

USER MANUAL



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1. HOW THE TRACKING SYSTEM WORKS

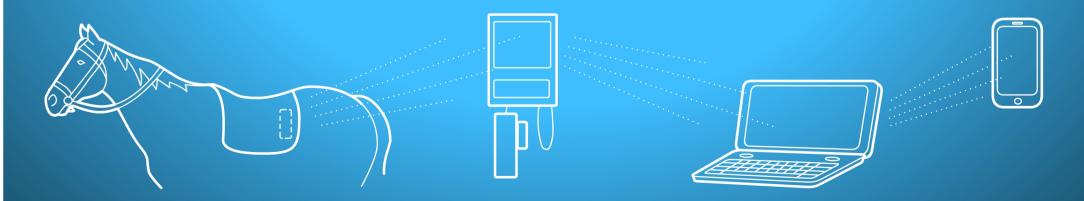
The Punter's Intelligence app is driven by the collection of data at NSW thoroughbred race tracks via the Swiss timing Positioning System, which uses a radio frequency system to collect key performance data from every horse in the race.

The horse tracking system utilises a transmitter placed in the rear of the saddlecloth. This transmitter sends data 50 times per second to a system of base stations positioned around the race course. The data is then collated in a centralised database to power the Punter's Intelligence App.

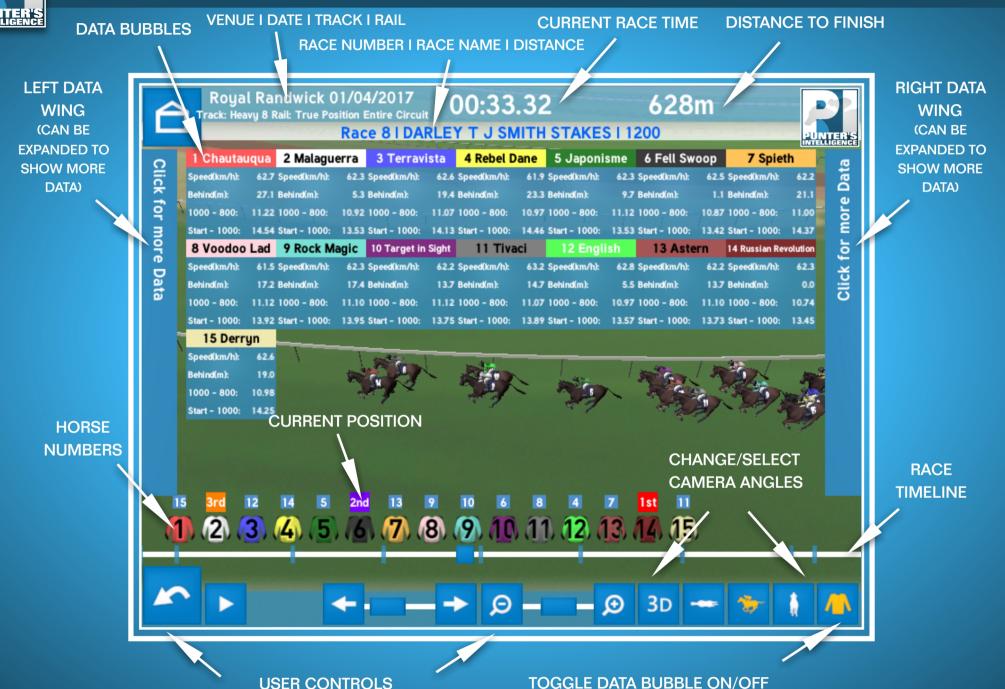
Data collected includes:

- Sectional & race times for every horse.
- · Positioning data for each horse.
- Distance travelled.
- Distance from the leader at any point in the race.
- Sectional times for every section of the race.
- Top speed and average speed over particular sections.

The system is not intended to replace official results, but to be an additional tool to better understand the performance of each horse.



2. FUNCTIONS



TOGGLE DATA BUBBLE ON/OFF

USER MANUAL PAGE 3



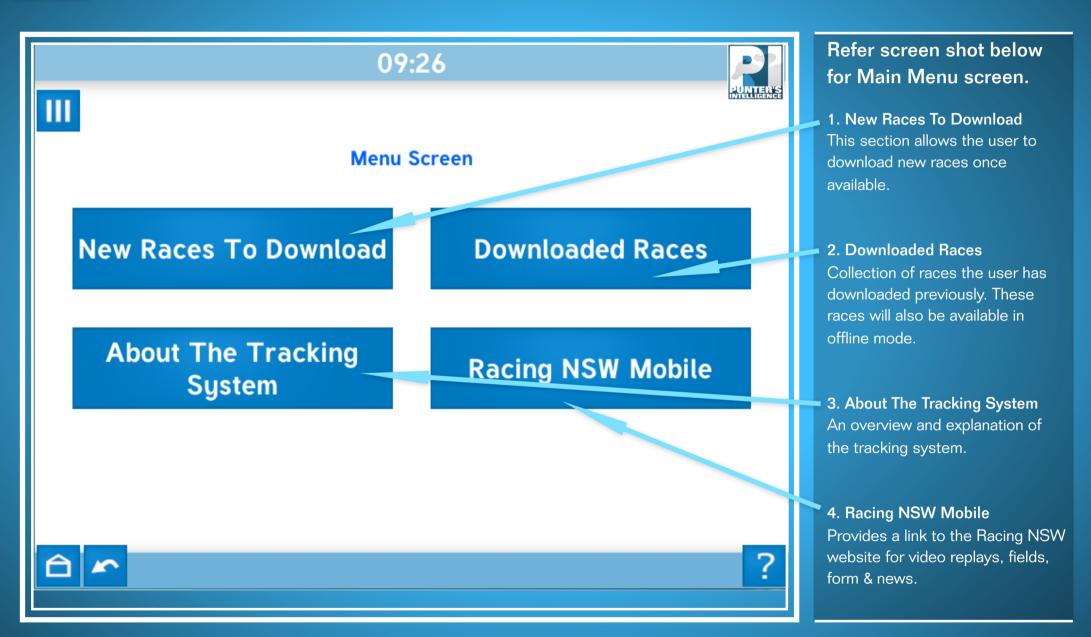
3. GLOSSARY

HORSE DATA VIEW			
SPEED	The present speed of the runner.		
TO FINISH	The distance to the finish post.		
BEHIND	The distance from the leader in metres.		
INTER	The cumulative time to the previous 200m section. (Note that this data updates each 200m).		
XXXXm	The time for the most recent 200m sectional. (The distance varies throughout the race.)		
XXXm	The time for the second most recent 200m sectional. (The distance varies throughout the race.)		

FINAL SCREEN INFORMATION PAGE			
FIELD TIMES	Breakdown of time recorded during race.		
RANK	Finishing order past the post.		
TAB	Saddlecloth number of runner.		
BARRIER	Starting/Gate position.		
TOP SPEED	Highest point of pace.		
FASTEST 200m	Fastest 200m sectional clocked.		
LAST 600m	Final 600m time for field.		



4. MAIN MENU





5. AVAILABLE RACES TO DOWNLOAD

Figure 3.1 - Month selection.

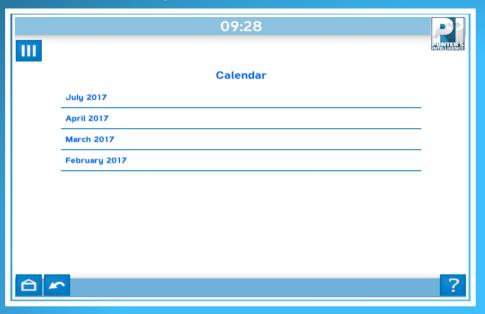
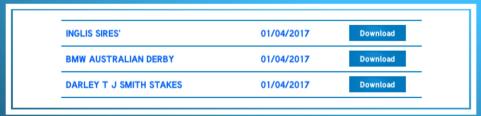


Figure 3.2 - Meeting list.



Figure 3.3 – Individual race selection.



To download a race, once inside the Available Races to Download screen, follow the below steps:

- 1. Click on the race month and relevant meeting. (Fig. 3.1)
- 2. Once a particular race meeting is open, (Fig. 3.2), select the race to download. (Fig.3.3)
- 3. Once the race has downloaded press on the replay button. The downloaded race will then also appear in the My Downloaded Races page.



6. MY DOWNLOADED RACES

Figure 3.1 – Month selection.

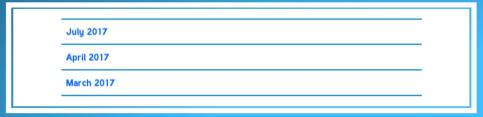


Figure 3.2 - Meeting list.



Figure 3.3 – Individual race selection.



To download a race once inside the Available Races to Download screen, follow the below steps:

- 1. Click on the race month and relevant meeting. (Fig. 3.1)
- 2. Once a particular race meeting is open, (Fig. 3.2), select the race to replay. (Fig.3.3)



7. BUTTONS

Once a particular race has been selected for replay, the set-out below is an explanation of the various information and controls available.



CONTROL ON SCREEN	ACTION WHEN SELECTED	CONTROL ON SCREEN	ACTION WHEN SELECTED
	Return to the home page.	3D	Select 2D/3D view of replay.
	Exits the race replay screen.		Select top down, (Helicopter style), view of replay.
	Starts the race replay, (Reverts to pause button when replay is running).		Select lateral camera angle of replay, (This is the default setting).
+	Changes the field of view during the race. Left is closer to leader, right is closer to the last horse.		Select behind the jockey view of the race.
₽ — ●	Zoom in and zoom out function for any camera angle.		Toggle on/off the full field information bubbles for all horses at once.



8. RACE TIMELINE



The Race Timeline feature includes points such as race start, recorded sectionals and finish. The timeline can be used by clicking or dragging the blue box through points to reach your desired point of time.

You can click or tap through to any point of the running of the race through the Race Timeline.

FINISH



9. ALL DATA VIEW



The All Data function provides the user with data for each runner while the race is being run.
The race replay will automatically show the data for all runners.

If not required the All Data function can be turned off by clicking the All Data button in the bottom right corner.

The All Data function can be reactivated by again clicking the All Data button.

Tap here to hide/show data bubbles.



10. INDIVIDUAL HORSE DATA VIEW



Other than the All-Data function, the individual horse data view allows users to highlight and view the individual data of up to four selected runners at once.

To select a runner and view individual data during the run, click the number of the desired horse(s) at the bottom of the screen. Click multiple numbers to select up to four runners.



11. RACE WINGS



On the left and right sides of the screen are Race Wings highlighting information about each horse at any point of the race.

These wings can be removed from view during the race replay by clicking on the respective data box, which will disappear to the side of screen. They can also be reinstated into view by clicking on the screen either at the top left and/or top right, depending on which box is desired.



12. LEFT RACE WING



On the top left of the screen is the 'Current Standing'. This displays in order from the leader at that point of the race, the position of each horse. Standard data shown is the order from the leader (1), horse number and horse name. Further, the right hand column provides various data for the race that can be rotated through by the user and viewed by clicking on the column header.

Behind – shows the distance in metres from the leader at that point of the race. The leader is displayed as 0.0 m, with the remainder of the field expressed in terms of distance from the leader.

For example: 0.0 m (leader) 1.9 m (second)

3.3 m (third)

Speed – the speed of each runner at that point in the race measured by kilometres per hour.

To Go – the distance remaining in the race from that point for each runner.



13. RIGHT RACE WING



The right race wing provides various data that can be rotated and viewed by clicking on the column header.

Section – displays for each horse the most recent 200m of the race that has been completed. The sections are set as neat 200m segments from the finish, 200m, 400m, 600m etc.

If a race is run over 1500m and horses have covered 1100m of the race, the 'section' time displayed will be the time for the 200m between 1400m and 1200m (being the most recently completed 200m section of the race).

Intermediate - displays for each horse overall time up until most recent 200m of the race that has been completed.

Note that where races are held at a distance that is not neatly divisible by 200m, the first section will be the distance from the start until a 200m segment. For instance with races at 1100m or 1500m, the first section will be 100m.



14. ZOOMING AND FIELD POSITION



Zooming

The user can zoom closer or further from the race view by clicking on the on-screen zoom buttons.

To zoom closer and enlarge the view, click on the zoom in button. To zoom further from and decrease the view, click the zoom out button.

The user can also zoom in and out by sliding the on-screen scroll bar between the buttons, either left to zoom out or right to zoom in.

Field Position

During the running of races, the horses may spread out across a long distance between the leader and tail end of the field. In many cases the field will spread to the width of the screen or further. The default view will be in the middle of the race field during the run of the race.

Users can shift the view to their desired part of the field by clicking left or right arrows.



15. DIFFERENT CAMERA ANGLE EXAMPLES - SIDE VIEW



The side view is the default starting camera angle for all races. This view allows the user to effectively gauge placings and data throughout the replay.



15. DIFFERENT CAMERA ANGLE EXAMPLES - TOP VIEW



Top View offers a bird's eye of view of the race.
This angle offers a full field view and can be used to ensure nothing is missed throughout the race.



15. DIFFERENT CAMERA ANGLE EXAMPLES - BEHIND VIEW



The Behind angle offers a full field view throughout the race.

This view is useful to explore a horse running from their point of view. Intangibles such as cover, being caught wide and running into "traffic" are apparent in Behind View.



