The Monster Trifecta System (MonsterTrifecta.com)

MONSTER TRIFECTA SYSTEM

Start Cashing The Big Tickets Like Never Before!

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Table of Contents

What You'll Learn................................................................................................................................... 3

Chapter 1 – Most People Bet The Trifecta Wrong... And Here's Why................................................. 4
  Mistake #1: Boxing Horses.................................................................................................................. 4
  Mistake #2: Wheeling The Favorite..................................................................................................... 6
  Mistake #3: More Advanced (Yet Still Ineffective) Wheels................................................................. 9

Chapter 2: Nuts And Bolts Of The Monster Trifecta System............................................................ 11

Chapter 3: Get In The (Monster Trifecta) Zone!............................................................................... 16
  The Law of Field Size.......................................................................................................................... 16
  The Law of the Favorite....................................................................................................................... 18
  Finding The Zone – Combining The Two Laws.................................................................................... 21
  Fear Of The Unknown: First Time Starters......................................................................................... 22

Chapter 4 – Screening Races For The Monster Trifecta System.................................................. 24
  The #1 Handicapping Factor............................................................................................................... 24
  Diving Deeper Into Pace....................................................................................................................... 25
  The Key Monster Ingredient: Longshot Closers............................................................................... 26
  The Pace Map Method.......................................................................................................................... 27
  Early Speed Example............................................................................................................................... 28
  Mid-Pack Runner Example................................................................................................................... 29
  Closers Example.................................................................................................................................... 30
  So... Does The Race Pass The Test?.................................................................................................... 32
    Test #1 – Is The Pace Going To Be Fast Enough?........................................................................... 32
    Test #2 – Are There Any Monster Trifecta Keys?............................................................................ 33
    A Word Of Warning............................................................................................................................. 38

Chapter 5 - Putting It All Together And Building Your Tickets.................................................. 40
  Important Ticket-Building Mindsets..................................................................................................... 40
  The Nuts-And-Bolts Of Monster Trifecta Tickets............................................................................. 42
  Insurance Requirements......................................................................................................................... 46
  Betting Your Longshot Closer In Second............................................................................................... 46
  Improving Your Strike Rate.................................................................................................................. 48
  About The Win Bet................................................................................................................................. 48
  About The Favorites.............................................................................................................................. 48

Chapter 6 – Mindsets Of The Monster Trifecta Player..................................................................... 49

Monster Trifecta Checklist.................................................................................................................... 60
What You'll Learn...

• Why most people bet the Trifecta wrong and how we can use that to our advantage in finding Monster Trifecta payoffs

• The “secret ingredients” of a Monster Trifecta – what do you REALLY need in order to boost the payoffs of a Trifecta’s

• The #1 factor when it comes to big Trifecta payoffs and how to make sure it exists before risking your bankroll

• The Pace Map method for sniffing-out the ideal Monster Trifecta key

• The two question test every race must pass before you start betting

• Key mindsets for focusing on horses offering tremendous value and longshots most people dismiss as a hopeless

• ...and more!

Are you ready to start cashing those big tickets like never before? Let's go!
Chapter 1 - Most People Bet The Trifecta Wrong... And Here's Why

In this book, you are going to learn how to cash Monster Trifectas.

To kick this whole thing off, we're going to first look at how the general public tends to bet the wager. Simply put, most people bet the Trifecta the wrong way. But their mistakes are your gain!

If you still play the Trifecta in any of the ways described in this chapter, consider this your “awakening.” It’s time to drop the bad, money-burning habits and adopt winning approaches.

Mistake #1: Boxing Horses

The most common way people play the Trifecta is the simplest – by boxing. Whether it be three or four horse box, this is the “go to” approach for most bettors.

Let’s look at this hypothetical race to illustrate (to keep things simple let’s assume the odds for each horse are double their post position)...

1. 2-1 6. 12-1
2. 4-1 7. 14-1
3. 6-1 8. 16-1
4. 8-1 9. 18-1
5. 10-1 10. 20-1

The most popular Trifecta combination bet is a box of the first three favorites:
The Monster Trifecta System (MonsterTrifecta.com)

$1 Trifecta Box: 1-2-3 (Cost $6)

However, most people know that it won't pay anything with the first three favorites, so some will try to vary this a bit. For example...

$1 Trifecta Box 1-2-4 (Cost $6)

or...

$1 Trifecta Box 1-3-4 (Cost $6)

Boxing three horses who aren't the top three favorites is only slightly better than just boxing the top three favorites... but not by much. Regardless, both are still bad strategies.

This is because it is EXTREMELY difficult to consistently hit Trifecta's with a 3-horse box. A simple one-day experiment can prove this. Pick three horses in each race at any track and see how often all three of your picks come in first, second and third. Furthermore, when boxing the favorites, the payoff is going to be very low.

So many horseplayers offset this difficulty by increasing their chances by adding a fourth horse to the mix.

$1 Trifecta Box 1-2-3-8 (Cost $24)

Obviously this opens things up a bit. Now you can afford to keep the favorites and likely winners but also add a higher priced horse who can boost your payoff a bit.

But in any 10-horse field there are 720 possible winning Trifecta combinations. Going from 6 to 24 combinations doesn't really help much, unless they are the right combinations.

But just like with three horse boxes, these are hard to hit consistently and profitably, especially with so many of those combinations yielding lower payoffs.

Furthermore, by including the longshot in the mix, you are essentially valuing the
longshot equally with the other horses. A four horse box is actually the following 24 wagers...

<table>
<thead>
<tr>
<th>Group A</th>
<th>Group B</th>
<th>Group C</th>
<th>Group D</th>
</tr>
</thead>
<tbody>
<tr>
<td>#1 Wins</td>
<td>#2 Wins</td>
<td>#3 Wins</td>
<td>#8 Wins</td>
</tr>
<tr>
<td>1-2-3</td>
<td>2-1-3</td>
<td>3-1-2</td>
<td>8-1-2</td>
</tr>
<tr>
<td>1-2-8</td>
<td>2-1-8</td>
<td>3-1-8</td>
<td>8-1-3</td>
</tr>
<tr>
<td>1-3-2</td>
<td>2-3-1</td>
<td>3-2-1</td>
<td>8-2-1</td>
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<td>1-3-8</td>
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<td>1-8-3</td>
<td>2-8-3</td>
<td>3-8-2</td>
<td>8-3-2</td>
</tr>
</tbody>
</table>

Now you might like #8 as a nice longshot to the include in the wager. Maybe he has a good chance to run third. Or maybe even second. But you REALLY have to like this 16–1 longshot to win to put him on TOP of any Trifecta (or you have a lot of money to burn!). But, that’s exactly what people are doing when betting this type of trifecta box.

Six of the 24 wagers have the #8 on top, the same amount of tickets devoted to each of your other three horse's winning. Does your handicapping really indicate that all four horses have the SAME chances of winning? Probably not, so why bet it that way?

Even though logically this bet makes little sense, people still punch–out Trifecta boxes all day long. That, however, is good news for us. We are trying to beat the public at this game. So it’s important to know how our competition thinks and bets.

If you’re a Trifecta box player, it's time to drop the habit and move on.

**Mistake #2: Wheeling The Favorite**

The more strategic approach to boxing is wheels. The Trifecta wheel gives you the ability to key in on certain horses and outcomes.

Moving beyond Trifecta boxes onto Trifecta wheels liberates you to a whole new level
of combinations. Wheeling is another term for keying – where you take a horse and focus your wagers around it.

**Trifecta wheels are more effective than boxes because it allows you to zoom-in on your opinion more.** By focusing on just one horse in one spot of the Trifecta, you give yourself more chances in the other spots and can spread around the field a little.

If you really like a particular horse to win, you can start wheeling it in first and second, without devaluing your opinion much and keeping the cost down.

