



Show # 2

SHOW: <u>WSVRHA Championship</u>
CLASS: <u>Open</u>
DATE: <u>10/30/22</u>

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		
		1	2	3	4	5	6	7	8	9	10						
		Tie-Breaker															
		Maneuver Description: <u>L. circle R. circle Stop L. Spin stop R. Spin Stop/alk</u>															
	137	PENALTY	1														
		CONTENT	0	-1/2	-1/2	+1/2	-1/2	0	-1/2								67 1/2
	102	PENALTY															
		CONTENT	0	+1/2	+1/2	+1/2	0	+1/2	0								72
	103	PENALTY															
		CONTENT	0	+1/2	-1/2	0	-1/2	-1/2	-1								68
	118	PENALTY															
		CONTENT	+1/2	+1/2	0	+1/2	0	0	0								71 1/2
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Frank Craighood

JUDGE'S SIGNATURE: [Signature]



show #2

SHOW: WSURHA Championship
CLASS: Advanced/Amateur
DATE: 10/30/22

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		Circle	R. Circle	Stop	Spin	Stop	Spin	Stop							
	139		1				1/2						1/2	67	
		0	-1/2	-1/2	0	-1/2	0	0							
	129					2							2	68 1/2	
		+1/2	0	0	0	-1/2	0	+1/2							
	104													73	
		+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0							
	105		1										1	69	
		-1/2	0	+1/2	+1/2	-1/2	0	0							
	117		1/2										1/2	70	
		+1/2	0	0	0	-1/2	0	+1/2							
	138													69 1/2	
		0	0	0	0	0	0	-1/2							

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



Show #2

SHOW: <i>WVRHA Championship</i>
CLASS: <i>Limited</i>
DATE: <i>10/30/22</i>

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		
		1	2	3	4	5	6	7	8	9	10						
Tie-Breaker																	
		Maneuver Description	Circle	Circle	Stop	Spin	Stop	Spin	Stop								
	141	PENALTY	1												1	69 1/2	
		CONTENT	-1/2	0	0	-1/2	0	+1/2	+1/2								
	157	PENALTY	2	2											6	62	
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	0	0								
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: *Frank Craighead*



Show #2

SHOW: WSVRMA Championship
CLASS: Limited
DATE: 10/30/22

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	
		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			1	4	2	5	3							
		Maneuver Description	Circle	Circle	Stop	Spin	Stop	Spin	Stop							
	122	PENALTY	2											2	67 1/2	
		CONTENT	-1/2	0	0	+1/2	-1/2	0	0							
	101	PENALTY													71	
		CONTENT	+1/2	+1/2	+1/2	0	0	0	-1/2							
	127	PENALTY													69 1/2	
		CONTENT	0	0	-1/2	0	0	-1/2	+1/2							
	129	PENALTY													71	
		CONTENT	0	+1/2	0	-1/2	0	+1/2	+1/2							
	137	PENALTY													69 1/2	
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	0	-1/2							
	124	PENALTY													71 1/2	
		CONTENT	+1/2	+1/2	0	0	+1/2	0	0							
	119	PENALTY					2							2	67	
		CONTENT	0	+1/2	-1/2	0	-1/2	-1/2	0							
	113	PENALTY					2							2	66 1/2	
		CONTENT	-1/2	0	0	-1	-1/2	0	+1/2							

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: *Frank Craighead*



Show #2

SHOW: <u>WSVRHA Champions</u>
CLASS: <u>Intermediate</u>
DATE: <u>10/30/22</u>

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	
		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														
		Circle	Circle	Stop	Spin	Stop	Spin	Stop								
	115	PENALTY														
		CONTENT	+1/2	+1/2	-1/2	-1/2	0	0	0							70
	108	PENALTY			2											
		CONTENT	+1/2	+1/2	-1/2	0	-1/2	-1/2	-1/2						2	67
	125	PENALTY														
		CONTENT	+1	+1	+1/2	0	0	0	+1/2							73
	111	PENALTY														
		CONTENT	0	+1/2	+1/2	0	+1/2	+1/2	+1/2							72 1/2
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



