



TRIPLES DATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 23 OCT 2026



RACE **1** FAHEY FENCE HIRE MOBILE PACE

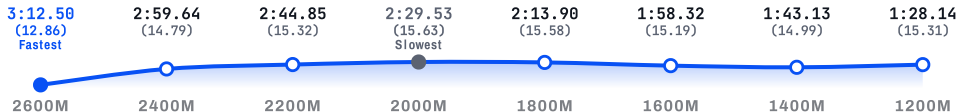
2600m
4:49 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY • 10 RUNNERS

WINNER
Alecto
John R Dunn
TAB 5 • BAR 5
3:12.50

RACE TEMPO • SECTIONAL SPLITS



TOP SPEED

55.1 km/h
Kotare Argent
Section 200-0

MARGIN LADDER

1	Alecto	—
2	Cheer Up N Dance	1.8L
3	Kotare Argent	3.6L
4	Crackle N Crunch	3.7L

RANK	TAB BAR	HORSE / JOCKEY	TIME	MARGIN DIST RUN	1ST 400 LAST 600	TOP KM/H	POSITION IN RUNNING	L2600 START-2400M	L2400 2400M-2200M	L2200 2200M-2000M	L2000 2000M-1800M	L1800 1800M-1600M	L1600 1600M-1400M	L1400 1400M-1200M	L1200 1200M-1000M
1	5 5	Alecto John R Dunn	3:12.50	— 2620	27.65 43.39	52.9 2600-2400		3:12.50 (13.12)	2:59.38 (14.53)[2]	2:44.85 (15.32)[1]	2:29.53 (15.63)[1]	2:13.90 (15.58)[1]	1:58.32 (15.19)[1]	1:43.13 (14.99)[1]	1:28.14 (15.31)[1]
2	3 3	Cheer Up N Dance M J Williamson	3:12.81	1.8L 2617 (-3)	28.58 42.74	53.6 200-0		3:12.81 (13.60)	2:59.21 (14.98)[6]	2:44.23 (15.39)[6]	2:28.84 (15.59)[6]	2:13.25 (15.63)[6]	1:57.62 (15.09)[7]	1:42.53 (15.04)[7]	1:27.49 (15.28)[7]
3	6 6	Kotare Argent S J Thornley	3:13.15	3.6L 2649 (+29)	29.20 42.63	55.1 200-0		3:13.15 (13.81)	2:59.34 (15.39)[7]	2:43.95 (15.84)[9]	2:28.11 (15.22)[10]	2:12.89 (15.48)[10]	1:57.41 (15.17)[10]	1:42.24 (14.93)[10]	1:27.31 (15.32)[10]
4	12 12	Crackle N Crunch G N Thornley	3:13.16	3.7L 2635 (+15)	28.09 43.84	53.1 2600-2400		3:13.16 (13.44)	2:59.72 (14.65)[5]	2:45.07 (15.60)[3]	2:29.47 (15.26)[4]	2:14.21 (15.52)[3]	1:58.69 (15.13)[2]	1:43.56 (14.99)[2]	1:28.57 (15.23)[2]
5	7 7	Rena B T Hope	3:13.19	3.9L 2642 (+23)	29.23 42.97	52.7 600-400		3:13.19 (14.24)	2:58.95 (14.99)[10]	2:43.96 (15.42)[10]	2:28.54 (15.27)[9]	2:13.27 (15.49)[9]	1:57.78 (15.17)[8]	1:42.61 (14.96)[8]	1:27.65 (15.29)[8]
6	10 10	To Ri Ruby K A Butt	3:13.48	5.4L 2616 (-4)	28.22 43.72	54.1 2600-2400		3:13.48 (13.26)	3:00.22 (14.96)[4]	2:45.26 (15.44)[4]	2:29.82 (15.59)[3]	2:14.23 (15.60)[4]	1:58.63 (15.12)[5]	1:43.51 (15.02)[5]	1:28.49 (15.29)[5]
7	11 11	Bacchus R E Harrison	3:13.55	5.8L 2641 (+21)	28.80 43.64	52.8 400-200		3:13.55 (13.92)	2:59.63 (14.88)[8]	2:44.75 (15.48)[7]	2:29.27 (15.30)[7]	2:13.97 (15.52)[7]	1:58.45 (15.13)[6]	1:43.32 (15.00)[6]	1:28.32 (15.25)[6]
8	13 13	Kowhai Nugget S J Tomlinson	3:13.69	6.6L 2619 (-1)	29.09 43.28	52.2 200-0		3:13.69 (14.19)	2:59.50 (14.90)[9]	2:44.60 (15.37)[8]	2:29.23 (15.44)[8]	2:13.79 (15.67)[8]	1:58.12 (15.12)[9]	1:43.00 (14.99)[9]	1:28.01 (15.31)[9]
9	4 4	Berrettini R D Close	3:13.93	8.0L 2636 (+16)	28.49 44.30	53.3 2600-2400		3:13.93 (13.20)	3:00.73 (15.29)[3]	2:45.44 (15.48)[5]	2:29.96 (15.30)[5]	2:14.66 (15.50)[5]	1:59.16 (15.14)[4]	1:44.02 (15.00)[4]	1:29.02 (15.28)[4]

