

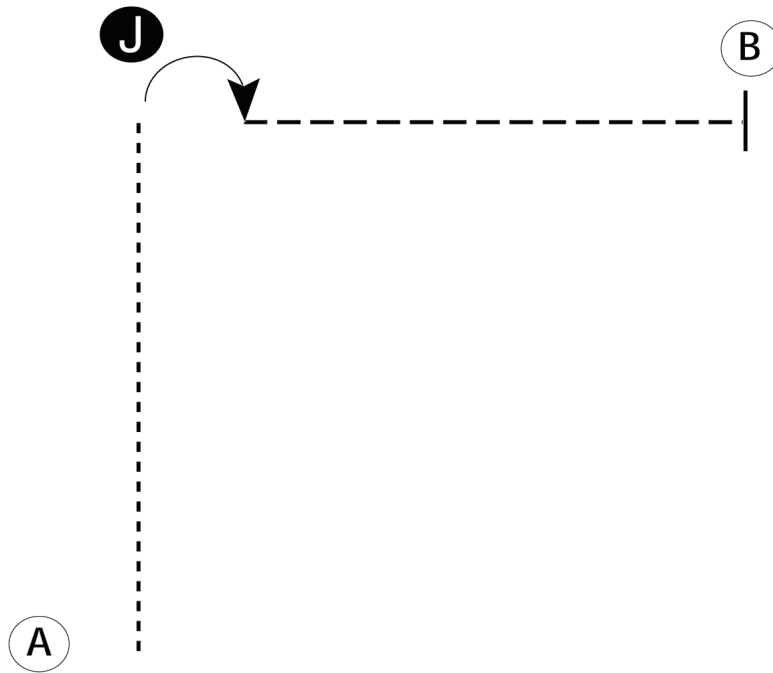
# MPApHC

## Showmanship W/T (walk trot)

Show Date: May 2025

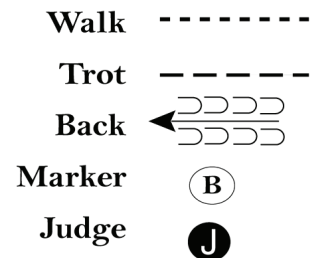
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www.HorseShowPatterns.com



Be ready at A.

1. Walk from A to Judge.
2. Stop and set up for inspection.
3. When dismissed, perform a 90 degree turn.
4. Trot away from judge to B.
5. Stop at B.
6. Follow the instructions of your ring steward.



[S/WT-7]

Pattern Provided by:

*Margo Ball*

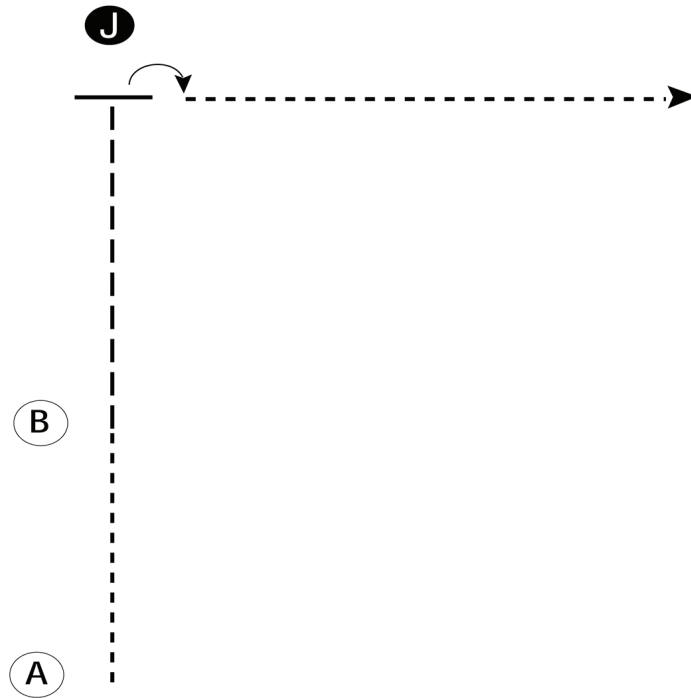
# MPApHC

## Showmanship Youth Novice, Non-pro Novice

Show Date: May 2025

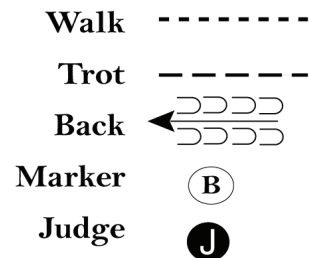
www.HorseShowPatterns.com

www.HorseShowPatterns.com



Be ready at A.

1. Walk from A to B.
2. Trot from B to the judge.
3. Stop and set up for inspection.
4. When dismissed, turn 90 degrees.
5. Walk away from judge and follow the instructions of your ring steward.



[S/WT-9]

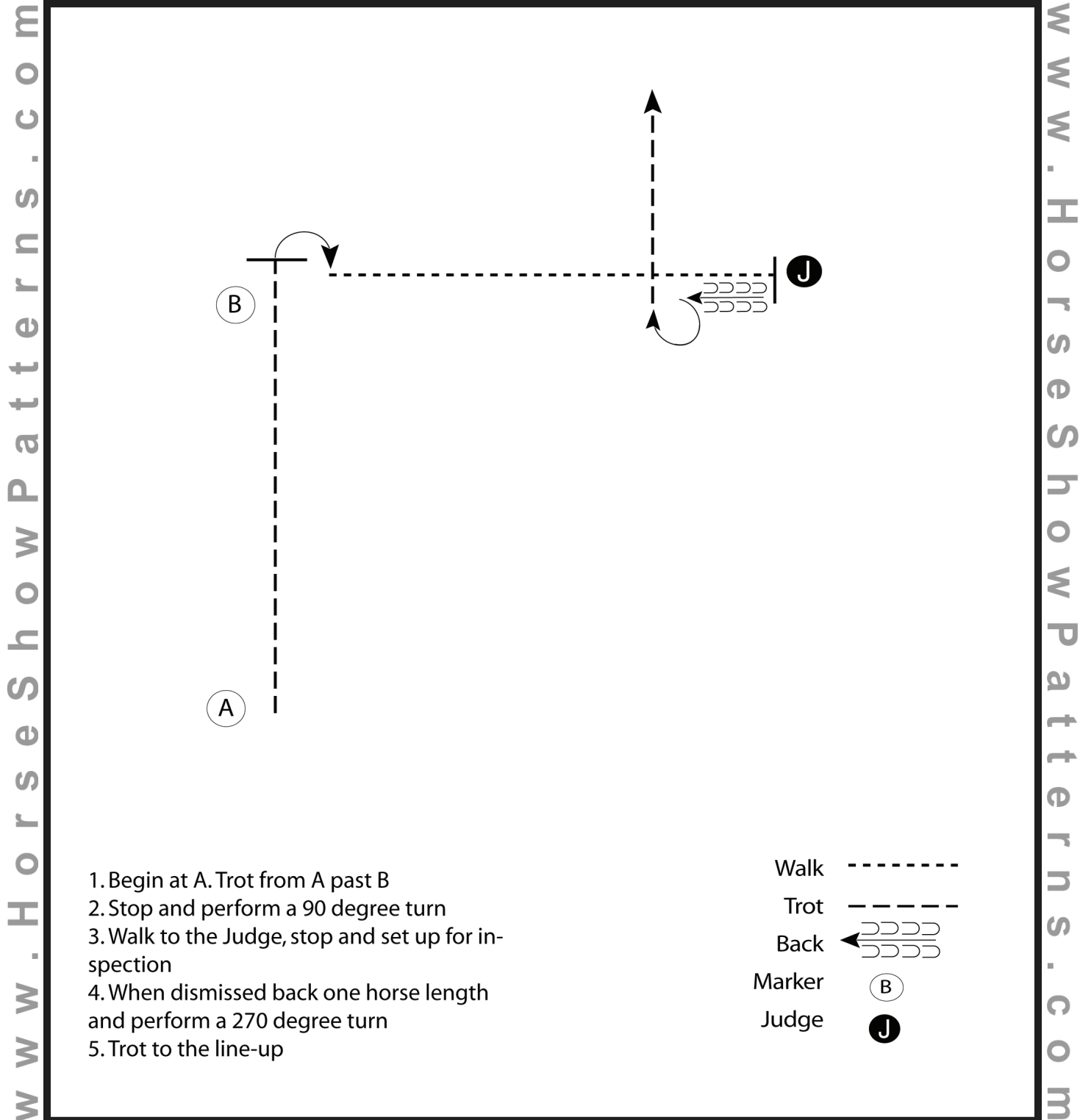
Pattern Provided by:

