ALBION PARK, QLD
Race 6 - BORGBET TIPPING SERVICE - 710M
29/04/2024 - 20:33:31 PM

RUG	NAME	BOX	TOP SPEED	50M	100M	150M	200M	250M	300M	350M	400M	450M	500M	550M	600M	650M	700M	217M HOME	FINISH TIME
3	Brindle Blaster	3	69.1km/h	3.70 [1] 43.2km/h (1.7M)	6.42 [1] 65.5km/h (2.0M)	9.09 [1] 68.6km/h (1.9M)	11.79 [1] 67.7km/h (1.2M)	14.46 [1] 67.7km/h (1.7M)	17.07 [1] 68.9km/h (1.3M)	19.82 [1] 66.3km/h (0.6M)	22.73 [1] 62.7km/h (1.1M)	25.70 [1] 61.4km/h (1.7M)	28.61 [1] 62.4km/h (2.5M)	31.65 [1] 60.8km/h (1.9M)	34.80 [1] 59.1km/h (1.6M)	38.03 [1] 56.4km/h (1.0M)	41.32 [1] 55.3km/h (2.0M)	13.75 57.9km/h (1.6M)	41.98 [1]
1	I'M Sandwiches	1	67.5km/h	3.75 [4] 41.9km/h (0.9M)	6.54 [2] 63.7km/h (1.7M)	9.30 [2] 66.7km/h (1.9M)	12.02 [2] 67.1km/h (1.4M)	14.72 [2] 66.9km/h (1.6M)	17.41 [2] 67.2km/h (1.1M)	20.22 [2] 64.6km/h (0.6M)	23.16 [2] 61.8km/h (1.0M)	26.17 [2] 60.6km/h (1.7M)	29.12 [2] 61.3km/h (2.4M)	32.19 [2] 60.2km/h (1.8M)	35.35 [2] 58.2km/h (1.4M)	38.56 [2] 56.4km/h (0.7M)	41.81 [2] 55.7km/h (1.7M)	13.76 57.7km/h (1.4M)	42.49 [3]
4	Tiki Bar	4	67.3km/h	3.71 [2] 41.8km/h (2.2M)	6.64 [4] 61.9km/h (2.2M)	9.58 [3] 61.9km/h (1.6M)	12.35 [3] 64.6km/h (0.7M)	15.08 [3] 65.8km/h (1.1M)	17.75 [3] 67.0km/h (0.6M)	20.53 [3] 64.7km/h (0.2M)	23.44 [3] 62.1km/h (0.6M)	26.38 [3] 61.4km/h (1.1M)	29.28 [3] 62.2km/h (1.7M)	32.40 [3] 59.5km/h (1.2M)	35.53 [3] 57.5km/h (1.0M)	38.68 [3] 56.9km/h (0.4M)	41.84 [3] 57.1km/h (1.0M)	13.62 57.8km/h (0.9M)	42.52 [4]
7	Walk Me Daddy	7	65.6km/h	3.74 [3] 42.2km/h (2.9M)	6.58 [3] 63.3km/h (2.5M)	9.61 [4] 62.5km/h (2.6M)	12.44 [4] 64.1km/h (1.4M)	15.24 [4] 64.8km/h (1.9M)	18.00 [4] 65.4km/h (1.3M)	20.85 [4] 63.3km/h (0.5M)	23.83 [4] 60.8km/h (0.8M)	26.88 [4] 59.6km/h (1.6M)	29.88 [4] 60.2km/h (2.1M)	32.99 [4] 59.4km/h (1.6M)	36.16 [4] 57.8km/h (1.4M)	39.37 [4] 56.3km/h (0.6M)	42.59 [4] 56.1km/h (0.9M)	13.75 57.4km/h (1.1M)	43.24 [5]

Data based on IsoLynx Localised Positioning System.
Legend:
[ ] - Rank at each section
( ) - Avg. meters to rail for section
-- - No data available at section

BROOK
RACING AND SPORTING TECHNOLOGY