

YEDA REINING PATTERN NRHA #4 OFFICIAL SCORE SHEET

Class #1



EXHB #		MANEUVER DESCRIPTION	R Circles OOo Stop	4 Spins Right	L Circles OOo Stop	4 Spins Left	R Fig 8	RRB	LRB	Stop Back	Overall Ability	HDD	Penalties	Final Score
		MANEUVER	1	2	3	4	5	6	7	8				
1	1120	PENALTY	1 -2				-1							
		SCORE	-1.5	-1.5	+1.5	+1.5	0	-1.5	-1.5	-1.5	x1	0		66.5
		Total	67.5	67	67.5	68	67	66.5	66	65.5				
2	864	PENALTY												
		SCORE	-1.5	0	0	+1.5	+1.5	-1.5	-1.5	-1	x1	0		69.5
		Total	69.5	69.5	69.5	70	70.5	70	69.5	68.5				
3	1005	PENALTY	-2				-2							
		SCORE	+1.5	0	+1	+1.5	-1.5	0	0	+1.5	x2	0		70
		Total	68.5	68.5	69.5	70	67.5	67.5	67.5	68				
4	802	PENALTY		-1.5										
		SCORE	+1	+1	+1	+1.5	+1	+1	+1.5	+1.5	x2.5	0		80.5
		Total	71	71.5	72.5	73	74	75	76.5	78				
5	1199	PENALTY					-2-2							
		SCORE	0	+1.5	+1.5	0	0	0	-1.5	+1.5	x1	0		66
		Total	70	70.5	71	71	67	67	64.5	65				
6	1178	PENALTY	-2											
		SCORE	0	+1.5	+1.5	+1.5	+1	0	+1.5	+1.5	x2	0		73.5
		Total	68	68.5	69	69.5	70.5	70.5	71	71.5				
7		PENALTY												
		SCORE												
		Total												
8		PENALTY												
		SCORE												
		Total												
9		PENALTY												
		SCORE												
		Total												

Circled penalties are deemed due to horse not rider and will not appear in the final score.

Maneuvers and Overall Ability are scored +3 to -3 in 1/2 point increments.

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

Riders need to be scored through their entire pattern, if off pattern consider that a severe penalty and should be placed lower than other riders who stayed on pattern.

JUDGES SIGNATURE



YEDA Official Score Sheet – RAIL Class: #2 ^{Sr E} Sr Emerald Rail Horsemanship
(Split A)

Back #	Rider Comments	Overall Class Comments
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		
11		



Judges Signature

YEDA Official Score Sheet - Ranch Horse Pattern #4

Class #3 Jr/Sr

Updated June 2020

Scoring 0-100 with 70 denoting the average.

Maneuvers and Overall Ability and HDD are scored +3 to -3 in 1/2 point increments.

1 - point penalty

- Rider allows horse to go too slow.
- Break of gait out of the walk or trot of 2 strides.

3 - point penalty

- Break of gait from walk or trot more than 2 strides
- Break of gait at the lope
- Starting on the incorrect lead, out of lead or cross canter during lead change
- Trotting excessive strides during simple lead change
- Too loose of rein

Faults incurring a score of 0:

Must be placed under rider/s without or not incurring faults.

- Performing maneuvers other than in the specified order
- Inclusion of maneuvers not specified
- Running away or failure to guide where it becomes impossible to discern whether rider is on pattern
- Forgetting or leaving out maneuvers

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Trot Serpentine	Lope LL O	Change Leads	Lope RL o Stop	2 Spins L	2 Spins R	Lope RL	Stop Back 5	Penalties	Overall Ability	HDD	Final Score	Comments
		1	2	3	4	5	6	7	8					
1	Penalty													
	Maneuver Score	-1	+5	+5	+5	+5	+5	+1	+1		x2	0	75.5	
	Totals	69	69.5	70	70.5	71	71.5	72.5	73.5					
2	Penalty													
	Maneuver Score	+5	0	0	+5	+1	+1	0	0		x2	0	75	
	Totals	70.5	70.5	70.5	71	72	73	73.0	73.0					
3	Penalty					(OP)								
	Maneuver Score	+5	0	-3								0	00	
	Totals	70.5	70.5	67.5										
4	Penalty													
	Maneuver Score	+1	+1	-1	+1	0	0	+5	+5		x1	0	74	
	Totals	71	72	71	72	72	72	72.5	73					
5	Penalty													
	Maneuver Score	+1	+2	0	+2	+2	+1.5	+1	+2		x2	0	83.5	
	Totals	71	73	73	75	77	78.5	79.5	81.5					
6	Penalty													
	Maneuver Score													
	Totals													
7	Penalty													
	Maneuver Score													
	Totals													
8	Penalty													
	Maneuver Score													
	Totals													

Michelle S.

Judges Signature



YEDA Official Score Sheet – RAIL Class: #4 Jr ^{ESR} Emerald Rail Horsemanship

(Split B)

Back #	Rider Comments	Overall Class Comments
1 1490		
2 1675		
3 1128	toes are down, legs back too far.	
4 1207		
5 805		
6 1180		
7		
8		
9		
10		
11		


Judges Signature

Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments
		Walk 1-2	X Jog 3	Lope OR RL 4	Stop 360 L 5	Lope LL 6	Stop Back 7					
1 1120	Penalty											
	Maneuver Score	0 +.5	+1	+2	+1	+2	+1.5	x2	0	80		
	Totals	70.5	71.5	73.5	74.5	76.5	78					
2 802	Penalty											
	Maneuver Score	0 -1	0	+1	+1	+2	+2	x2	0	77		
	Totals	69	69	70	71	73	75					
3 1005	Penalty											
	Maneuver Score	0 +1	+1	+2	+1.5	+2	+2	x3	0	82.5		
	Totals	71	72	74	75.5	77.5	79.5					
4 1178	Penalty											
	Maneuver Score	0 +1	+1	+1	+1.5	x0	+0	x1.5		76		
	Totals	71	72	73	74.5	74.5	74.5					
5 1199	Penalty											
	Maneuver Score	0 +1	+1.5	+1	+0	+1.5	+1	x1		75		
	Totals	71	72.5	73.5	74.5	75	75					
6 864	Penalty											
	Maneuver Score	0 0	+1	+1	+0.5	+1.5	+2	x1.5		77.5		
	Totals	70	71	72	72.5	73.5	75.5					
7	Penalty											
	Maneuver Score											
	Totals											
8	Penalty											
	Maneuver Score											
	Totals											
9	Penalty											
	Maneuver Score											
	Totals											


 Judges Signature

Updated 2020

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

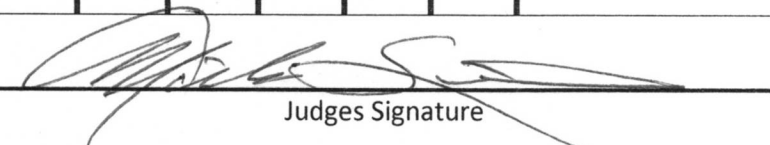
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers							F & E	HDD	Total	Comments	
		Walk	Jog	Lope O RL	X Jog	Jog	Stop						
1	1263	Penalty											
		Maneuver Score	0 -0.5	+0.5	+1	+1	+1	0	x1	0	74		
		Totals	69.5	70	71	72	73	73					
2	792	Penalty											
		Maneuver Score	0 +1	+1	-0.5	+1	+2	+1	x2	0	78		
		Totals	71	71.5	71	72	74	75					
3	697	Penalty											
		Maneuver Score	0 +1	+1	0	+1	+1	+1.5	x2	0	77.5		
		Totals	71	72	72	73	74	75.5					
4	1095	Penalty											
		Maneuver Score	0 +1	+1.5	+2	+2	+2	+1.5	x2	0	80.5		81.5
		Totals	71	72.5	74.5	76.5	78.5	79.5					
5	715	Penalty											
		Maneuver Score	0 +1	+1.5	+1	+1	+1	+1	x1.5		77		78
		Totals	71	72.5	73.5	74.5	75.5	76.5					
6		Penalty											
		Maneuver Score											
		Totals											
7		Penalty											
		Maneuver Score											
		Totals											
8		Penalty											
		Maneuver Score											
		Totals											
9		Penalty											
		Maneuver Score											
		Totals											


 Judges Signature

YEDA Official Score Sheet - Emerald Pattern 4

Updated 2020

Class #7 SR
 (Split A)

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
1 1490	Penalty									
	Maneuver Score	0/+1	0	+1.5	0	+1.5	+1	0	73	
	Totals	71	71	71.5	71.5	72				
2 808	Penalty									
	Maneuver Score	0/+1	-1.5	0	-1.5	0	0		70	
	Totals	71	70.5	70.5	70	70				
3 1159	Penalty									
	Maneuver Score	0/-1	+1	+1	+1	+1.5	+1		73.5	
	Totals	69	70	71	72	72.5				
4 808	Penalty									
	Maneuver Score	0/+1	+1	+1	+1	0	+1		75	
	Totals	71	72	73	74	74				
5 1207	Penalty									
	Maneuver Score	0/+1	+1.5	+1	0	-1.5	+1		74	
	Totals	71	72.5	73.5	73.5	73				
6 1510	Penalty									
	Maneuver Score	0/+1	+2	+1	+2	+1	+2		79.5	
	Totals	71.5	73.5	74.5	76.5	77.5				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									