SCRATCHED
Queen Lizzy (#1) • Burnham Girl (#8) • Remission (#9)

LEGEND
[] Position in running at each section and finish TAB# Saddle cloth number BAR# Barrier/Gate position DT-W Distance travelled compared to winner, in metres
DNF Did not finish DNT Did not track NA No data available -:-:- No data available at this section



NOTE: Races are conducted over an approximate distance as close as possible to the advertised distance, and recorded data may vary accordingly. Official times refer to race times only and do not include handicap times.



TRIPLES DATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 23 OCT 2026



RACE 1

FAHEY FENCE HIRE MOBILE PACE

2600m

4:49 PM

TRACK - FAST

WEATHER - FINE

RAIL - TRUE

TELEMETRY • 10 RUNNERS

WINNER

Alecto

John R Dunn

TAB 5 • BAR 5

3:12.50

RACE TEMPO • SECTIONAL SPLITS

3:12.50 (12.86) Fastest	2:59.64 (14.79)	2:44.85 (15.32)	2:29.53 (15.63) Slowest	2:13.90 (15.58)	1:58.32 (15.19)	1:43.13 (14.99)	1:28.14 (15.31)
2600M	2400M	2200M	2000M	1800M	1600M	1400M	1200M

TOP SPEED

55.1 km/h

Kotare Argent

Section 200-0

MARGIN LADDER

1	Alecto	-
2	Cheer Up N Dance	1.8L
3	Kotare Argent	3.6L
4	Crackle N Crunch	3.7L

RANK	TAB BAR	HORSE / JOCKEY	TIME	MARGIN DIST RUN	1ST 400 LAST 600	TOP KM/H	POSITION IN RUNNING	L2600 START-2400M	L2400 2400M-2200M	L2200 2200M-2000M	L2000 2000M-1800M	L1800 1800M-1600M	L1600 1600M-1400M	L1400 1400M-1200M	L1200 1200M-1000M
10	2 2	The Night Agent R J Butt	3:14.43	10.7L 2615 (-4)	27.87 44.97	54.8 2600-2400		3:14.43 (12.86)	3:01.57 (15.01) [1]	2:46.56 (15.46) [2]	2:31.10 (15.59) [2]	2:15.51 (15.59) [2]	1:59.92 (15.16) [3]	1:44.76 (15.00) [3]	1:29.76 (15.30) [3]

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TRIPLES DATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 23 OCT 2026



RACE **1** FAHEY FENCE HIRE MOBILE PACE

2600m
4:49 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY • 10 RUNNERS

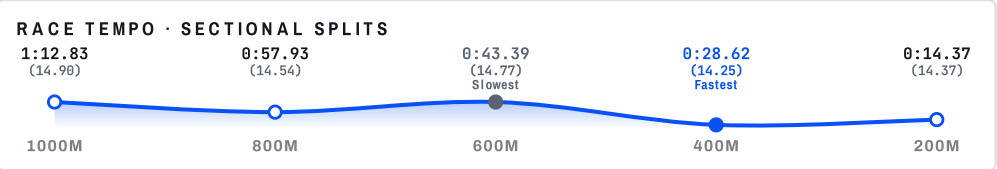
WINNER

Alecto

John R Dunn

TAB 5 • BAR 5

3:12.50



TOP SPEED

55.1 km/h

Kotare Argent

Section 200-0

MARGIN LADDER

1	Alecto	—
2	Cheer Up N Dance	1.8L
3	Kotare Argent	3.6L
4	Crackle N Crunch	3.7L

RANK	TAB BAR	HORSE / JOCKEY	TIME	MARGIN DIST RUN	1ST 400 LAST 600	TOP KM/H	POSITION IN RUNNING	L1000 1000M-800M	L800 800M-600M	L600 600M-400M	L400 400M-200M	L200 200M-FINISH
1	5 5	Alecto John R Dunn	3:12.50	— 2620	27.65 43.39	52.9 2600-2400		1:12.83 (14.90)[1]	0:57.93 (14.54)[1]	0:43.39 (14.77)[1]	0:28.62 (14.25)[1]	0:14.37 (14.37)[1]
2	3 3	Cheer Up N Dance M J Williamson	3:12.81	1.8L 2617 (-3)	28.58 42.74	53.6 200-0		1:12.21 (14.97)[7]	0:57.24 (14.50)[7]	0:42.74 (14.75)[7]	0:27.99 (14.28)[7]	0:13.71 (13.71)[7]
3	6 6	Kotare Argent S J Thornley	3:13.15	3.6L 2649 (+29)	29.20 42.63	55.1 200-0		1:11.99 (14.91)[10]	0:57.08 (14.45)[10]	0:42.63 (14.61)[10]	0:28.02 (14.19)[9]	0:13.83 (13.83)[9]
4	12 12	Crackle N Crunch G N Thornley	3:13.16	3.7L 2635 (+15)	28.09 43.84	53.1 2600-2400		1:13.34 (14.97)[2]	0:58.37 (14.53)[2]	0:43.84 (14.75)[2]	0:29.09 (14.36)[2]	0:14.73 (14.73)[2]
5	7 7	Rena B T Hope	3:13.19	3.9L 2642 (+23)	29.23 42.97	52.7 600-400		1:12.36 (14.91)[8]	0:57.45 (14.48)[8]	0:42.97 (14.61)[8]	0:28.36 (14.43)[8]	0:13.93 (13.93)[8]
6	10 10	To Ri Ruby K A Butt	3:13.48	5.4L 2616 (-4)	28.22 43.72	54.1 2600-2400		1:13.20 (14.92)[5]	0:58.28 (14.56)[5]	0:43.72 (14.75)[5]	0:28.97 (14.51)[5]	0:14.46 (14.46)[6]
7	11 11	Bacchus R E Harrison	3:13.55	5.8L 2641 (+21)	28.80 43.64	52.8 400-200		1:13.07 (14.91)[6]	0:58.16 (14.53)[6]	0:43.63 (14.74)[6]	0:28.89 (14.34)[6]	0:14.56 (14.56)[5]
8	13 13	Kowhai Nugget S J Tomlinson	3:13.69	6.6L 2619 (-1)	29.09 43.28	52.2 200-0		1:12.70 (14.96)[9]	0:57.74 (14.46)[9]	0:43.28 (14.77)[9]	0:28.51 (14.21)[10]	0:14.30 (14.30)[10]
9	4 4	Berrettini R D Close	3:13.93	8.0L 2636 (+16)	28.49 44.30	53.3 2600-2400		1:13.74 (14.90)[4]	0:58.84 (14.54)[4]	0:44.30 (14.76)[4]	0:29.54 (14.38)[4]	0:15.16 (15.16)[3]

SCRATCHED

Queen Lizzy (#1) • Burnham Girl (#8) • Remission (#9)

LEGEND

[] Position in running at each section and finish TAB# Saddle cloth number BAR# Barrier/Gate position DT-W Distance travelled compared to winner, in metres

DNF Did not finish DNT Did not track NA No data available -:-:- No data available at this section



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RACE 1

FAHEY FENCE HIRE MOBILE PACE

2600m

4:49 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY • 10 RUNNERS

WINNER

Alecto

John R Dunn

TAB 5 • BAR 5

3:12.50

RACE TEMPO • SECTIONAL SPLITS

1:12.83
(14.90)

0:57.93
(14.54)

0:43.39
(14.77)
Slowest

0:28.62
(14.25)
Fastest

0:14.37
(14.37)

1000M

800M

600M

400M

200M

TOP SPEED

55.1 km/h

Kotare Argent

Section 200-0

MARGIN LADDER

1

Alecto

—

2

Cheer Up N Dance

1.8L

3

Kotare Argent

3.6L

4

Crackle N Crunch

3.7L

RANK	TAB BAR	HORSE / JOCKEY	TIME	MARGIN DIST RUN	1ST 400 LAST 600	TOP KM/H	POSITION IN RUNNING	L1000 1000M-800M	L800 800M-600M	L600 600M-400M	L400 400M-200M	L200 200M-FINISH
10	2 2	The Night Agent R J Butt	3:14.43	10.7L 2615 (-4)	27.87 44.97	54.8 2600-2400		1:14.46 (14.92) [3]	0:59.54 (14.57) [3]	0:44.97 (14.75) [3]	0:30.22 (14.65) [3]	0:15.57 (15.57) [4]

SCRATCHED

Queen Lizzy (#1) • Burnham Girl (#8) • Remission (#9)

LEGEND

[] Position in running at each section and finish TAB# Saddle cloth number BAR# Barrier/Gate position DT-W Distance travelled compared to winner, in metres

DNF Did not finish DNT Did not track NA No data available -:-:- No data available at this section

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RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

1

Alecto

John R Dunn TAB 5

TOP SPEED
52.9 km/h

PEAK STRIDE LENGTH
6.4 m

AVG STRIDE RATE
2.2 Hz

HOW ALECTO RAN

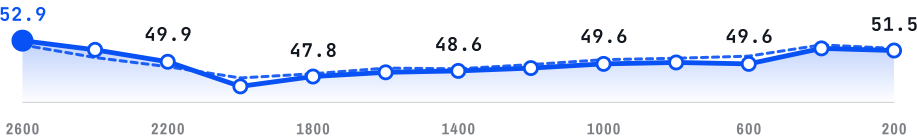
Longest stride 6.4m at the 2600m, holding 6.4m to the line. Top speed 52.9 km/h (2600-2400); faster than the field average in 3 of 13 sections.

STRIDE STYLE



Speed

KM/H • HORSE VS FIELD AVG



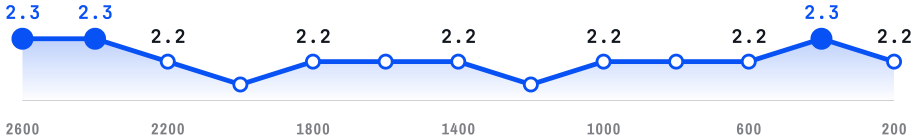
Stride Length

METRES PER BOUND • REACH



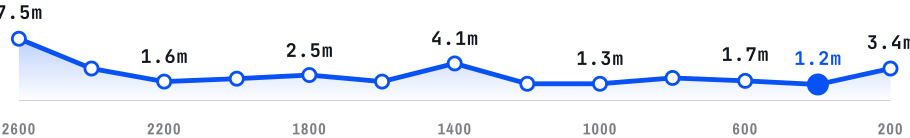
Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • Stride Length = ground gained per bound.

Stride Rate = how quickly the legs turn over. • Speed = Stride Length x Stride Rate.

Distance from Rail = metres off the fence each section; a lower, tighter line saves ground.

----- Field average — above the dashed line = faster than the field, below = slower.

POWERED BY

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

2

Cheer Up N Dance

M J Williamson TAB 3

TOP SPEED
53.6 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.0 Hz

HOW CHEER UP N DANCE RAN

Longest stride 6.8m at the 800m, holding 6.8m to the line. Top speed 53.6 km/h (200-0); faster than the field average in 3 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

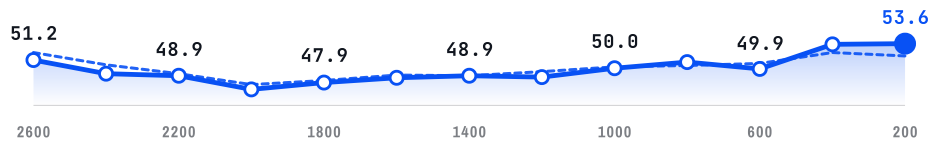
MED 6.4M

LONG-STRIDING

AVG 6.7M

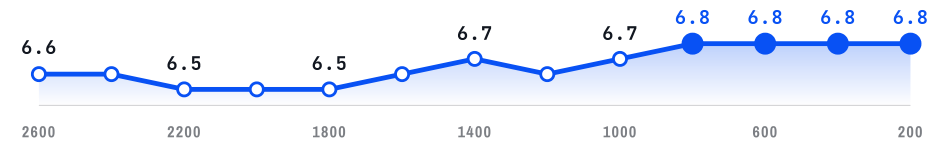
Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



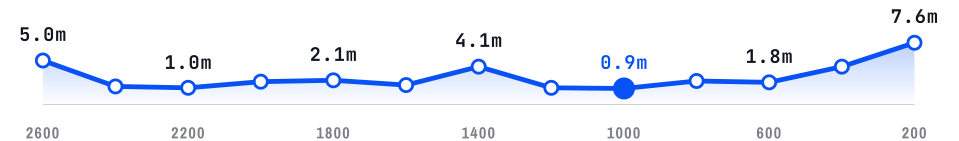
Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • **Stride Length** = ground gained per bound. • **Stride Rate** = how quickly the legs turn over. • **Speed** = Stride Length x Stride Rate. • **Distance from Rail** = metres off the fence each section; a lower, tighter line saves ground. • **Field average** — above the dashed line = faster than the field, below = slower.

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

3

Kotare Argent

S J Thornley TAB 6

TOP SPEED
55.1 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.1 Hz

HOW KOTARE ARGENT RAN

Longest stride 6.8m at the 600m, holding 6.8m to the line. Top speed 55.1 km/h (200-0); faster than the field average in 9 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

MED 6.4M

LONG-STRIDING

AVG 6.6M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



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Speed tops out where the horse was quickest. • **Stride Length** = ground gained per bound. • **Stride Rate** = how quickly the legs turn over. • **Speed** = Stride Length x Stride Rate. • **Distance from Rail** = metres off the fence each section; a lower, tighter line saves ground. • **Field average** — above the dashed line = faster than the field, below = slower.

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

4

Crackle N Crunch

G N Thornley TAB 12

TOP SPEED
53.1 km/h

PEAK STRIDE LENGTH
6.7 m

AVG STRIDE RATE
2.1 Hz

HOW CRACKLE N CRUNCH RAN

Longest stride 6.7m at the 2600m, easing to 6.5m over the final 200m (−0.2m). Top speed 53.1 km/h (2600-2400); faster than the field average in 6 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

MED 6.4M

LONG-STRIDING

AVG 6.5M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • **Stride Length** = ground gained per bound. • **Stride Rate** = how quickly the legs turn over. • **Speed** = Stride Length x Stride Rate. • **Distance from Rail** = metres off the fence each section; a lower, tighter line saves ground. • **Field average** — above the dashed line = faster than the field, below = slower.

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

5

Rena

B T Hope TAB 7

TOP SPEED
52.7 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.1 Hz

HOW RENA RAN

Longest stride 6.8m at the 800m, easing to 6.6m over the final 200m (-0.2m). Top speed 52.7 km/h (600-400); faster than the field average in 12 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

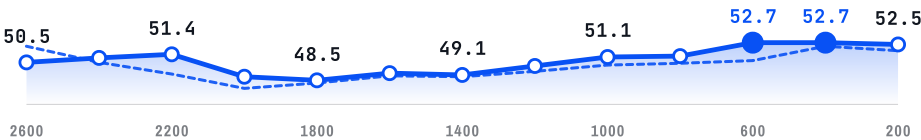
MED 6.4M

LONG-STRIDING

AVG 6.6M

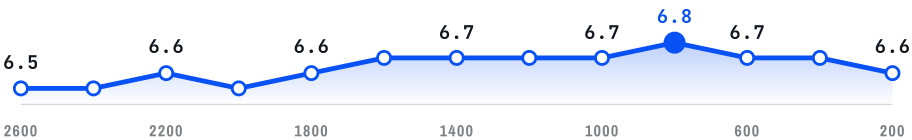
Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

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POWERED BY

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

6 To Ri Ruby

K A Butt TAB 10

TOP SPEED
54.1 km/h

PEAK STRIDE LENGTH
6.5 m

AVG STRIDE RATE
2.2 Hz

HOW TO RI RUBY RAN

Longest stride 6.5m at the 2600m, easing to 6.3m over the final 200m (−0.2m). Top speed 54.1 km/h (2600-2400); faster than the field average in 2 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

