

FALLEN AT THE FIRST

THE RULES

one of the Play By Mail Games from

DRACS GAMES

Creating A New Stable

- 1-New players start with 20 horses 10 hurdlers and 8 chasers.
- 2-Each Horse has 180 points to split over 3 abilities. Speed, Stamina and Jumping
- 3-The minimum points for any one ability is 30 the maximum is 100 (eg 75-46-59) totals 180
- 4-Each horse must also be given a best distance of 16F to 36F, this is one it prefers to run over, a preferred going (these are ground conditions it likes best and one of the following must be chosen Hard, Firm, Gd to Fm, Good, Gd to Sft, Soft, Heavy)
- 5-A favourite race course grouping must be given (Numbered 1-5 - see later for more details on this).
- 6-Ages must be 5 at 3yo, 4 at 4yo, 2 at 5yo, all those are hurdler's, your chasers will be aged 5 at 6yo, 2 at 7yo, 1 at 8yo and 1 at 9yo.
- 7-All horses start with a Handicap Rating of 50. (This is explained later).
- 8-Stables start with £200,000 and full and conditional jockey are given from the pool in the game.
- 9-Horse fitness is the same as any other trainers horses in the game - see the fitness rule.
- 10-Any player may run a second stable.
- 11-The maximum number of horses you may have in one stable is 100

Increasing Stable Size

- 1-After their 5th turn, new trainers may send in 10 new horses (5 hurdlers and 5 chasers of any ages rated a total of 1820 to be used over the ten horse with a min of 178 and max 187). These new horses may run from their 6th turn.
- 2-At the start of their 2nd season in the game they may also add a further 10 horses as above.

League Points

- 1-League Tables for Jockeys and Trainers points will be awarded as so, 3pts to the winner, 2pts to 2nd, 1pt to 3rd in any race. There are no points for 4th place.
- 2-The same scoring system applies to the Conditional Jockeys but their will be two leagues for them, one for overall rides and one for the 10 Conditional races only.
- 3-In the percentage league the percentage is worked out by dividing the number of points scored by the total number of entries to date.

Game Money

- 1-Existing trainers in the game continue with the cash they end the previous season – however those with £1.5m or less will be taxed at 33% and those with over £1.5m will be taxed 50%.
- 2-All prize money from races is added to the trainers balance but stable fees are deducted each turn.
- 3-Stable fees are £100 each horse plus £150 for retained jockeys. If you prefer, you may take the risk of not having a retained jockey and just rely on one from the pool when you need one but remember, they cost you £100 per ride. If you do decide not to have retained stable jockeys, you will not be compensated with any cash as its your decision to sack them. You will not be permitted to offer a retainer to any jockey for the rest of that season but may do so the next season.

Betting

- 1-The acceptable bets are singles, doubles and trebles. The only way I will accept an accumulator is in a Yankee (11 bets, 6 doubles, 4 trebles and a 4horse accumulator).
- 2-The maximum total stake allowed is £5,000 for ante post and another £5,000 for races that issue.

3-However, it is possible to have just one single bet of £20,000 to win or £10,000 each way but no other bets on that issue will be accepted.

4-The £5,000 ante post bet WILL be allowed with the £20,000 bet. The minimum stake unit for any bet is £100 so if you want to bet a yankee, the minimum stake will be £100 which means the minimum yankee total stake would be £1,100.

5-There is a jackpot bet each week where you may do combination bets. Minimum stake is £100 per line and maximum payout is £500,000. Where a jackpot is not won, it is carried over to next issue.

6-If any SP is obviously incorrect or any non runners in the race due to being entered then found to be not qualified for the race, SP's for horses in that race might change.

7-All ante post bets will be shown as a loss for the issue they are struck but will be added to the gambling table as and when they are completed. The one exception to this is for bets placed on the gamblers league itself where such bets will not be added to the gamblers league but will be added to your stables account. In all bets (except ante post payouts - no restrictions on pay out) the maximum paid out any issue is £500,000

Bidding

1-No trainer may bid for more than 2 horses in any auction even if they qualify more than once (unless it is otherwise stated in the auction)

Cost To Play

1-The cost to play is determined by the number of horses in your stable.

Up to 20 horses you will pay £2.50 per turn

21-35 horses, you pay £3.00 per turn

36-45 horses, you will pay £3.50 per turn

46-60 horses, you pay £4.50 per turn

61-80 horses you will pay £5.00 per turn

81-100 horses, you pay £6.00 per turn.

2-If you bid for a horse and it takes you over to the next band, you must be prepared to pay the rate for the number of horses you then will have.

Course Groupings

1-The courses are grouped together so whichever course your horse runs best at, he will run almost as well at any other course in that group

Group 1 - Ascot, Kempton, Sandown

Group 2 - Newbury, Lingfield, Wincanton

Group 3 - Aintree, Leopardstown, Cheltenham

Group 4 - Chepstow, Warwick, Haydock

Group 5 - Wetherby, Uttoxeter, Hexham.

2-As well as running well at a similar course, the furthest away from your favourite course you run, the more the horse dislikes it...eg : Ascot favourite course then that horse runs worse at a track in the Wetherby group and vice versa but runs not too bad at Newbury grouped courses and so on.

Race Meetings

1-There are two meetings per turn, with one exception, the Irish Festival is a two day festival which is held midweek (all others are held on a Saturday-the first on Saturday on week and the next a week later.

2-As the Irish Festival is a midweek fixture then any horses entered there will NOT be allowed to enter in the meeting before or after it.

3-Most meetings have six races but some will have a NH Flat race added.

4-If a race has to be split due to the number of runners (maximum 27). then the prize money for that race will also be split over the two races. No HANDICAP race will be split. If a handicap race has more than 27 entries, the lowest handicap rated (HR) horse(s) will be taken out. If more than one horse has the same HR then both or all will be taken out.

5-No horse may be entered twice in the same meeting but it may race once at each meeting

6-Fitness will be adjusted for his second race of any turn but obviously, his weight won't be adjusted until the next time he runs after that issue.

7-You may enter up to 4 horses in any 1 race

8-A jockey can obviously only ride one horse per race.

9-You must check all entry qualifications to make sure your horse is qualified for that race. If he is entered but not qualified, the entry fee will be kept and it will be shown as an entry for you in the percentage league.

Early Declaration Races

- 1-Only horses entered at the start of the season may run in these, although a new trainer may include any of his horses in these races if giving instructions with his first 2 turns.
- 2-£1,000 fee will be made in advance for each horse and this should be deducted from your entry fees on the day of the race.
- 3-The list of the races involved are shown in the Meetings section. As soon as I have the entries in, I will set up an ante post list and bets can be struck on these races.
- 4-Early Declaration races are shown in meetings as (ED) or (EDL). ED means any qualified horse may enter but the normal weight rules apply but EDL all Hurdlers carry 10.06 and all Chasers carry 11.00

Maidens

- 1-These are horses that have NEVER won in their career.

Three Consecutive Falls

- 1-Any horse that has fallen in its last 3 consecutive races (carried over from previous season) may not enter a hurdle or chase until it has been placed (first 4) in a Bumpers Race.

Bumper Races

- 1-Entry into these races is for 3yo's with a J/A of 40 or less or horses that have fallen its last 3 runs.
- 2-Seven races will be available throughout the season for these and the distances of the races will be 2 miles or 2 1/2 miles.
- 3-Horses with preferred distance of 26 furlongs or less will be admitted to the 2 mile races and horses with a preferred distance of 27 furlongs or more may enter the 2 1/2 mile races.

Sellers

- 1-All horses entered in a selling race are up for sale immediately on production of the race card. Bids must be sent in with your turn and the horses will be sold to the highest bidder (each stable may only bid for two horses).
- 2-The selling trainer may buy back the horse but 50% of his bid will be lost in tax.
- 3-If a trainer who had entered a horse in the seller, enters that same horse for another race, before the selling bids are received, then that horse will race for its new trainer when the race is run.

