



WESTERN RIDING

PATTERN 7

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B		PENALTY TOTAL	SCORE
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12		
1	294	PENALTY														
		MANUV.	0	0	0	-1/2	0	-1/2	+1/2	+1/2	0	0	0			71
			69.5		70		71									
2	979	PENALTY														
		MANUV.	0	+1/2	+1/2	+1/2	+1/2	0	0	0	0	0	+1/2			72.5
			70.5		71		71.5		72		72.5					
3	257	PENALTY														
		MANUV.	0	+1/2	0	-1/2	-1/2	0	0							0
			70.5		70		69.5									
4	308	PENALTY														
		MANUV.														
5	271	PENALTY														
		MANUV.	0	0	+1/2	+1/2	0	0	0	0	0	0	+1/2			71 1/2
			70.5		71											
6	324	PENALTY														
		MANUV.	0	0	0	0	0	0	0	-1/2	-1/2	0	0			69
			69.5		69											
7	107	PENALTY														
		MANUV.	0	0	0	0	0	-1	-1/2	0	-1/2	0	0		2	66
			66		67.5		66									
8	332	PENALTY														
		MANUV.	0	0	0	-1/2	-1	-1/2	0	-1/2	0	0	0			66 1/2
			67.5		67		66.5									

Dawn Clason-Kreakie
 JUDGE'S NAME (PRINTED):

[Signature]
 JUDGE'S SIGNATURE: Printed from HSW

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

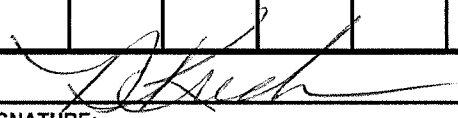
- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Duration of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE
W/O	#	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													
Maneuver Description		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & LOG	S & B				
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
9	248	PENALTY													
		MANUV.	0	0	+1/2										0
10	393	PENALTY													
		MANUV.	0	0	0	0	0	0	0	0	0	0	-1/2		0 1/2
11	710	PENALTY													
		MANUV.													
12	201	PENALTY													
		MANUV.	0	0			0								0
13	203	PENALTY													
		MANUV.													0
14	893	PENALTY			1					1					
		MANUV.	0	0	-1/2	0	0	0	-1/2	-1/2	0	0	1		0 1/2
15	120	PENALTY			0										
		MANUV.	0	0											0
		PENALTY													
		MANUV.													

JUDGE'S NAME (PRINTED): Dawn Clason-Kreakie

JUDGE'S SIGNATURE: 
Printed from HSW

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Spilling the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	0 & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B		PENALTY TOTAL	SCORE
Maneuver Description	1	2	3	4	5	6	7	8	9	10	11	12				
1	294	PENALTY														
		MANUV.	0	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0			73
2	979	PENALTY														
		MANUV.	0	0	+1/2	+1	+1/2	0	0	0	+1/2	0	0			72 1/2
3	257	PENALTY					1			1	0					
		MANUV.	0	0	0	-1	-1	0	0	-1						0
4	308	PENALTY														
		MANUV.														
5	271	PENALTY														
		MANUV.	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0			74
6	324	PENALTY														
		MANUV.	0	0	+1/2	0	0	0	0	-1/2	0	0	+1/2			70 1/2
7	107	PENALTY						1			1					
		MANUV.	0	0	0	0	0	-1/2	0	0	-1	0	0		2	64 1/2
8	332	PENALTY					1				1					
		MANUV.	0	0	+1/2	-1/2	-1	0	0	0	-1/2	0	0		2	66 1/2

Lori L. Gordon

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

Printed from HSW

WESTERN RIDING

PATTERN 7

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
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- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Duration of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE
W/O	#	W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & LOG	S & B				
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	11	12		
9	248	PENALTY					0								
		MANUV.	0	0	0										0
10	393	PENALTY													
		MANUV.	0	0	0	0	+1/2	+1/2	0	0	0	0	0		71
11	710	PENALTY													
		MANUV.													
12	201	PENALTY					0								
		MANUV.	0	0	+1/2										0
13	203	PENALTY	0												
		MANUV.													0
14	893	PENALTY			1					1					
		MANUV.	0	0	-1	0	0	0	0	0	0	0	+1/2	1	67 1/2
15	120	PENALTY			0										
		MANUV.	0	0											0
		PENALTY													
		MANUV.													

Lori L. Gordon
JUDGE'S NAME (PRINTED):


JUDGE'S SIGNATURE: Printed from HSW

WESTERN RIDING

PATTERN 7

open

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
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- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B		PENALTY TOTAL	SCORE	
Maneuver	1	2	3	4	5	6	7	8	9	10	11	12					
1	294	PENALTY															
		MANUV.	0	0	+1/2	+1/2	+1	+1/2	+1	+1/2	+1/2	+1/2	0			75	
72 74																	
2	979	PENALTY															
		MANUV.	+1/2	0	+1/2	+1/2	+1/2	0	0	+1/2	+1/2	0	0			73	
72 73																	
3	257	PENALTY					1										
		MANUV.	0	+1/2	0	-1/2	-1/2	0	0							DQ	
70 68.5																	
4	308	PENALTY															
		MANUV.	Straddled														
5	271	PENALTY															
		MANUV.	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	0			74 1/2	
72 74																	
6	324	PENALTY															
		MANUV.	0	0	0	0	+1/2	0	+1/2	0	-1/2	0	0			70 1/2	
71 70.5																	
7	107	PENALTY						1	1	1							
		MANUV.	0	0	-1/2	0	0	-1/2	-1/2	-1/2	0	0	0			65	
65																	
8	332	PENALTY															
		MANUV.	0	0	0	0	-1	-1/2	-1/2	0	-1/2	0	0		1	66 1/2	
68																	

