

## REINING PATTERN III SCORE SHEET

JUDGE
CLASS
DATE

MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

MANEUVER DESCRIPTION		STOP/LR	STOP/RR	CCc-R	CCc-L	RC/S/B	4S-R	4S-L		PENALTY TOTAL	SCORE
MANEUVER		1	2	3	4	5	6	7	8		
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									
<b>DRAW</b>	<b>EXH #</b>	<b>PENALTY</b>								↓	<b>SCORE</b>
		<b>SCORE</b>									

**REINING**

JUDGES SIGNATURE