Benjamin Street Presents

27 FREE Betting Systems

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Thank you for purchasing this practical guide on horseracing betting. The author has attempted to provide state of the art information and a proven betting system that you can try and use in your betting efforts. Horseracing betting is always risky and uncertain. This eBook can act as a good guide and a helping tool to assist you in your betting journey. However, the author has provided this guide as an informational guide only and the author will not be held responsible for any loss arising from the methods promoted and as such there are no guarantees of any financial gain or avoidance of loss by following this guide. I recommend you to read this book and understand the inherent risks associated with horseracing betting.

This collection of 27 systems for betting was compiled by the submissions of the actual users and bettors of these systems.

No specific claims are made as to the success or otherwise of the methods detailed, but they are published here in the belief that the systems will help backers to take on their future betting with far greater hopes of success than they have had previously.

Whether you back low prices or long shots, you are going to find something of great value within the next pages of this report.

If you are serious about this game of betting or are just in it for a bit of fun, these systems can transform your betting into something more than a merry-go-round of profit/loss or mere entertainment.

So without further ado, here are the systems as sent in by fellow bettors.

System Number 1

1st   We only bet in small fields of 7 or less runners 95% of the time

2nd   We only back the 3rd fav and only if it is clear 3rd fav

e.g.   fav is 4/5   2nd fav is 2/1   3rd fav is 5/1   next e.g. 12/1 clear3rd fav long as it is 4/1 or bigger and most are indeed bigger!!

Note: there are odd races where there are more than 7 runners but only when the race looks like a 5-6-7 runner race and outsiders in the betting are 33/1 plus.

Don't worry if the fav is 2/5 or1/3 etc as that type of race is often where we get good results from!!

Now as I already said we only need one winner from 7 bets to show a profit so here is an example of a typical staking plan: £40 starting bank

Stake	Spent so far	Odds at least	Win	Profit made
£3	£3	4/1	£15	£12
£3	£6	4/1	£15	£9
£4	£10	4/1	£20	£10
£5	£15	4/1	£25	£10
£7	£22	4/1	£35	£13
£8	£30	4/1	£40	£10
£10	£40	4/1	£50	£10

Obviously some of the winners are a lot more than 4/1 so the profits are going to be much higher than shown here!!!!

This is a staking plan for 7 bets and a bank of just £40 you could have a much larger bank or you could make it so you have 8 bets or even as i have done make one with 10 bets but your profits will be smaller

One winner in 10 bets does make it easier to have constant profits coming in and your bank WILL grow!!!

Some days there will not be any bets but that's very rare, other days there might be several so use your staking plan and don't waver from it. On the occasion where you have a bad run and all 7 bets lose, don't panic put it behind you it's only £40 anyway and start again with the next 7 bets.

The winnings by far outweigh your losses.

System Number 2

Here's a system, I find works well, particularly on Saturdays.

List all 8 and 9 Runner races. No conditions.

Back 4th Rank to win.

That's it. Needs close monitoring close to start, but can also be used with a bot such as Grey Horse Bot.

That's it. At times, very lucrative, as odds usually double figure.

System Number 3

I am in the USA and focus on USA racing.....so this little system is for that market. I use it a lot to identify top 3 qualifiers for win-place bets and exacta bets.

SPRINT RACES ONLY

Fast track or firm turf only

No 2yo races

1. Locate each horse LAST race Beyer figure (speed figure ...timeform)

2. locate each horse best Beyer of the last 4 races

look for any horse that has a speed figure that is higher than any other horses last speed figure

Example

Horse	Last Beyer (speed fig)	Best of last 4
1	80	82
2	60	84

3	79	79
4	81	81
5	73	78
6	77	86
7	83	83
8	79	79

In this example the number 6 horse has the highest figure of the last 4 races and it's higher than any horse's last race figure.

Set aside the 6 for further evaluation with the 6 horse taken out of the chart the 2 horse becomes your next selection and with the 2 out the 7 becomes the next selection.

So far from the chart we have in order   6-2-7.

Eliminate any horse going up in class from last race.

Eliminate any horse that has not raced in over 60 days.

Play accordingly...

i.e.   if the 2 was eliminated because of one of the elimination rules the order

would be 6-7 and the 2 can be used underneath in exactas the key would be the highest remaining qualifier ....win -place bet according to odds

Note: the Beyer speed figure that is used to qualify MUST come from the same surface..That is dirt for dirt races and turf for turf. The number is considered much more solid if it's the same distance or close. NEVER use sloppy track races for evaluation.

This method can give you favourites and all the way to 10 or 12-1 with a high strike rate.

System Number 4

1.   All races 8 to 13 runners.

2.   Principal meeting first.

3.   Must be spot horse, first three in betting, winner last time out and forecast 2/1 or more.

System Number 5

Check out the betting forecast of your daily paper, and back the two horses that are forecast to come second and fourth.

Always bet on the principal race (the one with the highest prize money paid) if you are only going to bet on one race per day, but if this is the case, ALWAYS bet on the principle race, and always use level stakes.

DO NOT USE PLACE A BET IF THERE ARE LESS THAN 7 RUNNERS.

System Number 6

With this system, you are looking to double you chances of getting a winner with a double bet. This is a three-phase investment system and is a different method of staking.

Place a bet on the favourite in the first race If this horse wins then repeat this the next day, using a similar stake. Betting continues at one level point as long as the first race horse wins.

However, if a horse you have bet on loses, two points are staked, but not on the one favourite. One point goes on the first race favourite and one on the second race favourite. If you do not make a profit from this, then on the next day, bet one point on the favourite in the first, second and third races.

Using this method, your chances of getting a winner are doubled, and you stand the chance to gain back your lost point. However, you also get the chance of having two winners. If you go for the triple bet, you stand the chance of backing either two or three winners and triple your chances.

System Number 7

A simple system!!!

Study the event and choose two races, and three horses in each race.

Name the three horses in the first race as A, B, C and the horses in the second race as D, E, F.

Then combine them as follows: A-D, A-E, A-F, B-D, B-E, B-F, C-D, C-E, C-F.

EASY!!

System Number 8

This is my favourite system, betting in only one meeting per day.

•   Check out the horses that are running and look into the last time that they ran.

•   Select those that came second or third previously and then choose the one carrying the MOST weight and the one carrying the LEAST weight.

•   Back the one out of the these two horses that ran most recently, but only if there is another horse in the race that one in his last race and is carrying LESS weight that any of those in your chosen seconds and thirds.

- If your other previous winners are carrying less weight than the top weight of your seconds or thirds, this does not matter, and long as ONE previous winner weighs equal or more.

- If two or more horses weigh the same, choose the one with the most recent placing.

- If this still ties, then choose and second over a third.

- Do not place a bet if this is still a tie at this point.

System Number 9

1 - Check out all winners that run in the same week and back them

2 - Back all horses that came second, but which have been beaten by a head or a neck and run in the same week

3 - Back all horses that came third in the same week, but which started out as first or second favourites.

If clashes occur, always given preference to the firsts over the seconds, seconds over the thirds.

Staking method:

Write down the figures 2, 4, and 6. Add together the first number and last number (2 and 6) and the number this makes (8) is your first stake.

Should this lose, add this number to your list, therefore, 2, 4, 6, 8. Again, add the first and last numbers together (2 plus the 8, equalling 10).

10 is your next stake. If this loses, continue this system. However, if you get a win, cross out the first and last numbers, (i.e., 2 and 10) and add together the remaining two end figures (now 4 and 8) and this is your next stake.

When you are eventually left with only one figure, invest it. If it wins, cross the figure out and start over again. If the horse loses, add the next higher figure and continue as above

System Number 10

Simple Single rule!!!

In every race, bet on the horse that came second in their last race, but as long as they are running over the same distance that they ran last time.

If there are two or more horses in the same race that meet your criteria, and then give preference to the one that finished nearer the winner. Otherwise, the one weighing the least should be backed.

System Number 11

1.   Check out the races in the morning paper.

2.   Only look at 5 furlong races, regardless of horse ages.

3.   Your first choice of horse is one that was the highest weighted winner in its last race.

4.   If there are no runners that won previously, the choose the highest-weighted second, failing that, the highest-weighted third.

NEVER BACK MORE THAN ONE HORSE PER RACE WITH THIS METHOD. A race is void if two horses one, or were placed previously and are the same weight.

