

The_Amiga_F1GP_Hall_of_Fame

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COLLABORATORS

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WRITTEN BY	Edo Nijmeijer	February 8, 2023	

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Chapter 1

The_Amiga_F1GP_Hall_of_Fame

1.1 Amiga F1GP Hall of Fame

 --_-- This is the official Amiga Formula One Grand Prix ←
 --_--

```
=====
-----
-  _aa  _  -----  _aaaaaawm#P~  -----
, #@"M#  ##  -----  a_  ---  0"  0#  -----
`M#&wd# dF7  -----  J#F  0#  -----  'L!  ---  J#_  #F  -----
-   #F  #'_  -  _  j#L  ##  -----  _  #J  ---  9##  J#L  ---  _  _  -
--  _w#La#F  _#M##  0#  J#F  -----  aMM#  _#Q  -----  a##mmm  g*9NL  ##g#w#Q  _#"#w
, g@@"#" ]#  J#  _#1  ##  d#L  ---  J#  0L###  -----  0@  dE  J#  ##  #K0#  0@^_^
###@"  J#K, !##M@^0#F3#@  -----  ##mP  d"#  -----  _  #F  --  ##@?@MJ@~d@  0#L7#w#^
   --  PP"  -----  #_F  -----  9###"  -----  ' " " " " -
-----  -----  9#  -----  -----
=====
```

Date of last processed record update : Monday, 27 November 1995
 Scheduled release date of this edition: Thursday, 30 November 1995

Changes to previous Hall of Fame records indicated by an asterisk (*)

```
|||
    This edition's update overview
    |||
    The word(s) from the administrator
    |||
    Where to send what, and when
    |||
    Just what is this? Or: intro to HoF
    |||
```

```
|||
    Current players
    |||
    Scores, Rating & Standings
    |||
    The Rules: know them!
    \|||//
    Template for entries
    \|//
```

T

--_ The circuits...the records _--

1.2 This edition's update overview

-> THIS EDITION'S UPDATE OVERVIEW

Newly arrived members:

- BF - Ben Ferrey, starting off with 5 of his records
- MJ - Michal Janak. Michal sent me records for all of the 16 circuits. His E-Mail address isn't in the memberlist yet, because I accidentally threw away all the headers of his mail, but I do have it somewhere at the Uni :-) And the records are here, of course.
- In the last edition I kind of 'said goodbye' to IV. However, due to a case of 'slight' malcommunication, I'm glad to say that he will make his return in this edition. He never wanted his records erased, but only his entry in the mailing list. Sorry about that, Ivanhoe ;) (btw: his times aren't listed as new, his delta-score does count from zero)
- A thing of which I am sure, is MB's wish to be totally erased. Normally other people take care of that (anybody see 'The Net'? 8), but in this case the 'honour' is mine. Not very much records to erase though: none ;) Goodbye, Marcus!

The updates for this edition can be found below. The 1st list shows the circuits on a 'per member' basis, the 2nd shows the number of updates 'per circuit', and the 3rd one gives the overall count. The number in parentheses in the 1st list shows where that update ranked. The average ranking of the member's updates is given last. This is the place to monitor your rival's performance!

On a per member basis:

- o MJ: USA (32) Brazil (32) SanMarino (24) Monaco (27)
 Canada (31) Mexico (27) France (21) UK (18)
 Germany (23) Hungary (26) Belgium (26) Italy (25)
 Portugal (23) Spain (27) Japan (25) Australia (28)
 (average ranking of update(s): 25)
 - o BF: USA (20) Brazil (23) Monaco (18) France (19)
 Portugal (5)
 (average ranking of update(s): 17)
 - o CM: Brazil (14) Monaco (11) Canada (6) Mexico (7)
 France (6) UK (9) Hungary (5)
 (average ranking of update(s): 8)
 - o ST: Mexico (20) France (27) UK (29) Hungary (10)
 Italy (8) Portugal (20) Spain (18)
 (average ranking of update(s): 18)
 - o RD: Brazil (9) SanMarino (6)
 (average ranking of update(s): 7)
 - o AS: SanMarino (5) Spain (6) Japan (8)
 (average ranking of update(s): 6)
 - o NJ: USA (27) Brazil (28) Belgium (13) Australia (22)
 (average ranking of update(s): 22)
-

