



184000

SHOW:	CCC
CLASS:	OPEN
DATE:	5/22/22

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridged (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent															
		Tie-Breaker															
		Maneuver Description: SB RS LS LC RC RR LR Stop															
1	604	PENALTY			1/2										1/2	71 1/2	
		CONTENT	+1/2	0	+1/2	0	0	+1/2	+1/2	0							
2	601	PENALTY						1/2	OP							68 1/2	OP
		CONTENT	0	+1/2	0	0	0	0	-1 1/2								
3	818	PENALTY			1/2										1/2	67 1/2	
		CONTENT	0	-1/2	0	0	0	-1/2	-1/2	-1/2							
4	603	PENALTY			1/2			1							2 1/2	64 1/2	
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	-1/2	-1/2							
5	602	PENALTY														71	
		CONTENT	0	+1/2	+1/2	0	0	0	0	0							
6	817	PENALTY			1/2	1				1/2					2	65	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1	0	0							
7	819	PENALTY				2		1/2							3 1/2	66	
		CONTENT	0	0	0	0	0	-1/2	0	0							

ws only
ws only
ws only

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Sam Weeber*

For more information on how exhibitors are scored visit www.aqhuniversity.com



284000

SHOW:	CCC
CLASS:	Amateur
DATE:	5/22/22

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1 2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		SB	RS	LS	LC	RC	RR	LR	Stop							
1	407	PENALTY			1/2									3	67 1/2	no number
		CONTENT	0	+1/2	0	0	0	+1/2	-1	+1/2						
2	404	PENALTY			OP		1							1	67 1/2	OP 3 1/4
		CONTENT	-1/2	0	-1/2	0	0	0	0	-1/2						
3	406	PENALTY			1/2					OP back					66 1/2	OP
		CONTENT	-1	-1/2	0	0	0	-1/2	0	-1						
4	405	PENALTY													68 1/2	
		CONTENT	0	-1/2	-1/2	0	-1/2	0	0	0						
5	401	PENALTY					11								2	67
		CONTENT	0	0	-1/2	-1/2	-1/2	+1/2	0	0						
6	402	PENALTY		OP		OP	OP	OP	OP						69 1/2	OP
		CONTENT	0	-1/2	0	0	0	0	0	0						5 spins direct
7	309	PENALTY		1/2	1/2			1/2							1 1/2	67
		CONTENT	-1/2	-1/2	0	0	0	-1/2	0	0						+
8	201	PENALTY			1										1	69
		CONTENT	0	0	0	0	0	0	0	0						

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Paul Wanda*



284200 py 1st

SHOW: CCC
CLASS: Limited Amateur
DATE: 5/22/22

VERSATILITY RANCH HORSE - REINING

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
 - Delayed change of lead by one stride where the lead change is required by the pattern description
 - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
 - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
 - Over or under spinning 1/8 to 1/4 turn
 - Slipping rein
- 2 Point Penalties:**
- Break of gait
 - Freeze up in spins or rollbacks
 - Failure to stop or walk before executing a lope departure on trot-in patterns
 - Failure to be in a lope prior to the first marker on run-in patterns
 - Failure to completely pass the specified marker before initiating a stop position
 - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
 - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between romal reins (except two rein)
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 - Illegal equipment
 - Fall of horse/rider
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 - Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		Each horse/nder team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, 0 Correct, +1 2 Good, +1 Very Good, +1 1/2 Excellent														
Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
		SB	RS	LS	LC	RC	RR	LR	Stop							
1	304	PENALTY			5								5	66 1/2		
		CONTENT	0	0	+1/2	0	0	+1/2	+1/2							
2	307	PENALTY			2	1	2							6	62	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	0	0	0						
3	310	PENALTY		2OP-over spin										2	66 1/2 OP	
		CONTENT	0	-1/2	0	0	0	-1/2	-1/2	0						
4	202	PENALTY			1/2									1/2	71	
		CONTENT	0	0	0	0	0	+1/2	+1/2	+1/2						
5	408	PENALTY													69	
		CONTENT	0	-1/2	-1/2	0	0	0	0	0						
6	306	PENALTY				1								1	68 1/2	
		CONTENT	+1/2	0	+1/2	0	0	+1/2	-1	0						
7	804	PENALTY				1/2	1							1/2	67 1/2	
		CONTENT	0	0	-1/2	0	0	0	0	-1/2						
8	302	PENALTY			1/2			1/2						1	65 1/2	
		CONTENT	-1/2	-1/2	0	0	0	-1	-1	-1/2						

