


1980 ARABIAN SUPER DERBY																
Arlington Park, Chicago, Illinois																
PURSE: \$16,000 6 furlongs																
1st \$8,000 2nd \$4,000 3rd \$1,600 4th-6th \$800																
1	4 4 5 7 8 5 9															
	DIMORCA BONUS#															
ODDS 6 - 1	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 33</td> </tr> <tr> <td>K. Rice</td> <td>SPEED: 28</td> </tr> </table>												Veteran	CLASS: 33	K. Rice	SPEED: 28
Veteran	CLASS: 33															
K. Rice	SPEED: 28															
2	6 6 5 5 7 5 5															
	BRIPA DARIUS BONUS#															
ODDS 10 - 1	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 34</td> </tr> <tr> <td>M. Morgan</td> <td>SPEED: 29</td> </tr> </table>												Veteran	CLASS: 34	M. Morgan	SPEED: 29
Veteran	CLASS: 34															
M. Morgan	SPEED: 29															
3	5 5 7 7 4 3 4															
	JEA FIRE DESERAI BONUS#															
ODDS 20 - 1	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 31</td> </tr> <tr> <td>D. Salvino</td> <td>SPEED: 28</td> </tr> </table>												Veteran	CLASS: 31	D. Salvino	SPEED: 28
Veteran	CLASS: 31															
D. Salvino	SPEED: 28															
4	2 2 4 6 14 8 8															
	GLYMARR BONUS#															
ODDS 5 - 1	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 36</td> </tr> <tr> <td>V. Amato</td> <td>SPEED: 28</td> </tr> </table>												Veteran	CLASS: 36	V. Amato	SPEED: 28
Veteran	CLASS: 36															
V. Amato	SPEED: 28															
5	7 7 7 6 5 5 6															
	EQUUS BONUS#															
ODDS 3 - 1	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 37</td> </tr> <tr> <td>J. Rusham</td> <td>SPEED: 32</td> </tr> </table>												Veteran	CLASS: 37	J. Rusham	SPEED: 32
Veteran	CLASS: 37															
J. Rusham	SPEED: 32															
6	8 7 6 5 6 6 7															
	SAAM BONUS#															
ODDS 5 - 2	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 38</td> </tr> <tr> <td>J. Milner</td> <td>SPEED: 32</td> </tr> </table>												Veteran	CLASS: 38	J. Milner	SPEED: 32
Veteran	CLASS: 38															
J. Milner	SPEED: 32															

Fantasy																
THE BLACK STALLION																
1 1/4 Miles																
1	10 10 8 8 7 6 6 6 6 6 4															
	CYCLONE BONUS#															
ODDS	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 73</td> </tr> <tr> <td>Dave</td> <td>SPEED: 67</td> </tr> </table>												Veteran	CLASS: 73	Dave	SPEED: 67
Veteran	CLASS: 73															
Dave	SPEED: 67															
2	9 8 8 8 8 7 7 7 7 6 10															
	SUN RAIDER BONUS#															
ODDS	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Veteran</td> <td style="width: 50%;">CLASS: 75</td> </tr> <tr> <td></td> <td>SPEED: 69</td> </tr> </table>												Veteran	CLASS: 75		SPEED: 69
Veteran	CLASS: 75															
	SPEED: 69															
3	1 1 5 10 10 10 10 10 10 7															
	THE BLACK BONUS#															
ODDS	<table style="width: 100%; border: none;"> <tr> <td style="width: 50%;">Apprentice</td> <td style="width: 50%;">CLASS: 77</td> </tr> <tr> <td>Alec Ramsay</td> <td>SPEED: 67</td> </tr> </table>												Apprentice	CLASS: 77	Alec Ramsay	SPEED: 67
Apprentice	CLASS: 77															
Alec Ramsay	SPEED: 67															

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QUARTERHORSES PAINTS / PINTOS

**BONUS
+1**

APPALOOSAS

**QUARTER HORSE
RACING RULES (+PAINTS/PINTOS)**

15. QUARTER HORSE RACING

15.1 The Start. All races start at the 1 1/4 mile "start" blocks, but the horses will cross the Finish Line only once - thus running 1/4 of a mile.

