

KEYWORD	DESCRIPTION	LABEL
BIAS	Horse took full advantage of track bias	G
BOS	The horse was best of speed duel	G
BTL	This is hard to describe but horse had a subtle bad trip or effort was better than it looked (BTL).	G
BURST	This is an explosive move or finish short in duration, but very noticeable move (could be 1/4m or 1/8m).	G
CLOSE	Late interest shown w/o being set found. Found best stride late	G
COLD	The trainer is mired in a slump during the phase of the meet this horse competed	I
DELAY	When a race start is delayed because of gate issues and/or late scratches	I
DIRT?	This indicates that a horse might prefer dirt based on his gait, his running style, or his physical make-up	P
DROP?	A projection that horse needs drop in class.	P
DUEL	Horse duels for lead	G
EASY_LEAD	Horse makes the front without any effort, falls out of the gate on the lead	G/P
EQUIP?	Horse may require equipment change to improve in future. Blinkers on or off is an example. First time gelding is another.	P
FLOW	When a horse's performance is positively affected by a perceived race flow.	G
FREE	A horse free from stress, generally described as a horse with no horse <2L in front and no horse <2L behind them	G
FTQ	The horse was first to quit in speed duel.	G
GALLOP	This can denote a strong gallop out (i.e. Gallop +) or a weak gallop out (i.e. Gallop -).	P
GALLOP(-)	When the horse has a weak gallop out.	P
GATE	Gate issues prior to race include horse being fractious, breaking through gate early, and trouble loading.	I
GREEN	Horse may still be learning to run or finding running style and preference, potentially may need equipment change.	G
GRIT	This is hard to describe, but you know it when you see it. A horse digs in and refuses to let horse(s) go by	G
GRIT-	This horse lacks grit. A horse that hangs fits here.	G
HARD	The horse had to work every step of the race. A few examples are in Optix Trip Note Documentation.	P
HOT	The trainer has horses firing on all cylinders during the phase of the meet this horse competed	I
IMPROVE?	This is an improvement projection based on this trip	P
LONE	This is a horse who makes clear lead w/o much pressure and is not really challenged.	G/P
MANIC	The horse is unmanageable or extremely unsettled.	G
MOVE	When a horse makes an noticeable move at any point during the race (usually a middle move or a turn of foot in the lane).	G
NO_FINISH	The horse lacked a finish. Generally a speedster who is giving an easy lead up or a closer who just gets out kicked	G
NO_HANDLE	Horse not handling surface	G
NO_KEEP	In a perfect, or competitive position and cannot keep up or advance position	G
NO_LEAD	Horse not changing leads in lane.	G
NO_LINE	Horse not keeping a straight line in turns or on lane (i.e. lugging in or drifting out)	G
NO_PUSH	No push usually late in the race after outcome decided must be at least 1/8m. Generally after horse encounters some trouble.	G/P
OTHER	This is kind of a catch category (see extended comment for more information)	I
OUCHY	Horse doesn't look physically right. Might be stiff, sore. Jockey riding up high or steering.	G/P
PADDOCK(+)	Positive physical appearance in paddock and/or on track prior to race	I
PADDOCK(-)	Negative physical appearance in paddock and/or track prior to race	I
PERFECT	Horse gets a perfect trip	G
PLODDY	The horse seemed ploddy or grindy just kind of tries to inch forward.	G
POCKET	The horse sat in good position covered up just behind pace setters. This is good trip if horse can find room and get out.	G
POP	The horse popped gate. This could be indication of improving fitness, especially if horse typically slow starter.	G
PREP?	Horse was not fully cranked and trainer appears to be prepping for race in future	P
PRESSED	When a frontrunner is pressed by other horses but is not actually dueling.	G

KEYWORD	DESCRIPTION	LABEL
RANK	The horse is having a hard time relaxing. This is wasted energy	G
REGRESS?	A projection that horse might regress next out.	P
ROOM	The horse lacked running room generally at important stage of race (i.e. in stretch	G
RUSH	Horse is push hard out of gate after slow start wasting energy	G
SAVED	The horse saved all the ground on every turn.	G
SCARED	When a horse seems intimidated by other horses, especially when inside of them or stuck down at the rail.	G
SETUP	Horse falls into right pace flow and almost inherits position by default.	G
SHORTER?	A projection the horse might want to travel shorter distance.	P
SLOG	This is just the opposite from pop. The horse is breaking slowly.	G
STRETCH?	A projection the horse might want to travel longer distance.	P
TACTIC	Jockey's riding tactics cost horse a chance at optimal performance. Never put horse in race or moved way too early.	G
TACTIC(+)	When a jockey's riding tactics gives the horse a chance at an optimal performance.	G
TRAFFIC	The horse is surrounded by horses on all sides during a portion of race (needs to be at least 1/4m in duration).	G
TRAINER	Trainer comment associated with this race	I
TROUBLE	Normal trouble see Notes documentation for examples	G
TROUBLE(+)	High degree of trouble	G
TROUBLE(-)	When a horse has slight trouble but not enough to strongly impact its overall performance.	G
TROUBLE_S	Trouble that occurs to a horse within the first few strides out of the gate.	G
TURF?	A projection the horse might want to run on grass.	P
TWO_MOVES	Horse actually makes two or more separate moves during course of race.	G
WARM	Horse was noticeable lathered up and hot looking prior to race.	G
WARM_UP	Horse was put to good warmup prior to race.	I
WASTED	Horse wasting energy with lead pony prior to race.	G
WIDE	This is a noticeably wide trip and impacted horse's performance.	G
X_BIAS	Horse's trip was against the bias of race track	G
X_FLOW	When a horse's performance is negatively affected by a perceived race flow.	G

Legend

Label Descriptions

G: Keyword impact is already factored into the performance grade
P: Keyword can project positive/negative impact on next out or future performanceS
I: Keyword is informational only

Keyword Colors

Strongest positive impact
Strongest negative impact