

SHOW:	Drippings Springs-SHTX
CLASS:	#50 - SHTX LNPP - Ltd Non Pro Pleasure
DATE:	06/30/2018

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

MANEUVER SCORES											10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
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													
Tie-Breaker		5	8	1	9	2	10	7	3	6	4				
Maneuver Description		Exit Walk	Trot	Exit Trot	Lope	Stop 100	Walk	Lope	Exit Lope	Trot	Stop & Back				
1	750	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1	+1/2	0	+1	+1/2	0	+1			76
2	829	PENALTY													
		CONTENT	-1/2	+1/2	+1/2	0	+1/2	0	+1/2	0	+1	+1	23 1/2		73 1/2
3	806	PENALTY													
		CONTENT	-1/2	+1/2	+1/2	0	0	0	+1/2	0	0	0			72
4	804	PENALTY													
		CONTENT	+1/2	0	+1	0	+1/2	0	+1/2	0	-1/2	0			72
5	1	PENALTY													
		CONTENT	0	+1/2	+1/2	+1	-1/2	0	+1/2	0	+1	+1			74
6	722	PENALTY													
		CONTENT	+1/2	0	+1	0	+1	-1	+1/2	0	+1/2	+1	23 1/2	1	72 1/2
7	754	PENALTY													
		CONTENT													
8	725	PENALTY													
		CONTENT	+1/2	+1/2	+1	+1	-1/2	0	0	0	-1/2	+1/2	22 1/2		82 1/2

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

SHOW:	Drippings Springs-SHTX
CLASS:	#50 - SHTX LNPP - Ltd Non Pro Pleasure
DATE:	06/30/2018

VERSATILITY RANCH HORSE - RANCH RIDING

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Too slow (per maneuver)
- Gapping mouth
- Break of gait at walk or trot for two (2) strides or less

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- 1st or 2nd cumulative refusal

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
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

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	#	MANEUVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		5	8	1	9	2	10	7	3	6	4					
		Ext Walk	Trot	Ext Trot	Lope	Stop 100	Walk	Lope	Ext Lope	Trot	Stop & Back					
9	777													1	71 1/2	
		PENALTY														
		CONTENT														
10	781														72	
		PENALTY														
		CONTENT														
11	748														77	
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): _____

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

<p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridled (per maneuver) - Out of frame (per maneuver) - Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle - Incorrect or break of gait at walk or trot for two strides or less - Both front or hind feet in a single-stride space at a walk or trot - Skipping over or failing to step into required space - Incorrect number of strides, if specified - One step on mount/dismount or ground tie (except shifting to balance) - Spilt pole in lope over <p>3 Point Penalties:</p> <ul style="list-style-type: none"> - Wrong lead or out of lead - Draped reins - Break of gait at lope - Break of gait at walk or trot for more than two (2) strides - Two-three steps on mount/dismount or ground tie 	<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 - Use of two hands (except in snaffle bit or hackamore) per maneuver - More than one finger between split reins or any fingers between romal reins per maneuver - Knocking over, stepping out of, or falling off of an obstacle - Dropping an object required to be carried - 1st or 2nd cumulative refusal - Letting go of gale - Four or more steps on mount/dismount or ground tie <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 - Leaving arena before pattern is complete - 3rd refusal - Repeated blatant disobedience - Failure to dally and remain dalled during the drag <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire
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W/O	#	OBSTACLE 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		6	5	2	1	3	4	4	8						
Obstacle Description		Back Chute	RH Push	Drag	Trot Logs	Lope Logs	Walk, Bridge	SP R, SP L	Ext Trot						
1	722	PENALTY						D.Q.							DQ
		CONTENT	+1/2	+1/2	+1/2	+1	+1/2	+1/2	-1/2	-					
2	829	PENALTY						1,1						2	68
		CONTENT	0	0	-1/2	+1/2	0	+1/2	-1/2	0		70			
3	781	PENALTY				1								1	67 1/2
		CONTENT	+1/2	+1/2	-1/2	-1/2	-1/2	0	0	0		68 1/2			
4	748	PENALTY				1,1	1							3	68
		CONTENT	+1/2	+1	+1/2	-1	-1	+1/2	0	0		71			
5	750	PENALTY													74
		CONTENT	+1/2	+1/2	+1	+1	+1/2	0	0	+1/2		74			74
6	754	PENALTY				1	1			(OP)				2	67 OP
		CONTENT	0	+1/2	-1/2	-1/2	-1/2	0	0	0		69			
7	806	PENALTY													72 1/2
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	+1/2	0					
8	804	PENALTY													72
		CONTENT	0	+1/2	0	+1/2	+1/2	+1/2	0	0					