Sissy Anderson

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

WESTERN RIDING

PATTERN 7

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:


- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Duration of more than 1:44 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE		
W/O	#		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & LOG	S & B					
Maneuver Description			1	2	3	4	5	6	7	8	9	10	11	12			
9	248	PENALTY				0											
		MANUV.	+1/2	+1/2	+1/2												DQ
10	393	PENALTY															
		MANUV.	0	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	0				73 1/2
			72						73.5								
11	710	PENALTY															
		MANUV.															
12	201	PENALTY															
		MANUV.	+1/2	0	+1/2												DQ
13	203	PENALTY															
		MANUV.															DQ
14	893	PENALTY															
		MANUV.	0	0	-1/2	0	0	0	+1/2	0	0	0	0				70
			70														
	120	PENALTY				0											
		MANUV.	0	-1	0												DQ
		PENALTY															
		MANUV.															

Sissy Anderson
 JUDGE'S NAME (PRINTED):


 JUDGE'S SIGNATURE: Printed from HSW

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES

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

W/O	#	W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B	PENALTY TOTAL	SCORE
1	294	1	2	3	4	5	6	7	8	9	10	11	12	74
		PENALTY												
		MANUV.	+1/2 0	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2	+1/2 +1/2	0 +1/2	+1/2 0			
2	979	1	2	3	4	5	6	7	8	9	10	11	12	73
		PENALTY												
		MANUV.	+1/2 +1/2	0 +1/2	+1/2 +1/2	0 0	0 0	0 +1/2	+1/2 +1/2	0				
3	257	1	2	3	4	5	6	7	8	9	10	11	12	69
		PENALTY												
		MANUV.	+1/2 +1/2	0 0	0 +1/2	0								
4	308	1	2	3	4	5	6	7	8	9	10	11	12	
		PENALTY												
		MANUV.												
5	271	1	2	3	4	5	6	7	8	9	10	11	12	71 1/2
		PENALTY												
		MANUV.	+1/2 0	+1/2 0	0 0	0 0	0 0	0 0	0 +1/2	0				
6	324	1	2	3	4	5	6	7	8	9	10	11	12	72
		PENALTY												
		MANUV.	0 0	+1/2 0	+1/2 0	0 0	0 0	+1/2 0	+1/2 0	+1/2 0				
7	107	1	2	3	4	5	6	7	8	9	10	11	12	69
		PENALTY												
		MANUV.	0 +1/2	0 0	0 0	-1/2 0	0 0	0 0	0 0	0 0				
8	332	1	2	3	4	5	6	7	8	9	10	11	12	65 1/2
		PENALTY												
		MANUV.	0 0	0 -1/2	-1/2 -1/2	-1/2 -1/2	-1/2 -1/2	-1/2 -1/2	-1/2 -1/2	-1/2 0				

JUDGE'S NAME (PRINTED): Amy D. Watkins

JUDGE'S SIGNATURE: 

1/2 Point Penalties:

- Tick or light touch of log

1 Point Penalties:

- Hitting or rolling log
- Out of lead more than one stride either side of the center point and between markers
- Splitting the log (log between the two front or two hind feet) at the lope
- Hind legs skipping or coming together during lead change

3 Point Penalties:

- Not performing the specific gait (jog or lope) or not stopping when called for the pattern, with 10 feet (3 meters) or the designated area
- Simple change of leads
- Out of lead at or before the marker prior to the designated change area or out of lead at or after the marker after the designated change area
- Additional lead changes anywhere in pattern (except when correcting an extra change or incorrect lead)
- Pattern 1 and 3; failure to start the lope within 30 feet (9 meters) after crossing the log at the jog
- Break of gait at walk or jog for more than two strides
- Break of gait at the lope

5 Point Penalties:

- Out of lead beyond the next designated change area (note: failures to change, including cross-cantering. Two consecutive failures to change would result in two five point penalties.)
- Blatant disobedience including kicking out, biting, bucking and rearing
- Holding saddle with either hand
- Use of either hand to instill fear or praise

Disqualification (DQ) or 0 Score:

- Illegal equipment
- Willful Abuse
- Off Course
- Knocking over markers
- Major refusal - stop and back more than two strides or four steps with front legs
- Major disobedience or schooling
- Failure to start lope prior to end cone in Pattern 1
- Four or more simple lead changes and/or failures to change leads (except for Level 1 and Rookie classes)
- Failure to start lope beyond 30 feet of designated area in Patterns 2, 3, 4, 5 and Level 1 Western Riding Patterns 1, 2, and 4 (except for Level 1 classes)
- Overturn of more than 1/4 turn

MANEUVER SCORES														PENALTY TOTAL	SCORE
W/O	#	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													
Maneuver Description		W, J, LOG	TRANS	1ST X	2ND X	3RD X	O & 1ST LINE	2ND LINE	3RD LINE	4TH LINE & O	LOG	S & B			
Maneuver		1	2	3	4	5	6	7	8	9	10	11	12		
9	248	PENALTY													
	MANUV.	0	+1/2	0	-1/2										
10	393	PENALTY													
	MANUV.	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	0	-1/2			
11	710	PENALTY													
	MANUV.														
12	201	PENALTY													
	MANUV.	0	+1/2	+1/2											
13	203	PENALTY													
	MANUV.														
893		PENALTY							-1	-1					
	MANUV.	0	0	-1/2	0	0	-1/2	-1/2	-1/2	-1/2	0	0			
820		PENALTY			0										
	MANUV.	0	0												
		PENALTY													
	MANUV.														

Amy D Watkins
 JUDGE'S NAME (PRINTED):

Amy D Watkins
 JUDGE'S SIGNATURE: Printed from HSW