The most common wheel is to key the favorite in first, with tickets like this (from now on we're going to display tickets using the format below. The first row is the first leg of the wager and so on):

![Trifecta Ticket Examples](image)

The examples above are similar to a box but with one of the three spots devoted to one horse. Most people will key the favorite on top, and then stick to the next couple of choices, repeating them in second and third.

Adding horses to wheels increases the cost a bit, but not as much as adding an additional horse to a box...
Now, keying the favorite on top is not optimal, but in general, this isn’t a bad way to bet. If you really think about it, this is like a win bet on steroids. And with the $20 ticket above, if the #1 wins, you get a lot of combinations.

From a value and beating-the-favorite standpoint, we’d like it a lot more if you were excited about the #3 at 6-1 and did this instead:

That’s not a bad ticket if we like the #3 to win. But then you have to ask yourself: Why not just take our money and bet the #3 to win? And the answer is: we probably should.

If we put the $20 to win on the #3 at 6-1, then we are looking at a nice $140 return if the horse wins.

If you opted for the Trifecta instead, some of those trifectas will return much less. The 3–1–2 Trifecta, for example, is likely to pay about $80... yikes. We’d feel pretty stupid for not just betting our top pick to win in that case. **Plus, we’ve eliminated dozens of combinations that could wreck our Trifecta.**
Consider that if the 3 wins, there are 72 possible combinations for the Trifecta. If we bet to win, we “cover” all 72. With the trifecta above, we cover only 20 of those combinations. There are 52 combinations that still beat us.

In the end, the only real reason to bet the $20 Trifecta wheel above is if we like the #3 to win AND we like a different horse – ideally a longshot – to run second or third. Otherwise, a straight win is more advisable, or keying the horse in multi-race wagers like the Daily Double, Pick Three or Pick Four.

**Mistake #3: More Advanced (Yet Still Ineffective) Wheels**

The final common way that people bet Trifectas is by using various creative wheels.

Players tend to start with fewer horses in first, add a couple more in second, and then add even more horses in third. They do this to get more combinations than just keying a horse in first. It is also beneficial in that they can add horses right at the level they belong.

Here are some sample $1 trifecta wheels:

![Trifecta Wheels](image)

The nice thing about these wheels is they do give you some ability to account for longer prices running second or third, without paying for combinations to have the longshots in all three spots like a boxed wager. But, they can still get expensive in a
Furthermore, many of the combinations are still rather chalky. In the first wager, the favorite has to win. In the second, the favorite will hit the board in 18 of the 24 combinations. Yes, you might hit a few, but they won’t pay well enough over the long run.

Here are some possible scenarios that could develop from this ticket...

- **#8 runs third** – Well, in this case, the bottom row of pyramids look pretty good, and hopefully these guys caught the first and second spots correctly. But it wasn’t cheap to get that type of coverage. But what about the top row? Well, for them one would say it’s pretty dicey – remember, they have to get the exacta correct to bring home that nice trifecta with the #8 in third – and it’s looking pretty slim on the top, wouldn’t you say?

- **#10 runs third** – Let’s say #2 wins and #3 runs second. That’s 4–1 over a 6–1. Not a tough exacta, but it will pay a nice $60. But who’s got the big 20–1 longshot in third? Nobody. Even the big boys whiff. Everyone ran out of money trying to cover this combination. What happens now is our Trifecta payoff jumps up that much more, as only one out of every few E) and F) tickets have it correct. So, the $2 exacta is pretty logical at $60, but now the Trifecta (4–1, 6–1, 20–1) zooms to $500 for a $1 payoff.

- **#5 beats #2 and #8 runs third** – Everyone misses. This becomes the woulda, coulda, shoulda ticket of the day that we all should have had. Why? Because we were all over it! We liked the #8 as a good longshot for third on every ticket. And the #2 second choice ran second! Very logical. And what about the #5? Well, he was only the fifth choice. At 10–1, he had a shot. But now the trifecta blows up: 10–1 over 4–1 over 16–1. And the favorite ran out! We just missed a $700 tri for $1 and an IRS ticket!

So how do we hit Trifecta’s that don’t key the favorite, narrow your focus and are more likely to produce payoffs that fatten your wallet?

We have to figure out a way to avoid all the favorite and overbet combinations, avoid the longshot winning combinations that aren’t altogether likely, and pull it all together.
In the next chapter I'll show you how to do just that.

**Chapter 2: Nuts And Bolts Of The Monster Trifecta System**

With the bad habits behind us, it's time to dive into the meat of the Monster Trifecta System. But first, a little background...

While poking through the piles of data we accumulated on past races and Trifecta payoffs, we started to notice a trend. So we ran a few calculations and discovered this nifty stat:

**In fields of 10 or more, horses who were 15–1 or higher finished third a whopping 25% of the time!**

And in those races, where a 15–1 longshot or higher finished third, the average Trifecta paid more than $1,100.

One would expect a higher average because any longshot in the sequence is going to help the payoffs... but **$1,113** (the exact number) was too big to ignore.

But still, the amount of longshots that finish third really surprised me. So I dove deeper into that sample and made another amazing discovery:

**70% of the longshots (15–1 or higher) who finished third were CLOSERS.**

Of the 2,650 longshots I studied, 1,827 of them were horses who were never within one length of the lead at any point in the race. The rest were either pace pressers or speed horses who went wire-to-wire.

And the more you think about it, the more it makes sense. Closers and plodders routinely clunk-up and finish third, often at big odds. The data proves it.
So then I thought: what if we take the approach of advanced Trifecta wheels, and narrowed down the third slot to just the longshot closer(s) who were offering big odds (15–1 or higher) and keyed them in third?

...and the cost of the ticket suddenly drops. And notice how rather than creating a triangle or pyramid (like the ticket on the left), we've turned it upside down. This illustrates how we're starting to go against the grain – against the standard habits of the betting public.

But hitting $6 Trifecta's is just as difficult as hitting a three horse box. But because of the savings versus the original ticket, we can afford to use more horses in the first two slots. So let's add a few in there...

For less than half the cost of our original ticket, we are now focusing on a longshot
closer offering tremendous odds who is 25% likely (based on historical trends) to finish third.

To bring it all together, here is the before and after of our original ticket that shows the evolution of your ticket after focusing on a longshot closer in third...

I would argue we are increasing our chances of hitting the race, despite the smaller ticket, by using more horses in the first two slots, including live contenders we would otherwise have to toss because of cost.

And the best part? If the favorite goes down, and our closer clunks-up for third, we're looking at an almost guaranteed monster payoff!

This is a quick look at the process for finding Monster Trifectas. Over the next few chapters you're going to learn how to increase your chances of success and how to spot live longshots who can clunk-up for third.
Chapter 3: Get In The (Monster Trifecta) Zone!

With the general approach behind us, it's time to take this process to the next level. In this chapter, you'll learn which races to focus on and which races to avoid. If you want to score big on the Trifecta, doing so starts with identifying the right race.

There are hundreds of races run each week, but only a small portion of them are likely to produce big payoffs. I'm sure you remember a time when a Trifecta you hit paid less than you thought it should have. It's happened to all of us.

One day we decided to really dive deep and figure out what boosts Trifecta payoffs. Yes, a 99–1 shot winning the race is going to produce big payoffs across the board. But those situations are rare. We wanted to know, on a day-to-day basis, what really helped swell the payoffs of my favorite bet – the Trifecta.

So we started to analyze the payoffs in thousands upon thousands of races. We looked at every possible angle, and started to put together the various pieces of the puzzle. This entire book is the result of the study.

But in the end, there were two really powerful factors that contributed to big payoffs. And of all the variables I studied, their impact dwarfed all others.

I call the top two factors for producing monster payoffs the Law of Field Size and the Law of Favorites.

Let's take a look at each...