15.2 Bonus Number. For quarter horses, the bonus number adds only ONE space to the Running Strength.

15.3 Changing Lanes. Each horse remains in his own lane during the race - no lane changes are needed nor permitted. There is, of course, no advantage to landing on a passing space.


15.4 Jockeys. The "veteran" and "apprentice" classifications apply to quarter horse jockeys, but the only advantage is at the Finish. Since there are no lane changes necessary in quarter horse races, the advantage to the "veteran" in that area is of no value. Due to the short duration of quarter horse races, there are NO space advantages awarded to the "apprentice" either.

15.5 Order of Finish. In the event of ties at the Finish, a "veteran" would always defeat an "apprentice," as indicated in the original rules; consider the margin of victory in this case to be a "neck." However, if two or more "veterans" (or two or more "apprentices") are tied, the original rule stipulation of the "last to arrive is the winner" will be disregarded in quarter horse races. Instead, the following rules apply:

- a. The horse with the highest total Running Strength wins, "by a head."
- b. If the total Running Strengths of two or more horses are identical, then the horse with the highest Running Strength number in the last block (whether that last block was utilized in the race or not), wins, "by a nose."
- c. If the numbers in the last Running Strength block are also identical, then a photo could not separate the horses and they are still tied - in a DEAD HEAT for that position.

1974 ALL-AMERICAN FUTURITY RUIDOSO DOWNS, NM										
PURSE: \$1,030,000 1/4 mile(2 furlongs) 1st \$330,500 2nd \$138,000 3rd \$64,000 4th \$45,000 5th \$36,000 6th \$34,000										
1	5	4	3	-	-	-	-	-	-	6
	TINY'S GAY BONUS#									
ODDS 3 - 2	Veteran J. Wood		CLASS: 12 SPEED: 9							
2	2	3	3	-	-	-	-	-	-	4
	MASKED LAD BONUS#									
ODDS 20 - 1	Veteran J. Cox		CLASS: 8 SPEED: 5							
3	4	3	2	-	-	-	-	-	-	8
	DAVID CAPRI BONUS#									
ODDS 20 - 1	Veteran T. Lipham		CLASS: 9 SPEED: 7							
4	3	3	3	-	-	-	-	-	-	9
	HEZY CHARGER BONUS#									
ODDS 10 - 1	Veteran J. Burgess		CLASS: 9 SPEED: 6							
5	4	4	4	-	-	-	-	-	-	7
	EASY DATE BONUS#									
ODDS 4 - 1	Veteran D. Knight		CLASS: 12 SPEED: 8							
6	1	5	4	-	-	-	-	-	-	5
	EASY SIX BONUS#									
ODDS 2 - 1	Veteran J. Nicodemus		CLASS: 10 SPEED: 6							

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ARABIAN HORSES

**BONUS
+3**

(1826-1860) HEAT RACING THOROUGHBREDS [Winner must take <i>Two</i> 4 Mile Heats]	
DISTANCE: 4 miles	
1	17 10 10 18 18 18 18 20 22 23 18 16 16 16 17 7
BOSTON	BONUS#
ODDS 8 - 5	Veteran CLASS: 273 U.S. G. Patrick SPEED: 256
2	14 14 16 18 20 20 20 26 20 16 15 15 12 14 14 16 8
FASHION	BONUS#
ODDS 4 - 1	Filly Veteran CLASS: 270 U.S. J. Laird SPEED: 254
3	12 18 24 21 20 17 17 17 15 15 15 18 16 15 15 14 5
PEYTONA	BONUS#
ODDS 6 - 1	Filly Veteran CLASS: 269 U.S. B. Palmer SPEED: 255
4	15 18 18 18 18 18 18 18 21 18 18 16 14 13 13 13 4
LECOMTE	BONUS#
ODDS 10 - 1	Veteran CLASS: 267 U.S. "Abe" Hawkins SPEED: 254
5	21 21 18 16 16 16 16 20 18 18 17 16 14 14 15 15 6
LEXINGTON	BONUS#
ODDS 3 - 1	Veteran CLASS: 271 U.S. H. Melchon SPEED: 256
6	11 13 18 28 21 21 20 18 17 16 15 15 15 15 13 12 9
PLANET	BONUS#
ODDS 8 - 1	Veteran CLASS: 268 U.S. T. Patton SPEED: 256

ALL-STAR REPLAY Volume IV, Number 3

ALL-TIME GREAT RACING PAINTS / PINTOS PART I	
DISTANCE: 440 YARDS (1/4 mile, 2 furlongs)	
1	3 4 5 - - - - - - - 7
PAINTED JOE	BONUS#
ODDS 7 - 5	Veteran CLASS: 12 1939 T. Spencer SPEED: 7
2	3 4 4 - - - - - - - 6
PAINTED JOE, JR	BONUS#
ODDS 9 - 5	Veteran CLASS: 11 1949 E. Taylor SPEED: 7
3	2 3 4 - - - - - - - 4
BAR W BAR BEETLEBOMB	BONUS#
ODDS 5 - 1	PINTO Apprentice CLASS: 9 1962 B. Wilcox SPEED: 5
4	5 3 3 - - - - - - - 5
PAINTED JEWEL	BONUS#
ODDS 2 - 1	Veteran CLASS: 11 1964 K. Richards SPEED: 8
5	2 4 5 - - - - - - - 8
POWDER CHARGE	BONUS#
ODDS 6 - 5	Veteran CLASS: 11 1965 J. Hawthorne SPEED: 6
6	2 4 4 - - - - - - - 9
SPOILER	BONUS#
ODDS 3 - 1	Veteran CLASS: 10 1968 D. Foale SPEED: 6

ALL-STAR REPLAY Volume V, Number 1

ALL-TIME GREAT RACING PAINTS / PINTOS PART II	
DISTANCE: 440 YARDS (1/4 mile, 2 furlongs)	
1	2 2 5 - - - - - - - 10
SHADRACH	BONUS#
ODDS 5 - 1	Veteran CLASS: 9 1970 C. Renfro SPEED: 4
2	3 3 4 - - - - - - - 8
TOP YELLOW	BONUS#
ODDS 3 - 1	Veteran CLASS: 10 1971 C. Hunt SPEED: 6
3	4 3 2 - - - - - - - 9
EASY BIRD	BONUS#
ODDS 7 - 1	PINTO Veteran CLASS: 9 1974 D. Spangler SPEED: 7
4	2 3 5 - - - - - - - 6
EASY WINNER	BONUS#
ODDS 5 - 2	Veteran CLASS: 10 1975 R. Holmes SPEED: 5
5	4 3 3 - - - - - - - 5
CHEROKEE INDIAN	BONUS#
ODDS 7 - 2	Veteran CLASS: 10 1977 J. Orr SPEED: 7
6	4 4 3 - - - - - - - 7
FAIR LOOK	BONUS#
ODDS 9 - 5	Veteran CLASS: 11 1979 K. Moon SPEED: 8

ALL-STAR REPLAY Volume V, Number 1

APPALOOSA HORSE RACING RULES

16. APPALOOSA HORSE RACING

16.1 The Start. Appaloosa horse races vary in length from 2 furlongs (1/4 of a mile or 440 yards) to 5 or 6 furlongs with an occasional race as long as a mile. For races of 1/4 mile, follow the Quarter Horse modification (section 15.1); for all other race distances use the basic rules.

16.2 Bonus Number. For Appaloosa races (regardless of distance), the bonus number adds only ONE space to the Running Strength.

16.3 Changing Lanes. Follow the basic rules unless the race is 1/4 mile, then the Quarter horse modification of staying in your own lane applies (see section 15.3).

16.4 Jockeys. The "veteran" and "apprentice" classifications apply to Appaloosa jockeys, but there are NO space advantages awarded to apprentice Appaloosa jockeys. See also section 15.4 for 1/4 mile races.

16.5 Order of Finish. The basic rules apply unless a 1/4 mile race is run; once again, the Quarter horse modification applies (see section 15.5).

16.6 Appaloosas versus Thoroughbreds and Quarter Horses. Appaloosas do not normally race against Thoroughbreds or Quarter Horses, but feel free to mix 'n' match. All is fair in the gaming business!

