

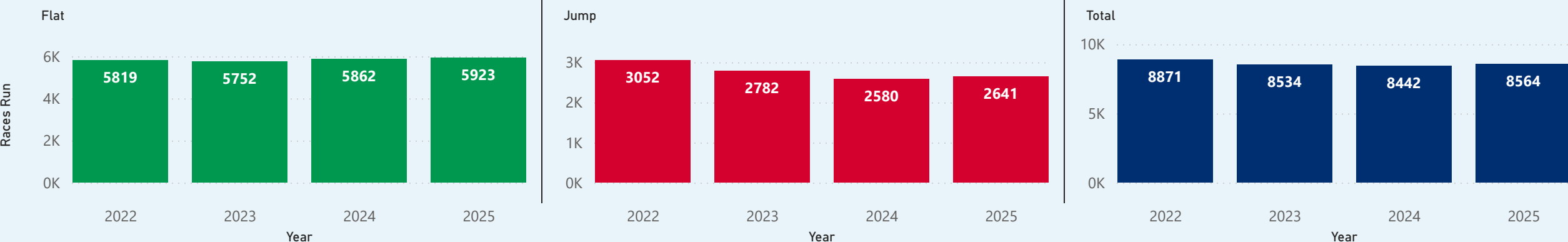
# British Racing - Monthly Data Pack



Year to Date is up to 31 October in each Year.

## Competitiveness and Race Volume

Year to Date Races Run

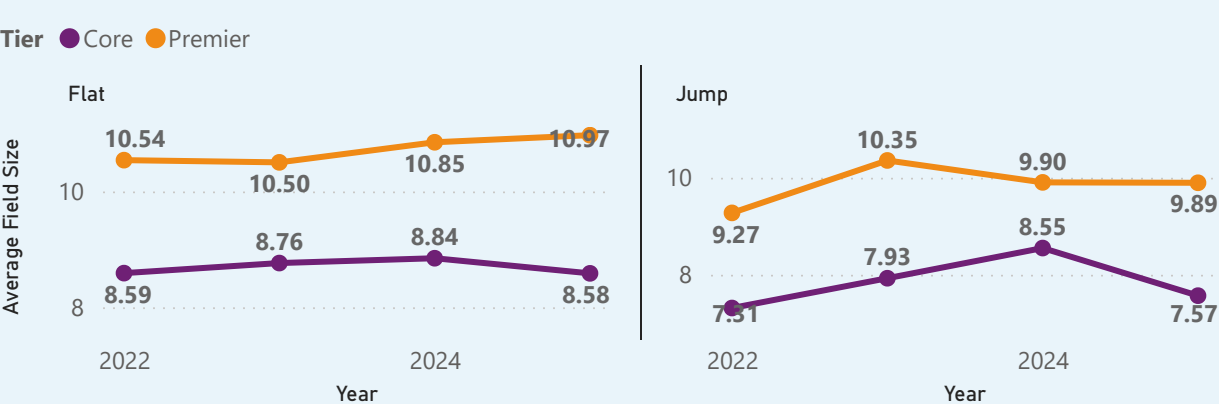


Year to Date Fixtures Programmed, Additional and Abandoned

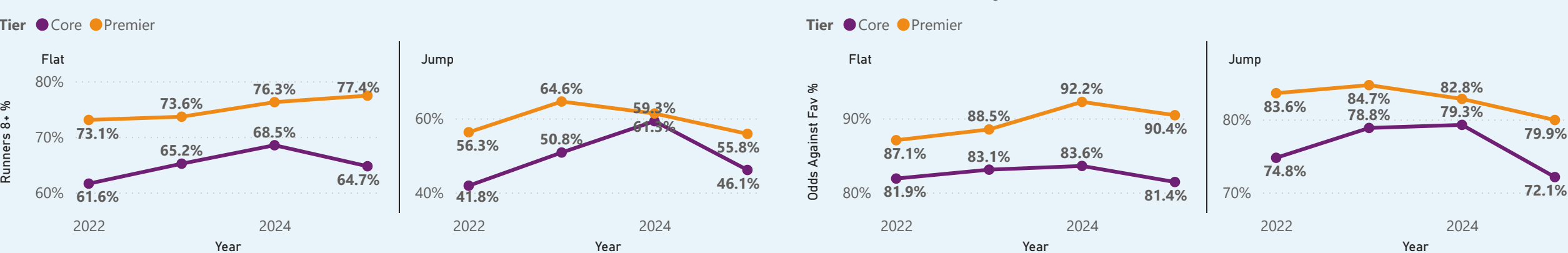
'Mixed' Fixtures Recoded as 'Flat'

Fixt Type	Flat				Jump				Total			
Year	Prog	Aband	Add	Run	Prog	Aband	Add	Run	Prog	Aband	Add	Run
2022	836	35	22	823	444	11	4	437	1281	46	25	1260
2023	833	23	13	823	437	43	9	403	1271	66	21	1226
2024	828	14	10	824	422	52	9	379	1251	66	18	1203
2025	824	7	6	823	417	33	9	393	1242	40	14	1216

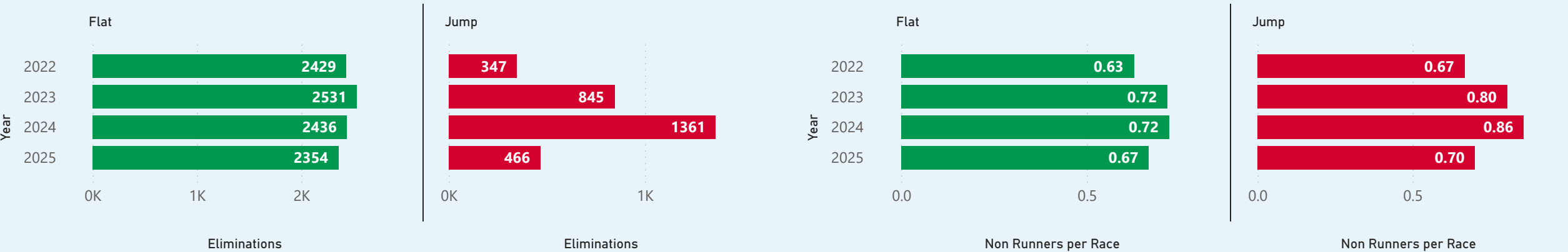
Year to Date Average Field Size



Year to Date 8+ Runners %

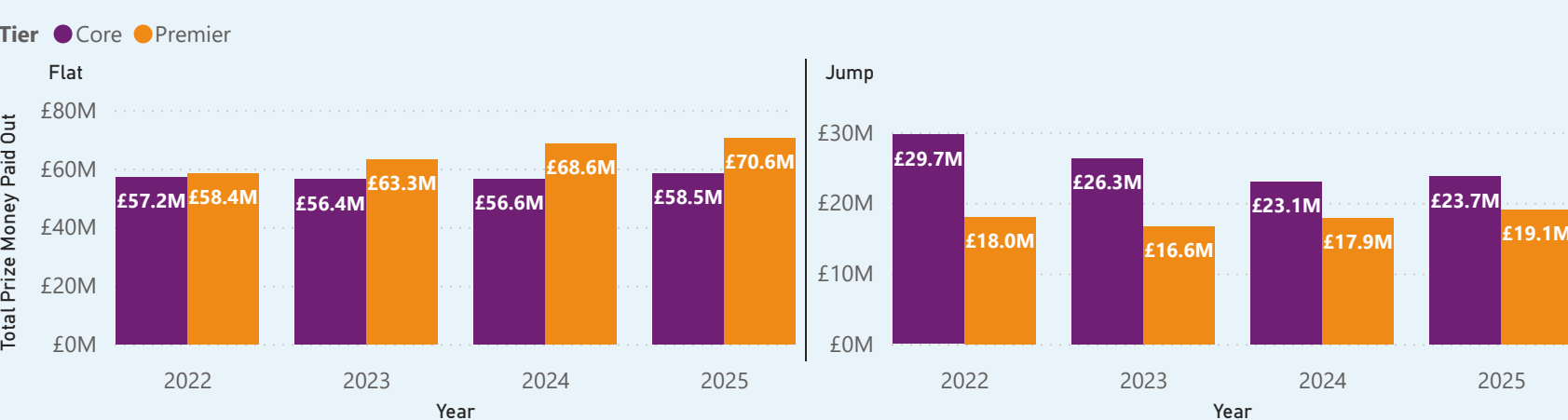


Year to Date Count of Eliminations



## Prize Money

Year to Date Total Prize Money Paid Out



Year to Date Total Prize Money Paid Out

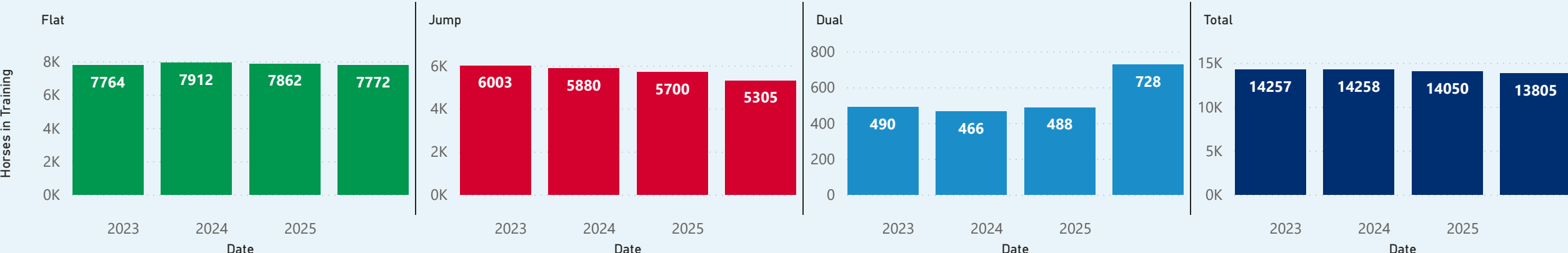
Shown by Tier and versus Previous Year

Year	Core	Premier	Total
2022	£86.83m	£76.38m	£163.21m
2023	£82.68m (-4.8%)	£79.92m (+4.6%)	£162.60m (-0.4%)
2024	£79.65m (-3.7%)	£86.47m (+8.2%)	£166.12m (+2.2%)
2025	£82.22m (+3.2%)	£89.67m (+3.7%)	£171.89m (+3.5%)

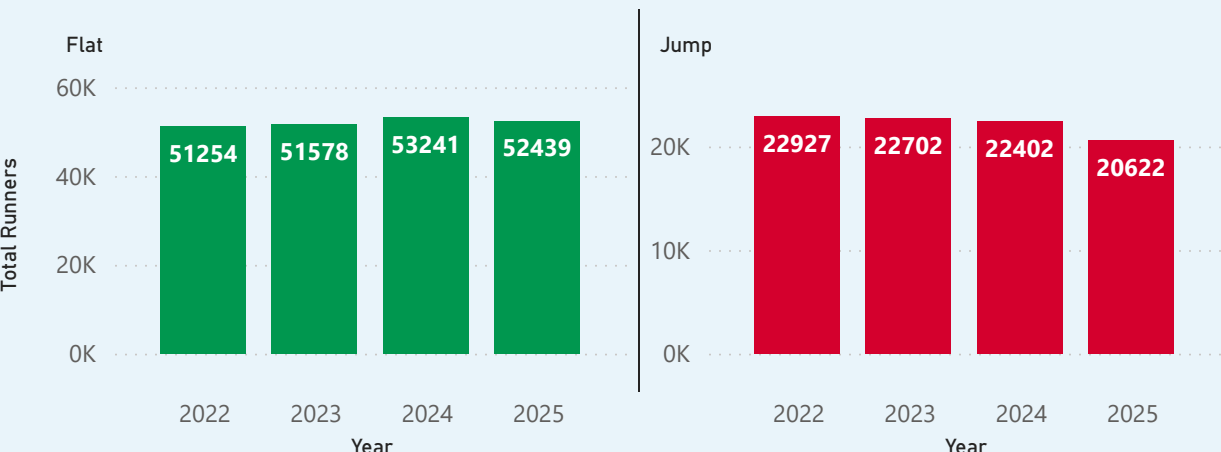
## Horse Population

Horses in Training Snapshot

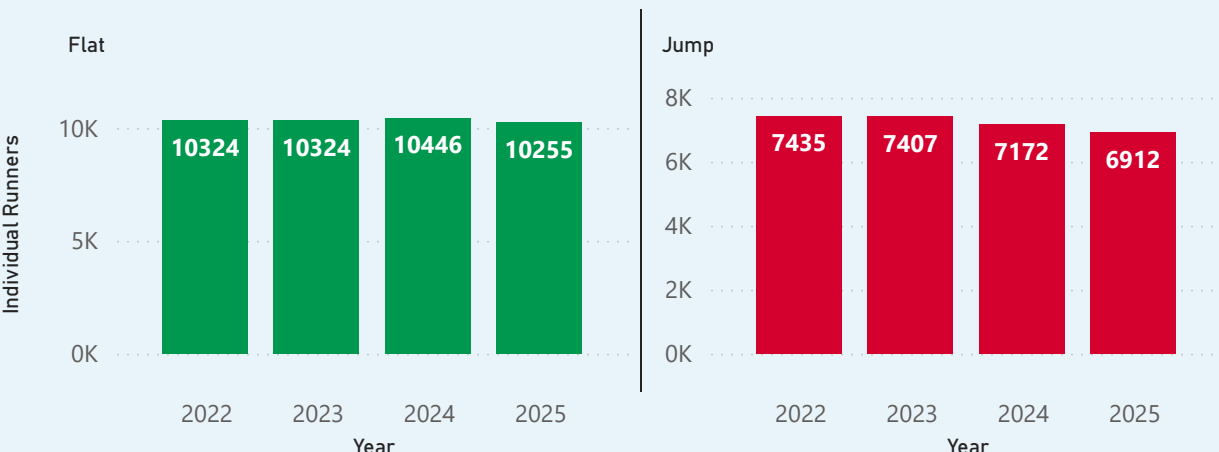
Taken as a Snapshot on 31 October of Each Year