- o DM: SanMarino (23) Monaco (14) Canada (20) Mexico (13)
(average ranking of update(s): 17)
- o RH: Brazil (8)
(average ranking of update(s): 8)
- o RN: USA (6) Brazil (7) Monaco (8) Canada (7)
UK (2) Australia (5)
(average ranking of update(s): 5)
- o CD: USA (5) France (5) UK (7) Belgium (8)
Spain (9) Australia (7)
(average ranking of update(s): 6)
- o RS: USA (1) SanMarino (1) UK (1)
(average ranking of update(s): 1)
- o AL: Brazil (27)
(average ranking of update(s): 27)
- o PV: USA (25) France (18) Germany (22) Hungary (20)
Italy (23)
(average ranking of update(s): 21)
- o EN: Brazil (20) Australia (30)
(average ranking of update(s): 25)
- o PG: Canada (8) UK (12) Australia (4)
(average ranking of update(s): 8)

On a per circuit basis:

```

USA          : 7
Brazil      : 9
SanMarino   : 5
Monaco      : 5
Canada      : 5
Mexico      : 4
France      : 6
UK          : 7
Germany     : 2
Hungary     : 4
Belgium     : 3
Italy       : 3
Portugal    : 3
Spain       : 4
Japan       : 2
Australia   : 6

```

Overall

- o 75 updates from 16 members

Miscellaneous updates or interesting remarks

None, yet.

1.3 The word(s) from the administrator for this edition

-> The word(s) from the administrator for this edition

- o This edition appears very, very late. There just was no other way around. I'll keep these delays to a minimum, but I don't give any guarantees. Let's see what happens to the next HoF :-)
- o If everything went well, this edition should have been accompanied

by the HoF scoring utility which Grant Reeve wrote and which I use to calculate the scores and ranking. It was only sent to members via E-Mail, so don't expect to find it on UseNet or the F1GP Homepages. Using the program isn't very complicated, so find out about it yourself :) At least now you can see what your own records are worth before the HoF actually gets released.

- o As a general reminder: please swap to the latest version of any utility, just to make sure you are complying with the rules. If possible, new releases are announced here, but to be really certain you could always visit the F1GP homepages or Aminet's game/misc directory.

In addition to this, Oliver has just released version 3.10. There have been some changes in layout and function. The rules for the HoF should be updated to reflect this, but are still leaping behind. I assume most of you can make a correct 'translation' from old to new rules...Oliver already sent me the changes, which I should fit in sometime F1GP-Ed v3.10 can be found in the 'recent' dir too now, but will move on to its normal location, game/misc.

1.4 Where to send what, and when

This Hall of Fame can be found every 2 weeks

- o in comp.sys.amiga.games (announcement only...)
- o in rec.autos.simulators,
- o on the F1GP homepage (<http://cswww2.essex.ac.uk/users/robeoy/af1.html>)
- o and is also sent to all members by E-Mail

Any comments, questions, remarks on mistakes or just plain nonsense (and that includes future members) should be sent to the E-mail address below:

-> 130588@pc-lab.fbk.eur.nl
-> (Edo Nijmeijer)

Of course this is also the address for all your new records, if you didn't know that already ;-)
(Use the
template
, pleaz!!)

[Note: PC players of F1GP/World Circuit might want to contact Dave Gymer, the administrator for the PC counterpart. Reach him under dgymer@gdcarc.co.uk !]

