

## **An Irish Course Winners system...**

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NOTE: This report was created on the 27/08/2013 and included results up until the end of racing on the 26/07/2013.

The system I am about to show you was created using the [SPB System Builder](#).

I have deliberately stayed away from our eternal ratings so that anyone can select the runners follow the system by just using the normal race cards.

This means we are analyzing all races contained in the Database.

The screenshot shows the SPB System Builder interface with the following settings:

- File Name: tuUyourtext.csv
- Back Stake: 1
- Lay Liability: 10
- Lay to fixed Stake
- Place
- Include 5%

Filters and Selections:

- Rating: 10, 11, 12, 13 (selected)
- All Runners
- Low: -1000, High: 1000
- DSLR: Low: 4, High: 999
- NoR: Low: 5, High: 22
- Lto: Low: 1, High: 2
- Class: 3, 4, 5, 6 (selected)
- Age: Low: 6, High: 11
- UK
- Race Type UK
- FLT
- CHS
- HDL
- NHF
- AW
- IRE
- Race Type IRE
- FLT
- CHS
- HDL
- NHF
- AW

Additional Filters:

- Distance
- All Races or
- Novice
- Handicap
- Maiden
- Other
- Form A:  BF,  C,  CD,  D
- Form B:  F,  U,  P
- None, Amateur, Apprentic, Auction, Beginner (dropdown)
- Pressure: 0 %
- Range (BSP)
- Low: 10, High: 999
- Select Date Range
- From: 04/04/2013, To: 27/08/2013

Date	Time	Course	Runner	Form(lto)	Rated	Age	Class	Result	BSP	
05/04/2013	21:20	Dund	Bashkrov	0	15	8	0	12	36	1
05/04/2013	21:20	Dund	Atlas Peak	1	5	8	0	1	27.15	1
17/04/2013	19:50	Dund	Fantasy King	2	4	7	0	6	7.63	1
03/05/2013	20:40	Dund	Prospectorous	2	14	9	0	1	28.2	1
03/05/2013	20:40	Dund	Paddy The Celeb	2	11	7	0	7	5.2	1

Summary Statistics:

- Total Selections Found: 5
- Wins: 2, Losers: 3, P/L: 47.682, Strike: 40 %
- RDI: 953.65 %
- Lay Results
- LWR: 1, LLR: 1, AWO: 26.5, LW0: 27.15

Buttons: Graph, Search The Results, Open CSV, Close

Day Selections:  Monday,  Tuesday,  Wednesday,  Thursday,  Friday,  Saturday,  Sunday

Exclude:  No Grid,  Yesterday Only,  Today Only

As there are normally only one maybe to Irish courses a day (well sometimes not everyday) it should be pretty easy to follow.

If you don't want to manually find the selections everyday yourself then [here is a quicker way of getting them](#).

I was just going through some ideas on the [SPB System builder](#) when I thought I would check out Course ( C ), distance ( D ) and course and distant winners (CD).

Now I know from the data within SOS 2.0 that there are certain courses that they do reasonably well at but I haven't got a specific course filter in SPB system builder yet (it will be coming soon).

Anyway I had trouble creating a system on the UK courses so I decided to turn my attention to the Irish ones instead.

And it turns out that under certain conditions they do quite well.

There are some racing terms I use in this document so I thought I would cover those first.

**Strike Rate:** This is the number of winners the system has divided by the number of selections.

<http://www.greyhorsebot.co.uk/strikerate.asp>

Strike rate can tell you your expected Longest Losing Run.

**P/L** (Profit or Loss). We use a stake of 1 as a demonstration of points profit or loss.

If I had a bank of £100 and I split my bank into 100 points then 1 point would be £1.

**ROI.** Return on Investment. Points Profit divided by selections.

I like ROI to me it tells me how I am doing. It says for every 1point I put into the market I get x back.

If we had a P/L of say 250 points and we had bet 1 point on 1000 selections then...

$250 / 1000 =$  we would have earned 0.25 pts for every point we put on the market.

I will explain the other terms as we go along.

## On with the system....

I thought from my experience so far that there would be one or two race types where the course winners didn't perform well...

...Like AW or Chase, but this wasn't the case.

My first look led me to believe I could find a little more profit if I was to use all IRE races.

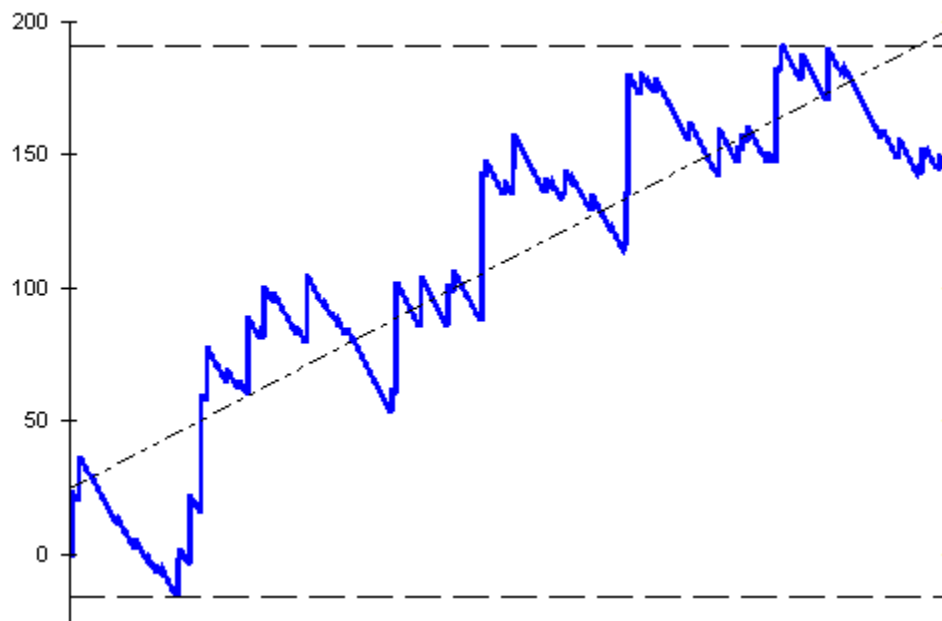
But after a bit of initial analyzing I also noticed that Maidens were not worth considering.

So I took them out and this is how the results looked (as of 27/08/2013.).

## These are the figures...

Found: 638	Wins: 70	Losers: 568	P/L 145.94	Strike: 10.97 %	ROI: 22.88 %
	LWR: 2	LLR: 32	AWO: 10.76	LWO: 1.29	<a href="#">Open CSV</a>

## And this is the graph...



(Graph courtesy of [SPB System Builder](#))

For a back system based on just one criteria (Course Winners) it isn't that bad although as I have already mentioned I felt we could do better.

The [SPB System Builder](#) is growing in features all the time and with each update there are new ways you can analyse the results.

The latest feature is being able to drill down to races that have what I call “Sub titles” like Amateur, Apprentice, stakes...



...You know the type of thing but I will come back to that later because first of all I wanted to try the more usual filters.

I always like to look at age.

I have found on quite a few occasions that the younger horse do better but then there are systems that seem to perform better using older horses.

