TRIPLESDATA GPS SECTIONALS

ADDINGTON RACEWAY

HRNZ • FRI 06 NOV 2026

RACE 2 — TAB PUNTERS CHALLENGE ON SHOW DAY - BOOKNOW PACE

2000m

5:42 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY · 7 RUNNERS

WINNER

Let It Rip

John R Dunn

TAB 1 · BAR 1 — 2:27.96

RACE TEMPO · SECTIONAL SPLITS

2000M	1800M	1600M	1400M	1200M
2:27.96 (16.23)	2:11.74 (14.58)	1:57.16 (14.38) Fastest	1:42.78 (14.44)	1:28.33 (15.14) Slowest

TOP SPEED

54.9 km/h

Sovereign Lustre

Section 400-200

MARGIN LADDER

1	Let It Rip	–
2	Sovereign Lustre	0.8L
3	Miki Magnificent	2.2L
4	Rising Bromac	3.7L

RANK	TAB BAR	HORSE / JOCKEY	TIME	MARGIN DIST RUN	1ST 400 LAST 600	TOP KM/H	POSITION IN RUNNING	L2000 START–1800M	L1800 1800M–1600M	L1600 1600M–1400M	L1400 1400M–1200M	L1200 1200M–1000M
1	1 / 1	**Let It Rip** John R Dunn	2:27.96	– 2010	30.80 42.13	53.1 400-200		2:27.96 (16.22)	2:11.74 (14.58)[1]	1:57.16 (14.38)[1]	1:42.78 (14.44)[1]	1:28.34 (15.14)[1]
2	6 / 6	**Sovereign Lustre** T M Williams	2:28.09	0.8L 2034 (+24)	31.89 41.42	54.9 400-200		2:28.09 (17.49)	2:10.60 (14.40)[6]	1:56.20 (14.47)[6]	1:41.73 (14.28)[6]	1:27.45 (15.14)[6]
3	3 / 3	**Miki Magnificent** B N Orange	2:28.36	2.2L 2027 (+18)	31.08 42.42	52.9 400-200		2:28.36 (16.81)	2:11.55 (14.27)[3]	1:57.28 (14.40)[2]	1:42.88 (14.36)[2]	1:28.52 (15.16)[2]
4	5 / 5	**Rising Bromac** J F Curtin	2:28.62	3.7L 2027 (+17)	31.53 42.32	53.5 400-200		2:28.62 (17.18)	2:11.44 (14.35)[4]	1:57.09 (14.43)[4]	1:42.66 (14.31)[4]	1:28.35 (15.10)[4]
5	4 / 4	**Missing In Action** S J Ottley	2:29.26	7.2L 2011 (+1)	31.76 42.73	52.4 400-200		2:29.26 (17.19)	2:12.07 (14.57)[5]	1:57.50 (14.47)[5]	1:43.03 (14.27)[5]	1:28.76 (15.05)[5]
6	2 / 2	**Another Vinnie** J C Morrison	2:29.30	7.5L 2009 (0)	31.25 43.13	51.6 400-200		2:29.30 (16.55)	2:12.75 (14.70)[2]	1:58.05 (14.41)[3]	1:43.64 (14.28)[3]	1:29.36 (15.17)[3]
7	7 / 7	**Jennarus** R T May	2:31.27	18.4L 2022 (+12)	32.38 44.18	52.6 1600-1400		2:31.27 (17.83)	2:13.44 (14.55)[7]	1:58.89 (14.39)[7]	1:44.50 (14.21)[7]	1:30.29 (15.22)[7]

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 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 2 — TAB PUNTERS CHALLENGE ON SHOW DAY - BOOKNOW PACE

