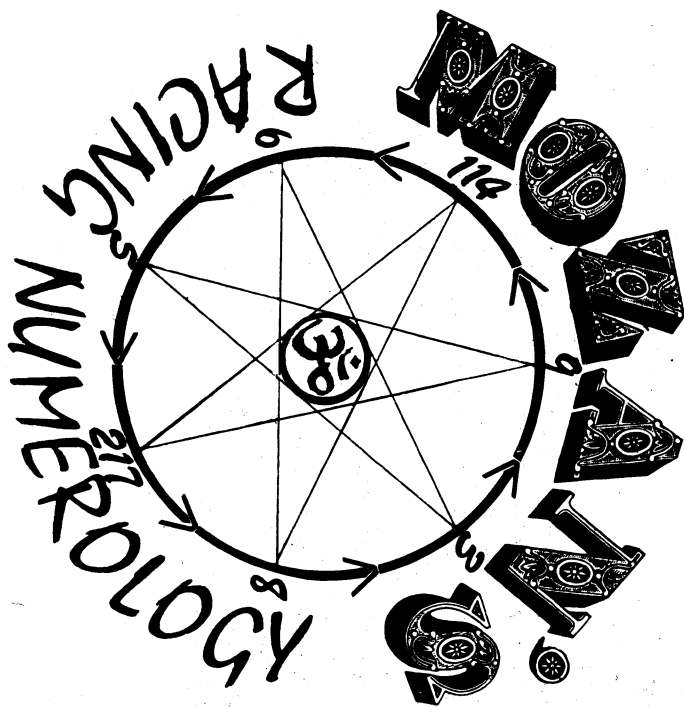


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CONTENTS

Origin of Racing Numerology 7
Numerical Values of Alphabets 8
How to find the Name Value 10
How to work up a Race 12
Ruling Figure of the Day 13
A Race fully worked up 17
Abbreviations 18
Rotation of Planets 19
Basis of the System 20
How to work up a Race easily with Numerical Values 21
Process of finding the Winners 22
How to mark the Figures found in each Process 24
Table showing the Figures found from any V.H. up to any No.H. by
Pro I and II 26
Similarity of the Ruling Figures of the Race 27
Some of the Technicalities of the System 27
"Unit Force," "Outright Winners" and "Unit Force"/"Outright
Winners" 28
Order of Importance of the R.F. Race 30
General Instructions as to How to Select a Winning Chance 30
Selection Order 33
Full Instructions as to How to Select the Best Winning Chance 34
"Draw" Numbers 38
A Few Further Hints on Final Selection 66
Conclusion 72

G. B. C. NOTE

MOZAN'S RACING NUMEROLOGY is a how-to-pick winners book using what is called the Science of Numbers. No consideration of form, breeding, conditions, distance, speed, jockey, or any of the many factors weighted by the researching handicapper. And the topper is that the author claims the system can "find 80% to 90% winners of the day's races" and "it's workable by any man of ordinary intellect."

It remains that the book has been very popular with our customers. Thus, when our source in India could no longer supply the book, the decision was made to publish this reprint edition. As a bookseller and publisher of books about racing, we want to have something for everyone.

PREFACE

It gives me great pleasure in placing this Scientific System of Numerology before the Racing Public after a continuous trial and success in finding out the Winners of Races. The present attempt as the Name and Contents indicate, is a move in a new direction, and is therefore not to be judged by the common standard. A reference to the System adopted in this Book will surely convince even a casual reader, that not only it throws light on the Science of Numbers, but that it is one of the most reliable Systems ever published in connection with Scientifically spotting the Winners, or in other words, making money on the Turf.

There are, no doubt, a number of Racing Systems in the market, which are based on form, and the so-called theories, but none of them is found to be gratifying the desires of the punters, who are naturally most anxious to have a few, but "the Certainties for the day." These Systems are, in consequence, discarded by them, and a great aversion is generally created towards the name "Racing System."

The present generation is far advancing in Science, which can be proved with facts and figures only, and this System of Racing Numerology, which affords Scientific proofs for the Winners, is most likely to gratify their desires.

The present generation is far advancing in Science, which can be proved with facts and figures only, and this System of Racing Numerology, which affords Scientific proofs for the Winners, is most likely to gratify their desires.

In summarizing, Racing Numerology claims the following advantages:—

- (1) Although purely Scientific it does not require Astrological knowledge.
- (2) It is based on the simple Figures, from 1 to 9 only.
- (3) It is workable in any part of the World, as it has no connection with Time, Colour or Sound.

(4) Consideration of Form is not essential.

(5) It always gives reliable and convincing proofs for the Winners, which may either be Flukes or Favourites.

All of which go to prove that a System of this sort is very essential to the Racing Public to fulfil the long-felt want of a Standard work in this direction.

This System was first published in 1925, and has ever since been patronized by its worthy followers, who have expressed their gratifications on various Successes in India as well as abroad.

This Second Edition is published to afford further facilities by special improvements, and is sure to be welcomed by those concerned.

EVILS OF RACES AND AUTHORS VIEWS

Races are considered to be a delightful Sport for the Kings and the Rich, and they ought to have been strictly confined to them alone. But the Turf Clubs have so contrived them that they automatically fill in their purse at a very heavy loss to the public. Races have not only ruined the Rich, but many a middle class and poor people have been penniless within a very short time also. The dealings of thousands of Rupees on the Turf, by way of highest and lowest dividends on the Winners, have been so enticing to the public mind, that the people of even ordinary means are being dragged into the Turf trap, and ultimately returning home quite disappointed without a penny in the pocket. The hard-earned money is swept away in a moment, and suicides are also being committed in a number of cases. On the other hand, when money is got from Races, it is invariably utilised in different undesirable ways. These are the main reasons why going to Races is generally considered to be inadvisable.

It is the hope of getting some money that the majority of people are inclined to go to Races. The

inner motive of every human being is always "to rise," and in fact, it must be so, as a natural law. And money being the chief medium which brings about the desired goal in most cases, to earn money by any honest means is therefore not at all wrong.

Speculation is generally believed to be a bad thing; and it is no doubt bad if done inconsiderately and beyond one's own limits. On minute consideration, it will be apparent that practically each and every business in the world is being carried on, on some form of Speculation. Going to Races with the hope of getting money by backing on some sound foundation, and under one's own limits, it therefore not at all bad.

It is generally believed that men are getting money more or less in any branch of transaction, according to one's own good or bad Luck. Although there is no apparent proof for this belief, one has got to submit that there is some Predominant Power, which controls the circumstances of every human being in this World. This Power is, in other words, meant to be the "Luck." It does not mean however, that one should not strive to better his prospects on any right line. Luck is the "after consideration" on the result of any action. It is therefore obvious that one must work skillfully on any right line and then see the result. The adventures of so many Inventors and Great Men in the different parts of the world, are the floating examples in proof of the above statement.

In view of the Evils of Racing, as described above, it would not be wise to induce anybody to fall into this line. The Scientific and reliable proofs for finding the Winners by Racing Numerology however, has prompted the author, to bring into light the existence of a System, a type of which has never been published before.

This work is the result of the author's strenuous efforts for nearly twenty years, and it has only been brought into publication after he was fully satisfied as to the Scientific Principles and reliability in finding out the Winners of Races.

Attempts have been made to explain the Theory clearly with actual examples in proof of same, and the Principles of finding the Winning Chances are so carefully arranged that the Student will automatically spot the Winner or a Place Chance in majority of cases. Cent per cent. Chances are also exemplified in such a way that the Student will not be able to change his mind even if a Trainer or a Jockey tells him to do so. It must be clearly understood however, that the Theory must be thoroughly mastered with practical examples before investing any money.

In order to prove that the System is workable in any part of the World, Races of different days, of different years and at different places are worked up in detail, together with all the Ten Races of one day showing 80 to 90 per cent results which would no doubt testify to the efficacy of the System.

With all these proofs, the Author emphatically declares that the System will find Winners in most of the cases for the day, but the Student is advised to study it carefully and take the Best advantage that can be easily found.

PART I

CHAPTER I

ORIGIN OF RACING NUMEROLOGY

This System is based upon the Occult Values of Numbers adopted by Sages almost since the World was first habitable, for the purpose of revealing destiny, and it has been proved by them that Numbers represent not only the Deity but even the humblest creature of Infinite space.

The Science of Numbers has been treated in different ways by different Authors in the West, but it is something like an obscure subject in other parts of the world. It is unnecessary to treat this Science at length here, as our main object is solely confined to its application to Horse Racing.

In India, according to the teachings of the ancient Philosophers, a child is named by the Occult Letter

of the Zodiacal Sign which is ruling at the time of its birth, putting thereby the life of the child in harmony with the Laws of Nature. This custom was first accepted by ignorant people on faith alone, but it has now been proved to be a fact capable of actual demonstrations.

It has also been observed that the particular Names of the Kings, Ships, etc. have had different periodical rulings, resulting in success or failure in course of time. Race Horses capable of proving to be the best of their class, have also failed to do anything even in competition with the lower class, presumably owing to the bad Occult influence which is made to bear upon them, due to inharmonious Names given by their Owners. And, as soon as their Names happen to be changed, they shine out just at the very start, demonstrating the fact that, there was something peculiarly obstructive in the Name, and that, that obstruction namely "The bad Occult influence" was removed by the mere change of the Name.

It is evident from the above, that the Name of an animate or an inanimate object is materially affected by the subtle influence of the different Planets.

On the same lines, favourable Winning chances for Horses, by their Names alone, can be found out by the application of the Scientific Principles of Numbers, as mentioned herein.

The Use of Numbers adopted in this Book, are all original from the Author, and it has been demonstrated by actual facts that, they are very authentic and reliable, particularly in dealing with Horse Racing.

CHAPTER II

NUMERICAL VALUES OF ALPHABETS

These Values have already been fixed by the ancient Sages and Religionists for their divine purposes, and the method of their application to Horse Racing is particularly dealt with here.

The following Values were first adopted by the Egyptians:

A	1	N	5
B	2	O	8
C	3	P	8
D	4	Q	3
E	5	R	4
F	8	S	6
G	3	T	4
H	8	U	6
I	1	V	6
J	3	W	6
K	2	X	7
L	3	Y	1
M	4	Z	7

The Hebrews have however, made some changes in the above Values, which are mainly as follows:—

C	2	R	2
O	7	S	3

The Values of the other Alphabets remain unchanged.

It has been proved by practical experience that as the Values adopted by the Egyptians, as well as the few changes made in them by the Hebrews, are both applicable to Horse Racing, the Author has found it essential to adopt both the Values, and they read as follows:—

A	1	N	5
B	2	O	8 & 7
C	3 & 2	P	8
D	4	Q	3
E	5	R	4 & 2
F	8	S	6 & 3
G	3	T	4
H	8	U	6
I	1	V	6
J	3	W	6
K	2	X	7
L	3	Y	1
M	4	Z	7

CHAPTER III

HOW TO FIND THE NAME VALUE

When finding out the Value of the Name of a Horse, or that of a Race, only the "Initial Letter's" Value is to be taken from the Hebrews (i.e. the changed or smaller Values) if the following or the second letter of that Word is a Vowel, namely, a, e, i, o, u, y; but if the second letter is a Consonant, the Value of the Initial Letter should be taken from the Egyptian Alphabets (i.e. the Full or the original Values), and the Values of all the remaining Letters in the Word are to be taken from the Egyptian Alphabets. For example:—

Simon - S i m o n
 3 1 4 8 5

Here the Value of 'S' is 3, because it is followed by a Vowel.

Shatra - S h a t r a
 6 8 1 4 4 1

In this case the Value of 'S' is 6, as it is followed by a Consonant.

Cymri - C y m r i
 2 1 4 4 1

The value of 'C' in Cymri is 2, as it is followed by a Vowel.

Criton - C r i t o n
 3 4 1 4 8 5

The Value of 'C' in Criton is 3, as it is followed by a Consonant.

The Values of 'O' and 'R,' whenever they occur initially, are always to be taken as 7 and 2 respectively, even if it is followed by a Consonant or not, but otherwise their Values should be 8 and 4 respectively in any Word. For example:—

Orloff - O r l o f f
 7 4 3 8 8 8

Here, the Value of Initial 'O' is 7, even though it is followed by a Consonant, and that of 'O' in the middle of the Word is 8.

Richard - R i c h a r d
 2 1 3 8 1 4 4

In this case, the Value of Initial 'R' is 2, and that of 'r' last but one is 4.

This may be noted carefully.

In order to find the Name Value of a Horse or that of a Race, add up the Values of each Letter of the Name as under:—

Majbur - M a j b u r
 4 1 3 2 6 4 = 20

and bring it to a Single Digit, thus:—

$$2 + 0 = 2$$

The figure 2 is therefore the Name Value of "Majbur."

The Units from 1 to 9 are composed of a scale of vibration to which Infinity responds. All figures over and above these, have to be added up to a Single Digit to reach the true key of vibration. Thus, 12 equals 3, 17 equals 8, 28 equals 10 equals 1, and so on.

Naught (0) has no importance in this Science at all. And any compound Number should always be brought to a single digit to be dealt with.

Always see that the Names of Races and those of the Horses are correctly spelt, as per the Official Race Card, and that the Values worked out for them, are also correct.

If the Name of a Race is given with Initial Letters of any well-known Words for brevity's sake, the Values of those Initial Letters must be taken as if they are the Initial Letters of any Word--not followed by a Consonant. For example, The W.I.T.C. Plate (i.e. The Western India Turf Club Plate). In this case, the Values of W.I.T.C. must be taken as 6, 1, 4 and 2 respectively. The full Value of the Name of the Race would therefore come to:--The 8, W.6, I.1, T.4, C.2, Plate 3 equals 24 equals 6 V.P.

In the case of Initial Letters, which are usually used as "Titles," Values should be found out of those Initial Letters only. For instance, H.H. The Maharaja of Mysore's Cup. The Value of the "Title" 'H.H.' should be found out of the Letters H.H. only, and not of the full Title.

example, T.A.B. = 7 O.K. = 9 L.S.D. = 1 and so on.
4, 1, 2 7, 2 3, 3, 4

If the Name of a Horse is given with Single Letters only the Values of those Single Letters must be taken as if they are Initial Letters of any Word, -- not followed by a Consonant. For example,

If any Horse is named as Darial II, Mars V, and so on, the Value of the Name of the Horse only should be found, without the Roman figures, e.g. Darial equals 5, Mars equals 6.

What is actually required to work up a race is:--

- (1) The Correct and actual Name of the Race as given in the Official Race Card.
- (2) The Correct Names of Horses as per the Official Race Card.
- (3) The Correct Nos. of Horses as per the Official Race Card.
- (4) The Date of the running of the Race.

CHAPTER IV

HOW TO WORK UP A RACE

- (1) Find out the Value of the Full Name of the Race, Thus:--

T H E M I N T O P L A T E
4 8 5 4 1 5 4 8 8 3 1 4 5 = 60=6

Here 6 is the Value of the Plate. (V.P.)

- (2) Find out the Value of the Horse (V.H.), i.e. the Name Value of each of the Horses, and put it against its fixed Number (No.) given on the Official Race Card.

- (3) Find out the "Initials' Digit" (I.D.), thus:--
Add up the Values of the "Initial" Letters of each

of the Horses given on the Card, (the Egyptian Values only, except that R's Value should be 2), and bring the total to a Single Digit, which may be called the "Initials' Digit" (I.D.)

The following are the Values of Alphabets for finding the "Initials' Digit":--

A.....	1	N.....	5
B.....	2	O.....	8
C.....	3	P.....	8
D.....	4	Q.....	3
E.....	5	R.....	2
F.....	6	S.....	6
G.....	7	T.....	4
H.....	8	U.....	6
I.....	1	V.....	6
J.....	3	W.....	6
K.....	2	X.....	7
L.....	3	Y.....	1
M.....	4	Z.....	7

It may be noted carefully that these Values are specially meant for finding the "Initials' Digit (I.D.) and have nothing to do with finding the Name Value.

CHAPTER V

RULING FIGURE OF THE DAY

It is a well-known fact that the whole of the Universe--the animate as well as the inanimate--is being acted upon by the influences of the different Planets of the Solar System. We are therefore trying to find out what particular Horse is likely to win a particular Race under the influence of a particular Planet any day.

