

OptixNOTES KEYWORDS

KEYWORD	DESCRIPTION	Label
BIAS	Horse took full advantage of track bias	G
BOS	Horse was best of speed duel	G
BTL	Hard to describe, but horse had a subtle bad trip or effort was better than it looked (BTL)	G
BURST	Explosive move or finish short in duration, but very noticeable move (could be 1/4m or 1/8m)	G
CLOSE	Late interest shown without being set found. Found best stride late	G
COLD	Trainer is mired in a slump during the phase of the meet this horse competed	I
COVER	Horse has another horse directly to his outside and in front of him (for turf races only)	G
DELAY	Race start is delayed because of gate issues and/or late scratches	I
DIRT?	Horse might prefer dirt based on his gait, running style, or physical make-up	P
DROP?	Projection that horse needs drop in class	P
DUEL	Horse duels for lead	G
EASY_LEAD	Horse made an easy lead from the gate	G
EQUIP?	Horse may require equipment change to improve in future, i.e. Blinkers on/off, First time gelding	P
FLOW	Horse's performance is positively affected by a perceived race flow	G
FREE	Horse free from stress, generally described as a horse with no horse <2L in front and no horse <2L behind them	G
FTQ	Horse first to quit in speed duel	G
GALLOP	Horse has a strong gallop out (i.e. Gallop +) or a weak gallop out (i.e. Gallop -)	P
GALLOP(-)	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	Hard to describe, but you know when you see it. A horse digs in and refuses to let horse(s) go by	G
GRIT-	Horse lacks grit. A horse that hangs fits here	G
HARD	Horse had to work every step of the race. A few examples are in Optix Trip Note Documentation	P
HARD_LEAD	Horse had to work hard from the gate to make the lead	G
HOT	Trainer has horses firing on all cylinders during the phase of the meet this horse competed	I
IMPROVE?	Improvement projection based on this trip	P
LONE	Horse makes clear lead without much pressure and is not really challenged	G/P
MANIC	Horse unmanageable or extremely unsettled	G
MARATHON	Horse seems more inclined or effective in marathon distance $\geq 10F$	I
MOVE	Horse makes a noticeable move at any point during the race (usually a middle move or a turn of foot in the lane)	G
NASAL_S	Horse wearing a nasal strip	I

KEYWORD	DESCRIPTION	Label
NO_COVER	Horse has no horse directly to his outside and no horse in front of him (for turf horses only)	G
NO_FINISH	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	Horse in a perfect, or competitive position and cannot keep up or advance that 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	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.	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	Horse seemed plodd-y or grind-y, just kind of tries to inch forward	G
POCKET	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	Horse popped gate. Could indicate improving fitness, especially if horse is typically a slow starter	G
PREP?	Horse not fully cranked and trainer appears to be prepping for race in future	P
PRESSED	Frontrunner pressed by other horses but is not actually dueling	G
RANK	Horse having a hard time relaxing. This is wasted energy	G
REGRESS?	Projection that horse might regress next out	G
ROOM	Horse lacked running room generally at important stage of race (i.e. in stretch	G
ROUTER	Horse seems more inclined or effective in route races one mile or more	I
RUSH	Horse pushed hard out of gate after slow start wasting energy	G
SAVED	Horse saved all the ground on every turn	G
SCARED	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?	Projection the horse might want to travel shorter distance	P
SLOG	Opposite from POP. The horse is breaking slowly	G
SPRINTER	Horse seems more inclined or effective in sprint races less than one mile	I
STRETCH?	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(+)	Jockey's riding tactics gives the horse a chance at an optimal performance.	G
TRAFFIC	Horse surrounded by horses on all sides during a portion of race (needs to be at least 1/4m in duration).	G

KEYWORD	DESCRIPTION	Label
TRAINER	Trainer comment associated with this race	I
TROUBLE	Normal trouble. See Notes documentation for examples	G/I
TROUBLE(+)	High degree of trouble	G
TROUBLE(-)	Horse has slight trouble but not enough to strongly impact its overall performance	G/I
TROUBLE_S	Trouble that occurs to a horse within the first few strides out of the gate	G
TURF?	Projection the horse might want to run on grass	G
TWO_MOVES	Horse actually makes two or more separate moves during course of race	G
WARM	Horse noticeably lathered up and hot looking prior to race	G
WARM_UP	Horse put to good warmup prior to race	I
WASTED	Horse wasting energy with lead pony prior to race	I
WIDE	Noticeably wide trip impacted horse's performance	G
X_BIAS	Horse's trip was against the bias of race track	G
X_FLOW	Horse's performance is negatively affected by a perceived race flow	G
LABELS		
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 intended to be informational	
COLORS		
GREEN	Keyword has favorable win percentage and/or ROI\$ impact with next out runners	
RED	Keyword has unfavorable win percentage and/or ROI\$ impact with next out runners	

GRADE	DESCRIPTION
A, A-	Superstar performance, rare. winners repeat at high percentage, but usually at low prices.
B+	Well above average/PAR for the class level usually indicates horses with further potential upside and able to move up in class
B	Typical winning effort or horse who had to overcome adversary (track, trip, pace,bias) and still run well.
B-	Indicates a just below average/PAR performance for the level.
C+	Indicates a below average performance.
C	Indicates a poor performance or non-effort. Only consider next out if back in the right spot, based on previous good performances under similar conditions.
EX	Horses who had a major excuse last time out.
	COLORS
GREEN	Keyword has favorable win percentage and/or ROI\$ impact with next out runners
RED	Keyword has unfavorable win percentage and/or ROI\$ impact with next out runners