2000m

5:42 PM

TRACK - FAST | WEATHER - FINE | RAIL - TRUE

TELEMETRY · 7 RUNNERS

WINNER

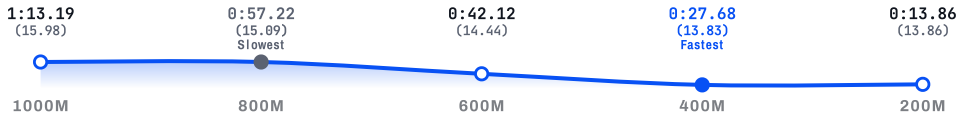
Let It Rip

John R Dunn

TAB 1 · BAR 1

2:27.96

RACE TEMPO · SECTIONAL SPLITS



TOP SPEED

54.9 km/h

Sovereign Lustre

Section 400-200

MARGIN LADDER

1	Let It Rip	–
2	Sovereign Lustre	0.8L
3	Miki Magnificent	2.2L
4	Rising Bromac	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	1 / 1	**Let It Rip** John R Dunn	2:27.96	– 2010	30.80 42.13	53.1 400-200		1:13.20 (15.98)[1]	0:57.22 (15.09)[1]	0:42.13 (14.44)[1]	0:27.69 (13.83)[1]	0:13.86 (13.86)[1]
2	6 / 6	**Sovereign Lustre** T M Williams	2:28.09	0.8L 2034 (+24)	31.89 41.42	54.9 400-200		1:12.31 (15.88)[6]	0:56.43 (15.01)[6]	0:41.42 (14.34)[6]	0:27.08 (13.80)[5]	0:13.28 (13.28)[4]
3	3 / 3	**Miki Magnificent** B N Orange	2:28.36	2.2L 2027 (+18)	31.08 42.42	52.9 400-200		1:13.36 (15.93)[2]	0:57.43 (15.01)[2]	0:42.42 (14.43)[2]	0:27.99 (14.10)[2]	0:13.89 (13.89)[2]
4	5 / 5	**Rising Bromac** J F Curtin	2:28.62	3.7L 2027 (+17)	31.53 42.32	53.5 400-200		1:13.25 (15.94)[4]	0:57.31 (14.99)[4]	0:42.32 (14.47)[4]	0:27.85 (13.99)[4]	0:13.86 (13.86)[3]
5	4 / 4	**Missing In Action** S J Ottley	2:29.26	7.2L 2011 (+1)	31.76 42.73	52.4 400-200		1:13.71 (15.90)[5]	0:57.81 (15.08)[5]	0:42.73 (14.52)[5]	0:28.21 (14.11)[6]	0:14.10 (14.10)[6]
6	2 / 2	**Another Vinnie** J C Morrison	2:29.30	7.5L 2009 (0)	31.25 43.13	51.6 400-200		1:14.19 (15.99)[3]	0:58.20 (15.07)[3]	0:43.13 (14.56)[3]	0:28.57 (14.13)[3]	0:14.44 (14.44)[5]
7	7 / 7	**Jennarus** R T May	2:31.27	18.4L 2022 (+12)	32.38 44.18	52.6 1600-1400		1:15.07 (15.87)[7]	0:59.20 (15.02)[7]	0:44.18 (14.40)[7]	0:29.78 (14.37)[7]	0:15.41 (15.41)[7]

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 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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

1 Let It Rip

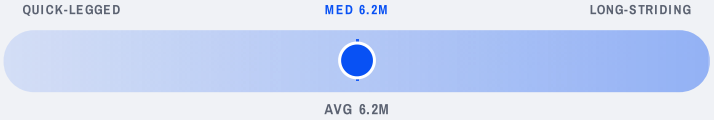
John R Dunn TAB 1

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

HOW LET IT RIP RAN

Longest stride 6.5m at the 200m, holding 6.5m to the line. Top speed 53.1 km/h (400-200); 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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

2 Sovereign Lustre

T M Williams TAB 6

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
54.9 km/h	6.8 m	2.2 Hz

HOW SOVEREIGN LUSTRE RAN

Longest stride 6.8m at the 400m, holding 6.8m to the line. Top speed 54.9 km/h (400-200); faster than the field average in 8 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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

3

Miki Magnificent

B N Orange TAB 3

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

HOW MIKI MAGNIFICENT RAN

Longest stride 6.9m at the 1600m, holding 6.8m to the line. Top speed 52.9 km/h (400-200); faster than the field average in 8 of 10 sections.

STRIDE STYLE



Speed

KM/H · HORSE VS FIELD AVG



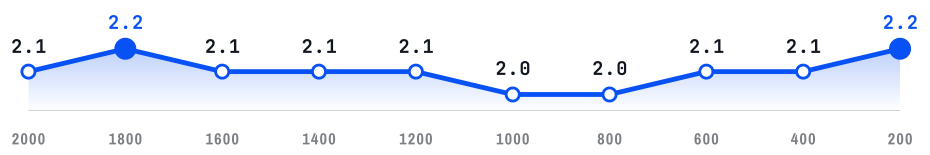
Stride Length

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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

4 Rising Bromac

J F Curtin TAB 5

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
53.5 km/h	6.6 m	2.2 Hz

HOW RISING BROMAC RAN

Longest stride 6.6m at the 400m, holding 6.6m to the line. Top speed 53.5 km/h (400-200); faster than the field average in 9 of 10 sections.

STRIDE STYLE



Speed

KM/H · HORSE VS FIELD AVG



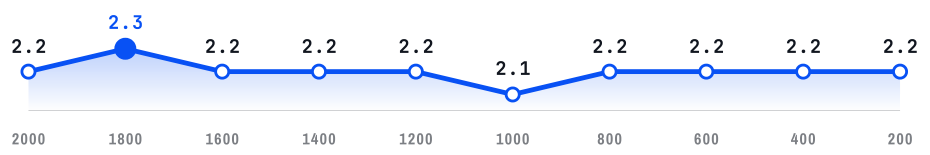
Stride Length

METRES PER BOUND · REACH



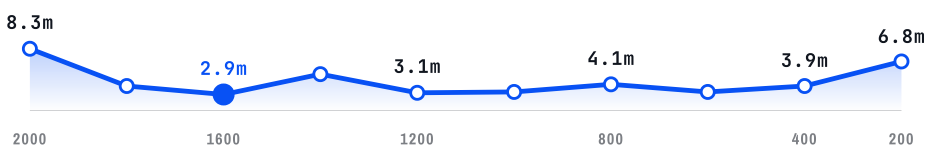
Stride Rate

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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

5

Missing In Action

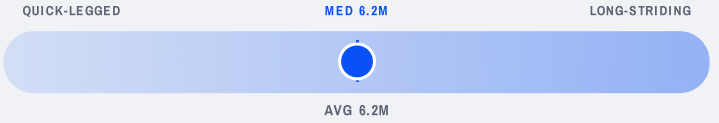
S J Ottley TAB 4

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

HOW MISSING IN ACTION RAN

Longest stride 6.5m at the 1600m, easing to 6.3m over the final 200m (–0.2m). Top speed 52.4 km/h (400-200); faster than the field average in 1 of 10 sections.