Year to Date Total Runners

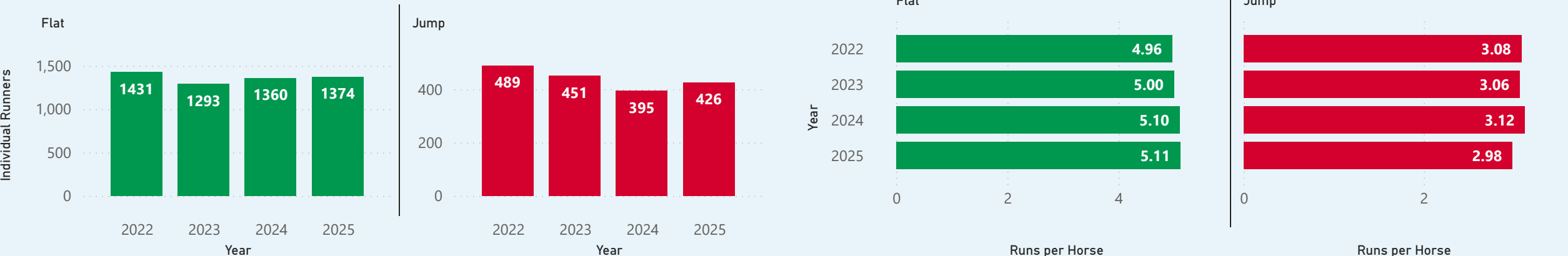


Year to Date Individual Runners

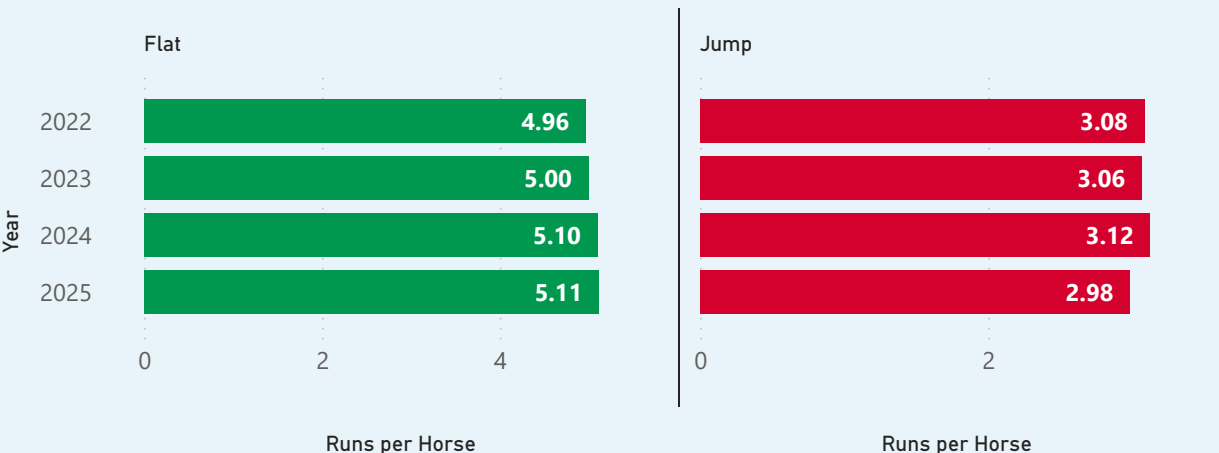


Year to Date 'Quality' Individual Runners

Individual Horses that have achieved a BHA Performance Figure of 90+ (Flat) or 135+ (Jump)



