

Clocker Notes Keywords + Add new		
Category	Keyword	Description
General	AVERAGE	A horse that has not stood out in any particular work.
General	BACKWARDS	A horse that does best running through the early stages and fades in the late stages.
General	BEST	Worked best of a team
General	BEST(-)	Worked best over lesser company.
General	BEST(W)	A horse that worked best over a winner.
General	BESTW	Worked best in company over a horse that exited drill to win a race.
General	BLINKS	Horse adding blinkers.
General	BLINKSO	Blinkers removed
Physical	BODIED	Heavy, well rounded, carrying extra flesh, sprinters body
Physical	BOXY	compact built, turf or dirt sprints, quick action
General	CLAIM	A horse that is making first start since changing barns.
Physical	CLASSY	Has the look of a quality runner. Built to be a nice one.
General	CONTENDER	A first time starter that has shown enough in the morning to suggest they will run a competitive race.
Style	DIRT	Horse will do best running on dirt.
General	EASY	A horse in a stroll/jog. A drill that is slightly more positive than simple maintenance.
General	ENERGETIC	A horse that commonly brings high energy to the track in the a.m. Consistently sharp morning worker.
General	FINISH	A horse that is finishing a drill of 5F or longer with extra authority.
General	GALLOP	A horse galloping with authority between drills. Suggests top form.
General	GALLOP(+)	Significant run out after conclusion of drill. Suggests top notch fitness
General	GALLOP(-)	Failed to do much after drill complete
General	GAME	A horse exhibiting competitive spirit. Showing legit grit.
General	GELDING	Flags a horse that recently received the ultimate equipment change.
General	GIVE	Horse coming back from a significant period of time on the sidelines that appears to need some racing to achieve required fi
Style	GRASS	The horses stride and size indicates might want grass surface
General	GREEN	A horse exhibiting immaturity. Lacking focus. Still learning the job.
General	HEADS	Worked heads up in team drill with a horse of similar ability.
General	HEADS(-)	Did not stand out when working heads up with a lesser horse.
General	HEADS(W)	A horse that worked heads up with a winner.
General	HEADSW	Worked heads up with a horse that came out of work to win a race recently.
General	HUGE	An outstanding drill. Usually reserved for the top class runners.
General	IMPROVE	A horse that has exhibited marked improvement from previous morning activity. Either shown in the final drill of a series o
General	LAZY?	A horse that seems to get lazy in morning routine.
Physical	LEGGY	Long fused horse , router type
Physical	LIGHT	Small framed, best on turf or synthetic
General	LITUP	A horse making a healthy appearance in the flesh and coat.
General	LOOKER	A horse that has a physical build that is pleasing to the eye.
General	LOOSE REIN	signals a horse that was let roll from the start, usually reason for a bullet or faster than normal move
General	MAINT	Maintenance
Style	MARATHON	Horse that will run all day.
Physical	MASSIVE	Referring to a horse that has a big body frame

Clocker Notes Keywords + A		
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General	NOISE	A horse making significant breathing noises in the stretch run that could be heard from grandstand.
General	NO_LEAD	Finishing on the wrong lead.
General	OUT(+)	A horse that was outworked against classier competition.
General	OUT(-)	A horse that was outworked by a lower level horse. An unexpected occurrence.
General	OUTWORKED-	Fell back from company in team drill.
General	PASS	A first time starter that appears to need racing before being competitive.
General	PLAYER	A first time starter that should be a serious win candidate. A live first time starter.
General	POOR	Bad drill
General	PRESSURE	A horse under all out pressure by the rider to earn the clocking.
General	QUESTION	Unsure of what to expect. Drill or drills did not give any clear signals negative or positive.
General	RALLIED	Usually denoted for a first time starter than has shown little speed but the ability to finish.
General	RANK	Pulling or manic activity early in drill. Refusing to settle.
General	RAZOR	A horse displaying an intense focus on task at hand. Feeling great.
Style	ROUTER	Horse that wants two turns.
General	SECOND LIFETIME	A horse making his/her second lifetime start
General	SHIFT	Not holding a straight line. Lugging/leaning in or out.
Style	SLOPPY	Horse will do best running on off track.
General	SOLID	In good form.
General	SPEED	A horse that is demonstrating sharp early pace in the a.m.
Style	SPRINTER	Horse that wants to sprint.
General	STRETCHOUT	A horse stretching out around two turns for the first time
General	SUPER	Exceptional move
General	SURFACE	Signals a turf horse that worked over the dirt which means drill taken with a grain of salt
Style	SYNTH	The horse stride and size indicates might want synthetic surface
General	TARGET	Signals that a horse was used as a target for another runner in the barn to run down in the drill.
General	TARGET(S)	A horse that purposefully breaks behind company w/ intent to rally and make up ground
General	TEST	TEST
General	TOY	Much best of a team. Clearly superior in company. Toyed w/ a mate.
General	WASHY	A horse that is wet in the coat during a workout or gallop.