



JASON BLEWITT'S

Race Analysis

Friday, July 12, 2019

RACE 1: 2 – 6 – 3 – 1

RACE 2: 5 – 6 – 7 – 4

RACE 3: 5 – 1 – 3 – 6

RACE 4: 5 – 7 – 4 – 3

RACE 5: 2 – 7 – 5 – 1

RACE 6: 4 – 6 – 2 – 5

RACE 7: 8 – 9 – 6 – 2

RACE 8: 3 – 5 – 6 – 8

RACE 9: 5 – 10 – 6 – 8

Friday's First-Race Post: 2:15 ET

Rainbows and Rematches in Friday's 4th Race

A South Florida summer vibe is in the air as we gear up for another nine-race Twilight Friday program at Gulfstream Park. The action will get underway right off the bat – or out of the gate in this case – at around 2:20 ET while the day's most intriguing (and locally important) rematch occurs in the 4th. Indeed, race 8 back on May 27th – 46 days ago – is the biggest key as we head into Friday's 4th, a maiden special weight at 6.5 furlongs over the main. Two monstrously important players finished second and third in that May 27th dirt sprint while another horse, a pricey Ghostzapper colt for a top barn, checked in a well-beaten fourth and might improve (at big odds) here Friday. The best finish that late May day belonged to Hip Hip Jorge, a speedy Tapit colt trained by Mark Casse. Hip Hip Jorge's effort was 'big' in every sense: he had never started at GP, was returning off two very forgettable Fair Grounds starts, efforts topped by an 86-day layoff. In the end, however, Hip Hip Jorge finished a couple of necks behind the perfect-trip pulling Geonosis at a juicy 16-1 price in a dynamite effort. Since then, Hip Hip Jorge – unlike Company Store and Cristiano – has raced; he ran 11 days ago and despite another blown lead in deep stretch (at 3/5 odds by the way) I wonder if apprentice Cristian Torres moved a hair (or three) early because rival Everydayisaholiday bore out at the ½-mile pole. Company Store, meanwhile, ran really well first-out in April but later endured an ostensible "through the motions" drubbing to Geonosis and Hip Hip Jorge in late May. I like that leading trainer Saffie Joseph Jr. has given the colt time (nearly 50 days) and two sharp recent workouts.