

# TRACK RATINGS

Effective from Monday, 4 April 2022

New Zealand's track ratings are changing to a graded rating system that provides a more accurate assessment of the condition of our tracks. The changes also bring us back into alignment with Australian track ratings.

The revised system removes the terms 'Fast', 'Dead' and 'Slow' replacing them with 'Firm' and 'Soft' while also retaining the terms 'Good' and 'Heavy' and reduces the scale from 11 to 10. New Track Ratings come into effect from Monday, 4 April 2022.

| <b>Current Rating</b> | <b>Current Track Rating</b> | <b>Comment</b>  | <b>New Rating</b> | <b>New Track Rating</b> |
|-----------------------|-----------------------------|---|-------------------|-------------------------|
| 0                     | Synthetic                   |   | 0                 | Synthetic               |
| 1                     | Fast                        | A dry hard track                                      | 1                 | Firm                    |
| 2                     | Good                        | A firm track with reasonable grass coverage           | 2                 | Firm                    |
| 3                     | Good                        | Track with good grass coverage and cushion            | 3                 | Good                    |
| 4                     | Dead                        | Track with some give in it                            | 4                 | Good                    |
| 5                     | Dead                        | Track with a reasonable amount of give in it          | 5                 | Soft                    |
| 6                     | Dead                        | Moist but not a badly affected track                  | 6                 | Soft                    |
| 7                     | Slow                        | Rain affected track that will chop out                | 7                 | Soft                    |
| 8                     | Slow                        | Rain affected track that horses will get into         | 8                 | Heavy                   |
| 9                     | Slow                        | Wet track getting into a squelchy area                | 9                 | Heavy                   |
| 10                    | Heavy                       | Heaviest category track, very wet, towards saturation | 10                | Heavy                   |
| 11                    | Heavy                       | Heaviest category track, very wet, towards saturation | 10                | Heavy                   |

Changes made will be retrospective, meaning that, for example, previous tracks rated Dead 4 will be reflected as Good 4 in form guides.