



Racing SA

Sectional Times

Wednesday, 6 November, 2024



RACING SA

MEETING: Port Lincoln
 WEATHER: 0
 WIND & TEMP RANGE:
 RAIL: +2m 500m-300m+ True Remainder
 TRACK RATING: G-4
 PENTROMETER: 0
 IRRIGATION: 0
 RAINFALL:

IVR ©

INCREMENTAL VELOCITY RATING

Benchmark VR Figures

IVR © DAILY SECTIONAL TIMES

RACE LEADER FIELD SECTIONALS

70.72 59.76 48.94 37.90 25.96 12.54

LATE SPLITS

RACE 7, 1350m

FIN	RUNNER NAME	OFFTIME	IVRTIME	TDIFF"+/-	FSECAVE	TO800M	L1200	L1000	L800	L600	L400	L200	PR1200	PR1000	PR800	PR600	PR400	PR200	L1200	L1000	L800	L600	L400	L200
1	Hey Michael	82.07	82.58	-0.51	24.52	16.31	70.30	59.42	48.86	37.90	25.96	12.54	5	5	3	1	1	1	10.88	10.56	10.96	11.94	13.42	12.54
2	Axecapital		82.86		24.87	16.06	70.46	59.40	48.66	37.58	25.80	12.36	8	8	8	7	7	5	11.06	10.74	11.08	11.78	13.44	12.36
3	Belmont Avenue		82.92		24.63	16.24	70.72	59.78	49.06	37.94	26.08	12.64	4	4	4	4	3	2	10.94	10.72	11.12	11.86	13.44	12.64
4	Time Warrior		83.00		24.47	16.36	71.00	60.18	49.36	38.28	26.28	12.70	2	1	1	2	2	3	10.82	10.82	11.08	12.00	13.58	12.70
5	Diamonds Are		83.12		25.16	15.86	70.16	59.14	48.52	37.62	26.08	12.58	12	12	12	9	6	7	11.02	10.62	10.90	11.54	13.50	12.58
6	Whisky Sour		83.18		24.84	16.09	70.88	59.90	49.02	37.80	25.84	12.26	6	7	7	8	11	10	10.98	10.88	11.22	11.96	13.58	12.26
7	Mount Madeira		83.22		25.15	15.87	70.42	59.36	48.64	37.68	26.08	12.50	11	11	11	11	8	9	11.06	10.72	10.96	11.60	13.58	12.50
8	Midnight Brawler		83.24		24.51	16.33	71.38	60.34	49.54	38.44	26.38	12.76	1	2	2	3	4	4	11.04	10.80	11.10	12.06	13.62	12.76
9	Lord Turnbury		83.38		24.68	16.21	71.20	60.26	49.44	38.36	26.44	12.86	3	3	5	5	5	6	10.94	10.82	11.08	11.92	13.58	12.86
10	Lebanese Trader		83.40		25.02	15.97	70.92	59.86	49.00	37.88	26.18	12.76	9	9	9	10	10	8	11.06	10.86	11.12	11.70	13.42	12.76
11	Street Culture		83.44		25.09	15.92	70.92	59.86	48.94	37.70	25.82	12.38	10	10	10	12	12	11	11.06	10.92	11.24	11.88	13.44	12.38
12	Bad Moon Rising		84.40		24.70	16.22	72.06	61.20	50.44	39.22	27.20	13.30	7	6	6	6	9	12	10.86	10.76	11.22	12.02	13.90	13.30

