

In Hand Ranch Fundamentals

254
Class: Mule In Hand Ranch Fundamentals



One (1) point penalty: Each hit, bite or stepping on a log, pole, cone or obstacle. Incorrect or break of gait at walk or jog for two (2) strides or less. 2+ under
Three (3) points penalty: Incorrect or break of gait at walk or jog for more than two (2) strides. Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail. Stepping outside the confines of, falling or jumping off or out of an obstacle with one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with one (1) foot.

Five (5) points penalty: Dropping slicker or object required to be carried on course. First or second cumulative refusal, balk, or evading an obstacle by shying or backing. Letting go of gate or dropping rope gate. Use of either hand to instill fear or praise. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with more than one (1) foot. Blatant disobedience (including kicking out, bucking, rearing, striking or continuously circling the exhibitor).

Zero (0) total score for course (disqualification). Performing the obstacles other than in specified order. No attempt to perform an obstacle. Equipment failure that delays completion of pattern. Excessively or repeatedly touching the animal. Failure to enter, exit or work obstacle in any manner other than described, including over-turns of more than one quarter (1/4) turn. Failure to follow the correct line of travel between obstacles. Working outside designated boundary marker of the arena or course area. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course. Failure to demonstrate correct gait between obstacles as designated. Mule or donkey gets loose from exhibitor. Leading on the wrong side of the mule or donkey.

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP
		Each mule/donkey/handler team is scored between 1-100 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												
		<i>Sidewalk</i>	<i>gate 2</i>	3	4	5	6	7	8	9	10			
		Tie-Breaker												
		Maneuver Description	<i>sidewalk</i>	<i>gate</i>	<i>surp.</i>	<i>turn</i>	<i>Back</i>							
1	753	PENALTY	<i>-5-5</i>		<i>-3-3</i>									
		CONTENT	<i>-1/2</i>	<i>0</i>	<i>-1</i>	<i>-1</i>	<i>-1</i>	<i>-1/2</i>						<i>OP</i>
				<i>5 1/2</i>	<i>5 1/2</i>									

		PENALTY												
		CONTENT												

		PENALTY												
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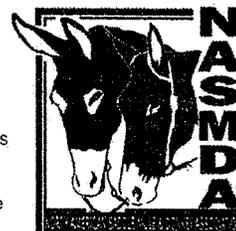
		PENALTY												
		CONTENT												

Judge's Name (Printed)

Kath Longacre
Judge's Signature

In Hand Ranch Fundamentals

255 Class: Donkey In-Hand Ranch Fundamentals



One (1) point penalty: Each hit, bite or stepping on a log, pole, cone or obstacle. Incorrect or break of gait at walk or jog for two (2) strides or less. *24 under*
Three (3) points penalty: Incorrect or break of gait at walk or jog for more than two (2) strides. Knocking down an elevated pole, cone, barrel, plant or obstacle, or severely disturbing an obstacle unless caused by the tail. Stepping outside the confines of, falling or jumping off or out of an obstacle with one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with one (1) foot.

Five (5) points penalty: Dropping slicker or object required to be carried on course. First or second cumulative refusal, balk, or evading an obstacle by shying or backing. Letting go of gate or dropping rope gate. Use of either hand to instill fear or praise. Stepping outside the confines of, falling or jumping off or out of an obstacle with more than one (1) foot once the foot has entered obstacle; including missing one (1) element of an obstacle on a line of travel with more than one (1) foot. Blatant disobedience (including kicking out, bucking, rearing, striking or continuously circling the exhibitor).

Zero (0) total score for course (disqualification). Performing the obstacles other than in specified order. No attempt to perform an obstacle. Equipment failure that delays completion of pattern. Excessively or repeatedly touching the animal. Failure to enter, exit or work obstacle in any manner other than described, including over-turns of more than one quarter (1/4) turn. Failure to follow the correct line of travel between obstacles. Working outside designated boundary marker of the arena or course area. Third cumulative refusal, balk, or evading an obstacle by shying or backing over entire course. Failure to demonstrate correct gait between obstacles as designated. Mule or donkey gets loose from exhibitor. Leading on the wrong side of the mule or donkey.

