

OptixNOTES - 2017 KENTUCKY DERBY

	HORSE	GRADE	KEYWORDS	EXTENDED COMMENT
1	LOOKIN AT LEE	B	SAVED NO_LEAD	might go down as the best rail trip in Derby ever, broke very alertly before settling in the back of the pack, had to make the briefest of pauses entering final turn before seas parted beautifully skimming the rail and saving every inch of ground, flipped to wrong lead final yards
2	THUNDER SNOW_IRE	-	SLOG NO_HANDLE OTHER	broke a couple of steps slow and immediately put on a bucking bronco show, quick end to Derby chances
3	FAST AND ACCURATE	C	TROUBLE(-	rider hustled this one along inside of Always Dreaming but just wasn't fast enough to maintain position and had to check back opening stages, doing the moonwalk by the final turn, caused his own problems when not having enough run on final turn and into stretch
4	UNTRAPPED	C	WIDE	never made a serious bid, backing up most of the way, did show a little fight when angled wide and passing some tired horses in lane
5	ALWAYS DREAMING	B+	PERFECT TACTIC(+)	thought this was a brilliant ride, made the winning tactical move out of first turn when angling off rail to sit right off the flank of State of Honor, rallied clear when needed in lane
6	STATE OF HONOR_ON	C	PRESSED NO_FINISH	allowed to set the pace out of first turn, backing up by final turn
7	GIRVIN	C+	TROUBLE NO_HANDLE NO_PUSH	ran into traffic going into final turn and got squeezed from tight spot, don't think this one ever got truly comfortable over the track, also might not have enjoyed the kickback
8	HENCE	C+	TACTIC TROUBLE_S TRAFFIC	thought this was a chicken bleep ride, issues shortly after start which led to shuffling back to last by the time the first turn arrived, had a chance to follow Lookin at Lee up the rail but chose to find the Derby traffic jam final turn, ate a lot of race track, colt showed some courage when still willing to race
9	IRAP	C	NO_KEEP	Mario riding abnormally high in the saddle?, never made any sort of hint at being competitive despite sitting in solid running position
10	GUNNEVERA	C+	TROUBLE(- WIDE SHORTER?	in tight very briefly between runners that opening furlong, generally good trip rest of way, did lose significant ground when placed widest of all every step of final turn, also believe this one will do best at shorter distances
11	BATTLE OF MIDWAY	B-	NO_KEEP	got a great trip stalking, had a chance to race ride the favorite out of that first turn but wasn't able to get that position, could not sustain with winner in lane, hung on for show, good effort for a colt that clearly has a future
12	SONNETEER	C	NO_HANDLE WIDE	not sure if the maiden handled this surface, Desormeaux went straight to rail out of gate, then curiously took him to the 4 path before opening turn which may have been a hint he didn't think this colt was traveling smoothly, stayed out even wider down backside, didn't put in his usual late run
13	J BOYS ECHO	C	TROUBLE_S	exchanged a bump with neighbor Classic Empire shortly after the break and eventually got pinched back, never in the race after that, had to deal with minor traffic at top of lane but it didn't impact result
14	CLASSIC EMPIRE	B	TROUBLE_S WIDE	exchanged body blows with McCracken and J Boys Echo after the start, cost him early running position, followed McCracken's bid before swinging out at top 5/6 wide
15	MCCRACKEN	C+	MOVE WIDE	apparently he suffered a puncture wound on left hind after bouncing off Classic Empire shortly after start, thought his trip was generally really good, started his move about 4/5 wide, did not sustain in lane
16	TAPWRIT	B-	TROUBLE_S	honest effort, pinched back a bit when Irish War Cry came in after break, plugged along final three furlongs to be in the mix late for minors
17	IRISH WAR CRY	C+	NO_KEEP NO_PUSH	had every opportunity, not enough in lane, rider getting up final sixteenth
18	GORMLEY	C+	WIDE NO_LEAD NO_KEEP	Victor hustling this one along most of the way, colt was on the wrong lead past the wire the first time while taken 4/5 wide on that first turn
19	PRACTICAL JOKE	B-	RANK SHORTER?	this guy will prove to be a very good miler, not enough settle through the opening quarter, still in there fighting through the lane
20	PATCH	C	SLOG TRAFFIC TROUBLE(-	broke a couple of steps slow from that outside slot, found a good running position, needed a little more quicken that final turn but didn't have it which led to him getting swarmed and being forced to steady