



TRIPLES DATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 23 OCT 2026



RACE **9** EQUINE MAGIC MOBILE PACE

2600m
8:38 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY • 12 RUNNERS

WINNER

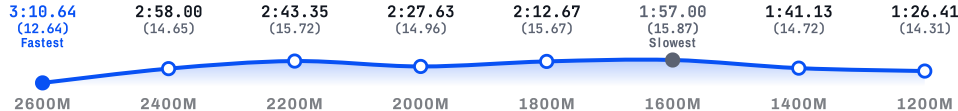
Freeze Frame

C J Dalgety

TAB 2 • BAR 2

3:10.64

RACE TEMPO • SECTIONAL SPLITS



TOP SPEED

56.1 km/h

Sacetas

Section 2600-2400

MARGIN LADDER

1	Freeze Frame	—
2	Sacetas	0.7L
3	Treacherous Dreams	3.7L
4	Dawn To Dark	4.0L

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	2 2	Freeze Frame C J Dalgety	3:10.64	— 2625	27.90 43.61	52.5 1000-800		3:10.64 (13.24)	2:57.40 (14.66) [4]	2:42.74 (15.60) [4]	2:27.14 (14.47) [3]	2:12.67 (15.67) [1]	1:57.00 (15.87) [1]	1:41.13 (14.72) [1]	1:26.41 (14.31) [1]
2	6 6	Sacetas R T May	3:10.77	0.7L 2620 (-6)	27.52 43.16	56.1 2600-2400		3:10.77 (12.64)	2:58.13 (14.88) [1]	2:43.25 (15.78) [2]	2:27.47 (15.31) [2]	2:12.16 (15.65) [3]	1:56.51 (15.85) [3]	1:40.66 (14.65) [3]	1:26.01 (14.35) [7]
3	7 7	Treacherous Dreams J W Cox	3:11.30	3.7L 2623 (-2)	27.29 43.97	53.6 2600-2400		3:11.30 (12.82)	2:58.48 (14.47) [2]	2:44.01 (15.72) [1]	2:28.29 (15.32) [1]	2:12.97 (15.64) [2]	1:57.33 (15.86) [2]	1:41.47 (14.67) [2]	1:26.80 (14.34) [4]
4	3 3	Dawn To Dark S J Ottley	3:11.37	4.0L 2619 (-7)	27.88 43.47	53.9 2600-2400		3:11.37 (12.99)	2:58.38 (14.89) [3]	2:43.49 (15.77) [3]	2:27.72 (15.31) [4]	2:12.41 (15.60) [5]	1:56.81 (15.83) [5]	1:40.98 (14.67) [7]	1:26.31 (14.36) [9]
5	5 5	Wishing For U John R Dunn	3:11.77	6.3L 2655 (+30)	30.11 43.04	54.8 200-0		3:11.77 (13.69)	2:58.08 (16.42) [7]	2:41.66 (15.20) [10]	2:26.46 (14.74) [10]	2:11.72 (15.47) [10]	1:56.25 (15.52) [10]	1:40.73 (14.34) [11]	1:26.39 (14.42) [10]
6	10 10	Secret Beach A M Butt	3:12.08	8.0L 2642 (+16)	28.66 44.25	52.8 1000-800		3:12.08 (13.94)	2:58.14 (14.72) [11]	2:43.42 (15.53) [7]	2:27.89 (14.85) [7]	2:13.04 (15.55) [6]	1:57.49 (15.55) [6]	1:41.94 (14.23) [5]	1:27.71 (14.44) [3]
7	12 12	Seeking Clarity M J Williamson	3:12.52	10.4L 2650 (+24)	29.09 45.02	53.3 1000-800		3:12.52 (13.92)	2:58.60 (15.17) [10]	2:43.43 (15.44) [8]	2:27.99 (14.81) [8]	2:13.18 (15.53) [8]	1:57.65 (15.51) [7]	1:42.14 (13.99) [6]	1:28.15 (14.23) [2]
8	9 9	Bazooka B N Orange	3:12.85	12.3L 2634 (+9)	30.69 44.16	52.9 1000-800		3:12.85 (14.19)	2:58.66 (16.50) [12]	2:42.16 (15.01) [12]	2:27.15 (14.67) [12]	2:12.48 (15.18) [11]	1:57.30 (15.51) [11]	1:41.79 (14.73) [12]	1:27.06 (14.36) [12]
9	4 4	Song Sung Blue S W Hill	3:13.04	13.3L 2653 (+28)	29.52 44.62	52.8 1200-1000		3:13.04 (13.83)	2:59.21 (15.69) [8]	2:43.52 (15.38) [9]	2:28.14 (14.77) [9]	2:13.37 (15.53) [9]	1:57.84 (15.47) [9]	1:42.37 (14.33) [8]	1:28.04 (14.40) [8]

SCRATCHED

None

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

POWERED BY



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 9

EQUINE MAGIC MOBILE PACE

2600m

8:38 PM

TRACK - FAST

WEATHER - FINE

RAIL - TRUE

TELEMETRY • 12 RUNNERS

WINNER

Freeze Frame

C J Dalgety

TAB 2 • BAR 2

3:10.64



TOP SPEED

56.1 km/h

Sacetas

Section 2600-2400

MARGIN LADDER

1	Freeze Frame	—
2	Sacetas	0.7L
3	Treacherous Dreams	3.7L
4	Dawn To Dark	4.0L

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	1 1	Bryce's Meddle ST Smith	3:13.32	14.9L 2623 (-2)	28.22 45.03	52.4 1000-800		3:13.32 (13.32)	3:00.00 (14.90) [5]	2:45.10 (15.80) [5]	2:29.30 (15.27) [6]	2:14.03 (15.63) [7]	1:58.40 (15.79) [8]	1:42.61 (14.70) [10]	1:27.91 (14.38) [11]
11	11 11	Quinn S J Tomlinson	3:13.88	18.0L 2647 (+22)	28.25 45.76	52.2 1000-800		3:13.88 (13.59)	3:00.29 (14.66) [6]	2:45.63 (15.59) [6]	2:30.04 (14.86) [5]	2:15.18 (15.57) [4]	1:59.61 (15.85) [4]	1:43.76 (14.57) [4]	1:29.19 (14.42) [5]
12	8 8	Scrunch Jacob J Dunn	3:16.35	31.7L 2656 (+30)	30.50 49.14	54.3 1600-1400		3:16.35 (13.91)	3:02.44 (16.59) [9]	2:45.85 (15.16) [11]	2:30.69 (14.73) [11]	2:15.96 (15.49) [12]	2:00.47 (14.80) [12]	1:45.67 (14.02) [9]	1:31.65 (14.20) [6]

SCRATCHED

None

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 **9** EQUINE MAGIC MOBILE PACE

2600m
8:38 PM

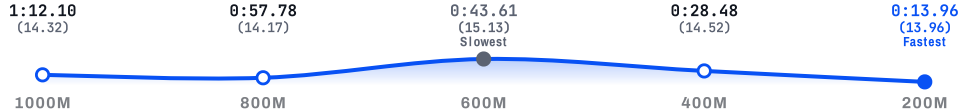
TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY • 12 RUNNERS

