

OptixPLOT Track Profile Analysis DMR and SAR (2014-2016)





Track Profile Analysis points to the potential uniqueness of each racing surface at both DMR and SAR. It determines which OptixPLOT run styles are being favored.

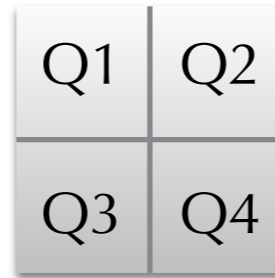
Please remember that Track Profile Analysis is only one part of pace analysis. Each race will have its own unique pace dynamic that should be interpreted in context of the track profile.



2017 OptixPLOT ANALYSIS - DMR and SAR Track Profile

TRACK	SURFACE	DISTANCE	SUGGESTIONS
DMR	DIRT	SPRINT	<ul style="list-style-type: none"> • TOSS Q4 CIRCLES on win end unless their recent races don't reflect their true current form • DO NOT underestimate small to medium sized Q3 CIRCLES as viable contenders
DMR	DIRT	ROUTE	<ul style="list-style-type: none"> • TOSS Q4 CIRCLES on the win end unless their recent races don't reflect their true current form • UPGRADE Q3 SQUARES
DMR	TURF	ROUTE	<ul style="list-style-type: none"> • UPGRADE SQUARES, especially Q2 SQUARES • CONSIDER Q3 small to medium CIRCLES viable win contenders when STANDARD Filter is not a Q3 CIRCLE (assumes other handicapping factors point to this contender)
DMR	TURF	SPRINT	<ul style="list-style-type: none"> • UPGRADE Q1 CIRCLES especially if their current form is sneaky good • TOSS Q2, Q3 CIRCLES on the win end unless their recent races don't reflect their true current form
SAR	I-TURF	ROUTE	<ul style="list-style-type: none"> • GIVE edge to Q1, Q3 (left side of quadrant) over Q2, Q4 (right side of quadrant) • CONSIDER Q3 small to medium CIRCLES viable WIN contenders (assumes other handicapping factors point to this contender)
SAR	TURF	ROUTE	<ul style="list-style-type: none"> • GIVE edge to SQUARES over CIRCLES • CONSIDER Q4 SQUARES viable WIN contenders (assuming other handicapping factors point to this contender)
SAR	TURF	SPRINT	<ul style="list-style-type: none"> • GIVE edge to Q1 SQUARE/CIRCLES, Q3 SQUARES over Q2, Q4 runners
SAR	DIRT	SPRINT	<ul style="list-style-type: none"> • TOSS Q4 CIRCLES on the win end unless their recent races don't reflect their true current form • DO NOT underestimate Q1, Q3 CIRCLES
SAR	DIRT	ROUTE	<ul style="list-style-type: none"> • UPGRADE Q2, especially Q2 SQUARES • DO NOT underestimate Q4 SQUARES

DMR Dirt SPRINTS (ALL) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	23.0%	19.0%	11.0%	10.0%
	13.0%	6.0%	6.0%	5.0%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.24	-\$0.05	-\$0.28	-\$0.34
	-\$0.14	-\$0.68	-\$0.08	-\$0.43



OBSERVATIONS

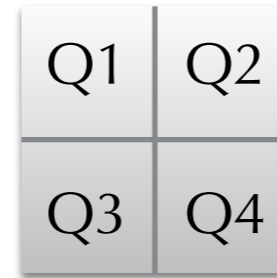
- SQUARES more likely to WIN than CIRCLES in each Quadrant
- Q3 CIRCLES have LOW Win%, but ROI\$ is the HIGHEST among CIRCLES
- Q4 CIRCLES have LOW Win% and LOW ROI\$



SUGGESTIONS

- Q4 CIRCLES look like TOSSES unless their recent races don't reflect their true current form
- Do not underestimate Q3 CIRCLES

DMR Dirt ROUTES (8f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	19.5%	10.9%	21.2%	12.2%
	14.1%	9.6%	7.1%	4.3%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.11	-\$0.62	\$0.48	-\$0.07
	-\$0.25	-\$0.46	-\$0.27	-\$0.40



OBSERVATIONS

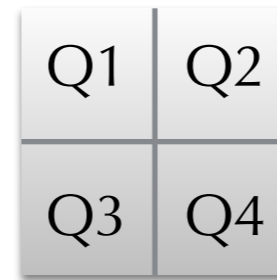
- SQUARES more likely to WIN than CIRCLES in each Quadrant
- Q3 SQUARES have HIGHEST WIN% (21.2%) and HIGHEST ROI\$ (\$0.48)
- Q4 CIRCLES have LOW Win% and LOW ROI\$



SUGGESTIONS

- Q4 CIRCLES look like TOSSES unless their recent races don't reflect their true current form
- Upgrade Q3 SQUARES

DMR Turf ROUTES (8f, 8.5f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	15.4%	19.6%	12.2%	12.0%
	10.8%	6.8%	8.0%	6.6%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.24	-\$0.02	-\$0.09	-\$0.06
	-\$0.18	-\$0.48	\$0.07	-\$0.40



OBSERVATIONS

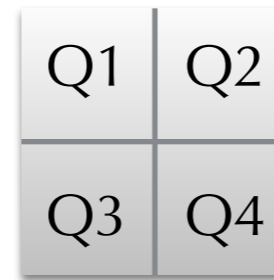
- Q2 SQUARES have the HIGHEST Win% (19.6%) and an almost-break-even ROI\$ (-\$0.02)
- Q2, Q4 CIRCLES have the LOWEST Win% (6.8%, 6.6%) and LOWEST ROI\$ (-\$0.48, -\$0.40)
- Q3 CIRCLES' positive ROI\$ outlier seems illogical, but it's not. By looking closer, we found that ONLY 1 Q3 CIRCLE winner was a Q3 CIRCLE when selecting STANDARD Filter (i.e. the rest Q3 CIRCLE runners were either a SQUARE or not in Q3 on STANDARD filter).



SUGGESTIONS

- Upgrade SQUARES, especially Q2 SQUARES
- Must consider Q3 CIRCLES viable win contenders when STANDARD Filter is not a Q3 CIRCLE (assumes other handicapping factors point to this contender)

DMR Turf SPRINTS (5f) Race Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	15.4%	17.8%	8.3%	11.7%
	14.0%	0.0%	4.2%	8.6%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.24	-\$0.02	-\$0.09	-\$0.06
	\$0.51	-\$1.00	-\$0.81	-\$0.15



OBSERVATIONS

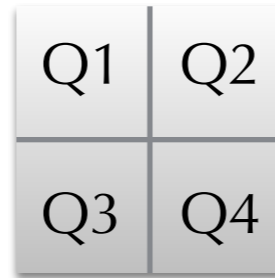
- Q1, Q2 SQUARES hold a distinct Win% edge over Q3, Q4 SQUARES
- Q1 SQUARES have the HIGHEST Win% while Q1 CIRCLES have the HIGHEST ROI\$ (.51)
- Q2 SQUARES have SOLID Win% and SOLID ROI\$
- Q2, Q3 CIRCLES have LOW Win% and LOW ROI\$ (smaller sample size)
- Q4 SQUARES and CIRCLES Win% and ROI\$ are slightly below average



SUGGESTIONS

- Upgrade Q1 CIRCLES especially if their current form is sneaky good
- Q2, Q3 CIRCLES look like TOSSES unless their recent races don't reflect their true current form

SAR Inner Turf ROUTES (8f, 8.5f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	19.0%	8.9%	15.9%	11.7%
	12.6%	7.8%	12.7%	6.6%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.19	-\$0.62	-\$0.11	-\$0.11
	-\$0.80	-\$0.44	\$0.75	-\$0.76



OBSERVATIONS

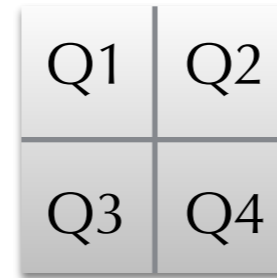
- Q1, Q3 have fairly significant Win% edge over Q2, Q4 for both SQUARES and CIRCLES
- With the exception of Q3, CIRCLES have very LOW ROI\$
- Small-medium Q3 CIRCLES have surprisingly HIGH ROI\$ (\$0.75)



