

2018 OptixNOTES Keywords

Keyword	Description
*	Select
BIAS	Horse took full advantage of track bias
BOS	The horse was best of speed duel
BTL	This is hard to describe but horse had a subtle bad trip or effort was better than it looked (BTL).
BURST	This is an explosive move or finish short in duration, but very noticeable move (could be 1/4m or 1/8m).
CLOSE	Late interest shown w/o being set found. Found best stride late
COLD	The trainer is mired in a slump during the phase of the meet this horse competed
COVER	The horse has another horse directly to his outside and in front of him
DELAY	When a race start is delayed because of gate issues and/or late scratches
DIRT?	This indicates that a horse might prefer dirt based on his gait, his running style, or his physical make-up
DROP?	A projection that horse needs drop in class.
DUEL	Horse duels for lead
EASY_LEAD	The horse made an easy lead from the gate.
EQUIP?	Horse may require equipment change to improve in future. Blinkers on or off is an example. First time gelding is another.
FLOW	When a horse performance is positively affected by a perceived race flow.
FREE	A horse free from stress, generally described as a horse with no horse <2L in front and no horse <2L behind them
FTQ	The horse was first to quit in speed duel.
GALLOP	This can denote a strong gallop out (i.e. Gallop +) or a weak gallop out (i.e. Gallop -).
GALLOP(-)	When the horse has a weak gallop out.
GATE	Gate issues prior to race include horse being fractious, breaking through gate early, and trouble loading.
GREEN	Horse may still be learning to run or finding running style and preference, potentially may need equipment change.
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
GRIT-	This horse lacks grit. A horse that hangs fits here.
HARD	The horse had to work every step of the race. A few examples are in Optix Trip Note Documentation.
HARD_LEAD	The horse had work hard from the gate to make the lead.
HOT	The trainer has horses firing on all cylinders during the phase of the meet this horse competed
IMPROVE?	This is an improvement projection based on this trip
LONE	This is a horse who makes clear lead w/o much pressure and is not really challenged.
MANIC	The horse is unmanageable or extremely unsettled.
MARATHON	Horse seems more inclined or effective in marthon distance >=10F
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).
NASAL_S	Horse is wearing a nasal strip
NO_COVER	The horse has no horse directly to his outside and no horse in front of him (for turf horses only)
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
NO_HANDLE	Horse not handling surface
NO_KEEP	In a perfect, or competitive position and cannot keep up or advance position
NO_LEAD	Horse not changing leads in lane.
NO_LINE	Horse not keeping a straight line in turns or on lane (i.e. lugging in or drifting out)
NO_PUSH	No push usually late in the race after outcome decided must be at least 1/8m. Generally after horse encounters some trouble.
ONE_TURN	Horses best races are 1-turn routes and/or sprints
OTHER	This is kind of a catch category (see extended comment for more information)

OUCHY	Horse doesn't look physically right. Might be stiff, sore. Jockey riding up high or steering.
PADDOCK(+)	Positive physical appearance in paddock and/or on track prior to race
PADDOCK(-)	Negative physical appearance in paddock and/or track prior to race
PERFECT	Horse gets a perfect trip
PLODDY	The horse seemed ploddy or grindy just kind of tries to inch forward.
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.
POP	The horse popped gate. This could be indication of improving fitness, especially if horse typically slow starter.
PREP?	Horse was not fully cranked and trainer appears to be prepping for race in future
PRESSED	When a frontrunner is pressed by other horses but is not actually dueling.
RANK	The horse is having a hard time relaxing. This is wasted energy
REGRESS?	A projection that horse might regress next out.
ROOM	The horse lacked running room generally at important stage of race (i.e. in stretch
ROUTER	Horse seems more inclined or effective in route races one mile or more
RUSH	Horse is push hard out of gate after slow start wasting energy
SAVED	The horse saved all the ground on every turn.
SCARED	When a horse seems intimidated by other horses, especially when inside of them or stuck down at the rail.
SETUP	Horse falls into right pace flow and almost inherits position by default.
SHORTER?	A projection the horse might want to travel shorter distance.
SHUFFLE	it's a subtle shuffle usually caused by slower horse backing up into a horse with a run forcing that live horse to back up
SLOG	This is just the opposite from pop. The horse is breaking slowly.
SPRINTER	Horse seems more inclined or effective in sprint races less than one mile
STRETCH?	A projection the horse might want to travel longer distance.
TACTIC	Jockey's riding tactics cost horse a chance at optimal performance. Never put horse in race or moved way too early.
TACTIC(+)	When a jockey's riding tactics gives the horse a chance at an optimal performance.
TRAFFIC	The horse is surrounded by horses on all sides during a portion of race (needs to be at least 1/4m in duration).
TRAINER	Trainer comment associated with this race
TROUBLE	Normal trouble see Notes documentation for examples
TROUBLE(+)	High degree of trouble
TROUBLE(-)	When a horse has slight trouble but not enough to strongly impact its overall performance.
TROUBLE_S	Trouble that occurs to a horse within the first few strides out of the gate.
TURF?	A projection the horse might want to run on grass.
TWO_MOVES	Horse actually makes two or more separate moves during course of race.
WARM	Horse was noticeable lathered up and hot looking prior to race.
WARM_UP	Horse was put to good warmup prior to race.
WASTED	Horse wasting energy with lead pony prior to race.
WIDE	This is a noticeably wide trip and impacted horse's performance.
X_BIAS	Horse's trip was against the bias of race track
X_FLOW	When a horse's performance is negatively affected by a perceived race flow.
X_WIDE	extra wide - when just wide doesn't describe the amount of ground loss