WINNER
Freeze Frame
C J Dalgety
TAB 2 • BAR 2

3:10.64

RACE TEMPO • SECTIONAL SPLITS



TOP SPEED

56.1 km/h
Sacetas
Section 2600-2400

MARGIN LADDER

1	Freeze Frame	—
2	Sacetas	0.7L
3	Treacherous Dreams	3.7L
4	Dawn To Dark	4.0L

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	2 2	Freeze Frame C J Dalgety	3:10.64	— 2625	27.90 43.61	52.5 1000-800		1:12.10 (14.32) [1]	0:57.78 (14.17) [1]	0:43.61 (15.13) [1]	0:28.48 (14.52) [1]	0:13.96 (13.96) [1]
2	6 6	Sacetas R T May	3:10.77	0.7L 2620 (-6)	27.52 43.16	56.1 2600-2400		1:11.66 (14.34) [6]	0:57.32 (14.16) [6]	0:43.16 (15.16) [5]	0:28.00 (14.39) [4]	0:13.61 (13.61) [3]
3	7 7	Treacherous Dreams J W Cox	3:11.30	3.7L 2623 (-2)	27.29 43.97	53.6 2600-2400		1:12.46 (14.33) [4]	0:58.13 (14.16) [4]	0:43.97 (15.16) [3]	0:28.81 (14.45) [2]	0:14.36 (14.36) [2]
4	3 3	Dawn To Dark S J Ottley	3:11.37	4.0L 2619 (-7)	27.88 43.47	53.9 2600-2400		1:11.95 (14.31) [9]	0:57.64 (14.17) [7]	0:43.47 (15.16) [7]	0:28.31 (14.40) [7]	0:13.91 (13.91) [4]
5	5 5	Wishing For U John R Dunn	3:11.77	6.3L 2655 (+30)	30.11 43.04	54.8 200-0		1:11.97 (14.53) [11]	0:57.44 (14.40) [11]	0:43.04 (14.85) [12]	0:28.19 (14.42) [11]	0:13.77 (13.77) [7]
6	10 10	Secret Beach A M Butt	3:12.08	8.0L 2642 (+16)	28.66 44.25	52.8 1000-800		1:13.27 (14.62) [3]	0:58.65 (14.40) [5]	0:44.25 (15.20) [6]	0:29.05 (14.44) [6]	0:14.61 (14.61) [5]
7	12 12	Seeking Clarity M J Williamson	3:12.52	10.4L 2650 (+24)	29.09 45.02	53.3 1000-800		1:13.92 (14.54) [2]	0:59.38 (14.36) [3]	0:45.02 (15.34) [4]	0:29.68 (14.75) [5]	0:14.93 (14.93) [6]
8	9 9	Bazooka B N Orange	3:12.85	12.3L 2634 (+9)	30.69 44.16	52.9 1000-800		1:12.70 (14.50) [12]	0:58.20 (14.04) [12]	0:44.16 (15.20) [11]	0:28.96 (14.27) [12]	0:14.69 (14.69) [10]
9	4 4	Song Sung Blue S W Hill	3:13.04	13.3L 2653 (+28)	29.52 44.62	52.8 1200-1000		1:13.64 (14.63) [8]	0:59.01 (14.39) [9]	0:44.62 (14.89) [10]	0:29.73 (14.70) [8]	0:15.03 (15.03) [8]

SCRATCHED
None

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

POWERED BY

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 9

EQUINE MAGIC MOBILE PACE

2600m

8:38 PM

TRACK - FAST

WEATHER - FINE

RAIL - TRUE

TELEMETRY • 12 RUNNERS

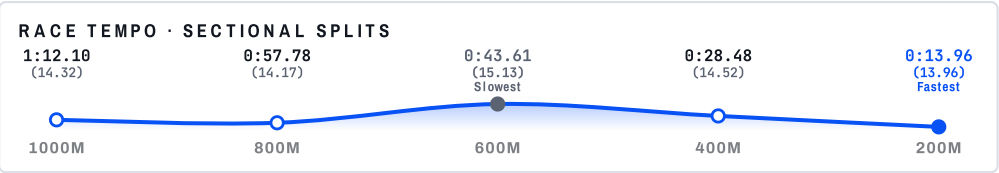
WINNER

Freeze Frame

C J Dalgety

TAB 2 • BAR 2

3:10.64



TOP SPEED

56.1 km/h

Sacetas

Section 2600-2400

MARGIN LADDER

1	Freeze Frame	—
2	Sacetas	0.7L
3	Treacherous Dreams	3.7L
4	Dawn To Dark	4.0L

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	1 1	Bryce's Meddle ST Smith	3:13.32	14.9L 2623 (-2)	28.22 45.03	52.4 1000-800		1:13.53 (14.34) [10]	0:59.19 (14.16) [10]	0:45.03 (15.08) [9]	0:29.95 (14.70) [9]	0:15.25 (15.25) [9]
11	11 11	Quinn S J Tomlinson	3:13.88	18.0L 2647 (+22)	28.25 45.76	52.2 1000-800		1:14.77 (14.62) [7]	1:00.15 (14.39) [8]	0:45.76 (15.38) [8]	0:30.38 (14.81) [10]	0:15.57 (15.57) [11]
12	8 8	Scrunch Jacob J Dunn	3:16.35	31.7L 2656 (+30)	30.50 49.14	54.3 1600-1400		1:17.45 (14.17) [5]	1:03.28 (14.14) [2]	0:49.14 (15.45) [2]	0:33.69 (16.04) [3]	0:17.65 (17.65) [12]

SCRATCHED

None

LEGEND

[] Position in running at each section and finish

TAB# Saddle cloth number

BAR# Barrier/Gate position

DW 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

POWERED BY

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.