STRIDE STYLE



Speed

KM/H · HORSE VS FIELD AVG



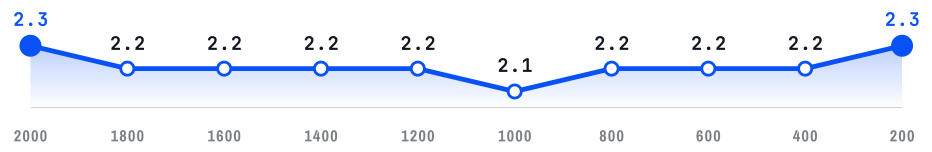
Stride Length

METRES PER BOUND · REACH



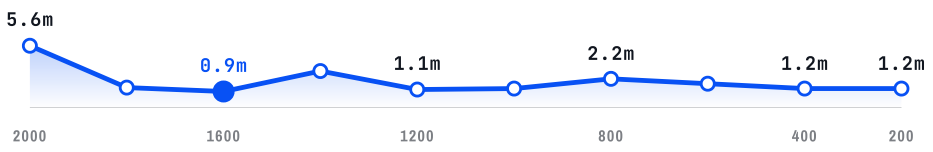
Stride Rate

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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

6 Another Vinnie

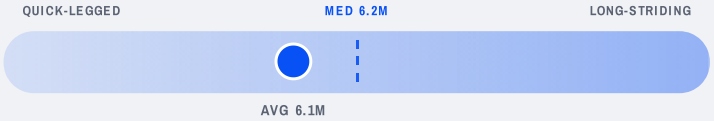
J C Morrison TAB 2

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
51.6 km/h	6.4 m	2.2 Hz

HOW ANOTHER VINNIE RAN

Longest stride 6.4m at the 1400m, easing to 6.2m over the final 200m (–0.2m). Top speed 51.6 km/h (400-200); faster than the field average in 0 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 2 · TAB PUNTERS CHALLENGE ON SHOW DAY - BOOK NOW PACE · 2000M

7 Jennarus

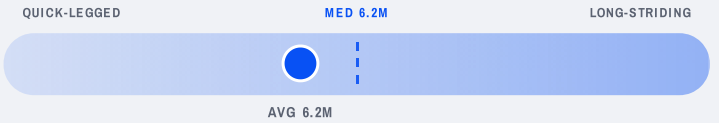
R T May TAB 7

TOP SPEED	PEAK STRIDE LENGTH	AVG STRIDE RATE
52.6 km/h	6.4 m	2.2 Hz

HOW JENNARUS RAN

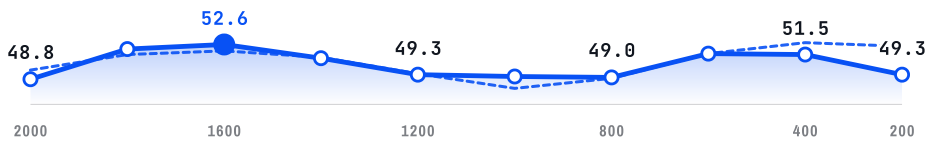
Longest stride 6.4m at the 1400m, easing to 6.2m over the final 200m (–0.2m). Top speed 52.6 km/h (1600-1400); faster than the field average in 4 of 10 sections.

STRIDE STYLE



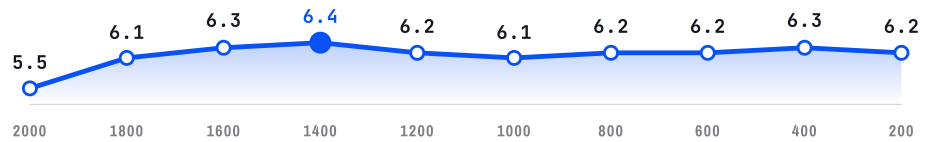
Speed

KM/H · HORSE VS FIELD AVG



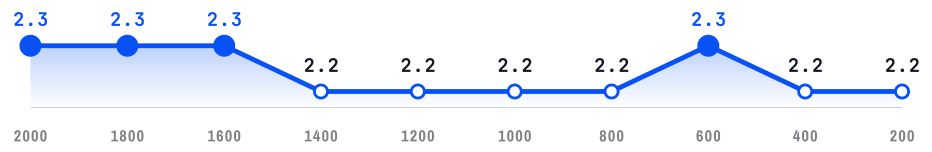
Stride Length

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