*Margo Ball*

# MPApHC

## Showmanship Youth, Non-Pro/Amateur, Select/Masters

Show Date: May 2025



[S/1-14]

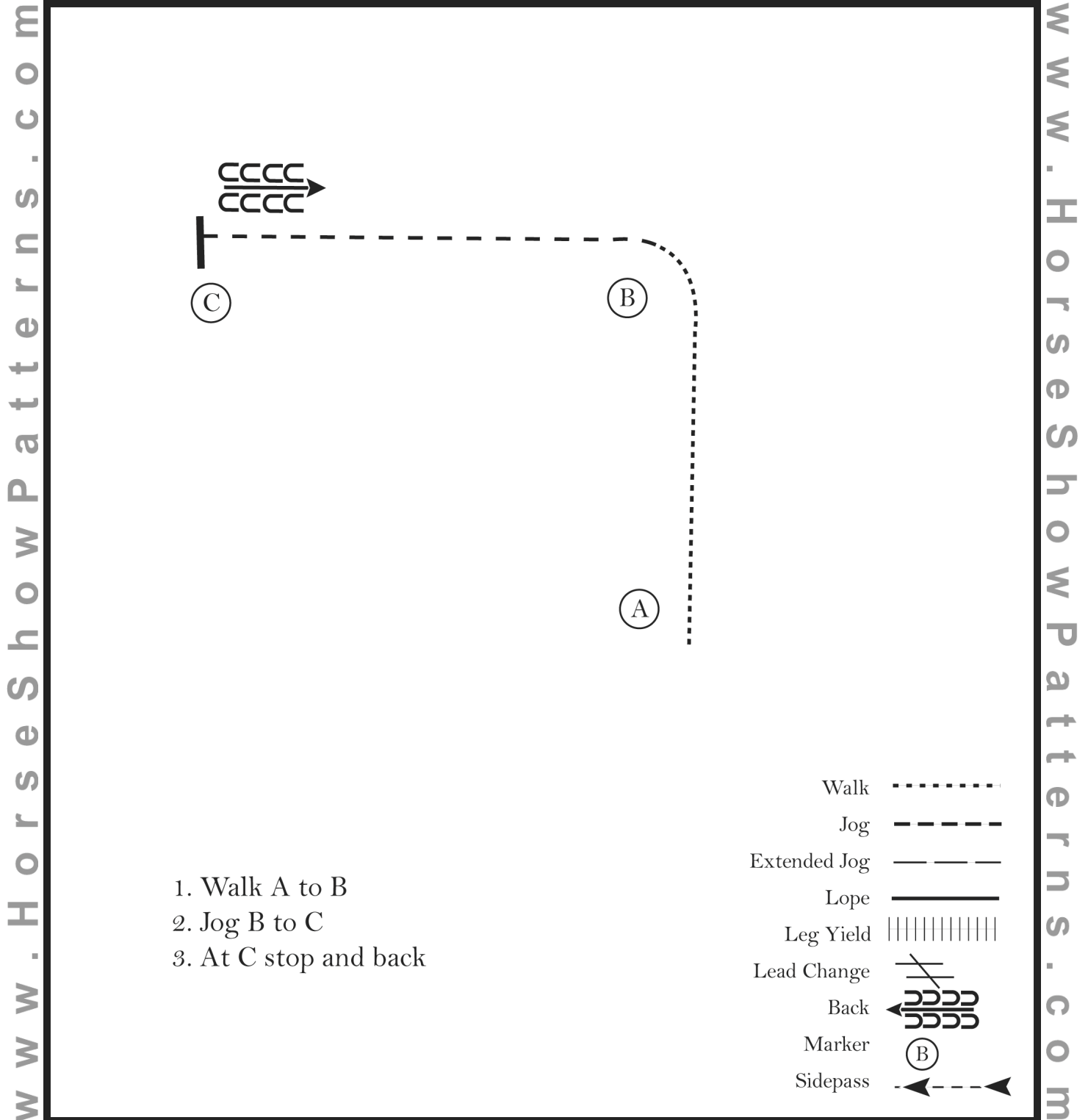
Pattern Provided by:

*Margo Ball*

# MPApHC

## Western Horsemanship Youth W/T (walk trot)

Show Date: May 2025



[WH/WT-4]

Pattern Provided by:

*Margo Ball*

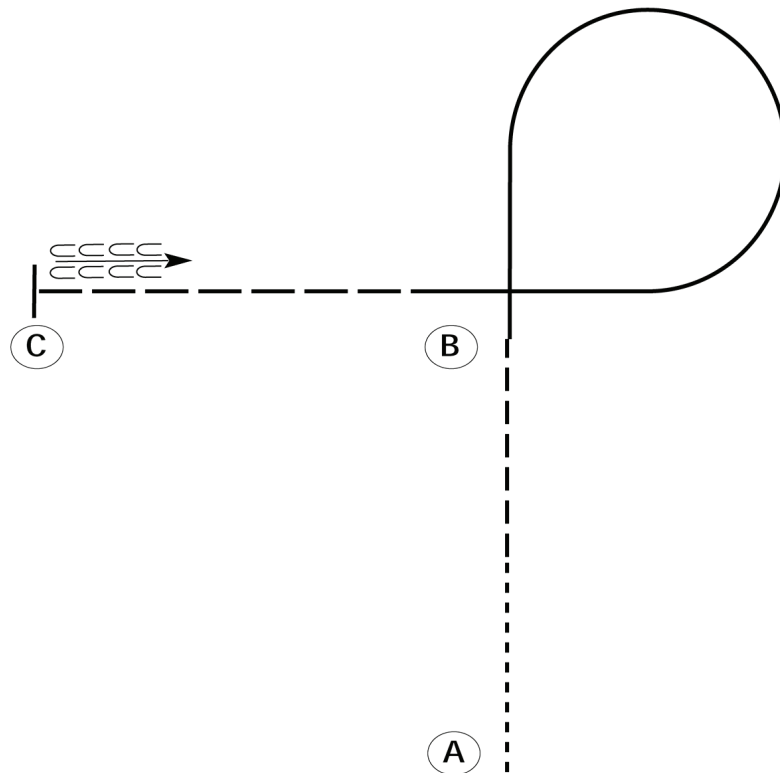
# MPApHC

## Western Horsemanship, Youth Novice, Non-Pro Noivice

Show Date: May 2025

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Be ready at A.

