



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show
CLASS: 18th Under
DATE:

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lops departure on trot-in patterns
- Failure to be in a lops prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spinning in front of crutch
- Balant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated balant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between romal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/riders
- Improper western attire
- Leaving arena before pattern is complete

W/O #	Maneuver Description	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
	Tie-Breaker																
	Maneuver Description	R-SS	3 1/2 S	R-SS	3 1/2 S	SS-B	SS-B	CS	CS	CS	CS	CS	CS				
3265	PENALTY																
	CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1				
3040	PENALTY	2															
	CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1				
3028	PENALTY																
	CONTENT	-1/2	0	0	0	0	0	0	0	0	0	0	0				
3119	PENALTY																
	CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1				
3096	PENALTY																
	CONTENT	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1				
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																

JUDGE'S NAME (PRINTED): D. Mark [Signature] JUDGE'S SIGNATURE: [Signature]



VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show
 CLASS:
 DATE:

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O #	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
	Manuever Description	R-SS 3/4 S	R-SS 3/4 S	R-SS 3/4 S	SS-B 1/8	CCX	CCX	CCX	CSS								
	PENALTY																
	CONTENT	-1/2	-1	-1	-1	-1/2	-1	-1	-1	-2							-2 61
	PENALTY	-2															
	CONTENT	-1/2	0	-1/2	0	-1/2	-1/2	-1/2	0								-5 6d
	PENALTY		0	0	0	0	0	0	0								
	CONTENT	0	0	0	0	0	0	0	0								70
	PENALTY																
	CONTENT	0	+1/2	+1/2	0	+1/2	0	+1/2	0								-5 6 1/2
	PENALTY																
	CONTENT	-1	-1	-1	-1	-1	-1	-1	-1								-4 58
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*



NRSHA
NATIONAL RANCH HORSE
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show

CLASS:

DATE:

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on turn-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Bizarre disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

OFF-Pattern (OP): Cannot release above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated bizarre disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Larceny
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/holder
- Improper western attire
- Leaving arena before pattern is complete

W/O #	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
1	32165	R-SS	3/2 LS	R-SS	3/2 RS	SS-B	LS	CS	CS	CS	CS	CS	CS	CS	2	63 1/2	
		PENALTY															
		CONTENT	-1	-1	0	0	-1	0	-1	-1/2							
2	3040														4	61	
		PENALTY	2														
		CONTENT	-1	-1/2	-1/2	0	-1	0	-1	0							
3	3028																
		PENALTY															
		CONTENT	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1						
4	3119														3	69 1/2	
		PENALTY															
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2						
5	3096														4	59 1/2	
		PENALTY															
		CONTENT	-1/2	-1	-1	-1	-1	-1	-1	0	0						
		PENALTY															
		CONTENT															
		PENALTY															
		CONTENT															

JUDGE'S NAME (PRINTED): Vickie Oakley

JUDGE'S SIGNATURE: Vickie Oakley

For more information on how exhibitors are scored visit www.adhmuniversity.com



VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show
 CLASS: VDVTH
 DATE: 7/10/21

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/hider
- Improper western attire
- Leaving arena before pattern is complete

W/O #	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		1	2	3	4	5	6	7	8	9	10							
	Maneuver Description	R-SS	3 1/2	R-SS	3 1/2	SS-B	4	CL-R	C	C	L	C	S	S				
3265	PENALTY																	
	CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	2 1/2	60 1/2	4	
3040	PENALTY																	
	CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		61	3	
3028	PENALTY																	
	CONTENT	0	0	0	+1/2	0	0	0	0	0	+1/2			71	1			
3119	PENALTY																	
	CONTENT	+1/2	+1/2	+1/2	-1/2	0	-1/2	1	4	0			4 1/2	64	2			
3096	PENALTY																	
	CONTENT	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2		60	5	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: *[Signature]*

For more information on how exhibitors are scored visit www.adhmuniversity.com



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show
CLASS: PB Ranch Reins
DATE: 7-10-21

