tosaki	41
3	Akira Sugawara	26
4	Hironobu Tanabe	25

Rank	Trainer	Win
1	Noboru Takagi	14
2	Makoto Saito	13
3	Toru Kurita	12
4	Keisuke Miyata	12

Chukyo

Rank	Jockey	Win
1	Yuga Kawada	44
2	Kohei Matsuyama	34
3	Mirai Iwata	30
4	Hideaki Miyuki	27

Rank	Trainer	Win
1	Mitsumasa Nakauchida	16
2	Yasutoshi Ikee	15
3	Mikio Matsunaga	14
4	Masato Nishizono	13

Successful Jockey & Trainer Combinations

Jockey			Trainer	
Yuichi Kitamura		+		Takayuki Yasuda
Mirco Demuro		+		Noriyuki Hori
Yuga Kawada		+		Mitsumasa Nakauchida

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

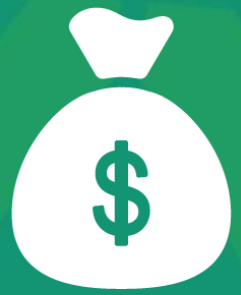
Watch Horses Closely Going Down To The Start And Other Signs

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.



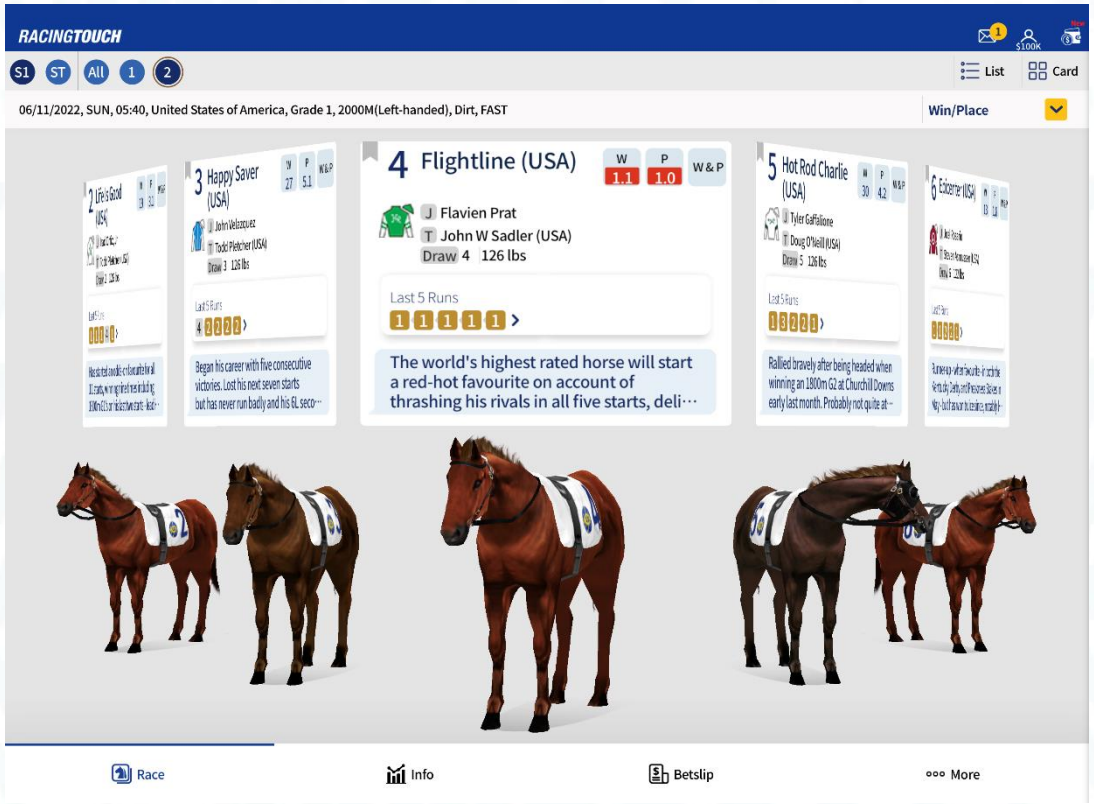
Wager

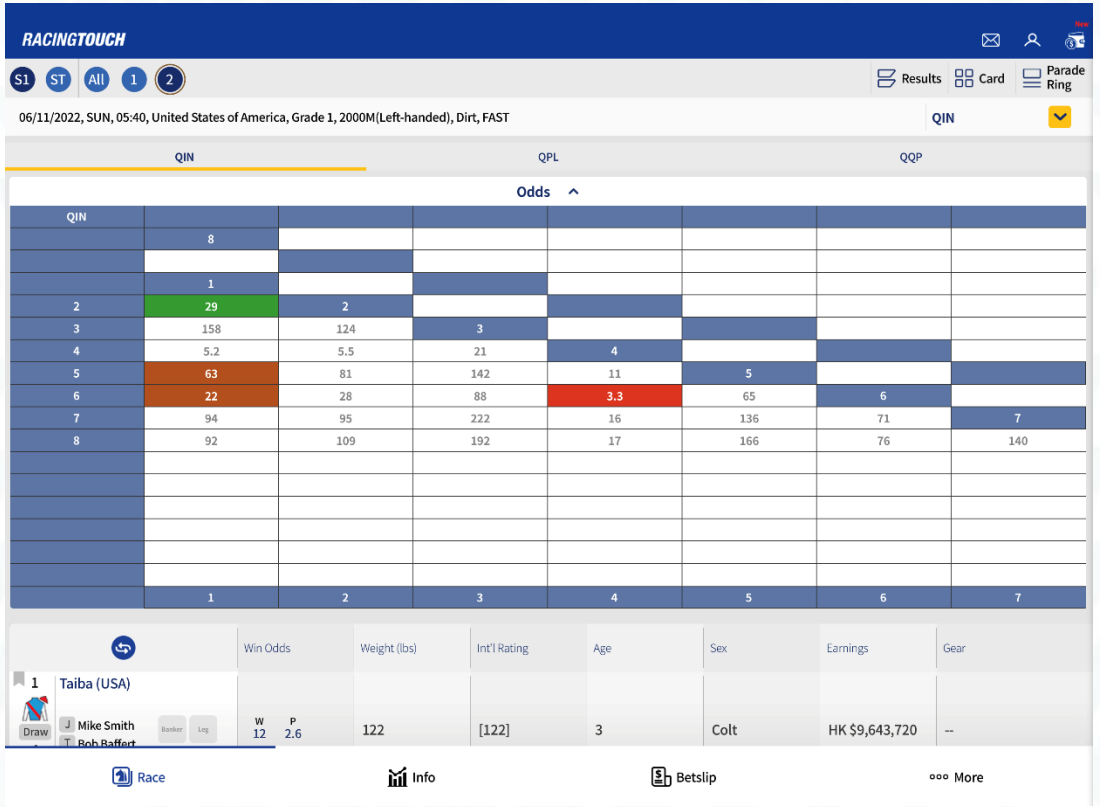
Bet types

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

Bet and Odds in Racing Touch





FAVOURITE

ODDS DROPPED 20%

ODDS DROPPED 50%

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