SUGGESTIONS

- When evaluating contenders give edge to Q1, Q3 over Q2, Q4
- Consider Q3 small-medium CIRCLES viable WIN contenders (assumes other handicapping factors point to this contender)

SAR Main Turf ROUTES (8.5f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	22.1%	14.3%	15.6%	13.7%
	7.9%	6.3%	6.9%	6.9%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.29	-\$0.34	-\$0.27	\$0.27
	-\$0.54	-\$0.46	-\$0.62	-\$0.37

OBSERVATIONS

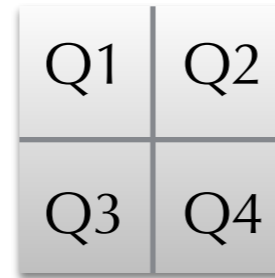
- SQUARES outperform CIRCLES (Average Win% 16.4% vs. 7% and Average ROI\$ -\$0.16 vs. -\$0.50)
- Q1 SQUARES have the HIGHEST Win% (22.1), but still lack VALUE (-\$0.29) ROI\$
- Q4 SQUARES have SOLID Win% and VERY HIGH ROI\$ (**\$0.27**)

SUGGESTIONS

- When evaluating contenders, give edge to SQUARES over CIRCLES
- Consider Q4 SQUARES viable WIN contenders (assuming other handicapping factors point to this contender)

SAR Main Turf SPRINTS (5.5f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	23.6%	18.3%	15.6%	8.8%
	16.2%	4.2%	7.5%	2.7%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.10	-\$0.24	\$0.09	-\$0.42
	\$0.15	-\$0.72	-\$0.36	-\$0.76



OBSERVATIONS

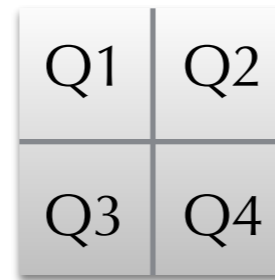
- Q3 SQUARES have SOLID Win% and HIGH ROI\$
- Q1 SQUARES have the HIGHEST Win% (23.6%) and SOLID ROI\$ (-\$.10)
- Q1 CIRCLES have a respectable Win% (16.2%) and a HIGH ROI\$ (\$.15)
- Q2, Q4 CIRCLES have LOW Win% and LOW ROI\$



SUGGESTIONS

- When evaluating contenders give the edge to Q1 SQUARE/CIRCLES, Q3 SQUARES over Q2, Q4 runners

SAR Dirt SPRINTS (6f, 6.5f, 7f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	21.0%	15.0%	15.0%	13.0%
	16.0%	15.0%	10.0%	5.0%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.13	-\$0.34	-\$0.13	-\$0.20
	-\$0.04	-\$0.25	-\$0.05	-\$0.64



OBSERVATIONS

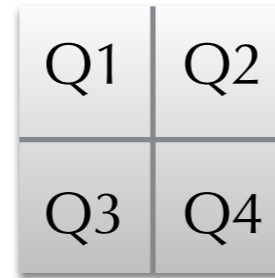
- Q1, Q3 show HIGHER ROI\$ for both SQUARES and CIRCLES
- Q1, Q3 CIRCLES are HIGHER ROI\$ than Q1, Q3 SQUARES
- Q4 CIRCLES have LOW Win% and LOW ROI\$



SUGGESTIONS

- Q4 CIRCLES look like TOSSES unless their recent races don't reflect their true current form
- Do not underestimate Q1, Q3 CIRCLES

SAR Dirt ROUTES (9f) Analysis

QuadSTAT Win% - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	19.8%	25.3%	14.1%	13.9%
	12.7%	16.1%	7.2%	8.6%



QuadSTAT ROI\$* - Surface/Dist Filter				
	Q1	Q2	Q3	Q4
	-\$0.17	\$0.08	-\$0.32	\$0.03
	-\$0.22	-\$0.09	-\$0.21	-\$0.08

OBSERVATIONS

- Q2 has the HIGHEST Win% (25.3%)
- Both Q2, Q4 SQUARES have positive ROI\$s (\$0.08, \$0.03 respectively)

SUGGESTIONS

- Upgrade Q2, especially Q2 SQUARES
- Do not underestimate Q4 SQUARES