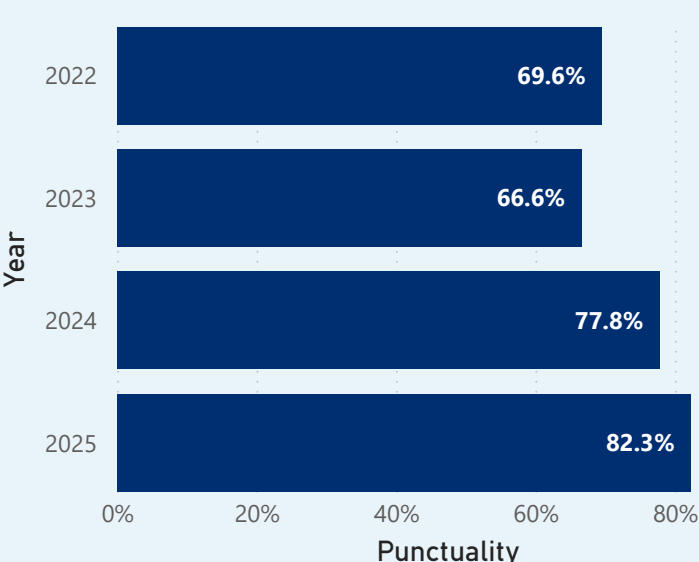
Year to Date Average Runs per Horse



## Race Times

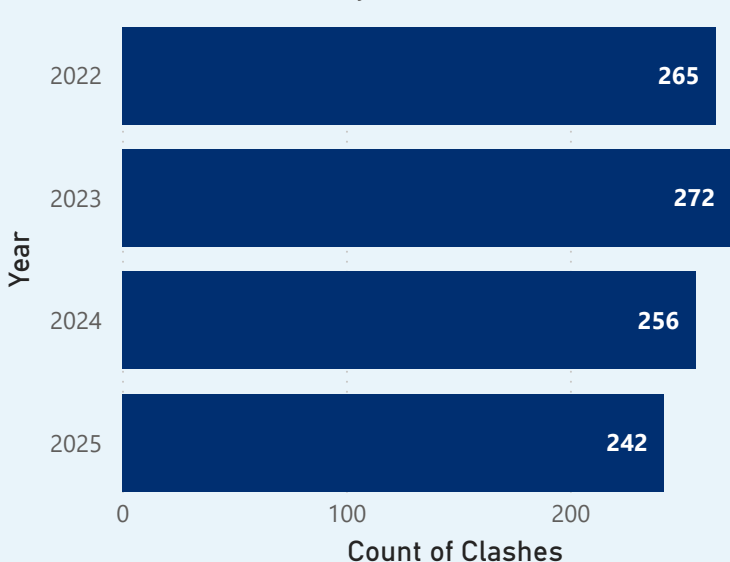
YTD Race Punctuality

% of GB Races with Off Time within 120 seconds of Scheduled Time



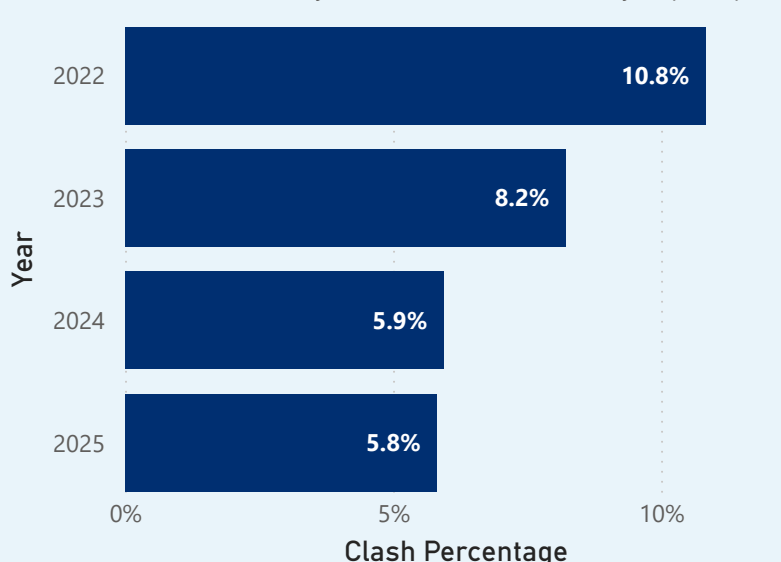
YTD Count of Race Clashes

Count of GB Races Clashed into by a GB or Irish Race



YTD Saturday Afternoon Clash % by Year

% of GB Races Clashed into by GB or Irish Race on Saturdays (up to 5pm)



## Handicapping

Year to Date Close Finish % in Handicap Races

% of Handicaps with a Close Finish, defined by the Winning Margin being 3lbs or less (Flat) or 5lbs or less (Jump)