Claiming Races

- 1-These are races where the trainer has to set the weight to be carried by the horse in the race by assigning a value to the horse on entry.
 - 2-Failure to assign a value on entry will see the horse not being entered for the race.
 - 3-All trainers may then bid for any of the horses in the race (maximum two bids per trainer) but they must at least match the minimum price set by the trainer. The following are the weight/claim values.
- | | | | | |
|---------------|---------------|---------------|---------------|---------------|
| 10.00=£5,000 | 10.02=£7,500 | 10.04=£10,000 | 10.06=£12,500 | 10.08=£15,000 |
| 10.10=£17,500 | 10.12=£20,000 | 11.00=£22,500 | 11.02=£25,000 | 11.04=£27,500 |
| 11.06=£30,000 | 11.08=£33,000 | 11.10=£36,000 | 11.12=£40,000 | 12.00=£45,000 |
| 12.02=£50,000 | 12.04=£55,000 | 12.06=£60,000 | | |

Distance Restrictions

- 1-There are no entry restrictions regarding distance...eg: it is ok for a 16F horse to race over 30F but the risk of falling, being brought down or pulling up is greater and, unless the other runners.

Going Restrictions

- 1-Any horse running on opposite extremes of going (eg a horse with a preference for a Hard or Firm surface but runs on Soft or Heavy) will run the risk of being injured.
- 2-The risk is 33% and for up to three meetings out.
- 4-Goings are randomly selected each turn

Age Restrictions

- 1-All 3-5yo horses may race only over hurdles but when a horse reaches 6yo, the owner has a choice to turn a hurdler into a chaser. This must be done at the end of the horses 5th year.
- 2-If changing to a chaser, he can't run over hurdles - if staying a hurdler, he can't race in chases.
- 3-Any horse over 6yo may change from a chaser to a hurdler or hurdler to chaser.
- 4-Once a horse reaches 13yo it must be used as one of your four maximum retirements to create a new horse (see end of season section). If not, the horse is retired and drops out of the game.

Non Handicap Race Weight

- 1-At the start of the horses career, his first run in any non handicap race, he will carry 10.08 but adjustments will be made for each last run.
- 2-If a horse has won his last race, he will gain 5lb weight next run, if he was 2nd in his last race, he will gain 3lb for his next run, if he was placed third, he will gain 1lb for his next race, if unplaced (out of first 3) or failed to finish last race, will drop 2lb next race.
- 3-This also applies to a horses last run in the previous season so if a horse was in his first season and had one run, finishing 2nd then his first run the following season, in a non handicap race, he will carry 10.10 the next time he runs in a non handicap race.
- 4-The minimum weight to be carried is 10.00 and the maximum is 12.06 but claiming jockeys can reduce the weight below 10.00 according to their claiming allowance.

Handicap Race Weights

- 1-At the start of the Season, horses keep their previous seasons H/R (Handicap Rating) and so a successful horse will always carry more weight in a handicap race than others.
- 2-The Handicap Rating system works as so....A horses H/R is increased by 5 after a win, by 3 after finishing 2nd, by 2 after finishing 3rd and by 1 for a 4th place.
- 3-The maximum H/R is 100 and the minimum is 30.
- 4-A horse will lose 2 H/R for any other finishing position, including if it was disqualified from a placing.
- 5-The highest H/R horse in a handicap race will carry 12.06 and other horses will carry -2lb for each H/R below for each rating but down to a minimum of 10.00

Selling Horses To The Bank

- 1-The bank will buy unwanted horses up to & including Race 312 as shown on the table below. After Race 312, no horse can be sold until the new season (LL23 an exception).
For any 2yo they will pay £1,000 times its SR For any 3yo, they will pay £900 times its SR
For any 4yo, they will pay £800 times its SR For any 5yo, they will pay £700 times its SR
For any 6yo, they will pay £600 times its SR For any 7yo, they will pay £500 times its SR
For any 8yo, they will pay £450 times its SR For any 9yo+ they will pay £400 times its SR

Trainers Leaving The Game

If any trainer leaves the game at any time, his/her horses may be advertised for general sale but there may be restrictions on who can bid for them. Any not bought will be deleted from the game.

Not Qualified to run

- 1-Any entries that are entered incorrectly and not qualified to run will be banned from racing for 2 issues from the end of that issue.
- 2-The horse will lose HR and have weight reduced but the placed figure in its form will be D for NQ
- 3-Also it will lose one good run from fitness and the trainer will be fined £5,000 per wrong entry.
- 4-If it's the horses first run, the next outing will be at 95% but one 100% run will be lost.
- 5-Any NQ in last 2 meetings of a season will miss the first FOUR meetings of the new season so enter with care Races 361-372

Prizes

- 1-There are prizes of Game Credits for some of the league tables.
- 2-Top Gambler gets £5 credit
- 3-Champion trainer gets £8 credit
- 4-Champion in % League gets £6
- 5-Trainer of Top Jockey gets £4 credit
- 6-Trainer of Top Conditional Jockey (All in) gets £4 credit

Lottery Game

- 1-Each issue, a race will be designated. If you select the winner of this race (writing it on your turn sheet) then you will win a whole (if sole winner) or a share (if more than one winner) of a Lottery Ticket for the National Lottery draw on a named Saturday.
- 2-The Lottery numbers selected will be sent to you and if winning over £20, a cheque will be sent to you for the amount. If under £20, it will be added to your credit in Dracs Games.
- 3-This is FREE to enter. (The draw is NOT the THUNDERBALL draw)

Rule Additions or Alterations

- 1-I reserve the right to alter or bring in new rules at any time during a season should it benefit the game. Anyone not arriving by their deadline for 2 consecutive turns is obviously not interested and will be sacked from the game.
- 2-Always send your moves in early as this makes my life a lot easier and assures you of interest in the

next issue. The deadline is 10am on your deadline day so its a risk sending just one day before the deadline. I can not dictate the postal service so don't moan to me.

3-If I receive your orders after the 9.00am deadline no entries will be put in for you and turns, in the case of late arrivals, will be void. Please Post Early to avoid disappointment -1st class.

Dealing

1-No player may deal with anyone living at the same address. FAIR deals are encouraged

Horses Abilities

1-Horses speed, stamina and jumping ability are rated 30 being the lowest and 100 the highest. No horse can ever go higher or lower than these figures.

2-Horses have a favourite going, one he runs best on and favourite distance, one he runs best over.

3-The distance a horse runs may vary from 16F to 36F in multiples of 1F. This does not mean that a horse who is outside his best of any of these will not win a race, he still might, it just makes it easier for him if he is as near to possible each preference.

4-Any horse that drops below 30SR at the end of the season has to be used as one of your retirements or will be lost.

HORSES INFORMATION

Fitness

1-For all stables whether new or old, each horse starts each season on 95% fit and then to 100, 100, 100, 100, 95, 90, 85 then may not run again that season. Don't waste a horses runs at 100% fit

Stamina

1-This is more important when racing over longer distance races so when setting this up, its best to decide what your long term objective for that horse is. If your horse is being aimed at 16 furlong races he won't need the same stamina as one racing over 32 furlongs.

Jumping

1-All horses need to be good enough to jump so, obviously, the lower jump rated the horse, the more chance of falling. However, even high jump rated horses CAN fall if conditions dictate it.

Jockeys

1-Each stable will have a full jockey and a claiming jockey (Conditional Jockey) but in all cases the full jockey is better than a claimer.

2-If you require another jockey to ride for you, you must write " Full - Pool " or " Claim - Pool " in the jockey column on your turn sheet by the horse you want him to ride. The pool jockey will be drawn from the jockeys in the pool and you may not ask for a particular jockey.

3-A jockeys league position will determine how good he is but all jockeys start level for a new season.

4-If the conditional jockey has ridden 3 winners or less then he can claim an allowance of 7lb from the horses weight to be carried, if he has ridden 4-5 winners he may claim 5lb and is then rated as a full jockey in position 25, if ridden 6-9 winners, he claims 3lb and is rated as a full jockey in position 20 but once he has ridden his 10th winner, he will be rated as his form allows compared to the full jockey listings.