A popular Author of Numerology in the West has selected a Planet for every Date of every Month, as ruling prominently for about 9 days, and it has been found by practical experience to be suitably applicable in Racing Numerology. We will therefore call this Planet as the "Day's Value" (D.V.) and make use of same as a prominent factor when working up a Race. These Values hold good every year till the World exists. They are as follows:--

JANUARY		FEBRUARY		MARCH		APRIL	
Date	D.V.	Date	D.V.	Date	D.V.	Date	D.V.
1	6	1	6	1	6	1	6
2	6	2	6	2	6	2	6
3	6	3	6	3	6	3	6
4	6	4	6	4	6	4	6
5	6	5	6	5	6	5	6
6	6	6	6	6	6	6	6
7	6	7	6	7	6	7	6
8	6	8	6	8	6	8	6
9	6	9	6	9	6	9	6
10	6	10	6	10	6	10	6
11	6	11	6	11	6	11	6
12	6	12	6	12	6	12	6
13	6	13	6	13	6	13	6
14	6	14	6	14	6	14	6
15	6	15	6	15	6	15	6
16	6	16	6	16	6	16	6
17	6	17	6	17	6	17	6
18	6	18	6	18	6	18	6
19	6	19	6	19	6	19	6
20	6	20	6	20	6	20	6
21	6	21	6	21	6	21	6
22	6	22	6	22	6	22	6
23	6	23	6	23	6	23	6
24	6	24	6	24	6	24	6
25	6	25	6	25	6	25	6
26	6	26	6	26	6	26	6
27	6	27	6	27	6	27	6
28	6	28	6	28	6	28	6
29	6	29	6	29	6	29	6
30	6	30	6	30	6	30	6
31	6			31	6		

MAY		JUNE		JULY		AUGUST	
Date	D.V.	Date	D.V.	Date	D.V.	Date	D.V.
1	6	1	5	1	5	1	5
2	5	2	5	2	5	2	5
3	5	3	5	3	5	3	5
4	5	4	5	4	5	4	5
5	5	5	5	5	5	5	5
6	5	6	5	6	5	6	5
7	5	7	5	7	5	7	5
8	5	8	5	8	5	8	5
9	5	9	5	9	5	9	5
10	5	10	5	10	5	10	5
11	5	11	5	11	5	11	5
12	5	12	5	12	5	12	5
13	5	13	5	13	5	13	5
14	5	14	5	14	5	14	5
15	5	15	5	15	5	15	5
16	5	16	5	16	5	16	5
17	5	17	5	17	5	17	5
18	5	18	5	18	5	18	5
19	5	19	5	19	5	19	5
20	5	20	5	20	5	20	5
21	5	21	5	21	5	21	5
22	5	22	5	22	5	22	5
23	5	23	5	23	5	23	5
24	5	24	5	24	5	24	5
25	5	25	5	25	5	25	5
26	5	26	5	26	5	26	5
27	5	27	5	27	5	27	5
28	5	28	5	28	5	28	5
29	5	29	5	29	5	29	5
30	5	30	5	30	5	30	5
31	5			31	5		

**CHAPTER VI
A RACE FULLY WORKED UP**

To begin with, each Race should be worked up as under:—

(Poona Races, 2nd Meeting, 1st Day, 15-9-23).

D.V. (3) **V.P.** (7)

THE WESTERN INDIA STAKES

Values of Initial Letters	Nos.	Names	Values of Horses
6	1	Silver Image	9
8	2	Orange William	8
4	3	The Devil	9
6	4	Unitoi	7
6	5	Swithin	4
6	6	Solo Bridge	5
6	7	Starshot	5
2	8	Rostrum	7
8	9	Plymouth Rock	3
2	10	Belle Boyaguense	5
2	11	Brendan	8
3 F.N.H.	12	Charles Smile	5

59 equals 5 I.D.

Mark the Values of C.O.R. & S. when finding the I.D.

It may be remembered that:—

- (1) The D.V. (3) The I.D. &
- (2) The F.N.H. (4) The V.P.

are called the "Ruling Figures" of the Race. (R.F. Race). They must be placed exactly as they are placed above, in order to facilitate applying the Process of finding the Winning Chances, described on further pages.

It has been decided by the Turf Club authorities in Calcutta, Bombay, Poona and Madras that all the Horses belong to one Owner running in one and the same Race, should be bracketted, under the condi-

SEPTEMBER	OCTOBER	NOVEMBER	DECEMBER
Date	Date	Date	Date
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17	17	17	17
18	18	18	18
19	19	19	19
20	20	20	20
21	21	21	21
22	22	22	22
23	23	23	23
24	24	24	24
25	25	25	25
26	26	26	26
27	27	27	27
28	28	28	28
29	29	29	29
30	30	30	30
31	31	31	31

tion that the whole bracket would be considered a Winner, if any of the Horses bracketted, were to win the Race. As for Places, each Horse would be taken separately as usual.

Students who are working on the basis of this System, are therefore requested to be very careful as regards the Nos. to be allotted to each Horse. It is rather risky to calculate and bank on Horses in absence of the actual Nos. of Horses, as practically all Nos. are changed in the Official Card, in cases of level weights also.

CHAPTER VII ABBREVIATIONS

The following important words will be occurring very often in this Book, and they are therefore abbreviated as follows:—

No.H.	— No. of the Horse (as given in the Official Race Card.)
V.H.	— Value of the Horse.
D.V.	— Day's Value.
V.P.	— Value of the Plate.
Dw.V.	— Divisional Value.
F.N.H.	— Full No. of Horses, i.e. the last No. of the Horse.
I.D.	— Initials' Digit.
D.V./No.H.	— D.V. as well as the No. of the Horse.
R.F. Race	— Ruling Figure of the Race.

These abbreviations must be thoroughly remembered before proceeding further.

CHAPTER VIII ROTATION OF PLANETS

Each Unit from 1 to 9 represents one of the Planets of the Solar System, and according to Chaldeans, the following is the Order of Planets ruling during the course of the day. This Order has been universally acknowledged to be correct, and is further testified by its practical application to Horse Racing:—

Chaldean Order	
1 & 4 representing the Sun.	
6	Venus.
5	Mercury.
2 & 7	Moon.
8	Saturn.
3	Jupiter.
9	Mars.

The following is the **Week Days' Order**, which is also to be applied to Races along with the **Chaldean Order**:—

Week Days' Order	
Sunday	represents 1 & 4.
Monday	" 2 & 7.
Tuesday	" 9.
Wednesday	" 5.
Thursday	" 3.
Friday	" 6.
Saturday	" 8.

The Figure 1 is Similar to 4, both representing the "Sun" (1 being stronger than 4), and the Figure 2 is Similar to 7, both representing the "Moon" (2 being stronger than 7).

Both these Orders are to be applied **Simultaneously** when counting from any Figure, and the **Running Order** in each case, should therefore be remembered thoroughly well, before proceeding further.

It may be noted that when counting the **Chaldean Order**, the **RUNNING ORDER** of the **Chaldean Figures** should be counted, and when counting the **Week Days' Order**, the **Running Order** of the **WEEK DAYS** should be counted. And Both the respective Orders must be

so much at the tip of the tongue, that the Chaldean Order where required to be counted from any Figure, may be easily counted up to as many Points as necessary, and the Week Days' Order, when counted from any Day (Figure), up to the Same particular Number of Points, would at once put in mind the particular Figure of the Day.

It would be better to make it a practice to apply each Order by counting it in small lots of three or two Points onward from any particular Figure. A few days' practice will make the Student quite competent in applying the Orders.

CHAPTER IX

BASIS OF THE SYSTEM

Races without Divisions

The grounds on which this System is based is that the Horse having the Same (or Similar) No. &/or the Value of the Horse (V.H.) as any of the Ruling Figures of the Race, are Winning in majority of cases. Instances of this nature are termed as Chances with "Direct Connection."

The following are the Ruling Figures of the Race, for Races which are not divided into any Divisions:-

- The Day's Value (D.V.)
- The Full Number of Horses. (F.N.H.)
- The Initials' Digit. (I.D.) and
- The Value of the Plate. (V.P.)

Divisions of Races

In Divisions of Races, the Division No. I, II or III (as the case may be) is to be added to the V.P., the Sum of which would be called the "Divisional Value" (Dvl.V.) For example:-

THE MINTO PLATE

Division II

$$8 + 4 + 3 = 6 + 2 = 8$$

Here, 6 is the V.P., and 8 is the Dvl. V.

The following are therefore the Ruling Figures of the Race in Divisions of Races:-

- The Day's Value. (D.V.)
- The Full Number of Horses. (F.N.H.)
- The Initials' Digit. (I.D.)
- The Divisional Value. (Dvl.V.) and
- The Value of the Plate. (V.P.)

It has invariably been found that in one of the Divisions, the Horse having the exact V.P. is winning and in the others, the Horse having the Dvl.V., or the I.D. or the D.V. is winning. Preference should therefore be given to such Horses, if they stand a Winning Chance by the application of any of the Two Processes mentioned hereafter.

CHAPTER X

HOW TO WORK UP A RACE EASILY WITH NUMERICAL VALUES

To begin with, the Values of each Letter should be thoroughly remembered, together with the Double Values of the Letters, C, O, R & S, as given in the latter portion of Chapter II. The use of these Letters in finding the Name Value of any Horse or that of a Race, as explained in Chapter III, should be well understood. The Values of Alphabets for finding the "I.D." should be carefully borne in mind as quoted in Chapter IV.

As soon as the "Left-ins" are to-hand, the Race may be worked up as detailed in Chapter VI, putting the respective D. V. the I.D. and the V.P. in their proper Places, as mentioned therein.

The easiest way of finding the Name Value and the I.D. is to Verbally count up the Values of each Letter, reducing the double Figure to a Single Digit while going on adding each Value. For instance, the Value of "Charmaine" was 5, may be worked up as follows:-

$$\begin{array}{r} \text{C} \quad - \quad 3 \\ \text{h} \quad - \quad 3 + 8 = 11 = 2 \\ \text{a} \quad - \quad 2 + 1 = 3 \\ \text{r} \quad - \quad 3 + 4 = 7 \\ \text{m} \quad - \quad 7 + 4 = 11 = 2 \\ \text{a} \quad - \quad 2 + 1 = 3 \\ \text{i} \quad - \quad 3 + 1 = 4 \\ \text{n} \quad - \quad 4 + 5 = 9 \\ \text{e} \quad - \quad 9 + 5 = 14 = 5. \text{ V.H.} \end{array}$$

This way of working up the Name Value and the I.D. is very simple and must be practiced till proficiency is attained.

It must also be understood that the whole System of Numerology is based on Figures from 1 to 9 only. Any No. of the Horse, or any double Figure should therefore be reduced to its Single Digit. For instance, 15 equals 6, 19 equals 1, 28 equals 1, 29 equals 2 and so on, and then dealt with as required.

PART II

CHAPTER I

PROCESS OF FINDING THE WINNERS

It has been found on practical experience that both the Winning No. and the Value of the Horse (V.H.) are being influenced by any TWO or THREE Ruling Figures of the Race, and in order to find the Winning Chances, Both the Chaldean Order and the Week Days' Order mentioned before, are to be applied Simultaneously in Two ways as described in the following Two processes;

PROCESS I

Count the Chaldean Order from the V.H. up to as many Points as the No. H. can be found, and then count the Week Days' Order from the V. H. again, up to the Same Number of Points as before, and see if the Figure found is the D. V. or a Ruling Figure of the Race.

And then count the Chaldean and the Week Days' Orders respectively from the No. H. up to the Same Number of Points as before, and see if the Figures found are the F.N.H. &/or a Ruling Figure of the Race.

PROCESS II

Count the Week Days' Order from the V.H. up to as many Points as the No.H can be found, and then

count the Chaldean Order from the V.H. again, up to the Same Number of Points as before, and see if the Figure found is the D.V. or a Ruling Figure of the Race.

And then count the Chaldean and the Week Days' Orders respectively from the No. H. upto the Same Number of Points as before, and see if the Figures found are the F.N.H. &/or a Ruling Figure of the Race.

It will be observed from the preceding Rules, that BOTH the Orders are to be counted Simultaneously, firstly, from the V.H. and then from the No.H up to the Same particular Number of Points in each case.

In PROCESS I the Chaldean Order is to be counted first, from the V.H. up to as many Points as the No.H can be found, and the Week Days' Order is to be counted from the V.H. again, up to the Same Number of Points as before; and then Both the Orders are to be counted respectively, from the No.H up to the Same Number of Points as before.

In PROCESS II the Week Days' Order is to be counted first, from the V.H. up to as many Points as the No.H can be found, and the Chaldean Order is to be counted from the V.H. again, up to the Same Number of Points as before; and then the Chaldean Order and the Week Days' Order are to be counted respectively, from the No.H up to the Same Number of Points as before.

The difference between the Pro: I and Pro: II is simply the Number of Points up to which the Orders are to be counted in each Process, although the Figures to be observed in each case are the Same.

CHAPTER II

HOW TO MARK THE FIGURES FOUND IN EACH PROCESS

The Figures found in each Process, firstly, from the V.H. and then from the No.H, as stated above, may be marked against the No.H. in the respective Column reserved for the purpose, for verification. For example, let us take a Race, whose Ruling Figures are:—

D.V.	F.N.H.	I.D.	V.P.
(3)	13	2	6

and try the Winner No. 6 with V.H.7:—

When applying **Process I**, the Chaldean Order is to be counted first, from the V.H.7, up to the No.H.6 (i.e. up to the Figure 6) that is, up to Six Points from 7 (including 7), and then the **Week Days' Order** up to Six Points similarly from the V.H.7 again. Both the Orders are then to be counted respectively, from the No.H.6 up to Six Points (including 6) also; and accordingly the Figures found would be 7/6* 8* from the V.H.7, and 6/9** 5** from the No.H. 6, thus:—

From the V.H. 7.		From the No. H. 6.	
Pts.	Ch.O. W.D.O.	Pts.	Ch.O W.D.O.
(1) — 7	Mon. 7	(1) — 6	Fri. 6
(2) — 8	Tue. 9	(2) — 5	Sat. 8
(3) — 3	Wed. 5	(3) — 2/7	Sun. 1/4
(4) — 9	Thur. 3	(4) — 7	Mon. 2/7
(5) — 1/4	Fri. 6	(5) — 3	Tue. 9
(6) — 6*	Sat. 8*	(6) — 9**	Wed. 5**

When applying **Process II**, the **Week Days' Order** is to be counted first, from the V.H.7, up to the No.H.6 (i.e. up to the Figure 6) that is, up to Five Points from 7 (including 7), and then the **Chaldean Order** up to Five Points similarly from the V.H.7 again. And then the **Chaldean and the Week Days' Orders** are to be counted respectively, from the No.H.6 up to Five Points also; and accordingly, the Figures found would be 7/6-1 from the V.H.7, and 6/3-9 from the No.H.6.

The figures thus found by each Order, as stated above, may be marked against the No.H. in the respective Column, thus:—

	Pro: I.	Pro: II.
No. 6 — V.H. 7	7/6-8	7/6-1
	6/9-5	6/3-9

Identification of the Figures found in Process I.

In 7/6-8 — 7 represents the V.H.7.

6 represents the No.H. found by the Chaldean Order at Six Points from the V.H.7

8 represents the Figure found by the Week Days' Order at Six Points from the V.H.7.

In 6/9-5 — 6 represents the No.H.6.

9 represents the Figure found by the Chaldean Order at Six Points from the No.H.6.

5 represents the Figure found by the Week Days' Order at Six Points from the No.H.6.

The Figures marked under **Pro: II** Column, should be similarly understood, as the Figures found at Five Points, firstly, by the **Week Days' Order** and then by the **Chaldean Order** from the V.H.7, and then by the **Chaldean and the Week Days' Orders** respectively at Five Points from the No.H.6

The Table showing the Figures found from the V.H. up to the No.H. may be referred to, if necessary.