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* * * * *
* * * * * Perfect paranoia is perfect awareness * * * * *
* * * * *
```

1.5 What this Hall of Fame is...or should be

-> A short introduction

If you flipped to this page, then you probably are new to this Hall of Fame. So some sort of introduction would be in place, right?

Well, formally this Hall of Fame (HoF) is no more than a regularly updated overview of the laptimes of a limited number of flgp fans around the world.

But I like to see it as a simple, informative and, above all, fun way to compete with fellow Amiga Formula One Grand Prix fans. And beside that you get all the info you need to (maybe? :) achieve the same standards and to keep track of your rivals' moves.

All this is updated every two weeks, standings and rating information is added and together with some bloke's random comments it is packaged as an easily accessible AmigaGuide document.

You could follow the HoF passively, simply picking it up somewhere every two weeks, but you could also become a member and enjoy several 'priviliges':

- you get your very own, very much unique player ID ! :-)
- you receive the HoF by E-Mail, straight from the source, automatically (notice that having E-Mail access is required to receive the HoF and/or to send in your times; snail-mail is barely an option...)
- you get to battle some unexpected other members for real !
- you could even score points and see nothing in return for it ;-)
- you could try to talk some sense into me, whether it is about HoF matters or not...

Whatever you make of the above, just remember that the HoF is here for all enthusiasts around, and that everybody gets a chance to hold eternal fame (or to be forever lame ;).

Both the 'rules' and our common spirit should see to that. Fit yourself in!

1.6 Current players

-> CURRENT PLAYERS (those most recently added first)

E-Mail Address	Full Name	ID
tba	Michal Janak	MJ
trigger@cyberltd.co.uk	Ben Ferrey	BF
s952025@student.ulg.ac.be	Christophe Macours	CM
thomasg@cs.tu-berlin.dec	Thomas Guenther	TG
seblog@maya.dei.unipd.it	Sebastiano Tognacci	ST
M.C.Askin@e-eng.hull.ac.uk	Michael Askin	MC
Reinhold.Schatzer@uibk.ac.at	Reinhold Schatzer	RD
amsmjd@pp.hw.ac.uk	Martin Devine	MN
elitetv@dircon.co.uk	Chris Timson	CT
ifu95561@iona.strath.ac.uk	Alan Strang	AS
njukarai@muikku.jmp.fi	Niko Jukarainen	NJ
David.Munden@259-15-32.conqueror.co.uk	David Munden	DM
e93-jfn@sm.luth.se	Jens Falkman	JF
guezen@grafix.xs4all.nl	Robert Guezen	RG
fabien.wernly@p56.gnothi.fn.alphanet.ch	Fabien Wernly	FW