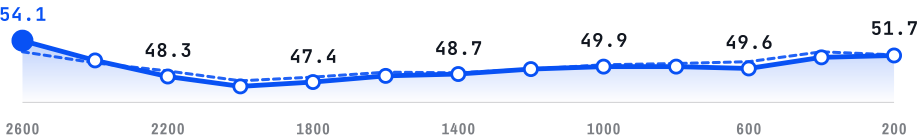
MED 6.4M

LONG-STRIDING

AVG 6.3M

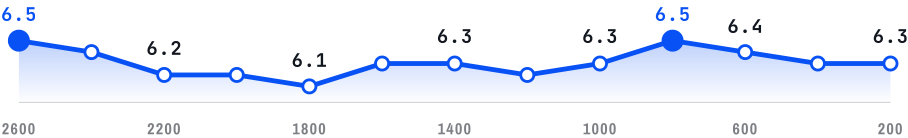
Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



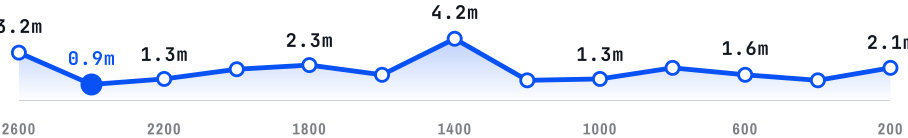
Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

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Stride Rate = how quickly the legs turn over. • Speed = Stride Length x Stride Rate.

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POWERED BY

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

7

Bacchus

R E Harrison TAB 11

TOP SPEED
52.8 km/h

PEAK STRIDE LENGTH
6.5 m

AVG STRIDE RATE
2.2 Hz

HOW BACCHUS RAN

Longest stride 6.5m at the 800m, easing to 6.0m over the final 200m (−0.5m). Top speed 52.8 km/h (400-200); faster than the field average in 10 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

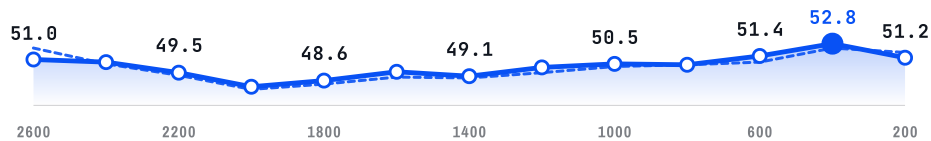
MED 6.4M

LONG-STRIDING

AVG 6.3M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • Stride Length = ground gained per bound. •
 Stride Rate = how quickly the legs turn over. • Speed = Stride Length x Stride Rate. •
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RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

8

Kowhai Nugget

S J Tomlinson TAB 13

TOP SPEED
52.2 km/h

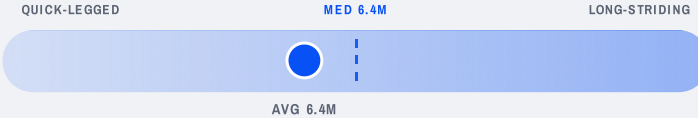
PEAK STRIDE LENGTH
6.6 m

AVG STRIDE RATE
2.2 Hz

HOW KOWHAI NUGGET RAN

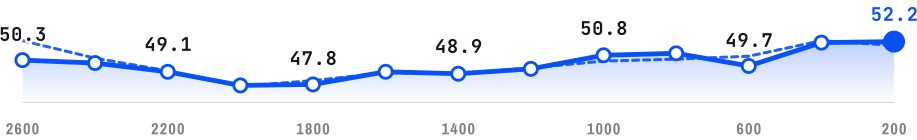
Longest stride 6.6m at the 800m, holding 6.5m to the line. Top speed 52.2 km/h (200-0); faster than the field average in 5 of 13 sections.

