



RACEBOOK
GAMING GUIDE



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RACEBOOK GAMING

Borgata's racebook is the most extreme "State of the Art" racebook in Atlantic City. Our goal is to make your racebook experience a memorable one!

WE OFFER:

Your choice...

Beverage service at your seat or at our full service bar.

100 seats with individual monitors for your viewing pleasure.

40 Tiny Tim betting machines (individual betting machines that are at your seat) Open a ONE DAY account and you don't have to leave your seat for the rest of the day. Please ask for details.

8 Self-service Betting Machines.

2 Self-service monitors for your convenience to view the day's racing changes, odds and results as well as prior days' results.

Present your My Borgata Card to any teller and earn cash Comp Dollars.

Please feel free to ask any teller or supervisor for assistance. It is our pleasure to accommodate the needs of our customers.

The Borgata racebook offers pari-mutual betting. All bets are transmitted into the track mutual pools and all payoffs are at full track odds. The minimum bet is \$2 unless otherwise noted.

THREE WAYS TO MAKE A WAGER

(1) Betting with a teller at the betting windows.

(2) Self betting at the terminals (Stan Machines) located throughout the room. The terminals accept cash or vouchers. Vouchers can be purchased or cashed with any teller.

(3) Desktop betting on a Tiny Tim terminal. Simply open a ONE DAY account with a teller and you can enter your bets on the Tiny Tim console at your seat. All it takes is a \$100 minimum deposit and proper ID. Tiny Tim accounts must be closed out with a teller at the end of the betting day, even if the balance is zero. Please bring betting slip to teller. If you intend to make multiple race bets, all races included in the bet must be official before you can close out your ONE DAY account. Therefore, if you plan to leave before all the races will become official, please place multiple race wagers with the tellers.

PLACE A BET AS FOLLOWS:

- (1) Track Name
- (2) Race Number
- (3) Amount of Bet
- (4) Type of Bet
- (5) Horse Number

EXAMPLE: Monmouth Park, Race 1, \$2, win, number 4.

TYPES OF WAGERS

Win: You collect the win payoff if your horse finishes 1st.

Place: You collect the place payoff if your horse finishes 1st or 2nd.

Show: You collect the show payoff if your horse finishes 1st, 2nd or 3rd.

Across The Board: You collect the 1st, 2nd & 3rd place payoffs if your horse finishes 1st. You collect the 2nd & 3rd place payoffs if your horse finishes 2nd. You collect the 3rd place payoff if your horse finishes 3rd.

WIN, PLACE & SHOW payoffs are determined by separate mutual pools.

EXOTIC WAGERS

Daily Double: You must pick the winners of two consecutive races.

Exacta: You must pick the first and second place finishers in the same race in the exact order.

Quinella: You must pick the first 2 finishers in the same race in any order.

Trifecta: You must pick the first 3 finishers in the same race in the exact order.

Superfecta: You must pick the first 4 finishers in the same race in the exact order.

Pick Three: You must pick the winners in 3 designated races.

Pick Four: You must pick the winners in 4 designated races.

Depending on the track, there are also pick 5, pick 6, pick 8 and pick 9 wagers available. Exactas, Quinellas, Trifectas and Superfectas can be a Box bet. A Box covers every possible combination of the horses used and increases your chances of winning. The more horses in the Box the more costly the bet. You may also "key" a horse for 1st, 2nd or 3rd, however, the key horse must finish in that exact position.

BOX WAGERS

When you box a number of horses you win if any combination of those horses comes in.

Exacta: In an exacta you must pick the first two finishers in a race in "exact" order. To play an exacta (after stating the track and the race number) you would say the amount of your bet and the horses' numbers. (Example: Monmouth Park, race two, \$2 exacta, 4, 1). In a Box you play the same horses in either order so you would win either way they finished: 4, 1 or 1, 4. You can play a \$1 exacta box on the two horses and the payoff would be 1/2 of the \$2 payoff. You can box as many horses as you wish. To calculate the number of combinations in a box, multiply the horses in your box by one less than the total number of horses in your box. (Example: in a 5 horse box you would multiply $5 \times 4 = 20$ combinations) Multiply that number by the amount you want to bet on each combination to determine the cost of the bet. In an 8 horse (\$1) box multiply $8 \times 7 = 56$ $\times \$1 = \56 .