CHAPTER III TABLE SHOWING THE FIGURES FOUND FROM ANY V.H. UP TO ANY NO.H. BY PRO. I AND II

No. of the Horse	V.H.1 or 4		V.H.2 or 7		V.H.3		V.H.5		V.H.6		V.H.8		V.H.9	
	Pro: I	Pro: II	Pro: I	Pro: II	Pro: I	Pro: II	Pro: I	Pro: II	Pro: I	Pro: II	Pro: I	Pro: II	Pro: I	Pro: II
1 — "Unit Force"			2/1.6 1/8.3	2/1.5 1/9.8	3/1.8 1/5.9	3/1.6 1/2.5	5/1.2 1/3.6	5/1.9 1/8.3	6/1.3 1/9.8	6/1.2 1/5.9	8/1.9 1/2.5	8/1.3 1/6.2	9/1.5 1/6.2	9/1.8 1/3.6
2 — 1/2.5 2/9.3	1/2.6 2/8.9	"Unit Force"		3/2.9 2/6.8	3/2.5 2/1.6	5/2.3 2/8.9	5/2.1 2/6.8	6/2.1 2/3.5	6/2.8 2/9.3	8/2.6 2/5.1	8/2.9 2/3.5	9/2.8 2/1.6	9/2.3 2/5.1	
3 — 1/3.6 3/2.9	1/3.8 3/5.2	2/3.5 3/1.8	2/3.9 3/6.1	"Unit Force"		5/3.8 3/6.1	5/3.2 3/9.6	6/3.9 3/5.2	6/3.1 3/8.5	8/3.1 3/9.6	8/3.5 3/2.9	9/3.2 3/8.5	9/3.6 3/1.8	
4 — "Unit Force"		2/4.6 4/8.3	2/4.5 4/9.8	3/4.8 4/5.9	3/4.6 4/2.5	5/4.2 4/3.6	5/4.9 4/8.3	6/4.3 4/9.8	6/4.2 4/5.9	8/4.9 4/2.5	8/4.3 4/6.2	9/4.5 4/6.2	9/4.8 4/3.6	
5 — 1/5.9 5/8.6	1/5.2 5/3.8	2/5.1 5/6.9	2/5.3 5/8.6	3/5.2 5/9.1	3/5.8 5/6.9	"Unit Force"		6/5.8 5/2.3	6/5.9 5/1.2	8/5.3 5/1.2	8/5.6 5/9.1	9/5.6 5/3.8	9/5.1 5/2.3	
6 — 1/6.2 6/5.8	1/6.3 6/9.5	2/6.8 6/9.5	2/6.1 6/3.9	3/6.1 6/8.2	3/6.9 6/5.8	5/6.9 6/1.3	5/6.8 6/2.1	"Unit Force"		8/6.5 6/3.9	8/6.2 6/1.3	9/6.3 6/2.1	9/6.5 6/8.2	
7 — 1/7.5 7/9.3	1/7.6 7/8.9	"Unit Force"		3/7.9 7/6.8	3/7.5 7/1.6	5/7.3 7/8.9	5/7.1 7/6.8	6/7.1 7/3.5	6/7.8 7/9.3	8/7.6 7/5.1	8/7.9 7/3.5	9/7.8 7/1.6	9/7.3 7/5.1	
8 — 1/8.3 8/6.5	1/8.9 8/2.6	2/8.9 8/3.1	2/8.6 8/5.3	3/8.5 8/2.6	3/8.1 8/9.2	5/8.6 8/9.2	5/8.3 8/1.9	6/8.2 8/1.9	6/8.5 8/3.1	"Unit Force"		9/8.1 8/5.3	9/8.2 8/6.5	
9 — 1/9.8 9/3.2	1/9.5 9/6.3	2/9.3 9/5.6	2/9.8 9/1.5	3/9.6 9/1.5	3/9.2 9/8.1	5/9.1 9/2.8	5/9.6 9/3.2	6/9.5 9/8.1	6/9.3 9/2.8	8/9.2 9/6.3	8/9.1 9/5.6	"Unit Force"		

NOTE (i).—Figures 1 and 2 are used in this Table to represent 1 & 4 and 2 & 7 respectively. When applying the Process therefore care should be taken to note down the actual respective R. F. Race or the No.H. (1 or 4 and 2 or 7) as the case may be.

NOTE (ii).—In the case of "Unit Force", the Process is to be applied from the V.H. up to the D.V., and then from the D.V. up to the Same Number of Points as before, taking the D.V. as if it were the No.H. When applying the Process to a "Unit Force" the required Figures can also be found in this Table from the U.F.V.H. up to the respective No.H., taking the No.H. as if it were the D.V. For instance, the Figures for the "Unit Force" 8 (i.e. No. 8 with V.H. 8) under D.V.5 can be found from the V.H.8 against the No.H.5, and the Figures found would be 8/5.3 and 8/5.6 for Pro: I and II respectively.

CHAPTER IV
SIMILARITY OF THE RULING FIGURES OF THE RACE

As regards the actual Ruling Figures of the Race it will often be found that one of the R.F. Race is the Same (or Similar) as the other. In such cases, if one of those Figures can be found in any of the Two Pairs of the Process (including the No. or the V.H.) the other Same (or Similar) respective R.F. Race can also be said to have been found in the Process applicable.

When to leave the Race alone.

It must be clearly understood that the Selecting of the Best Winning Chance is more or less dependent on the F.N.H. and the I.D. If therefore, the LAST Horse of the particular Race in view, is scratched, (i.e. not run) at the time of the starting of the Race, the F.N.H. and the I.D. would consequently be changed. Such Races should therefore be left alone. It however, makes no difference in the F.N.H. and the I.D. if any of the intermediate Horses are scratched.

CHAPTER V
SOME OF THE TECHNICALITIES OF THE SYSTEM

Looking to the D.V. found for each Date, all round the year, it will be observed that all the Figures from 1 to 7 are duly found, with the exception of the figures 8 and 9, which are also important Figures in the Solar System.

The Figures 8 and 9 are however, closely related to the Figures 3 and 2/7 respectively. The Figure 3 therefore represents 8 and vice versa; and 2/7 represent 9 and vice versa in this Science.

In these circumstances, when the D.V. or any of the R.F. Race is 3, and if a Process is fully applicable to a Horse having the Value 8, it can be taken to be applicable with "Direct Connection" in the V.H. and can be preferred in the usual way.

Similarly, when the D.V. or any of the R.F. Race is 2 or 7, and if a Process is fully applicable to a Horse having the Value 9, it can be taken to be applicable with "Direct Connection" in the V.H. and can be preferred as standing a good chance. See Race No. 10.

Owing to some such close relations amongst certain Figures, there may be one or two Races for the day, where the Winning Chances may not be traced with the actual R.F. Race duly found in the Process applicable. In order to achieve success in majority of cases however it is advisable to stick to the actual R.F. Race being found when applying a Process.

CHAPTER VI

"UNIT FORCE"

When the V.H. is the Same (or Similar) as the No.H., it is termed a "Unit Force," and the Process in such cases should be applied as follows:—

(i) When the "Unit Force" does not represent the D.V.

Process I and II must be applied from the V.H. up to as many Points as the D.V. can be found and the other Figure found should be the F.N.H. or a R.F. Race. And then the D.V. must find the remaining R. F. Race, at the Same Number of Points as before. See Races Nos. 5, 6, & 7.

(ii) When the "Unit Force" represents the D.V.

Process I and II must be applied from the D.V./V.H. up to as many Points as the F.N.H. can be found, and the other Figure found should be a R.F. Race. And then the F.N.H. must find the remaining R. F. Race at the Same Number of Points as before. See Race No. 20.

The D.V./"Unit Force" should be considered strong, if the F.N.H. and the I.D. both (comprising all the R.F. Race) can be found in the very First Pair of the

Process, preferably at the Same Number of Points as the Number of the Horse. See Race No. 1.

"OUTRIGHT WINNERS."

When applying the Process, if all the R. F. Race, namely, the D.V., the F.N.H. and the I.D. (or the V.P.) can be fully found in the very First Pair, it is termed an "Outright Winner." Such Chances should only be preferred if they can be found:—

(i) With "Direct Connection" in either the No. or the V.H. and

(ii) At the Same Number of Points as the D.V. or the V.H.

For examples, see Races Nos. 3 and 4.

"UNIT FORCE"/"OUTRIGHT WINNERS."

When applying a Process to a "Unit Force," if all the R. F. Race, viz. the D. V., the F.N.H., and the I.D. (or the V.P.) can be fully found in the very First pair of the Process, it is termed a "Unit Force"/"Outright Winner."

The chances should only be preferred if they can be found:—

(i) With "Direct Connection" in the No./V.H. &

(ii) At the Same Number of Points as the D.V. or the V.H.

For examples, see Races Nos. 1 and 2.

Note: In cases of "Outright Winners" and "Unit Force"/"Outright Winners," it is not necessary to mark the Figures found in the Second Pair. In order, however, to see at what Number of Points the particular Chance could be found, it would be better to mark below the First Pair, the Number of Points at which that particular Chance could be found in the Process.

CHAPTER VII

ORDER OF IMPORTANCE OF THE R. F. RACE

The object of applying the Process is to see if practically all the R. F. Race, including the No. and the V.H. can be fully found as coming in contact with one another, at the Same particular Number of Points as from the V.H. up to the No.H. In view however, of similar other Chances being also found in one and the same Race, it is most essential to determine the Order of Importance of the R. F. Race to be found in the First Pair of the Process applicable, in order to select the Best Winning Chance.

The Order of Importance of the R. F. Race to be found in the First Pair of the Process is as under:--

- (A) the D.V.
- (B) the F.N.H.
- (a) the I.D.
- (b) the Dvl.V. (in Divisions)
- (c) the V.P.

the first Two of which, namely, the D.V. and the F.N.H. are the principal Figures which influence the Winning No. and the V.H., and they must therefore necessarily be found in either of the Two Pairs of the Process.

The above Order of Importance can be very easily remembered, as they are the R. F. Race beginning from the D.V. up to the V.P. from left to right round.

CHAPTER VIII & IX

GENERAL INSTRUCTIONS AS TO HOW TO SELECT

A WINNING CHANCE

The following Instructions should be carefully borne in mind when selecting a Winning Chance:—

When applying a Process, Connections of the D.V. and the F.N.H. must necessarily be found in either of the Two Pairs of the Process, together with any of the R.F. Race which does not occur in the No. or the V.H.

Order of Importance of the R. F. Race found in the First Pair

As a general rule, the No. &/or the V.H. occurring as a R.F. Race should be given better preference, if a Process is fully applicable as per the Order of Importance of the R.F. Race found on the No.H. in the First Pair.

It is therefore apparent that the R.F. Race found in the First Pair including the No.H. are the Most Important factors to be considered, as Selecting of the Best Winning Chance is usually to be made on these Figures.

For instance, suppose the Two Figures found in the First Pair, are the I.D. and the D.V. This would mean that the No.H is the I.D. and the Figure found along with the No.H is the D.V. Now, if the V.H. is the same as the V.P., and if the remaining R. F. Race viz. the F.N.H can be found in the Second Pair, the Process can be said to be fully applicable with "Direct Connection" in the No. as well as the V.H. and with all the R.F. Race duly found in both the Pairs.

It must be clearly understood that a Winning Chance should only be selected if all the R.F. Race can be duly found in the Process applicable. There may however, be some Chances where one of the R.F. Race such as the V.P., or the Dvl.V. or sometimes the I.D. may not be found in the Process. In such cases, it would do if any one of these Figures cannot be found, provided the Process is otherwise applicable with "Direct Connection" in the No. or the V.H.; or if desired, the Process may be further extended from the Second Figure found in the First Pair, up to the Same Number of Points as before, to see if the deficit Figure can also be found along with one of the Figures already found in the Second Pair. This is fully exemplified on further pages.

GENERAL INSTRUCTIONS AS TO HOW TO SELECT A WINNING CHANCE (Contd.)

"Unit Force." When the V.H. is the Same (or similar) as the No.H. the Process is to be applied as detailed in a previous Chapter, and preference should only be given:—

(i) If the D.V. and the F.N.H. can be found in the **First Pair**, and the remaining **R.F. Race** can be found in the **Second Pair**.

or (ii) If the D.V. (and a R.F. Race, or no R.F. Race) can be found in the **First Pair**, and the F.N.H. and the remaining **R.F. Race** can be found in the **Second Pair**.

It may be noted that **"Unit Force"** should not be selected in view of the D.V./No.H. having the Same V.H. as that of the **"Unit Force"**. **"Unit Force"** however, sometimes supersedes the latter Chance. It should therefore be hatched along with the Chance of the D.V./No.H. with the Same V.H. as that of the **"Unit Force"**. See Race No. 19

"Unit Force" should not be preferred, if **Similar Chance** can be found with the No. and the V.H. being different. See Race No. 9

"Outright Winners." If all the R.F. Race, namely, the D.V. the F.N.H. and the I.D. (or the V.P.) can be fully found in the very **First Pair** of the Process, it is termed an **"Outright Winner"**. Such Chances should only be preferred if they can be found:—

(i) With **"Direct Connection"** in either the No. or the V.H. and

(ii) At the Same Number of Points as the D.V. or the V.H. See Races Nos. 3 and 4.

"Unit Force"/"Outright Winners." When applying a Process to a **"Unit Force"**, if all the R.F. Race, viz. the D.V., the F.N.H. and the I.D. (or the V.P.) can be

fully found in the very **First Pair** of the Process, it is termed a **"Unit Force"/"Outright Winner"**.

These Chances should only be preferred, if they can be found:—

(i) With **"Direct Connection"** in the No.H./V.H. and the V.H. See Races Nos. 1 and 2.

(ii) At the Same Number of Points as the D.V. or the V.H. See Races Nos. 1 and 2.

Exceptions. In some Races, instances will be observed where the D.V. will be found in the **First Pair** of Process I, and the F.N.H. would also be found in the **First Pair** of Process II, and the remaining R.F. Race if any, would be found in the **Second Pair** (of Pro: II.) For example, see Race No. 22

**CHAPTER X
SELECTION ORDER**

As soon as a Process is found to be applicable with practically all the R.F. Race, it should be marked (on the respective side) with the following **Selection Order**, underlining the respective R.F. Race found in the **First** and **Second Pairs**, together with the No. and the V.H. showing **"Direct Connection"**.

SELECTION ORDER

1. A R.F. Race found on the R.F./No.H.
2. A R.F. Race found on any No.H.
3. No.H. itself a R.F. Race.
4. No.H. not a R.F. Race.

After putting in the **Serial Selection Order Number** as per the R.F. Race found on the No.H. as stated above, mark along with it the **"Order of Importance of the R. F. Race"** found on the No.H. in **Selection Orders 1 and 2, viz.**

- A. for the D.V.
- B. for the F.N.H.
- a. for the I.D.
- b. for the Dvl.V.
- c. for the V.P.

Along with **Selection Order 3**, mark the **No.H.** indicating the particular **R.F. Race**; and along with the **Selection Order 4**, where neither the **Figure** found, nor the **No.H.** would represent a **R.F. Race**, the sign **x** should be marked.

And then mark into bracket, the "**Order of Importance of the R. F. Race**" of the **V.H.**, if any. If the **V.H.** does not represent a **R.F. Race**, the sign **x** should be marked in bracket.

For "**Unit Force**" the letter **U** should be marked together with the **Selection Order No.** etc.

In the case of "**Outright Winners**," the symbol **O. W.** should be marked together with the sign for the **V.H.** in bracket.

For "**Unit Force**"/"**Outright Winners**," the symbol **U.O.W.** should be marked together with the sign for the **V.H.** in bracket.

And then select the **Best Winning Chance** that can be found, out of the lot, as per instructions contained in the **Next Chapter**.

CHAPTER XI

FULL INSTRUCTIONS AS TO HOW TO SELECT THE BEST WINNING CHANCE

This is one of the **Most Important Chapters** in this System, as it deals with the actual **Selection** of the **Best Winning Chances**, and it must therefore be very carefully understood along with the typical examples given on further pages, in proof of same.

After marking the **Selection Order** etc. as mentioned in the previous Chapter, the final **Selection** should be made as per the **Best Assimilation** that can be found as under:—

Best Assimilations.

- (1) "**Direct Connection**" in the **V.H.** &/or the **No.H** as far as possible.

- (2) **Best Chance** as per the **Serial Selection Order** and the **Order of Importance** of the **R. F. Race** found on the **No.H.**

- (3) The **Process** being applicable with practically all the **R. F. Race** duly found in both the **Pairs. Preference Order.**

Of all the **Chances** that can be found, **Best preference** should be given in the following order:

- (1) "**Unit Force**"/"**Outright Winner**." (**U.O.W.**)

A **Chance** in which the **D.V.**, the **F.N.H.** and the **I.D.** (or the **V.P.**) consisting of all the **R.F. Race**, can be found in the very **First Pair** of the **Process**. See **Races Nos. 1 and 2.**

- (2) "**Outright Winners**." (**O.W.**)

A **Chance** in which the **D.V.**, the **F.N.H.** and the **I.D.** (or the **V.P.**) consisting of all the **R. F. Race**, can be found in the very **First Pair** of the **Process**. See **Races Nos. 3 and 4.**

As a general rule, these **Chances** should only be preferred if they can be found:—

- (i) With "**Direct Connection**" in the **No.** or the **V.H.** and
- (ii) At the **Same Number of Points** as the **D.V.** or the **V.H.**

These **Chances** are sometimes dangerous. The **Second Best Chance** should therefore be hatched at the same time.