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Paul Wacker*



284200 Pg 2 of 2

SHOW: CCC
CLASS: Limited Amateur
DATE: 5/22/22

VERSATILITY RANCH HORSE - REINING

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
 - Delayed change of lead by one stride where the lead change is required by the pattern description
 - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
 - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridled (per maneuver)
 - Out of frame (per maneuver)
 - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
 - Over or under spinning 1/8 to 1/4 turn
 - Slipping rein
- 2 Point Penalties:**
- Break of gait
 - Freeze up in spins or rollbacks
 - Failure to stop or walk before executing a lope departure on trot-in patterns
 - Failure to be in a lope prior to the first marker on run-in patterns
 - Failure to completely pass the specified marker before initiating a stop position
 - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
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- Spurring in front of cinch
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- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
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- Breaking pattern
 - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
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 - Use of two hands (except in snaffle bit or hackamore)
 - More than one finger between split reins or any fingers between romal reins (except two rein)
 - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
		SB	RS	LS	LC	RC	RR	LR	Stop						
9	803	PENALTY	1/2	2 1/2									3	69	
		CONTENT	+1/2	+1/2	0	0	+1/2	0	+1/2	0					
10	805	PENALTY					2	1/2	2				4 1/2	63 1/2	+
		CONTENT	0	0	-1/2	0	-1/2	0	-1/2	-1/2					
11	802	PENALTY												69 1/2	
		CONTENT	0	0	0	0	0	0	0	-1/2					
12	308	PENALTY			1/2	2 1/2			1/2				4	62 1/2	
		CONTENT	-1/2	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2					
13	303	PENALTY					5 1/2						7	63 1/2	
		CONTENT	0	0	+1/2	0	0	0	0	0					
14	311	PENALTY												72	
		CONTENT	+1/2	+1/2	0	0	0	0	+1/2	+1/2					
15	301	PENALTY		1/2									1/2	70	
		CONTENT	0	0	+1/2	0	0	0	0	0					