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP	
		1	2	3	4	5	6	7	8	9	10				
		Each mule/donkey/handler team is scored between 1-100 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													
Tie-Breaker															
Maneuver Description															
/	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
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	PENALTY														
	CONTENT														

Judge's Name (Printed)

Keith Longacre
 Judge's Signature

Ranch Trail

256

Class: Open Donkey Ranch Trail



1 Point Penalties: Over-bridled (per maneuver), Each hit, bite or stepping on a log, cone plant or any component of the obstacle. Incorrect or break of gait at walk or trot for two (2) strides or less. Both front or hind feet in a single-stride slot or space at a walk or trot. Skipping over or failing to step into required space. Split pole in lope-over; incorrect number of strides, if specified. One to two steps on mount/dismount or ground tie except shifting to balance

3 Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lope. Break of gait at walk or trot for more than two (2) strides. Three to Four steps on mount/dismount on ground tie.

5 point penalties: Spurring in front of cinch; blatant disobedience. Use of either hand to instill fear/praise. Knocking over, stepping out of or falling off an obstacle. Dropping an object required to be carried. 1st or 2nd cumulative refusal. Letting go of gate. Five or more steps on mount/dismount or ground tie.

Off-Pattern (Op): Breaking pattern. 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). 3rd refusal. Repeated blatant disobedience. Failure to dally and remain dallied. Exhibitors cannot place above others who complete pattern correctly.

5. Disqualification (DQ): Lameness. Abuse. Illegal equipment. Disrespect or misconduct. Leaving working area before pattern is complete. Improper western attire. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)

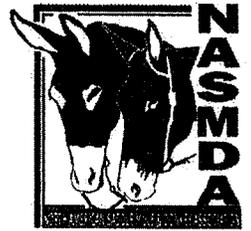
W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP	
		Each mule/donkey/rider team is scored between 1-100 points and automatically begins the run with a score of 70 points. -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		<i>sidestep</i>	<i>gate</i>	<i>Log</i>	<i>up back</i>	<i>drag</i>	<i>Log RL</i>	<i>surf</i>							
PENALTY				-3	-5-5	-5 OP									
CONTENT		0	0	-1	-1	-1/2	0	0				-18	48 1/2	OP	
2	760	PENALTY			-5 OP	-5-5		OP							
CONTENT		0	-1/2	0	+1/2	-1	0	+1/2					49 1/2	OP	
		PENALTY													
CONTENT															
		PENALTY													
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		PENALTY													
CONTENT															

Judge's Name (Printed)

Kelli Longacre
Judge's Signature

Ranch Trail

257 Class: Senior Mule Ranch Trail



1 Point Penalties: Over-bridled (per maneuver), Each hit, bite or stepping on a log, cone plant or any component of the obstacle. Incorrect or break of gait at walk or trot for two (2) strides or less. Both front or hind feet in a single-stride slot or space at a walk or trot. Skipping over or failing to step into required space. Split pole in lope-over; incorrect number of strides, if specified. One to two steps on mount/dismount or ground tie except shifting to balance
3 Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lope. Break of gait at walk or trot for more than two (2) strides. Three to Four steps on mount/dismount on ground tie.
5 point penalties: Spurring in front of cinch; blatant disobedience. Use of either hand to instill fear/praise. Knocking over, stepping out of or falling off an obstacle. Dropping an object required to be carried. 1st or 2nd cumulative refusal. Letting go of gate. Five or more steps on mount/dismount or ground tie.
Off-Pattern (Op): Breaking pattern. 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). 3rd refusal. Repeated blatant disobedience. Failure to dally and remain dalled. Exhibitors cannot place above others who complete pattern correctly.
5. Disqualification (DQ): Lameness. Abuse. Illegal equipment. Disrespect or misconduct. Leaving working area before pattern is complete. Improper western attire. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP
		Each mule/donkey/rider team is scored between 1-100 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												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		slip	gate	logs	Bridge	Draw	RL	seep						
		PENALTY												
1	768	CONTENT	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2				73	
2	759	PENALTY	-5-5	-5-5	OP		OP	OP	-3				38	OP
		CONTENT	-1/2	-1/2	-1/2	0	-1/2	-1/2	-1/2					
3	758	PENALTY	-5-5	-5-5	OP		OP	-3					35	OP
		CONTENT	-1/2	-1/2	+1/2	0	-1/2	-1	0					
4	766	PENALTY	-5											0
		CONTENT												
5	763	PENALTY			-3								-3	69
		CONTENT	+1/2	+1/2	-1/2	+1/2	0	+1/2	+1/2					
6	751	PENALTY												73 1/2
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					
7	749	PENALTY												74
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1					
8	762	PENALTY	OPs		-3-1									36 1/2 OP
		CONTENT	-5-5	0	-3-3	0	-1/2	0	+1/2					
9	752	PENALTY			-1								-1	71 1/2
		CONTENT	+1/2	+1/2	0	+1/2	0	+1/2	+1/2					
10	764	PENALTY			-3								-3	68
		CONTENT	0	+1/2	-1/2	+1/2	0	0	+1/2					
		PENALTY												
		CONTENT												

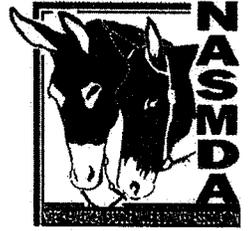
Judge's Name (Printed)

Judge's Signature

Keith Longacre

Ranch Trail

258
Class: Junior Mule Ranch Trail



1 Point Penalties: Over-bridled (per maneuver), Each hit, bite or stepping on a log, cone plant or any component of the obstacle. Incorrect or break of gait at walk or trot for two (2) strides or less. Both front or hind feet in a single-stride slot or space at a walk or trot. Skipping over or failing to step into required space. Split pole in lope-over; incorrect number of strides, if specified. One to two steps on mount/dismount or ground tie except shifting to balance

3 Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lope. Break of gait at walk or trot for more than two (2) strides. Three to Four steps on mount/dismount on ground tie.

5 point penalties: Spurring in front of cinch; blatant disobedience. Use of either hand to instill fear/praise. Knocking over, stepping out of or falling off an obstacle. Dropping an object required to be carried. 1st or 2nd cumulative refusal. Letting go of gate. Five or more steps on mount/dismount or ground tie.

Off-Pattern (Op): Breaking pattern. 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). 3rd refusal. Repeated blatant disobedience. Failure to dally and remain dallied. Exhibitors cannot place above others who complete pattern correctly.

5. Disqualification (DQ): Lameness. Abuse. Illegal equipment. Disrespect or misconduct. Leaving working area before pattern is complete. Improper western attire. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP
		Each mule/donkey/rider team is scored between 1-100 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Maneuver Description		Dedup gate Loop Bridge Drop RL serp												
1	750	PENALTY -3-5		-3										
		CONTENT 1/2	0	-1/2	0	0	0	1/2				50 1/2		

		PENALTY												
		CONTENT												

		PENALTY												
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		PENALTY												
		CONTENT												

Judge's Name (Printed) _____ Judge's Signature *Kath Longacre*

Ranch Trail

259
Class: Amateur Mule Ranch Trail



1 Point Penalties: Over-bridled (per maneuver), Each hit, bite or stepping on a log, cone plant or any component of the obstacle. Incorrect or break of gait at walk or trot for two (2) strides or less. Both front or hind feet in a single-stride slot or space at a walk or trot. Skipping over or failing to step into required space. Split pole in lope-over; incorrect number of strides, if specified. One to two steps on mount/dismount or ground tie except shifting to balance

3 Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lope. Break of gait at walk or trot for more than two (2) strides. Three to Four steps on mount/dismount on ground tie.

5 point penalties: Spurring in front of cinch; blatant disobedience. Use of either hand to instill fear/praise. Knocking over, stepping out of or falling off an obstacle. Dropping an object required to be carried. 1st or 2nd cumulative refusal. Letting go of gate. Five or more steps on mount/dismount or ground tie.

Off-Pattern (Op): Breaking pattern. 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). 3rd refusal. Repeated blatant disobedience. Failure to dally and remain dallied. Exhibitors cannot place above others who complete pattern correctly.

5. Disqualification (DQ): Lameness. Abuse. Illegal equipment. Disrespect or misconduct. Leaving working area before pattern is complete. