



PATTERN CLASSES

Circle Class: Showmanship; Horsemanship; Equitation

Novice Youth, Novice Amateur, Youth 13 & U, Youth 14-18, Amateur, Amateur Select

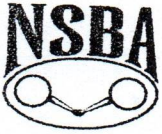
SCORES: +3 Excellent; +2 Very Good; +1 Good; 0 Correct; -1 Poor; -2 Very Poor; -3 Extremely Poor

F&E: 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent

Show: TCS
 Date: 11th under SMS
 Judge: Shu 4g
 Signature: Shu 4g

DRAW	EXHB #	PENALTY	MANEUVER										F&E	PENALTY TOTAL	SCORE	OP	RAIL	
			1	2	3	4	5	6	7	8	9	10						
1	702		0	+1/2	+1/2	+1/2	+1	0	+1/2					1	5	68		
2	568		0	+1/2	0	+1/2	+1/2	+1/2	+1/2					1 1/2		74		
3	991		+1	+1 1/2	+1 1/2	+1 1/2	+1/2	+1/2	+1 1/2	+1				3		81 1/2		
4	677		-1/2	0	0	+1/2	+1/2	+1/2	+1/2					1		72 1/2		
5	777		+1/2	+1 1/2	+1	+1 1/2	+1 1/2	+1 1/2	+1 1/2	+1 1/2				3		82		
6	1214		+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				1		74		
7	1213		+1/2	+1/2	+1/2	+1/2	0	+1	0					1 1/2		74 1/2		
8	1211		+1/2	+1/2	+1	-1/2	+1/2	+1/2	0					2	3	73 1/2		
9	304		+1/2	0	-1/2	0	+1/2	+1/2	0					1		72		
10																		

Handwritten notes above the table:
 WALK (above 1)
 TROT (above 2)
 STOP + BACK (above 3)
 S7D + S + UP (above 4)
 S7D + S + UP (above 5)
 IMP (above 6)
 WALK (above 8)



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 F&E: 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent

Show: TCS
 Date: 11th under SMS
 Judge: Kunkle
 Signature: [Signature]

		DESCRIPTION	MANEUVER										F&E	PENALTY TOTAL	SCORE	OP	RAIL
DRAW	EXHB #	PENALTY	1	2	3	4	5	6	7	8	9	10					
1	702	SCORE	+1/2	0	0	+1/2	0	3	0	0			2	3	70		
2	568	SCORE	+1/2	0	-1/2	0	0	+1/2	0				2		72 1/2		
3	991	SCORE	+1/2	+1	+1	+1/2	+1	0	+1/2				3		78 1/2		
4	612	SCORE	0	0	0	+1/2	+1/2	+1/2	0				2		73 1/2		
5	717	SCORE	+1	+1/2	+1	+1/2	+1/2	+1	+1/2				4		79		
6	1214	SCORE	0	0	0	+1/2	+1/2	0	0				2		73		
7	1213	SCORE	+1	+1	+1/2	+1	+1/2	+1	+1				4		81		
8	1211	SCORE	+1	+1/2	+1	3	-1	-1/2	+1	+1			2	3	72		
9	304	SCORE	0	+1/2	-1/2	0	+1/2	+1/2	0				2		73	+	
10		SCORE															
		SCORE															
		SCORE															
		SCORE															
		SCORE															
		SCORE															
		SCORE															
		SCORE															

Handwritten notes above the table:
 Walk (over column 1)
 Trot (over columns 2-3)
 Stop + Back (over columns 4-5)
 270 + set up (over column 6)
 set up (over column 7)
 Walk (over column 8)
 Inspect (over column 9)
 Walk (over column 10)