STRIDE STYLE



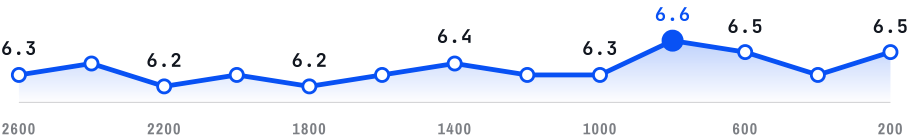
Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



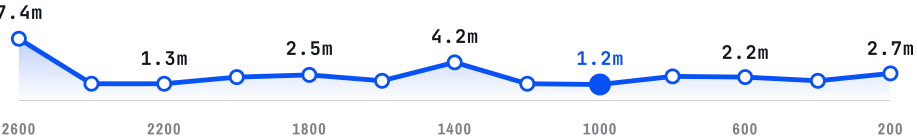
Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • **Stride Length** = ground gained per bound. • **Stride Rate** = how quickly the legs turn over. • **Speed** = Stride Length x Stride Rate. • **Distance from Rail** = metres off the fence each section; a lower, tighter line saves ground. • **Field average** — above the dashed line = faster than the field, below = slower.

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

9

Berrettini

R D Close TAB 4

TOP SPEED
53.3 km/h

PEAK STRIDE LENGTH
6.7 m

AVG STRIDE RATE
2.1 Hz

HOW BERRETTINI RAN

Longest stride 6.7m at the 800m, easing to 6.4m over the final 200m (−0.3m). Top speed 53.3 km/h (2600-2400); faster than the field average in 4 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

MED 6.4M

LONG-STRIDING

AVG 6.5M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



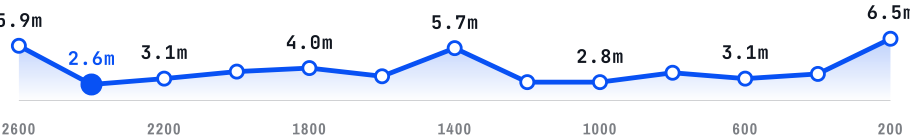
Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • **Stride Length** = ground gained per bound. • **Stride Rate** = how quickly the legs turn over. • **Speed** = Stride Length x Stride Rate. • **Distance from Rail** = metres off the fence each section; a lower, tighter line saves ground. • **Field average** — above the dashed line = faster than the field, below = slower.

POWERED BY

RACE 1 • FAHEY FENCE HIRE MOBILE PACE • 2600M

10

The Night Agent

R J Butt TAB 2

TOP SPEED
54.8 km/h

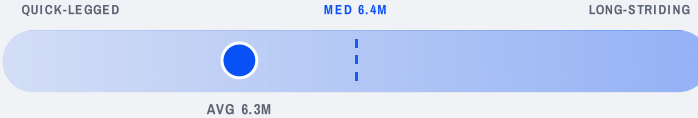
PEAK STRIDE LENGTH
6.5 m

AVG STRIDE RATE
2.2 Hz

HOW THE NIGHT AGENT RAN

Longest stride 6.5m at the 600m, easing to 6.2m over the final 200m (-0.3m). Top speed 54.8 km/h (2600-2400); faster than the field average in 2 of 13 sections.

STRIDE STYLE



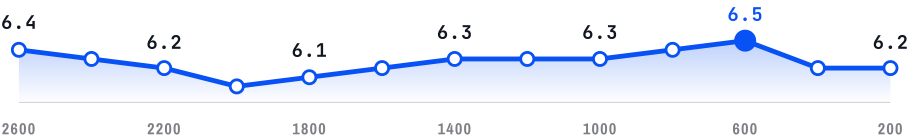
Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



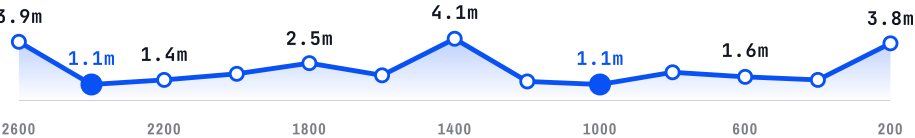
Stride Rate

STRIDES PER SECOND (HZ) • TURNOVER



Distance from Rail

AVG DISTANCE FROM RAIL PER SECTION



HOW TO READ THIS PAGE

Speed tops out where the horse was quickest. • **Stride Length** = ground gained per bound. • **Stride Rate** = how quickly the legs turn over. • **Speed** = Stride Length x Stride Rate. • **Distance from Rail** = metres off the fence each section; a lower, tighter line saves ground. • **Field average** — above the dashed line = faster than the field, below = slower.

POWERED BY