 Judges Signature

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in ½ point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from ¼ to ¼
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

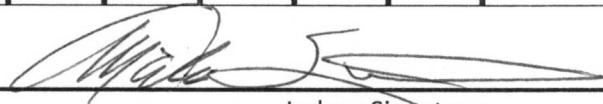
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in ½ points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in ½ points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	Stop Back	Lope RL	Stop				
		1-2	3	4	5	6				
1 1575	Penalty									
	Maneuver Score	0 +1.5	+1	+1.5	-1.5	0	+1	0	73.5	
	Totals	71.5	72.5	74	72.5	72.5				
2 1180	Penalty									
	Maneuver Score	0 +1	+1.5	+1	+1.5	+1	+1.5	0	75.5	
	Totals	71	71.5	72.5	73	74				
3 1038	Penalty									
	Maneuver Score	0 +1.5	+2	+1.5	+1	+1	x2	0	77.5	
	Totals	71.5	73.5	73.5	74.5	75.5				
4 1250	Penalty									
	Maneuver Score	0 +1.5	+1.5	+1.5	0	+1	+1.5	0	76.5	
	Totals	71.5	73	74.5	74	75				
5 1675	Penalty									
	Maneuver Score	0 +1.5	+2	+1.5	+2	+1	x2	0	80	
	Totals	71.5	73.5	75	77	78				
6 1128	Penalty									
	Maneuver Score	0 0	0	-1.5	+1	+1	x1	0	71.5	Bring feet forward!
	Totals	70	70	69.5	70.5	70.5				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									


 Judges Signature



YEDA Official Score Sheet – RAIL Class: #9 Elementary Pearl Rail Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	1570	toes are down	
2	1236		
3	1407	toes are down	
4	1462		
5			
6			
7			
8			
9			
10			
11			


Judges Signature



YEDA Official Score Sheet – RAIL Class: #10 Senior Opal Rail Horsemanship

Back #	Rider Comments	Overall Class Comments
1 1057		
2 1166		
3 1213		
4 1003		
5		
6		
7		
8		
9		
10		
11		


Judges Signature



YEDA Official Score Sheet – RAIL Class: #11 Junior Opal Rail Horsemanship

	Back #	Rider Comments	Overall Class Comments
1	1633		
2	796		
3	1281		
4	1357		
5	762		
6	784		
7			
8			
9			
10			
11			


Judges Signature

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

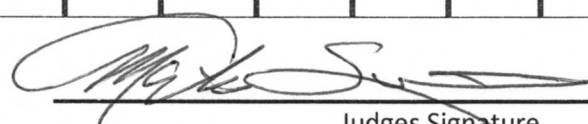
- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1 <i>1407</i> <i>RR</i>	Penalty									
	Maneuver Score	-1.5	0	-1.5	-1.5	0				
	Totals	69.5	69.5	69	68.5	68.5				
2 <i>1236</i>	Penalty									
	Maneuver Score	0	+1.5	-1	-1	0	0	0	68.5	
	Totals	70	70.5	69.5	68.5	68.5				
3 <i>1462</i>	Penalty									
	Maneuver Score	0	+1.5	0	+1.5	+1.5	1	0	72.5	
	Totals	70	70.5	70.5	71	71.5				
4 <i>1570</i>	Penalty									
	Maneuver Score	0	+1	+1.5	+1	+1	+2	0	76.5	
	Totals	70	71	72.5	73.5	74.5				
5 <i>1407</i>	Penalty									
	Maneuver Score	0	-1.5	-1.5	0	+1.5	0	0	69.5	Toes are down!
	Totals	70	69.5	69	69	69.5				
6	Penalty									
	Maneuver Score									
	Totals									
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									



Judges Signature

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	1057									
	Penalty									
	Maneuver Score	0	+5	0	+5	+5	+1	0	72.5	
	Totals	70	70.5	70.5	71	71.5				
2	1003									
	Penalty									
	Maneuver Score	+5	+1	0	+1	+1	+2	0	75.5	
	Totals	70.5	71.5	71.5	72.5	73.5				
3	1213									
	Penalty									
	Maneuver Score	+5	+5	0	+5	0	+1.5		73	
	Totals	70.5	71	71	71.5	71.5				
4	1166									
	Penalty									
	Maneuver Score	0	0	-5	0	0	0		69.5	toes are down!
	Totals	70	70	69.5	69.5	69.5				
5										
	Penalty									
	Maneuver Score									
	Totals									
6										
	Penalty									
	Maneuver Score									
	Totals									
7										
	Penalty									
	Maneuver Score									
	Totals									
8										
	Penalty									
	Maneuver Score									
	Totals									
9										
	Penalty									
	Maneuver Score									
	Totals									