JUDGE'S NAME (PRINTED): Lori Walton

JUDGE'S SIGNATURE: _____

VERSATILITY RANCH HORSE - TRAIL

SHOW: Drippings Springs-SHTX

CLASS:#52 - SHTX LNPT - Ltd Non Pro Tra

DATE: 06/30/2018

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Each hit, bite, or stepping on a log, cone, plant or any component of the obstacle
- Incorrect or break of gait at walk or trot for two strides or less
- Both front or hind feet in a single-stride space at a walk or trot
- Skipping over or falling to step into required space
- Incorrect number of strides, if specified
- One step on mount/dismount or ground tie (except shifting to balance)
- Split pole in lope over

3 Point Penalties:

- Wrong lead or out of lead
- Draped reins
- Break of gait at lope
- Break of gait at walk or trot for more than two (2) strides
- Two-three steps on mount/dismount or ground tie

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins per maneuver
- Knocking over, stepping out of, or falling off of an obstacle
- Dropping an object required to be carried
- 1st or 2nd cumulative refusal
- Letting go of gate
- Four or more steps on mount/dismount or ground tie

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
- Leaving arena before pattern is complete
- 3rd refusal
- Repeated blatant disobedience
- Failure to dally and remain dalled during the drag

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

OBSTACLE 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	#	OBSTACLE SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN	
		1	2	3	4	5	6	7	8	9	10					
Tie-Breaker		6	5	2	1	3	7	4	8							
Obstacle Description		Back Chute	RH Push	Drag	Trot Logs	Lope Logs	Walk, Bridge	SP R, SP L	Ext Trot							
9	777							1					1	70 1/2		
		PENALTY														
		CONTENT	0	+1	+1/2	0	0	+1/2	-1/2	0			71 1/2			
10	725							1					1	72		
		PENALTY														
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	-1			73			
11	1													75 1/2		75 1/2
		PENALTY														
		CONTENT	+1/2	+1/2	+1	+1	+1	+1/2	+1	0			75 1/2			
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

mat

VERSATILITY RANCH HORSE - REINING

SHOW:	Drippings Springs-SHTX
CLASS:	#54 - SHTX LNPR - Ltd Non Pro Reining
DATE:	06/30/2018

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
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/ rider
- Improper western attire

W/O	#	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		1	2	3	4	5	6	7	8				
		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			
		Maneuver Description	Stop & Back	4R	4 1/4 L	2 Circles L	2 Circles R	S & RB R	S & RB L	S			
1	777	PENALTY										69	
		CONTENT	-1/2	-1/2	-1/2	0	+1/2	0	0	0			
2	804	PENALTY										67	
		CONTENT	-1/2	-1/2	-1/2	0	0	-1/2	-1/2	-1/2			
3	781	PENALTY		(OP)								(67 1/2) ^{OP}	
		CONTENT	-1/2	-1/2	-1/2	0	0	0	-1/2	-1/2			
4	1	PENALTY						2				2	68
		CONTENT	0	0	0	0	0	0	0	0			
5	754	PENALTY			1/2	2	2					4 1/2	63
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	0	0	-1/2			
6	722	PENALTY										70	
		CONTENT	0	0	0	0	-1/2	0	0	+1/2			
7	829	PENALTY				2 1/2	2	2				9	58 1/2
		CONTENT	-1/2	0	0	-1/2	-1/2	0	-1/2	-1/2			
8	750	PENALTY		2		1 1/2	1					6	63 1/2
		CONTENT	-1/2	0	0	-1/2	0	+1/2	0	0			

JUDGE'S NAME (PRINTED): Frederick Gillespie JUDGE'S SIGNATURE: [Signature]
Printed from RSW

VERSATILITY RANCH HORSE - REINING

SHOW: Drippings Springs-SHTX

CLASS: #54 - SHTX LNPR - Ltd Non Pro Reining

DATE: 06/30/2018

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 irritate fear/praise
- Use of two hands (except in snaffle bit or hackamore) per maneuver
- More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver
- Attempt to alter tension or length of reins from the bridle to the rein hand

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)
- Leaving arena before pattern is complete
- Repeated blatant disobedience

