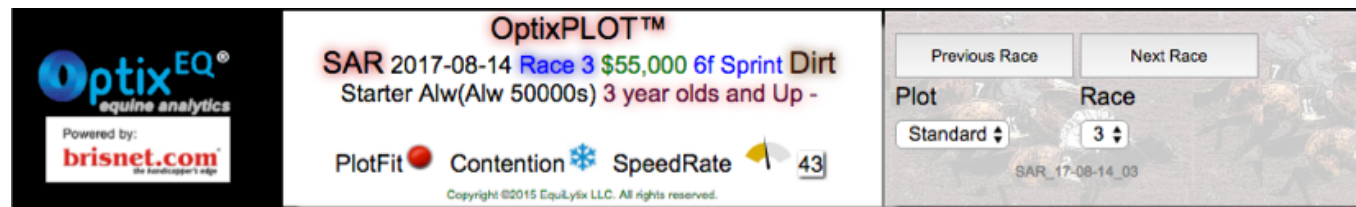
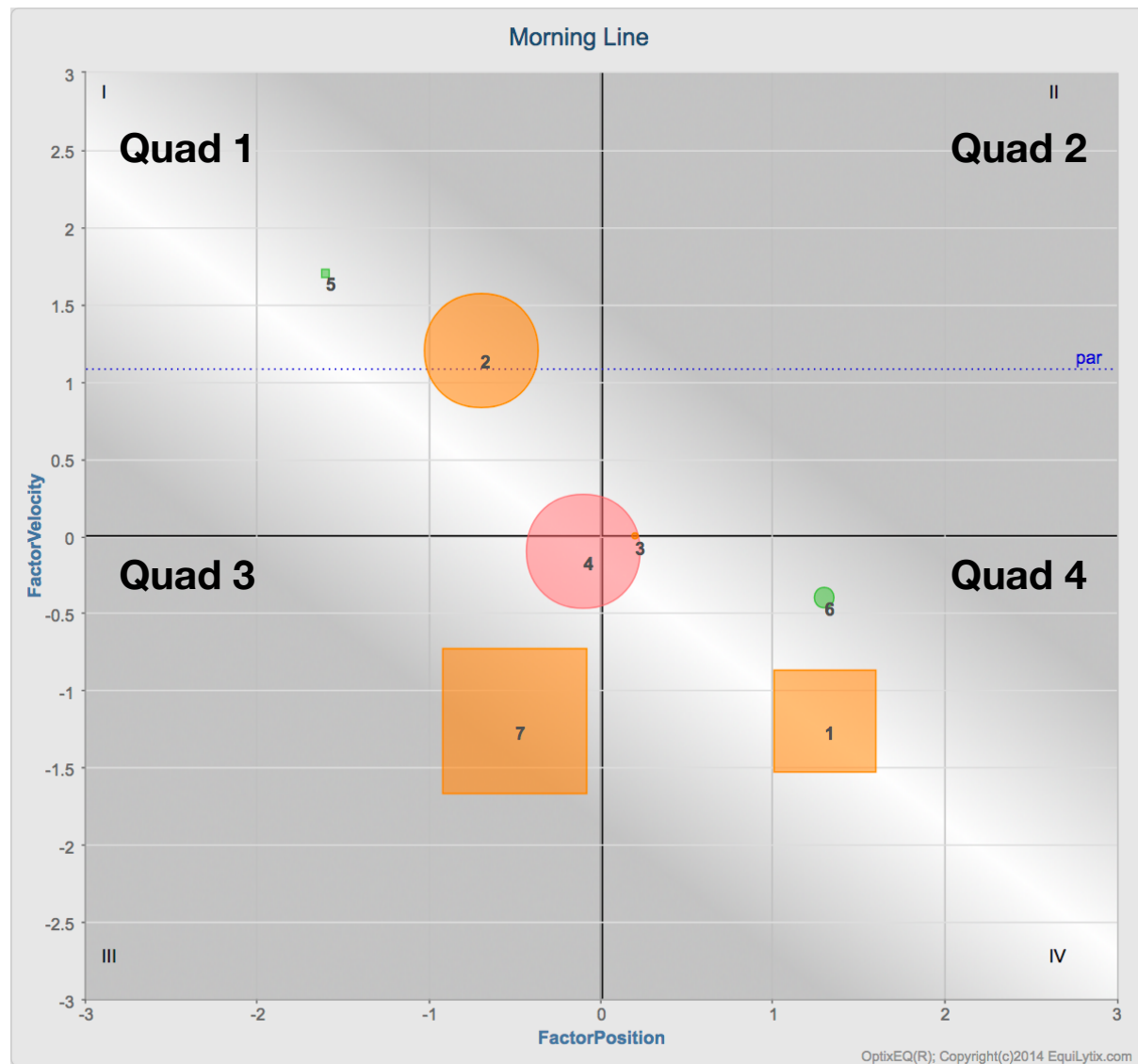


