

Ipswich QLD Professional

Race 2: OPS SERVICES PARTY TEAM QTIS Two-Year-Old Handicap - 1100m

06 May 2023 - 12:49



Track Rating: Good 4, Weather: Fine, Rail Position: +2m 1100m-300m; True Remainder

Section Field Times					Overall 1:04.32 (0:08.56)	1000m 0:55.76 (0:10.42)	800m 0:45.34 (0:10.62)	600m 0:34.72 (0:11.22)	400m 0:23.50 (0:11.55)	200m 0:11.95 (0:11.95)		Last 600m 0:34.72		
Rank	TAE	B Horse/Jockey	Barrier	Top Speed [km/h]	Fastest Section							Margin		Distance Travelled [m]
1	3	ADDRIEL	4	70.0	0:08.99	1:04.32 [1]	0:55.33 [6]	0:44.89 [6]	0:34.26 [5]	0:23.31 [3]	0:11.95 [1]	1:04.32	0:34.26	
		Jag Guthmann-Chester		1000m	Overall	(0:08.99)	(0:10.44)	(0:10.63)	(0:10.95)	(0:11.36)	(0:11.95)			
2	4	RICH AGAIN	2	70.2	0:08.62	1:05.12 [2]	0:56.50 [3]	0:46.07 [3]	0:35.30 [3]	0:24.11 [4]	0:12.39 [3]	4.5L	0:35.30	+2
		Tahlia Fenlon		1000m	Overall	(0:08.62)	(0:10.43)	(0:10.77)	(0:11.19)	(0:11.72)	(0:12.39)			
3	8	STAR OF ROBIGLEN	6	69.6	0:08.85	1:05.19 [3]	0:56.34 [5]	0:45.90 [4]	0:35.31 [4]	0:24.17 [5]	0:12.40 [4]	4.8L	0:35.31	+3
		Jake Bayliss		1000m	Overall	(0:08.85)	(0:10.44)	(0:10.59)	(0:11.14)	(0:11.77)	(0:12.40)			
4	1	NAZORIAN	8	67.9	0:08.58	1:05.41 [4]	0:56.83 [2]	0:46.06 [5]	0:35.19 [6]	0:23.98 [6]	0:12.28 [6]	6.1L	0:35.19	+6
		Corey Bayliss		1000m	Overall	(0:08.58)	(0:10.77)	(0:10.87)	(0:11.21)	(0:11.70)	(0:12.28)			
5	6	I AM THOR	1	69.8	0:08.66	1:05.79 [5]	0:57.13 [4]	0:46.75 [2]	0:36.10 [2]	0:24.87 [2]	0:12.85 [5]	8.1L	0:36.10	-2
		Luke Tarrant		1000m	Overall	(0:08.66)	(0:10.38)	(0:10.65)	(0:11.23)	(0:12.02)	(0:12.85)			
6	2	NORTH OF ELI	3	69.7	0:08.56	1:05.94 [6]	0:57.38 [1]	0:46.96 [1]	0:36.34 [1]	0:25.12 [1]	0:13.23 [2]	8.9L	0:36.34	+2
		Tegan Harrison		1000m	Overall	(0:08.56)	(0:10.42)	(0:10.62)	(0:11.22)	(0:11.89)	(0:13.23)			

Scratched: Boovey (#5), Hermanita (#7)

Report Created: Sat 6 May 2023 13:42 GMT+10

[] Ranking at each section and finish .:-..- No data available at this section

NA No data available

SCN Saddle cloth number
DNF Did not finish

DNF Did not finishDNT Did not track

(Note: Timing is based on position data)

