



VERSATILITY RANCH HORSE - REINING

SHOW: **IQUA Ranch Horse Futurity**

CLASS: **241. Spon/Ali Brood - SPEN**

DATE: **9.26.21**

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

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:







SHOW: IQNA Ranch Futurity

CLASS: **241. Spen/All Breed - OPEN**

DATE: 9.26.21

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A . Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to turn cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

2 Point Penalties:

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

10 point Penalty:

U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

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

- A Turning tail
- E Repeated blatant disobedience
- 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
- R Complete loss of rope in Open/Cowboy class
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete
- Bringing the cow straight over backwards landing on its back or head

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JUDGE'S NAME (PRINTED):





VERSATILITY RANCH HÓRSE - REINING

SHOW: **IQUA Ranch Herse Futurity**

CLASS: **241, Chen/Ail Breed - OPEN**

DATE: **9.26.21**

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- Slipping rein

2 Point Penalties:

- Break of gait
- · Freeze up in spins or rollbacks
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- 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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- Blatant disobedience
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- Lameness
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- Leaving arena before pattern is complete

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JUDGE'S NAME (PRINTED):







SHOW: ISMA Ranch Futurity

CLASS: 241. Open/All Breed - OPEN

DATE: 9.26.21

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when H Hanging up on the fence (refusing to turn) going down the fence
- E Changing sides of arena to turn cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
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2 Point Penalties:

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3 Point Penalties:

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Disqualification (DQ):

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- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete
- Bringing the cow straight over backwards landing on its back or head

		٠	RUN CONTENT 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																	
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VERSATILITY RANCH HÓRSE - REINING

SHOW: IQNA Ranch Horse Futurity

CLASS: **242. Open/All Breed - AMT**

DATE: **9.26.21**

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

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JUDGE'S NAME (PRINTED):

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AMERICAN QUART	



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CLASS:

242

DATE:

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)
- E Driving cow down the opposite fence (changing sides)

3 Point Penatties:

- 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

10 Point Penalty:

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

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- A Turning tail
- E Repeated blatant disobedience
- 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
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins (except two rein)

Disqualification (DQ):

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

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JUDGE'S NAME (PRINTED):





VERSATILITY RANCH HORSE - REINING

SHOW: IQHA Ranch Horse Futurity

CLASS: **243. Open/Ali Breed - Youth**

DATE: **9.26.21**

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):

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

W/O	#			Each hor	se/rider team is			ER SCORES		n with a score of	70 points					Z.
****		Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points 1/12 Extremely 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 10 10 10 10 10 10												OFF PATTERN		
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JUDGE'S NAME (PRINTED):

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SHOW:		
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CLASS:	243	
DATE:		

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)
- E Driving cow down the opposite fence (changing sides)

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

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
- 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
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins (except two rein)

Disqualification (DQ):

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete

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JUDGE'S NAME (PRINTED):





SHOW: IQNA Ranch Horse Futurity

CLASS: **519, 4 YO SHOP**

DATE: **9.26.21**

VERSATILITY RANCH HÓRSE - 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):

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

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JUDGE'S NAME (PRINTED):







SHOW: IQNA Ranch Futurity

CLASS: **519.4 YO OPEN**

DATE: **9.26.21**

VERSATILITY RANCH HORSE - RANCH COW WORK

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when going down the fence
- E Changing sides of arena to turn cow
- L . For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

2 Point Penalties:

- A Going around the comer of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence before being turned
- R Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- Exhausting or overworking the cow before circling or roping
- H Hanging up on the fence (refusing to turn)
 - Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- A Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

10 point Penalty:

U - Unnatural Ranch Horse Appearance (Horse's tail is obvious and constantly carried in an unnatural manner in ever maneuver)

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

- A Turning tail
- Repeated blatant disobedience
- 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
- R Complete loss of rope in Open/Cowboy class
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- F Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete
- Bringing the cow straight over backwards landing on its back or head

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JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

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





SHOW: IQHA Ranch Herse Futurity

CLASS: **519.4 YO Open**

DATE: **9.26.21**

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):

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

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JUDGE'S NAME (PRINTED):







SHOW: **ISHA Ranch Futurity**

CLASS: **519. 4 YO OPEN**

DATE: 9.26.21

VERSATILITY RANCH HORSE - RANCH COW WORL

1 Point Penalties:

- A Loss of working advantage
- C Using the comer or the end of the arena to turn the cow when H Hanging up on the fence (refusing to turn) going down the fence
- E Changing sides of arena to turn cow
- L For each length horse runs past cow
- P Working out of position
- R Two-loop catch in amateur and youth classes
- S Slipping rein
- T Failure to drive cow past middle marker on first turn
- V Over-bridled (per maneuver)
- W Out of frame (per maneuver)

2 Point Penalties:

- A Going around the corner of the arena before turning cow
- B In an open field turn animal gets within 3 feet of the end fence hefore being turned
- R Failure to catch if roping in amateur and youth classes

3 Point Penalties:

- E Exhausting or overworking the cow before circling or roping
- K Knocking down the cow without having a working advantage
- R Two-loop catch when roping in open/cowboy classes

5 Point Penalties:

- Failure to turn the cow both directions on the fence
- B Spurring or hitting in front of cinch at any time
- C Blatant disobedience
- E Use of either hand to instill fear/praise
- R Failure to catch when roping in open/cowboy classes

10 point Penalty:

U - Unnatural Ranch Horse Appearance (Horse's tall is obvious and constantly carried in an unnatural manner in ever maneuver)

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

- A Turning tail
- Repeated blatant disobedience
- Schooling after entering the arena prior to calling for cow
- K Schooling horse between cows, if new cow is awarded
- Failure to attempt any part of the class
- R Complete loss of rope in Open/Cowboy class
- H Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins

Disqualification (DQ):

- A Abuse
- B Lameness
- D Disrespect or misconduct
- G Illegal equipment
- Fall of horse/rider
- N Improper western attire
- H Leaving arena before run is complete
- Bringing the cow straight over backwards landing on its back or head

				Each hors	e/rider tear 2 Extremel	m is scored y Poor, -1 \	between 0- /ery Poor, -	100 points	ONTENT and automatic Correct, +1/2	ally begins the Good, +1 Very	orun with a so Good, +1 1/2	core of 70 point Excellent	8		P	ENALTIE	:s			
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VERSATILITY RANCH HÓRSE - REINING

SHOW: IQUA Ranch Herse Futurity

CLASS: **528, 4 YO Non Pro**

Date: **9.26.21**

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/oraise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tall 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

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AMERICAN QUAR HORSE ASSOCIAT	



SHOW:	
CLASS: Sao	
DATE:	

VRH - ROOKIE COW WORK (Amateur/Youth)

1 Point Penalties:

- A Loss of working advantage
- P Working out of position
- S Slipping rein

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

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

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
- B- Repeated blatant disobedience
- C- 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
- H Use of two hands (except in snaffle bit or hackamore)
- M More than one finger between split reins or any fingers between romal reins (except two rein) DQ: - A- Abuse
- B- Lameness
- D- Disrespect or misconduct
- G- Illegal equipment
- H Leaving arena before run is complete
- I- Fall horse/rider; run ends; credit will be given for work done

				Eac		am is scored belw ally Poor, -1 Very F	een 0-100 point		tically begins the					
W/O	#			вох	ING MANEU	UVERS		F	PENALTIES			PENALTY TOTAL	SCORE	OP
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JUDGE'S SIGNAPUPE: WWW.

JUDGE'S NAME (PRINTED):