It could be that sometimes age and experience win out over youthfulness and speed.

This system had a sweet spot from 6 to 11 year olds which could be their experience and why as course winners they do so well.

Age:

Low:

High:

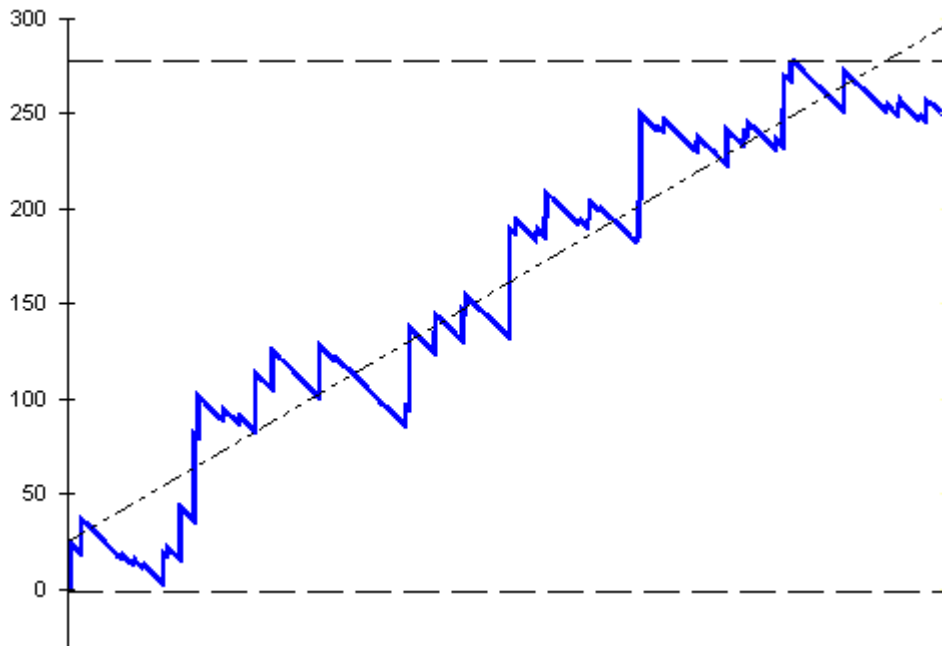
Strangely this is not the same in the UK.

Here is what happened when I added the age range.

**These are the figures...**

Found: <input type="text" value="448"/>	Wins: <input type="text" value="50"/>	Losers: <input type="text" value="398"/>	P/L <input type="text" value="249.22"/>	Strike: <input type="text" value="11.16"/> %	ROI: <input type="text" value="55.63"/> %
	LWR: <input type="text" value="3"/>	LLR: <input type="text" value="35"/>	AWD: <input type="text" value="13.68"/>	LWD: <input type="text" value="1.29"/>	<input type="button" value="Open CSV"/>

And this is the graph...



I suppose we should be happy with it as it is but I decided to carry on and see what else I could find.

The next thing was to look at the days since they last ran.

DSLR:

Low:

High:

If you follow racing at all seriously you probably know that after a win many trainers will try to re-enter their horse quickly. In the hope of getting a second win because they haven't given the handicapper enough time to properly assess the last win.

In this case the handicapper will just add a penalty of (ex6, ex7 or something similar) and the trainer is hoping this will not be enough to stop the horse from winning again.

So one of the searches I like to do is "Days since last run" (DSLRL).

To be honest what I actually find is that horses that do run quite quickly after a win are so keen on price, that even if they do win they are not very profitable.

What sometimes shows up is that horses that have run in the last 45 days are race fit and can do well.

### **In this case it was a little stranger...**

I couldn't find any actual range that would increase profit although I suspect you could pick up an extra 1 or 2 points if you played about but I want to come back to this in a minute.

Next I moved on to look at how they performed Last time they ran.

In the [SPB System Builder](#) we look at a horse's past form like this...

**-2** No form

**-1** did not finish their last race.

**0** came outside the top 9 last time they ran

**1 to 9** their finish position in the last race they ran.

Being that these were course winners they all had form so -2 wouldn't be used.

### **Here is how it broke down...**

105 points came from runners that didn't finish their last race (-1).

134 points came from runners outside the top 9 (0).

22.98 points from 1<sup>st</sup> last time out (1).

8 points from 2<sup>nd</sup> last time out (2).

-18 points from 3<sup>rd</sup> last time out (3).

16.15 points from 4<sup>th</sup> last time out (4).

24.5.11 points from 5<sup>th</sup> last time out (5).

-23.27 points from 6<sup>th</sup> last time out (6).

-17.94 points from 7<sup>th</sup> last time out (7).

0.49 points from 8<sup>th</sup> last time out (8).

1.84 points from 9<sup>th</sup> last time out (9).

In this case we could pick runners that didn't finish their last race (-1) to runners that came 2<sup>nd</sup> last time out...

**...or ...**

....We could go up to 5<sup>th</sup> LTO ignoring the fact that 3<sup>rd</sup> LTO shows a loss.

Up to 2<sup>nd</sup> LTO gave this...

Lto:

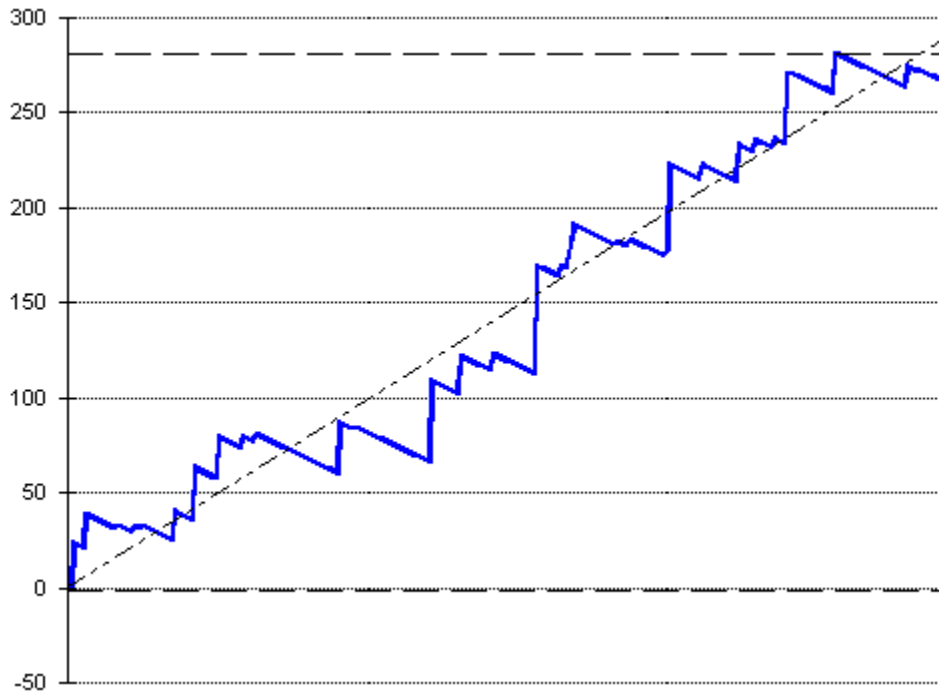
Low:

