

Quirin Speed Points

- Quirin Speed Points are always regarding the first call point of a race
- We use the last 3 races unless one of those was run at a different distance, sprint or route, in which case we adhere to the rules below concerning route in today's sprint race or sprint in today's route race

Each horse in a race will be credited with a certain number of “speed points” for each of **3** recent races.

We start with the most recent race and work backward, never going back farther than **5** races in the horse's record, to find **3** “ratable” races.

The horse's speed point total for these **3** races will represent a consensus of its recent ability to flash early speed at the distance it will be racing today, sprint or route.

Each horse in the race starts with 1 speed point credited to its account.

Sprints – up to 7 1/2 furlongs: speed points:

- **1** point for any sprint in which the horse was 1st, 2nd, or 3rd at the first call, **and/or** (with an exception for 7F and 7 1/2F races)
- **1** point for any sprint in which the horse led or was within **2** lengths of the lead at the first call
- **0** points for any other sprint performance
- **0** points for any **route**, unless the horse was within **1** length of the lead at the first call, in which case the race is passed over and not counted in the rated races, meaning we must go back to the prior qualifying race; the horse receives a bye for that race

(At 7 and 7 1/2 furlongs, a horse is eligible for **2** points – see 2nd bullet - **only** if he led at the first call)

So a horse may receive from **0** to **2** speed points for each of **3** races.

For a sprint, only past sprints can contribute to the total – all route efforts receive either **0** points or a bye.

For past races at **7** or **7 1/2** furlongs, a horse is eligible for **2** points only if it led at the first call.

If the horse had been 2nd or 3rd, or within 2 lengths (or both) at the first call, it receives only **1** point.

Award **1** bonus point to horses that led or raced within a neck of the lead at the first call of all 3 rated races, for a maximum total of **8**.

Any horse that receives only **1** speed point that was in the rear half of its field at the first call in each of its rated sprints must be penalized **1** point, giving it a new total of **0** points.

Likewise for the horse with **1** speed point whose last **5** races were all routes, with none of the last **3** resulting in a bye.

If the horse has been in the rear half of the field in the rated races, deduct the initial point for a **0** rating.

Routes – 1 Mile and longer (procedure differs slightly): speed points:

- **1** point for any route in which the horse was 1st, 2nd or 3rd at the first call, **and/or**
- **1** point for any route in which the horse was within 3 lengths of the lead at the first call
- **0** points for any other route performance
- **1** point for any sprint in which the horse ran 1st, 2nd or 3rd or within **3** lengths of the lead at the first call, **and/or**
- **1** point for any sprint in which the horse was within **6** lengths of the lead at the first call

Any sprint in which the horse was neither 1st, 2nd or 3rd nor within **6** lengths of the lead at the first call is passed (given a bye), and we refer back to the next most recent race, never going back more than **5** races

For Horses that have run only once or twice in their careers:

Horses with only **1** or **2** races lifetime must be given special consideration – their speed point total must be “projected” over **3** races.

The table below indicates how to make such projections.

Career starts are indicated in the left-hand column, and speed points earned in that many starts are listed across the top of the table.

“Projected” speed points (in addition to the one point all horses start with) are found in the body of the table.

	0	1	2	3	4
1 start	0	3	5	x	x
2 starts	0	1	3	4	5

In the book, “Winning at the Races” by William L. Quirin, Ph.D., the subject of speed points is discussed in full by the author on pages 32 through 40.

The Quirin Speed Points are obviously a measure of quickness to the first call point of both sprints and routes, which are to the 2F and 4F point respectively.

Displaying Quirin Speed Points may be beneficial for reasons and situations such as:

- helping to identify advantage early pace shapes, meaning the fewer horses with Quirin Speed Points of **5** or more, the more likely that (depending upon field size) early speed will be at an advantage
- identifying initial quickness on those occasions in which a strong early speed bias has been confirmed