1976 BEN BLADES MEMORIAL APPALOOSA STAKES, Arlington Park, Illinois												
PURSE: \$11,000 5 furlongs 1st \$5,500 2nd \$2,500 3rd \$1,500 4th \$1,000 5th \$500												
1	4	6	7	9	9	-	-	-	-	-	-	10
	COMANCHE WARBONNET BONUS Veteran CLASS: 35 J. Powell SPEED: 26											
2	9	8	7	7	6	-	-	-	-	-	-	5
	KASKADIA CHICO BONUS Veteran CLASS: 37 G. Mahon SPEED: 31											
3	4	4	7	8	9	-	-	-	-	-	-	2
	GENERAL NELL BONUS Veteran CLASS: 32 G. Gomez SPEED: 23											
4	7	7	7	10	10	-	-	-	-	-	-	6
	TIME FLIES BONUS Veteran CLASS: 41 J. Lively SPEED: 31											
5	3	5	8	10	8	-	-	-	-	-	-	4
	BONBON E BONUS Veteran CLASS: 34 R. Lindsay SPEED: 26											
6	6	8	10	9	8	-	-	-	-	-	-	7
	WE GO EASY BONUS Veteran CLASS: 41 M. Ravelich SPEED: 33											

HEAT RACING RULES SUPPLEMENT

1. The Start: In heat racing, the first horse to win TWO four mile heats is the race winner. Each four mile heat will begin at the one mile start position (the blocks immediately behind the FINISH line). The horses will, of course, have to go around the track four times to complete a four mile heat.

2. Post Position: In the second heat, the winning horse from the first heat will start from the Post Position #1 spot, the horse that placed second in the first heat will start from the Post Position #2 spot, etc. (You should retain each horse's ORIGINAL Post, Position NUMBER and COLOR, but line up the horses to start according to the order of finish in the previous heat.) The same rule applies for a third heat, etc.

a. Should 3 different horses win the first 3 heats, it is recommended that you eliminate all other horses and have the 3 heat winners race one more time to determine the race victor. Post Position (NOT NUMBER nor COLOR) can be determined by a coin flip or dice roll.

b. Instead of eliminating the non-winning horses after 3 heats, you may continue racing until one horse finally wins TWO heats.

3. Distancing Opponents: If a heat winner were to defeat one (or more) of his opponents by a certain distance, that (those) opponent(s) was (were) eliminated from further heat competition right then and there. If a heat winner were to defeat all of his opponents by a certain distance, then he was considered the race winner immediately and no further heats were considered necessary (this applies to first heats only since a horse who has won at least one heat can never be eliminated). To apply this realistic feature to WP&S, a winning horse is considered to have "distanced" his opponent(s) if he wins a heat by fifteen (15) spaces or more.

(1700-1825) HEAT RACING THOROUGHBREDS [Winner must take Two 4 Mile Heats]												
DISTANCE: 4 miles												
1	19	19	19	16	15	20	19	18	16	16	16	6
	FLYING CHILDERS BONUS# Veteran CLASS: 272 ENG. ? SPEED: 257											
2	13	10	10	18	18	18	18	18	20	21	22	7
	ECLIPSE BONUS# Veteran CLASS: 275 ENG. J. Oakley SPEED: 259											
3	20	20	18	16	16	18	18	18	21	15	15	4
	DIOMED BONUS# Veteran CLASS: 266 ENG. S. Arnall SPEED: 253											
4	22	20	17	15	15	15	15	19	19	19	17	5
	SIR ARCHY BONUS# Veteran CLASS: 269 U.S. S. Purdy SPEED: 255											
5	16	16	16	16	18	18	18	18	22	22	18	9
	HAYNIE'S MARIA BONUS# Veteran CLASS: 267 U.S. "Monkey" Simon SPEED: 255											
6	18	18	18	18	18	16	16	20	20	20	18	8
	AMERICAN ECLIPSE BONUS# Veteran CLASS: 272 U.S. W. Crafts SPEED: 257											

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HEAT RACING

18./10. JHDT.