Trifecta: In a trifecta you must pick the first three finishers in a race in exact order. You can box as few as three horses in a trifecta up to as many as the total number of horses in the race. To calculate the number of combinations in a trifecta box, multiply the total number of horses in your box by one less than the total by one less again. (Example: in a three horse box you multiply $3 \times 2 \times 1 = 6$ combinations.) Multiply the number of combinations by the amount you want to bet on each combination to determine the cost of the bet. It is common to box four horses in a (\$1) trifecta and the cost is $4 \times 3 \times 2 = 24$ combinations $\times \$1 = \24 .

Superfecta: In a superfecta you must pick the first four finishers in a race in exact order. You can box as few as four horses up to as many as the total number of horses in the race. To calculate the numbers of combinations in a superfecta box multiply the total number of horses in your box by one less than the total number by one less than the second number by one less again. Multiply that number by the amount you want to bet on each combination to determine the cost of the bet. (Example: in a four horse box you multiply $4 \times 3 \times 2 \times 1 = 24$ combinations $\times \$1 = \24 .) In a 6 horse box multiply $6 \times 5 \times 4 \times 3 = 360$ combinations $\times \$1 = \360

KEY WAGERS

To collect a bet on a key horse, that horse must finish in the keyed position along with any combination of the other horses used.

In an exacta you can key a horse for first or second. In a trifecta you can key a horse for first, second or third. In a superfecta you can key a horse for first, second, third or fourth. Depending on the amount of money you want to invest you can key a horse with any number of other horses.

To key a horse to win in an exacta after calling out the track and the race number, call out the amount of the bet and then the key horse along with the other horses.

EXAMPLE: Monmouth Park, Race 2, \$1 Exacta Key 4 with 1, 5, 7 (the 4 must win and the 1, 5 or 7 must finish second.) A Key Box gives you the 4 for first or second with the 1, 5 and 7.

WHEEL/PART WHEEL WAGERS

You may key more than one horse in any position. This could also be considered a part wheel. If you want to bet a \$1 exacta using the 1 and 2 horses for first and the 3 and 4 horses for second, you would ask for: Monmouth Park, Race 2, \$1 exacta part wheel 1 and 2 with the 3 and 4. This gives you 4 exactas, the 1-3, 1-4, 2-3 and 2-4 for a total of \$4.

Part wheeling can increase your chances of winning. Here are some trifecta examples:

#1-Use 1 horse to win, 2 horses for second and 5 horses for third. (1 with 2, 3 with 2, 3, 4, 5, 6). If the 1 wins you need the 2 or 3 to finish 2nd and either the 2,3,4,5 or 6 to finish third. You get (1, 2, 3) (1, 2, 4) (1, 2, 5) (1, 2, 6) (1, 3, 2) (1, 3, 4) (1, 3, 5) (1, 3, 6) a total of 8 bets.

#2-Use 2 horses to win 4 horses for place and 7 horses for third. (1, 2 with 1, 2, 3, 4 with 1, 2, 3, 4, 5, 6, 7.) This gives you 30 combinations.

When you wheel a horse you are using that horse along with every combination of every other horse in the race. To collect a bet on a wheeled horse, that horse must finish in the "wheeled" position.

In an exacta you can wheel a horse for first or for second. In a trifecta you can wheel a horse for first, second or third. In a superfecta you can wheel a horse for first, second, third or fourth. The cost to wheel a horse is determined by the number of horses in the race and by the amount you want to invest.

Any supervisor or teller will be glad to assist you!

THOROUGHBRED

TYPES OF RACES

Maiden: Horses that haven't won a race in any country.