High:

**These are the figures...**

Found: <input type="text" value="217"/>	Wins: <input type="text" value="32"/>	Losers: <input type="text" value="185"/>	P/L: <input type="text" value="267.50"/>	Strike: <input type="text" value="14.75"/> %	ROI: <input type="text" value="123.27"/> %
	LWR: <input type="text" value="2"/>	LLR: <input type="text" value="20"/>	AWO: <input type="text" value="14.88"/>	LWO: <input type="text" value="1.29"/>	<a href="#">Open CSV</a>

**And this is the graph...**



**Up to 5<sup>th</sup> LTO gave this...**

Lto:

Low:

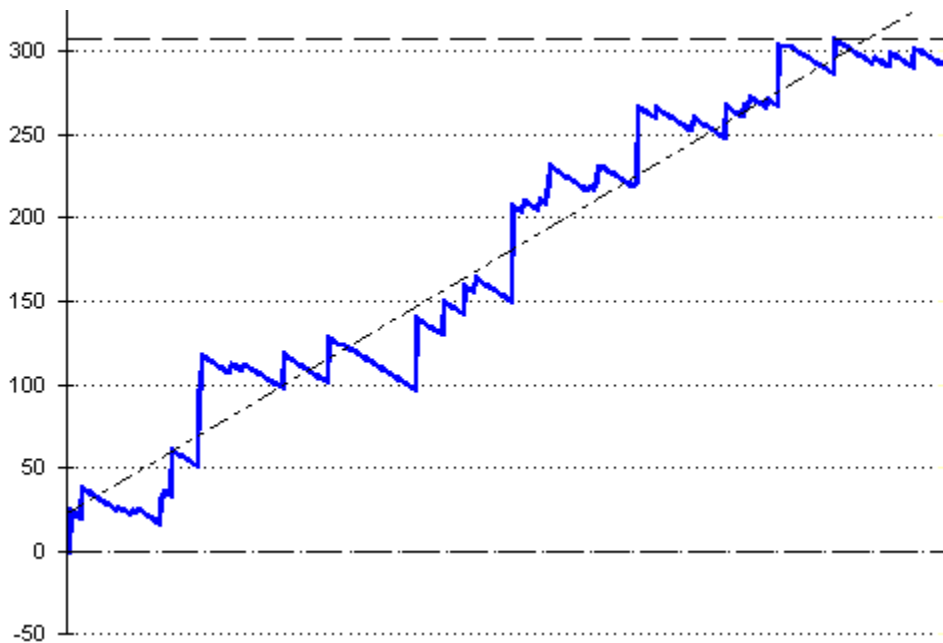
High:

**These are the figures...**

Found: <input type="text" value="329"/>	Wins: <input type="text" value="44"/>	Losers: <input type="text" value="285"/>	P/L: <input type="text" value="292.63"/>	Strike: <input type="text" value="13.37"/> %	ROI: <input type="text" value="88.95"/> %
	LWR: <input type="text" value="2"/>	LLR: <input type="text" value="27"/>	AWO: <input type="text" value="13.86"/>	LWO: <input type="text" value="1.29"/>	<a href="#">Open CSV</a>



And this is the graph...



This is where you have to make a choice...

### Profit or ROI?

Although there is more profit from going up to 5<sup>th</sup> LTO, you also lost strike rate and ROI.

As I am a ROI kind of guy I decided to stick with up to 2nd but if you want more profit then you can include up to 5th.

At this stage I find it worth going back over some of the features that didn't help and re-testing to see if anything has changed.

I mentioned that Days Since Last Ran (DSLRL) didn't seem to help but after selecting only Last Time out between -1 and 2 there was a difference.

Getting rid of runners that had raced in the last 5 days not only added a few extra points to the bank but also improved strike rate and ROI.

DSLR:

Low:

High:

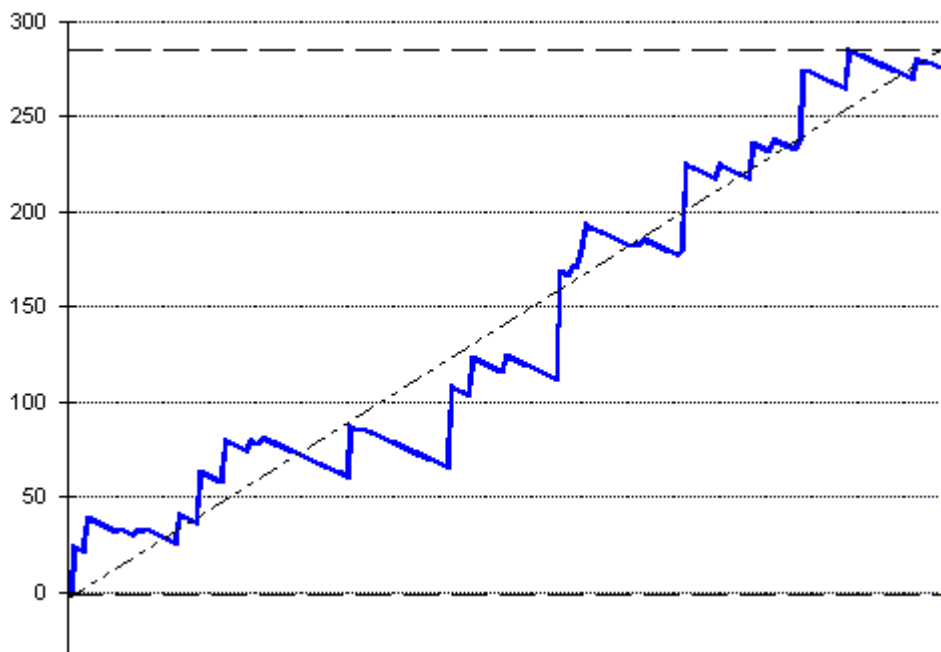
So I felt it was worth putting in but if you are selecting these manually then you may not agree but for me the improvement in ROI was well worth it.

Here is how it looked afterwards...

### These are the figures...

Found: <input type="text" value="209"/>	Wins: <input type="text" value="32"/>	Losers: <input type="text" value="177"/>	P/L <input type="text" value="275.50"/>	Strike: <input type="text" value="15.31"/> %	ROI: <input type="text" value="131.82"/> %
	LWR: <input type="text" value="3"/>	LLR: <input type="text" value="20"/>	AWO: <input type="text" value="14.88"/>	LWO: <input type="text" value="1.29"/>	<a href="#">Open CSV</a>

### And this is the graph...



The next feature we could look at is the number of runners in a race.

To be honest I am not totally convinced about long term how this actually helps or doesn't help a system.

Most people seem to have the general idea that if you are backing you want to have less runners in the race and if your laying more.

I seem to remember that 8 runners was a good place to start.

One thing you should be aware of here...

The only time you know how many runners are in a race is after the off.

Until then, it is any ones guess because things often happen on the start line.

We use the declared number of runners in the morning.

And I believe (I could be wrong) that as we always use declared runners then we are always using like for like.