FOUR QUADRANTS - NUMBERED CIRCLES & SQUARES REPRESENT HORSES



optixRPM™ E EP 1 2 5 6 P 3 4 7 PC C




General

- **QUADRANT 1** horses win the highest percentages of races
- **QUADRANTS 3 & 4 CIRCLES** typically win at a very low percentage
- **SQUARES** win nearly 2X more than **CIRCLES**
- Large **SQUARES** win more than smaller **SQUARES**
- Small **CIRCLES** win more than larger **CIRCLES**
- Early pace horses are typically located in Quadrant 1 on OptixPLOT
- Horses with a better late pace than the competition are represented as **SQUARES** on OptixPLOT

Quick Tips

- The most reliable races have a **GREEN** Plot Fit
- Horses in races with High speed contention (flame) and SpeedRate ≥ 40 , typically favors **SQUARES**
- Races with low contention (snowflake) and SpeedRate ≤ 15 typically favors **QUADRANT 1** horses
- If horse preferred run style doesn't match today's PLOT position his number will appear in **RED**

Horse Patterns are identified by applying Grades, Racing Keywords and Form Predictive Projections when evaluating previous performances.



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OptixGRID™

DMR 2017-08-09 Race 1 \$26,000 Route 8f Dirt
Maiden Claimer(Md 40000) 3 year olds and Up -
Fillies/Mares

PlotFit Contention

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1	Grace Hopper	20170702	16	SA*	U	SPR (7f)	Fast	Md 20000	3	F	2	68-60	66	B	SLOG MOVE TROUBLE(+ CLOSE	IMPROVE?	1	6	6 ¹ / ₄	6 ¹ / ₄	5 ¹ / ₄	2 ¹ / ₄	11
1	Grace Hopper	20170616		SA ¹⁰	D	SPR (5.5f)	Fast	Md 30000	3	F	9	70-62	55	C			9	6	11 ³ / ₄	11 ¹⁵ / ₁₆	10 ¹⁵ / ₁₆	9 ¹³ / ₁₆	11
2	TIKI BAR LOGIC	20170809	36	DMR ¹	D	RTE (8f)	---	Md 40000	3	F	6	80-54	1				2	-	-	-	-	11	
2	Tiki Bar Logic	20170704	25	SA ²	D	SPR (6f)	Fast	Md 75000	3	F	6	80-72	68	C+	WIDE	DROP?	7	3	5 ¹ / ₄	4 ³ / ₄	5 ⁵ / ₈	6 ⁵ / ₈	11
2	Tiki Bar Logic	20170609	215	SA ²	D	SPR (5.5f)	Fast	Md 50000	3	F	2	64-56	80	B	BOS HARD		3	3	2 ¹ / ₄	1 ¹ / ₂	2 ¹ / ₄	2 ¹ / ₄	11
2	Tiki Bar Logic	20161106	59	SA ²	D	SPR (6.5f)	Firm	Md Sp Wt	2	F	11	97-89	74	C+	NO_FINISH NO_PUSH		9	2	2 ¹ / ₄	3 ¹ / ₄	6 ⁷ / ₈	11 ¹⁵ / ₁₆	11
2	Tiki Bar Logic	20160908	39	LRC ⁵	D	SPR (5.5f)	Fast	Md Sp Wt	2	F	7	76-68	54	C+			2	5	6 ³ / ₄	6 ⁵ / ₈	6 ⁷ / ₈	7 ¹² / ₁₆	11
2	Tiki Bar Logic	20160731	27	DMR ³	D	SPR (5.5f)	Fast	Md Sp Wt	2	F	5	75-67	62	C+	WIDE		7	5	4 ² / ₄	5 ² / ₄	5 ⁷ / ₈	5 ¹² / ₁₆	11
2	Tiki Bar Logic	20160704		SA ⁶	D	SPR (5.5f)	Fast	Md Sp Wt	2	F	6	70-62	60	B-	SLOG TROUBLE(+		8	10	6 ³ / ₄	6 ⁵ / ₈	9 ¹¹ / ₁₆	6 ¹² / ₁₆	11

1	2	3	4
oNg	optixNOTES™	Projections	xN
B	SLOG MOVE TROUBLE(+ CLOSE		i
C		IMPROVE?	i
C+	WIDE	DROP?	i
B	BOS HARD		
C+	NO_FINISH NO_PUSH		
C+			
C+	WIDE		
B-	SLOG TROUBLE(+		i
B-			i
B-	FREE WIDE		i
C+		TURF?	
C	WIDE NO_KEEP NO_PUSH		i
C+	WIDE PLODDY		

1 OptixNOTES Grades (oNg):

Green=Good, Black=Average, Red=Poor

- A, A-, B+:** impressive performance
- B:** good/winning performance
- B-, C+:** average/slightly below average
- C:** poor performance
- EX:** horse had a noticeable excuse

2 OptixNOTES Keywords (OptixNOTES):

- short-hand trip assessment
- easier to id horse's tendencies/form cycle patterns
- color-coded based on analytics

3 OptixNOTES Projections (Projections):

- is horse likely to improve after difficult race?
- does horse need a drop in class?
- will a switch to the turf move a horse up?
- should trainer try longer distance?

4 OptixNOTES Extended Comments (xN):

- detailed trip information when needed
- hover** to display extended comment