```

michael@canit.se . . . . . Michael Bjorck . . . . . ML
djwright@teaching.cs.adelaide.edu.au . . . Dave Wright . . . . . DW
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ghawkins@comp.vuw.ac.nz . . . . . Graham Hawkins . . . . . GH
Dwayne@rideout.demon.co.uk . . . . . Dwayne Rideout . . . . . DR
retkowsk@enstb.enst-bretagne.fr . . . . . Fabrice Retkowsky . . . . . FR
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dgymer@gdcarc.co.uk . . . . . Dave Gymer . . . . . DG
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G.J.Rodgers@bt-web.bt.co.uk . . . . . Graham Rodgers . . . . . GR
robert@soc.s.uts.EDU.AU . . . . . Robert Schaftlein . . . . . RN
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jr@scala.ping.dk / jr@sidefx.adsp.sub.org Jon Rocatis . . . . . JR
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longy@student.adelaide.edu.au . . . . . Anthony Long . . . . . AL
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O.J.C.Roberts@essex.ac.uk . . . . . Oliver Roberts . . . . . OR
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rwlbuis@cs.vu.nl . . . . . Rob Buis . . . . . RB
erison@xs4all.nl . . . . . Patrick Giesbergen . . . . . PG
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`not a netter' . . . . . Stefan Fuerst . . . . . SF
sirawa@awaki.toppoint.de . . . . . Ulrich Diedrichsen . . . . . UD
`not a netter' . . . . . Michael Muhl . . . . . MM
jolaine@vipunen.hut.fi . . . . . Joakim Laine . . . . . JL
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kegelmann@mathematik.th-darmstadt.de . . . Mathias Kegelmann . . . . . MK
kenward@cs.sfu.ca . . . . . Kenward Chin . . . . . KC
swalker@uts.edu.au . . . . . Scott Walker . . . . . SW
dimmen@johanna3.hsr.no . . . . . Kjetil Dimmen . . . . . KD
pe@cam-orl.co.uk . . . . . Richard Elwell . . . . . RE
peterd@daimi.aau.dk . . . . . Peter Dalsgaard . . . . . PD

```

1.7 Scores, Rating & Standings

-> SCORES and RATING

The current rating system implies that points are awarded according to both standing for each track and the amount of time that you are behind the time that's above you and the time that leads for that circuit. The smaller the difference in time, the smaller the difference in points awarded.

The maximum number of points to be gained (naturally by occupying 1st place) is 20 points. No need to say that this person has the highest average speed. From that spot on the remaining points are spread to 0 over the times that follow, up until the point where (only) 95% of the highest average speed is achieved. Lower average speeds receive 0 (zero!) points...

This means that there isn't a fixed number of people collecting points, but that it depends upon the 'closeness' of the records for that track.

There's no way to get more rewards for your efforts ! ;)

Whenever a position changes, due to others attaining better laptimes or beating your own record, scores for the previous position will be erased and updated from scratch using the system explained above. In case you were wondering why the total of each circuit score added together sometimes doesn't quite match the overall below: it's a case of rounding. The scores you see everywhere are rounded, but the total is calculated from a more accurate number, only to be rounded at the very end.

Current standings are as follows. Positions based on the score and, when equal scores exist, on a ratio that is calculated as average position divided by the number of tracks that times were set on (quite unlikely) Notice that you always get a point for having times, no matter what they score.

Pos	Last	ID	Score	Delta	AvgPos	#Qfied	#Hi/Lo
1	1	RS	316.63	0.00	1.31	16	1 / 3
2	2	RB	283.76	-5.21	2.50	16	1 / 4
3	3	GX	260.83	-5.17	4.69	16	1 / 13
4	4	SB	234.04	-5.16	6.88	16	3 / 11
5	6	CD	229.33	8.00	6.75	16	2 / 11
6	5	GH	224.25	-5.15	8.25	16	5 / 12
7	7	OR	214.24	-5.16	10.5	16	1 / 16
8	10	CM	214.11	12.47	9.56	16	3 / 18
9	15	RN	208.78	46.31	5.86	14	2 / 10
10	9	PG	205.21	3.40	10.6	16	4 / 16
11	8	DR	202.02	-5.17	10.8	16	4 / 18
12	13	AS	190.29	26.06	8.36	14	5 / 14
13	11	RE	185.88	-5.14	13.1	16	5 / 19
14	12	DW	178.22	-5.10	14.1	16	8 / 23
15	14	MN	157.70	-5.13	16.5	16	11 / 23
16	16	MK	145.46	-5.11	18.3	16	14 / 25
17	17	JS	143.84	-5.10	19.0	16	14 / 26
18	18	FR	138.87	-5.11	18.9	16	15 / 24
19	-	IV	117.31	117.31	20.6	16	16 / 26
20	28	ST	103.51	61.14	18.0	11	8 / 29
21	20	NJ	97.89	7.98	23.3	16	13 / 30
22	19	MA	95.81	-5.05	24.1	16	19 / 31
23	21	RH	78.51	2.49	10.3	6	7 / 14
24	22	RD	69.61	0.01	7.40	5	6 / 9