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire

MANUEVER 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	#	Tie-Breaker	MANUEVER SCORES								10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			1	2	3	4	5	6	7	8				
			1	2	3	4	5	6	7	8				
		Maneuver Description	Stop & Back	4 R	4 1/4 L	2 Circles L	2 Circles R	S & RB R	S & RB L	S				
9	725	PENALTY			1/2		1/2					3 1/2	63 1/2	
		CONTENT	-1/2	0	0	0	-1/2	-1	-1/2	-1/2				
10	806	PENALTY			1/2							1/2	68 1/2	
		CONTENT	-1/2	0	0	0	0	0	-1/2	0				
11	748	PENALTY											67 1/2	
		CONTENT	-1	0	0	0	0	-1/2	-1/2	-1/2				
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

JUDGE'S NAME (PRINTED):

Frederick Gillespie

JUDGE'S SIGNATURE:

[Handwritten Signature]
Printed from HSW

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - 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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP			
		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											3 POINTS	5 POINTS	10 POINTS	TOTAL					
		BOXING			DRIVE			BOXING			DRIVE										
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.										
Tie-Breaker																					
1	722	PENALTY																			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1	+1	+1/2	+1/2	+1/2	+1/2	+1						81		
2	804	PENALTY	A																		
		CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	0	+1/2	+1/2	+1/2				1	73 1/2		
3	725	PENALTY																			
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	0	+1/2	0	+1/2	+1/2	+1/2					75 1/2		
4	781	PENALTY	A																		
		CONTENT	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	-1/2	-1/2	-1/2			60	62 1/2	(2)
5	829	PENALTY	AP																		
		CONTENT	0	0	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	0	0	0				2	62		
6	777	PENALTY																			
		CONTENT	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1			82		
7	806	PENALTY	D																		
		CONTENT	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1	+1	+1	+1	+1	+1			1	78	
8	750	PENALTY																			
		CONTENT	+1/2	+1/2	+1/2	+1	+1	+1	+1	+1	+1/2	0	0	-1					76		

JUDGE'S NAME (PRINTED): Mike Crumpler

JUDGE'S SIGNATURE: Mike Crumpler
Printed from HSW

SHOW: Drippings Springs-SHTX

CLASS: #56 - SHTXLNPW - Ltd Non Pro Working Cow

DATE: 06/30/2018

VRH - LIMITED COW WORK (Amateur/Youth)

1 Point Penalties:

- A - Loss of working advantage
- D - Failure to drive cow passed middle marker on second drive before time expires
- P - Working out of position
- S - Slipping rein
- V - Over-bridled (per maneuver)
- W - Out of frame (per maneuver)

3 Point Penalties:

- K - Knocking down the cow without having a working advantage
- L - Losing a cow while boxing

5 Point Penalties:

- B - Spurring in front of cinch
- C - Blatant disobedience
- E - Use of either hand to instill fear/praise
- H - Use of two hands (except in snaffle bit or hackamore) per maneuver
- M - More than one finger between split reins or any fingers between romal reins (except two rein) per maneuver

10 Point Penalty:

- U - 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

- A - Turning tail
- E - Repeated blatant disobedience
- H - Leaving arena before run is complete
- J - Schooling after entering the arena prior to calling for cow
- K - Schooling horse between cows, if new cow is awarded
- N - Failure to attempt any part of the class

Disqualification (DQ):

- A - Abuse
- B - Lameness
- D - Disrespect or misconduct
- G - Illegal equipment
- F - Fall of horse/rider
- N - Improper western attire

W/O	#	RUN CONTENT											PENALTIES				SCORE	OP
		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											3 POINTS	5 POINTS	10 POINTS	TOTAL		
		BOXING			DRIVE			BOXING			DRIVE							
POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	POS. & CNTL	EYE APPEAL	DEG OF DIFF.	3 POINTS	5 POINTS	10 POINTS	TOTAL			
Tie-Breaker																		
9	1	PENALTY	A P															
		CONTENT	-1/2	-1/2	-1/2	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	2	57 1/2	
10	748	PENALTY																
		CONTENT	+1	+1	+1	+1	+1	+1 1/2	+1	+1	+1	+1 1/2	+1	+1 1/2			83 1/2	
		PENALTY																
		CONTENT																
		PENALTY																
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		CONTENT																
		PENALTY																
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		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): Mike Crumpler

JUDGE'S SIGNATURE: Mike Crumpler
Printed from HSW