System Number 12

In the first race of the day at the meeting with the richest races, bet as follows:

£1 on first favourite today & £1 on second favourite tomorrow

£1 double on first favourite today & £1 on second favourite tomorrow

£1 double second favourite today & £1 on first favourite tomorrow

£1 double second favourite today & £1 on second favourite tomorrow

System Number 13

This system is set for different times of the year:

Up to the 1st August - back the favourite in the 4th race of the day

From August to November - back the favourite in the last race of the day

During November - back the second favourite in the last race of the day

Jumping season - for the first month, back the favourite, after the first month, back the second favourite.

If more than one meeting, choose the meeting first named in your sporting newspaper for that day.

System Number 14

Keep an eye on the horse history, and when you see a horse that has run 10 times without winning, and it is still in the same stable, place a small bet on it every time you know it is running.

If there is more than one in each race, then back them all.

After each failure, increase your bet slightly.

You can afford to do this as you have already missed out on ten lost races.

System Number 15

Either on the flat or National Hunt I like to back favourites and I stick to races 1, 2, 5 and 6.

I've always found the middle two races worse for this system which is basically going on the assumption that there will be 2 winning favourites on average at each meeting.

I link up my races in doubles like this:

1-2

1-5

1-6

2-5

2-6

5-6

This works for me more often than not and I'm always showing a profit from doing doubles my way.

System Number 16

My system is based on certain form figures.

Here are the rules:

•   The horse must have won or come second last time out or won the time before that.

•   These are the form figures I'm interested in – 1, 10, 14, 13, 12, 11, 02, 12, 22, 32, 42 but ONLY the last two form figures are looked at.

•   If there is more than one per race then the first from the top of my list is the selection

System Number 17

For long priced winners I pick out horses in handicaps that have form figures like 004, 003, 002.

These horses which have been raced regularly and then get placed, often win in their next race.

If there are a few to choose from, pick the ones that are ridden by good jockeys and are a good price in the betting forecast.

This simple system often brings me a good priced winner.

System Number 18

Looking at a day's programme, select the NON-handicap race, with the smallest field. HOWEVER, the main rule here is that there must be six or more runners, and the forecast favourite is odds AGAINST.

This system bets two points on the first favourite, and one point on the second favourite. If two non-handicap races are found with similar sized fields, and the favourites are both odds against, it is advised to bet in the race with the highest priced favourite.

Using this system, a winning favourite above 1-2 will show a profit, even a small one.

System Number 19

This system works for backing. You can choose any two races in a day, as long as we stick to those two races every day, for example, the first, and second to last. Same two races, every time.

When the race is a non-handicap, the bet is as follows: one point to win on the un-named favourite, and one on the forecast favourite.

When the race is a handicap race, the bet is as follows: one point to win on the forecast second favourite, and one point to win on the forecast third favourite.

System Number 20

If you are a regular doubles backer, then this is a great system for you. How many times have you bet on two horses for a double, but one gets beaten by a head? Yet the horse that you hesitated over choosing actually wins?

If you had bet on this horse instead then you would've completed the double, right? Well here is an answer to your problem.

Let us consider the two horses you have picked in, for example, Races 2 and 4, and call them A and B. We also need to choose an alternative horse to A (which we will call C) and an alternative to B (which we will call D). This gives us two alternatives to our original doubles bet, offering us three doubles.

Add to the fact that they could ALL win, this makes for a very interesting bet.

Races		
1		
2	A	A
3		
4	B	B

5	C
6	D

System Number 21

Here we have a system usually more preferred by the professional bettor, but which is more than suitable for the casual bettor to implement.

For starters, choose three horses, from three different races (one per race) and sort them into ascending order of priority (i.e. first horse quoted at 3-1, second at 5-1, third at 6-1).

The aim is to back these horses in a way that even if only one wins, we are still clear and have covered ALL bets. To do this we will place bets of 5, 4 and 3 points (value of your choosing) for a total outlay of 12 points. If our first horse wins, we pick up 20 points, the second horse would pick up 24 points, the third horse 21 points. If they all won, we have a total of 65 points!

Chances of finding a winner are high, but two or three are also possible.

System Number 22

For us to specify 'form' in a dog, we need to look at different factors: 1 – their ability to win, 2 – consistency, and 3 – how much better they are than the other dogs.