RACE 9 • EQUINE MAGIC MOBILE PACE • 2600M

1

Freeze Frame

C J Dalgety TAB 2

TOP SPEED
52.5 km/h

PEAK STRIDE LENGTH
6.5 m

AVG STRIDE RATE
2.2 Hz

HOW FREEZE FRAME RAN

Longest stride 6.5m at the 2400m, holding 6.5m to the line. Top speed 52.5 km/h (1000-800); faster than the field average in 3 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

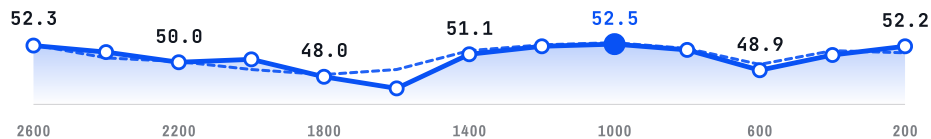
MED 6.5M

LONG-STRIDING

AVG 6.4M

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

2

Sacetas

R T May TAB 6

TOP SPEED

56.1 km/h

PEAK STRIDE LENGTH

6.5 m

AVG STRIDE RATE

2.2 Hz

HOW SACETAS RAN

Longest stride 6.5m at the 2600m, holding 6.5m to the line. Top speed 56.1 km/h (2600-2400); faster than the field average in 5 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

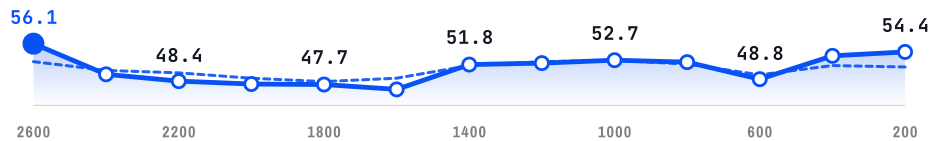
MED 6.5M

LONG-STRIDING

AVG 6.3M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



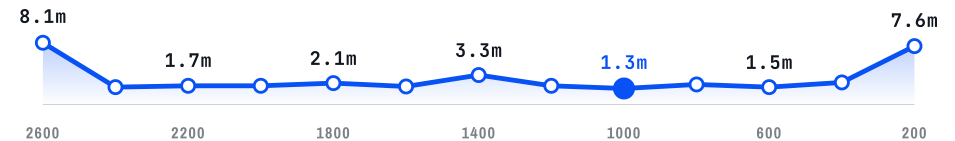
Stride Rate

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. •
 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 9 • EQUINE MAGIC MOBILE PACE • 2600M

3 Treacherous Dreams

J W CoX TAB 7

TOP SPEED
53.6 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.1 Hz

HOW TREACHEROUS DREAMS RAN

Longest stride 6.8m at the 2600m, easing to 6.5m over the final 200m (−0.3m). Top speed 53.6 km/h (2600-2400); faster than the field average in 6 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

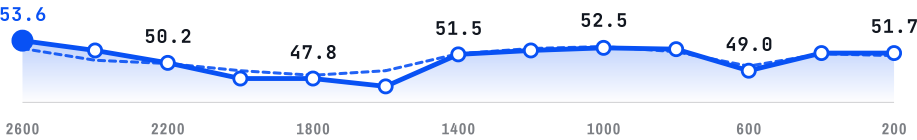
MED 6.5M

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

4

Dawn To Dark

S J Ottley TAB 3

TOP SPEED
53.9 km/h

PEAK STRIDE LENGTH
6.7 m

AVG STRIDE RATE
2.2 Hz

HOW DAWN TO DARK RAN

Longest stride 6.7m at the 1200m, easing to 6.5m over the final 200m (−0.2m). Top speed 53.9 km/h (2600-2400); faster than the field average in 4 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

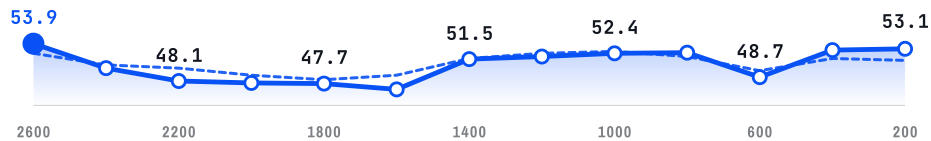
MED 6.5M

LONG-STRIDING

AVG 6.4M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



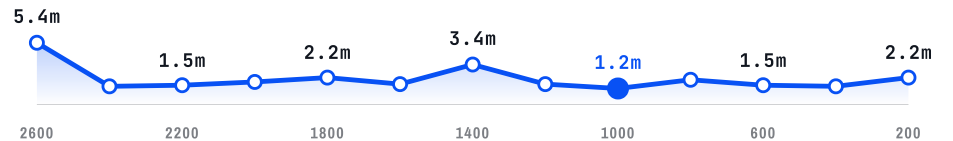
Stride Rate

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

5

Wishing For U

John R Dunn TAB 5

TOP SPEED
54.8 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.1 Hz

HOW WISHING FOR U RAN

Longest stride 6.8m at the 1400m, holding 6.7m to the line. Top speed 54.8 km/h (200-0); faster than the field average in 7 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

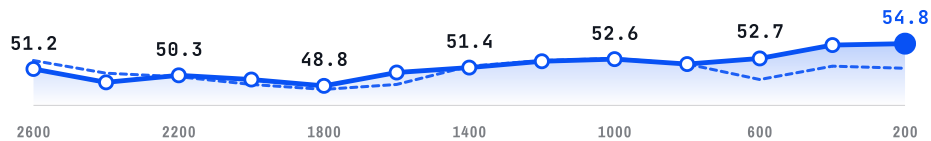
MED 6.5M

LONG-STRIDING

AVG 6.6M

Speed

KM/H • HORSE VS FIELD AVG



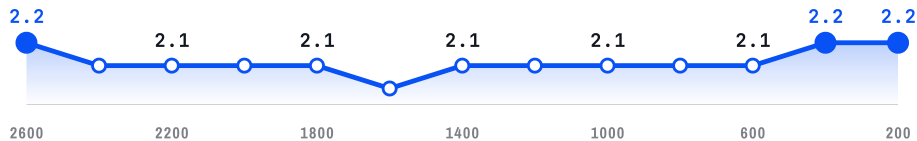
Stride Length

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

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

6

Secret Beach

A M Butt TAB 10

TOP SPEED
52.8 km/h

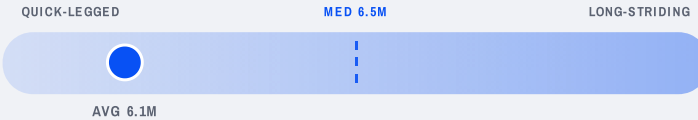
PEAK STRIDE LENGTH
6.3 m

AVG STRIDE RATE
2.3 Hz

HOW SECRET BEACH RAN

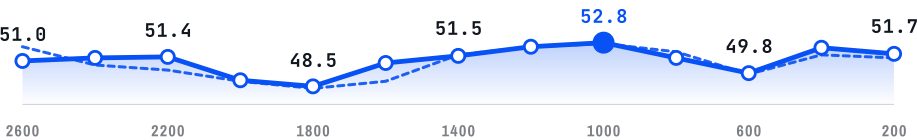
Longest stride 6.3m at the 1000m, easing to 6.0m over the final 200m (−0.3m). Top speed 52.8 km/h (1000-800); faster than the field average in 9 of 13 sections.

STRIDE STYLE



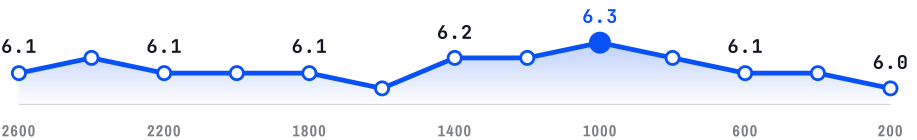
Speed

KM/H • HORSE VS FIELD AVG



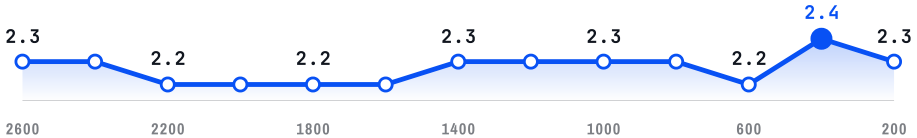
Stride Length

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

7

Seeking Clarity

M J Williamson TAB 12

TOP SPEED
53.3 km/h

PEAK STRIDE LENGTH
6.7 m

AVG STRIDE RATE
2.2 Hz

HOW SEEKING CLARITY RAN

Longest stride 6.7m at the 1200m, easing to 6.3m over the final 200m (−0.4m). Top speed 53.3 km/h (1000-800); faster than the field average in 8 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

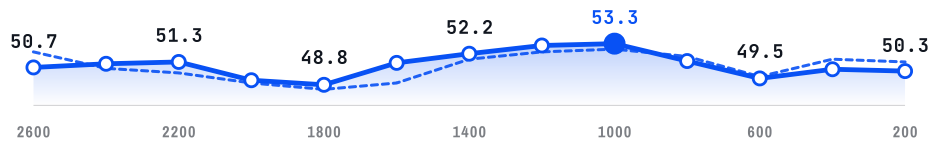
MED 6.5M

LONG-STRIDING

AVG 6.4M

Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



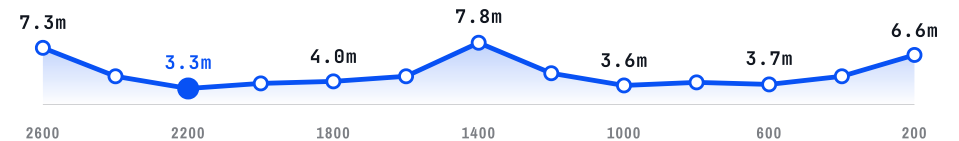
Stride Rate

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

8

Bazooka

B N Orange TAB 9

TOP SPEED
52.9 km/h

PEAK STRIDE LENGTH
7.0 m

AVG STRIDE RATE
2.1 Hz

HOW BAZOOKA RAN

Longest stride 7.0m at the 1200m, easing to 6.8m over the final 200m (−0.2m). Top speed 52.9 km/h (1000-800); faster than the field average in 6 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

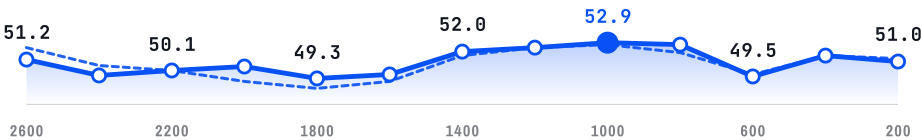
MED 6.5M

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.

POWERED BY

RACE 9 • EQUINE MAGIC MOBILE PACE • 2600M

9

Song Sung Blue

S W Hill TAB 4

TOP SPEED
52.8 km/h

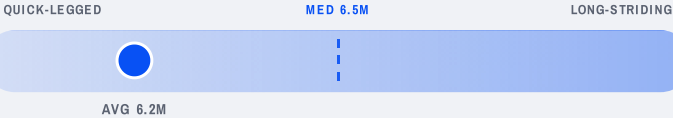
PEAK STRIDE LENGTH
6.4 m

AVG STRIDE RATE
2.2 Hz

HOW SONG SUNG BLUE RAN

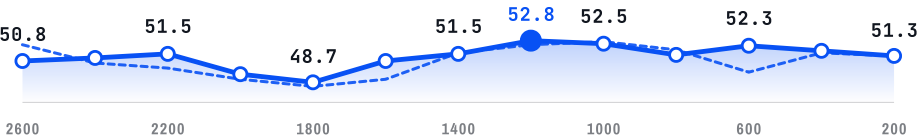
Longest stride 6.4m at the 1200m, easing to 6.2m over the final 200m (−0.2m). Top speed 52.8 km/h (1200-1000); faster than the field average in 8 of 13 sections.