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HARNESS

BONUS
+2

RACING

HARNESS RACING RULES

14. HARNESS RACING

14.1 The Start. The majority of harness races are at a distance of one mile. To begin one mile races, place the horses in the blocks just behind the FINISH. (To date, AH has not manufactured plastic harness horses, so you will have to use the thoroughbreds and a little imagination.)

14.2 Bonus Number. For harness horses, the bonus number adds only TWO spaces to the Running Strength (rather than the three awarded to thoroughbreds).

14.3 Sulky Drivers. Harness drivers may be classified as "apprentice" and "veteran" for this game, but the advantages to the "veteran" would be in changing lanes and at the finish (as indicated in the original rules); there would be no two space bonus awarded to an "apprentice" driver.

14.4 Breaking Stride. Due to the forced stride of both trotters and pacers, these horses are prone to breaking stride and losing ground in the race. Whenever a horse's total COUNT (Running Strength plus white die plus Bonus Number two spaces, if any) in a particular turn equals or exceeds 15 for trotters and 16 for pacers, the horse is susceptible to breaking stride. Whether the player actually uses all of this COUNT or not (through forfeiture from being blocked or electing to end on a passing space) is immaterial. Before moving his horse, the player would roll the RED die and if that horse's POST POSITION number is rolled, then the horse has broken stride. This results in:

a. A two space penalty which is subtracted from the original COUNT for that turn; and

b. Immediately upon completion of his move for the turn, the player must move his horse SIDEWAYS toward the outside of the track sufficient lanes so as to avoid any oncoming horses. THIS IS TRUE EVEN IF THE HORSE IS IN A TURN. Since the blocks in the TURNS do not coincide from lane to lane, the player may have to move his horse sideways and back - NEVER forward - when avoiding oncoming horses. Even if a horse cannot move forward at all because he is blocked, he must move sideways to avoid any oncoming horses (If the horse breaking stride is the last horse in the field after moving his allotted spaces, he need not move sideways since there are no oncoming horses behind his.) The horse will then move as usual in the next turn of the race. If he had been forced into an outside lane on a TURN, he must now stay in that lane until he moves out of the TURN.

14.5 Heat Races. Many of the more prominent harness stakes races (such as the Hambletonian and the Little Brown Jug) are decided by the first horse to win two one mile heats. In the event that three different horses win the first three mile heats, all the other horses are "ruled out" and the three winners run in one more mile heat to determine the race victor. It should be noted that races of over one mile are not generally heat races.

14.6 Trotters versus Pacers. Trotters and pacers do not usually compete against one another in major races since pacers are slightly faster. The same realism applies here, but feel free to mix 'n' match!

1977 COLONIAL CUP INTERNATIONAL STEEPLECHASE Camden, South Carolina												
PURSE: \$100,000						2 3/4 Miles						
1st \$60,000			2nd \$20,000			3rd \$10,000			4th \$5,000			
5th 3,000			6th 2,000									
1	14	16	20	20	22	22	26	20	20	20	7	
	BONUS#											
CAFE PRINCE												
ODDS	Veteran					CLASS: 200						
3 - 2	J. Fishback					SPEED: 180						
2	5	10	16	24	24	24	26	26	22	13	5	
	BONUS#											
LEAPING FROG												
ODDS	Veteran					CLASS: 190						
5 - 2	B. A. Christison					SPEED: 177						
3	10	14	20	22	22	22	22	22	18	10	4	
	BONUS#											
DEUX COUP												
ODDS	Veteran					CLASS: 182						
7 - 2	T. Skiffington, Jr.					SPEED: 172						
4	19	20	20	22	24	20	18	18	14	11	8	
	BONUS#											
ROMPING TO WORK												
ODDS	Veteran					CLASS: 186						
3 - 1	A. Renk					SPEED: 175						
5	15	18	20	22	24	24	22	18	16	16	6	
	BONUS#											
BEL IMAN												
ODDS	Veteran					CLASS: 195						
2 - 1	D. P. Fout					SPEED: 179						
6	16	19	21	23	22	19	16	16	14	9	3	
	BONUS#											
HAPPY INTELLECTUAL												
ODDS	Veteran					CLASS: 175						
4 - 1	J. Aitcheson, Jr.					SPEED: 166						

STEEPLECHASE HORSE RACING RULES

17 STEEPLECHASE HORSE RACING.

17.1 The Start. Most steeplechase races are at least two miles in length and where you start your race will vary accordingly; each 10 spaces on the track board represents one furlong (there are eight furlongs to a mile). For example, a 2 1/4 mile race would start at the "1 1/4 mile START" but the "FINISH" line would be passed three times - the last time being the end of the race.