So let us see a way for us to sort these dogs. By looking at previous racing form of the racing dogs, we can allocate a point-scoring system to work out the two top dogs:

Allocate TWO POINTS for a win in the past four outings

ONE POINT for a second

ONE POINT for every winning length (full length, not fractions of a length) – only applied to a winning dog

From this point allocating system we shall be able to identify the two best form dogs. An example is below:

ROBERTO'S WAY: 3rd, 2nd, 2nd, 2nd – **5 points**

ROUND THE BEND: 6th, 4th, 5th, 4th – **0 points**

LEMON & LIME: 3rd, 4th, 3rd, 1st (3.5 lengths) – **7 points**

FATAL FLAW: 3rd, 3rd, 1st (2 lengths), 4th – **6 points**

GONE WITH THE WIND: 5th, 4th, 2nd, 4th – **1 point**

ARISTOCAT: 2nd, 2nd, 6th, 4th - **2 points**

As you can see, Lemon & Lime and Fatal Flaw are our best form dogs.

System Number 23

This is a simple system that offers you winners at a vast majority of races, at only four points a race. It is effective at any track where there are 6 dogs per race, and you will be pleasantly surprised by the results.

It follows the following rules:

1) Where the favourite is odds-on shortly before the start of the race, back the two dogs at the longest odds. On the dog at the shorter price, bet 1 point to win, and 2 points for a place. For the 2nd dog, bet 1 point to place.

2) Where the favourite is at 11-10 to 15-8 inclusive, back the favourite to win, staking 2 points. On the second favourite we stake 1 point, and we stake one point on the outside for a place.

3) Where the favourite is at 2-1 or more, back the two middle dogs in the betting for 1 point each, and the two outsiders for a place for 1 point each.

System Number 24

If you are a 'safety first' kind of backer, then you may look in the daily paper for the lowest priced horses in the betting forecast. But have you considered using a different staking plan?

The stakes are: 1, 2 and 3 points. The 1 point is used for handicaps, 2 points for the non-handicaps, and the 3 points are for the non-handicaps that are the last race on the card. This plan does not follow winning or losing runs with increasing, level or decreasing stakes.

This simple plan ensures that the best stakes are generally on the winners, while the lower stakes are on those less likely to win. A simple but effective system.

System Number 25

This is similar is style to the 'Seeing Double System', but this deals with trebles.

Let us assume that you have chosen your three horses, named A, B and C, and they are from races 1, 3 and 5.

Of course, it is possible that all three will win, but also possible that a loser will let the bet down.

So we need to ensure that we have alternatives to A, B and C to cover ourselves and give us that extra chance that our treble will succeed.

We shall retain all three horses in one treble, but will drop each horse in order from three extra trebles.

Horses D, E and F represent our extra horses that are our alternatives:

Races			
1	A	A	A
2			F
3	B	B	B
4		E	
5	C		C	C
6		D	

As you can see, in each combination, two out of the three original horses are maintained in the treble, but an extra horse is introduced three times to provide cover should one horse fail.

System Number 26

This system offers a method for backing dogs on level stakes – with not more than one unit per stake and a bet in every race after the first.

First of all, DO NOT bet on the first race. Instead, note the win and the place traps (for example, 3 and 2). Trap number 2 (the place trap) is the constant for the next seven races.

The win-trap is determined by adding one to the first races winning trap number (except when it is 6). Therefore, the bet we would place using the above examples would be traps 4 and 2.

For the next race, we repeat the same method, adding 1 to the winning trap number for our bet, but keeping 2 as the constant.

There is, however, a second rule to this system. On those occasions where the addition of 1 to the win-trap number gives the same number for both the win AND the place, there is no bet and we ignore this race. In the case of 6 being the winner, we subtract 1.

System Number 27

Our last system is one that can be used for those times when you just want a big hit! It uses a large number of points, but of course you can determine how much each point is worth. And when it wins, it can win BIG!

Go through your greyhound programme, taking note of expert selections, form, time, any information that you can get. We want six dogs during the day.Once we have located them, back them in 20 trebles, and 15 four-dog accumulators.

On paper, this looks massive, and it is! But imagine if ALL six dogs win? If, for example, each treble brings in ten points, and each accumulator brings in 15 points, which is 425 points!

Of course though, all the dogs may not win. But even then, with five winners we would see a return of 125 points, with four winners we would see a return of 55 units.

As mentioned, how much you value each point is your choice, but this has the potential to be huge!