15. DIFFERENT CAMERA ANGLE EXAMPLES -

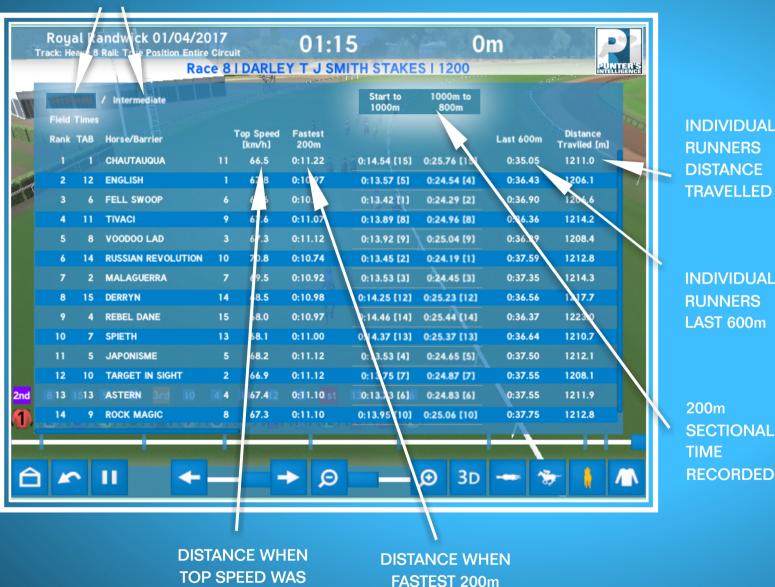
2D VIEW



Two Dimensional View is always shown from a top view and is a unique angle to perceive data throughout the race.

16. FINAL SCREEN INFORMATION PAGE - SECTIONALS

TOGGLE BETWEEN SECTIONALS & INTERMEDIATE



RECORDED

At the end of the race, a final screen will appear showing the race results and allowing the user to view all relevant data from the race for each horse.

INDIVIDUAL RUNNERS LAST 600m

SECTIONAL RECORDED

FASTEST 200m **RECORDED**

17. FINAL SCREEN INFORMATION PAGE - INTERMEDIATE 200m SECTIONAL TIME **INDIVIDUAL RUNNERS TOGGLE BETWEEN RECORDED** LAST 600m **SECTIONALS & INTERMEDIATE** andwick 01/04/2017 01:15 0_m 8 Rail: The Position Entire Circuit **INDIVIDUAL** At the end of the race, a 11200 Race 8 | DARLEY T J SMITH STAKE **RUNNERS** final screen will appear 1000m to Intermediate DISTANCE showing the race results **TRAVELLED** Field Times Distance Horse/Barrier and allowing the user to Rank TAB Traviled [m] 1211.0 CHAUTAUQUA 0:11.22 0:35.05 0:25.76 [15] view all relevant data from 0:10 97 0:13.57 [5] **ENGLISH** 0:24.54 0:36.43 1206.1 the race for each horse. 0:13.42 [1] 0:36.76 FELL SWOOP 0:10 0:24.29 [2] 1206.6 0:13.89 [8] 4.96 [8] 1214.2 0:11.07 TIVACI 0:36.36 **INTERMEDIATE** 0:11.12 0:13.92 [9] 0:36.29 VOODOO LAD 0:25.34 [9] 1208.4 TIME 0:24.19 **RUSSIAN REVOLUTION** 10 0:10.74 0:13.45 [2] 0:37.59 1212.8 **RECORDED** 0:24.45 [3] 9.5 **MALAGUERRA** 0:10.92 0:13.53 [3] 0:37.35 1214.3 8.5 0:10.98 0:14.25 [12] 0.36.56 1217.7 0:25.23 [12] REBEL DANE 8.0 0:10.97 :14.46 [14] 0:25.44 [14] 0:36.3 1223.0 68.1 0:11.00 0:36.64 0 4.37 [13] 0:25.37 [13] 1210.7 SPIETH 68.2 0:11.12 0: 3.53 [4] 0:24.65 [5] 0:37.50 1212.1 **JAPONISME** 66.9 0:11.12 0:24.87 [7] 0:37.55 1208. TARGET IN SIGHT 0:13 75 [7] 67.4 0:11.10 s 0:24.83 [6] 0:37.55 1211.9 **ROCK MAGIC** 67.3 0:11.10 [10] 0:25.06 [10] 0:37.75 1212.8 3D Θ 0 **INTERMEDIATE RANKING**

DISTANCE WHEN

FASTEST 200m

RECORDED

DISTANCE WHEN

TOP SPEED WAS

RECORDED