1. Walk from A 1/2 way to B.
2. Jog the rest of the way to B.
3. Lope a circle to the right.
4. Perform an extended jog from B to C.
5. Stop at C and back one horse length.

Retire to the rail or line up at a jog.

Walk	-----
Jog	-----
Extended Jog	-----
Lope	-----
Leg Yield	
Lead Change	---/---
Back	←--- ←--- ←---
Marker	(B)
Sidepass	←-----→

[WH/1-25]

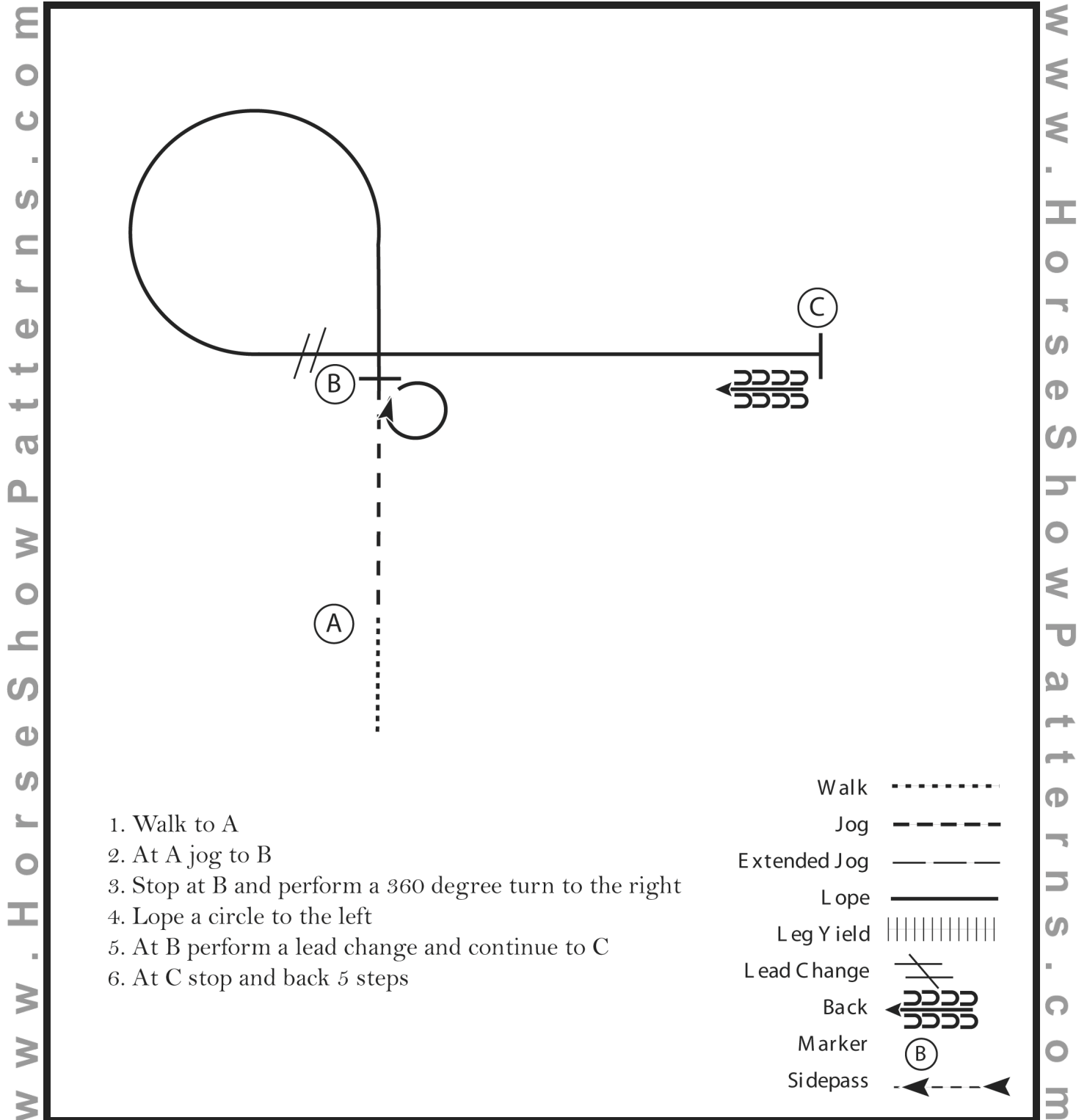
Pattern Provided by:

*Margo Ball*

# MPApHC

Western Horsemanship, Youth, Non-Pro/Amateur, Select/Masters r,

Show Date: May 2025



[WH/2-10]

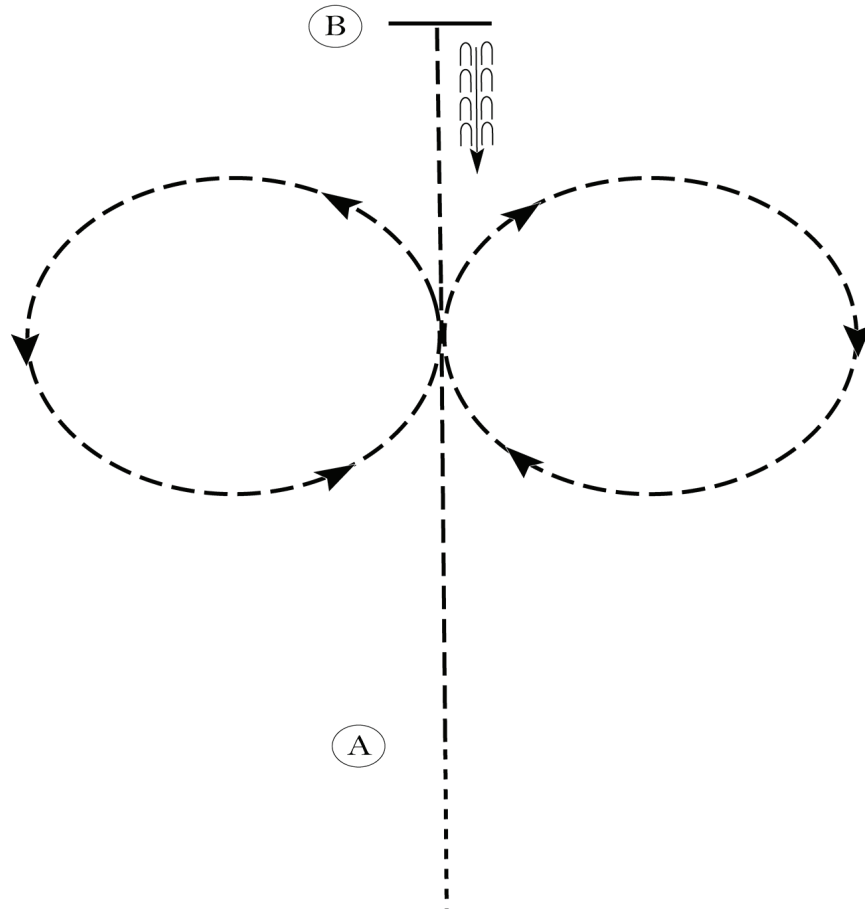
Pattern Provided by:

