

REINING PATTERN ONE (1)

Class Name: Class #:

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 co-champions; 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 ½ Extremely Poor, -1 Very Poor, -½ Poor, 0 Correct, + ½ Good, +1 Very Good, +1½ Excellent

Entry #	Manoeuvre Description	LRB	RRB	S&B	4SR	4 ¼ SL	3CL (OoO)	3CR (OoO)	S	Penalty Total	Score	Placing
	Manoeuvre	1	2	3	4	5	6	7	8			
	Penalty											
	Manoeuvre											
	Penalty											
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Judges Signature: # in Class: Time Finished: