REINING PATTERN TEN (10)

ASSOCIATION
Class Name: $\qquad$ Class \#: $\qquad$

Tie breaker for first place only. All ties for 1st place will be worked off if the tied exhibitors agree to participate in a run-off. Tied exhibitors have the alternate option of agreeing not to run-off and to be named co-champions but must determine the winner of the awards by a flip of a coin. If they do not agree, the exhibitor(s) who does not want to run-off will forfeit first place to the other(s). Ties that are worked off will use the same pattern and order of go as was used during the class; however, there will not be more than one run-off. If a tie occurs after the run-off, the entrants will be named cochampions; will evenly split 1st and 2nd prize money but must determine the winner of the awards by a flip of a coin.

## Manoeuvre Scores: -1 $1 / 2$ Extremely Poor, -1 Very Poor, $-1 / 2$ Poor, 0 Correct, $+1 / 2$ Good, +1 Very Good, $+11 / 2$ Excellent

| Entry \# | Manoeuvre Description | S\&B | 4SR | $\begin{gathered} 41 / 4 \\ \mathrm{SL} \end{gathered}$ | $\begin{aligned} & \text { 3CR } \\ & \text { OOO } \end{aligned}$ | $\begin{aligned} & \text { 3CL } \\ & \text { OOO } \end{aligned}$ | LRB | RRB | S | Penalty Total | Score | Placing |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Manoeuvre | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |  |  |  |


| Penalty |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |  |


|  | Penalty |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |  |


| Penalty |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |


| Penalty |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |


| Penalty |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |  |


| Penalty |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |


| Penalty |  |  |  |  |  |  |  |  |  |  |  |  |
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|  | Manoeuvre |  |  |  |  |  |  |  |  |  |  |  |

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