17.2 Obstacles. Obstacles are assumed to be located on the track board at the beginning of each GREEN colored section, with the following EXCEPTIONS:

a. The Start. Depending upon the length of the race, the starting blocks will vary; the horses must pass through AT LEAST ten spaces before an obstacle (GREEN colored section) can be considered an obstacle.

b. The Finish. Although the FINISH line is located at the beginning of a GREEN colored section, this obstacle would be ignored at the END of the race only - it would be approached as usual during the race itself.

c. The "1 1/4 mile START." This GREEN colored block would be ignored insofar as an obstacle is concerned.

EXAMPLE: In a 2 1/4 miles race starting at the "Six furlong START," the horses would have to pass through fifteen spaces before encountering an obstacle. However, the next time around the track, the first GREEN colored section after the "Six furlong START" would be approached as an obstacle as usual. Thus, in this 2 1/4 miles race, the horses would encounter a total of thirteen obstacles.

17.3 Jumping Over The Obstacles. When attempting to jump an obstacle (i.e., landing on the FIRST GREEN colored space just after the YELLOW colored section), the horse's player

rolls ONE die: if any number OTHER THAN that horse's POST POSITION number appears on the die, then the horse has successfully cleared the obstacle and continues the race as usual (i.e., moves any remaining spaces he may have had after he temporarily halted on the above noted GREEN space to see if he cleared the jump). However, should that horse's POST POSITION number appear on the die, then the horse has encountered trouble in trying to jump over the obstacle as follows:

a. The FIRST time that horse's POST POSITION number appears on the die when attempting a jump, the horse stumbles slightly but recovers quickly and continues the race as usual.

b. The SECOND time that horse's POST POSITION number appears on the die when attempting a jump, the horse stumbles badly and LOSES FOUR (4) spaces; these spaces are subtracted from the remaining spaces to be moved this turn (after the temporary halt) or, if these are insufficient (i.e., three (3) or less), then they (or any remaining) are subtracted from the spaces of the next turn.

EXAMPLE: When a horse temporarily halts on a GREEN colored space during his move to see if he successfully clears the obstacle and has one (1) space left, the four lost spaces (assume he rolled his POST POSITION number) are used in two steps. One of them is used now and the horse cannot use that last space this turn. At the start of his next turn, he then automatically subtracts the three remaining lost spaces from whatever his count for that subsequent turn may be and then continues that turn as usual.

c. The THIRD time that horse's POST POSITION number appears on the die when attempting a jump, the horse falls and is out of the race.

PACING TRIPLE CROWN WINNERS											
DISTANCE: 1 mile											
1	2	3	4	5	6	8	8	7	6	6	5
ODDS	ADIOS BUTLER BONUS#										
5 - 2	Veteran		CLASS: 55		SPEED: 49		Clint Hodgins				
2	4	4	6	6	6	6	6	7	7	6	
ODDS	BRET HANOVER BONUS#										
7 - 5	Veteran		CLASS: 58		SPEED: 51		Frank Ervin				
3	6	6	6	6	5	5	4	4	6	6	9
ODDS	ROMEO HANOVER BONUS#										
7 - 2	Veteran		CLASS: 54		SPEED: 48		George Sholty				
4	2	2	2	3	9	8	8	6	6	6	3
ODDS	RUM CUSTOMER BONUS#										
5 - 1	Veteran		CLASS: 52		SPEED: 46		William Haughton				
5	1	1	2	2	4	6	10	10	10	7	10
ODDS	MOST HAPPY FELLA BONUS#										
6 - 1	Veteran		CLASS: 53		SPEED: 46		Stanley Dancer				
6	10	8	6	4	4	4	4	5	7	7	7
ODDS	NIATROSS BONUS#										
6 - 5	Veteran		CLASS: 59		SPEED: 52		Clint Galbraith				