*Margo Ball*

# MPApHC

## Hunt Seat Equitation (walk trot)

Show Date: May 2025



1. Walk to A.
2. At A sitting trot towards B.
3. When halfway to B posting trot circle to the right followed by a posting trot circle to the left.
4. Continue the posting trot to B.
5. At B stop and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	(B)
Sidepass	←-----→
Hand Gallop	=====

[HSE/WT-4]

Pattern Provided by:

*Margo Ball*

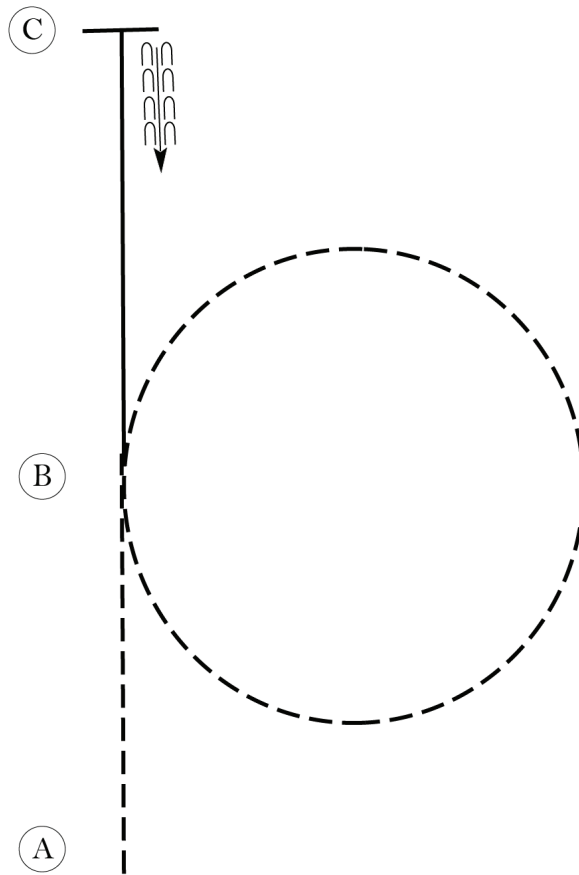
# MPApHC

## Hunt Seat Equitation. Youth Novice, Non-Pro Novice

Show Date: May 2025

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Be ready before A.

1. Sitting trot A to B.
2. At B, posting trot circle to the right on proper diagonal.
3. At B, canter on the left lead to C.
4. Stop at C and back approximately one horse length.

Walk	-----
Trot	- - - - -
Extended Trot	— — — — —
Canter	— — — — —
Leg Yield	
Lead Change	— — — — —
Back	← ← ← ← ←
Marker	(B)
Sidepass	← — — — — →
Hand Gallop	— — — — —

[HSE/1-2]

Pattern Provided by:

*Margo Ball*



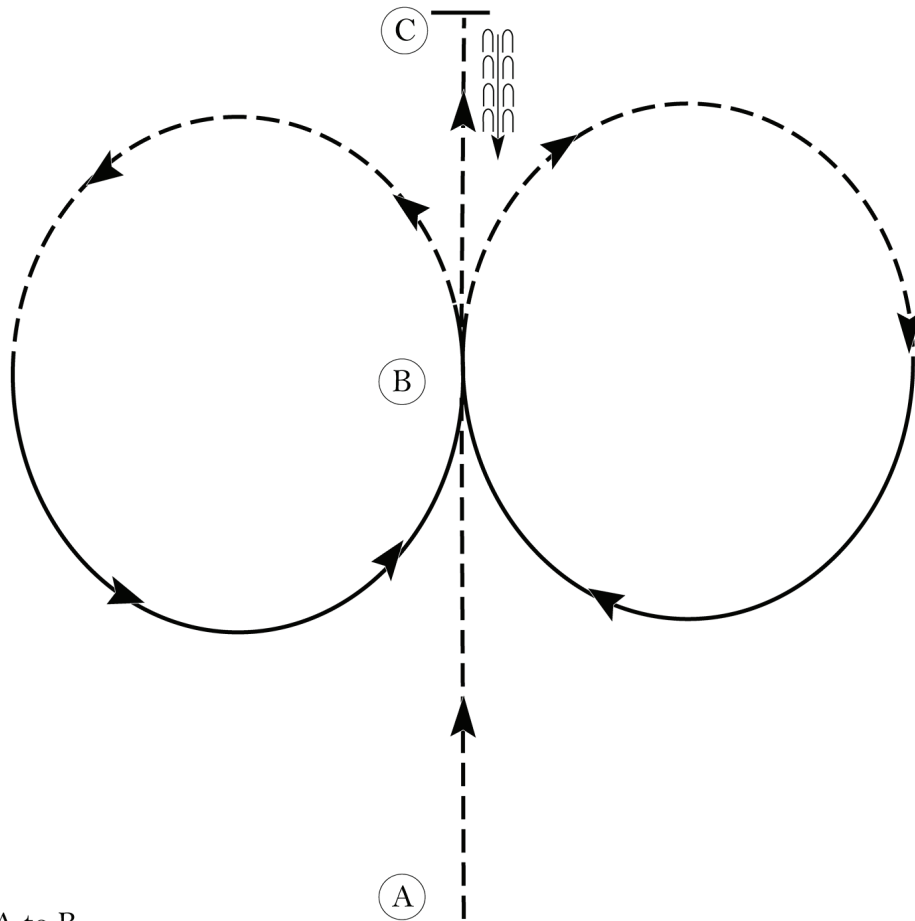
# MPApHC

## Hunt Seat Equitation, Non-Pro/Amateur, Select/Masters

Show Date: May 2025

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www.HorseShowPatterns.com



1. Sitting trot A to B
2. At B posting trot on the left diagonal in a half circle.
3. Canter on the right lead back to B. .
4. Posting trot on the right diagonal in a half circle.
5. Canter on the left lead back to B.
6. Sitting trot to C.
7. Stop at C and back approximately one horse length.

Exit at a sitting trot.