If it is true that the less runners the better chances of winning with a back system then if there are any NR's in the races we select then surely that can only help our cause.

In our case there seemed to be a sweet spot between 7 and 21 runners.

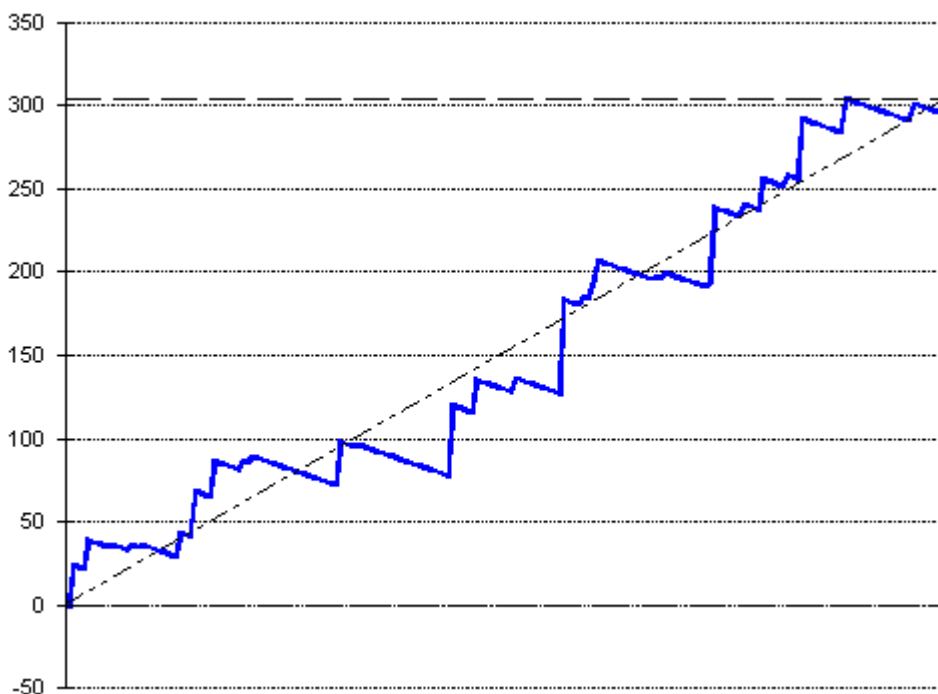
Why?

I haven't got a clue all I know is that only selecting races where there were only 7 to 21 declared runners resulted in an extra (almost) 10 points profit.

### These are the figures...

Found: 180	Wins: 29	Losers: 151	P/L 296.24	Strike: 16.11 %	ROI: 164.58 %
	LWR: 2	LLR: 18	AWO: 16.24	LWO: 1.99	<a href="#">Open CSV</a>

### And this is the graph...



**So we have ended up with a very profitable system.**

There are a couple of things to be considered here...

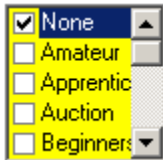
1. Because we have drilled down and become more specific over our selections then we have ended up with about 180 selections over 5 months or just over 1 a day
2. You may find you have more than one runner in a race so you are likely to have days with no selections.

You could delete some of the criteria in order to increase the number of selections but you will also lose profit, Strike Rate and ROI.

If you remember I mentioned that we can also look and race sub types.

A word of warning this will seriously reduce profit but can sometimes increase strike rate and ROI.

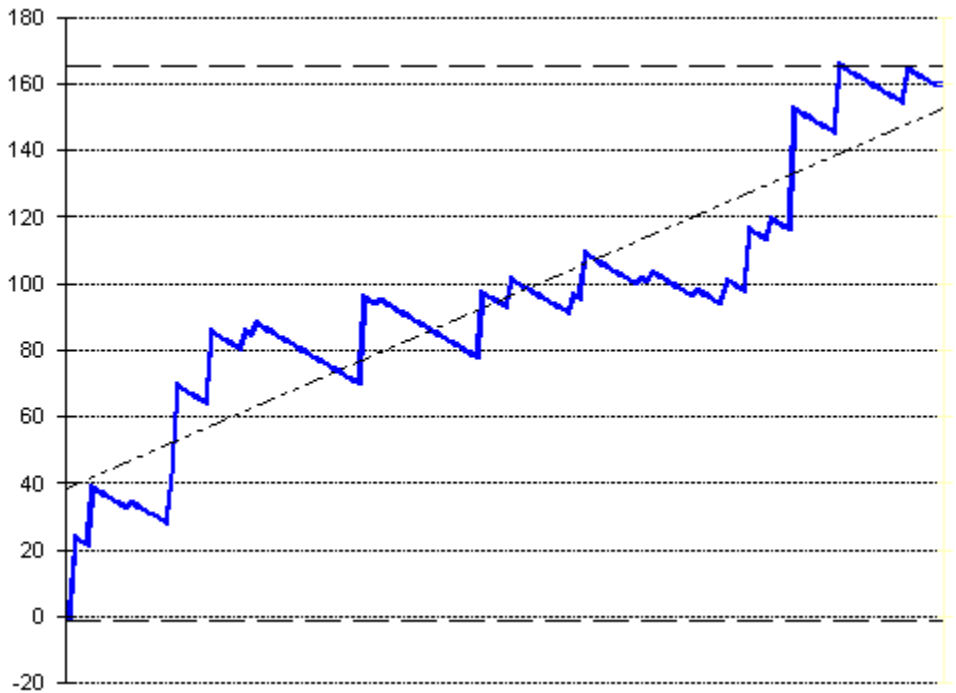
You will find with sub course types that often you get no results and other times you get very few results so I first test races that are not categorised with a sub type.



**These are the figures...**

Found: 154	Wins: 23	Losers: 131	P/L 159.72	Strike: 14.94 %	ROI: 103.72 %
	LWR: 2	LLR: 18	AWD: 13.35	LWD: 1.99	<a href="#">Open CSV</a>

And this is the graph...



So a lot of our profit came from normal races...

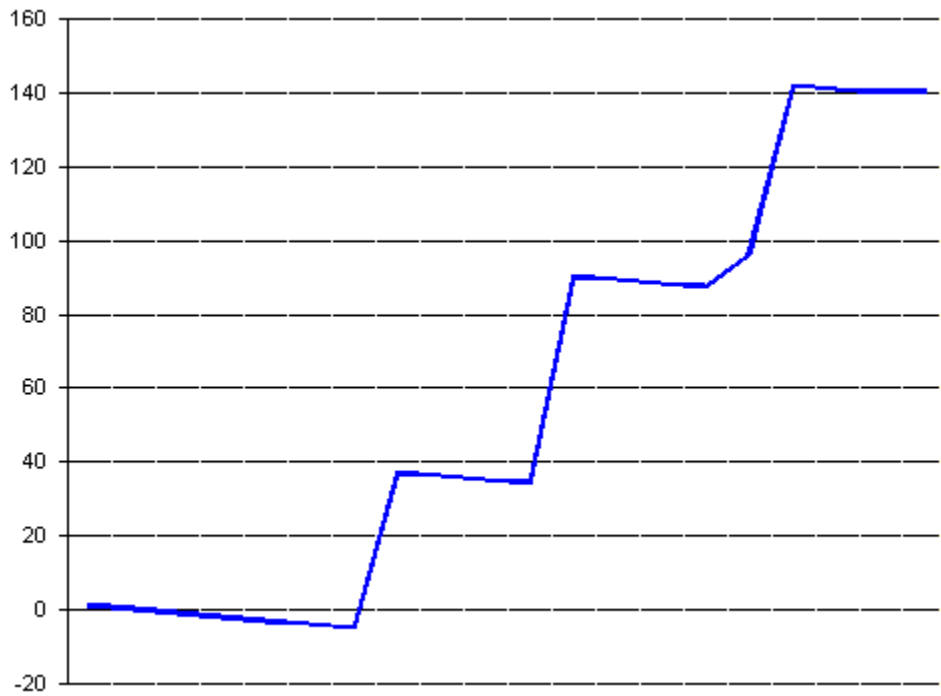
...The other profit mainly came from Beginners and Mares.

