

# OptixNOTES Keywords

Keyword	Description
<b>BIAS</b>	Horse took full advantage of track bias
<b>BLANKET</b>	Race ends in a blanket type finish (3 or more on the wire)
<b>BOS</b>	The horse was best of speed duel
<b>BTL</b>	This is hard to describe but horse had a subtle bad trip or effort was better than it looked (BTL)
<b>BUNCHED</b>	Race pace when at least 75% of the field is all bunched up
<b>BURST</b>	This is an explosive move or finish short in duration, but very noticeable move (could be 1/4m or 1/8m)
<b>CLOSE</b>	Late interest shown w/o being set found. Found best stride late
<b>COLD</b>	The trainer is mired in a slump during the phase of the meet this horse competed
<b>COVER</b>	The horse has another horse directly to his outside and in front of him
<b>DELAY</b>	When a race start is delayed because of gate issues and/or late scratches
<b>DIRT?</b>	This indicates that a horse might prefer dirt based on his gait, his running style, or his physical make-up
<b>DROP?</b>	A projection that horse needs drop in class
<b>DUEL</b>	Horse duels for lead
<b>EASY_LEAD</b>	The horse made an easy lead from the gate
<b>EQUIP?</b>	Horse may require equipment change to improve in future. Blinkers on or off is an example. First time gelding is another
<b>FLOW</b>	When a horse performance is positively affected by a perceived race flow
<b>FOG</b>	Dense fog is impairing visibility during most of the race
<b>FREE</b>	A horse free from stress, generally described as a horse with no horse <2L in front and no horse <2L behind them
<b>FTQ</b>	The horse was first to quit in speed duel
<b>GALLOP+</b>	This can denote a strong gallop out (i.e. Gallop +) or a weak gallop out (i.e. Gallop -)
<b>GALLOP-</b>	When the horse has a weak gallop out
<b>GATE</b>	Gate issues prior to race include horse being fractious, breaking through gate early, and trouble loading

# OptixNOTES Keywords

Keyword	Description
<b>GREEN</b>	Horse may still be learning to run or finding running style and preference, potentially may need equipment change
<b>GRIT</b>	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
<b>GRIT-</b>	This horse lacks grit. A horse that hangs fits here
<b>HARD</b>	The horse had to work every step of the race. A few examples are in Optix Trip Note Documentation.
<b>HARD_LEAD</b>	The horse had work hard from the gate to make the lead
<b>HOT</b>	The trainer has horses firing on all cylinders during the phase of the meet this horse competed
<b>IMPROVE?</b>	This is an improvement projection based on this trip
<b>KEY?</b>	Potential Key Race
<b>KICKBACK</b>	Horse being hit with a lot of loose or heavy dirt/turf negatively impacting performance
<b>LONE</b>	This is a horse who makes clear lead w/o much pressure and is not really challenged
<b>MANIC</b>	The horse is unmanageable or extremely unsettled.
<b>MARATHON</b>	Horse seems more inclined or effective in marthon distance $\geq 10F$
<b>MOVE</b>	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)
<b>NASAL_S</b>	Horse is wearing a nasal strip
<b>NO_COVER</b>	The horse has no horse directly to his outside and no horse in front of him (for turf horses only)
<b>NO_FINISH</b>	The horse lacked a finish. Generally a speedster who is giving an easy lead up or a closer who just gets out kicked
<b>NO_HANDLE</b>	Horse not handling surface
<b>NO_KEEP</b>	In a perfect, or competitive position and cannot keep up or advance position
<b>NO_LEAD</b>	Horse not changing leads in lane
<b>NO_LINE</b>	Horse not keeping a straight line in turns or on lane (i.e. lugging in or drifting out)
<b>NO_PUSH</b>	No push usually late in the race after outcome decided must be at least 1/8m. Generally after horse encounters some trouble
<b>ONE_TURN</b>	Horses best races are 1-turn routes and/or sprints

# OptixNOTES Keywords

Keyword	Description
<b>OTHER</b>	This is kind of a catch category (see extended comment for more information)
<b>OUCHY</b>	Horse doesn't look physically right. Might be stiff, sore. Jockey riding up high or steering.
<b>PERFECT</b>	Horse gets a perfect trip
<b>PLODDY</b>	The horse seemed ploddy or grindy just kind of tries to inch forward.
<b>POCKET</b>	The horse sat in good position covered up just behind pace setters. This is good trip if horse can find room and get out
<b>POP</b>	The horse popped gate. This could be indication of improving fitness, especially if horse typically slow starter.
<b>PREP?</b>	Horse was not fully cranked and trainer appears to be prepping for race in future
<b>PRERACE+</b>	Positive physical appearance in paddock and/or on track prior to race
<b>PRERACE-</b>	Negative physical appearance in paddock and/or track prior to race
<b>PRESSED</b>	When a frontrunner is pressed by other horses but is not actually dueling
<b>RANK</b>	The horse is having a hard time relaxing. This is wasted energy
<b>REGRESS?</b>	A projection that horse might regress next out
<b>ROOM</b>	The horse lacked running room generally at important stage of race (i.e. in stretch
<b>ROUTER</b>	Horse seems more inclined or effective in route races one mile or more
<b>RUSH</b>	Horse is push hard out of gate after slow start wasting energy
<b>SAVED</b>	The horse saved all the ground on every turn
<b>SCARED</b>	When a horse seems intimidated by other horses, especially when inside of them or stuck down at the rail
<b>SETUP</b>	Horse falls into right pace flow and almost inherits position by default
<b>SHORTER?</b>	A projection the horse might want to travel shorter distance
<b>SHUFFLE</b>	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
<b>SLOG</b>	This is just the opposite from pop. The horse is breaking slowly
<b>SPACED</b>	Race pace when speed horse really stretches field out

# OptixNOTES Keywords

Keyword	Description
<b>SPRINTER</b>	Horse seems more inclined or effective in sprint races less than one mile
<b>STRETCH?</b>	A projection the horse might want to travel longer distance
<b>STRONG</b>	Strong race, above PAR
<b>TACTIC+</b>	When a jockeys riding tactics gives the horse a chance at an optimal performance
<b>TACTIC-</b>	Jockey's riding tactics cost horse a chance at optimal performance. Never put horse in race or moved way too early
<b>TRAFFIC</b>	The horse is surrounded by horses on all sides during a portion of race (needs to be at least 1/4m in duration)
<b>TRAINER</b>	Trainer comment associated with this race
<b>TROUBLE</b>	Normal trouble see Notes documentation for examples
<b>TROUBLE+</b>	High degree of trouble
<b>TROUBLE-</b>	When a horse has slight trouble but not enough to strongly impact its overall performance
<b>TROUBLE_S</b>	Trouble that occurs to a horse within the first few strides out of the gate.
<b>TURF?</b>	A projection the horse might want to run on grass
<b>TWO_MOVES</b>	Horse actually makes two or more separate moves during course of race
<b>WARM</b>	Horse was noticeable lathered up and hot looking prior to race
<b>WARM_UP</b>	Horse was put to good warmup prior to race
<b>WASTED</b>	Horse wasting energy with lead pony prior to race
<b>WEAK</b>	Race was weak for this level. o_FIG much lower than expected range and at least one race shape value of S or VS
<b>WEATHER</b>	Extreme weather affecting races and/or causing race delays
<b>WIDE</b>	This is a noticeably wide trip and impacted horse's performance
<b>X_BIAS</b>	Horse's trip was against the bias of race track
<b>X_FLOW</b>	When a horse's performance is negatively affected by a perceived race flow
<b>X_WIDE</b>	extra wide - when just wide doesn't describe the amount of ground loss