

18:52 CDT 5/2/14 if no more scratches  
by Post Time then stays the same ...

| Kentucky Derby | 2014         |
|----------------|--------------|
| Horse          | D.ö.s.a.g.e™ |
| Califor        | 1.44         |
| Candy B        | 2.84         |
| Chitu          | 2.46         |
| Command        | 3.27         |
| Dance W        | 2.22         |
| Danza          | 1.71         |
| General        | 3.07         |
| Harry's        | 3.44         |
| Intense        | 2.57         |
| Medal C        | 3.20         |
| Pablo          | 3.39         |
| Ride On        | 3.00         |
| Samraat        | 1.91         |
| Tapitur        | 2.92         |
| Uncle          | 3.14         |
| Vicar's        | 2.08         |
| Vincere        | 3.33         |
| We Miss        | 2.76         |
| Wicked         | 2.35         |
| Wilcat         | 2.67         |

\*Deering's öther s system a bout g rading e ntries

Two Rules for use with the Kentucky Derby:

**Rule 1:** Entries at Post Time with a **D.ö.s.a.g.e™**  
Number Greater Than 3.00 *never* win

**Rule 2:** when predicting the outcome of man made  
events--e.g., betable horse races--never say never

[History of D.ö.s.a.g.e™ Number](#)