- Hunters
- Juvenile
- Listed
- Mares
- Novices

These are the figures...

Found: <input type="text" value="19"/>	Wins: <input type="text" value="5"/>	Losers: <input type="text" value="14"/>	P/L: <input type="text" value="139.96"/>	Strike: <input type="text" value="26.32"/> %	ROI: <input type="text" value="736.67"/> %
	LWR: <input type="text" value="2"/>	LLR: <input type="text" value="6"/>	AWD: <input type="text" value="32.2"/>	LWD: <input type="text" value="2.36"/>	<a href="#">Open CSV</a>

And this is the graph...



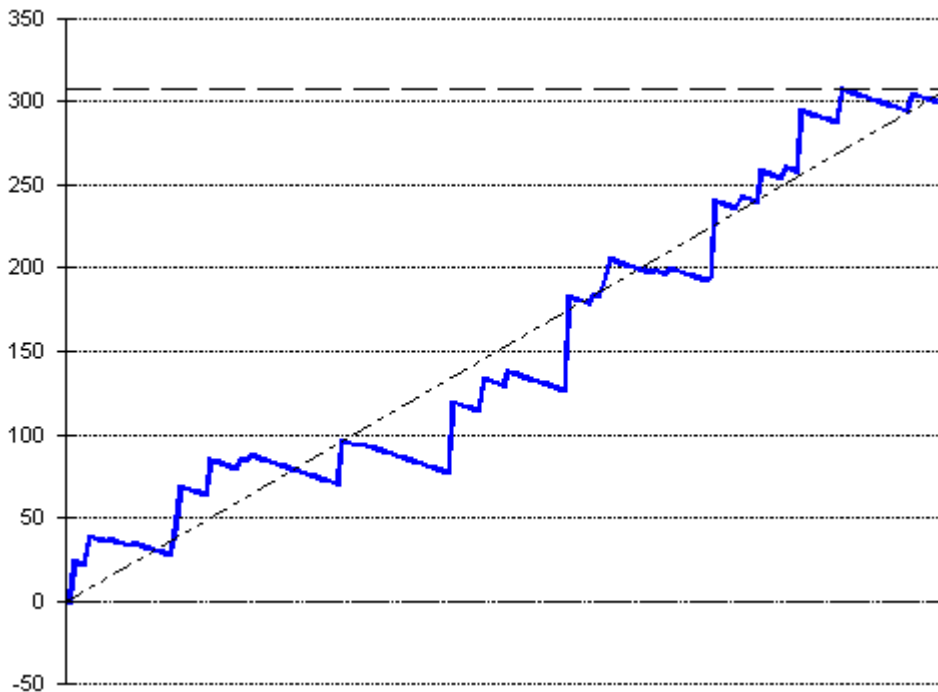
And if you add them together...

- None
- Amateur
- Apprentic
- Auction
- Beginners

These are the figures...

Found: <input type="text" value="173"/>	Wins: <input type="text" value="28"/>	Losers: <input type="text" value="145"/>	P/L: <input type="text" value="299.69"/>	Strike: <input type="text" value="16.18"/> %	ROI: <input type="text" value="173.23"/> %
	LWR: <input type="text" value="2"/>	LLR: <input type="text" value="17"/>	AWO: <input type="text" value="16.71"/>	LWO: <input type="text" value="1.99"/>	<a href="#">Open CSV</a>

And this is the graph...



Before we wrap this up I would like to talk about one other thing and that is **price pressure**.

It may have occurred to you already that when you look at a systems results you are seeing them without your own money added into the market on those selections.

It doesn't matter how much you put in the market yourself you influence the price even if it's by .001 you still influence the market.

Now multiply that by 25, 50, 100 or even 300 people do you think this will effect the price?

**You bet it will...**

By how much?

Well that's the big question... all I can tell you is that since I have been researching this question I have found systems that will become unprofitable with just a 5% change on the average winning price.

How can I prove this?

Well I added a feature to the SPB System Builder called “pressure”.

Once you find a system you can then change the price of all the selections by any % you want.

So let’s take this example...

Here are the results from the finished system.

Found: 173	Wins: 28	Losers: 145	P/L 299.69	Strike: 16.18 %	ROI: 173.23 %
	LWR: 2	LLR: 17	AWO: 16.71	LWD: 1.99	<a href="#">Open CSV</a>

Note: AWO (Average winning price) is 16.71.

When we put pressure on this price it will go down as it would in the real market when more people start backing the selections.

So we are going to start with 10%...

Pressure:

10 %

Found: 173	Wins: 28	Losers: 145	P/L 252.56	Strike: 16.18 %	ROI: 145.99 %
	LWR: 2	LLR: 17	AWO: 14.93	LWD: 1.791	<a href="#">Open CSV</a>

As you can see our average price is down to 14.93 and we have lost 47 points of the profit.

Let’s try 20%

Pressure:

20 %

Found: 173	Wins: 28	Losers: 145	P/L 205.43	Strike: 16.18 %	ROI: 118.75 %
	LWR: 2	LLR: 17	AWO: 13.18	LWD: 1.592	<a href="#">Open CSV</a>

So now we are down 94 points but this system seems quite robust.

I have already mentioned we have systems that stop making profit with as little as 5% movement.