TROTTING TRIPLE CROWN WINNERS											
DISTANCE: 1 mile											
1	6	4	4	4	4	6	8	7	6	6	6
ODDS	SCOTT FROST BONUS#										
8 - 5	Veteran		CLASS: 55		SPEED: 49		Joe O'Brien				
2	2	2	3	4	4	6	8	8	8	7	5
ODDS	SPEEDY SCOT BONUS#										
3 - 1	Veteran		CLASS: 52		SPEED: 45		Ralph Baldwin				
3	4	4	5	6	4	4	4	8	6	6	9
ODDS	AYRES BONUS#										
4 - 1	Veteran		CLASS: 51		SPEED: 45		John Simpson, Sr.				
4	9	8	6	5	4	4	4	4	6	6	7
ODDS	NEVELE PRIDE BONUS#										
7 - 5	Veteran		CLASS: 56		SPEED: 50		Stanley Dancer				
5	5	4	4	4	4	4	6	6	6	7	4
ODDS	LINDY'S PRIDE BONUS#										
5 - 1	Veteran		CLASS: 50		SPEED: 43		Howard Beissinger				
6	6	6	4	4	4	4	6	6	7	6	8
ODDS	SUPER BOWL BONUS#										
2 - 1	Veteran		CLASS: 53		SPEED: 47		Vernon Dancer				

1965	
LITTLE BROWN JUG RACE	
Pacer	
PURSE: \$71,500 1 mile	
1st \$40,000 2nd \$18,000 3rd \$10,000 4th \$3,500	
1	7 6 6 6 5 4 5 5 5 4 4
1	RIVALTIME BONUS#
ODDS	Veteran CLASS: 53
15 - 1	G. Sholty SPEED: 49
2	3 3 5 6 7 7 6 6 6 6 9
2	TUXEDO HANOVER BONUS#
ODDS	Veteran CLASS: 55
10 - 1	W. Smart SPEED: 49
3	5 5 5 5 6 6 6 6 5 4 10
3	GEE LEE HANOVER BONUS#
ODDS	Veteran CLASS: 53
20 - 1	Sonny Dancer SPEED: 49
4	4 4 6 6 8 6 6 6 6 6 7
4	BRET HANOVER BONUS#
ODDS	Veteran CLASS: 58
3 - 2	F. Ervin SPEED: 52
5	3 3 5 5 5 6 6 6 6 5 3
5	SCARLET WAVE BONUS#
ODDS	Veteran CLASS: 50
50 - 1	C. Martin SPEED: 45
6	1 2 4 5 5 8 9 8 6 6 5
6	ADIOS VIC BONUS#
ODDS	Veteran CLASS: 54
6 - 1	J. Dennis SPEED: 48

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1969	
Roosevelt International Trot	
Trotter	
PURSE: \$100,000 1 1/4 Miles	
1st \$60,000 2nd \$25,000 3rd \$10,000 4th \$5,000	
1	1 2 3 4 5 6 7 8 7 6 5 4 9
1	EARL LAIRD BONUS#
ODDS	Veteran CLASS: 58
10 - 1	J. cruise SPEED: 54
2	4 5 5 5 5 5 5 6 6 6 6 7 8
2	FRESH YANKEE BONUS#
ODDS	Veteran CLASS: 65
10 - 1	J. O'Brien SPEED: 58
3	3 3 4 4 6 7 4 5 5 6 6 6 4
3	KENTUCKY FIBBER BONUS#
ODDS	Veteran CLASS: 59
15 - 1	K. Lindblown SPEED: 53
4	6 5 5 8 4 5 6 8 4 5 6 7 6
4	UNE DE MAI BONUS#
ODDS	Veteran CLASS: 69
5 - 1	J. R. Gougeon SPEED: 62
5	1 1 2 3 5 5 6 6 7 8 9 9 5
5	THETIS IV BONUS#
ODDS	Veteran CLASS: 62
50 - 1	R. DeWulf SPEED: 53
6	9 8 6 6 6 6 5 5 5 5 5 4 4 7
6	NEVELE PRIDE BONUS#
ODDS	Veteran CLASS: 68
3 - 2	S. Dancer SPEED: 64

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