- (3) "**Unit Force**." (**U.**)

A **Chance** in which:—

- (i) The **D.V.** and the **F.N.H.** can be found in the **First Pair**, and the remaining **R.F. Race** can be found in the **Second Pair**. See **Races Nos. 5 and 6.** or

- (ii) The D.V. (and a R.F. Race or no R.F. Race) can be found in the First Pair, and the F.N.H. and the remaining R.F. Race can be found in the Second Pair. See Race No. 7.

These Chances should not be selected in view of the D.V./No.H. having the same V.H. as that of the "Unit Force." "Unit Force" however, sometimes supersedes the latter Chance. It should therefore be hatched along with the Chance of the D.V./No.H with the same V.H. as that of the "Unit Force."

"Unit Force" should not be preferred, if a Similar Chance can be found with the No.H. and the V.H. being different. See Race No. 9.

(4) Double Force.

The next best preference should be given to a Double Force, i.e. if the Two Principal R.F. Race, namely, the D.V. and the F.N.H. can be found in the First Pair, as under:—

- (i) D.V. found on the F.N.H./No.H. (with the V.H. being the I.D.) in the First Pair, and the remaining R. F. Race found in the Second Pair. See Races Nos. 18 and 19.

- (ii) F.N.H. found on the D.V./No.H. in the First Pair, and the I.D. and the remaining R.F. Race found in the Second Pair. See Races Nos. 18 and 19.

Besides the Chances of the D.V. found on the F.N.H./No.H. or the F.N.H. found on the D.V./No.H. in the First Pair, as stated above, the Horse having the same No. and V.H. as the D.V. and the F.N.H. respectively, or vice versa, can also be taken as a Chance of Double Force, and must be given better preference, provided the remaining R.F. Race can be found in the Second Pair. See Races Nos. 9 and 16.

(5) Full Force.

The next best preference should be given to a Full Force, i. e. a Chance in which the Process is fully

applicable as per the Serial Selection Order and the Order of Importance of the R.F. Race found in the First Pair, and the D.V. (or the F.N.H.) and the remaining R. F. Race found in the Second Pair.

It must be carefully borne in mind that in Chances of Full Force, preference should first be given to the I.D. (&/or the F.N.H) found in the First Pair, and the D.V. found in the Second Pair, particularly along with a R.F. Race, with or without "Direct Connection" in the V.H. Such a Chance would even supersede a Chance of Double Force with "Direct Connection." See Races Nos. 12, 13, 23, 24 and 25.

In absence of such a Chance, preference should be given to the I.D. (&/or the D.V.) found in the First Pair, and the F.N.H found in the Second Pair. See Races Nos. 14 and 23.

In case of Two similar Chances, where one and the Same R.F. Race could be found on the No.H. preference should be given as per the Order of Importance of the R.F. Race in the No.H. or the V.H., as the case may be.

(6) Exceptions.

In some Races instances will be observed, where the D.V. would be found in the First Pair of Process I, and the F.N.H. would also be found in the First Pair of Process II, and the remaining R.F. Race, if any, would be found in the Second Pair (of Pro: II).

Such instances being unusual, are termed "Exceptions." They would supersede all the Best Chances but the Second Best Chance should also be hatched at the same time. See Race No. 22.

It will be observed from the above, that out of the Six main Chances in the whole System, viz:—

- (1) "Unit Force"/"Outright Winner."
- (2) "Outright Winner."
- (3) "Unit Force."
- (4) Double Force.
- (5) Full Force.
- (6) Exception.

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Best preference should be given in the said Order, provided the Process is exactly applicable as mentioned therein.

Chances of Double Force will be automatically indicated by the Serial Selection Order, and the Order of Importance of the R.F. Race in the V.H.

In Full Force however, the I.D. (&/or the F.N.H.) found in the First Pair, and the D.V. found in the Second Pair, particularly along with a R.F. Race, should be underlined, to distinguish it from other Ordinary Chances.

Exceptions may not be possibly visible at once, and all the Chances should therefore be carefully gone through after applying the Process to any Race.

CHAPTER XII

"DRAW" NUMBERS

"Draw" means the Standing Order of Horses at the time of the starting of the Race. This is usually shown against the No. H. and Name of the Jockeys on the Race Course.

It has been found that the Winning Horses generally get a Favourable Draw according to this System as under:—

The "Draw" may be either the No. of the Horse itself, or the V.H., or any of the Ruling Figures of the Race.

If therefore, the Selected Horse gets a Favourable Draw as stated above, the Winning Chances would be still further confirmed.

The Favourable Draw would also be helpful in selecting one, out of the Two exactly Similar Horses, standing a Winning Chance, in one and the Same Race.

Favourable Draw is however, not solely to be depended upon. It may be taken as a little (and sometimes a substantial) natural help on the Race Course.

RACE No. 1
Poona, Summer Meeting, Fifth Day — 24/8/32)
(2) 7

THE HOME BRED HANDICAP

No.	Name	V.H.	Pro: I	Pro: II
1.	Tout-a-Coup	2	2/1-6	2/1-5-4 X (A) III
			1/8-3	1/9-8
2.	Rosette	7	7/8-9	7/8-6
			U.O.W.(A)	8/5-3
3.	Saloon	1	1/3-6	1/3-8
			3/2-9	3/5-2
4.	Magnetic	8	8/4-9	8/4-3
			2 X (B)	4/2-5
5.	Devaka	1	1/5-9	1/5-2
			5/8-6	5/3-8
6.	Honeydew	6	6/2-1	6/2-8
			2/3-5	2/9-3
7.	Waivera	6	6/7-1	6/7-8
			7/3-5	7/9-3
8.	Red Rose	5	5/8-6	5/8-3
			3 B (X)	8/1-9
			9 I.D.	8/1-9

REVIEW OF THE WINNING CHANCES

In this Race there are Six Chances to which the Process is applicable with all the R.F. Race duly found; of which Pro.I is applicable to No.2 showing "Unit Force"/"Outright Winner." found at exactly the Same Number of Points as the D.V./No.H, and it is therefore the only Best Chance preferable.

RACE NO. 2

(Poona Races—Fourth Day—24th Sept. 1932.)

(2) 4 + 2 = 6

THE NEWCASTLE PLATE. Dvn. II.

No.	Name	V.H.	Pro: I	Pro: II
1.	Douceuse	7	7/1-6	7/1-5
			5	1/9-8
2.	Lovely One	7	7/6-8	7/6-4
			6/9-5	5
3.	Zeos	2	2/3-5	2/3-9
			3/4-8	3/6-4
4.	Inquisitor	3	3/4-8	3/4-6
			4/5-9	4/2-5
				U.O.W. (A)
				4 X (A)
				1 B (X)

5. Mountain Dancer	2	2 C (A)	2/5-4	2/5-3	IV
			5/6-9	5/8-6	
6. Santon	8		8/6-5	8/6-2	1 B (X)
			6/3-9	6/4-3	
7. Away	9	3 A (X)	9/7-8	9/7-3	
			7/4-6	7/5-4	
8. Fine Knight	9	2 A (B)	6/8-2	6/8-5	III
			8/4-9	8/3-4	
9. Princess Maewe	5		5/9-4	5/9-6	
			9/2-8	9/3-2	
10. Knockdon	1		1/2-5	1/2-6 U.O.W.(c)	1
			2/9-3	2	
11. The Mint	4		4/2-5	4/2-6 O.W.(c)	
			2/9-3	2	
12. Dandy Brush	5		5/3-8	5/3-2	
			3/6-4	3/9-6	
13. Qui Vive	1		See No. 10		
14. San San	9		9/5-6	9/5-4	
			5/3-8	5/2-3	
15. Prince Arthur	8		See No. 6		II

61.D.
REVIEW OF THE WINNING CHANCES

In this Race there are twelve Chances to which the Process is fully applicable; of which No. 10 showing "Direct Connection" is the only Best Chance preferable, being "Unit Force"/"Outright Winner" found at the Same Number of Points as the D.V.2. No. 13 is also a Similar Chance to No. 10, and it should therefore be hatched at the same time.

RACE No. 3
(Poona. — 13th August, 1932)
(4) 8 + 2 = 1
THE HELIPOLIS PLATE Dvn. II.

No.	Name	V.H.	Pro: I	Pro: II	
1.	Prince Royal	5	5/1-2	5/1-9 1 B (X)	
			1/3-6	1/8-3	
2.	Addai	2	2/4-6	2/4-5 U. 3 X (X)	
			4/8-3	4/9-8	
3.	Quinze	9	9/3-2	9/3-6 4 X (B) IV	
			3/8-5	3/4-8	
4.	Tourist	6	Not Run		
5.	Kadir Hajaz	5	5/4-2	5/4-9 U. 1 B (X)	
			4/3-6	4/8-3	
6.	Beyrut	4	4/6-2	4/6-3	
			6/5-8	6/9-5	

7. Prince Ghazi	1		1/7-5	1/7-6 4 X (A) III	
			7/9-3	7/8-9	
8. Blue Star	4		Not Run		
9. Asslan II	4	OW (A)	4/9-8	4/9-5	
			7	9/6-3	
10. Waheed	2		2/1-6	2/1-5 3 A (X)	
			1/8-3	1/9-8	
11. Hawal	1	U 1 c (X)	See No. 7		
12. Gazi	3		3/4-8	3/4-6	
			4/5-9	4/2-5	
13. Nijris Beg	3	1 c (X)	3/4-8	3/4-6	
			4/5-9	4/2-5	
14. Labjar	5		See No. 5		
15. Afzal	2		Not Run		
16. Red Label	7		See No. 2		
17. Mumrih	9	O.W.(B)	9/8-4	9/8-2	II
			6	8/6-5	
18. Thaboor	8		8/9-2	8/9-4 O.W.(c) I	
			9/6-3	4	

41.D.
REVIEW OF THE WINNING CHANCES

In this Race, the D.V., the I.D., and the Dvl.V. are all the Same (and Similar). If therefore, the D.V. can be found in the No. or the V.H., or in any of the two Pairs of the Process applicable, the I.D. and the Dvl.V. can also be said to have been found in the Process.

There are Eleven Chances to which the Process is fully applicable. Of these, the only Best Chance, with "Direct Connection" in the No. as well as the V.H. is apparent in No. 18, which is an "Outright Winner" found at exactly the Same Number of Points as the D.V.4. None of the other Chances can therefore be preferred.

RACE No. 4

(Poona Races. Second Day. 10th Sept. 1932)

(4) 6

THE AGA KHAN'S CUP

No.	Name	V.H.	Pro: I	Pro: II	
1.	Buland	3	3/1-8	3/1-6 O.W.(X)	I
			1/5-9	4	
2.	Nightjar	2 U.O.W. (X)	2/4-6	2/4-5	IV
			5	4/9-8	
			Not Run		
4.	Highness	3	6/4-3	6/4-2	
3.	Melesigenes	6	7	3	
5.	Eastern Essex	5 U.3 A (X)	5/4-2	5/4-9	
			4/3-6	4/8-3	
			Not Run		
6.	Little Bob	5	1/7-5	1/7-6 O.W. (A)	
7.	Amsel	1	7/9-3	2	
8.	Bray Beau	4 4X (A)	4/8-3	4/8-9 4 X (A) II	
			8/6-5	8/2-6	
9.	Hoppy	6 4 X (a)	6/9-5	6/9-3	
			9/8-4	9/2-8	
10.	Manipulator	9 3 B (X)	9/1-5	9/1-8 3 B (X) III	
			1/6-2	1/3-6	

6 I.D. REVIEW OF THE WINNING CHANCES

In this Race, there are only Two. R. F. Race, in which the D.V. is Similar to the F.N.H. and the I.D. is the Same as the V.P. The Process is applicable to practically all the Horses, but No. 1 is the only Best Chance preferable, it being an "Outright Winner" with "Direct Connection" in the No.H. and found at exactly the Same Number of Points as the D.V.4.

None of the other Chances can therefore be preferred.

RACE No. 5
(Poona. 5th Extra Meeting. 18th August 1923)

(3) 9 + 2 = 2
THE KHANDALA PLATE Dvn. II

V.H. Pro: I Pro: II

No.	Name	V.H.	Pro: I	Pro: II	
1.	Arab Knight	4 U.1 B (a)	4/3-6	4/3-8	I
			3/2-9	3/5-2	
2.	Jerwan	6	6/2-4	6/2-8	
			2/3-5	2/9-3	
3.	Moon	7	7/3-5	7/3-9	I c (b)
			3/4-8	3/6-4	
4.	Firjah	7 1 B (b)	7/4-6	7/4-5	II
			4/8-3	4/9-8	
5.	Hadid	9	9/5-6	9/5-4	
			5/3-8	5/2-3	
6.	Goodman	6	6/3-9	6/3-4	
			3/5-2	3/8-5	
7.	Mahir	9	9/7-8	9/7-3	
			7/4-6	7/5-4	
8.	Silver Jar	3	3/8-5	3/8-4	IV
			8/2-6	8/9-2	
9.	Rex	5	5/9-4	5/9-6	III
			9/2-8	9/3-2	
10.	Watee	3	3/1-8	3/1-6	
			1/5-9	1/2-5	
11.	Silver Cloud	1	Not Run		
12.	Kasid Karim	8	8/3-4	8/3-5	
			3/9-6	3/2-9	
13.	Fala	4	See No. 1		
14.	Good Night	8	8/5-3	8/5-6	
			5/4-2	5/9-4	
15.	Cock Eye	8	8/6-5	8/6-2	
			6/3-9	6/4-3	

4 I.D. REVIEW OF THE WINNING CHANCES

The Process is fully applicable to only Three Horses. Of these three Chances, No.1 I.D. "Unit Force" is the only Horse preferable with "Direct Connections" and the Serial Selection Order, with the D.V. and the F.N.H. found in the First Pair of Pro: I.

RACE NO. 6

(Bombay Winter Meeting, 11th Day. — 18/1/30)
(5)
8

THE HAYDOCK PARK PLATE

No.	Name	V.H.	Pro: I	Pro: II
1.	Roscommon	3	3/1-8 3/1-6	
2.	March Brown	9	1/5-9 1/2-5	
3.	Quatre Bras	9	9/2-8 9/2-3	II
4.	Knight's Cross	2	2/4-6 2/5-4	
5.	Meena	2	9/3-2 9/3-6	
6.	Scottish Flat	1 2 a (B)	3/8-5 3/4-8	
7.	Governor General	6	2/4-6 2/4-5 1 A (a)	
8.	Chapati	3	4/8-3 4/9-8	
9.	Festive Wreath	9	2/5-4 2/5-3	
10.	Mahableshwar	4	5/6-9 5/8-6	
11.	Italian Poet	5	1/6-2 1/6-3	III
12.	Pomme Anna	5	6/5-8 6/9-5	
13.	Far Apart	4	6/7-4 6/7-8	
	21.D.		7/3-5 7/9-3	
			Not Run	
			9/5-6 9/5-4	
			5/3-8 5/2-3	
			See No. 13	IV
			5/2-3 5/2-4 1 B (A)	
			2/8-9 2/6-8	
			5/3-8 5/3-2	
			3/6-4 3/9-6	
			4/5-9 4/5-2 U 1 a (B) 1	
			5/8-6 5/3-8	

REVIEW OF THE WINNING CHANCES

Of the Four Chances to which the Process is fully applicable, Nos. 4, 11 and 13 are the only Chances which require careful consideration. No. 13 is the F.N.H./"Unit Force," and finds the D.V. and the I.D. in the First Pair of Pro: II. According to the Order of Importance of the R. F. Race found in the First Pair, No. 4 is better preferable, but according to the V.H., No. 13 is still better preferable. No. 13 can therefore be preferred for win.

RACE NO. 7

(Poona Autumn Meeting, 13th October, 1934)
(3) 6 + 2 = 8

THE GOOD-BYE PLATE Dvn. II

No:	Name	V.H.	Pro: I	Pro: II
1.	Happy King	1	1/3-6 1/3-8 U 1 b (X) III	
2.	Blue Funnel	3	3/7-9 3/5-7	
3.	Wazir Pasha	7	3/2-9 3/2-5	
4.	Mumrih	9	2/6-8 2/4-6	
5.	Crawford	2	7/3-5 7/3-9	
6.	Sunspot	4	3/4-8 3/6-4	
7.	Shogat Aziz	1	9/4-5 9/4-8	
8.	Khumayssa	8	4/6-7 4/3-6	
9.	Shinjar	8	2/5-4 2/5-3 1 A (B)	
10.	Hush Hush	2	5/6-9 5/8-6	
11.	Maarib	4	4/6-7 4/6-3	
12.	Defender	4	6/5-8 6/9-5	
13.	Athba II	7	1/7-5 1/7-6	II
14.	Grey King	6 1 b (c)	7/9-3 7/8-9	
15.	Mal Allah	6 U 3 A (c)	8/3-4 8/3-5	
16.	Asian Beg	8	3/9-6 3/7-9	
	51.D.		8/9-7 8/9-4	
			9/6-3 9/5-6	
			2/1-6 2/1-5	
			1/8-3 1/9-8	
			See No. 7	
			4/3-6 4/3-8 1 b (X)	
			3/7-9 3/5-7	
			See No. 10	
			6/5-8 6/5-9	IV
			5/7-3 5/4-7	
			6/3-9 6/3-1	I
			3/5-7 3/8-5	
			8/7-6 8/7-9 3 B (b)	
			7/5-4 7/3-5	

REVIEW OF THE WINNING CHANCES

Out of the Six Chances to which the Process is applicable with practically all the R. F. Race duly found, Nos. 1 and 15 are the Chances of "Unit Force." No. 12 is a Chance of the D.V./No.H. with Similar V.H. as that of No. 1 "Unit Force," which should also be preferred along with the "Unit Force."