Let's just try 30%

Pressure:

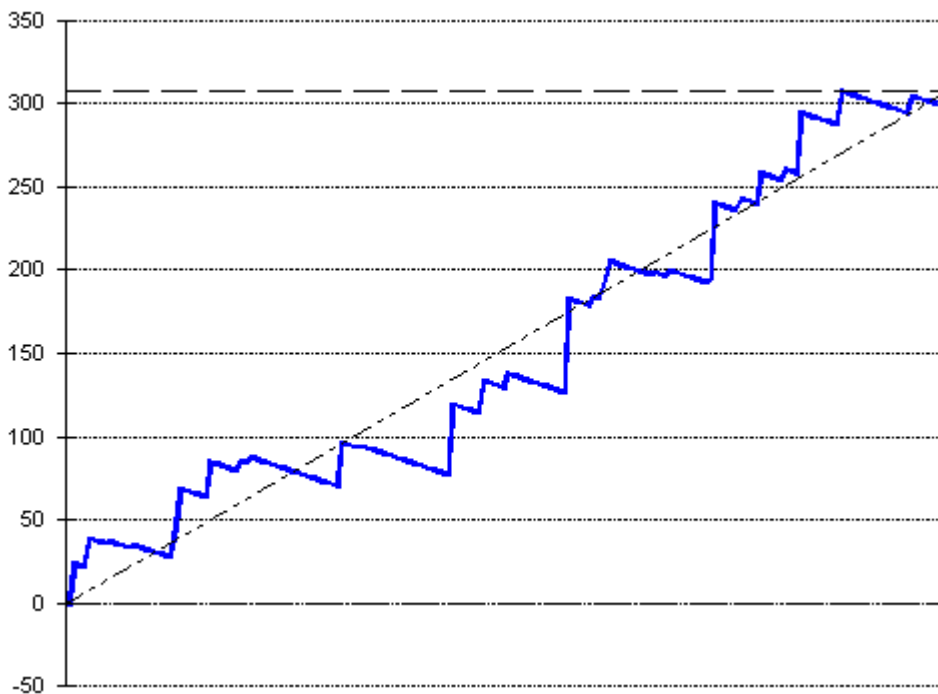
%

Found: <input type="text" value="173"/>	Wins: <input type="text" value="28"/>	Losers: <input type="text" value="145"/>	P/L: <input type="text" value="158.30"/>	Strike: <input type="text" value="16.18"/> %	ROI: <input type="text" value="91.51"/> %
	LWR: <input type="text" value="2"/>	LLR: <input type="text" value="17"/>	AWO: <input type="text" value="11.39"/>	LWO: <input type="text" value="1.393"/>	<a href="#">Open CSV</a>

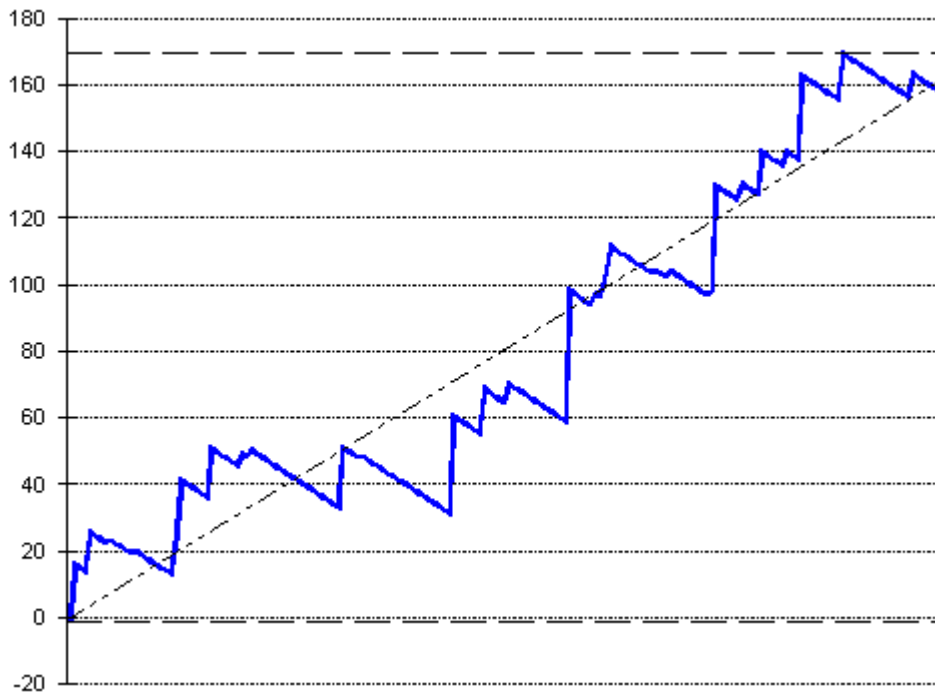
Now profit has halved but really this is still quite a good system and one that I think would still be worth following.

Let's have a look at the graph...

**Before**



## After



Just so you know the breaking point of when this system becomes totally unprofitable is around 64% where the average price would have dropped to 5.36.

This is how I am going to decide from now on if I release a system and if I do too how many people.

### So here is the selection method again...

(System 1)

1. IRE races only
2. Not maiden races
3. Course winners only (c along side name normaly)
4. Age 6 to 11
5. LTO (last time out) came outside of the top 10 (0) or 1<sup>st</sup> or 2<sup>nd</sup> or didn't finish the race IE. F (Fell), P (pulled), UR (unseated rider etc).
6. Declared runners (morning) 7 to 21
7. Days since last run not less than 6.

### OPTIONAL

(System 2)

8. include 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> LTO

(System 3)

9. Beginners, Mares or no sub type.

(Note: By the way the most profitable system is combining all 3 into a 4th system),

### One more idea...

Since releasing the system I have had a few conversations about using the selections on the Betfair Place market.

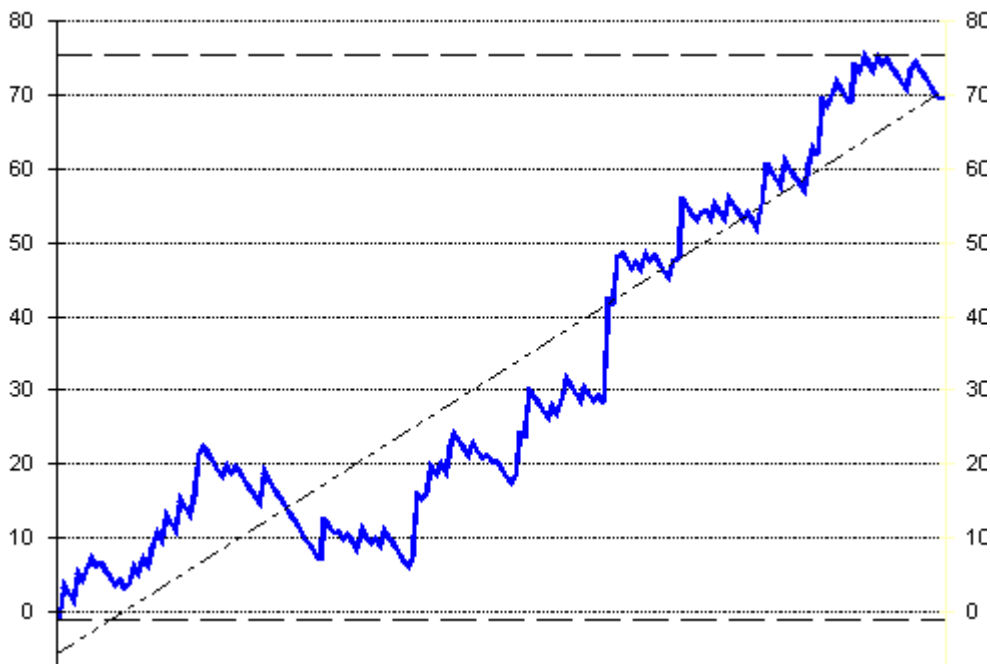
To be honest I didn't even think to check the place results but it's an easy thing to do with the [SPB System Builder](#)...You just tick "Place".

Anyway to my surprise there was actually profit available...

### These are the figures.

Found: <input type="text" value="190"/>	Wins: <input type="text" value="71"/>	Losers: <input type="text" value="119"/>	P/L: <input type="text" value="69.432"/>	Strike: <input type="text" value="37.37"/> %	ROI: <input type="text" value="36.54"/> %
	LWR: <input type="text" value="3"/>	LLR: <input type="text" value="12"/>	AWD: <input type="text" value="2.79"/>	LWD: <input type="text" value="0.25"/>	<a href="#">Open CSV</a>

### And here is the Graph.



Although this is a pretty easy system to follow I have made it even easier...

[Click Here](#)

I have also put the selections as a bonus within Grey Horse Bot and GHBLite but if you are not a member of either then this may help.

[Click Here for more info.](#)

Thank you for reading I really do appreciate it.

**Malcolm**

<http://www.greyhorsebot.co.uk/>

Results: Up until the 27/08/2013

Date	Time	Course	Runner	Result	Bsp
05/04/2013	21:20	Dund	Bashkirov	12	36
05/04/2013	21:20	Dund	Atlas Peak	1	27.15
06/04/2013	15:30	Navan	Majestic Oak	7	13
06/04/2013	17:40	Navan	Lucky Spring	-1	22
06/04/2013	17:40	Navan	Ard Agus Fada	1	19
07/04/2013	15:20	Curr	Bold Thady Quill	4	18.03
07/04/2013	15:50	Curr	Winning Impact	2	7.4
09/04/2013	17:45	GowP	Gates Of Rome	2	13.46
15/04/2013	18:45	Leop	Northern Rocked	9	22.44
16/04/2013	18:25	Fairy	Toner D'Oudairies	1	2.36
17/04/2013	19:50	Dund	Fantasy King	6	7.63
19/04/2013	19:10	Wex	Flamingos Gold	-1	24.63
20/04/2013	15:35	Tram	Mini Vic	11	9.03
20/04/2013	15:55	Naas	Maarek	1	3.68
20/04/2013	16:10	Tram	Chebona Bula	0	27.7
20/04/2013	16:45	Tram	Sweet My Lord	1	2.57
20/04/2013	17:05	Naas	Star Links	3	15.5
20/04/2013	17:15	Tram	Days Ahead	-1	4.79
20/04/2013	17:15	Tram	High Desert	2	9.2
22/04/2013	17:10	Cork	Tellherimnothere	11	67.42
22/04/2013	18:40	Cork	De Benno	3	11.5
22/04/2013	18:40	Cork	Lughnasa	4	11.03
22/04/2013	18:40	Cork	Truckin All Night	10	30
22/04/2013	19:40	Cork	Silver Friend	1	16.24
23/04/2013	16:55	Punch	Snap Tie	18	22.19
23/04/2013	16:55	Punch	Beef To The Heels	10	20.54
23/04/2013	16:55	Punch	Il Fenomeno	1	29
23/04/2013	18:40	Punch	Back In Focus	4	3.09
23/04/2013	18:40	Punch	Dedigout	-1	7.6
23/04/2013	18:40	Punch	Tofino Bay	2	12.55
24/04/2013	16:55	Punch	Morning Assembly	1	23.28
24/04/2013	17:30	Punch	First Lieutenant	3	8.83
24/04/2013	18:40	Punch	Canaly	-1	11.69
24/04/2013	18:40	Punch	Blazing Beacon	-1	22
24/04/2013	18:40	Punch	Lambro	-1	10.5
24/04/2013	18:40	Punch	Joncol	-1	38.05

25/04/2013	16:50	Punch	Big Shu	1	6.54
25/04/2013	17:30	Punch	Zaidpour	3	15.32
25/04/2013	18:40	Punch	Arvika Ligeonniere	1	4.51
25/04/2013	18:40	Punch	Baily Green	4	12
25/04/2013	18:40	Punch	Dazzling Susie	-1	130.5
26/04/2013	15:40	Punch	Shin A Vee	5	5.3
26/04/2013	16:20	Punch	Competitive Edge	-1	16.14
26/04/2013	16:20	Punch	Cootamundra	8	29.65
26/04/2013	16:20	Punch	Avondhu Lady	3	34
26/04/2013	16:55	Punch	Seriatim	-1	78.69
26/04/2013	16:55	Punch	Mr Goodenough	-1	7.73
26/04/2013	16:55	Punch	Quiscover Fontaine	-1	34.02
26/04/2013	16:55	Punch	Paddy Pub	-1	50.09
26/04/2013	19:45	Punch	Western Charmer	3	23
27/04/2013	15:45	Punch	Cross Appeal	-1	29.3
27/04/2013	15:45	Punch	Fisher Bridge	-1	60
30/04/2013	17:55	Ballin	Abarta	-1	21.64
30/04/2013	18:25	Ballin	Beau Michael	5	4.89
01/05/2013	18:55	Tipp	Gra Geal Mo Chroi	6	57.75
03/05/2013	19:50	Kilb	The Book Thief	4	24
03/05/2013	20:40	Dund	Prospectorous	1	28.2
03/05/2013	20:40	Dund	Paddy The Celeb	7	5.2
04/05/2013	14:40	Lim	See Double You	15	12.68
04/05/2013	14:40	Lim	Whiskey And Rye	6	8.47
04/05/2013	16:55	Lim	Living Next Door	1	1.99
06/05/2013	16:00	DownR	Bachelor Lad	6	20.66
06/05/2013	17:00	DownR	Russian Regent	3	4.77
10/05/2013	18:25	DownP	Deputy Consort	-1	38
10/05/2013	19:35	DownP	The Snuffler	6	28.98
11/05/2013	15:45	Punch	Far Away So Close	2	15.12
11/05/2013	15:45	Punch	Shot From The Hip	6	26.3
11/05/2013	16:20	Punch	Golanbrook	9	39.26
11/05/2013	16:55	Punch	Dont Tell De Purty	10	8.65
11/05/2013	16:55	Punch	Stonemaster	2	4.43
12/05/2013	16:55	Leop	Aladdins Cave	2	9.89
13/05/2013	18:10	Killar	Casey Top	6	18.45
13/05/2013	19:10	Killar	Define	14	176
13/05/2013	19:40	Killar	Head Waiter	-1	11.39
14/05/2013	17:15	Killar	Where's The Dosh	10	131.8
17/05/2013	18:45	Kilb	Benefitthewest	8	139.3
17/05/2013	18:45	Kilb	Never A Secret	3	7.6
17/05/2013	19:55	Kilb	Steeltown	8	32
17/05/2013	19:55	Kilb	Tom Horn	3	4.78