25	23	JR	63.99	-2.27	25.8	16	18 / 35
26	-	MJ	59.02	59.02	25.9	16	18 / 32
27	24	AL	56.87	-0.34	26.9	16	13 / 34
28	-	BF	56.55	56.55	17.0	5	5 / 23
29	33	DM	53.48	34.02	20.1	6	13 / 30
30	26	JF	47.09	-2.29	24.5	7	21 / 28

31	25	PD	46.49	-3.26	27.8	16	22 / 34
32	32	PV	43.46	15.05	24.5	10	18 / 33
33	27	MC	42.28	-0.49	26.8	7	10 / 41
34	29	EN	34.22	-0.06	27.6	9	20 / 37
35	30	KB	30.06	-1.79	26.3	6	17 / 34
36	31	MW	24.44	-4.34	30.2	16	23 / 39
37	34	RO	16.54	0.00	25.3	3	22 / 29
38	35	LV	13.91	-0.48	31.7	16	25 / 37
39	37	PF	13.90	0.00	33.4	16	6 / 42
40	36	TG	13.50	-0.50	14.0	1	14 / 14
41	38	MS	7.49	-1.77	31.0	16	27 / 39
42	39	M3	5.57	0.00	30.0	1	30 / 30
43	41	MD	4.09	0.00	29.0	1	29 / 29
44	42	MI	3.22	-0.49	36.1	6	31 / 44
45	40	AH	2.62	-2.00	33.5	16	29 / 40
46	43	RL	1.24	0.00	35.7	4	34 / 37
47	44	MM	1.00	0.00	35.8	5	30 / 41
48	45	MT	1.00	0.00	36.7	16	29 / 47
49	46	SW	1.00	0.00	37.9	13	31 / 46
50	47	UD	1.00	0.00	38.8	5	37 / 42
51	48	DG	1.00	0.00	39.3	3	32 / 43
52	49	GR	1.00	0.00	41.6	3	36 / 45
53	50	KC	1.00	0.00	44.0	2	39 / 49
54	51	KD	1.00	0.00	47.5	2	47 / 48
55	52	ML	1.00	0.00	27.0	1	27 / 27
56	53	JL	1.00	0.00	33.0	1	33 / 33
57	54	SF	1.00	0.00	35.0	1	35 / 35

Position this HoF	Player ID	Total Score	Points lost/gained when compared to last HoF	Average position over all tracks	Number of tracks driven on (16 max)	Highest and lowest position held on any track

1.8 The Rules!

-> RULES!

The rules have come to play a major role in the Amiga Hall of Fame.

With all the patches available, it is very important for players to have read and understood what is about to follow.

Please note that the rules assume you to be familiar with Oliver Robert's F1GP Editor V3.x, because this tool provides all the patches currently relevant and the accompanying terminology. Refer to either Aminet or Oliver's homepage (see

F1GP homepage
for your copy (plug plug :-)

-> General rules

All members are expected to play fair, including the following presumptions.

'Options' allow for deviations from these standards. Players should always send in the options they used too!

- o Qualifying times (racing times theoretically are slower)
- o Q-compound tires
- o ACE-mode (=none of the driving aids)
- o Digital joystick
- o Reasonable style of driving:
 - o No cutting of corners!
 - o No kamikaze actions on other cars, forcing your way through
 - o No slipstreaming!

To prevent slipstreaming you could select all drivers and use only the first. No car will get on the track then. If you decide to leave things as they are, you are simply not allowed to send in any times you set with slipstreaming... Simple, eh? ;)

Also it is not appreciated if you set your records by saving the game before each corner and perfect that bit to the max. Although it's a very efficient method, you must set your records in one go! If you want to see where you went wrong, use either 'Splittime' from Rene Smit, or AGPPerf from Grant Reeve. Or both.

(btw: saving just before finishing your warmup lap is allowed).

That's for general rules. But the patches are even more critical. Read on!

-> What's allowed and what's not

A quick walkthrough of the V3 F1GP-Editor windows:

Find your latest copy of F1GP-Ed on either Aminet (game/misc dir) or on the F1GP homepages (see elsewhere in the HoF)

Due to the fast updating of most utilities, you may find some items moved or under a different name. The general idea is still the same though.

FILE EDITORS

- o Teams: everything allowed, as it will only alter the behavior of computer cars, or other non-influential stuff.
- o Drivers: same thing.
- o Car Setups: Alter them all, or wait for the HoF to be released with data-files that do it for you! (Anybody interested? :)
- o Lap Records: this is starting to get boring...
- o Camera Views: I told you so...
- o Car Control: If you use the twin button option, add the '2' option
- o Standard Options: Remember that you should be racing at ACE level, so set the 'Opposition Standard' (race options) and the 'Help options' accordingly, or include the info with your times. 'Game Options' are up to you.
- o In-Game Prefs: If you're racing for the HoF, the 'Frames/sec should not be set higher than 10 fps. A pity for the owners of fast Amigas, but 10 fps is sustainable on all Amiga models, and thus gives everybody an equal chance. (As you may have guessed: higher framerates influences the car's behaviour and consequentially allow you to set artificially fast times... In your spare time though, you can use whatever framerate you wish ;)

'Car Fragility' should be kept standard, or set with the 199x datafile (which actually makes your car a bit more fragile).

- o Preferences: All alterations allowed.
- o Cheats: 'All Driving Aids' not allowed. If you still use them, make sure you turn everything off when you race for the HoF, or include the relevant 'options'
 - 'Q Tyres in Practice' and 'Unlimited Q Tyres' are allowed.
 - 'Use Team HP' is not allowed (unless the team's HP incidentally is 716 HP as well...but you better not use this option)
 - 'Degrade HP' is allowed :-). But you are advised (and allowed) to turn this off and have 716 HP available during every session.
 - 'Player HP' must absolutely be kept at 716. Always!
 - 'Finish HP' is irrelevant during qualifying sessions...

MEMORY PATCHES

- o Car Control (Patch F1GP): You are advised to install all routines and turn off traction control if you prefer that (only from v3.01 onward!) But, the 'snapshot keys' shouldn't be used at all.
- o Information (GP Patch): fully legal. Stay away from the keys that alter game speed though (never know what could happen).
- o Local Speed Factors: Legal too. Can reduce the amount of time computer cars are in your way, adding realism. (Remember: no slipstreaming!)

OTHER

- o Can't find anything here that isn't legal...

-> 'Miscellaneous' tools

Other tools available include:

- o F1Ed by Steve and Phil Smith. Similar to earlier versions of Oliver Robert's Editor. For similar parts similar rule limitations apply...
- o SplitTime by Rene Smit. Fully legal and very useful. (Another plug?) Rene is constantly adding new features, but the latest version (that he wants to release) can be found on the F1GP homepages and Aminet.
- o AGPPerf by Grant Reeve. Legal and amazing info on your performance. AGPPerf was released in October is certainly going to add to the scene. The latest version is available from Aminet and the F1GP homepages.

Questions about either Splittime or AGPPerf are best directed to the authors, who are both listed somewhere among the members.

These rules have become quite a bit longer than I'd like'em to be...-\nIf you have any doubt, questions or serious problems with these rules, please let me know!

1.9 Template for entries

-> Template for entries

When submitting laptimes, please try to use the following layout for it. Stronger still: if you don't use the template, you're bound to see your records back for correction. Cut this piece out and overtyping it with your own data! The header bit can be omitted. The name of the circuit should be in the vicinity of the times you send in ;)

*1:07.764	PG	17-11-95	THf5	[64/39]	5R	[26,33,40,46,53,61]	15.48
*1:07.780	RN	09-11-95	Hf5	[64/39]	12R	[24,33,40,48,55,62]	15.39
1:08.187	OR	07-09-95	H	[64/37]	11R	[25,33,40,47,55,62]	13.03
*1:08.277	CD	02-11-95	KHf5	[64/39]	14R	[25,33,40,47,54,61]	12.51
1:08.283	SB			[58/36]	10R	[28,34,40,46,53,60]	12.47
1:08.296	GH	02-07-95	H	[64/38]	8R	[26,33,40,48,55,62]	12.40
1:08.301	ST	15-10-95		[64/39]	12R	[24,33,40,48,55,62]	12.37
1:08.421	DW	17-10-95	2H	[64/38]	10R	[25,32,39,46,54,62]	11.68
1:08.484	CM	02-11-95	Hf5	[64/39]	16R	[24,33,40,48,55,62]	11.32
1:08.551	RE			[52/31]			10.94
1:08.677	AS	23-10-95	Hf5	[64/37]	14R	[22,30,38,46,55,64]	10.22
1:08.822	DR	29-06-95		[63/37]	2R	[25,33,41,48,55,62]	9.40
1:08.874	IV	10-93	K				9.10
1:08.885	KB	06-01-95	K	[54/34]	9R	[25,33,41,48,54,61]	9.04
1:08.913	MC	07-09-95	KH	[64/43]	10R	[25,33,40,47,54,61]	8.88
1:08.990	FR			[62/36]	4R	[25,33,40,47,54,61]	8.45
1:09.204	MN	04-11-95	Hf5	[64/35]	6R	[25,33,40,47,55,62]	7.25
1:09.224	JS	18-01-94		[54/51]	3R	[25,32,39,46,54,62]	7.14
*1:09.224	NJ	18-11-95	K	[64/34]	8R	[25,31,37,45,54,62]	7.14
1:09.254	MK	15-06-95		[58/34]	5R	[25,32,39,46,53,61]	6.97
1:09.621	JR	08-11-94		[55/41]	2R	[24,31,38,45,53,60]	4.93
1:09.723	MA	18-10-94		[55/37]	2R	[25,33,39,46,53,61]	4.37
1:10.028	AL	21-06-95		[54/37]	9R	[24,33,41,48,54,62]	2.69
1:10.041	PV	09-11-94		[50/30]	9R	[24,32,40,48,56,64]	2.62
*1:10.433	MJ	26-11-95	Hf5	[60/38]	12R	[25,32,39,47,54,61]	0.49
1:10.707	PD	06-10-93		[54/31]	3R	[25,32,39,46,54,62]	0.00
*1:11.283	EN	30-10-95	Hf5	[64/39]	13R	[24,33,40,48,55,62]	0.00
1:11.658	MS	14-06-93					0.00
1:11.906	MW	08-03-94		[48/48]	15R	[19,26,34,43,53,63]	0.00
1:12.397	LV	14-06-94	J	[54/31]	3R	[25,32,39,46,54,62]	0.00
1:13.578	PF	07-12-94		[14/14]	0R	[24,32,39,46,53,61]	0.00
1:13.867	SW						0.00
1:14.789	MT		D				0.00
1:15.003	AH	24-01-94					0.00

1.27 End