5-At that seasons end he is sold to the pool for a fee of £40,000 and a new conditional jockey will arrive in your yard. A separate league table will be set up for the series of 10 conditional races.

Gallops

1-Trainers may send one horse per turn to the gallops in order to train him for a new preferred distance (up to 8 furlongs from current one).

2-The horses will not be suited to the new distance until he has made 8 attendances at the gallops and may not race anywhere until 3 meetings have past after he qualifies over the new distance.

3-The cost for this will be £8,000 per attendance.

4-Once any horse has qualified for a new distance, it will appear in the magazine for all to see.

5-Visits do NOT need to be made consecutively.

6-If the horse needs to run in a race, you may send another horse to the gallops that issue but only one per turn may be sent.

7-The number of visits and the new distance is shown on a stable sheet

EXTRA FEATURES

ALL WEATHER GALLOPS – THIS MAY BE USED ONCE ONLY DURING THE SEASON

- 1-Once per season a trainer may select to send FOUR hurdlers and FOUR chasers to the gallops.
- 2-All horses have to be sent at one time and the cost would be 20% of your bank balance at the time of using. That issue they can not run in any races.
- 3-The outcome of this will be done on 2 rolls of a dice for each horse. If a double 6 is rolled, the horse suffers an injury that will keep him out of racing for the whole season. If no double 6 is rolled then a single dice roll will determine what happens next. All outcomes are permanent.
- 4-The possible outcomes as follows.....
Roll a 1 or a 5 = Success – may change + or – 2 furlongs
Roll a 2 or a 6 = Exceptional Success – as well as above also +4STA
Roll a 3 = Failure – no change
Roll a 4 = Horse is distressed £10,000 vet bill and -2STA
Roll a Double 6 = Horse injured and out for the season – receive an insurance payout of £30,000

EQUINE POOL – END OF SEASON ONLY - OPTIONAL

- 1-At the end of season you can buy UP TO five attendances at the Equine Pool.
- 2-This means 5 selected horses would be fully fit at the start of the season so instead of one run at 95% they would have an extra run at 100%, thus missing out the 95% run.
- 3-Each attendance would cost £30,000

NOVICE JUMP SCHOOL - END OF SEASON ONLY - OPTIONAL

- 1-This is for 6+7yo horses only and only ones that are changing from Hurdler to Chaser
- 2-Current Jump Ability = 50 or less you pay £25,000 for +3J/A
- 3-Current Jump Ability = 51 or more you pay £50,000 for +3J/A
- 4-WARNING : There is a 1 in 6 chance of this schooling being unsuccessful and you losing your fee (MAXIMUM SPEND LIMIT IS £250,000)

Lady Luck

- 1-These are items that will help or hinder you or your horses progress. There are a total of 44 items and you have three choices.
- 2-If choosing two, then the numbers MUST be different. You have the choice to select One, two or no Lady Luck numbers each issue.
- 3-These items will be moved about each turn and so you should not get the same item as the previous turn by picking the same number.
 1. Random Horse improves his stamina +1 permanently
 2. Top `out of country` jockey booked to ride for you next turn
 3. Random horse improves his jump ability +1 permanently
 4. Horse unseats rider in random race this issue
 5. Horse of your choice increases his speed rating +1 permanently
 6. Horse of your choice loses 1 speed rating permanently
 7. 25% of any prize money won that issue is given to stable staff as a bonus
 8. Stable Spy offers you info on any one named horse for £2,000
 9. Random horse injured in training - miss next two meetings
 10. Random horse injured in training - miss next four meetings
 11. May buy a horse from abroad for £50,000 . Horses attributes are totally random
 12. May alter 1 horses preferred distance by up to 4 furlongs permanently.
 13. Send horse to jumping specialist £10,000 +3 J/A but misses next issue.
 14. Stable jockey injured - miss next two meetings
 15. Stewards Enquiry on random race - if involved 50% chance of +/- a placing
 16. Win FREE ante post bet worth £5,000 - write on bet LL16
 17. Stable jockey has flu -rated 10 below his position next turn
 18. Stable jockey as `red letter day` - rated top 3 jockey next turn
 19. Horse of your choice +4 J/A & + 3 STA for one race. May be kept. When used, write LL19 next to horses name. May only have one LL19 at any time.
 20. Jockey in random race rides a tactical race blocking the favourite who loses 2 lengths
 21. Random horse lose 1 jump ability permanently
 22. May change the preferred course group of any one horse
 23. May sell any horse to the bank for 5 times its normal bank value
 24. Random entry (ridden by pool jockey) does not perform well for him – loses 3 lengths

25. Random 3yo with total ratings less than 190 improves +1 on each ability
26. Improvement of +3SR to a horse of your choice with 50SR or under
27. Improvement of +2SR to a horse of your choice with over 50SR
28. Jumping improvement to a horse of your choice +2 J/A if 50 J/A or less +1 J/A if over 50 J/A
29. Horse of your choices Stamina improves +2 STA
30. May take an "early price" on any runner in a single or double only bet this turn +2pts
31. 2yo of your choice makes rapid improvement - +2SR or +2JA or +2 STA (one only)
32. Training setback means randomly selected 2yo loses 1SR or 1JA or 1STA (one only)
33. Delays getting your horses to track on time-entries upset and lose 1SR random meet this iss
34. Stable jockey badly injured - out for the next 6 meetings
35. One random horse makes excellent progress on the gallops +3 J/A and STA
36. You may add 3 JA or 3 STA to any horse under 80SR but lose 5SR
37. Top foreign owner offers to sell you a horse. Total ratings 190. Horse will cost you 50% of current bank balance – only available once per season. Send Name only other is random
38. Overseas Auction. Horse spotted with total abilities of 183. I in 3 chance of getting it – costing you 25% of current bank balance. Send Name only – other random
39. Random entry is allowed a clear lead – gains 6 lengths advantage
40. Random entry Brought Down (B) only if there is a faller in that race
41. Random 2yo improves well +2 to each ability
42. Random Horse loses 1 stamina rating permanently
43. Traffic delays cause your stable jockey to arrive after the first two races ran (random meeting) Pool jockey employed but –3 lengths
44. Random horse whips round at the start - loses 3 speed ratings for that race
45. Random 3yo in your stable increases by 4STA
46. VET CARD – reduces injury to a horse by half – must be played next issue eg 6 races = 3 races, 12 races = 6 races, 24 races = 12 races alternatively it may be used to increase one horses fitness by 5% (up to max 100%) only can be used on one horse ONCE per issue
47. Jockey (in random race) rides "from the front" gains 3 lengths after stealing early lead
48. Free £10,000 WIN ONLY bet next issue – not ante post

Stable Jockey can be either full or conditional jockey and is randomly selected. If you fail to make the deadline or do not list any LL Numbers, you will not be given a LL item.

END OF SEASON

- 1- At the end of each season, each horse will have its speed rating re-calculated as so....For every 1st place +3.....For every 2nd place +2.....For every 3rd place +1
- 2-For ever unplaced run -1. Once a horse reaches 100 S/R then any extra will be halved then added equally to J/A and STA with any odd number being added to J/A.
- 3-You may also change any 3YO of last season (Now 4yo), by up to 4 furlongs distance.
- 4-You may change any horse 6yo or older from a Hurdler to a Chaser or a Chaser back to a Hurdler.
- 5-Anyone may take on 3 new horses. These can be any combination of 3yo Hurdlers or 6yo Chasers with a total 180 ratings to be split over SR, JA & STA. These are optional but FREE.
- 6-You may retire up to 4 horses (any age) and name a 2yo or 3yo in its place. A 2yo may not run until it is 3yo but can be increased through Lady Luck.
- 7-The table below shows the old ability of the retired horse and what can be created by retiring it. Please note you must decide on one age only, you can't take a 2yo AND a 3yo for each retirement.

