

## EVENT NO. 3 –Game of Claims – Pace Claiming \$7,500-9,000-11,000

### Point System

1st Place = 50 Points

2nd Place = 25 Points

3rd Place = 12 Points

4th Place = 8 Points

5th Place = 5 Points

6th Place = 4 Points

7th Place = 3 Points

8th Place = 2 Points

9th Place and all other starters = 1 Point

Each starter gets 25 points

NAME OF HORSE	1 <sup>st</sup> LEG	2 <sup>nd</sup> LEG	Subtotal	3 <sup>rd</sup> Leg	Total
1. Somwherenbrookln N	50	37	87	75	162
2. Whats Goin On	37	75	112	50	162
3. Sammy The Bull N	--	75	75	75	150
4. Whata Twist	75	33	108	30	138
5. Bayonet	75	33	108	27	135
6. Mcluish	75	28	103	30	133
7. Brady To Gronk	33	37	70	50	120
8. An The Thunderolls	50	33	83	33	116
9. Jamaican Cowboy	--	75	75	37	112
10. Imideal Hanover	50	30	80	29	109
11. James Riverside	28	50	78	28	106
12. Spinout	--	30	30	75	105
13. Sir Gene G Hanover	--	75	75	27	102
14. Hypothetical	--	50	50	50	100
15. Spider Man Hanover	--	50	50	50	100
16. Lima Spartan	30	29	59	37	96
17. BJ's Guy	37	30	67	27	94
18. Moneyoroses	--	50	50	37	87
19. Laredo Torpedo N	29	28	57	27	84
20. Devisser	--	--	--	75	75
21. Mr Big Load	--	--	--	75	75
22. Badix Hanover	33	--	33	37	70
23. Luziana	30	37	67	--	67
24. Sports Hero	--	37	37	30	67
25. Beachmaster Two	37	Scr	37	29	66
26. Peter Pumpkineater	33	33	66	--	66
27. Village Champ	--	30	30	33	63
28. Class Hero	29	29	58	--	58
29. Townline Jated	--	29	29	29	58

30. MT Adams	--	29	29	28	57
31. Sportsmanship	--	--	--	50	50
32. Rockin Panda	--	--	--	37	37
33. Haymitch	--	--	--	33	33
34. Maching Time	--	--	--	33	33
35. Ready To Rumble N	--	--	--	33	33
36. Golden Gesture	--	--	--	30	30
37. Love Yourself	--	--	--	30	30
38. Naked City	30	--	30	--	30
39. Happy Camper	--	--	--	29	29
40. Polak A	--	--	--	29	29
41. Sharknado	29	Scr	29	--	29
42. Best Shot N	--	--	--	28	28
43. Constntlysidewys A	--	--	--	28	28
44. Thunder Some Where	--	--	--	28	28
45. Shady Memories	--	--	--	27	27
46. Frankie Rocks A	26	--	26	--	26
47. Pembroke Wildcat	Scr	--	--	--	--
48. This Baby Rocks	Scr	--	--	--	--

All ties for final positions will be determined by draw.