 Judges Signature

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Break gait at walk or jog for up to 2 strides
- Over/under turn from 1/4 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

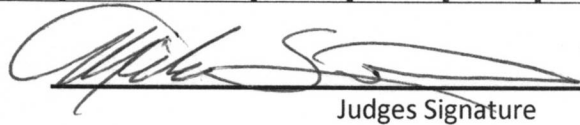
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- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers					F & E	HDD	Total	Comments
		Walk	Jog	X-Jog	Jog	Stop Back				
1	Penalty									
	Maneuver Score	0	+1	+1.5	+1	0	+1.5	75		
	Totals	70	71	72.5	73.5	73.5				
2	Penalty									
	Maneuver Score	0	-1	-1	-1	0	0	67		
	Totals	70	69	68	67	67				
3	Penalty									
	Maneuver Score	0	+1.5	0	-1.5	0	+1.5	70.5		
	Totals	70	70.5	70.5	70	70				
4	Penalty									
	Maneuver Score	0	+1.5	+1.5	+2	+1.5	+2	78.5		
	Totals	70	71.5	73	75	76.5				
5	Penalty									
	Maneuver Score	0	+1	0	+1	+1.5	+1	73.5		
	Totals	70	71	71	72	72.5				
6	Penalty									
	Maneuver Score	0	+1.5	0	+1.5	0	+1.5	71.5		
	Totals	70	70.5	70.5	71	71				
7	Penalty									
	Maneuver Score									
	Totals									
8	Penalty									
	Maneuver Score									
	Totals									
9	Penalty									
	Maneuver Score									
	Totals									



Judges Signature



YEDA Official Score Sheet – RAIL Class: #15 Senior Ruby Rail Horsemanship

Junior &

Back #	Rider Comments	Overall Class Comments
1 823		
2 1248		
3 885		
4 1122		
5 222		
6 1700		
7 1515		
8		
9		
10		
11		


Judges Signature

YEDA Official Score Sheet - Ruby Pattern 4

Updated 2020

16 Junior 4
 Class #17 Senior

Scoring 0-100 with 70 denoting the average.
 Maneuvers are scored +3 to -3 in 1/2 point increments

Minor Faults (-1 point)

- Beak gait at walk or jog for up to 2 strides
- Over/under turn from 1/8 to 1/4
- Ticking or hitting cone
- Obviously looking down to check leads

Major Faults (-3 points)

- Break of gait at lope, out of lead or missing lead for 1-2 strides.
- Not performing gait or stopping when called for a pattern within 10' of designated area.
- Incorrect lead
- Break of gait at a walk, jog for more than 2 strides.
- Loss of stirrup

Severe Faults (-5 points)

- Loss of rein
- Use of either hand to instill fear or praise while on pattern or rail work.
- Holding saddle with either hand
- Cueing with the end of the romal
- Spurring in front of the cinch.

Form & Effectiveness (F & E) of the rider scored from -3 to +3 in 1/2 points increments

Horse Degree of Difficulty (HDD) is a consideration of the degree of difficulty of the horse scored from -3 to +3 in 1/2 points increments

*Circled penalties are deemed due to horse not rider and will not appear in the final score.

Entry #	Maneuver Description	Maneuvers						F & E	HDD	Total	Comments
		Walk	Jog	Lope LL	Jog	X-Jog	Pass				
		1	2	3	4	5	6				
1	Penalty										
	Maneuver Score	0	0	+1	+1	+1		+1.5		74.5	
	Totals	70	70	71	72	73					
2	Penalty										
	Maneuver Score	-0.5	+0.5	+0.5	+0.5	0		+1		72	
	Totals	69.5	70	70.5	71	71					
3	Penalty										
	Maneuver Score	+1	+1.5	+0.5	+1	+1		+2		77	
	Totals	71	72.5	73	74	75					
4	Penalty										
	Maneuver Score	0	+0.5	0	0	-0.5		0		70	
	Totals	70	70.5	70.5	70.5	70					
5	Penalty										
	Maneuver Score	+0.5	+1.5	+2	+1.5	+2		+2		79.5	
	Totals	70.5	72	74	75.5	77.5					
6	Penalty										
	Maneuver Score	0	+1	+1	+1	+1		+1.5		75.5	
	Totals	70	71	72	73	74					
7	Penalty										
	Maneuver Score	0	+0.5	0	+0.5	+1		+1		73	
	Totals	70	70.5	70.5	71	72					
8	Penalty										
	Maneuver Score										
	Totals										
9	Penalty										
	Maneuver Score										
	Totals										


 Judges Signature