Retiring Horses Total Ability	New 2yo (if chosen)	New 3yo (if chosen)
175 and below	175	175
176-180	180	180
181-185	185	182
186-195	190	185
196-205	193	188
206 +	196	192

- 8-Total Ability means the S/R, J/A and STA added together.
- 9-Foreign owner offers to sell you a horse. Total ratings 190. Horse will cost you 50% of end of season bank balance – before tax deduction. Send Name only other is random

RACE MEETINGS

Race	Course	Race Name	Prize	Entry	Dist	SR	Age
001	1 - ASCOT	VALENTINE HUR	20-12-8	1200	16	030-048	3-6
002	1 - ASCOT	CAINES H'CAP HUR	18-10-6	1000	22	049-067	4-6
003	1 - ASCOT	MONDAY HUR	16-9-5	900	30	068-090	4+
004	1 - ASCOT	JAMESONS CHASE	22-12-7	1200	26	087-100	6-12
005	1 - ASCOT	HOPE CHASE	24-13-7	1300	18	049-067	6-12
006	1 - ASCOT	NUGENT H'CAP CH	20-11-6	1100	34	030-052	6-12
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007	5 - WETH	BERNARD HUR	15-8-5	800	18	049-070	3-6
008	5 - WETH	SHAKESPEARE HUR	13-7-4	700	28	068-086	3-7
009	5 - WETH	BRONTE H'CAP HUR	15-8-5	800	34	030-067	3+4
010	5 - WETH	KINGS CHASE	17-9-6	900	16	068-090	6-12
011	5 - WETH	ARCHERS H'CAP CH	13-8-5	800	28	030-048	6-12
012	5 - WETH	LEES HILL CHASE	16-10-5	1000	36	087-100	7-12
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013	2 - NEWB	CASTLE HURDLE	19-11-6	1100	16	049-067	4+
014	2 - NEWB	MARKET H'CAP HUR	22-12-7	1200	20	078-100	4+
015	2 - NEWB	GRANTLEY HURDLE	18-11-7	1100	24	030-067	3+4
016	2 - NEWB	STONES CHA (CON1)	20-12-6	1200	20	068-100	7+
017	2 - NEWB	TREBOR H'CAP CHA	19-11-7	1100	30	040-067	6-10
018	2 - NEWB	SHUFFLE CHASE	18-10-6	1000	36	068-086	6-12
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019	4 - CHEPS	CLAIMING HURDLE	13-8-5	800	16	030-057	3+4
020	4 - CHEPS	WYE VALLEY HUR	15-9-5	900	20	087-100	ANY
021	4 - CHEPS	VALE H'CAP HUR	17-10-6	1000	24	049-090	5+
022	4 - CHEPS	SEVERN H'CAP CHA	18-10-5	1000	20	030-067	6-12
023	4 - CHEPS	ROTC MAIDEN CHA	13-9-5	900	30	039-067	7-9
024	4 - CHEPS	SALMON CHASE	19-10-5	1000	36	068-100	6-12
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025	1 - KEMP	FORMAT H'CAP HUR	20-11-6	1100	18	068-076	4+5
026	1 - KEMP	SCENIC HURDLE	24-13-7	1300	24	087-100	5+
027	1 - KEMP	CAN CAN HURDLE	18-11-6	1100	28	049-067	3-5
028	1 - KEMP	SATURDAY CHASE	16-10-5	1000	18	030-055	6+7
029	1 - KEMP	DOWNNS H'CAP CHA	20-10-6	1000	22	030-067	7-12
030	1 - KEMP	SIMON CHASE	22-13-7	1300	30	068-086	6-12
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031	4 - WARW	CASTLE HURDLE	19-11-6	1100	22	049-067	4+
032	4 - WARW	SHARP H'CAP HUR	17-10-5	1000	26	068-090	5+6
033	4 - WARW	WOTNOT HURDLE	16-9-5	900	30	030-048	5+
034	4 - WARW	WHITELY CHASE	22-12-7	1200	24	049-067	7-12
035	4 - WARW	TANDY CHASE	24-13-7	1300	32	049-067	6-12
036	4 - WARW	SPARKS H'CAP CHA	20-11-6	1100	34	087-100	6-12
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037	5 - HEXH	CANDLE HURDLE	16-9-5	900	22	068-086	3+4
038	5 - HEXH	AMSTRAD HURDLE	15-8-4	800	26	049-067	5+
039	5 - HEXH	SKIPS H'CAP HUR	15-8-5	800	28	087-100	ANY
040	5 - HEXH	QUEENS CHASE	16-9-5	900	16	030-055	6-12
041	5 - HEXH	BOWMANS H'CP CH	14-8-5	800	20	068-086	6-12
042	5 - HEXH	MAYHILL CHASE	17-9-6	900	26	087-100	6-12
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043	2 - NEWBURY	HURDLE	30-15-8	1500	19	up to 186 tot	ANY
044	2 - NEWBURY	H'CAP HURDLE	30-15-8	1500	33	up to 196 tot	ANY
045	2 - NEWBURY	HURDLE	30-15-8	1500	34	185-196 tot	ANY
046	2 - NEWBURY	H'CAP CHASE	30-15-8	1500	16	up to 184 tot	6-12
047	2 - NEWBURY	CHASE	30-15-8	1500	23	197-208 tot	6-12
048	2 - NEWBURY	CHASE	30-15-8	1500	33	191-202 tot	6-12

049	2 - LINGF	PARK HURD (CON2)	20-11-5	1100	18	088-100	3-7
050	2 - LINGF	RIDER H'CAP HUR	22-12-6	1200	24	030-048	5+
051	2 - LINGF	MANLEY HURDLE	19-11-6	1100	32	087-100	3-6
052	2 - LINGF	MANOR CHASE	21-11-6	1100	28	030-048	7-12
053	2 - LINGF	GOODWIN CHASE	20-11-6	1100	30	049-067	6-11
054	2 - LINGF	OXO H'CAP CHASE	18-9-5	900	34	068-090	6-12
054A	2 - LINGF	N/H FLAT RACE	20-10-6	1000	16	SEE RULES	
055	4 - HAYD	MAPLINS HURDLE	14-9-5	900	16	087-100	4+
056	4 - HAYD	KIM H'CAP HURDLE	16-10-5	1000	20	075-090	3-6
057	4 - HAYD	TOPICAL SELL HUR	17-11-6	1100	32	049-067	ANY
058	4 - HAYD	CLIC H'CAP CHASE	18-10-5	1000	20	068-090	7-12
059	4 - HAYD	DANTE CHASE	14-9-5	900	32	049-067	7-11
060	4 - HAYD	TROUT H'CAP CHA	19-10-6	1000	34	030-067	6-10
061	3 - CHELT	CHELTENHAM HUR	20-10-5	1000	26	069-084	4+
062	3 - CHELT	STROUD HURDLE	14-8-4	800	21	070-089	4+
063	3 - CHELT	PAINSWICK HURDLE	18-8-4	800	17	030-040	ANY
064	3 - CHELT	TETBURY CHASE	16-9-4	900	21	078-100	6+7
065	3 - CHELT	CLAIMING CHASE	14-9-4	900	18	030-100	ANY
066	3 - CHELT	LYDNEY CHASE	19-9-4	900	23	076-100	6-8
067	1 - SAND	TOLWORTH HURD	20-11-7	1100	16	068-086	3-6
068	1 - SAND	SANYO H'CAP HUR	18-10-5	1000	23	080-100	5+
069	1 - SAND	DUBAI HURDLE	16-9-5	900	36	049-067	ANY
070 (ED)	1 - SAND	IMPERIAL CUP H/C CHA	32-17-9	1700	24	087-100	6-12
071	1 - SAND	HULBERT CHASE	24-13-7	1300	31	049-067	7+8
072	1 - SAND	CANDY H'CAP CHA	21-11-6	1100	36	068-100	6-12
073	3 - AINTR	LIVERPOOL HUR	26-14-8	1400	21	077-090	3-5
074	3 - AINTR	WALLASEY HUR	23-13-7	1300	22	035-051	4+
075	3 - AINTR	BOOTLE HURDLE	25-14-7	1400	32	059-076	5+
076	3 - AINTR	KIRKBY H'CAP CHA	20-11-6	1100	22	035-054	6-10
077	3 - AINTR	MAGHUL CHASE	18-10-6	1000	32	059-076	6-10
078	3 - AINTR	CROSBY CHASE	24-13-7	1300	25	080-100	6-12
079	2 - WINC	CASTLE CARY HUR	20-10-5	1000	21	030-048	3+
080	2 - WINC	BY PASS H'CAP HUR	22-11-5	1100	25	030-048	4-6
081	2 - WINC	LADBROKE HURD	19-10-5	1000	29	087-100	4-7
082	2 - WINC	STREET CHA (CON3)	21-10-5	1000	22	068-086	6-12
083	2 - WINC	YEOVIL H'CAP CHA	20-10-5	1000	31	049-067	7+8
084	2 - WINC	GILLINGHAM CHA	18-10-5	1000	35	068-100	8-12
084A	2 - WINC	N.H FLAT RACE	20-10-6	1000	20	SEE RULES	
085	5 - UTTOX	CLAIMING HURDLE	14-8-5	800	17	030-100	ANY
086	5 - UTTOX	MAY H'CAP HURDLE	16-10-5	1000	28	049-067	3-5
087	5 - UTTOX	TROPICAL HURDLE	17-10-5	1000	35	049-067	3-7
088	5 - UTTOX	BANKS H'CAP CHA	18-10-6	1000	26	068-100	6-12
089	5 - UTTOX	DAWN RUN CHASE	24-13-6	1300	30	087-100	6-12
090	5 - UTTOX	MINT H'CAP CHASE	19-10-5	1000	33	030-067	7-10
091	3 - CHELT	HURDLE	32-16-9	1600	27	185-196 tot	ANY
092	3 - CHELT	HURDLE	32-16-9	1600	31	up to 186 tot	ANY
093	3 - CHELT	HURDLE	32-16-9	1600	36	197 to 208 tot	ANY
094	3 - CHELT	BEST MATE CHASE	32-16-9	1600	19	up to 202 tot	6-12
095	3 - CHELT	CHASE	32-16-9	1600	31	up to 196 tot	6-12
096	4 - CHELT	CHASE	32-16-9	1600	35	up to 186 tot	6-12
097	1 - ASCOT	HILLS H'CAP HURD	30-16-9	1600	19	080-090	4-8
098	1 - ASCOT	JAMAICAN HURDLE	34-18-9	1800	28	068-086	3-6
099	1 - ASCOT	PLANET HURDLE	28-17-9	1700	36	030-048	3-5
100	1 - ASCOT	SAAB H'CAP CHASE	26-15-8	1500	18	068-100	6-10
101	1 - ASCOT	HAMPTON CHASE	34-19-10	1900	26	080-100	7-10
102	1 - ASCOT	TATTENHAM CHASE	29-15-8	1500	28	068-086	6-8
103	4 - HAYD	ISTABRAQ HURDLE	20-11-6	1100	19	030-048	4-7
104	4 - HAYD	CADDY H'CAP HUR	18-10-5	1000	25	049-067	5-7
105	4 - HAYD	FRIDAY HURDLE	16-9-5	900	33	068-086	4+
106	4 - HAYD	COCKLEY CHASE	22-12-7	1200	20	087-100	6-8
107	4 - HAYD	GORDON RICHARDS MEM	CH 24-13-7	1300	28	049-067	7-10
108	4 - HAYD	EDGAR H'CAP CHA	21-11-6	1100	30	036-048	7-10

109	5- WETH	VAT 69 HURDLE	16-9-5	900	16	030-048	4-8
110	5- WETH	HAND HURD (CON4)	13-8-4	800	20	068-086	3-7
111	5- WETH	CASTROL H'CAP HU	15-9-5	900	24	087-100	3-5
112	5- WETH	WALNUT CHASE	16-10-5	1000	20	068-090	6-8
113	5- WETH	QUIVER H'CAP CHA	14-9-5	900	23	080-100	6-12
114	5- WETH	JACK DANIEL CHA	17-10-6	1000	35	080-100	6-10
115	2- NEWB	SINQUE HURDLE	20-11-6	1100	28	049-067	3-9
116	2- NEWB	WANDA H'CAP HUR	22-12-7	1200	28	049-086	5+
117	2- NEWB	PETHWICK HURD	19-11-6	1100	31	030-048	3-6
118	2- NEWB	GRENADIER CHA	21-12-6	1200	20	087-100	7+
119	2- NEWB	LANDAU H'CAP CH	20-11-6	1100	20	030-067	6-8
120	2- NEWB	SOUFFLE SELL CHA	18-10-5	1000	31	030-067	6-12

121	4 - CHEPS	RIVERVIEW HURD	14-8-5	800	26	049-062	3-6
122 (EDL)	4 - CHEPS	WELSH CHAMP HUR	36-20-12	2000	22	087-100	ANY
123	4 - CHEPS	LUDLOW H'CAP HUR	27-14-8	1400	36	049-090	ANY
124	4 - CHEPS	MAIDEN H'CAP CHA	18-10-5	1000	25	030-067	6-10
125	4 - CHEPS	DULLARD CHASE	17-10-6	1000	33	049-067	7-9
126	4 - CHEPS	FLYFISHING CHASE	19-10-6	1000	33	087-100	6-9
127	1 - KEMP	DISCOVERY HURD	20-11-6	1100	16	068-086	3-6
128	1 - KEMP	ROVER H'CAP HUR	24-13-7	1300	26	087-100	4-9
129	1 - KEMP	RELIANCE HURDLE	18-11-6	1100	29	049-067	3-8
130	1 - KEMP	CLAIMING CHASE	16-10-5	1000	28	030-048	6-9
131	1 - KEMP	HOWDY CHA (CON5)	20-11-7	1100	32	049-067	7-11
132	1 - KEMP	IDEAL H'CAP CHA	22-13-7	1300	34	068-086	6-12
132A	1 - KEMP	N/H FLAT RACE	20-10-6	1000	16	SEE RULES	

133	4 - WARW	BUSTING HURDLE	20-11-6	1100	16	030-046	4-7
134	4 - WARW	GWR H'CAP HUR	18-10-5	1000	22	041-053	5+6
135	4 - WARW	HART HURDLE	16-9-5	900	30	054-068	3-7
136	4 - WARW	WOODLAND CHASE	22-12-7	1200	18	033-044	6-9
137	4 - WARW	GLASS CHASE	24-13-7	1300	26	069-080	7-11
138	4 - WARW	TOPPER H'CAP CHA	21-11-6	1100	34	070-093	6-12
139	5 - HEXH	SNUFF MILL HURD	16-9-5	900	18	041-053	3-5
140	5 - HEXH	SONY HURDLE	13-8-4	800	26	069-086	5+
141	5 - HEXH	SANYO H'CAP HUR	15-9-5	900	34	078-093	3-5
142	5 - HEXH	LADY CHASE	17-10-5	1000	16	054-068	6-9
143	5 - HEXH	FEATHER H'CAP CH	14-9-5	900	28	081-100	6-12
144	5 - HEXH	CORN CHASE	17-10-6	1000	32	030-040	6-11

145	2 - LINGF	PARKGATE SELL HU	20-11-6	1100	20	030-049	ANY
146	2 - LINGF	BARKER H'CAP HU	22-12-7	1200	24	041-053	4-8
147	2 - LINGF	STRIDER HURDLE	19-11-6	1100	32	054-068	3-6
148	2 - LINGF	MANORHOUSE CHA	21-12-6	1200	20	030-045	6-9
149	2 - LINGF	CLAIMING CHASE	20-11-6	1100	22	030-100	ANY
150	2 - LINGF	BISTO H'CAP CHA	18-10-5	1000	30	041-053	6-8
151	5 - UTTOX	MARTELL HURDLE	24-13-7	1300	17	094-100	4-9
152	5 - UTTOX	MUM H'CAP HURD	24-13-6	1300	20	081-093	ANY
153	5 - UTTOX	OPTICAL HURDLE	17-11-8	1100	27	054-068	4-7
154	5 - UTTOX	CLOACK H'CAP CHA	18-10-5	1000	24	069-080	7-9
155 (ED)	5 - UTTOX	MIDLAND GRAND NAT H/C	40-20-10	2000	33	030-100	6-12
156	5 - UTTOX	TOTO H'CAP CHASE	19-11-7	1100	34	035-053	7-10

157	3 - CHELT	SPACE HURDLE	23-12-6	1200	18	056-074	4-8
158	3 - CHELT	CHILDS HURDLE	23-12-6	1200	25	064-080	3-7
159	3 - CHELT	WALLS H'CAP HUR	25-13-6	1300	22	035-056	3-6
160	3 - CHELT	FIFTY'ISH CHASE	25-13-7	1300	20	060-082	6-10
161	3 - CHELT	QUINCY CHASE	28-14-7	1400	25	079-100	8-10
162	3 - CHELT	MUSICAL CHASE	30-15-8	1500	27	069-100	8-12
163 (ED)	1 - SAND	WHITBREAD H/C HU	32-18-10	1800	18	069-080	3-7
164	1 - SAND	GEEST H'CAP HURD	24-16-11	1600	21	081-093	3-7
165	1 - SAND	BERNI HURDLE	26-14-7	1400	31	094-100	ANY
166	1 - SAND	HOLSTEN CHASE	32-16-8	1600	22	054-068	6-9
167	1 - SAND	FIR TREE CHASE	24-17-8	1700	27	030-040	8-10
168	1 - SAND	HOOVER H/C CHA	21-13-6	1300	32	074-093	7-12
168A	1 - SAND	N/H FLAT RACE	20-10-6	1000	16	SEE RULES	

169	3 - AINTR	ST JOHN HURDLE	23-12-5	1200	23	041-053	3-5
170	3 - AINTR	KEEGAN H'CAP HUR	20-10-5	1000	20	069-080	4-8
171	3 - AINTR	PAISLEY HURDLE	23-12-5	1200	16	068-093	4+5
172	3 - AINTR	SHANKLY CHASE	26-12-6	1200	36	049-070	7-12
173	3 - AINTR	DALGLISH CHASE	28-15-6	1500	30	081-093	6-10
174	3 - AINTR	FOWLER CHASE	24-13-7	1300	23	030-040	6-9
175	2 - WINC	PUDDLETOWN HUR	20-11-6	1100	18	030-037	ANY
176	2 - WINC	HOMER H'CAP HUR	22-12-7	1200	27	049-056	3-6
177	2 - WINC	MECCA HURDLE	19-11-6	1100	31	068-075	3-6
178	2 - WINC	HAMPTON CHASE	21-12-6	1200	20	087-096	6-12
179	2 - WINC	YALE H'CAP CHASE	20-11-6	1100	25	049-059	7-9
180	2 - WINC	GOODBYE CHASE	18-10-5	1000	30	080-092	6-12
181	1- ASCOT	CLAIMING HURDLE	20-11-6	1100	17	030-100	ANY
182	1- ASCOT	TRAPP H'CAP HUR	18-10-5	1000	23	038-050	4-6
183	1- ASCOT	NICHE HURDLE	16-9-5	5900	31	076-090	5+
184	1- ASCOT	DEANES CHASE	22-12-7	1200	27	082-096	6-12
185	1- ASCOT	OKAY CHASE (CON6)	24-13-7	1300	19	049-067	6-12
186	1- ASCOT	BALANTYNE CHA	21-11-6	1100	31	030-052	6-12
187	5 - WETH	BENNETT HURDLE	16-9-5	1600	17	053-072	3-6
188	5 - WETH	THOMAS HURDLE	13-8-4	800	27	066-084	3-7
189	5 - WETH	AMY H'CAP HURDLE	15-9-5	900	33	042-067	3+4
190	5 - WETH	OBAN CHASE	16-10-5	1000	16	059-073	6-12
191	5 - WETH	BREAN CHASE	14-9-5	900	27	030-048	6-12
192	5 - WETH	CONEY HILL CHASE	17-10-6	1000	26	044-060	7-12
193	2 - NEWBY	CURDLE HURDLE	20-11-5	1100	20	049-067	5-12
194	2 - NEWBY	MAMMYS H'CAP HU	22-12-6	1200	26	088-100	4+
195	2 - NEWBY	GREENLEY HURDLE	19-11-5	1100	32	040-067	3+4
196	2 - NEWBY	STONY CHASE	21-12-6	1200	22	075-095	7+
197	2 - NEWBY	TRUFIT H'CAP CHA	20-10-5	1000	24	040-062	6-10
198	2 - NEWBY	SHEPLEY CHASE	18-9-5	900	32	068-082	6-12
198A	2 - NEWBY	N/H FLAT RACE	18-9-5	900	20	SEE RULES	
199	4 - CHEPS	BADGE HURDLE	14-9-5	900	21	035-057	3+4
200	4 - CHEPS	WET VALLEY HUR	16-10-5	1000	22	083-100	ANY
201	4 - CHEPS	VOLE H'CAP HURD	17-11-6	1100	23	069-100	5+
202	4 - CHEPS	SVEN MAIDEN CHA	18-10-5	1000	19	030-047	6-12
203	4 - CHEPS	TICKING CHASE	14-9-5	900	29	039-057	7-9
204	4 - CHEPS	SPICK CHASE (CON7)	19-10-6	1000	35	030-055	6-12
205	1 - KEMP	FLORA H'CAP HURD	20-11-6	1100	23	068-085	4+5
206	1 - KEMP	SUZY Q HURDLE	24-13-7	1300	24	085-100	5-9
207	1 - KEMP	CHARLEY HURDLE	18-11-6	1100	30	044-068	3-5
208	1 - KEMP	SMIFFY CHASE	16-10-5	1000	19	036-056	6+7
209	1 - KEMP	DANNY H'CAP CHA	20-11-6	1100	22	030-057	7-12
210	1 - KEMP	SUSAN CHASE	22-13-7	1300	26	061-076	6-12
211	4 - WARW	CASTELLA HURDLE	20-11-5	1100	22	047-067	4-7
212	4 - WARW	SHOOT H'CAP HURD	18-10-5	1000	26	074-090	5+6
213	4 - WARW	WALNUT HURDLE	16-9-5	900	30	030-045	6+
214	4 - WARW	WHICH CHA (CON8)	22-12-6	1200	22	044-067	7-12
215	4 - WARW	TON UP CHASE	23-13-6	1300	30	044-067	6-12
216	4 - WARW	SPATZ H'CAP CHASE	21-11-5	1100	31	056-074	6-12
216A	4 - WARW	N/H FLAT RACE	20-10-5	1000	16	SEE RULES	
217	5 - HEXH	WAX HURDLE	16-9-5	900	20	065-085	3+4
218	5 - HEXH	HINARI HURDLE	15-8-4	800	24	053-075	5+
219	5 - HEXH	DORITO HURDLE	15-9-5	900	26	084-100	ANY
220	5 - HEXH	CLAIMING CHASE	16-10-5	1000	18	030-090	ANY
221	5 - HEXH	HOTTON H'CAP CHA	14-9-5	900	22	069-086	6-12
222	5 - HEXH	WOOLPACK CHASE	17-10-5	1000	28	086-100	6-12
223	2 - LINGF	PERT HURDLE	20-11-6	1100	18	084-100	3-7
224	2 - LINGF	RODER H'CAP HUR	22-12-7	1200	24	036-048	5+
225	2 - LINGF	HAMLEY HURDLE	19-11-6	1100	32	084-100	3-6
226	2 - LINGF	MINOR CHASE	21-12-6	1200	28	030-048	7-12
227	2 - LINGF	GONG CHASE	20-11-6	1100	30	049-065	6-11
228	2 - LINGF	TEA H'CAP CHASE	15-10-5	1000	34	040-065	6-12

