

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>	Horse was best of speed duel
<b>BTL</b>	Better Than Looked. Hard to describe, but horse had a subtle bad trip or effort was better than it looked
<b>BUNCHED</b>	Race pace when at least 75% of the field is all bunched up
<b>BURST</b>	Explosive move or finish short in duration, but very noticeable (could be 1/4m or 1/8m)
<b>CLOSE</b>	Late interest shown w/o being set down. Found best stride late
<b>COLD</b>	Trainer was mired in a slump during the phase of the meet that horse competed
<b>COVER</b>	Horse had another horse directly to his outside and in front of him
<b>DELAY</b>	Race start is delayed because of gate issues and/or late scratches
<b>DIRT?</b>	Horse might prefer dirt based on his gait, running style or physical make-up
<b>DROP?</b>	Projection that horse needs drop in class
<b>DUEL</b>	Horse duels for lead
<b>EASY_LEAD</b>	Horse made an easy lead from the gate
<b>EQUIP?</b>	Horse may require equipment change to improve in future, i.e Blinkers on/off, First time gelding
<b>FLOW</b>	Horse's performance was positively affected by a perceived race flow
<b>FOG</b>	Dense fog impaired visibility during most of the race
<b>FREE</b>	Horse was free from stress, generally described as a horse with no horse <2L in front and no horse <2L behind them
<b>FTQ</b>	Horse was first to quit in a speed duel
<b>GALLOP+</b>	Horse had a strong gallop out (i.e. Gallop +) or a weak gallop out (i.e. Gallop -)
<b>GALLOP-</b>	Horse had a weak gallop out
<b>GATE</b>	Gate issues prior to race, i.e. horse being fractious, breaking through gate early, trouble loading
<b>GREEN</b>	Horse may still be learning to run or finding running style and preference, potentially may need equipment change

KEYWORD	DESCRIPTION
GRIT	Horse digs in and refuses to let horse(s) go by. Hard to describe, but you know it when you see it.
GRIT-	Horse lacked grit. A horse that hangs fits here
HARD	Horse had to work every step of the race
HARD_LEAD	Horse had to work hard from the gate to make the lead
HOT	Trainer has horses firing on all cylinders during the phase of the meet this horse competed
IMPROVE?	Improvement projection based on this trip
KEY?	Potential Key Race
KICKBACK	Horse hit with a lot of loose or heavy dirt/turf negatively impacting performance
KICKBACK-	Experienced some dirt kickback, but not as extreme as full KICKBACK
LONE	Horse made clear lead w/o much pressure and was not really challenged
MANIC	Horse was unmanageable or extremely unsettled
MARATHON	Horse seems more inclined or effective in marathon distances >=10F
MOVE	Horse made a noticeable move at any point during the race (usually a middle move or a turn of foot in the lane)
NASAL_S	Horse was wearing a nasal strip
NO_COVER	Horse had no horse directly to his outside and no horse in front of him (for turf horses only)
NO_FINISH	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	Horse was in a perfect or competitive position and could not 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	Comes late in race after outcome decided; minimum 1/8m duration, generally happens after horse encounters some trouble
ONE_TURN	Horse's best races are 1-turn routes and/or sprints
OTHER	This is kind of a catch category (see extended comment for more information)



KEYWORD	DESCRIPTION
OUCHY	Horse didn't look physically right, i.e. stiff, sore, jockey riding up high or steering
PERFECT	Horse got a perfect trip
PLODDY	Horse seemed ploddy or grindy and just kind of tried to inch forward
POCKET	Horse sat in good position covered up just behind pace setters. This is good trip if horse can find room and get out
POP	Horse popped gate. Could be an indication of improving fitness, especially if horse is typically a slow starter
PREP?	Horse was not fully cranked and trainer appears to be prepping for race in future
PRERACE+	Positive physical appearance in paddock and/or on track prior to race
PRERACE-	Negative physical appearance in paddock and/or track prior to race
PRESSED	Frontrunner was pressed by other horses, but not actually dueling
RANK	Horse had a hard time relaxing; wasted energy
REGRESS?	Projection that horse might regress next out
ROOM	Horse lacked running room generally at an important stage of the race, i.e. in stretch
ROUTER	Horse seems more inclined or effective in route races one mile or more
RUSH	Horse pushed hard out of gate after slow start; wasted energy
SAVED	Horse saved all the ground on every turn
SCARED	Horse seemed intimidated by other horses, especially inside or stuck down at the rail
SETUP	Horse fell into right pace flow and almost inherited position by default
SHORTER?	Projection that horse might want to travel shorter distance
SHUFFLE	Subtle shuffle usually caused by slower horse backing up into a horse with a run, forcing that live horse to back up
SLOG	Opposite of POP. The horse was breaking slowly
SPACED	Race pace when a speed horse really stretches field out
SPRINTER	Horse seems more inclined or effective in sprint races less than one mile
STRETCH?	Projection that horse might want to travel a longer distance

KEYWORD	DESCRIPTION
STRONG	Strong race, above PAR
TACTIC+	Jockey's riding tactics gave the horse a chance at an optimal performance
TACTIC-	Jockey's riding tactics cost horse's chance at an optimal performance. Never put horse in race or moved way too early
TRAFFIC	Horse was 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 OptixNOTES documentation for examples
TROUBLE+	High degree of trouble
TROUBLE-	Horse had slight trouble, but not enough to strongly impact its overall performance
TROUBLE_S	Trouble that occurred to horse within the first few strides out of the gate
TROUBLES+	Chances severely compromised at the start of the race
TURF?	Projection that horse might want to run on grass
TWO_MOVES	Horse actually made two or more separate moves during course of the race
VSLOG	Very slow start; 2 lengths or more
WARM	Horse was noticeably lathered up and hot-looking prior to race
WARM_UP	Horse was put to good warmup prior to race
WASTED	Horse wasted energy with lead pony prior to race
WEAK	Race was weak for this level. oFIG range much lower than expected and at least one race shape value of S or VS
WEATHER	Extreme weather affected races and/or caused race delays
WIDE	Noticeably wide trip impacted horse's performance
X_BIAS	Horse's trip was against the bias of race track
X_FLOW	Horse's performance was negatively affected by a perceived race flow
X_WIDE	Extra wide - when just WIDE doesn't describe the amount of ground loss