<p>1/2 Point Penalties:</p> <ul style="list-style-type: none"> - Starting a circle or exiting a rollback at a trot for up to two strides - Delayed change of lead by one stride where the lead change is required by the pattern description - Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback - Over-spin or under-spin up to 1/8 turn <p>1 Point Penalties:</p> <ul style="list-style-type: none"> - Over-bridged (per maneuver) - Out of frame (per maneuver) - Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead - Over or under spinning 1/8 to 1/4 turn - Slipping rein <p>2 Point Penalties:</p> <ul style="list-style-type: none"> - Break of gait - Freeze up in spins or rollbacks - Failure to stop or walk before executing a lope departure on trot-in patterns - Failure to be in a lope prior to the first marker on run-in patterns - Failure to completely pass the specified marker before initiating a stop position - Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena 	<p>5 Point Penalties:</p> <ul style="list-style-type: none"> - Spurring in front of cinch - Blatant disobedience - Use of either hand to instill fear/praise <p>10 Point Penalty:</p> <ul style="list-style-type: none"> - Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver) <p>Off-Pattern (OP): Cannot place above others who complete pattern correctly</p> <ul style="list-style-type: none"> - Breaking pattern - Inclusion of maneuver (i.e., over or under spinning, backing more than two strides) - Repeated blatant disobedience - Use of two hands (except in snaffle bit or hackamore) - More than one finger between split reins or any fingers between romal reins (except two rein) - Trotting in excess of 1/2 circle or 1/2 length of the arena <p>Disqualification (DQ):</p> <ul style="list-style-type: none"> - Abuse - Lameness - Disrespect or misconduct - Illegal equipment - Fall of horse/rider - Improper western attire - Leaving arena before pattern is complete
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W/O	#	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	TOTAL PENALTY	SCORE	OFF PATTERN		
			1	2	3	4	5	6	7	8	9	10						
			Each horse/rider team is scored between 0-100 points and automatically begins the run with a score of 70 points -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	R-SS	3 1/4 S	R-SS	3 1/2 RS	SS-B	1/8	CC	R	CC	L	CC	SS				
1	3318	PENALTY																
		CONTENT	-1/2	-1	0	0	-1	-1	-1	-1	-1	-1	-1				64 1/2	
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																
		PENALTY																
		CONTENT																

JUDGE'S NAME (PRINTED): Vickie Oakley

JUDGE'S SIGNATURE: *Vickie Oakley*

For more information on how exhibitors are scored visit www.adhuniversity.com



VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show
CLASS: YTH (PB)
DATE: 7/16/21

1/2 Point Penalties:

- Starting a circle or exiting a railback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or railback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or railbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lops prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O #	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		1	2	3	4	5	6	7	8	9	10							
3212	Maneuver Description	R-SS	3 1/2 SS	R-SS	3 1/2 SS	SS-B	AS	AS	CC	R	CC	L	CC	SS				
	PENALTY		1/2											1/2				
	CONTENT	1/2	68%	1/2	67%	1/2	66%	1/2	65%	0	1/2							64
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *[Signature]*

For more information on how exhibitors are scored visit www.admiversity.com



NRSIA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show

CLASS:

DATE:

1/2 Point Penalties:

- Starting a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-bridled (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

3212

W/O #	MANUEVER SCORES	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN		
		1	2	3	4	5	6	7	8	9	10						
	Tie-Breaker																
	Manuever Description	R-SS	3 1/2	R-SS	3 1/2	SS-B	AS	AS	SS-B	AS	CC-R	CC-R	CC-S	CC-S			
3212	PENALTY																
	CONTENT	-1	-1	-1	-1	-2	-2	-2	-2	-2	-2	-2	-2	-2			64
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																
	PENALTY																
	CONTENT																

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE: *Bob Smith*



NRSHA
NATIONAL RANCH AND
STOCK HORSE ALLIANCE

VERSATILITY RANCH HORSE - REINING

Pattern 4

SHOW: World Show
 CLASS:
 DATE:

1/2 Point Penalties:

- Staring a circle or exiting a rollback at a trot for up to two strides
- Delayed change of lead by one stride where the lead change is required by the pattern description
- Failure to remain a minimum of twenty feet from the wall or fence when approaching a stop and/or rollback
- Over-spin or under-spin up to 1/8 turn

1 Point Penalties:

- Over-brided (per maneuver)
- Out of frame (per maneuver)
- Out of lead in the circles, figure eights, or around the end of the arena. This penalty is cumulative and will be deducted for each quarter of a circle the horse is out of lead
- Over or under spinning 1/8 to 1/4 turn
- Slipping rein

2 Point Penalties:

- Break of gait
- Freeze up in spins or rollbacks
- Failure to stop or walk before executing a lope departure on trot-in patterns
- Failure to be in a lope prior to the first marker on run-in patterns
- Failure to completely pass the specified marker before initiating a stop position
- Trotting beyond 2 strides, but less than 1/2 circle or 1/2 length of arena

5 Point Penalties:

- Spurring in front of cinch
- Blatant disobedience
- Use of either hand to instill fear/praise

10 Point Penalty:

- Unnatural Ranch Horse Appearance (Horse's tail is obvious and consistently carried in an unnatural manner in every maneuver)

Off-Pattern (OP): Cannot place above others who complete pattern correctly

- Breaking pattern
- Inclusion of maneuver (i.e., over or under spinning, backing more than two strides)
- Repeated blatant disobedience
- Use of two hands (except in snaffle bit or hackamore)
- More than one finger between split reins or any fingers between normal reins (except two rein)
- Trotting in excess of 1/2 circle or 1/2 length of the arena

Disqualification (DQ):

- Abuse
- Lameness
- Disrespect or misconduct
- Illegal equipment
- Fall of horse/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O #	Tie-Breaker	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN			
		1	2	3	4	5	6	7	8	9	10							
3310	Maneuver Description	R-SS	3/4LS	R-SS	3/2RS	SS-B	AAA	CCA	CL	CSS								
	PENALTY																	
	CONTENT	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	
	PENALTY																	
	CONTENT																	

12.7

JUDGE'S NAME (PRINTED): _____ JUDGE'S SIGNATURE: