

Racehorse Simulators

A racing certainty

The only sure thing in racing is, the more you practice the better you become



Interactive Racehorse Simulator Mk9
Racehorse Simulator Mk1



Interactive Racehorse Simulator Mk9

The world's first racing simulator designed to practice the art of race riding

This new interactive model has been totally redesigned to give a more realistic action.

The simulator contains a series of sensors providing instant feedback.

The simulation can react in more than 40,000 ways for every race a jockey chooses to ride.

A computerised screen allows the monitoring of progress through the field from starting stalls to finishing line.

Top professional jockey Alan Munro, who has used simulators through his career to develop strength and finishing techniques, has already trialled the new model. He said:

"It's fantastic to ride. It tests your balance, strength and fitness and reacts extremely closely to a real horse in a race situation."



Ex jockey and racing commentator Peter Scudamore told Racewood they needed to invent something that got inside a jockey's mind and helped prepare them for the emotionally charged atmosphere of a race and the anxiety created in race conditions.

We have built plenty of mechanical horses for fitness, but there are none that examine how a tactically aware rider can influence a race's outcome, which is what sets this version apart from anything else that's gone before.

This fabulous machine features:

- Correct place rear whipping sensors (excessive frequency slows the horse down).
- Incorrect rear whipping sensors (slows the horse down).
- Excessive force rear whipping sensors (slows the horse down).
- Shoulder whipping sensors (excessive frequency slows the horse down).
- Speed control on the neck sensors (up and down).
- Bit sensor (slows or stops horse).
- Balance sensors (slows the horse down).
- Saddle sensor (slows the horse down).
- Steering sensors.

Enabling Jockeys to:

- Practice race strategies.
- Practice all the necessary technical riding skills.
- Recover from injuries with safe, programmable routines.
- Increase fitness, strength and stamina.
- Train in all weathers at any time.
- Video their action and play back for analysis in the classroom environment.
- Practice effective use of the whip.
- Practice good balance while riding.
- Practice navigating through the field.
- Practice effective contact through the bit.
- Practice riding unfamiliar racecourses and distances.

RACEWOOD SIMULATORS

What our satisfied clients say

"At first we were sceptical and thought it might have been a novelty piece of equipment. After assessing it, we found it provided a new, invaluable environment for specialist training, as well as being great fun!"

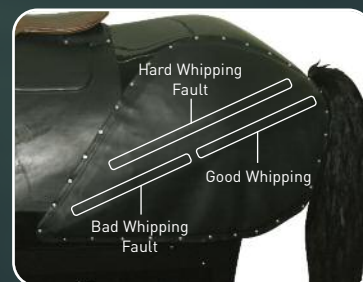
The Northern Racing College, Doncaster and 'The British Racing School', Newmarket

"It is the most useful piece of equipment – it's safe, you can practice at will without any danger, for both (the) experienced and inexperienced jockeys".

*R.A.C.E. Director
The Curragh, Ireland*



Speed Sensors



Whipping Sensors



Balance Sensors



Balance Sensitivity Adjustment



The interactive Racehorse Simulator MK9 demonstration.



What the rider sees.

Racewood's **interactive** Racehorse Simulator MK9 is the **ultimate Training Technology, essential for all jockeys!**

Race Simulation

The object of the race simulation is to achieve the best possible result for your horse.

To maximise your chances of achieving this, you must ride and control your horse without incurring any penalties. Any riding faults, whip, balance, running into the back of another horse, (clipping heels), for instance, will result in a loss of energy. You will, in other words, have less horse under you.

Assuming that you do not incur any penalties, you will have a horse that will, potentially, finish in a particular position.

To find out your expected finishing position, as defined by the simulation, run through the race programme to the end screen.

Then run the same race again.

In certain circumstances, you, as the jockey, can improve on your expected finishing position.

This can be done by taking advantage of the horses preferred style of running.

For example, if you are on a confirmed front runner and

you are aware that your expected finishing position is 3rd, then it is possible to slow the race down from the front.

Given that you are on the only front runner and that the other horses will run to their own preferred style of running, you might be able to slow the race down, dictate the pace, and be able to control the race from the front.

When the action starts in earnest you will have more horse under you than you would have in a true run race. You might even win!

No two races ever turn out exactly the same, even if all the conditions are identical. This is because all the other runners are trying to achieve the best possible placing. By employing any tactical move that can be performed legally, they are seeking to improve their own chances.

Given this interaction between all the horses, it is apparent that the jockey may, by having worked out a race plan and by being tactically aware, be able to give any horse a positive ride.

On Screen Analysis



On screen display of:

- Race time
- Furlong times
- Aerial view of horses
- Energy
- Effort
- Speed
- Left and right rein
- Bit pressure
- Balance left and right
- Whipping



Race Analysis includes:

- Achieved position
- Expected position
- Race Time
- All furlong times
- Position in race at each furlong marker
- Graph of effort, speed and energy throughout the race

Faults highlighted while riding are:

- Whipping
- Bouncing on the horses back
- Illegal moves
- Balance

Racehorse Simulators

“Better for training than the real thing!”

Purchase Options

Interactive Racehorse Simulator Mk9

The new model has been designed to assess and improve a jockey's riding technique, whether that's being able to shorten the reins, keeping the horse balanced or using the whip correctly and in rhythm with the horse's stride.

The new Simulator requires the jockey to take into account a whole range of factors such as ground conditions and style of running before the off.

It can also assess a riders ability to formulate a race plan.

The Simulation can heighten a rider's tactical awareness. Decisions taken as the race unfolds can materially affect the result. Making the right move at the right time can make the difference between winning and losing.

Racehorse Simulator Mk1

If you wish to choose a simpler and less expensive option, we can provide the Racehorse Simulator MK1. It will stay at a full gallop as long as you have the lungs and legs to ride it. Speed is controlled by push buttons on the side of the horse. Its robust construction of a realistic fibreglass body shell and steel framework means it will withstand any punishment you could possibly inflict upon it.



Jockey Alan Munro, who rose to fame in 1990 after training on Racewood's first ever simulator, says:

“The original was built as a race finisher but this takes things to a whole new level. This is a full race simulation so it's the complete package – from start to finish. This one really is as good as it gets when it comes to a whole race.”

Maintenance

Racewood Simulators have been in action for nearly 2 decades. Powered by a maintenance free 1.5kW motor that plugs into a British 13 amp domestic socket or any 220/260-volt 50/60Hz supply.

Warranty

These machines are covered by a worldwide one-year warranty. We can also offer annual service contacts if required.

Hiring

These machines are great fun, if you have ever wondered what it is like to ride a racehorse, then this is one way to find out. They are often used as promotional crowd pullers at shows and events. Hire one for private events and parties, giving your guests the ride of their lives.

FACT FILE:

Making Horses since 1980

PROGENY:

First Racehorse Simulator 1990 – Trotting Simulator 1995
Cantering Simulator 1995 – Advanced Racehorse Simulators 1996 – Polo Pony Simulator 2000
Riding Simulator 2005 – The Ridemaster Pro 2006
Interactive Racehorse Simulator MK9 2007

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