229	4 - HAYD	CLAIMING HURDLE	14-9-4	900	16	030-100	ANY
230	4 - HAYD	BOND H'CAP HURD	16-10-5	1000	20	075-100	3-6
231	4 - HAYD	ODDJOB SELLING HU	17-11-5	1100	32	049-067	5+
232	4 - HAYD	MOORE H'CAP CHA	18-10-5	1000	20	068-100	7-12
233	4 - HAYD	CASINO ROYALE CH	14-9-4	900	32	049-067	7-11
234	4 - HAYD	'M' H'CAP CHASE	19-10-5	1000	34	045-067	6-10
235	1 - SAND	TON UP HURDLE	20-11-6	1100	18	078-100	3-6
236	1 - SAND	SEAT H'CAP HURD	18-10-5	1000	25	070-100	4
237	1 - SAND	DOUBLE HURDLE	16-9-4	900	29	083-100	ANY
238	1 - SAND	SANDOWN CHASE	32-18-8	1800	20	087-100	6-12
239	1 - SAND	HERBERT CHASE	24-13-6	1300	21	051-072	7+8
240	1 - SAND	CANVEY H'CAP CHA	21-11-5	1100	28	080-100	6-12
240A	1 - SAND	N/H FLAT RACE	20-12-6	1200	20	SEE RULES	
241 (ED)	3 - CHELT	ARKLE HURDLE	40-20-10	2000	19	041-068	4-8
242 (EDL)	3 - CHELT	CHAMPION HURDLE	40-20-10	2000	16	081-100	4-9
243 (ED)	3 - CHELT	MACKESON HURDLE	36-17-8	1700	26	054-068	3-7
244 (EDL)	3 - CHELT	GOLD CUP CHASE	60-30-10	3000	26	075-100	6-12
245 (ED)	3 - CHELT	CROSS COUNTRY CHASE	40-20-10	2000	29	081-100	6-12
246	3 - CHELT	WEST NATIONAL CH	32-16-8	1600	34	072-100	6-12
247 (ED)	3 - CHELT	BONUSPRINT HURD	32-16-8	1600	29	068-086	4-8
248 (ED)	3 - CHELT	SUN ALLIANCE HUR	34-17-8	1700	21	068-086	4-9
249 (EDL)	3 - CHELT	TRIUMPH HURDLE	30-15-8	1500	16	030-048	ANY
250	3 - CHELT	CITREON H'CAP CH	28-14-7	1400	21	068-090	6+7
251 (EDL)	3 - CHELT	CHAMPION CHASE	36-18-9	1800	16	087-100	6-12
252 (EDL)	3 - CHELT	SUN ALLIANCE CH	30-15-7	1500	25	049-067	6-8
253	2 - WINC	SHADOWS HURDLE	20-10-5	1000	23	035-048	3-8
254	2 - WINC	SPIDER H'CAP HUR	22-11-6	1100	27	030-042	4-6
255	2 - WINC	TOUCH ME HURD	19-10-5	1000	31	077-100	4-7
256	2 - WINC	RUSK CHASE (CON9)	21-11-5	1100	24	078-096	6-12
257	2 - WINC	ROSE H'CAP CHASE	20-10-5	1000	33	059-077	7+8
258	2 - WINC	RUN BILLY CHASE	18-9-4	900	33	088-100	8-12
259	5 - UTTOX	MADONNA HURDLE	14-7-4	700	20	030-055	3-5
260	5 - UTTOX	LUCKY STAR HURD	16-8-4	800	31	046-062	3-5
261	5 - UTTOX	BORDERLINE HUR	17-8-4	800	23	090-100	3-7
262	5 - UTTOX	HOLIDAY H'CAP CH	18-9-4	900	23	090-100	6-12
263	5 - UTTOX	PHYSICAL CHASE	24-12-6	1200	28	090-100	6-12
264	5 - UTTOX	BURNING H'CAP CH	19-10-5	1000	30	055-077	7-10
265	3 - AINTREE	MERSEY H'CAP HU	38-26-12	2600	17	087-100	3-6
266	3 - AINTREE	GLENLIVET HURDLE	34-22-12	2200	18	030-051	5-8
267	3 - AINTREE	LONG DISTANCE HU	36-23-11	2300	36	049-086	6+
268	3 - AINTREE	PRINCES H'CAP CHA	32-21-10	2100	16	030-067	7-11
269	3 - AINTREE	AINTREE CHASE	28-16-8	1600	33	068-090	6-10
270 (ED)	3 - AINTREE	LIMEKILN CHASE	35-23-11	2300	27	080-100	6-12
271	3 - AINTREE	MELLING RD HURD	38-24-12	2400	23	070-100	3-5
272	3 - AINTREE	MARTELL HURDLE	34-21-10	2100	20	069-080	4-8
273	3 - AINTREE	ANNIVERSARY HUR	36-22-11	2200	16	068-093	4+5
274 (ED)	3 - AINTREE	GRAND NATIONAL H/C CH	86-40-20-10	4000	36	030-100	6-12
275	3 - AINTREE	BONUSPRINT CH	28-15-8	1500	30	081-093	6-10
276	3 - AINTREE	MUMM CHASE	36-22-12	2200	23	030-040	6-9
277	1 - ASCOT	SEARCHIN H'CAP HU	30-17-8	1700	24	080-100	3-8
278	1 - ASCOT	COME BACK HURD	34-19-9	1900	25	077-095	3-7
279	1 - ASCOT	GASOLINE ALLEY HU	28-16-8	1600	26	073-090	3-6
280	1 - ASCOT	STOP H'CAP CHASE	26-15-7	1500	24	076-100	6-10
281	1 - ASCOT	ONE MAN MEM'L CH	34-18-9	1800	25	070-092	7-10
282	1 - ASCOT	HE AINT HEAVY CH	30-16-8	1600	26	074-096	6-8
282A	1 - ASCOT	N/H FLAT RACE	28-14-8	1400	16	SEE RULES	
283	4 - HAYD	FURY HURD (CON10)	20-10-5	1000	23	050-070	4-7
284	4 - HAYD	I WILL H'CAP HUR	18-9-4	900	19	055-075	5-7
285	4 - HAYD	RUN TO ME HURDLE	16-8-4	800	16	060-076	4+
286	4 - HAYD	MAYBE CHASE	22-11-5	1100	16	080-100	6-8
287	4 - HAYD	COLETTE CHASE	24-12-6	1200	27	039-057	7-10
288	4 - HAYD	JEALOUSY H'CAP CH	21-11-6	1100	29	030-055	7-10

