TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 — SEAHORSE SUPPLEMENTS MOBILE PACE

1980m

5:14 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY · 7 RUNNERS

WINNER

Waterfall Bay

T M Williams

TAB 2 · BAR 2 — 2:24.64

RACE TEMPO · SECTIONAL SPLITS

1980M	1800M	1600M	1400M	1200M
2:24.64 (11.32)	2:13.32 (14.96)	1:58.36 (14.79)	1:43.57 (14.52) Fastest	1:29.05 (15.64) Slowest

TOP SPEED

56.8 km/h

Waterfall Bay

Section 2000-1800

MARGIN LADDER

1	Waterfall Bay	–
2	Pepinyastep	0.8L
3	Ashes Of Midnight	0.9L
4	Bill Ackman	1.3L

RANK	TAB BAR	HORSE / JOCKEY	TIME	MARGIN DIST RUN	1ST 400 LAST 600	TOP KM/H	POSITION IN RUNNING	L1980 START–1800M	L1800 1800M–1600M	L1600 1600M–1400M	L1400 1400M–1200M	L1200 1200M–1000M
1	2 / 2	**Waterfall Bay** T M Williams	2:24.64	– 1989	28.40 43.29	56.8 2000-1800		2:24.64 (11.32)	2:13.32 (14.96)[1]	1:58.36 (14.79)[1]	1:43.57 (14.52)[1]	1:29.05 (15.64)[1]
2	3 / 3	**Pepinyastep** H J Orange	2:24.76	0.8L 1988 (0)	28.90 42.73	54.3 2000-1800		2:24.76 (11.94)	2:12.82 (14.98)[4]	1:57.84 (14.83)[3]	1:43.01 (14.51)[5]	1:28.50 (15.62)[5]
3	1 / 1	**Ashes Of Midnight** R E Harrison	2:24.80	0.9L 1989 (0)	28.60 43.08	56.8 2000-1800		2:24.80 (11.64)	2:13.16 (14.95)[2]	1:58.21 (14.79)[2]	1:43.42 (14.53)[3]	1:28.89 (15.64)[3]
4	5 / 5	**Bill Ackman** Z E Butcher	2:24.88	1.3L 2000 (+12)	29.48 42.53	54.0 1400-1200		2:24.88 (12.16)	2:12.72 (15.19)[6]	1:57.53 (14.60)[6]	1:42.93 (14.42)[6]	1:28.51 (15.78)[6]
5	4 / 4	**Salazar** J W Cox	2:25.26	3.4L 2010 (+22)	29.20 43.13	54.3 1400-1200		2:25.26 (11.94)	2:13.32 (15.16)[3]	1:58.16 (14.54)[5]	1:43.62 (14.45)[4]	1:29.17 (15.78)[4]
6	6 / 6	**Wise Move** S J Ottley	2:25.45	4.5L 2011 (+23)	28.96 43.63	54.2 1600-1400		2:25.45 (12.19)	2:13.26 (14.76)[7]	1:58.50 (14.28)[4]	1:44.22 (14.54)[2]	1:29.68 (15.80)[2]
7	8 / 8	**Beware The Storm** John R Dunn	2:27.21	14.2L 2017 (+29)	29.67 45.71	54.1 1400-1200		2:27.21 (12.08)	2:15.13 (15.44)[5]	1:59.69 (15.00)[7]	1:44.69 (14.19)[7]	1:30.50 (15.24)[7]

SCRATCHED

A Mako Man (#7)

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 TRIPLESDATA

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.

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 — SEAHORSE SUPPLEMENTS MOBILE PACE

1980m

5:14 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY · 7 RUNNERS

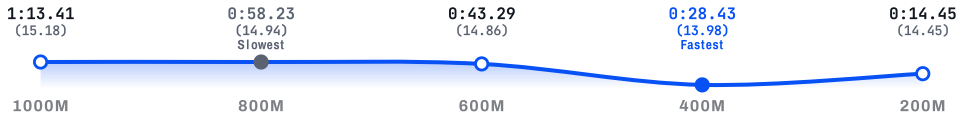
WINNER

Waterfall Bay

T M Williams

TAB 2 · BAR 2 — 2:24.64

RACE TEMPO · SECTIONAL SPLITS



TOP SPEED

56.8 km/h

Waterfall Bay

Section 2000-1800

MARGIN LADDER

1	Waterfall Bay	–
2	Pepinyastep	0.8L
3	Ashes Of Midnight	0.9L
4	Bill Ackman	1.3L

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	**Waterfall Bay** T M Williams	2:24.64	– 1989	28.40 43.29	56.8 2000-1800		1:13.41 (15.18)[1]	0:58.23 (14.94)[1]	0:43.29 (14.86)[1]	0:28.43 (13.98)[1]	0:14.45 (14.45)[1]
2	3 / 3	**Pepinyastep** H J Orange	2:24.76	0.8L 1988 (0)	28.90 42.73	54.3 2000-1800		1:12.88 (15.14)[5]	0:57.74 (15.01)[5]	0:42.73 (14.75)[5]	0:27.98 (13.88)[4]	0:14.10 (14.10)[3]
3	1 / 1	**Ashes Of Midnight** R E Harrison	2:24.80	0.9L 1989 (0)	28.60 43.08	56.8 2000-1800		1:13.25 (15.16)[2]	0:58.09 (15.01)[3]	0:43.08 (14.78)[3]	0:28.30 (13.99)[2]	0:14.31 (14.31)[2]
4	5 / 5	**Bill Ackman** Z E Butcher	2:24.88	1.3L 2000 (+12)	29.48 42.53	54.0 1400-1200		1:12.73 (15.29)[7]	0:57.44 (14.91)[7]	0:42.53 (14.77)[7]	0:27.76 (13.88)[6]	0:13.88 (13.88)[4]
5	4 / 4	**Salazar** J W Cox	2:25.26	3.4L 2010 (+22)	29.20 43.13	54.3 1400-1200		1:13.39 (15.26)[4]	0:58.13 (15.00)[6]	0:43.13 (15.07)[6]	0:28.06 (14.10)[7]	0:13.96 (13.96)[6]
6	6 / 6	**Wise Move** S J Ottley	2:25.45	4.5L 2011 (+23)	28.96 43.63	54.2 1600-1400		1:13.88 (15.25)[3]	0:58.63 (15.00)[4]	0:43.63 (15.08)[4]	0:28.55 (14.19)[5]	0:14.36 (14.36)[5]
7	8 / 8	**Beware The Storm** John R Dunn	2:27.21	14.2L 2017 (+29)	29.67 45.71	54.1 1400-1200		1:15.26 (14.70)[6]	1:00.56 (14.85)[2]	0:45.71 (15.11)[2]	0:30.60 (14.78)[3]	0:15.82 (15.82)[7]

SCRATCHED

A Mako Man (#7)

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 TRIPLESDATA

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.

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

1 Waterfall Bay

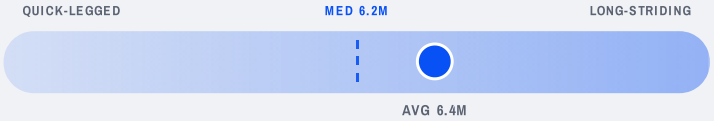
T M Williams TAB 2

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
56.8 km/h	6.5 m	2.2 Hz

HOW WATERFALL BAY RAN

Longest stride 6.5m at the 1980m, holding 6.4m to the line. Top speed 56.8 km/h (2000-1800); faster than the field average in 3 of 10 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 × 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 TRIPLESDATA

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

2 Pepinyastep

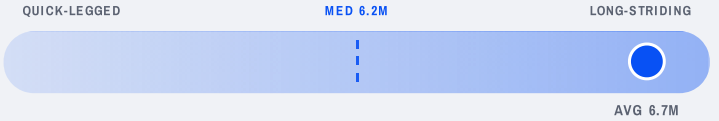
H J Orange TAB 3

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
54.3 km/h	6.9 m	2.1 Hz

HOW PEPINYASTEP RAN

Longest stride 6.9m at the 200m, holding 6.9m to the line. Top speed 54.3 km/h (2000-1800); faster than the field average in 4 of 10 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 × 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 TRIPLESDATA

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

3 Ashes Of Midnight

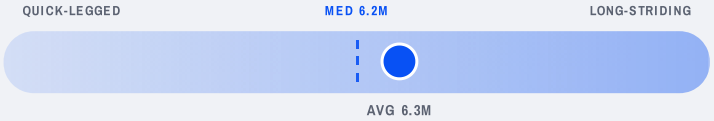
R E Harrison TAB 1

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
56.8 km/h	6.5 m	2.2 Hz

HOW ASHES OF MIDNIGHT RAN

Longest stride 6.5m at the 1400m, holding 6.5m to the line. Top speed 56.8 km/h (2000-1800); faster than the field average in 4 of 10 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 × 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 TRIPLESDATA

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

4 Bill Ackman

Z E Butcher TAB 5

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
54.0 km/h	6.3 m	2.3 Hz

HOW BILL ACKMAN RAN

Longest stride 6.3m at the 1400m, holding 6.2m to the line. Top speed 54.0 km/h (1400-1200); faster than the field average in 4 of 10 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 × 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 TRIPLESDATA

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

5 Salazar

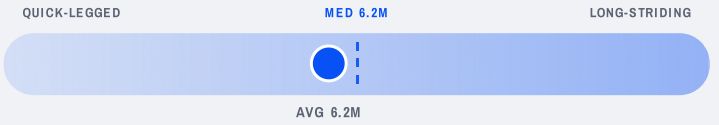
J W Cox TAB 4

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
54.3 km/h	6.5 m	2.3 Hz

HOW SALAZAR RAN

Longest stride 6.5m at the 1400m, easing to 6.3m over the final 200m (–0.2m). Top speed 54.3 km/h (1400-1200); faster than the field average in 5 of 10 sections.

STRIDE STYLE



Speed

KM/H · HORSE VS FIELD AVG



Stride Length

METRES PER BOUND · REACH



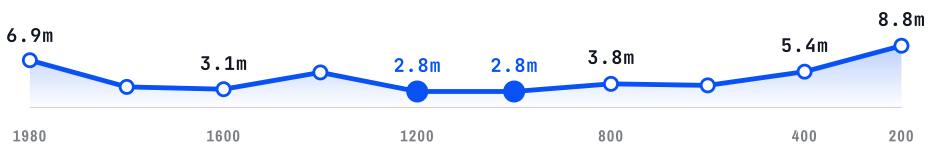
Stride Rate

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 × 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 TRIPLESDATA

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

6 Wise Move

S J Ottley TAB 6

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
54.2 km/h	6.4 m	2.3 Hz

HOW WISE MOVE RAN

Longest stride 6.4m at the 1600m, holding 6.4m to the line. Top speed 54.2 km/h (1600-1400); faster than the field average in 3 of 10 sections.

STRIDE STYLE



Speed

KM/H · HORSE VS FIELD AVG



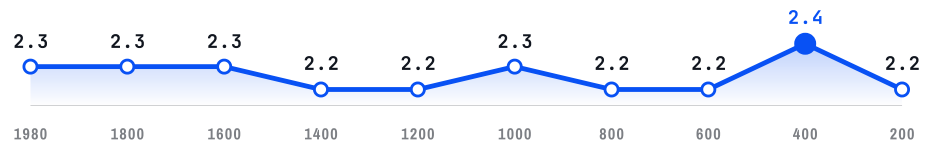
Stride Length

METRES PER BOUND · REACH



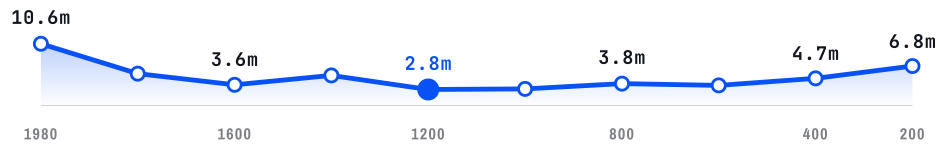
Stride Rate

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 × 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 TRIPLESDATA

TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 1 · SEAHORSE SUPPLEMENTS MOBILE PACE · 1980M

7

Beware The Storm

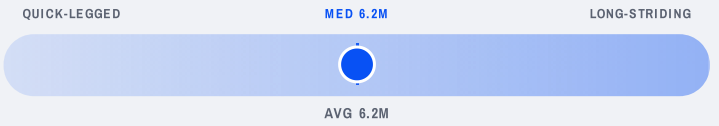
John R Dunn TAB 8

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
54.1 km/h	6.7 m	2.2 Hz

HOW BEWARE THE STORM RAN

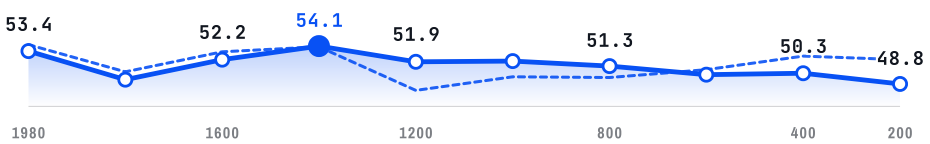
Longest stride 6.7m at the 1400m, easing to 6.0m over the final 200m (–0.7m). Top speed 54.1 km/h (1400-1200); faster than the field average in 4 of 10 sections.

STRIDE STYLE



Speed

KM/H · HORSE VS FIELD AVG



Stride Length

METRES PER BOUND · REACH



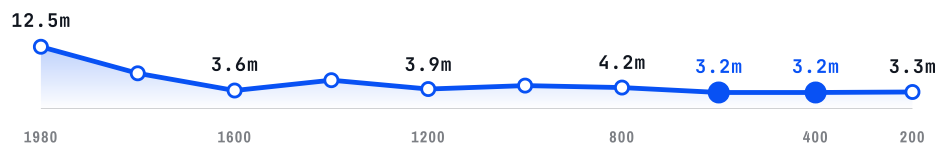
Stride Rate

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 × 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 TRIPLESDATA