STRIDE STYLE



Speed

KM/H • HORSE VS FIELD AVG



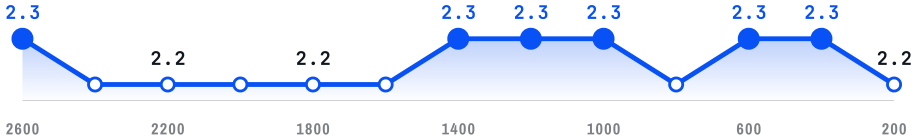
Stride Length

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

10

Bryce's Meddle

S T Smith TAB 1

TOP SPEED
52.4 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.1 Hz

HOW BRYCE'S MEDDLE RAN

Longest stride 6.8m at the 1200m, holding 6.7m to the line. Top speed 52.4 km/h (1000-800); faster than the field average in 0 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

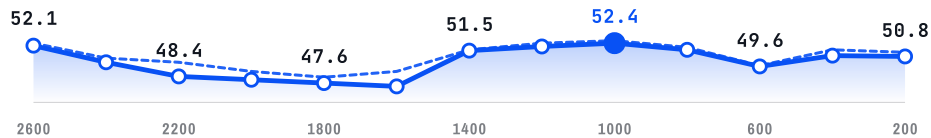
MED 6.5M

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

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 9 • EQUINE MAGIC MOBILE PACE • 2600M

11

Quinn

S J Tomlinson TAB 11

TOP SPEED
52.2 km/h

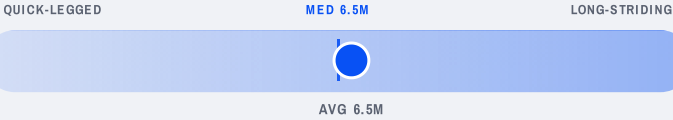
PEAK STRIDE LENGTH
6.7 m

AVG STRIDE RATE
2.1 Hz

HOW QUINN RAN

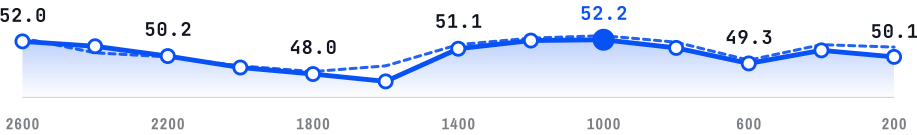
Longest stride 6.7m at the 1200m, easing to 6.4m over the final 200m (−0.3m). Top speed 52.2 km/h (1000-800); faster than the field average in 2 of 13 sections.

STRIDE STYLE



Speed

KM/H • HORSE VS FIELD AVG



Stride Length

METRES PER BOUND • REACH



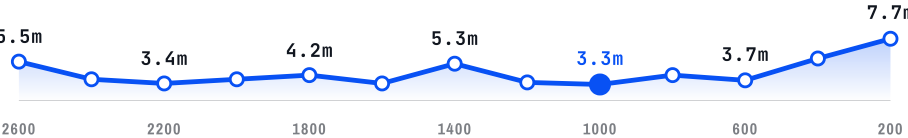
Stride Rate

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.

RACE 9 • EQUINE MAGIC MOBILE PACE • 2600M

12 Scrunch

Jacob J Dunn TAB 8

TOP SPEED
54.3 km/h

PEAK STRIDE LENGTH
6.8 m

AVG STRIDE RATE
2.1 Hz

HOW SCRUNCH RAN

Longest stride 6.8m at the 1400m, easing to 5.9m over the final 200m (−0.9m). Top speed 54.3 km/h (1600-1400); faster than the field average in 9 of 13 sections.

STRIDE STYLE

QUICK-LEGGED

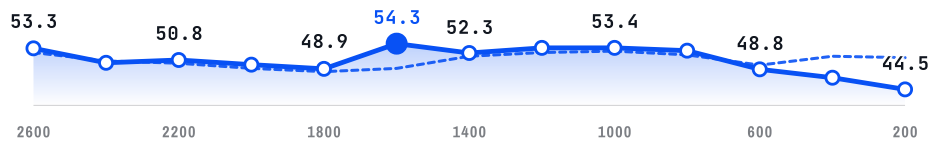
MED 6.5M

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.