17/05/2013	19:55	Kilb	Datokepe	1	45.3
19/05/2013	14:55	Lim	Muzak	2	7.4
19/05/2013	14:55	Lim	Friendly Society	3	24
19/05/2013	14:55	Lim	See Double You	14	27.05
22/05/2013	20:10	Sligo	The Two Jays	6	4.87
24/05/2013	18:40	Cork	The Boat People	1	21.27
26/05/2013	14:15	Curr	Leah Claire	2	13.29
27/05/2013	18:30	Ballin	Concrete And Clay	10	6.32
28/05/2013	18:00	Ballin	Mackeys Forge	5	9.2
28/05/2013	20:00	Ballin	Abarta	-1	23.02
29/05/2013	17:45	Punch	Far Away So Close	8	7.97
29/05/2013	17:45	Punch	He's Our Man	6	10.91
29/05/2013	17:45	Punch	Burn And Turn	2	2.79
29/05/2013	17:45	Punch	Tribes And Banner	1	9.56
29/05/2013	18:45	Punch	Stonemaster	4	2.14
29/05/2013	18:45	Punch	Duers	5	51
31/05/2013	18:15	DownR	Sarteano	-1	43.84
31/05/2013	19:05	Tram	Line View	-1	24.13
31/05/2013	19:05	Tram	Character Actor	9	12
31/05/2013	19:05	Tram	Drumlister	2	5.5
31/05/2013	19:40	Tram	Magnetic Force	6	56.63
31/05/2013	19:40	Tram	Coldstonesober	2	42
31/05/2013	20:10	Tram	All The Way Home	8	3.9
31/05/2013	20:10	Tram	Chebona Bula	1	60
31/05/2013	20:10	Tram	Tico	6	22.04
02/06/2013	16:50	Kilb	Rodriguez	-1	10.32
03/06/2013	16:50	List	House Rules	6	8.08
03/06/2013	17:20	List	Fort George	1	6.6
06/06/2013	20:20	Tipp	Marshim	5	15.96
07/06/2013	19:10	DownP	Luna Runner	1	10.24
07/06/2013	19:40	DownP	Mount Sion	1	15.16
09/06/2013	15:20	Curr	Jembatt	8	53.05
09/06/2013	16:20	Curr	Valbuca	5	12.03
10/06/2013	20:20	Rosc	Johannisberger	11	7.04
11/06/2013	19:20	Rosc	Never A Secret	4	11
11/06/2013	19:50	Rosc	Campbonnais	11	60
12/06/2013	20:00	Fairy	All About Timing	13	13.36
13/06/2013	20:00	Leop	Little Arrows	2	5.32
13/06/2013	20:30	Leop	Barack	9	27.52
13/06/2013	20:30	Leop	Castle Bar Sling	3	50.03
19/06/2013	18:00	Wex	Ballinlough Lady	-1	47.95
19/06/2013	20:35	Wex	Thouva	3	38.98
19/06/2013	20:35	Wex	Annie Other	1	2.55
20/06/2013	20:30	Leop	Little Arrows	7	6.98
22/06/2013	14:20	DownR	Sassaway	1	4.08

24/06/2013	21:00	Kilb	Rockofinspiration	-1	63.23
28/06/2013	18:30	Curr	Speed Dream	2	11.59
28/06/2013	19:00	Curr	Leah Claire	5	3.6
05/07/2013	18:10	Wex	Chinook Run	4	4.93
05/07/2013	18:40	Wex	Big Generator	-1	21.31
07/07/2013	14:35	Lim	Kilcrea	7	19.77
07/07/2013	14:35	Lim	Uncle Tom Cobley	6	8.14
07/07/2013	15:35	Lim	Original Option	2	13.22
07/07/2013	15:35	Lim	Whats Happening	1	2.67
07/07/2013	16:05	Lim	The Lady Granuaile	1	49.17
11/07/2013	19:00	Leop	Little Arrows	6	6.46
13/07/2013	15:55	DownP	Hu Ha Jo	8	16.78
14/07/2013	16:25	Sligo	Benefitthewest	5	12.5
15/07/2013	19:40	Killar	Go All The Way	3	7.48
15/07/2013	19:40	Killar	Absolutlyfantastic	2	2.13
19/07/2013	20:30	Kilb	Double Seven	1	8.47
19/07/2013	20:30	Kilb	Save My Blushes	6	24.94
20/07/2013	18:50	Curr	Valbucca	5	9.4
21/07/2013	14:45	Curr	Packsapunch	6	20.89
21/07/2013	17:05	Tipp	Slieveardagh	1	20.22
23/07/2013	18:25	Ballin	Oscar Wings	5	10.14
25/07/2013	19:00	Lim	Rheinland	14	31.95
26/07/2013	18:35	Wex	Drumlister	5	2.83
26/07/2013	18:35	Wex	Bulletproof	9	23.83
26/07/2013	18:35	Wex	Good Decision	1	7.4
26/07/2013	19:35	Wex	Page One Two Nine	-1	46.34
31/07/2013	16:10	Gal	Your Busy	3	19
31/07/2013	18:05	Gal	Toufan Express	1	38.94
03/08/2013	15:45	Gal	Blossom Gate	6	14.74
05/08/2013	14:50	Cork	Truckin All Night	10	19.5
05/08/2013	15:20	Cork	Salesin	4	32.21
05/08/2013	16:50	Cork	Cnoc Seoda	10	26.43
05/08/2013	16:50	Cork	Eagle's Pass	3	28
06/08/2013	18:05	Cork	Patrickswell	5	12.27
06/08/2013	18:20	Rosc	Ardboe Abbey	7	37.68
06/08/2013	19:50	Rosc	Duroob	9	47.22
08/08/2013	19:45	Sligo	Top Madam	1	22
10/08/2013	18:25	Kilb	Roisin Dubh	3	9.79
12/08/2013	18:15	Ballin	Table Forty Six	5	14.38
15/08/2013	19:10	Tram	Moncherie	3	44.58
15/08/2013	20:10	Tram	Passage Vendome	-1	2.93
17/08/2013	17:40	Tram	Ambush Angel	4	7
17/08/2013	18:15	Tram	Line View	2	14.41
17/08/2013	18:50	Tram	Tico	5	13.83
18/08/2013	15:20	Tram	The Folkes Choice	5	5.75

18/08/2013	15:20	Tram	Darenjan	7	10.29
18/08/2013	16:25	Tram	Chebona Bula	3	37.46
18/08/2013	16:45	Dund	Enigma Code	11	17.34
18/08/2013	16:45	Dund	Moonbi Creek	3	9.77
18/08/2013	17:45	Dund	Hujaylea	12	140
23/08/2013	19:25	Wex	Celestial Prospect	1	11.63
23/08/2013	19:25	Wex	Golan Go	10	39.61
23/08/2013	19:35	Kilb	Cloone Rocket	-1	28.82
25/08/2013	17:05	Cork	Samantha Jones	2	5.5
27/08/2013	19:05	Ballin	Usa	5	95
27/08/2013	19:05	Ballin	False Economy	6	8.09

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Because our prices are based on what we have achieved on the market and not SP or BSP we can only show what happened to us.

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In fact your results could be worse.

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Hypothetical performance results have many inherent limitations, some of which are described below.

No representation is being made that any account will or is likely to achieve profits or losses similar to those shown.

In fact, there are frequently sharp differences between hypothetical performance results and the actual results subsequently achieved by any particular betting program.



One of the limitations of hypothetical performance results is that they are generally prepared with the benefit of hindsight.

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