Walk	-----
Trot	- - - - -
Extended Trot	=====
Canter	=====
Leg Yield	
Lead Change	///
Back	←←←←←
Marker	Ⓚ
Sidepass	←-----→
Hand Gallop	=====

[HSE/2-21]

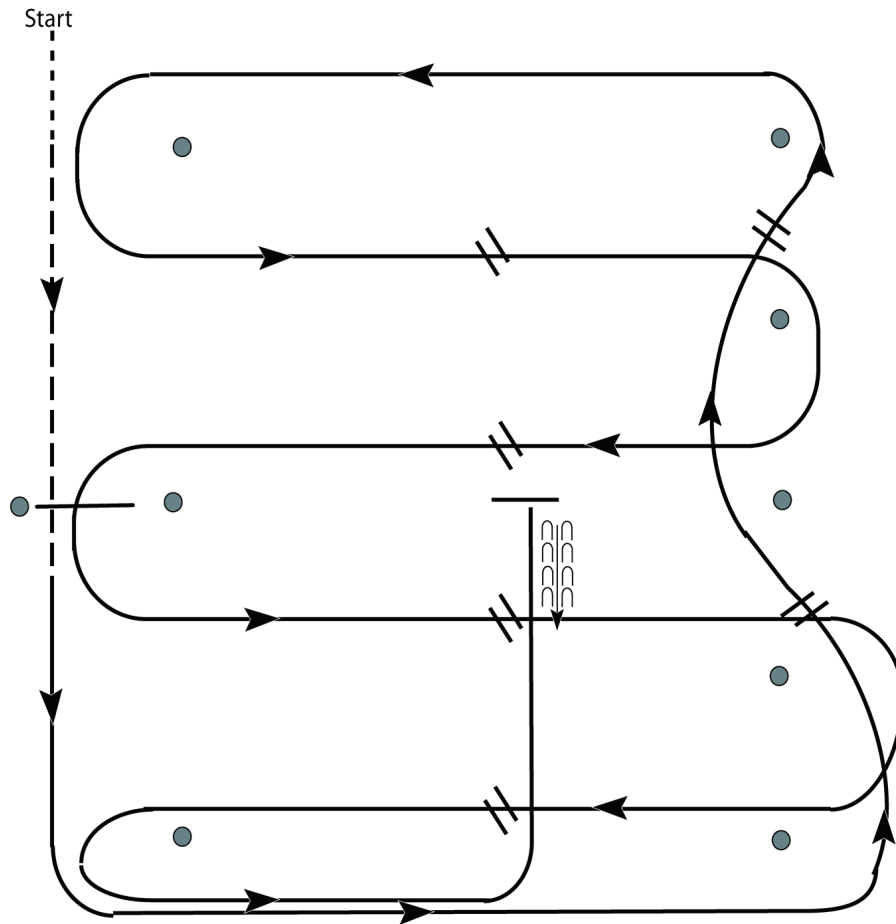
Pattern Provided by:

*Margo Ball*

# MPApHC

## Green Western Riding

Show Date: May 2025



1. Walk at least 15' & jog over log.
2. Transition to left lead and lope around end.
3. First line change.
4. Second line change. Lope around end of arena
5. First crossing change.
6. Second crossing change.
7. Lope over log.
8. Third crossing change.
9. Fourth crossing change.
10. Lope up the center, stop and back.

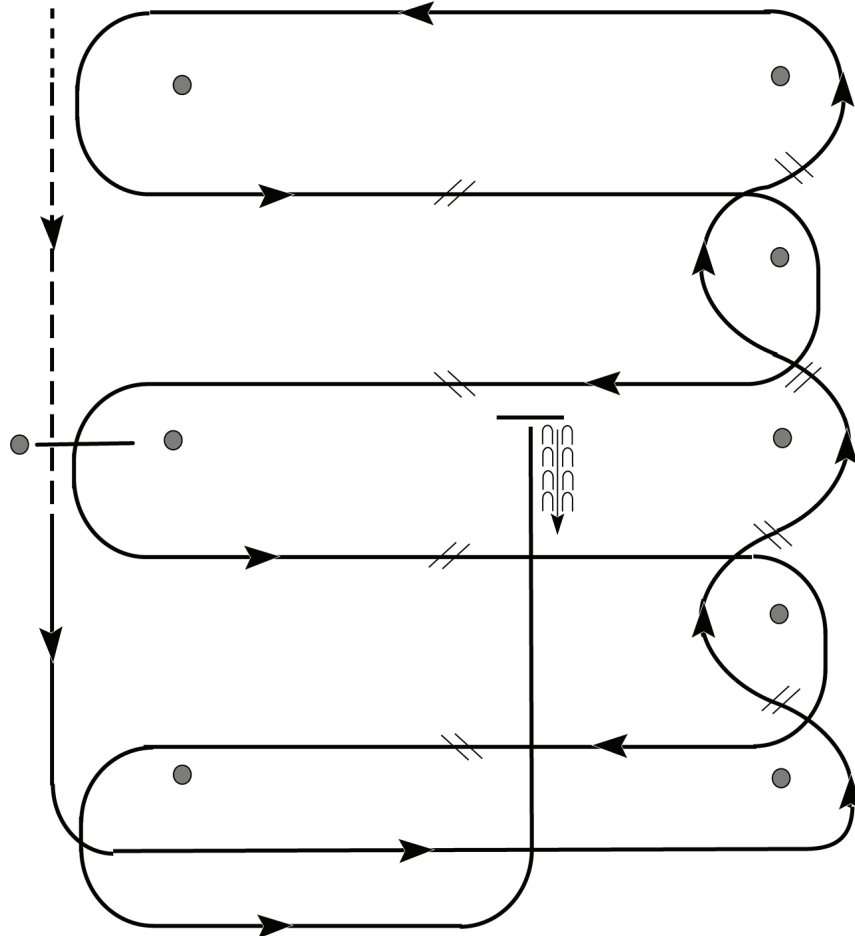
[WR/GP-1]

Pattern Provided by:

*Margo Ball*

[www.HorshowPatterns.com](http://www.HorshowPatterns.com)

Start



- [WR/OP-1]**

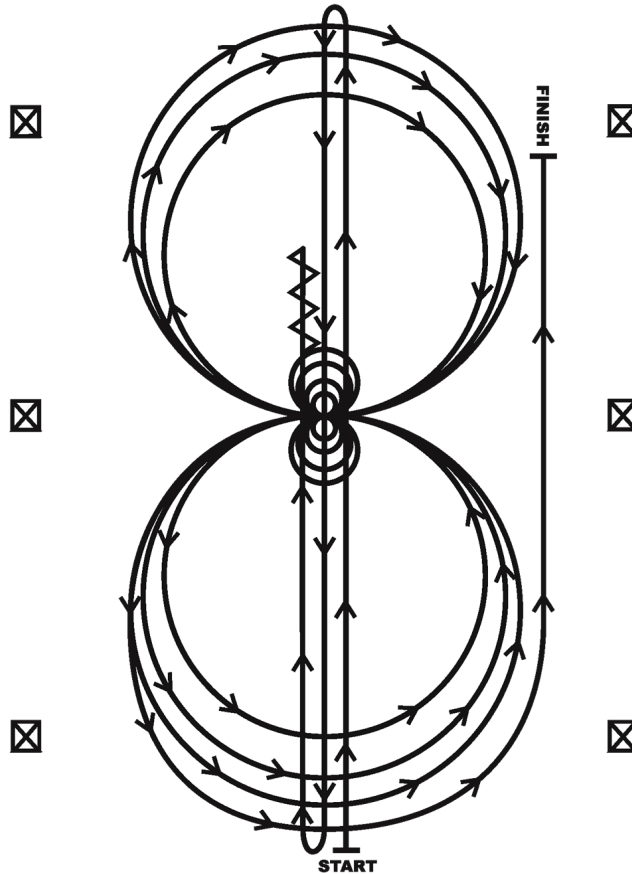
*Margo Ball*

# MPApHC

## Reining, Jr & Sr , Non-Pro/Amateur, Masters/Select

Show Date: May 2025

### REINING PATTERN I



1. Run at speed to the far end of the arena past the endmarker and do a left rollback—no hesitation.
2. Run to the opposite end of the arena past the end marker and do a right rollback—no hesitation.
3. Run past the center marker and do a sliding stop. Back up to center of the arena or at least ten feet (three meters). Hesitate.
4. Complete four spins to the right. Hesitate.
5. Complete four and one-quarter spins to the left so that horse is facing left wall or fence. Hesitate.
6. Beginning on the left lead, complete three circles to the left: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
7. Complete three circles to the right: the first circle large and fast; the second circle small and slow; the third circle large and fast. Change leads at the center of the arena.
8. Begin a large circle to the left but do not close this circle. Run straight up the right side of the arena past the center marker and do a sliding stop at least twenty feet (six meters) from wall or fence. Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-1]

Pattern Provided by:

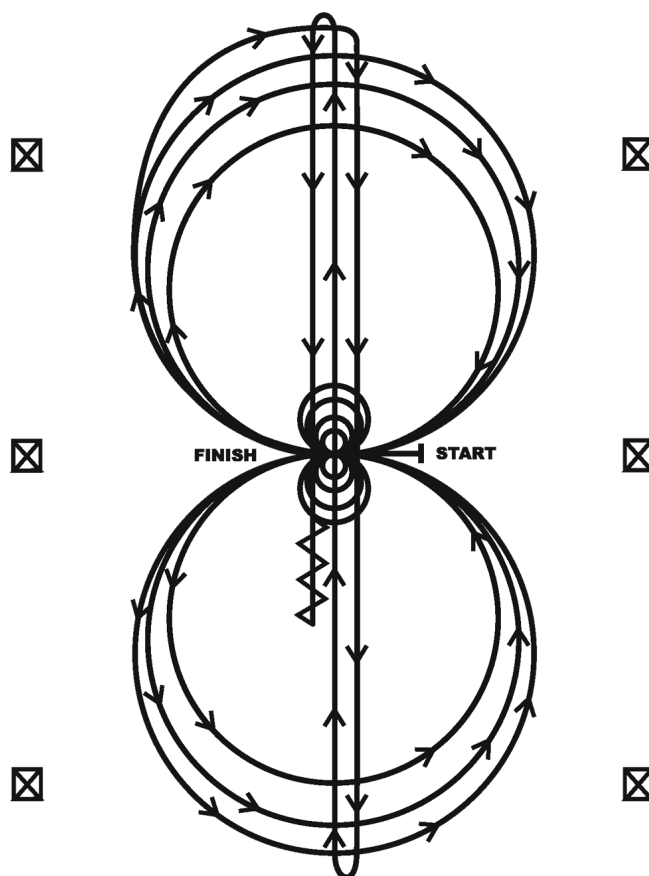
*Margo Ball*

# MPApHC

## Reining, Novice, Hackamore/snaffle, Youth

Show Date: May 2025

### REINING PATTERN 2



Horses may walk or jog to the center of arena. Horses must walk or stop prior to starting pattern. Beginning at the center of the arena facing the left wall or fence.

1. Beginning on the right lead, complete three circles to the right: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
2. Complete three circles to the left: the first circle small and slow; the next two circles large and fast. Change leads at the center of the arena.
3. Continue around previous circle to the right. At the top of the circle, run down the middle to the far end of the arena past the end marker and do a right rollback—no hesitation.
4. Run up the middle to the opposite end of the arena past the end marker and do a left rollback—no hesitation.
5. Run past the center marker and do a sliding stop. Back up to the center of the arena or at least ten feet (three meters). Hesitate.
6. Complete four spins to the right. Hesitate.
7. Complete four spins to the left. Hesitate to demonstrate the completion of the pattern.

[R/AQHAP-2]

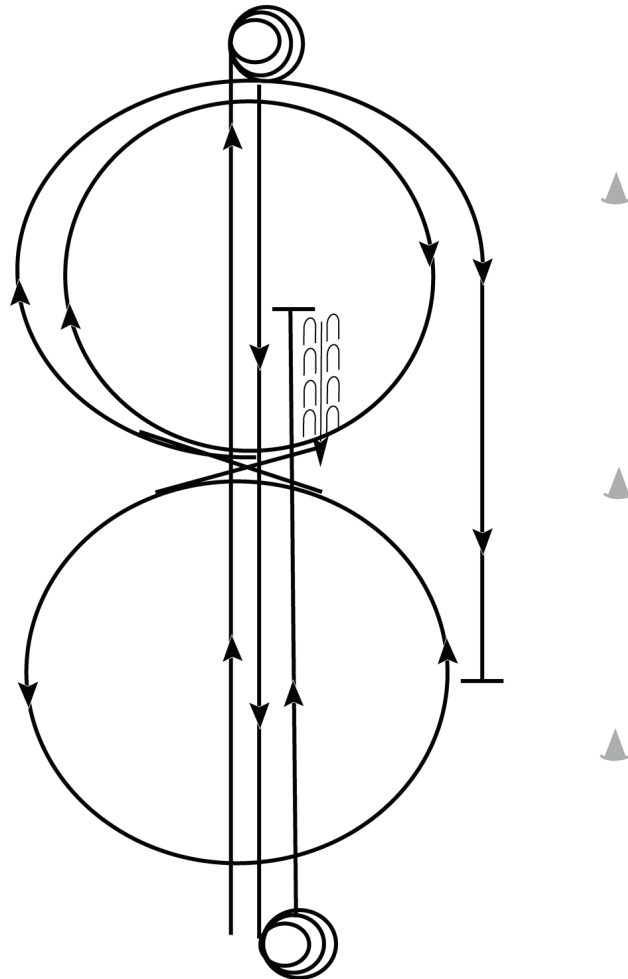
Pattern Provided by:

*Margo Ball*

# MPApHC

## Boxing, Youth, Non-Pro/Am

Show Date: May 2025



### Pattern 6

Start at end of arena.

1. Run down the middle of the arena, past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the right.
3. Run to the other end of the arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run past the center marker, stop, back at least 10 feet, complete 1/4 turn to the left.
6. Beginning on the right lead, complete one circle to the right, change leads. Complete one circle to the left, change leads.
7. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.

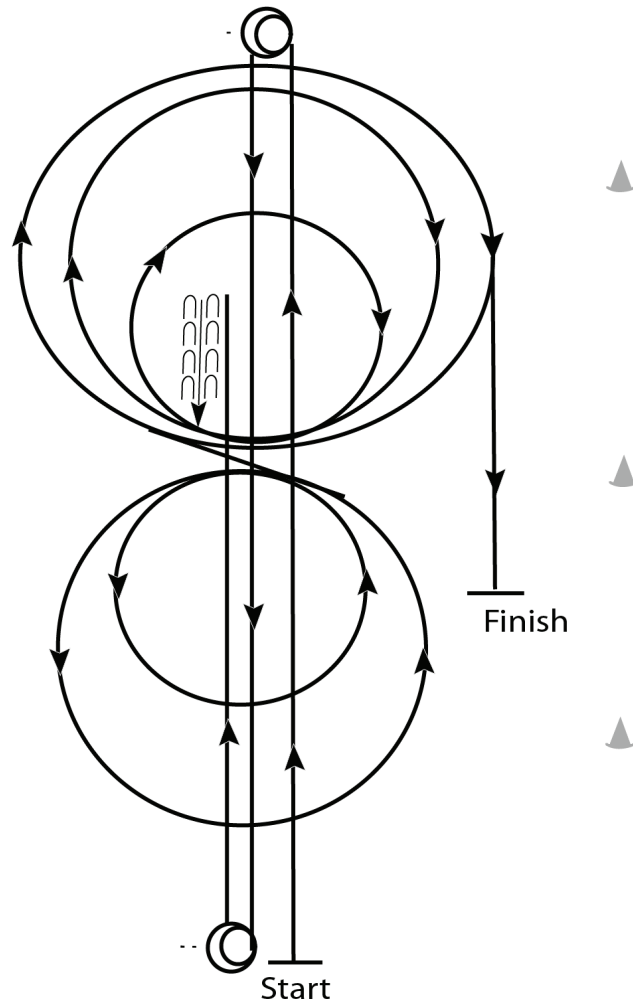
[NRCHAWC/6]