289	5 - WETH	AMBER HURDLE	26-13-7	1300	19	060-080	4-8
290	5 - WETH	BLUE HURDLE	13-7-4	700	24	068-086	3-7
291	5 - WETH	PURPLE HURDLE	15-8-4	800	28	087-100	3-5
292	5 - WETH	YELLOW CHASE	16-9-5	900	17	068-090	6-8
293	5 - WETH	SILVER H'CAP CHA	14-7-4	700	20	080-100	6-12
294	5 - WETH	GREY CHASE	17-9-5	900	32	078-100	6-10
295	2 - NEWB'Y	BLADES HURDLE	20-10-5	1000	23	040-060	3-9
296	2 - NEWB'Y	OWLS H'CAP HURD	22-11-6	1100	25	049-070	5+
297	2 - NEWB'Y	CANARIES HURDLE	19-10-5	1000	28	030-042	3-6
298	2 - NEWB'Y	CHERRIES CHASE	21-11-6	1100	24	080-100	7+8
299	2 - NEWB'Y	ROBINS H'CAP CHA	20-10-5	1000	26	045-067	6-8
300	2 - NEWB'Y	PIRATES SELLING CH	18-9-4	900	21	052-072	6-12
300A	2 - NEWB'Y	N/H FLAT RACE	20-10-5	1000	20	SEE RULES	
ANY HORSES ENTERED IN R301-312 MAY NOT RUN IN RACES 295-300A							
301	3 - LEOP (IRE)	MURPHYS HCAP HD	20-10-5	1000	16	030-052	3-5
302 (ED)	3 - LEOP (IRE)	GUINNESS TROPHY HDLE	40-20-10	2000	34	071-100	4+5
303	3 - LEOP (IRE)	KILDARE 3yo HDLE	22-12-6	1200	18	030-100	3
304 (EDL)	3 - LEOP (IRE)	GUINNESS GOLD CUP	60-30-16	3000	26	030-054	6-10
305	3 - LEOP (IRE)	GALWAY CHASE	25-12-6	1200	21	055-074	7-9
306 (EDL)	3 - LEOP (IRE)	FIRST SEASON CHA	36-20-12	2000	29	030-100	6
307	3 - LEOP (IRE)	ROSE OF TRALEE HDL	26-12-7	1200	25	053-074	4-7
308 (EDL)	3 - LEOP (IRE)	IRISH CHAMPION HDL	50-25-15	2500	18	030-100	ANY*
309	3 - LEOP (IRE)	SHAMROCK HCAP HDL	26-14-8	1400	30	075-090	3+4
310	3 - LEOP (IRE)	CARRICKFERGUS CHA	30-20-10	2000	31	030-054	6-10
311 (ED)	3 - LEOP (IRE)	IRISH GRAND NAT HC CHA	75-50-25	5000	35	030-100	6-12
312 (EDL)	3 - LEOP (IRE)	IRISH CHAMPION CHA	52-27-17	2700	27	030-100	6-12*
ANY HORSES ENTERED IN R301-312 MAY NOT RUN IN RACES 313-318 * MUST'VE FINISHED 1ST OR 2ND THIS SEASON							
313	4 - CHEPS	SHANNON HURDLE	15-9-5	900	18	049-060	3-6
314	4 - CHEPS	SELINA HURDLE	37-21-10	2100	20	080-094	4-6
315	4 - CHEPS	SALLY H'CAP HUR	28-16-8	1600	23	075-092	3-5
316	4 - CHEPS	MAIDEN H'CAP CHA	19-11-6	1100	23	045-067	6-9
317	4 - CHEPS	CHLOE CHASE	18-10-5	1000	30	049-067	7-12
318	4 - CHEPS	KELLY CHASE	20-11-6	1100	32	089-100	6-9
319	1 - KEMPTON	OPPORTUNIST HUR	20-11-6	1100	18	069-084	3-6
320	1 - KEMPTON	CHANCE HCAP HUR	24-13-7	1300	25	090-100	4-9
321	1 - KEMPTON	POSSIBILITY HURD	18-11-6	1100	27	049-065	3-8
322	1 - KEMPTON	REASONING CHASE	16-10-5	1000	28	034-048	6-9
323	1 - KEMPTON	FEASABILITY CHASE	20-11-7	1100	30	043-063	7-10
324	1 - KEMPTON	FEELGOOD HC CHA	22-13-7	1300	30	063-083	7-11
325	4 - WARWK	LINE DANCE HURD	20-11-7	1100	17	030-053	4-7
326	4 - WARWK	GWR SELLING HUR	18-10-5	1000	23	041-053	5+6
327	4 - WARWK	BLUE GRASS HURD	16-9-5	900	31	054-068	3-7
328	4 - WARWK	WALKIN CHASE	22-12-7	1200	17	033-044	6-9
329	4 - WARWK	HOPALONG CHASE	24-13-7	1300	29	069-080	7-11
330	4 - WARWK	SAILING H'CAP CHA	21-11-6	1100	35	075-093	6-12
331	4 - HAYDOCK	HURDLE	35-19-10	1900	25	197 to 208 tot	ANY
332	4 - HAYDOCK	HURDLE	35-19-10	1900	29	up to 190 tot	ANY
333	4 - HAYDOCK	HURDLE	35-19-10	1900	34	up to 184 tot	ANY
334	4 - HAYDOCK	CHASE	35-19-10	1900	21	up to 186 tot	6-12
335	4 - HAYDOCK	CHASE	35-19-10	1900	24	up to 208 tot	6-12
336	4 - HAYDOCK	CHASE	35-19-10	1900	27	185 to 196 tot	6-12
337	1 - KEMPTON	HURDLE	40-20-12	2000	16	up to 196 tot	ANY
338	1 - KEMPTON	HURDLE	40-20-12	2000	24	up to 202 tot	ANY
339	1 - KEMPTON	H'CAP HURDLE	40-20-12	2000	28	up to 186 tot	ANY
340	1 - KEMPTON	H'CAP CHASE	40-20-12	2000	17	up to 186 tot	6-12
341	1 - KEMPTON	CHASE	40-20-12	2000	19	up to 208 tot	6-12
342	1 - KEMPTON	H'CAP CHASE	40-20-12	2000	27	up to 186 tot	6-12
343	5 - HEXHAM	BARTON HILL HUR	16-8-4	800	16	041-053	3-5
344	5 - HEXHAM	SHIREHAMPTON HU	13-7-4	700	24	069-086	5+
345	5 - HEXHAM	PILL H'CAP HURDLE	15-8-4	800	31	060-090	3-5
346	5 - HEXHAM	HENBURY CHASE	16-8-4	800	20	078-096	6-9
347	5 - HEXHAM	SEA MILLS H'CAP CHA	14-7-3	700	24	081-100	6-12
348	5 - HEXHAM	CORN EXCHANGE CHA	17-9-5	900	28	030-040	6-11
348A	5 - HEXHAM	N/H FLAT RACE	16-9-5	900	16	SEE RULES	

349	2 - LINGF	INSANITY HURDLE	20-11-6	1100	21	030-049	4-8
350	2 - LINGF	MADNESS H'CAP HU	22-12-7	1200	23	041-053	4-8
351	2 - LINGF	DOOLALLY HURDLE	19-11-6	1100	31	054-068	3-6
352	2 - LINGF	MADHOUSE CHASE	21-12-6	1200	23	030-045	6-9
353	2 - LINGF	RASPUTIN CHASE	20-11-6	1100	24	069-080	7-12
354	2 - LINGF	PSYCHO H'CAP CHA	18-10-5	1000	32	041-053	6-8
355	5 - UTTOX	SPANIEL HURDLE	24-13-7	1300	18	080-100	4-9
356	5 - UTTOX	PUG H'CAP HURDLE	24-13-7	1300	21	081-097	ANY
357	5 - UTTOX	BEAGLE HURDLE	17-11-6	1100	28	054-070	4-7
358	5 - UTTOX	POODLE H'CAP CH	18-10-5	1000	25	069-085	7-9
359	5 - UTTOX	BOXER CHASE	40-25-12	2500	34	080-100	6-12
360	5 - UTTOX	BULLDOG H'CAP CH	19-11-5	1100	35	030-053	7-10

361	1 - KEMPTON	INSTANT FAME HUR	50-20-10	2000	28	030-050	3yo
362 (ED)	1 - KEMPTON	OLD TIMERS HCP HUR	50-20-10	2000	30	051-075	5-8
363	1 - KEMPTON	WADWORTHS 6X HUR	50-20-10	2000	20	076-090	3-10
364 (ED)	1 - KEMPTON	OLD TIMERS CHASE	60-25-15	2500	32	060-080	9-12
365	1 - KEMPTON	IVE WON MAIDEN CHA	60-25-15	2500	22	030-066	6-12
366 (ED)	1 - KEMPTON	PERFECT DAY HCP CH	75-40-20	4000	17	050-100	6-12
367 (EDL)	5 - WETHERBY NORTH	CHAMPION HUR	80-35-20	3500	17	066-086	ANY
368	5 - WETHERBY NORTH	JUVENILE HUR	80-35-20	3500	20	030-060	ANY
369 (ED)	5 - WETHERBY NORTH	H'CAP HURDLE	80-35-20	3500	32	055-094	ANY
370	5 - WETHERBY NORTH	H'CAP CHASE	70-30-20	3000	23	055-094	6-12
371 (EDL)	5 - WETHERBY NORTH	GOLD CUP CHA	100-45-25	4500	18	075-095	6-12
372	5 - WETHERBY NORTH	FINAL CHASE	70-30-20	3000	31	045-062	6-12

NOTES