The Law of Field Size

Field size is a buzz word you often read about on the business side of horse racing, but it is equally as important to the horseplayer.

Not only does a larger field increase the chances of finding longshots and value in the
win pool, it drastically increases the number of possible outcomes in the Trifecta pool, which is the natural recipe for larger payoffs.

In a small field of four there are just 24 possible winning combinations. If you double the field to eight the combinations skyrocket to 336. In the Kentucky Derby, with twenty horses, there are 6,840 possible combinations!

Let's take this a step farther and see what the increase in combinations does to the average payoff. This graph shows the average $1 Trifecta payoff versus the size of the field...

Notice how the line really starts to shoot-up at the ten horse mark. The average payoff jumps $114 when you go from eight to nine horses, but then jumps $159 from nine to ten! And it continues to rise rapidly from there.

Based on this data, if we're interested in finding the biggest payoffs, we need to focus our attention on races with ten or more horses. The difference in average...
payoffs between small versus larger fields is too big to ignore, and gives us a good foundation to finding Monster Trifecta payoffs.

Believe it or not, while field size is a big factor, it's only half the answer. The real ticket to boosting those payoffs comes with beating the favorite...

The Law of the Favorite

Of all the variables we tested, the wagering favorite plays the biggest role.

Field size is important, but ultimately where the favorite finishes will have the biggest impact on the Trifecta payoff. The worse the favorite does, the better the payoff. Furthermore, the more favorites you can beat (meaning the first choice, second choice, third choice etc.) in the wager, the higher the payoff will be.

Simply put, the wagering favorite is the most represented horse in the pool and is almost always over–bet relative to its true chances of winning (and running second or third). The more likely you think the favorite is to lose, the more inclined you should be to bet the Trifecta.

To illustrate its impact, I queued–up my database of race results to compare the average Trifecta payoff when the favorite won, opposed to when the favorite lost (second or worse). The results were amazing...
When the favorite wins, the average Trifecta pays $189 for a $1 wager. When the favorite loses, the average payoff skyrockets to $886!

The results of the study are so significant, it's worth repeating: Using a sample size of more than 15,263 races, the Trifecta pays nearly five times as much when the favorite loses as when the favorite wins. If only the Trifecta were a bet where you had to beat favorites!

Here are some more interesting facts from the study...

- Throughout all races the favorite won just 32.8% of the time, which means more than 60% of the time the Trifecta averaged a juicy $886!

- The average winning odds of non–favorites was approximately 10–1.

- The average winning odds of favorites was $1.58–to–1, or roughly 38%. If a horse is given a 38% chance to win, but is only winning 32.8% of the time, this means the favorites are consistently under–performing relative to their chances of winning.
Let's take a deeper look at the last bullet...

In a ten horse race, there are 720 possible Trifecta combinations (10 x 9 x 8 = 720). If the wagering public determines #1 is the most likely winner, and makes the horse $1.58-1 (the average off-odds of all favorites in our sample), they're saying 38% of the time #1 should win.

Of the 720 possible Trifecta combinations, #1 can be first in just 72 of them, or 10% of the tickets.

**If 10% of the tickets in the Trifecta are supposed to represent a horse who is 38% to win, each of those 72 combinations are going to be over-bet up to four times as much!**

This cannot be overstated.

Handicapping and wagering is hard enough as it is. Do not make it harder by putting yourself in situations where the reward is unlikely to justify the risk. **If you don't think the favorite can lose, skip the race and wait for a better opportunity.**

If on the other hand you think the favorite is vulnerable, it's time to get excited!

**Finding The Zone – Combining The Two Laws**

To recap, **field size** mathematically impacts the number of possible winning combinations there are which in turn creates more separation in the pools. This separation helps yield **bigger payoffs**.

We've also determined the **wagering favorite** plays a significant role in how high a Trifecta payoff will go. On average, up to **four times** as much compared to when the favorite wins.

If we put these two laws together we will find what I call the Monster Trifecta Zone...
Rather than getting discouraged trying to find the rare Monster Trifecta in fields of eight or nine, we're going straight for the kill. Smaller fields are not worth the time and energy. Over the long run, they will not put us in position enough to justify the time, energy and bankroll.

Conversely, super large fields (thirteen of more horses) technically fit the criteria, however, they are rare and quickly get expensive. So we'll favor races with field sizes of 10–12 horses.

So, to recap...

- **Turn your attention to races with ten to twelve horses.** Remember the larger the field, the more likely for a Monster Payoff. The lone exception to the field size rule comes in the Breeders' Cup. The pools in the Breeders' Cup are so large that value remains despite the smaller and larger fields.

- **Determine the vulnerability of the likely favorite.** Think outside the box and don't fall for reputation-hyped horses either. Beating star horses at ultra-short odds (especially in the Breeders' Cup) is the perfect storm for Monster Trifectas.

### Fear Of The Unknown: First Time Starters

With so many races to pick from on a day-to-day basis, try to avoid situations where there are too many unknowns.

If a race has more than one first-time starter, things get tricky. For one, there is very little to go on. Second, you'll realize as you play that first-time starters are horses you want to toss but you also don't want to lose to. Finally, what if a “firster” is getting bet supposedly indicating ability?
To avoid the headache that comes with all of those questions, we generally skip the race all together. If there are just one or two, we make a decision based on how vulnerable the favorite is AND our thoughts about the rest of the field.

To drive this point home, here's an example. Let's say you handicap a race and determine the ticket on the left below has a fairly decent chance of hitting. But the #9 is a first-time starter who is on the board at just 8-1. The price is low enough to suggest "smart money."

Because you'd hate to lose if this horse ran well, you include it on your ticket. And if you're really uncertain, you might add it to the second slot, which nearly doubles the cost of your ticket.

![Diagram showing the transition from a single horse to a double horse ticket](image.png)

**Finally, it seems as though first-time starters are all-or-nothing type prospects in that they either win, or they're nowhere to be found.**

All of this uncertainty leads us to one thing: passing the race.
Chapter 4 – Screening Races For The Monster Trifecta System

Once you've found a race that fits the requirements for a Monster Trifecta, it's now time to make sure the field and horses are capable of producing a big payoff. This is where we start to introduce some handicapping.

In this step, I'll show you a two question test to apply to make sure any race is capable of producing a Monster Trifecta. Not every race – even if the field is large – is guaranteed to produce a big payoff. By filtering races out that are unlikely to produce big payoffs, we increase our chances of finding one that will.

So, let's dive in...

The #1 Handicapping Factor

Of all the variables that dictate the results of a horse race, pace is without a doubt the most significant.

Pace can make great horses look bad, and mediocre horses look great.

One of my favorite pace examples is the 1996 Pacific Classic. Cigar was seeking his 17th straight victory, but was sucked into a torrid early pace battle with Siphon that zapped his energy late in the race.

Cigar ultimately beat Siphon by seven lengths but was unable to hold off Dare and Go, who sat off the pace and used the majority of his energy late, when Cigar was out of gas.

Another prominent example is the Kentucky Derby, which often produces some of the fastest paces you see all year because of so many shorter-distance horses stretching-out, the large field size and the straight two furlong run to the first turn.

Monarchos ran one of the fastest Kentucky Derby's ever when taking advantage of the
fastest half-mile clocking ever in 2001. The following year nearly every jockey was scared of another pace meltdown and pulled their horses back off the pace allowing for **War Emblem** to completely dominate the race on the front-end.

**Giacomo**, who was no match for **Afleet Alex** in subsequent starts, enjoyed the perfect pace setup en route to victory a few years later.

The point is that **pace is the ultimate factor** in horse racing. While many handicappers would argue that an assessment of a race should start with the morning line favorite, I firmly believe pace is more important. After all, a favorite might be victimized by the projected pace and be a tremendous bet against, which could go unnoticed if you started judging the merits of the favorite first.

**Diving Deeper Into Pace**

I also believe there is a second, less obvious and more abstract level to handicapping a horse race.

Horses have an innate **running style** which they prefer to use as they try to win races. Some horses like to bust out of the gate with all the speed they can muster and hope to simply out-run their rivals from start to finish.

Others prefer to ration-out their speed more evenly and hope to out-grind their competitors in the stretch. And then there are a variety of horses who exist in between.

When horses with a variety of running styles are put into the gate, nearly every race unfolds in this manner...

1. Early speed horses run fast early, hoping the others use too much energy chasing or trying to catch-up, and by the time they start to make-up the ground, the finish line is already there.

2. Pace pressers hope to put in a bid on the far turn that discards the early speed. From there, they hope to hold on through the stretch. If there are legitimate closers, this running style, I believe, is most difficult to win with.

3. Closers are patient early before starting to launch a bid around the far turn they
hope will put them in front at some point in the stretch, usually around the eighth pole. In order for them to win, all of the horses in front of them have to run out of energy or slow down enough.

So in effect, a horse race is run in “waves” or “segments” with each running style putting in a bid for the win at some point. This is what I'm talking about when I say deeper level to handicapping with pace.

The faster the pace, the more horses are unable to sustain their runs. Speed horses get burned-up on the turn. Pace pressers usually take the lead into the stretch but are too spent from chasing a fast pace and over-hauling the leader they tire in the stretch.

In a ten horse field, a fast pace is likely to impact up to half the field in a negative way. If five of the horses are zapped from the pace, then the other five have a better chance of winning. Even more so, of hitting the board.

The Monster Trifecta System thrives on race flows where the early pace setters are compromised enough to where horses who like to come from behind can pick up enough pieces to hit the board.

But here's the kicker...

Horses who look hopeless on paper for the win are able to take advantage of these race flows where the pace is fast because so many horses are exhausted by the stretch. If four or five horses are backing-up, you don't need to be a superstar race horse to pass a few in the lane.

So even though a horse might look suspect on paper, if they offer any sort of late kick, they are live to hit the board, typically in the show spot. And because their paper form is suspect, they often offer tremendous odds, and this is where the secret lies.

The Key Monster Ingredient: Longshot Closers

If you haven't figured it out by now, the key ingredient to the Monster Trifecta is finding longshot closers who are capable of running well enough to be third.

For many, the task of finding such horses sounds overwhelming. But if you follow the
steps laid-out in this book, you’ll be picking them off one-by-one on any given race day.

To help us identify such horses, let’s learn about the Pace Map Method to determine who fits the criteria.

The Pace Map Method

Whenever I start handicapping a race, I first start by making what I call a Pace Map. In essence it’s a visual representation of how the race is likely to be run from a pace perspective.

I start by creating a box with three columns. The right column is for horses who figure to show speed, and the left column is for those who figure to close from well off the pace. The middle column is for those who are mid-pack type runners who don't qualify strongly for either category.

For example, here is the Pace Map from the 2010 Breeders' Cup Classic...

<table>
<thead>
<tr>
<th>Closers</th>
<th>Mid-Packers</th>
<th>Early Speed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Paddy O Prado</td>
<td>Blame</td>
<td>Quality Road</td>
</tr>
<tr>
<td>Fly Down</td>
<td>Musket Man</td>
<td>Haynesfield</td>
</tr>
<tr>
<td>Zenyatta</td>
<td>Lookin at Lucky</td>
<td>First Dude</td>
</tr>
<tr>
<td>Pleasant Prince</td>
<td>Espoir City</td>
<td></td>
</tr>
</tbody>
</table>

Quality Road, Haynesfield, First Dude and Espoir City all figured to show some early speed. All of them were questionable to get ten furlongs without any other pace pressure, much less with two or three others moving them along.

The seven remaining horses figured to benefit the most. Blame was a proven grade one winner with Lookin at Lucky the best of the 3–year–old crop. Musket Man was questionable at this level and preferred to lay a bit closer than Blame and Lookin at Lucky, which wasn't going to help.

Finally, Paddy o Prado, Fly Down, Zenyatta and Pleasant Prince figured to drop well off
the pace and make one late run while hoping the speed was backing-up.

As you can see, the Pace Map gives you a broad, high-level look at how the race is likely to be run. In this case, the pace figured to be fast.

As you become more comfortable, you can then break down the various categories a second time. For example, I'll write a plus sign next to the name of a horse in the “Early Speed” column if I believe he or she is more likely to gun it early and really heat-up the pace.

Let's take a look at a few examples from each of the three broad running styles to make sure you're comfortable with labeling horses.

**Early Speed Example**

The Factor had a limited career heading into the 2011 Breeders' Cup Dirt Mile, but his preferred style of racing was clear. The Factor always wanted to be a factor on the front-end. In five of his six starts on paper he was involved in the pace, often posting very fast fractions in the process.

**Past Performances for The Factor from the 2011 Breeders' Cup Dirt Mile**

<table>
<thead>
<tr>
<th>Race Date</th>
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<th>Opponent</th>
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<td>3/14</td>
<td>1/12</td>
<td>1:09.25</td>
<td>3rd</td>
<td>1:09.25</td>
</tr>
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<td>1/8</td>
<td>1/12</td>
<td>1:08.55</td>
<td>4th</td>
<td>1:08.55</td>
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<td>1/12</td>
<td>1:09.45</td>
<td>6th</td>
<td>1:09.45</td>
</tr>
</tbody>
</table>

**Early Speed: These types of horses want to be involved with the pace by either setting-it or pressing it along. The more of them in a race, the faster the pace is likely to be.**
Mid-Pack Runner Example

**Havre de Grace** is a typical mid-pack type horse. She likes to sit three or so lengths off the pace, but is flexible depending on how fast the pace truly is.

**Past Performances for Havre de Grace from the 2011 Breeders’ Cup Classic**

<table>
<thead>
<tr>
<th>10</th>
<th>Havre de Grace</th>
<th>Life</th>
<th>1</th>
<th>4</th>
<th>4</th>
<th>$2,196,175</th>
<th>111</th>
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<td>3-1</td>
<td>White, Red Hill Farms Inc</td>
<td>2011</td>
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<td>5</td>
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<td>2</td>
<td>3</td>
<td>$308,450</td>
<td>105</td>
</tr>
<tr>
<td>11</td>
<td>Dominguez R A (---)</td>
<td>CD</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>$198,000</td>
<td>100</td>
</tr>
</tbody>
</table>

---

Mid-Pack Runners: The key to identifying mid-pack horses is when they make their move. Notice how in the third call of nearly every race (nearing the stretch), Havre de Grace is putting in her move.

Mid-packers can also be further defined based on whether or not they have enough tactical speed to be pressers. Blame, for example, is a pure mid-pack closer. Havre de Grace meanwhile is more tactical and can sit closer if necessary.
Closers Example

Closers represent one of the riskiest bets in horse racing (for the win) because so much has to go their way. But as I showed you earlier, they often have a decent chance for hitting the board.

**Perfect Shirl** is a very typical closer. She boasts more third-place finishes than wins, and often drops well off the pace. In the 2011 Filly and Mare Turf she was able to score the victory after a few of the favorites threw-in clunkers or tough trips. But generally, she'll come with a late run and just miss, just like others in this category.

**Past Performances For Perfect Shirl from the 2011 Breeders’ Cup Filly & Mare Turf**

Breaking down a field and assigning running styles is one of the most critical processes you go through as a handicapper. Practice identifying running styles for every race on the card – even if you're not playing – to sharpen these skills.

**So... Does The Race Pass The Test?**

Okay, now that we've mapped–out the shape of the race based on the running styles for the various contenders in the race, it's time to see if we move onto the next step by asking a two question test that will filter–out races we should probably avoid anyway.
Test #1 – Is The Pace Going To Be Fast Enough?

