



## WINNING WAYS WITH WINS

Earlier we said that if you fancy a horse very strongly then back it for a Win. Now to make your betting ventures more thrilling and to win in other ways, here are a number of multiple race bets focussing on winning horses.

### Dabble in a DOUBLE

On Gold Circle's *tabGOLD* tote there is a **DOUBLE** on every two consecutive races. Your task is to find a horse that wins each race or leg of the Double. To make the bet easier, you can choose more than one horse in each leg. Each combination will cost you R1 with a minimum bet requirement of R6.

### Jump at a JACKPOT

The **JACKPOT** is an exciting bet where you are required to choose the winner of the four consecutive Jackpot races. This is obviously harder to win than the Double, but the rewards are much higher. To make this bet easier to win you can take a permutation, where you select a number of horses in each race or leg. Each line of four horses would cost you R1 and again the minimum bet is R6.

### Plan a PICK SIX

The exhilarating **PICK SIX** is similar to the Jackpot, but you need to find the winners of the six races or legs of the Pick Six in order to win BIG. The cost per line of six horses in a perm is again R1 with the same minimum bet requirement.

To calculate the cost of a permutation for the Jackpot, Pick Six or the Place Accumulator, just multiply the number of horses in each leg by each other i.e.

Number of horses  
in each leg       $2 \times 2 \times 1 \times 3 \times 2 \times 3 = 72$

72 combinations or lines @ R1 per line = R72

NOTE: You would calculate a Jackpot "perm" similarly on only the four Jackpot legs and the Place Accumulator using 7 legs.

These bets are "fractional friendly" which means that you pay a fraction of the cost of the bet - to suit your pocket (say 50%) - and if you win you are paid out the

same fraction of the full dividend (i.e. 50%). Fractional bets are subject to the R6 minimum bet.

### **COUPLINGS can help.**

Horses having the same trainer are called "couplings". If you have chosen a coupled horse in the Jackpot or Pick Six and the trainer's other horse wins the race, your coupled selection is classed as a winner. A winner of a particular race with no previous runs is deemed to be coupled with the first horse home with previous runs.

### **SCRATCHINGS**

This term is used for a horse that is withdrawn from a race and the following rules apply: -

WIN, PLACE, EXACTA, SWINGER, TRIFECTA and QUARTET – Full refund on scratched horse.

DOUBLE – First leg scratching or second leg scratching prior to the running of the first leg - full refund on scratched horse. Second leg scratching after running of first leg - replaced with Totalisator favourite.

PLACE ACCUMULATOR – Scratched horse is automatically replaced with the Totalisator favourite.

PICK 6 AND JACKPOT – Scratched horse is automatically replaced with the Totalisator favourite or the coupled horse/s, whichever finishes higher.

Taking a bet, no matter what size, is incredibly exciting. If you have studied form to make your winning selection, then you've proved that your win was based on intelligence. If your winning selection was based on a dream or a name that you liked, then you've proved that luck does play an important part. No matter how you win it's fun making the selection and it's incredibly exciting shouting your horse home. Give it a try!!