NS ONLY

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *Janell Wank*



VERSATILITY RANCH HORSE - REINING

284301 pg 1 of 2

SHOW:	CCC
CLASS:	Rookie
DATE:	5/22/22

- 1/2 Point Penalties:**
- Starting a circle or exiting a rollback at a trot for up to two strides
 - Delayed change of lead by one stride where the lead change is required by the pattern description
 - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
 - Over-spin or under-spin up to 1/8 turn
- 1 Point Penalties:**
- Over-bridged (per maneuver)
 - Out of frame (per maneuver)
 - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
 - Over or under spinning 1/8 to 1/4 turn
 - Slipping rein
- 2 Point Penalties:**
- Break of gait
 - Freeze up in spins or rollbacks
 - Failure to stop or walk before executing a lope departure on trot-in patterns
 - Failure to be in a lope prior to the first marker on run-in patterns
 - Failure to completely pass the specified marker before initiating a stop position
 - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena
- 5 Point Penalties:**
- Spurring in front of cinch
 - Blatant disobedience
 - Use of either hand to instill fear/praise
- 10 Point Penalty:**
- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)
- Off-Pattern (OP): Cannot place above others who complete pattern correctly**
- Breaking pattern
 - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
 - Repeated blatant disobedience
 - Use of two hands (except in snaffle bit or hackamora)
 - More than one finger between split reins or any fingers between romal reins (except two rein)
 - Trotting in excess of 1/2 circle or 1/2 length of the arena
- Disqualification (DQ):**
- Abuse
 - Lameness
 - Disrespect or misconduct
 - Illegal equipment
 - Fall of horse/rider
 - Improper western attire
 - Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
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Tie-Breaker		1	2	3	4	5	6	7	8	9	10						
Maneuver Description		SB	RS	LS	LC	RC	RR	LR	Stop								
1	212	PENALTY															
		CONTENT	+1/2	0	0	0	0	+1/2	0	0				2	69		
2	211	PENALTY				2	2	1									
		CONTENT	-1/2	-1	-1	-1/2	-1/2	0	0	-1/2				7	59		
3	209	PENALTY				1/2											
		CONTENT	0	0	0	0	0	0	0	0				1/2	69 1/2		
4	208	PENALTY				2	2		2								
		CONTENT	-1/2	0	-1/2	0	0	-1/2	-1/2	0				6	62		
5	815	PENALTY					2										
		CONTENT	-1/2	-1/2	0	0	0	-1/2	0	-1/2				2	66		
6	205	PENALTY					1/2										
		CONTENT	-1/2	0	0	0	0	-1/2	-1/2	-1/2				1/2	67 1/2		
7	203	PENALTY															
		CONTENT	0	+1/2	0	0	0	0	0	0					70 1/2		
8	204	PENALTY	5		1/2		11	5		2							
		CONTENT	0	0	-1/2	0	-1/2	0	0	0				15 1/2	53 1/2		

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *James W. Dumas*

284301 pg 2 of 2

SHOW:	CCC
CLASS:	Rookie
DATE:	5/22/22

VERSATILITY RANCH HORSE - REINING

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
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1 Point Penalties:

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Disqualification (DQ):

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Tie-Breaker		1	2	3	4	5	6	7	8	9	10					
Maneuver Description		SB	RS	LS	LC	RC	RR	LR	Stop							
NS ONLY	9	811	PENALTY	1/2	1									1 1/2	67 1/2	
			CONTENT	-1/2	0	-1/2	0	0	0	0	0					
NS ONLY	10	809	PENALTY												70	
			CONTENT	0	0	+1/2	0	0	0	0	-1/2					
NS ONLY	11	808	PENALTY		1			15							7	63
			CONTENT	0	0	-1/2	0	0	0	+1/2	0					
NS ONLY	12	812	PENALTY		0P5 ^{ops}		12		1/2						3 1/2	65 OP
			CONTENT	-1/2	0	-1/2	0	0	-1/2	0	0					
			PENALTY													
			CONTENT													
			PENALTY													
			CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *John Warner*



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

484000

SHOW:	ccc
CLASS:	Youth
DATE:	5/22/22

VERSATILITY RANCH HORSE - REINING

- | | |
|---|--|
| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete |
|---|--|

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1 2 Good, +1 Very Good, +1 1/2 Excellent													
		1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker													
		Maneuver Description													
45	821														
		PENALTY													
		CONTENT	-1/2	-1/2	0	0	0	0	0	0	0		1/2	68 1/2	
45	822														
		PENALTY				2	2								
		CONTENT	-1/2	-1/2	-1	-1/2	-1/2	-1/2	-1/2	0			4	62	
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: *[Signature]*

For more information on how exhibitors are scored visit www.aqhuniversity.com



VERSATILITY RANCH HORSE - REINING

4811301

SHOW:	ccc
CLASS:	Rookie Youth
DATE:	5/22/22

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| <p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena | <p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete |
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W/O		#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
			1	2	3	4	5	6	7	8	9	10				
		Tie-Breaker														
		Maneuver Description	SB	RS	LS	LC	RC	RR	LR	Stop						
		PENALTY	2		1/2		1	2							5 1/2	62
102		CONTENT	0	-1/2	-1/2	0	-1/2	0	-1/2	-1/2						
		PENALTY														
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		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: