



ALBION PARK, QLD  
Race 10 - PACERS AND CHASERS BISTRO - 331M  
07/11/2024 - 14:59:42 PM

RUG	NAME	BOX	TOP SPEED	50M	100M	150M	200M	250M	300M	217M HOME	FINISH TIME
<b>6</b>	She's A Ladette	6	71.5km/h	3.77 [1] 48.2km/h (2.6M)	6.39 [1] 68.6km/h (2.0M)	8.94 [1] 70.6km/h (1.8M)	11.72 [1] 64.8km/h (2.1M)	14.57 [1] 63.0km/h (1.5M)	17.45 [1] 62.5km/h (1.5M)	12.08 64.7km/h (1.6M)	19.18 [1]
<b>1</b>	Cousin Henry	1	70.4km/h	3.83 [2] 47.4km/h (1.0M)	6.54 [2] 66.4km/h (1.8M)	9.13 [2] 69.7km/h (1.7M)	11.89 [2] 65.1km/h (1.9M)	14.75 [2] 63.1km/h (1.8M)	17.61 [2] 62.9km/h (2.8M)	12.07 64.7km/h (2.1M)	19.33 [2]
<b>8</b>	Cosmic Space	8	69.5km/h	3.87 [4] 46.9km/h (3.5M)	6.60 [3] 66.0km/h (2.5M)	9.22 [3] 68.9km/h (2.0M)	11.99 [3] 65.0km/h (1.7M)	14.81 [3] 63.7km/h (1.2M)	17.68 [3] 62.9km/h (1.2M)	12.07 64.7km/h (1.3M)	19.40 [3]
<b>5</b>	Force	5	68.0km/h	3.86 [3] 47.1km/h (2.0M)	6.62 [4] 65.2km/h (2.1M)	9.30 [4] 67.0km/h (1.5M)	12.11 [4] 64.0km/h (1.5M)	14.97 [4] 63.1km/h (1.2M)	17.83 [4] 63.0km/h (0.6M)	12.21 64.0km/h (1.1M)	19.57 [4]
<b>7</b>	Skip A Beat	7	67.4km/h	3.91 [5] 46.5km/h (2.9M)	6.71 [5] 64.3km/h (2.1M)	9.52 [5] 63.9km/h (1.4M)	12.40 [5] 62.6km/h (1.4M)	15.27 [5] 62.7km/h (1.0M)	18.14 [5] 62.8km/h (0.6M)	12.42 62.9km/h (1.0M)	19.88 [5]
<b>2</b>	Pocket Banfield	2	67.8km/h	3.98 [8] 45.6km/h (1.4M)	6.75 [6] 65.2km/h (1.1M)	9.64 [6] 62.2km/h (1.7M)	12.51 [6] 62.7km/h (1.6M)	15.40 [6] 62.3km/h (1.2M)	18.41 [7] 59.9km/h (1.7M)	12.68 61.6km/h (1.5M)	20.18 [6]
<b>4</b>	Twisted Yew	4	66.8km/h	3.95 [7] 46.0km/h (2.0M)	6.82 [8] 62.6km/h (2.0M)	9.68 [7] 62.9km/h (2.2M)	12.53 [7] 63.2km/h (2.2M)	15.42 [7] 62.3km/h (1.6M)	18.40 [6] 60.5km/h (2.0M)	12.60 62.0km/h (2.0M)	20.19 [7]
<b>3</b>	Beijing Ling	3	66.0km/h	3.93 [6] 46.2km/h (1.7M)	6.75 [7] 63.8km/h (1.4M)	9.83 [8] 58.5km/h (2.1M)	12.86 [8] 59.4km/h (2.2M)	15.90 [8] 59.2km/h (1.3M)	19.00 [8] 58.2km/h (0.7M)	13.35 58.5km/h (1.4M)	20.91 [8]

Data based on IsoLynx Localised Positioning System.

Legend:

[ ] - Rank at each section

( ) - Avg. meters to rail for section

\* - Estimated values