The first question you need to ask yourself is whether or not the pace figures to be fast enough to give the closers enough of a chance to make a dent.

In order to pass the first test, there must be THREE or more horses in the Early Speed column. If there are less than three, pass the race.

This rule is cut-and-dry. Rarely will two horses in the right column produce the needed pace. Often times the two speed horses will find a rhythm together, or one of them will bury the other and thus enjoy a “loose-on-the-lead” type scenario.

And for those reasons and more, a lone speed horse warrants an entirely different wagering approach and does not fit our model. There will be enough other opportunities to justify passing such situations.

This step **cannot** be underestimated and it's worth the extra few seconds of consideration. **Without a strong pace, the entire system fails more than it succeeds.**

I suggest you inspect the early speed horses a few extra times to really assess whether or not the pace figures to get hot.

Here are a few questions to ask yourself to make sure you’re not missing anything...

- Are the **post positions** going to force the jockey's hand or encourage the jockey to pull back off the pace in an effort to save ground? A horse breaking from post twelve might push the gas early to get to the rail, or the rider might pull on the reins and try to rate.

- Are any of the horses **stretching-out** from sprint races thus causing them to be sharper early?

- Are any of the horses **cutting-back** from route races where their early speed might be dulled a bit (even more so if the route was a slow-paced affair)?

- Is the **jockey** a known gunner (Patrick Valenzuela), or one who likes to pull back
off the pace (Julien Leparoux)?

**Golden Rule Of Pace Mapping:** When stuck or confused about the probable pace, ALWAYS assume the pace will be moderate to slow.

There are enough races out there to avoid hoping (and gambling) that a pace will end-up fast if you’re not sure. Jockey's can read the past performances too (most of them, anyway) and can tell when there's going to be a lot of early pace and will adjust accordingly.

**Test #2 – Are There Any Monster Trifecta Keys?**

The whole key to the Monster Trifecta System is finding a longshot closer who figures to benefit from a faster than average pace.

Once you're determined the pace is likely to be strong enough to help those from off the pace run a good enough race to finish third, it's time to see if any qualify on odds.

**The horse(s) you're looking to key need to be 15–1 or higher. If none exist, skip the race. Obviously, the higher the odds, the better!**

If you start keying horses with lower odds (anything from 14–1 or less), you’re going to need to really be spot-on. By virtue of the math, if you start keying horses who are, say 10–1, then you need to really narrow down on top in order to make your play profitable.

**Furthermore, the beauty of the Monster Trifecta System is giving us the freedom to use horses who are 10–1 in the top two spots, thus creating potentially massive payoffs in the right situation.**

Now on your Pace Map, highlight or indicate the horses who are 15–1 or higher in the Closers column. This is the next step toward identifying who we can build our tickets around.

Here is how the Pace Map looked for the 2010 Breeders' Cup Classic...
The Monster Trifecta System (MonsterTrifecta.com)

Closers | Mid-Packers | Early Speed
---|---|---
Paddy O Prado (33-1) | Blame | Quality Road
Fly Down (27-1) | Musket Man | Haynesfield
Zenyatta | Lookin at Lucky | First Dude
Pleasant Prince (64-1) | | Espoir City

This whole process may seem awkward at first. After all, most people would have started by identifying the likely winner of the race. Instead, we're going backwards and trying to figure out who is capable of running third. But trust me, it works.

Of the four closers, three of them were offering the right odds: Paddy O Prado, Fly Down and Pleasant Prince.

Let's take a closer look at each of them...

**Paddy O Prado**: His biggest question mark was the surface. He did run a solid third in the Kentucky Derby, but it was over a sloppy racetrack and a super-fast pace. In the Preakness, he was nowhere to be found.

**Past Performances for Paddy O Prado**

<table>
<thead>
<tr>
<th>Race</th>
<th>Date</th>
<th>Track</th>
<th>Distance</th>
<th>Finish</th>
</tr>
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<td>3</td>
</tr>
<tr>
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<td>6/19</td>
<td>1:41:2/14</td>
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</tr>
<tr>
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<tr>
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<td>2:03:4</td>
<td>1/1</td>
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<tr>
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<td>4/10</td>
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<td>2/1</td>
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Gr. 1 (Feb) KEESEP10 $105,000
Sire: El Pardo’s Bre (Sadler’s Wells) $775,000
Dame: Pure Novus (Proctor)
Br: Winchell Thoroughbreds LLC (Ky)
Tr: Romans Date(-) 2010: (458 72:16)

Fly Down: Narrowly missed in the Travers Stakes and like Blame was stuck behind the slow pace of Haynesfield in the Jockey Club Gold Cup. With a faster pace, and proven dirt form, he was a very legitimate Monster Trifecta Key horse.

**Past Performances for Fly Down**

<table>
<thead>
<tr>
<th>Race</th>
<th>Date</th>
<th>Track</th>
<th>Distance</th>
<th>Finish</th>
</tr>
</thead>
<tbody>
<tr>
<td>20c10-9B</td>
<td>1/16</td>
<td>5/21</td>
<td>2:11:12</td>
<td>3</td>
</tr>
<tr>
<td>21Aug10-8B</td>
<td>3/4</td>
<td>6/19</td>
<td>1:41:2/14</td>
<td>4/4</td>
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<tr>
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<td>3/4</td>
<td>7/11</td>
<td>1:31:2</td>
<td>2/2</td>
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<tr>
<td>13Jun10-8C</td>
<td>3/4</td>
<td>6/11</td>
<td>1:31:5</td>
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<td>6Mar10-8G</td>
<td>1 1/4</td>
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<td>4/10</td>
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</table>

Gr. 1 (Feb) KEESEP10 $105,000
Sire: El Pardo’s Bre (Sadler’s Wells) $775,000
Dame: Pure Novus (Proctor)
Br: Winchell Thoroughbreds LLC (Ky)
Tr: Romans Date(-) 2010: (458 72:16)
Pleasant Prince: An interesting candidate because of his late kick. On speed figures though, he was overmatched. On class, he was exiting a weak race for 3-year-olds. A lot would have to happen for him to hit the board, but like Paddy O Prado, there were some interesting points.

Past Performances for Pleasant Prince

So after closer inspection, the clear and obvious key was Fly Down. Though I'll admit on larger Monster Trifecta Ticket I included Pleasant Prince, because I hated the thought of a legitimate closer ruining my wagers. But I used him just once, and forgot about him after that. I rolled the dice that Paddy O Prado would not handle the surface enough to hit the board.

The race went exactly as planned, with Fly Down getting up for third anchoring a $2 Trifecta worth $465 that was fairly “easy” to hit. The top two favorites ran one–two with Fly Down, at juicy odds, out–performing many shorter priced horses who figured to be compromised by the pace and distance.

A 27–1 longshot such as Fly Down is unlikely to win the race. But with the right race
flow, he is much more likely to hit the board. The key mindset is this...

Fly Down's 27-1 odds are for winning only. **What odds would you put on Fly Down to finish third?** In this case, Zenyatta and Blame were very likely to occupy the top two spots at least. If you remove them from the race for third, what are the chances Fly Down finishes there?