Claiming: A race in which the horses are for sale at a price specified before the race. Claims are made before the race and the new owner assumes possession when the gate opens.

Allowance: A race other than a claiming event in which the racing secretary drafts certain conditions.

Stake: The owner of the horse must pay a fee for the horse to run in the race.

Handicap: The weight that the horse is carrying is assigned by the racing secretary.

HARNESS

There are two types of harness horses also known as Standardbreds, Trotters and Pacers. The trot is a diagonal gait; left front and right hind legs move simultaneously as do right front and left hind. Pacers move both legs on the same side at the same time, right front and right hind, left front and left hind. The trot is a natural gait, while the pace is a "man made" gait. Most pacers use hobbles as an aid to keep them on stride. There are also hobbles designed for trotters, though they are not used as often as are pacing hobbles. When a harness horse breaks stride during a race the driver must move to the outside (or inside if there is no rail) where clearance exist and bring the horse back on stride while losing ground. Failure to do so may result in a disqualification.

RACING TERMS

Apprentice: A jockey who has limited experience and therefore is allowed a weight allowance of 3, 5, 7 or 10 lbs. In harness races a (P) following a driver's name indicates a provisional licensee and limited experience.

Entry: Two or more horses can be coupled in the betting. If you bet the "entry" all coupled horses will be included in your bet. i.e.: (1 1A, 2 2B, 3 3C etc.)

Inquiry: An investigation into the running of a race by track officials to determine if any of the horses have been interfered with.

Morning Catch: An estimate of each horse's post time odds according to the track handicapper. The actual payoffs are determined by the betting public.

Objection: A claim of foul against one or more of the horses in a race. An objection can be lodged by the horse's jockey (driver in harness races), trainer or owner.

Off Track: A track that is not fast.

Turf Course: Grass racing surface.

Silks: Jacket and cap worn by the jockey.

PUBLICATIONS

The following publications are available for sale at the designated teller window.

DAILY RACING FORM
DAILY RACING PROGRAM
HARNESS EYE
HARNESS PROGRAM

Scratch sheets (also known as overnight sheets) are available for each track and they are free. Scratch sheets list the horses in each race, race conditions and distance of the race, jockeys, post positions, morning line and most importantly the OFFICIAL BETTING NUMBERS.

All bets must be made using the OFFICIAL BETTING NUMBERS. Borgata reserves the right to limit show bets to a maximum of \$500.

On special race days please try to place your bets early to avoid being shut out and long lines. Always check your tickets for accuracy before leaving the window.

Daily results and changes as well as previous days' results are available on our self service monitors located within the racebook. If you are unsure how to use the monitors please feel free to ask one of the tellers or supervisors.

Reserved seating is available for qualified players. When reserving your room simply ask the operator to connect you with the racebook. Guests may dial extension 7414 from any room phone or house phone. The main number for racebook is 609.317.7414.

APPROXIMATE PAYOFF FOR A \$2 WIN BET

ODDS	PAYS
1-9	\$2.20
1-5	\$2.40
2-5	\$2.80
1-2	\$3.00
3-5	\$3.20
4-5	\$3.60
1-1	\$4.00
6-5	\$4.40
7-5	\$4.80
3-2	\$5.00
8-5	\$5.20
9-5	\$5.60
2-1	\$6.00
5-2	\$7.00
3-1	\$8.00
7-2	\$9.00
4-1	\$10.00
9-2	\$11.00
5-1	\$12.00
6-1	\$14.00
7-1	\$16.00
8-1	\$18.00
9-1	\$20.00
10-1	\$22.00

The original \$2 bet is included
in the payoff.

ALWAYS CHECK YOUR TICKETS
FOR ACCURACY BEFORE LEAVING
THE BETTING WINDOW



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ATLANTIC CITY, NEW JERSEY 08401
1.866.MY BORGATA / theborgata.com

Bet With Your Head, Not Over It. Gambling Problem? Call 1-800-GAMBLER.
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