Pattern Provided by:

*Margo Ball*

# MPApHC

## Working Cowhorse Jr & Sr Ranch Reining



Pattern 4

1. Start at end of arena.
2. Run up center of arena past the end marker and come to a sliding stop. Complete 3 1/2 spins to the left.
3. Run to other end of arena past the end marker and stop. Complete 3 1/2 spins to the right.
4. Run past the center marker and stop.
5. Back at least 10 feet in a straight line.
6. Complete 1/4 turn to the left, hesitate. Beginning on the right lead, complete 2 circles to the right, the first one small and slow, and the second large and fast. Change leads at the center of the arena.
7. Complete one small, slow circle and one large, fast circle. Change leads to the right.
8. Run around end of arena to the other side, past center marker, at least 20 feet from fence and come to sliding stop.
9. Hesitate to complete pattern.

[NRCHAWC/4]

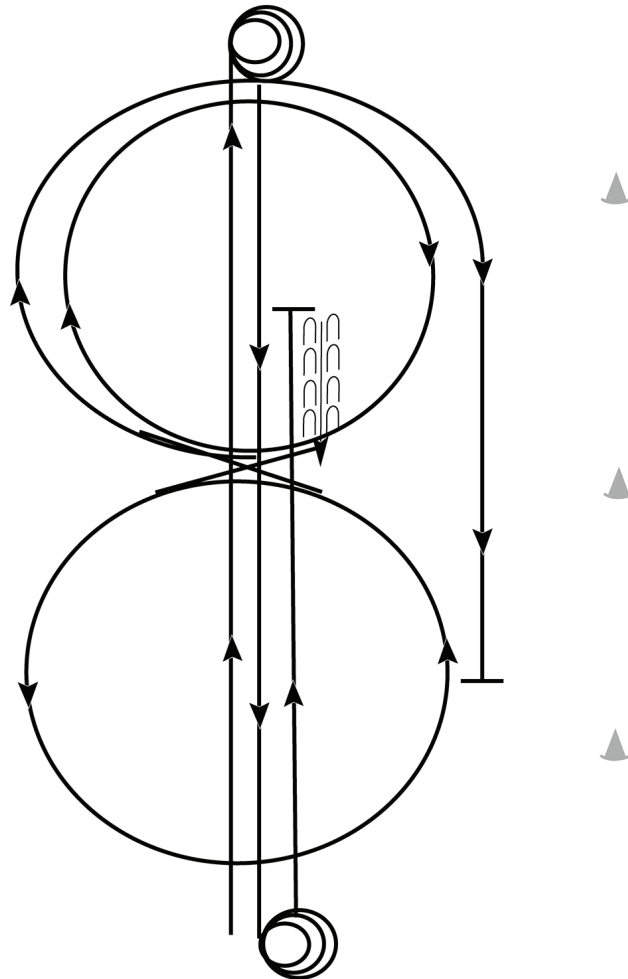
Pattern Provided by:

*Margo Ball*

# MPApHC

## Working Cowhorse Non-Pro/Amateur

Show Date: May 2025



### Pattern 6

Start at end of arena.

1. Run down the middle of the arena, past the end marker and come to a sliding stop.
2. Complete 3 1/2 spins to the right.
3. Run to the other end of the arena, past the end marker and come to a sliding stop.
4. Complete 3 1/2 spins to the left.
5. Run past the center marker, stop, back at least 10 feet, complete 1/4 turn to the left.
6. Beginning on the right lead, complete one circle to the right, change leads. Complete one circle to the left, change leads.
7. Complete 3/4 of a right circle, run past center marker, stop. Hesitate to complete pattern.

[NRCHAWC/6]

Pattern Provided by:

*Margo Ball*



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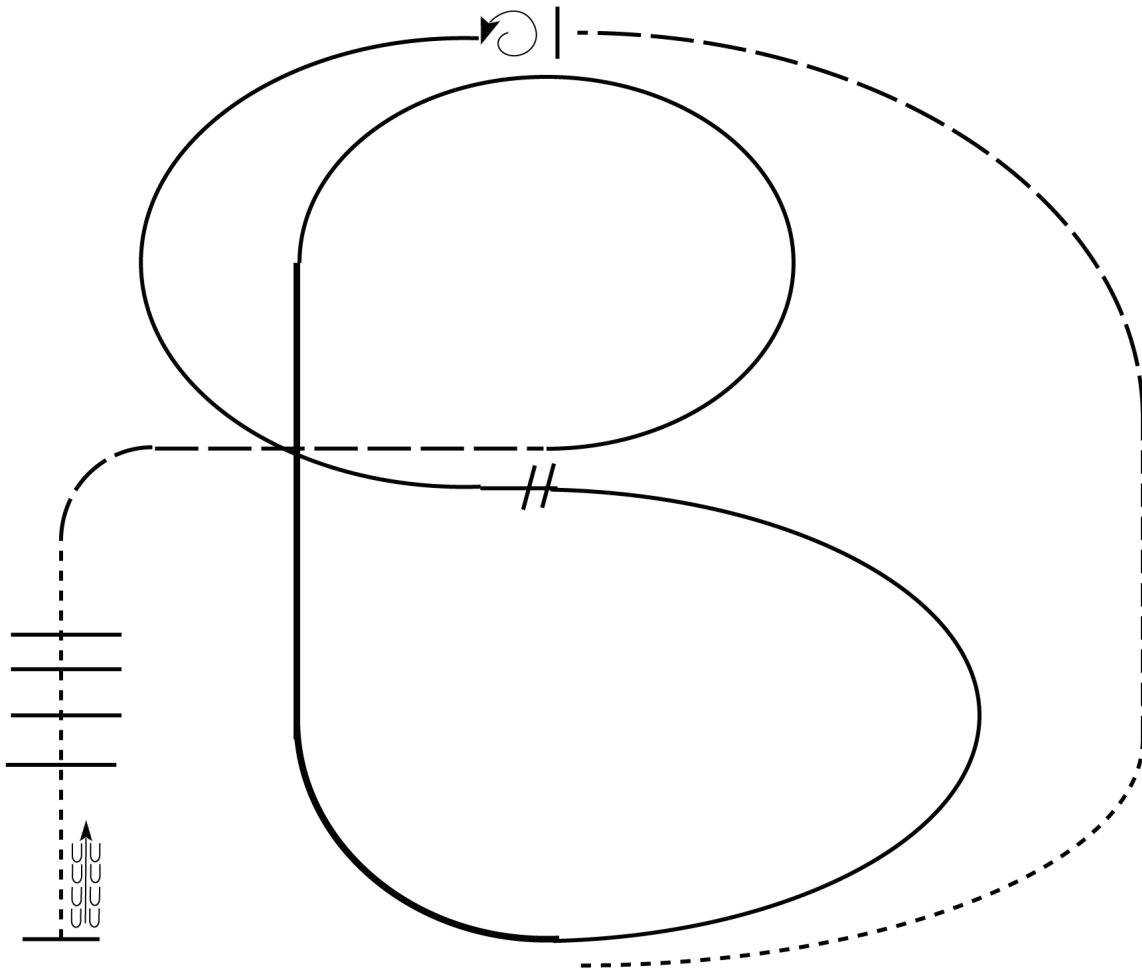
# MPApHC

## Ranch Riding

Show Date: May 2025

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1. Walk
2. Trot
3. Extend the trot, at the top of the arena, stop
4. 360 degree turn to the left
5. Left lead 1/2 circle, lope to the center
6. Change leads (simple or flying)
7. Right lead 1/2 circle
8. Extended lope up the long side of arena (right lead)
9. Collect back to a lope around the top of the arena and back to center
10. Break down to an extended trot
11. Walk over poles.
12. Stop and back

Walk	-----
Jog	- - - - -
Extended Jog	— — — —
Lope	— — — —
Lead Change	
Back	
Marker	(B)

[RR/1]

Pattern Provided by:

*Margo Ball*



PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Class: \_\_\_\_\_ W/T Showmanship

Horsemanship

Date: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #SMS/Walk Trot-7

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Set Up	Inspect.	90°	Trot	Stop										100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
Each rider is scored from 0-Infinity points and automatically begins the run with a score of 70 points  -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Class: NOVICE SHOWMANSHIP

Horsemanship

Date: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #SMS/Walk Trot-9

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#						
Maneuver Description	Walk	Trot	Set Up	Inspect.	90°	Walk										100-98			77.5			60						
																97			77									
																96			76.5									
																95			76									
																94			75.5									
																93			75									
																92			74.5									
																91.5			74									
																91			73.5									
																90.5			73									
																90			72.5									
																89.5			72									
																89			71.5									
																88.5			71									
																88			70.5									
																87.5			70									
																87			69.5									
																86.5			69									
																86			68.5									
																85.5			68			DQs						
																85			67.5									
																84.5			67									
																84			66.5									
																83.5			66									
																83			65.5									
																82.5			65									
																82			64.5									
																81.5			64									
																81			63.5									
																80.5			63									
																80			62.5									
																79.5			62									
Each rider is scored from 0-Infinity points and automatically begins the run with a score of 70 points  -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent																PENALTIES: 3, 5, 10						79			61.5			
																						78.5			61			
																						78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



PATTERN CLASS SCORE SHEET

Showmanship

Show:

Class: Showmanship Youth, Non-Pro/Amateur, Select/Masters

Horsemanship

Date:

HSP Pattern #SMS/Level I-14

Equitation

Judge:

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Trot	90°	Walk & Set Up	Inspect.	Back	270° & Trot										100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			
																85			67.5			DQs
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
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																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



# PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Class: Western Horsemanship Youth W/T (walk trot)

Horsemanship

Date: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #HMS/Walk Trot-4

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#	
Maneuver Description	Walk	Jog	Stop & Back													100-98			77.5			60	
																97			77				
																96			76.5				
																95			76				
																94			75.5				
																93			75				
																92			74.5				
																91.5			74				
																91			73.5				
																90.5			73				
																90			72.5				
																89.5			72				
																89			71.5				
																88.5			71				
																88			70.5				
																87.5			70				
																87			69.5				
																86.5			69				
																86			68.5				
																85.5			68			DQs	
																85			67.5				
																84.5			67				
																84			66.5				
																83.5			66				
																83			65.5				
																82.5			65				
																82			64.5				
																81.5			64				
																81			63.5				
																80.5			63				
																80			62.5				
																79.5			62				
Each rider is scored from 0-Infinity points and automatically begins the run with a score of 70 points  -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent																79			61.5				
																78.5			61				
																78			60.5				

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



PATTERN CLASS SCORE SHEET

Showmanship

Show:

Class: Horsemanship, Youth, Non-Pro/Amateur, Select/Masters

Horsemanship

Date:

HSP Pattern #HMS/Level II-10

Equitation

Judge:

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	360° R	LL Lope	Lead Change & Lope	Stop & Back										100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			
																85			67.5			DQs
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Horsemanship

Date: \_\_\_\_\_

Class: Hunt Seat Equitation (walk trot)

Equitation

Judge: \_\_\_\_\_

HSP Pattern #HSE/Walk Trot-4

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Sitting Trot	Posting Trot Figure 8	Stop & Back												100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points  
PENALTIES: 3, 5, 10  
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent  
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_





PATTERN CLASS SCORE SHEET

Showmanship

Show: \_\_\_\_\_

Class: Hunt Seat Equitation. Youth Novice, Non-Pro Novice

Horsemanship

Date: \_\_\_\_\_

Equitation

Judge: \_\_\_\_\_

HSP Pattern #HSE/Level I-2

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Sitting Trot	Posting Trot Circle	LL Canter	Stop & Back												100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points  -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points  
PENALTIES: 3, 5, 10  
-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent  
RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



PATTERN CLASS SCORE SHEET

Showmanship

Show:

Class: Hunt Seat Equitation, Non-Pro/Amateur, Select/Masters

Horsemanship

Date:

Equitation

Judge:

HSP Pattern #HSE/Level II-21

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Sitting Trot	Trot LD	RL Canter	Trot RD	LL Canter	Sitting Trot	Stop & Back	Sitting Trot								100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			DQs
																85			67.5			
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_



PATTERN CLASS SCORE SHEET

Showmanship

Show:

Class: Horsemanship, Youth Novice, Non-Pro Noovice

Horsemanship

Date:

Equitation

Judge:

HSP Pattern #HMS/Level I-25

W.O.	Entry #	1	2	3	4	5	6	7	8	9	10	Penalty	F&E	Score	Comments	Score	#	#	Score	#	#	#
Maneuver Description	Walk	Jog	RL Lope	Ext. Jog	Stop & Back											100-98			77.5			60
																97			77			
																96			76.5			
																95			76			
																94			75.5			
																93			75			
																92			74.5			
																91.5			74			
																91			73.5			
																90.5			73			
																90			72.5			
																89.5			72			
																89			71.5			
																88.5			71			
																88			70.5			
																87.5			70			
																87			69.5			
																86.5			69			
																86			68.5			
																85.5			68			
																85			67.5			DQs
																84.5			67			
																84			66.5			
																83.5			66			
																83			65.5			
																82.5			65			
																82			64.5			
																81.5			64			
																81			63.5			
																80.5			63			
																80			62.5			
																79.5			62			
																79			61.5			
																78.5			61			
																78			60.5			

Each rider is scored between 0-Infinity points and automatically begins the run with a score of 70 points

PENALTIES: 3, 5, 10

-3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

RIDER F&E: E = Excellent (5) VG = Very Good (4) G = Good (3) A = Average (0-2)

Judges Signature: \_\_\_\_\_