I would argue Fly Down was 5-1 or less to run third. **Remember, it is always easier to finish third than it is to win!**

---

**2010 Breeders' Cup Classic Chart**

<table>
<thead>
<tr>
<th>Last Raced</th>
<th>Horse</th>
<th>M/Eql A. Wt</th>
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<th>¼</th>
<th>½</th>
<th>⅓</th>
<th>¼</th>
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<td>7½</td>
<td>7½</td>
<td>5½</td>
<td>1½</td>
<td>1st</td>
<td>Gomez G K</td>
<td>5.20</td>
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<tr>
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<td>Zenyatta</td>
<td>L 6 123 8</td>
<td>12</td>
<td>12</td>
<td>12</td>
<td>11½</td>
<td>3½</td>
<td>23½</td>
<td>Smith M E</td>
<td>1.00</td>
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<td>8½</td>
<td>3½</td>
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<td>Lookin At Lucky</td>
<td>L 3 122 12</td>
<td>6½</td>
<td>6½</td>
<td>6½</td>
<td>6½</td>
<td>3rd</td>
<td>Garcia M</td>
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<tr>
<td>20Oct 9</td>
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<td>L 3 122 2</td>
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<td>9½</td>
<td>8½</td>
<td>5½</td>
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<td>9Oct 10</td>
<td>Etched</td>
<td>L b 5 126 10</td>
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<td>4½</td>
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<td>6½</td>
<td>Garcia Alan</td>
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<td>9Oct 10</td>
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<td>117</td>
<td>8½</td>
<td>8½</td>
<td>7½</td>
<td>3½</td>
<td>7½</td>
<td>Maragh R</td>
<td>28.20</td>
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<tr>
<td>28Sep 11</td>
<td>First Dude</td>
<td>L b 3 122 4</td>
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<td>9½</td>
<td>8½</td>
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<td>100ct 10</td>
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<td>9½</td>
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<td>9½</td>
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<td>3½</td>
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<td>7½</td>
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<td>Sato T</td>
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<td></td>
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</tr>
<tr>
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<td>4½</td>
<td>4½</td>
<td>4½</td>
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<td>11½</td>
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<td>4Sep 10</td>
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<td>12</td>
<td>12</td>
<td>12</td>
<td>Velazquez J R</td>
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OFF AT 6:45 Start Good. Won driving. Track fast.

**$2 Mutuel Prices:**

- 5-Blame: 12.40 4.40 3.80
- 8-Zenyatta: 3.60 2.80
- 6-Fly Down: 8.60

$2 EXACTA 5-8 PAID $33.20  $2 TRIFECTA 5-8-6 PAID $465.00
$1 SUPERFECTA 5-8-6-12 PAID $980.40
$1 SUPER HIGH FIVE 5-8-6-12-2 PAID $7,043.40
A Word Of Warning

Like with any method for playing the races, not every race is going to fit the system. In other words, the pace in a race might be fast, but there are no longshot closers to zoom in on thus the race is a pass.

Conversely, we might find a really nifty potential key horse only to find the race is void of speed. Even if the horse has ten starts with zero wins, zero seconds and ten thirds... it's usually best to avoid these types of races as over the long term such horses will rarely rally enough to make a dent and connect your tickets.

Always remember in order to win at horse racing you have to be more clever than the rest of the money in the pool. By focusing on our attention to horses to finish third, it's hard to get any more clever than that.
Chapter 5 - Putting It All Together And Building Your Tickets

Once you've identified the horse(s) you're going to use in third based on the criteria in step two, it's time to start building tickets.

First, you need to narrow down the field to find the most likely winners. From there, you need to identify the horses who are capable of running second (but not necessarily winning). And finally, you need to toss horses who have little to no prayer. These are the, “If they win, or run well, I lose” horses.

Let's define each of these groups...

• **Win Contenders**: These are horses most likely to win, including any creative mid-priced to longshot horses.

• **Board Hitters**: These are horses capable of running well and hitting the board, but not necessarily winning. Vulnerable favorites you are steadfast against betting often fall into this category. As do speed horses who figure to tire late.

• **Toss-Outs**: These are horses who simply do not belong, or are completely bet-against because of value, ability or both.

**Important Ticket-Building Mindsets**

Horse racing is a hard game to crack. But, it's not impossible.

Up until now, I'm willing to bet you were conditioned to pick winners. This is natural... it's called gambling.

However, with this method to wagering, we're not as concerned with picking winners. Our focus is to find the live horses to round-out the Trifecta.

Because we're building tickets from the bottom to the top, we can afford to include more horses on top.
Compare these two tickets...

Both tickets cost the same, but are drastically different in how they're built.

In the first example, you need to be pretty spot-on. If your key horse (in this case, the #1) stumbles out of the gate, your tickets are likely toast.

Conversely, in the second example, you only have to find the one horse capable of finishing third. Yes, it's easier said than done, but because we're looking for longshots to fit this roll, if we are right, we're going to be amply rewarded. And it won't cost us much to give it a try.

You see, in horse races day-in and day-out people have a hard time separating contenders. Is 9-2 the right price on #3 or is 4-1 the right price on #6? Those are really tough decisions to make. In our case, we're going to let the system answer for us: don't worry about it, just use both of them.

This also gives us a wider net on top. If we're going four or five horses deep in first, we'll have, by virtue of the math, some pretty nicely priced horses in there. If chaos ensues and the race comes back 8-1, 12-1 with our 18-1 longshot finishing third, bust-out your social security card, it's IRS time!!!

The Nuts-And-Bolts Of Monster Trifecta Tickets

The simple formula for a Monster Trifecta ticket is...
Simply put, you take the Win Contenders and put them in the first slot of the Trifecta. In the second slot you put the Win Contenders AND the Board Hitters. In the third and final slot, you slide in your longshot closer.

Let's take a look at the 2010 Breeders' Cup Classic again as an example...

<table>
<thead>
<tr>
<th>#</th>
<th>Horse</th>
<th>Odds</th>
<th>Run Style</th>
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<td>Quality Road</td>
<td>7-1</td>
<td>Speed</td>
<td>Board Hitter</td>
</tr>
<tr>
<td>2.</td>
<td>Paddy O’Prado</td>
<td>33-1</td>
<td>Closer</td>
<td>Toss</td>
</tr>
<tr>
<td>3.</td>
<td>Haynesfield</td>
<td>18-1</td>
<td>Speed</td>
<td>Board Hitter</td>
</tr>
<tr>
<td>4.</td>
<td>First Dude</td>
<td>37-1</td>
<td>Speed</td>
<td>Toss</td>
</tr>
<tr>
<td>5.</td>
<td>Blame</td>
<td>5-1</td>
<td>Mid-Pack</td>
<td>Win Contender</td>
</tr>
<tr>
<td>6.</td>
<td>Fly Down</td>
<td>27-1</td>
<td>Closer</td>
<td>Longshot Closer</td>
</tr>
<tr>
<td>7.</td>
<td>Musket Man</td>
<td>28-1</td>
<td>Mid-Pack</td>
<td>Board Hitter</td>
</tr>
<tr>
<td>8.</td>
<td>Zenyatta</td>
<td>1-1</td>
<td>Closer</td>
<td>Win Contender</td>
</tr>
<tr>
<td>9.</td>
<td>Pleasant Prince</td>
<td>64-1</td>
<td>Closer</td>
<td>Toss</td>
</tr>
<tr>
<td>10.</td>
<td>Etched</td>
<td>63-1</td>
<td>Speed</td>
<td>Toss</td>
</tr>
<tr>
<td>11.</td>
<td>Espoir City</td>
<td>31-1</td>
<td>Speed</td>
<td>Toss</td>
</tr>
<tr>
<td>12.</td>
<td>Lookin at Lucky</td>
<td>5-1</td>
<td>Mid-Pack</td>
<td>Board Hitter</td>
</tr>
</tbody>
</table>

The race looked fairly clear-cut on paper. There were two solid Win Contenders in Blame and Zenyatta. There were four Board Hitter's and one Longshot Closer.

With that breakdown above, ticket would like this...
The Monster Trifecta System (MonsterTrifecta.com)

Obviously an eight dollar ticket is pretty awesome, although it's rare and tough to hit. Let's say you were a bit hesitant to toss so many of the contenders and you wanted to keep First Dude and Espoir City as Board Hitters. Also, what if you felt Lookin at Lucky could possibly win. Your break down would then look like this...

<table>
<thead>
<tr>
<th>#</th>
<th>Horse</th>
<th>Odds</th>
<th>Run Style</th>
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<td>1.</td>
<td>Quality Road</td>
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<td>Speed</td>
<td>Board Hitter</td>
</tr>
<tr>
<td>2.</td>
<td>Paddy O'Prado</td>
<td>33–1</td>
<td>Closer</td>
<td>Toss</td>
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<td>Musket Man</td>
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<tr>
<td>12.</td>
<td>Lookin at Lucky</td>
<td>5–1</td>
<td>Mid-Pack</td>
<td>Board Hitter</td>
</tr>
</tbody>
</table>

And from there, your base ticket would look like this...
Still fairly manageable, right?

If you had approached the race the other way – from the top down – to spend just $21 you would need to toss quite a few horses. A “standard wheel” would get expensive REALLY fast......

or if you zoomed in on the top three...
While the second would have hit, you would have spent $42 on a fairly narrow ticket. If Haynesfield ran a big race to finish second, you're toast.

If Fly Down were to have tossed his rider at the start, you're out for half that price using the Monster Trifecta approach. And as the handicapping dictated, he was a very reasonable price to finish third.

**Insurance Requirements**

While the Monster Trifecta System by itself is an awesome strategy, when you start to throw in some “saver” bets as well – hedges against your opinion – it hits a whole new level of power.

A lot of times you'll discover a longshot closer who not only runs well, but really runs well and sneaks into the Exacta.

If you believe there is a chance it happens, there are a few ways to approach this...

**Betting Your Longshot Closer In Second**

The best, and cheapest, way to cover a Longshot Closer in second is to play Exacta's behind your top win contenders.

Using our adjusted rankings from above, we could do this...
$2 Exacta 5,8,12 / 6 = $6

And for good measure, if the race really collapses, we can put $2 to win on Fly Down as well.

$2 Win 6 = $2

If you roll-up the original $21 Trifecta, the $6 Exacta play and the $2 win, the total investment for the race is $29. If you're handicapping is right, you now stand a good chance to cash if Fly Down finishes third, runs second or wins. Obviously the real jackpot is Fly Down finishing third and based on our handicapping, that's his most likely finish.

Once you become more comfortable with the Monster Trifecta system, you can think about putting your Longshot Closer in second as well instead of the smaller Exacta play. The cost would be an additional $21 for the Trifecta thus increasing your overall investment to $44 for the race... which is STILL below the larger, wider-net tickets we talked about before.

Now if Fly Down runs second or third, you are very likely to hit the Trifecta. A 27-1 longshot in second is going to pay well no matter what, especially in the Breeders' Cup.
Improving Your Strike Rate

While the Monster Trifecta System is powerful by itself, we are still talking about gambling... and the more we can improve our win rate, without unnecessarily hindering our bankroll, the better of we'll be.

If you find more than one Monster Trifecta keys in any random race, it might make sense to key BOTH of them in the third slot. This does not increase the cost that much, especially if you've narrowed down in the top two slots. With the advent of 10–cent wagers, this move is more manageable as well.

About The Win Bet...

I like the $2 win bet because too often a key longshot runs huge, and gets up for the win. I hate sitting there with no return even though I doped–out a live longshot.

Over the longterm, I also believe this is a positive expectation play as you become more comfortable with identifying live longshots.

About The Favorites...

You might be asking why we are okay with including the favorites on the ticket if I spent pages preaching about beating the favorite.

I look at using the favorite in wagers like these as insurance. In my experience, the favorite runs well enough to justify the extra two or three dollars per horse to have it included. If it wins, the payoff will often bring you back to even for the race, if not for a small profit.

The only time I totally toss the favorite is when it's super–vulnerable or ridiculously overbet. The favorite typically becomes a toss at that point.

And remember, we are NEVER keying the favorite!
Chapter 6 - Mindsets Of The Monster Trifecta Player

One of the biggest challenges people face when diving into the world of Monster Trifecta's is identifying longshots to key in third.

This is the most challenging part for most horseplayers because we are conditioned to think from top-to-bottom. Just look at the most popular, well-written handicapping book of all time: Picking Winners.

If you adopt the Monster Trifecta System you'll eventually find it difficult to answer the most popular question at the racetrack, “Who is your pick?”

How do you explain to someone your pick isn't even a horse you think can win?

This is because in the Monster Trifecta System we're not concerned with picking winners. We're more concerned about picking horses who have a fair chance to run third and blow-up the Trifecta payoff.

For many, this requires a shift in mindset and thought.

Finding what we call “Monster Keys” – horses to key in the third spot of a Trifecta – requires the right mindset.

Whether you realize it or not, most of us are jaded. We look at longshots and subconsciously discount their chances. After all, no one else thinks they have a shot, so why should we?

Longshots are longshots for a reason. A horse who is 20–1 is not going to look as good on paper as the horse who is given a 2–1 chance to win. The key word there is to win.

Remember, odds are based on the horses chances of winning. We are no longer concerned about a horses chances of winning per se.

We're turning the entire process of “picking winners” upside down. Our focus is on
determining a horses chances of running third.

It's a lot easier to run second than it is to win, and it's even easier to run third than it is to run second. Are you following me?

Hopefully your mind is opening–up a bit and you can see the shift in mindset we're developing.

Put another way, our goal is to find reasons for longshots to run well, not excuses for why they will not.

We want to find reasons – as crazy as they may sound – why a 20-1 longshot is capable of running third. We do not want to identify why the horse is more likely to run up the track, as those reasons are obvious, that's why the horse is 20–1.

We'll then take the reasoning and determine whether or not the longshot is truly capable, and make a decision based on value, ability or both.

To illustrate, let's take a look at an example. Take a few minutes to review the past performances of Tres Borrachos, who was one of the outsiders in the 2011 Breeders' Cup Dirt Mile.

<table>
<thead>
<tr>
<th>Past Performances for Tres Borrachos – 2011 Breeders' Cup Dirt Mile</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>4 Tres Borrachos</strong></td>
</tr>
<tr>
<td>Own: George Hidger &amp; Button Stable</td>
</tr>
<tr>
<td>3*J Card/11-15, 11f, 19f, 17f, 19f, 19f</td>
</tr>
<tr>
<td>ROSARIO J (--) 2011: (1:04 13.22)</td>
</tr>
<tr>
<td>10/1/11 7S, 1st f1 152*106 13411 1471 1736 162 976 G1</td>
</tr>
<tr>
<td>2 0/121 11G1</td>
</tr>
<tr>
<td>20/2/11 1D, 11f, 11f, 11f, 0/121 11G1</td>
</tr>
<tr>
<td>3 0/121 11G1</td>
</tr>
<tr>
<td>10/121 1D, 11f, 11f, 11f, 0/121 11G1</td>
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<tr>
<td>3 0/121 1D, 11f, 11f, 0/121 11G1</td>
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<tr>
<td>25/0/121 1D, 11f, 11f, 0/121 11G1</td>
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<tr>
<td>0/121 1D, 11f, 11f, 0/121 11G1</td>
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<tr>
<td>10/121 1D, 11f, 11f, 0/121 11G1</td>
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<td>3 0/121 1D, 11f, 11f, 0/121 11G1</td>
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</tr>
<tr>
<td>3 0/121 1D, 11f, 11f, 0/121 11G1</td>
</tr>
</tbody>
</table>

You can rather quickly summarize Tres Borrachos' chances using this logic:

- With a record of 1 for his last 11, how can we possibly trust him?
• It's not seen on the sample, but he shows zero wins on conventional dirt.

• His last victory was against grade two competition.

• He's never started at Churchill Downs.

• He appears one-dimensional in most of his races, and there is a lot of speed signed-on in this spot (The Factor drew the rail)

There are probably more examples of why Tres Borrachos cannot win, but let's stop there for now.

The practice of “poking holes” or finding “negative angles” in any longshot is easy to do, and the public does it all the time. I call it the longshot dismissal mindset.

Rather than finding ways a horse CAN win, and then discounting contenders that way, the public tends to discount contenders for reasons why they CANNOT win. And that's where the juicy longshots are found.

Tres Borrachos was given a 30-1 chance in the Breeders' Cup Dirt Mile. But if we challenge ourselves to find reasons why Tres Borrachos was capable of at least running third and look at him optimistically, we can find some rather interesting nuggets.

For example...

• While he has gone to the lead in the past, he's also rated and closed well before. He won the San Diego Handicap from off the pace. If there's so much speed signed-on, he'll probably have to come from behind anyway.

• And since there is so much speed signed-on, a few of the others will likely back-up in the stretch anyway making his job of running third much easier.

• He's also cutting back in distance, which should help with his stamina late in the race. Upon further research, all previous winners of the Dirt Mile also were cutting back in distance.

Can you see how we've started to transform an obvious negative opinion of Tres Borrachos into a somewhat positive one?
Again, remember we're not necessarily saying Tres Borrachos is a likely winner. There were other more plausible options in that department. Wilburn, Caleb's Posse and Trappe Shot looked very formidable on paper for the win. But for an underneath, pick-up-the-pieces type trip, Tres Borrachos fit the bill.

And that's exactly what he did...

Using the ticket building strategy we learned in the last chapter, the Trifecta was easy to build with Tres Borrachos in third and paid a massive $2,220.80! Our actual ticket looked like this:
It cost just $21 for $1, or since they were offering 50-cent Trifecta's, a very affordable $10.50. On Breeders' Cup Day, this was a gift from the Gambling Gods.

Obviously not every Trifecta is going to turn out right. You're going to lose more than you win, but the goal is to make the winning scores count... and when betting Monster Trifecta tickets, you're putting yourself in a much better spot on an affordable ticket, to do just that.

Let's try another one...

Take a few minutes to review the past performances of Brimstone and Fire, a 30–1 longshot on the morning line, in a maiden claiming race at Monmouth Park.

**Brimstone and Fire Past Performances**

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<thead>
<tr>
<th>Race</th>
<th>Date</th>
<th>Track</th>
<th>Dist</th>
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<th>Finish</th>
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<tbody>
<tr>
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<td>$2,300</td>
<td>5f</td>
<td>1:08</td>
<td>50</td>
<td>5</td>
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<tr>
<td>Life</td>
<td>2 M</td>
<td>$1,300</td>
<td>6f</td>
<td>1:16</td>
<td>36</td>
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<tr>
<td>Met</td>
<td>3 M</td>
<td>$1,000</td>
<td>1m</td>
<td>1:36</td>
<td>18</td>
<td>7</td>
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<tr>
<td>Met</td>
<td>2 M</td>
<td>$1,000</td>
<td>7f</td>
<td>1:26</td>
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<td>4</td>
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<td>1:36</td>
<td>7</td>
<td>3</td>
</tr>
<tr>
<td>Met</td>
<td>3 M</td>
<td>$1,000</td>
<td>1m</td>
<td>1:36</td>
<td>18</td>
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<tr>
<td>Met</td>
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<td>7f</td>
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<td>$1,000</td>
<td>7f</td>
<td>1:26</td>
<td>18</td>
<td>4</td>
</tr>
</tbody>
</table>

Yikes, right?
You can quickly summarize Brimstone and Fire's chances using this logic:

- This gelding has started three times, and has never finished closer than 18-lengths.
- His trainer is 0-for-8 this year.
- With post 12, there's no way he's good enough to overcome the likely trip.
- There is zero resemblance of form, and absolutely no early speed.

...and that's exactly what the public did. Using the longshot dismissal mindset, they made him 46-1 on the board. With those four thoughts above, Brimstone and Fire is an easy toss!

Let's challenge ourselves now, step outside of our comfort zone, and look at him optimistically.

Remember, we're looking for reasons for him to run well, not excuses why he won't. Take a few moments to do this. Here are his past performances again...

...and here is what I came up with...

- Brimstone and Fire is taking the biggest class drop in racing: Maiden Special Weight to Maiden Claimers.
- He is second–off the layoff (his trainer is 1–for–4 with this move).
- Though his trainer is 0–for–8, James Frangella, Jr. has a positive ROI using this
rider over the past two years. Plus, we don't care if he goes 0–for–9, we just want him to run third.

- 3–year–old's can often improve rapidly in their 3–year–old season, and his 50 Beyer last time wasn't terrible.

- In his debut, he drew rail and broke last, so the 50 now looks a little better. Now he's outside, so breaking slow wouldn't cost him nearly as much.

Can you see how we're starting to make 46–1 sound more like an overlay, than an underlay? Do you see the shift in mindset?

The public easily discounted his chances while we found reasons why he might run better than expected.

In other words, we went from showcasing the obvious reasons to why Brimstone and Fire was an auto–toss to looking creatively, and with optimism, on why he could run better than most expect.

From a speed figure perspective, he only has to improve 15 points (well within the scope of developing 3–year–olds) and he would be tied for the third best Beyer.

**Remember, the key in all of this is Brimstone and Fire does not have to win, he just has to run well enough to finish third.**

As we've said, our goal is to find longshots capable of running third, which Brimstone and Fire did at a juicy 47–1...
### TWELFTH RACE

**1 MILE. (1:33) MAIDEN CLAIMING. Purse $35,000 FOR MAIDENS, THREE YEARS OLD AND UPWARD. Three Year Olds, 110 lbs.; Older, 124 lbs. Claiming Price $35,000, For Each $2,500 To $30,000 1 lb.**

**Monmouth June 13, 2010**

Value of Race: $40,500 Winner $19,250; second $7,000; third $3,500; fourth $1,750; fifth $1,500; sixth $1,500; seventh $1,500; eighth $1,500; ninth $1,500; tenth $1,500. Mutuel Pool $135,971.00 Exacta Pool $120,764.00 Trifecta Pool $79,920.00 Superfecta Pool $54,351.00

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<th>½</th>
<th>¾</th>
<th>Fin</th>
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<td>1hd</td>
<td>1hd</td>
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<td>L 3 118 10  4</td>
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<td>L 3 118 7  8</td>
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<td>6hd</td>
<td>6½</td>
<td>5½</td>
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OFF AT 6:15 Start Good. Won driving. Track fast.


$2 Mutuel Prices:

- 4 – DE CHERA........................................... 9.40  4.80  3.80
- 1 – LAMAR VALLEY..................................... 6.80  5.40
- 12 – BRIMSTONE AND FIRE............................ 16.00

$2 EXACTA 4-1 PAIRED $61.40 $1 TRIFECTA 4-1-12 PAID $952.80
$1 SUPERFECTA 4-1-12-10 PAID $11,079.70
Monster Trifecta Checklist

Use this checklist to make sure you're following all the rules of building a Monster Trifecta! Before submitting or placing your bet, review this checklist.

✔ There are at least 10 horses in the race.

✔ The favorite looks and feels vulnerable, or is not offering enough value.

✔ The pace of the race is likely to be fast giving closers enough of a chance to hit the board.

✔ My Monster Trifecta Key is at least 15–1 and figures to benefit from the pace.

✔ My tickets do not key the favorite nor are they straight boxes.

✔ I used less Win Contenders than Board Hitters thus optimizing my opinion of the race.

✔ I considered “backing-up” my play with an Exacta or win bet on my key.

✔ This is a race I feel as though my opinion is worth the investment. It’s not a race to pass or skip even though there will be more chances to bet the races.