Show #2

SHOW: <u>WSVRMA Championship</u>
CLASS: <u>Novice</u>
DATE: <u>10/30/22</u>

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
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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													
		circle	circle	stop	spin	stop	spin	stop							
	121	OP	2 2 2										6	63	OP
		CONTENT	-1 1/2	-1	-1 1/2	-1	-1 1/2	-1 1/2	-1						
	130													1	68 1/2
		CONTENT	+1/2	-1/2	-1/2	0	0	0	0						
	112														69
		CONTENT	0	+1/2	-1/2	+1/2	0	0	-1/2						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: Frank Craighead



Show #2

SHOW:	WSVRHA Championships
CLASS:	Youth
DATE:	10/30/22

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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
		Maneuver Description	Rear	Circle	Stop	Spin	One	Spin	Stop	Roll					
	120	PENALTY	1											1	66
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2						
	116	PENALTY													73
		CONTENT	+1	+1/2	+1/2	0	+1/2	+1/2	0						
	132	PENALTY	11		2	OP								4	(21/2) OP
		CONTENT	-1/2	0	-1/2	-1/2	-1/2	0	-1/2						
	126	PENALTY		1	1										71
		CONTENT	+1/2	0	+1/2	+1/2	+1/2	0	+1						
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED): Frank Craighead

JUDGE'S SIGNATURE: *Frank Craighead*

Show # 2

WSVRHA

Western States Versatility
Ranch Horse Association



Revised
2/2022

**RANCH REINED
WORK**
Pattern #

No Penalty in WT for using 2 hands

Show **WSVRHA Championship**
Judge **Frank Craighead**

Date **10/30/22**

1/2 POINT PENALTY

- D. Delay lead change 1 stride
- F. Failure to remain 20' from fence on approach to stops and roll backs
- J. Exit roll back at jog up to 2 strides or start circle at jog up to 2 strides
- S. Over/Under spin up to 1/8

1 POINT PENALTY

- B. Over bridled per maneuver
- C. Out of lead each 1/4 of a circle, and around the end of the arena cumulative
- F. Out of frame per maneuver
- O. Over/Under spin between 1/8 & 1/4
- L. Out of lead
- S. Slipping Rein

2 POINT PENALTY

- B. Break of gait
- F. Freezing up in spin or roll back
- J. Trot over 2 strides but less than 1/2 circle
- L. Fail to lope before first marker
- M. Fail to lope past marker before stop is initiated
- S. On trot in patterns failure to stop before lope depart

DQ (score -0-)

- A. Inhumane Treatment
- B. Lameness
- D. Disrespect or misconduct
- F. Fall of horse/rider
- G. Illegal Equipment
- H. Leaving Arena before pattern is complete
- N. Improper Western Attire

5 POINT PENALTY

- B. Spurring or hitting in front of the cinch at any time
- C. Blatant disobedience
- E. Instill fear or praise

MAJOR PENALTY - "OP":

- Cannot place above others who complete pattern correctly
- D. Repeated blatant disobedience
- H. Use of 2 hands (except in snaffle bit or hackamore)
- O. Inclusion of a maneuver (over /under spin more tha 1/4 and backing more than 2 strides)
- M. More than one finger between split reins or any fingers between romal reins (except two rein)
- P. Missed Pattern - eliminate or add maneuver, incomplete maneuver
- T. Trotting in excess of 1/2 circle or 1/2 length of arena

NOTE: The Judge may blow the whistle at any time to end the work, a score of -0- will be given if the work is not complete

70 Points +/- Maneuver Total less Penalty Points = Total Score

Judges Score (Content): +1 1/2 Excellent, +1 Very Good, +1/2 Good, 0 Correct, -1/2 Needs Improvement, -1 Poor, -1 1/2 Very Poor

W/O	Back #	Maneuver Description	RUN CONTENT										Penalty Total	Score	OP		
			1	2	3	4	5	6	7	8	9	10					
			L. Circle	R. Circle	Stop	L. Spin	Stop	R. Spin	Stop								
			Tie Breaker →										1st				
	140	Penalty Content	+1/2	+1/2	+1/2	0	+1/2	-1/2	+1/2								72
	110	Penalty Content	+1/2	0	-1/2	-1/2	-1/2	-1/2	-1/2								66
	106	Penalty Content	0	0	0	OP	-1/2	0	0	0							(68 1/2) OP
		Penalty Content															
		Penalty Content															
		Penalty Content															
		Penalty Content															
		Penalty Content															

Judges Signature: Frank Craighead