Of the Two Chances of Nos. 1 and 15, No. 1 is better preferable as per the Serial Selection Order,

but it cannot be given better preference in view of the fact that No. 15 shows "Direct Connection" with the V.P., while No. 1 is not a R.F. Race.

As a general rule, "Unit Force" should be given better preference, if the D.V. can be found in the First Pair, and the F.N.H. can be found in the Second Pair, together with the remaining R.F. Race.

None of the other Chances can therefore be preferred in view of the "Unit Force" Chance in Nos. 15 and 1.

It will be observed that the Dvl.V.8 is not found in either of the Two Pairs of Pro.I applicable to No. 15. It can therefore be extended from the Second Figure found in the First Pair, to see if the deficit Figure 8 is duly found along with the F.N.H. 16(7) already found in the Second Pair.

RACE NO. 8
(Poona, Autumn Meeting-4th Day - 15/10/32)
(3) 6 + 4 = 1

THE GOOD-BYE PLATE Dvn. II - B

No.	Name	V.H.	Pro: I	Pro: II
1.	Tennyson	3	3/1-8 3/1-6 1 a (A) I	I
2.	Sattam	8	1/5-9 1/7-5 8/2-6 8/2-9 2/5-1 2/3-5	II
3.	Rolls Royce	5	5/3-8 5/3-7 3/6-1 3/9-6 1/3-6 1/3-8	IV
4.	Zozan	1	U.1 a (b) 3/7-9 3/5-7 1/5-9 1/5-7	IV
5.	Shali	1	5/8-6 5/3-8 5/6-9 5/6-8	III
6.	Azroom	5	6/1-3 6/7-1 1/7-5 1/7-6	III
7.	Mascot	1	7/9-3 7/8-9 5/8-6 5/8-3	III
8.	Wadya Beg	5	8/9-7 8/1-9 1/9-8 1/9-5	III
9.	Darya Dil	1	9/3-7 9/6-3 7/1-6 7/1-5	III
10.	Takreet	7	1 a (B) 1/8-3 1/9-8 3/2-9 3/2-5	III
11.	Akram	3	2/6-8 2/1-6	III

12.	Bulbul Hazar	7	7/3-5 7/3-9 3/1-8 3/6-1
13.	Vimto	5	1 B (X) 5/4-7 5/4-9 4/3-6 4/8-3
14.	Birbal	4	4/5-9 4/5-7 5/8-6 5/3-8
15.	Raza Khan	9	1 A (X) 9/6-3 9/6-5 6/7-1 6/8-7
16.	Comet	5	5/7-3 5/7-1 7/8-9 7/6-8

61.D.

REVIEW OF THE WINNING CHANCES

Out of the Five Chances to which the Process is fully applicable, Nos. 1, 4 and 10 are the Chances of "Direct Connection."

No. 4 is a "Unit Force" which cannot be preferred in view of a Similar Full Force Chance in No. 1, Process II.

Out of the two remaining Chances, No. 1 is apparently better preferable to No. 10 as per the Order of Importance of the R.F. Race in the V.H.

RACE NO. 9
(Bombay, 1st Winter Meeting, 22nd Novr. 1930)
(2) 5

THE NOVEMBER PLATE

No.	Name	V.H.	Pro: I	Pro: II
1.	Vesington Planet	6	6/1-3 6/1-2 1/9-8 1/5-9	III
2.	Phare	8	3 A (a) 8/2-6 8/2-9 2/5-4 2/3-5	III
3.	El Draque	4	4/3-6 4/3-8 2 a (B) II 3/2-9 3/5-2	III
4.	Gamvros	5	5/4-2 5/4-9 4/3-6 4/8-3	III
5.	Rossauter	6	Not Run	III
6.	L.S.D.	1	2 A (B) 1/6-2 1/6-3 6/5-8 6/9-5	III
7.	Tinder Gee	9	9/7-8 9/7-3 7/4-6 7/5-4	III
8.	Chinese Honeymoon	4	4/8-3 4/8-9 8/6-5 8/2-6	III
9.	Desert Sun	6	6/9-5 6/9-3 9/8-4 9/2-8	III

10. Miss Mount	8	3 B (a)	8/1-9	8/1-3
11. Aploma	7		1/2-5	1/6-2
			7/4-6	7/4-5 U. 1 b (A)
12. Radhapyari II	4		4/8-3	4/9-8
			Not Run	
13. Poland	2		2/4-6	2/4-5 1 b (A) I
8 I.D.			4/8-3	4/9-8

REVIEW OF THE WINNING CHANCES

Of the Six Chances found as above, No. 13 is the only Best Chance preferable as per the Serial Selection Order and the Order of Importance of the R.F. Race in the V.H.

No. 11 is the D.V./"Unit Force," which cannot be preferred in view of a Similar Chance in No. 13, Pro: II.

RACE NO. 10

(Poona Races, 5th Day, 27th Sept. 1930)
(2) 6

THE SEPTEMBER PLATE

No.	Name	V.H.	Pro: I	Pro: II
1.	French Briar	9	9/1-5	9/1-8 2 B (a) I
2.	Restoration	3	1/6-2	1/3-6
			3/2-9	3/2-5
3.	Frater	8	2/6-8	2/1-6
			8/3-4	8/3-5
4.	Calcutta	6	3/9-6	3/2-9
			6/4-3	6/4-2
5.	The Lawyer	1	4/9-8	4/5-9
			1/5-9	1/5-2
6.	Romanesco	6	5/8-6	5/3-8
			6/2-4	6/2-8 U. 1 B (X) II
7.	Star of France	2	2/3-5	2/9-3
			2/8-9	2/8-6
8.	Glen	7	8/3-4	8/5-3
			7/8-9	7/8-6
9.	Amsel	1	8/3-4	8/5-3
			1/9-8	1/9-5
10.	Red Astrachan	8	9/3-2	9/6-3
			Not Run	
11.	Dawn of Hope	6	6/2-4	6/2-8 1 B (b) IV
			2/3-5	2/9-3
12.	Polcat	5	5/3-8	5/3-2
			3/6-4	3/9-6

13. Trajanus	3	3/4-8	3/4-6
14. Avantl	9	4/5-9	4/2-5
		9/5-6	9/5-4
15. Indian Star	5	5/3-8	5/2-3
		5/6-9	5/6-8
16. Chabootra	3	6/4-3	6/2-4
		Not Run	
17. Loose Moments	3	3/8-5	3/8-4
		8/2-6	8/9-2

9 I.D.

REVIEW OF THE WINNING CHANCES

In this Race, the D.V.2 is Similar to the I.D.9, and there are Four Chances to which the Process is applicable with all the R.F. Race duly found. Of these, Nos. 1, 6 and 11 are the only Chances with "Direct Connection," which require careful consideration.

No. 6 is the V.P./"Unit Force," and No. 11 is the D.V./No.H. with the Same V.H. as that of No. 6 "Unit Force." Both these Chances are of the same nature.

Out of Nos. 1 and 6, No. 1 has got the Same V.H. as the I.D.9 which is Similar to the D.V.2, and Pro: II is fully applicable in other respects. No. 6 practically stands the same Chance as regards the Figure found on the No.H.1 No. 1 also stands a better Chance than No. 6 in regard to the Order of Importance of the R. F. Race in the V.H. No. 1 therefore Won the Race and No. 6 also placed II.

GENERAL HINTS ON BACKING

- (1) Fix up your Winners by this System from home and never change your mind on any account.
- (2) Never back a Horse beyond your limits.
- (3) Always safeguard yourself with Place Tickets along with Win Tickets.
- (4) Never back in a Race of Seven or less than Seven Horses.
- (5) Leave that Race alone, in which the Last Horse is scratched.

RACE NO. 11

(Bombay - 15th Extra Meeting - 8th March, 1924)
(5) 7 + 2 = 9

THE SUBSTITUTION PLATE Dwn. II

No.	Name	V.H.	Pro: I	Pro: II
1.	Watee	3	3/1-8	3/1-6
2.	Express	5	1/5-9	1/7-5
3.	Anar	2	Not Run	2/3-5
4.	Bakhit	9	2/3-9	3/1-8
5.	Midas	7	3/1-8	3/6-1
6.	Ameri	6	9/4-5	9/4-8
7.	Maxim	8	4/6-7	4/3-6
8.	Sagab	1	7/5-1	7/5-3
9.	Goal	6	5/6-9	5/8-6
10.	Mozan	7	6/5-8	6/5-9
11.	Malla	3	5/7-3	5/1-7
12.	Dhareen	5	8/7-6	8/7-9
13.	Caesar	1	7/5-1	7/3-5
14.	Saifuddin	6	1/8-3	1/8-9
15.	Solomon's Song	1	3/2-9	3/2-5
16.	Roscoff	7	2/6-8	2/1-6
17.	Faras	2	5/3-8	5/3-7
18.	Nijim Beg	6	3/6-1	3/9-6
19.	Electricity	7	1/5-9	1/5-7
			5/8-6	5/3-8
			2/8-9	2/8-6
			8/3-1	8/5-3
			See No. 9	
			See No. 10	

REVIEW OF WINNING CHANCES

Out of the Six Chances to which the Process is applicable with all the R.F. Race duly found in both the Pairs in this Race, No. 10 is the only Best Chance of Double Force, apparently preferable with "Direct

Connection" in the No. as well as the V.H. and the Serial Selection Offer 1A (a).

No. 19 is also a Similar Chance to No. 10. In selecting one out of the two such Similar Chances, the "Draw" helps a great deal.

In this case, the Author was personally present on the Bombay Race Course, and as soon as No. 10 got a favourable "Draw" 16, (the same as the V.H.7) he could confidently select it as the only one Best Chance.

No. 10 Won with great surprise, and declared the highest Dividend for the day, about 100 to 1 Chances. He was fortunate enough to share this dividend, and this book has been named after the Winner "MOZAN" as a token of its eminent remembrance.

RACE NO. 12

(Poona. Summer Meeting. 1st Day. 1/8/31)
(5) 2

THE SUMMER HANDICAP

No.	Name	V.H.	Pro: I	Pro: II
1.	Royal Ace	6	6/1-3	6/1-2
2.	Miss Mount	8	1/9-8	1/5-9
3.	Henrietta	1	8/2-6	8/2-9
4.	Valicere	6	2/5-4	2/3-5
5.	Chair of Kildare	7	1/3-6	1/3-8
6.	Roi de Montagne	1	3/2-9	3/5-2
7.	Hamid	9	See No. 1	
8.	Vendor	5	7/5-4	7/5-3
9.	Prince Arthur	8	5/6-9	5/8-6
10.	Old Roy	7	1/6-2	1/6-3
11.	Spring Double	1	6/5-8	6/9-5
12.	Silver Charm	6	9/7-8	9/7-3
			7/4-6	7/5-4
			5/8-6	5/8-3
			8/9-2	8/4-9
			Not Run	
			7/1-6	7/1-5
			1/8-3	1/9-8
			1/2-5	1/2-6
			2/9-3	2/8-9
			6/3-9	6/3-4
			3/5-2	3/8-5

REVIEW OF THE WINNING CHANCES

Out of the Four Chances to which the Process is fully applicable in this Race, Nos. 6, 7 & 11 are the only Chances worth consideration.

Of these, although No. 7 has no "Direct Connection" in the V.H., it has got "Direct Connection" in the No.H., and Pro: II is applicable with Full Force as found in the First Pair, and the D.V. and the remaining R.F. Race (I.D.) found in the Second Pair.

Thus, the Process is better applicable to No. 7 than to Nos. 6 & 11. No. 11 although with "Direct Connection" in the No. as well as the V.H., cannot be preferred to No. 7 in view of the fact that the D.V. is found in the Second Pair along with a R.F. Race in the case of No. 7.

RACE NO. 13

(Madras Races — 15th December, 1926)
(2)

THE STEWARDS CUP

No.	Name	V.H.	Pro: I	Pro: II	
1.	High Road	8	8/1-9	8/1-3	II
2.	Fine Stroke	3	1/2-5	1/6-2	
			3/2-9	3/2-5	
			2/6-8	2/1-6	
3.	Slovakia	1	1/3-6	1/3-8	
			3/2-9	3/5-2	
4.	Sauce	9	Not Run		
5.	Poet's Dream	4	4/5-9	4/5-2	IV
			5/8-6	5/3-8	
			7/6-8	7/6-4	
6.	Blyth Bachelor	7	6/9-5	6/3-9	
			2/8-9	2/8-6	
7.	Riverine	2	8/3-4	8/5-3	
			6/8-2	6/8-5	
8.	Recompense	6	8/4-9	8/3-4	
			8/9-2	8/9-4	
9.	Fair Slave	8	9/6-3	9/5-6	
			4/2-5	4/2-6	U.1 b (X)
10.	Belle Syme	4	2/9-3	2/8-9	
			5/2-3	5/2-4	
11.	Platinum	5	2/8-9	2/6-8	
			9/3-2	9/3-6	
12.	Floral Dance	9	3/8-5	3/4-8	

13.	Dinnette's Daughter	2	Not Run		
14.	Princess Jabby	2	2/5-4	2/5-3	III
			5/6-9	5/8-6	
15.	Nicaragua	7	See No. 6		
16.	Gold Currency	3	See No. 2		
17.	Brandonia	4	4/8-3	4/8-9	ta (X) I
			8/6-5	8/2-6	

9 I.D.

REVIEW OF THE WINNING CHANCES

In this Race there are Six Chances to which the Process is fully applicable.

Of these, Nos. 6, 8 & 9 are the Chances with "Direct Connection" in the No. as well as the V.H., and No. 8 appears to be the Best Chance preferable with Double Force.

None of these Chances however, could win the Race in view of the Chance of the Full Force in No. 17 found with the I.D. and the F.N.H. in the First Pair, and the D.V. and a R.F. Race (viz. the V.P. 6) in the Second Pair of Pro: II.

When selecting the Best Chance, care should thus be taken to prefer the Best possible Chance that could be found as stated above, despite "Direct Connection" and the Serial Selection Order.

RACE NO. 14

(Poona — 15th August, 1932)
(3)

THE MULLINGAR PLATE Dvn. II

No.	Name	V.H.	Pro: I	Pro: II	
1.	Zorawar	4	4/3-6	4/3-8	U.1 b (X)
			3/2-9	3/5-7	
2.	Poland	2	2/3-5	2/3-9	IV
			3/4-8	3/6-1	
3.	Eastern Bloom	1	1/3-6	1/3-8	1 b (X)
			3/2-9	3/5-7	
4.	Hector	5	5/4-7	5/4-9	II
			4/3-6	4/8-3	
5.	Vesington Planet	6	6/5-8	6/5-9	1 b (X)
			5/7-3	5/4-7	
6.	Love and Money	1	1/6-7	1/6-3	
			6/5-8	6/9-5	

7. Lochmore	7	See No. 2
8. Michette	7	Not Run
9. Monreale	8	8/9-2 8/9-4
10. Silverite	5	9/6-3 9/5-6
11. Dios	1	See No. 4
12. Kirkoswald	1	1/2-5 1/2-6
13. Royal Portrait	1	2/9-3 2/8-9
14. Ootman	4	See No. 3
15. Avalon	6	See No. 1
16. Essexbrook	8	2/5-1 2/5-3 1 A (b) I
17. Prince Arthur	8	5/6-9 5/8-6
		6/3-9 6/3-1
		3/5-7 3/8-5
		Not Run
		8/3-4 8/3-5 U.1 c (B)
		3/9-6 3/7-9

31.D. REVIEW OF THE WINNING CHANCES

In this Race, the I.D. is the Same as the D.V. and there are Six Chances to which the Process is fully applicable.

Of these, Nos. 1, 3 & 5 are Chances without "Direct Connection" in the V.H., and do not require any consideration.

Of the remaining three Chances Nos. 2, 14 & 17, No. 14 is a clear Winning Chance as per Selection Order 1A, with "Direct Connection" in the No. as well as the V.H.

RACE NO. 15

(Bombay — 18th February, 1925)
(4)

THE SIR COWASJEE JEHANGIR PLATE

No. Name	V.H.	Pro: I	Pro: II
1. Karikata	7	7/1-6	7/1-5 3 A (X)
2. Waterloo	3	1/8-3	1/9-8
3. Forfeit	2	3/2-9	3/2-5
4. Hatchel	5	2/6-8	2/4-6
5. Mayiah	7	2/3-5	2/3-9
		3/4-8	3/6-4
		5/4-2	5/4-9 1 a (X)
		4/3-6	4/8-3
		7/5-4	7/5-3
		5/6-9	5/8-6

6. Marshal Petain	6	U.3 A (X)	6/4-3 6/4-2
7. Silver Streak	8		4/9-8 4/5-9
8. Gosub	7	1 a (X)	8/7-6 8/7-9
9. Khataf	6	3 a (X)	7/5-4 7/3-5
10. Kamel	6	3 A (X)	7/8-9 7/8-6
11. Costa Rica	1		8/3-4 8/5-3
12. Kadir Hajaz	5		6/9-5 6/9-3
13. Security	9		9/8-4 9/2-8
14. Kandnava	8		6/1-3 6/1-2
15. White Boy	8		1/9-8 1/5-9
16. Bismark	2		1/2-5 1/2-6 4 X (A)
17. Sahoo	1		2/9-3 2/8-9
			5/3-8 5/3-2
			3/6-4 3/9-6
			9/4-5 9/4-8 O.W.
			4/6-2 6
			8/5-3 8/5-6 4 X (B) I
			5/4-2 5/9-4
			8/6-5 8/6-2
			6/3-9 6/4-3
			2/4-6 2/4-5 U.3 A (X)
			4/8-3 4/9-8
			1/8-3 1/8-9 O.W.
			8/6-5 7

REVIEW OF THE WINNING CHANCES

There are as many as Eleven Chances in this Race to which the Process is fully applicable.

The "Outright Winners" in Nos. 13 and 17 cannot be preferred, as they are not found at the required Number of Points.

Note. If the D.V. or the V.H. is 8 or 1, the "Outright Winning Chance" must be found at Three Points from the V.H.

Of the remaining Nine Chances, Nos. 11 and 14 are the only Chances showing "Direct Connection" in the V.H. In No. 9 Pro. I shows the D.V. found with the F.N.H. in the Second Pair, but it cannot be preferred in view of "Direct Connection" in No. 14 which also finds the D.V. and a R.F. Race (viz. the I.D.) in the Second Pair. No. 11 also cannot be preferred in view of the Chance of No. 14.

RACE NO. 16

(Bombay, Winter Meeting, 16th January, 1932)
 First Race (2) 8

THE HAYDOCK PARK PLATE

No.	Name	V.H.	Pro: I	Pro: II	
1.	Frater	8 3 a (B)	8/1-9	8/1-3	II
			1/2-5	1/6-2	
2.	Eclair	8 3 A (B)	8/2-6	8/2-9	I
			2/5-4	2/3-5	
3.	Basuto	9	Not Run		
4.	Holestone	7 3 a (A)	7/4-6	7/4-5	IV
			4/8-3	4/9-8	
5.	D'Artagnan	1	Not Run		
6.	No Argument	9	9/6-3	9/6-5	
			6/2-4	6/8-2	
7.	Soso	7 U 3 B (A)	7/8-9	7/8-6	III
			8/3-4	8/5-3	
8.	Royal Ace	6 1 A (X)	6/8-2	6/8-5	
			8/4-9	8/3-4	

41.D. REVIEW OF THE WINNING CHANCES

Out of the Five Chances to which the Process is fully applicable, No. 8 shows no "Direct Connection" in the V.H., and of the remaining Chances, No. 2 showing Double Force is the only Chance best preferable, as per the Order of Importance of the R.F. Race found in the First Pair.

RACE NO. 17

(Bombay, Winter Meeting - 16th January, 1932)
 Second Race (2) 3 + 2 = 5

THE MULUND PLATE Dvn. II

No.	Name	V.H.	Pro: I	Pro: II	
1.	Le Touquet	8	See No. 13		
			9/2-8	9/2-3	
2.	Raza Khan	9	2/1-6	2/5-1	
3.	Nobility	7	7/3-5	7/3-9	
			3/1-8	3/6-4	
4.	Dictator	2 2 B (A)	2/4-6	2/4-5	
			4/8-3	4/9-8	
5.	Shahzaman	5	5/2-3	5/2-4	IV
			2/8-9	2/6-8	
6.	Young Avar	8	8/6-5	8/6-2 1A(X) III	
			6/3-9	6/4-3	

7.	Square Deal	2	2/6-8	2/6-1 U 3B(A) III
			6/9-5	6/3-9
8.	Arabian Apple	4	4/8-3	4/8-9
			8/6-5	8/2-6
9.	Istooq	7 2 c (A)	7/9-3	7/9-8
			9/5-6	9/1-5
10.	Manshad	2	Not Run	
11.	Shakib	6 3 A (B)	6/2-1	6/2-8
			2/3-5	2/9-3
12.	Misyer	3	3/2-9	3/2-5 U 1 b (c)
			2/6-8	2/1-6
13.	Aslan Beg	8	8/4-9	8/4-3 2c(X) I
			4/2-5	4/6-2
14.	Gurji Beg	9	9/5-6	9/5-4
			5/3-8	5/2-3
15.	Mascot	1 1 A (X)	1/6-2	1/6-3
			6/5-8	6/9-5

61.D.

REVIEW OF THE WINNING CHANCES

Of the Eight Chances found in this Race, No. 13 is the only Chance preferable, showing "Full Force," with the D.V. and a R.F. Race, (viz. the F.N.H.) found in the Second Pair.

RACE NO. 18

(Bombay, Winter Meeting, 16th January, 1932)
 Third Race (2) 3 + 1 = 4

THE MULUND PLATE Dvn. I

No.	Name	V.H.	Pro: I	Pro: II	
1.	Anchor	2	Not Run		
2.	Orient	8	Not Run		
3.	Fakri Pasha	4	4/3-6	4/3-8	III
			3/2-9	3/5-2	
4.	Buick	5	5/4-2	5/4-9	
			4/3-6	4/8-3	
5.	Hajib Beg	7	7/5-4	7/5-3	
			5/6-9	5/8-6	
6.	Asad Pasha	9	9/6-3	9/6-5	IV
			6/2-4	6/8-2	
7.	Sa'ee	5 1 c (X)	5/7-3	5/7-4	
			7/8-9	7/6-8	
8.	Strephon	3	3/8-5	3/8-4 1 b (c)	
			8/2-6	8/9-2	
9.	Mushoor	8 1 A (B)	8/9-2	8/9-4	II
			9/6-3	9/5-6	
10.	Murat	1	1/2-5	1/2-6	
			2/9-3	2/8-9	

11. Grey Middleton	6	6/2-4 6/2-8 (4/918(X) 1
		2/3-5 2/9-3
12. Wazir Pasha	7	7/3-5 7/3-9
		3/4-8 3/6-4
13. Tennyson	3	3/4-8 3/4-6
		4/5-9 4/2-5
14. Galliard	2	See No. 5
		3/6-4 3/6-9
15. Molly King	3	6/8-2 6/5-8
		8/7-6 8/7-9
16. Kurdi	8	7/5-4 7/3-5
		7/8-9 7/8-6
17. Kantaka	7	1 a (A)
		8/3-4 8/5-3

9 I.D.

REVIEW OF THE WINNING CHANCES

Out of the Five Chances to which the Process is applicable with practically as the R.F. Race duly found, there are only two Chances, namely, Nos. 8 & 11 which indicate Full Force and Double Force respectively, and require careful consideration.

No doubt Full Force in No. 8 is indicated with "Direct Connection" in the No. as well as the V.H., but it is not as good a Chance of Full Force as it should be, (i.e. the I.D. is not found in the First Pair, and then the D.V. should have been found in the Second Pair along with a R.F. Race). No. 11 however, is a clear Chance of Double Force, and it should therefore be given the best preference, the Dvl.V.4 is not found in Pro. II applicable to No. 11. It would do if it is not found, but it can also be found along with the I.D.9 already found in the Second Pair, if the Process is extended from the Second Figure found in the First Pair, as mentioned before.

None of the other Chances can be preferred in view of the Double Force in No. 11.

RACE NO. 19

(Bombay, Winter Meeting, 16th January, 1932)
Fourth Race (2) 1 + 2 = 3

THE TANSA PLATE Dvn. II

No.	Name	V.H.	Pro: I	Pro: II	
1.	Collector	4	Not Run		III
2.	Black Beauty	3	3/2-9 3/2-5		
			2/6-8 2/1-6		
3.	Prince Charlie	6	6/3-9 6/3-1		IV
			3/5-2 3/8-5		
4.	Vita	3	3/4-8 3/4-6		
			4/5-9 4/2-5		
5.	Aasuf	4	4/5-9 4/5-2		
			5/8-6 5/3-8		
6.	Quicksilver	4	4/6-2 4/6-3		II
			6/5-8 6/9-5		
7.	Abrash	4	See No. 11		
8.	Alma	9	9/8-4 9/8-2		
			8/5-3 8/6-5		
9.	Jalal	2	2/9-3 2/9-8		
			9/5-6 9/1-5		
10.	Amar	1	1/2-5 1/2-6		
			2/9-3 2/8-9		
11.	Taimurlung	1	1/2-5 1/2-6		I
			2/9-3 2/8-9		
12.	Bahriyah	8	8/3-1 8/3-5		
			3/9-6 3/2-9		
13.	Manshad	2	Not Run		
14.	Short Cut	6	6/5-8 6/5-9		
			5/2-3 5/1-2		

REVIEW OF THE WINNING CHANCES

Nos. 10 and 11 are the only Two Chances to which the Process is applicable with all the R.F. Race duly found. Of which No. 10 is a "Unit Force" while No. 11 is a Double Force of the same nature. In such instances, both the Chances should be backed to avoid disappointment.

RACE NO. 20

(Bombay, Winter Meeting, 16th January, 1932)
Fifth Race (2) 4

THE PERTH PLATE

No.	Name	V. H.	Pro: I	Pro: II
1.	Iran	2	2/1-6	2/1-5,3b(A) IV
			1/8-3	1/9-8
2.	Hoppy	6	6/2-4	6/2-8
			2/3-5	2/9-3
3.	Epos	9	9/3-2	9/3-6
			3/8-5	3/1-8
4.	Restoration	3	3/4-8	3/4-6
			4/5-9	4/2-5
5.	Red Astrachan	8	8/5-3	8/5-6
			5/4-2	5/9-4
6.	Mount Argos	4	4/6-2	4/6-3
			6/5-8	6/9-5
7.	Black Jest	2	2/9-3	2/9-8 U3B(A) I
			9/5-6	9/4-5
8.	Strength	3	3/8-5	3/8-4,2b(X) II
			8/2-6	8/9-2
9.	Westerham	7	7/9-3	7/9-8,3B(A) III
			9/5-6	9/4-5

REVIEW OF THE WINNING CHANCES

Out of the Four Chances to which the Process is fully applicable, Nos. 7 and 9 are the Two Chances of Similar nature, one being a "Unit Force," and the other bearing the same V.H., and they are apparently better preferable to No. 1. No. 8 is a Chance of Full Force, and is also preferable. No. 7 however, being "Unit Force," and found at the Same Number of Points as the D.V. 2, took better preference to Nos. 8 & 9, both of which also placed II & III.

RACE NO. 21

(Bombay, Winter Meeting 16th January, 1932)

Sixth Race (2) 3

THE KINGSCLERE PLATE

No.	Name	V. H.	Pro: I	Pro: II
1.	Nix	4	4/2-5	4/2-6
			2/9-3	2/8-9
2.	Tinder Gee	9	9/2-8	9/2-3
			2/1-6	2/5-1

3.	Hector	5	5/3-8	5/3-2	II
			3/6-1	3/9-6	
4.	Vestington Planet	6	6/4-3	6/4-2	
			4/9-8	4/5-9	
5.	Lis	1	1/5-9	1/5-2,2 A(X)	
			5/8-6	5/3-8	
6.	Shri Ganesh	2	2/6-8	2/6-1/8-34X(A) I	
			6/9-5	6/3-9	
7.	Vendor	5	5/7-3	5/7-1	
			7/8-9	7/6-8	
8.	Highland Bride	4	4/8-3	4/8-9	
			8/6-5	8/2-6	
9.	Over	4	4/9-8	4/9-5	
			9/3-2	9/6-3	
10.	Burgos	2	2/1-6	2/1-5	
			1/8-3	1/9-8	
11.	Beresina	2	2/3-5	2/3-9	
			3/1-8	3/6-1	
12.	Fionnuala	2	2/3-5	2/3-9	
			3/1-8	3/6-1	
13.	Lady Sylvia	6	3/5-2	3/5-8	
			5/9-1	5/6-9	
14.	Rose of Spain	3	5/6-9	5/6-8	
			6/1-3	6/2-1	
15.	Silverite	5	See No. 4		
			See No. 11		
16.	Ismet	2	See No. 8		
			See No. 10		
17.	Henrietta	1	2/9-3	2/9-8 Ex.(A) III	
			9/5-6	9/1-5	
18.	Mountain Dancer	2	1/2-5	1/2-6	
			2/9-3	2/8-9	
19.	Beneventum	2	4/3-6	4/3-8,1a(X)	
			3/2-9	3/5-2	
20.	Tan	1			
21.	King's Parade	4			

8 I.D.

REVIEW OF THE WINNING CHANCES

In this Race, there are Nine Chances to which the Process is applicable. The Winning Chance in No. 6, however, is not quite clear, although it is found with "Direct Connection" in the V.H. and the Process is only fully applicable if extended.

Nos. 3 & 18 are the Chances of Exceptions of which No. 18 is better preferable.

None of the other Chances can be preferred in view of No. 18 Exception, the V.H. in which is the D.V., and the remaining R.F. Race viz. 3 & 8 are found in the First Pair of Pro. I & II respectively.

RACE NO. 22

(Bombay, Winter Meeting, 16th January, 1932)
Seventh Race (2) 1 + 1 = 2

THE TANSA PLATE Dvn. I

No.	Name	V.H.	Pro: I	Pro: II
1.	Yona	6	6/1-3 6/1-2 O.W.(X)	1/9-8 3
2.	Sarsam	1	1/2-5 1/2-6 O.W.(B)II	2/9-3 2
3.	Asaliah	3	3/2-9 3/2-5 U.3A(X)	2/6-8 2/1-6
4.	Saifuldowla	8	8/4-9 8/4-3 3 B (X)	4/2-5 4/6-2
5.	Pasha	6	6/5-8 6/5-9	5/2-3 5/1-2
6.	Disher	4	4/6-2 4/6-3	2 6/9-5
7.	Vershan	8	3 A (X)	8/7-6 8/7-9
8.	Cardinal	3	7/5-1 7/3-5	3/8-5 3/8-1 2 B (X)
9.	Khumayssa	8	8/2-6 8/9-2	8/9-2 8/9-1 Ex.(B) I
10.	Shivaji Prasad	5	9/6-3 9/5-6	5/1-2 5/1-9
	7 I.D.		5/1-2	6 1/8-3

REVIEW OF THE WINNING CHANCES

In this Race, there being only Two R.F. Race, the Process is applicable to practically all the Horses. Out of all the Chances however, Nos. 2, 6 & 9 are the only three Chances which appeal for consideration. Of these, No. 9 being an Exception is the Best Chance preferable along with Nos. 2 & 6, "Outright Winners" found at the Same Number of Points as the D.V.2.

RACE NO. 23

(Bombay, Winter Meeting, 16th January, 1932)
Eighth Race (2) 4

THE DANEBURY HANDICAP

No.	Name	V.H.	Pro: I	Pro: II
1.	Costaki Pasha	3	3/1-8 3/1-6 3 a (X)III	1/5-9 1/2-5
2.	Nijinski	6	1 a (X)	6/2-4 6/2-8
			2/3-5	2/9-3

3.	Charmaine	5	5/3-8 5/3-2	
4.	Jebel Druse	7	3/6-4 3/9-6	
			7/4-6 7/4-5	
5.	Golden Trail	5	4/8-3 7	
6.	Atreass	3	5/2-3 5/2-1 U.O.W.(B)	
			2/8-9 6	
7.	Vanda	8	3 A(X)	
8.	Pobeida	2	3/6-1 3/6-9	II
			6/8-2 6/5-8	
9.	Cavern	5	8/7-6 8/7-9	
			7/5-1 7/3-5	
			2/8-9 2/8-6	
			8/3-1 8/5-3	
			5/9-1 5/9-6	
10.	Galumph	6	9/2-8 9/3-2	
			6/1-3 6/1-2 1 A (X)	
11.	Birdwood	1	1/9-8 1/5-9	
			1/2-5 1/2-6	
12.	Timbucktoo	6	4 2/8-9	
			6/3-9 6/3-1	
13.	Corbyn	4	3/5-2 3/8-5	IV
			4/2-5 4/2-6	
14.	Puffin	9	4 2/8-9	
			9/5-6 9/5-1 1 a (X)	
	1 I.D.		5/3-8 5/2-3	

REVIEW OF THE WINNING CHANCES

Out of the Nine Chances in this Race, No. 1 indicating Full Force, No. 2 Double Force and No. 13 "Unit Force"/"Outright Winner" are the only three Chances best preferable. No. 13 however, placed fourth and Nos. 1 & 2 (bracket) Won the Race. No. 14 Full Force cannot be preferred to Nos 1 & 2.

RACE NO. 24

(Bombay, Winter Meeting, 16th January, 1932)
Ninth Race (2) 9

THE AINTREE PLATE

No.	Name	V.H.	Pro: I	Pro: II
1.	Ballybrophy	5	5/1-2 5/1-9	
2.	Great Pearl	2	1/3-6 1/8-3	II
			2/8-9 2/8-6	
3.	Rossauter	6	2 8/5-3	
			6/3-9 6/3-1	
			3/5-2 3/8-5	

RACE NO. 25

(Bombay, Winter Meeting, 16th January, 1932)
Tenth Race (2) 2

THE AGRA PLATE

4. Hillcot	3	3/4-8	3/4-6
5. Quincy	1	4/5-9	4/2-5
6. Roscommon	3	1/5-9	1/5-2
7. Wrigley's Gurn	6	5/8-6	5/3-8
8. Narses	9	3/6-1	3/6-9
9. Aploma	7	6/8-2	6/5-8
10. Glen Gowan	3	6/7-1	6/7-8 1 a (X)
11. Bellef	6	7/3-5	7/9-3
12. Heritage	4	9/8-1	9/8-2 O.W.(b)
13. Bedlam	1	8/5-3	5
14. Neguac	5	7/9-3	7/9-8 O.W.(A) IV
15. Lipstown	5	9/5-6	2
16. Broken Link	1	See No. 4	
17. Tangira	1	See No. 7	
18. Poland	2	4/3-6	4/3-8
19. In the Gloaming	6	3/2-9	3/5-2
20. Almeida	1	1/2-5	1/2-6 U.3A (X)
		2/9-3	2/8-9
		5/2-3	5/2-1
		2/8-9	2/6-8
		5/6-9	5/6-8
		6/1-3	6/2-1
		1/7-5	1/7-6 3A(X) III
		7/9-3	7/8-9
		1/8-3	1/8-9 1 b (X) I
		8/6-5	8/2-6
		See No. 9	
		Not Run	
		See No. 16	

8 I.D.

REVIEW OF THE WINNING CHANCE

In this Race, the F.N.H. is the Same as the D.V., and there are Eight Chances to which the Process is fully applicable. Of these, Nos. 2, 7 and 17 are the Best Chances as per the Serial Selection Order.

No. 2 is the D.V./"Unit Force"/"Outright Winner" found at the Same Number of Points as the D.V.2; and of Nos. 7 and 17, No. 17 being a Full Force Chance is better preferable to No. 7, as the I.D. and the V.P. are found in the First Pair and the D.V. is found in the Second Pair.

No. 17 therefore Won the Race and No. 2 also placed Second.

No.	Name	V.H.	Pro: I	Pro: II
1.	Shahana	3	3/1-8	3/1-6
2.	Zeebar	6	1/5-9	1/2-5
3.	Sea King	2	6/2-1	6/2-8
4.	Empire	9	2/3-5	2/9-3
5.	Amij	9	2/3-5	2/3-9 2 B (A)
6.	Shamsuzzaman	2	3/1-8	3/6-1
7.	Funny Face	6	9/4-5	9/4-8
8.	Darlanoor	9	4/6-2	4/3-6
9.	Sarkha	1	9/5-6	9/5-1 2 a (B)
10.	Moon Spark	1	5/3-8	5/2-3
11.	Vershan	8	2/6-8	2/6-1 2 a (A)
12.	Hamiyah	6	6/9-5	6/3-9
13.	Black King	4	See No. 2	
14.	Sannam	1	9/8-1	9/8-2
15.	Lion	8	8/5-3	8/6-5
16.	Robert	7	1/9-8	1/9-5
17.	Scindia	3	9/3-2	9/6-3
18.	Nash Nash	4	Not Run	
			Not Run	
			6/3-9	6/3-1
			3/5-2	3/8-5
			4/2-5	4/2-6
			2/9-3	2/8-9
			1/5-9	1/5-2
			5/8-6	5/3-8
			8/6-5	8/6-2
			6/3-9	6/1-3
			7/9-3	7/9-8 U.3B(A)
			9/5-6	9/1-5
			3/8-5	3/8-1 2 a (X) I
			8/2-6	8/9-2
			See No. 9	

1 I.D.

REVIEW OF THE WINNING CHANCES

There are Six Chances in this Race, to which the Process is fully applicable.

Of these Six Chances, Nos. 13 and 16 are ordinary "Unit Force," which cannot be preferred in view of Full Force Chances.

Out of the remaining Four Chances Nos. 5 and 17 are better preferable to Nos. 3 and 6, as the I.D. is found in the First Pair and the D.V.2 is found in the Second Pair in Nos. 5 and 17.

And out of Nos. 5 & 17, No. 17 is still better preferable to No. 5, as the D.V.2 is only found in the Second Pair in No. 5, while the D.V. is found along with the F.N.H. in the Second Pair in the case of No. 17.

No. 17 therefore Won the Race.

CHAPTER XIII

A FEW FURTHER HINTS ON FINAL SELECTION

In order that there should be no misunderstanding or doubt when selecting the Best Winning Chance after applying the Process, the following further Hints will be of great assistance.

The Author is very emphatic in his belief that Winning Chances will positively be found in most of the cases, and as much, he does not wish that his Students should ever be losers on any Race day, after taking the trouble of studying this System and working on it.

The Student is therefore advised to carefully work up each Race on a separate sheet of paper, exactly as detailed in previous examples. Mark with due care the Selection Order and the Order of Importance of the R.F. Race found on the No.H. and that of the V.H. and then select the Best Winning Chance in the following order, if the Process is exactly applicable as described below:—

Out of the Six Principal Chances, as narrated in Chapter XI, each Chance should be selected in the Serial Order as under:—

"UNIT FORCE" OUTRIGHT WINNER. This should only be selected:—

(i) With "Direct Connection" in the V.H., and

(ii) At the Same Number of Points as the D.V. or the V.H. provided all the R.F. Race could be fully found in the very First Pair of the Process.

"OUTRIGHT WINNERS." These Chances will be found in various ways at different Number of Points, but Best preference should only be given to a Chance which can be found:—

(i) With "Direct Connection" in the No. &/or the V.H., and

(ii) Preferably at the Same Number of Points as the D.V. or the V.H.

These Chances can also be preferred at any Number of Points, provided both the No. and the V.H. represent the R.F. Race in the Order of Importance, and the Figure found on the No. H. in the very First Pair of the Process is also a R.F. Race.

"UNIT FORCE." These Chances should not be preferred, if a Similar Chance (i.e. with the Same V.H. as that of the "Unit Force") can be found with a different No.H. See Race No. 9. They can however, be better preferred to a "Double Force" or a "Full Force" Chance, if a Process is fully applicable with "Direct Connection" in the V.H. as stated in Chapter XI. See Race No. 7

It may be noted that in case of two Similar Chances of "Unit Force" in any Race, the No. being exactly the Same as the V.H. should be better preferred to the No. being Similar to the V.H.

"DOUBLE FORCE." As mentioned in Chapter XI, "Double Force" is a Chance in which the Two Principal R. F. Race, viz. the D.V. and the F.N.H. can be found in the First Pair, and the remaining R.F. Race can be found in the Second Pair.

This would mean that the D.V. and the F.N.H. both must necessarily be found either in the V.H. or the No.H. or in the Figure found on the No.H. in the First Pair, and the remaining R.F. Race i.e. the I.D. or

the V.P. (or the D.V.I.V. in Divisions) must then be found in the Second Pair. See Races Nos. 11, 18, 19, 9 and 16.

"Double Force" found with any Selection Order should generally be given better preference to an Ordinary Full Force, and in order to distinguish one from the other, "Double Force" should be marked in a Square, and "Full Force" should be marked in a Circle.

In case of more than one Chances of "Double Force," preference should be given as per the Serial Selection Order and the Order of Importance of the R.F. Race found in the V.H.

"FULL FORCE." This is a Chance in which the Process must be applicable with Either the D.V. or the F.N.H. found with or without a R.F. Race in the First Pair, and the remaining R.F. Race found in the Second Pair, i.e. if the F.N.H. is found in the First Pair, the D.V. must be found in the Second Pair, or if the D.V. is found in the First Pair, the F.N.H. must be found in the Second Pair.

SPECIAL FULL FORCE -- Amongst the several Chances of "Full Force," preference should be given to a Chance in which the I.D. (&/or the F.N.H.) can be found in the First Pair, and the D.V. can be found in the Second Pair, particularly along with a R.F. Race. The Selection Order of such a Chance should be specially underlined to distinguish it from the other Ordinary Full Force Chances. These Chances would even supersede a Chance of a "Double Force" with "Direct Connection."

Note. It may be carefully noted however, that the I.D./F.N.H. found in the First Pair and the D.V. found in the Second Pair should not be preferred if the F.N.H. is the Same (or Similar) as the I.D. In such a Race, a Chance with the D.V. and the F.N.H. found in the Second Pair should be Best preferred. See Race No. 17.

Ordinary Full Force -- The next Best preference should be given if the I.D. (&/or the D.V.) can be

found in the First Pair, and the F.N.H. can be found in the Second Pair.

Of the several Ordinary Chances of Full Force, in one and the Same Serial Selection Order, preference should be given as per the Order of Importance of the R.F. Race in the V.H.

"EXCEPTIONS." As is stated in Chapter XI, there would be some instances in which the D.V. would be found in the First Pair of Pro: I and the F.N.H. would also be found in the First Pair of Pro: II, and the remaining R.F. Race, if any, would be found in the Second Pair (of Pro: II.)

Such "Exceptions" would invariably supersede all the Best Chances, and as they are not easily traceable when applying the Process in the ordinary course, the following Special Process must be applied to see if an "Exception" Chance can be found in any Race.

PROCESS FOR "EXCEPTIONS"

Count the Week Days' Order from the F.N.H. up to as many Points as the D.V. can be found and then count the Chaldean and the Week Days' Orders respectively from the D.V., up to the Same Number of Points as before, and see if the Figures found are the V.H. and the No.H. respectively.

For example, let us take Race No. 22, in which No. 9 with V.H. 8 is a Chance of an "Exception."

By counting the Week Days' Order from the F.N.H. 10(1), the D.V.2 is found at Two Points, and then by counting the Chaldean and the Week Days' Orders respectively from the D.V. 2 up to Two Points, the Figures found are 8 and 9, i.e. 8 is the V.H. and 9 is the No.H.

"Exceptions" can be very easily found in any Race in this way, and attempts should therefore be made before applying the Process to all the Horses to see, if such a Chance can be found.

RACE NO. 26

(Poona Summer Meeting, 2nd Day, 10/8/35)
(4) 1 + 2 = 3

THE ELPHINSTON PLATE Dvn. II

No.	Name	V.H.	Pro: I	Pro: II	
1.	Thermometer	1	1/6-2	1/6-3	
			6/5-8	6/9-5	
2.	Knight's Adventure	6	6/2-4	6/2-8	Ex. I
			2/3-5	2/9-3	
3.	Spanish Wish	2	2/3-5	2/3-9	
			3/4-8	3/6-4	
4.	Jackmore	3	Not Run		
5.	Message	3	3/5-2	3/5-8	
			5/9-4	5/6-9	
			2/6-8	2/6-4	
			6/9-5	6/3-9	
			2/4-6	2/4-5	
			4/8-3	4/9-8	
8.	Solar Barn	4	4/8-3	4/8-9	IV
		1b (A)	8/6-5	8/2-6	
9.	Zarane	5	5/9-4	5/9-6	Ex.
		Ex.	9/2-8	9/3-2	
10.	Essex Lad	1	See No. 1		
11.	Skavala	2	See No. 7		
12.	Wagon Hill	2	See No. 3		
13.	Royal Prince	5	5/4-2	5/4-9	II
			4/3-6	4/8-3	
14.	Leicester Lady	9	9/5-6	9/5-4	
			5/3-8	5/2-3	
15.	Honeysuckle	7	See No. 6		III
	8 I.D.				

A further Chance of an "Exception" can also be found by applying the Process in a Similar way from the I.D. up to the D.V., but the Figures found must be the V.H./F.N.H. and the No.H. respectively. For example, see Race No. 26.

It may be noted that the latter Chance will supersede the former Chance, as will be seen from the following Chances found in Race No. 26.

Figures found	V.H.	No.H.
From the F.N.H. 15 up to the D.V. 4	5	9
From the I.D. 8 up to the D.V. 4	6	2

It will be observed that No. 2 with V.H. 6 Won the Race. Care must however, be taken to see that the V.H. in the latter case must be the Same as the F.N.H.

Such "Exceptions" are Chances of 99% certainties. They should not however, be preferred if the F.N.H. is the Same (or Similar) as the V.P.

It must be clearly understood that out of the few Chances to which the Process would be fully applicable, Selection of the Best Winning Chance is not to be made merely on the Serial Selection Order, or the Order of Importance of the R.F. Race in the V.H., but on the Best Chance that could be found as per Instructions given above.

The Student is earnestly advised to study the System thoroughly well, along with the typical examples given in support of each Rule, and take practical experience with a few new Races and then invest any money with confidence. If this is properly done, the Author is most sanguine that the trouble taken in studying the System and money invested will be fully repaid.

CONCLUSION

It will be observed from the foregoing examples that over and above the System being very easy and simple, the Winners are as open as day light in majority of cases, and that with careful consideration, 80 to 90 per cent results can be easily found as is proved by the detailed working of all the Ten Races for one day.

In bringing this System to a close, the Author expresses his heartiest gratitude towards the Almighty who has so graciously inspired in him, step by step, the Theoretical and Practical application of the Science of Numbers to Horse Racing.

He is also much obliged at the same time to all the Students who have so gladly patronized this System by buying and recommending it to their friends.

The System is now quite complete and there will be no further improvements and revised publications in this respect.

**NINE EXAMPLES
FROM RACES**

ON AMERICAN TRACKS

AS PLAYED BY THE RULES IN

Mozan's Racing Numerology



Compiled by J. YATES

Published by

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Addenda to MOZAN'S RACING NUMEROLOGY

Many people who have bought this book have had difficulty in properly interpreting the rules and applying them to American Racing.

Inside you will find examples of races fully worked out. Every major race circuit is represented with a race or two, proving that it is possible, using proper care and diligence by following the rules shown by the author of the book, to accurately forecast the results of a goodly percentage of American races.

The races given inside have been selected from a large file of worked examples, covering the main chances embodied in the book. These include Unit Force Outright Wins, Outright Winners and Special Full Force—(D.V.) in bottom pair. This latter category *alone* accounts for the winners of more than one-half of the figurable races!

Now for a few words of explanation about the diagrams:
—(a) Where post position numbers are missing, these represent scratched horses. (See Ex. 3). This was done to conserve space. (b) The day's Ruling Figures, D.V., F.N.H., I.D. and V.P. are printed in heavy type in Process 1 and Process 2. The figures encircled mean that they cover more than one Ruling Figure.

FINALLY AND MOST IMPORTANT—Mozan's method does *NOT* pick all the winners—it does have losers. But the winning percentage will usually average more than twice that of the ordinary selector!

A WORD OF WARNING! Do not go in for the study of this fine method, unless you intend to devote plenty of time to mastering its finer points. The average "two buck bettor," who wants his winners in a hurry had much better forget the material offered here!

Furthermore, we the Publishers and the designer of these diagrams, are in no way responsible for errors or losses incurred. Material (printed and personal) is offered for study only, not as an invitation to gamble or speculate.

EX. 1

1st - ARLINGTON PARK - Chicago

June 17, 1946—The Atwell

D.V. 4 - F.N.H. 3 - I.D. 8 - V.P. 3 (3-4-8)

1	RED HOT	4		1/3	6	1/3	8	LOW (A)
2	BUSYBO	7	U3A (X)	7/4	6	7/4	5	
3	EVIDENT	3	LOW (B)	3/4	8	3/4	6	WON \$5240
4	BUSY PONY	1		1/3	6	1/3	5	LOW (A)
5	BELSAWER	4		4/5	9	4/5	2	4X (A)
6	McLISH	7		7/6	8	7/6	1	
7	BULMONT	5		5/7	5	6/3	9	
8	CAMPAGNAS	1	OW (A)	7/8	9	5/7	1	8
9	CHERRY	7		7/9	6	7/6	9	
10	CIRCLE	7		9/5	6	9/1	5	22 (X)
11	BARFOOT	3	OW (B)	3/1	8	3/1	6	3RD
12	LAD	3		7/5	9	7/2	5	
13	BLUESEAL	1	4X (A)	1/2	5	1/2	6	2ND
14	STAMMY	2	3B (X)	2/9	5	2/8	9	
15		2		3/1	8	3/6	1	

NOTE—Little comment needed. There being no exceptions, the choice usually fall on No. 3 horse U.O.W. (a) found in Process 1 at 3 points matching V. H. 3 and at 4 points in Process 2 (D. V. 4).
SPECIAL—Evident (the winner) and Havana Lad in the next example should Profit Double at \$340.00.

2nd - ARLINGTON PARK - Chicago

EX. 2

June 17, 1946 — Claiming

D.V.4 - F.N.H.3 - LD.1 - V.P.3 (1-3-4)

1	HAVANA LAD	3	OW (B)	3 (8) 3 (8)	8	3 (10) 3 (4)	6	5	WON \$22.40
2	TOP BOOK	4	4x (H)	4/2	5	4/2	6	2ND	
3	PETRUSKA	5	3B (X)	5/3 2/9	8	5/9 2/8	9		
4	RELHEUB SIS	5	3H (X)	5/6 4/3	2	5/4 4/8	9		
5	DEVIL'S FROLIC	7	EX (X) (F.N.H.)	7/5 5/6	9	7/5 5/8	6	EX (X) (F.N.H.)	
6	BOLO PRINCE	2		2/6 6/9	8	2/6 6/3	9	2 R (X)	
7	MR DANNY	6	2R (X)	6/7 7/3	5	6/7 7/9	8	DRILY	
8	JOHNNIE EHRET	7	4x (X)	7/8 8/3	9	7/8 8/5	6	DOUBLE	
9	WOODFIN	4	4x (H)	4/9 9/3	8	4/9 9/6	5	\$340.00	
10	OLGA S	6	OW (X) 3RR	6/2 2/9	7	6/2 2/5	2		
11	GREENOCH IMAGE	4	4x (H)	4/2 2/9	5	4/2 2/8	6		
12	LOHNGO	1	3B (H)	1/3 3/2	6	1/3 3/5	8		

NOTES: Here we have a horse winning on exactly the same qualifications as Example 1. However, this time we also have to play No. 5 (a bona-fide F.N.H. exception). Under Mozan's Rules we always play the 2nd Choice as well as the O.W. (1st Choice). The O.W. (x) of No. 10 does not figure, as it is found at 7 points in Process 1 (it would have to be at 6 or 4 points to qualify). No. 5 and No. 1 both played.

5th - NARRAGANSETT PARK

EX. 3

May 25, 1946 — Nursery Stakes

D.V.3 - F.N.H.9 - LD.2 - V.P.8 (2-3-8-9)

1	O.G. KELLEY	2		2/2 1/8	6 3	2/2 1/9	5 8	
2	FLASHY V	6		4/2 2/3	7 5	6/2 2/9	8 3	1 C (X)
3	HERBIE G	1		1/3 3/2	6 9	1/3 3/5	8 2	
4	DOUBLE JAY	6	EX (X) 2ND	6/4 4/9	3 8	6/4 4/5	2 9	EX (X) 1 D
5	STARRY CANT	5	U.F.	5/3 3/6	8 1	5/3 3/9	2 6	
8	MANGOCHICK	8	U.F.	8/3 3/9	1 6	8/3 3/2	5 9	U3A (C)
9	BELRATTE	6		6/9 9/8	5 1	6/9 9/2	3 8	1A (X)
12	WISE BRUNETTE	8		8/3 3/9	1 6	8/3 3/2	5 9	3A (C)
13	MEL EPPLEY	6	EX (X) ID 3RR	6/4 4/9	3 8	6/4 4/5	2 9	EX (X) 1 D
14	CHIQUÉ	9	4x (B) ID 2 BY EXT	9/5 5/3	6 8	9/5 5/2	1 3	
16	FLEET WEST	1	3.2 (X) U.F. 8 BY EXT	1/7 7/9	5 3	1/7 7/8	6 9	WON \$46.60
18	SILLEE	8	1-2 (C)	8/9 9/6	2 3	8/9 9/5	1 6	

NOTES: Nos. 4 and 13 are not bona-fide exceptions, as their V.H.'s of 6 does not match F.N.H. 9 as required. Where F.N.H. is same (or similar) to I.D., horse with D.V. and F.N.H. found in the 2nd pair must be taken. There are 2 of these, Nos. 2 and 16; the latter is preferred because of its matching 4 points in Process 1 with V.H. 1/4 and also it is 2 points apart in Process 2 matching the I.D. 2. Read rules carefully.

3rd - HOLLYWOOD PARK - Calif.

June 22, 1946 — Silver Screen Purse

D.V.3 - F.N.H.1 - I.D.5 - V.P.7 (1-3-5-7)

EX. 4

1	ELISSA B	6	6/1	3	6/1	2	2ND
2	SARRANAP	5	5/2	3	5/2	1	EX (2)
3	BROUBEAT	5	5/3	8	5/3	2	
4	U.S. SALUTE	7	7/4	6	7/4	5	
5	PICCADILLY	1	1/5	9	2/5	2	2C (A) WON \$10.00
6	PLEASURE HOUR	1	1/6	2	2/6	3	
7	WAR GALLANT	4	4/7	5	4/7	6	
8	BOSTON MAID	7	7/8	9	7/8	6	
9	WISE ZHC	2	2/9	3	2/9	8	
10	AIR-GLORY	7	7/1	6	7/1	5	3RD

NOTES: Only 3 horses gain classification in this event. No. 2 is a bona-fide F.N.H. exception apparently, but we have found that F.N.H. exceptions generally only win when the horses I.D. (in this case 6) is the same as the D.V. (here 3). It is not. That leaves the two S.F.F. chances No. 5 and No. 7. The No. 5 horse is played because Piccadilly's points apart in Process 2 is four (same as V.H. 1). Also it is 3 points apart in Process 1 (the same as D.V. 3). In addition No. 5's V.H. of 1 is a stronger influence than the 4 of No. 7. Races must be watched closely for these details.

5th - HOLLYWOOD PARK - Calif.

June 22, 1946 — Scenario Purse

D.V.3 - F.N.H.3 - I.D.8 - V.P.8 (3-8)

EX. 5

1	SILVER-FIRE	4	4/3	6	4/3	5	6	4/3	5	2	UOW (X)
2	EXTRA BASE	8	8/2	6	8/2	9	8/2	3	5	9	4X (A)
3	CAPT. ABSOLUTE	5	5/3	4	5/3	4	3/9	6			
4	PHANTOM SEA	2	2/4	6	2/4	5					
5	EARLY BIRD	7	7/5	2	7/5	3	4/9	8			2A (X)
6	LASTING PERCE	9	9/6	3	9/6	5					3RD
7	GOLDSTRE-WORTH	9	9/7	1	6/8	2					
8	FUTURE HERO	4	4/8	3	4/8	9					
9	DEER	9	9/3	2	9/3	6					
10	STARGINO	5	5/2	2	5/2	9					
11	GOLDEN COUNT	8	8/2	6	8/2	9					4X (2)
12	FAY LEGROW	3	3/8	7	3/8	1					2ND

NOTES: No exceptions. None of the U.O.W. or O.W. chances are found at the same points apart as D.V. or their respective "V.H.'s." No. 9 U3A: (x) is a low grade chance with no D.C. in V.H. Next are S.F.F. chances Nos. 2 and 11. Both stand identically the same chance, so a double play is made. Note important factor of elimination involved in points apart. Also the importance of D.C. in V.H. and/or No. H (post position).

6th - BELMONT PARK - New York

EX. 6

May 31, 1946 — Raceland Purse

D.V.2 - F.N.H.9 - I.D.5 - V.P.8 (2-5-9)

1	ANTI- 1 CLIMAX	3		3/1	8	3/1	6	
2	CROSS 3 BAYOU	9		9/2	8	9/2	3	
3	WEYBROKE	6		6/3	9	6/3	1	
4	BRINKS 2	2		2/4	6	2/4	5	2a (A)
5	BIG 2 TEDDY	6		4/8	3	4/9	8	
6	BEE-TWENTY 2 NINE	8	3 RD	6/5	8	6/5	9	
7	DETECTION 4	3	2 ND	8/6	5	8/6	2	
8	DAMOS	5	3c(2)	6/3	9	6/2	3	
9	FRIAR 8 TEDDY	9		3/7	9	3/7	5	
				7/6	8	7/2	6	
				5/8	6	5/8	3	WON
				8/9	2	8/1	9	\$10a
				9/2	8	9/2	3	
				2/1	6	2/5	1	

NOTES: Only 2 horses could be classified here. Obviously the S.F.F. of No. 8 had to be chosen over the Full Force chance of No. 4.

SPECIAL LEARN TO CORRECTLY CLASSIFY AND CHOOSE THE PROPER HORSE BY MOZAN'S RULES IN ONE RACE A DAY ONLY—UNTIL YOU ARE PROFICIENT. IT'S SO EASY TO MAKE MISTAKES. READ—LEARN!

2nd - BELMONT PARK - New York

EX. 7

May 25, 1946 — Claiming

D.V.3 - F.N.H.2 - I.D.5 - V.P.5 (2-3-5)

1	ADMIRAL'S 1 RIDE	8		8/1	9	8/1	3	
2	RICH 2 MIXTURE	9	2 ND	1/2	5	1/6	2	
3	ON THE 8 HALF	4		9/2	8	9/2	3	1 A(X)
4	FORFAR 6	6		2/1	6	2/5	1	
5	REX 2 ROMANUS	1		4/3	6	4/3	8	3 A(X)
6	GLRD 3 TIME	7	3 RD	3/2	9	3/5	2	
7	GRANDPA 3 MAX	2	U.O.W.(6)	6/4	3	6/4	2	
8	MIDDLE 4 MAN	4	SCRATCH.	4/9	8	4/5	9	
9	THWARTED 4	9	U.O.W.(X)	1/5	9	1/5	2	1 B(X)
10	RUN 2 LADY	4		5/8	6	5/3	8	
11	TOROTOWN 4	2	U.O.W.(8)	7/6	8	7/6	1	
				6/9	5	6/3	9	WON
				3/1	8	3/6	1	\$35a
				7/3	5	7/3	9	
				3/8	5	3/1	8	
				4/3	6	4/3	8	U.3.A.(X)
				3/2	9	3/5	2	
				2/3	5	2/3	9	
				3/1	8	3/6	1	

NOTES: No exceptions. The choice obviously rests with the U.O.W. chances Nos. 7, 9 and 11. Of these No. 9 is 7 points apart on Process 1 against the V.H. of 9 and D.V. 3; therefore not a play. Both No. 7 and 11 have the same chance, Grandpa Max having the added advantage of his I.D. 3 corresponding with D.V. 3—as well of course, of being found at 3 points in Process 1 applicable. For safety's sake both 7 and 11 were played however. Notice how only 3 horses here have D.C. in their V.H.!

4th - DETROIT, MICHIGAN

June 13, 1946 — Monroe Purse

D.V. 4 - F.N.H. 1 - I.D. 3 - V.P. 9 (1-3-4-9)

EX. 8

1	FOUR-ORHS	6	SCH.				
2	HI BERT	6	6/2	1	6/2	8	<u>2ND</u>
3	QUEEN 3 FLASH	5	2/3	5	2/9	3	
4	RED-TORCH	2	5/3 <u>(X)</u> 3/6	8 ④ ①	5/3 3/9	2 6	<u>WON</u> \$68.00
5	TIGER 4 EXPRESS	④	2/④ 4/8	6 3	2/④ 4/9	5 8	
6	RISKHIRE	④	4/5 5/8	9 6	4/5 5/3	2 8	
7	WATCH 6 WORD	8	4/6 6/7	2 6	4/6 6/7	3 9	2a (H)
8	ALFANAY	3	6/5 8/2	1 6	7/3 8/9	5 2	
9	CRAZY 3 WHIRL	2	3/8 2/9	5 3	3/8 2/9	① 8	2A (a)
10	BLACK 2 DRAGON	9	8/5 1/6	6 2	9/① 1/3	5 6	3A (c)

NOTES: Even a hedging at Numerology should get this winner easily. There being no Exceptions, O.W.'s or Unit Force chances, we land squarely on No. 3 which is "S.F.F." found in Process 1 at 4 points (same as D.V. 4). Nothing else figured here. Note especially that the V.P. 9 was missing from the Process 1 applicable to horse No. 3, but it was found by extending the last figure in the pair (1) up 4 more points, thus bringing out the needed V.P. 9. Under Moran's rules, it would still be playable if the V.P. 9 had not been found. All chances of S.F.F., should therefore be tried for the missing R.F. figures, beyond the I.D. viz: the V.P. and D.V.P. THIS IS IMPORTANT, as these S.F.F. chances actually win more than half the playable races.

4th - DETROIT, MICHIGAN

June 13, 1946 — Bell Buzzer Purse

D.V. 5 - F.N.H. 9 - I.D. 2 - V.P. 1 (1-2-5-9)

EX. 9

1	RIVER 2 SCOTCH	5	OW (H)	5/1 1/3	2 6	5/1 1/8	9 3	<u>2ND</u>
2	HILCYON 8 AIR	8		8/2 2/5	6 1	8/2 2/3	9 5	
3	LITTLE 3 STING	3	U1a (X)	3/5 5/9	2 1	3/5 5/6	8 9	
4	MERRY 4 MARY	1	SCH.					
5	IMPERATOR	3	1a (X)	3/5 5/9	2 1	3/5 5/6	8 9	
6	PHOTO 8 LIGHT	1	2a (c)	1/6 6/5	2 8	1/6 6/9	3 5	
7	ETNOM 5	8		8/7 7/5	6 1	8/7 7/3	9 5	<u>3RD</u>
8	ELBEHAY	1		1/8 8/6	3 5	1/8 8/2	9 6	
9	REMBIRD	4	WON \$16.30	1/9 9/3	8 2	1/9 9/6	5 3	OW (c)

NOTES: The major considerations here are the O.W. chances in No. 1 and No. 9. Usually outright winners should be found at the same number of points as the V.H. or the D.V. No. 1 is out because 6 is not the horse's V.H. or the D.V. A special rule by Moran however, allows play on a horse, providing the No. H and V.H. occur in the exact order of the Ruling Figures—in this case horse's No. 9, coincides with F.N.H. 9 and his V.H. of 4 matches the V.P. 1/4. Therefore No. 9 is the only play.

GOOD GENERAL RULES WORTH REPEATING

1. Play only 8 starters or more.
2. Do not play if the last horse is scratched after you have made up your diagram for the race.
3. DON'T CHANGE THE PLAYS in any circumstances.

A Personal Note to Owners of

MOZAN'S RACING NUMEROLOGY

Several years ago the designer of these diagrams obtained a copy of this work for the first time.

Nearly Six Months passed before a full working knowledge of this unique Celestial method was developed from the book. Although the work is small and compact (100 or so pages) it covers in a practical way, never divulged before, a truly scientific study of the Cosmos actually applicable to horse races run all over the world!

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As previously stated, this method is *only* for the earnest student, the seeker for facts and the truth! It is not superstition—nor even completely applied Astrology, but a simple science of numbers, correctly applied to solve an age-old problem—i.e.; how to find winners in sporting events!

If you will believe what you see proven right before your eyes, have the time and confidence in yourself to master a few relatively simple fundamentals, you have some interesting and profitable days ahead of you! Anything worth while takes cash and courage both!



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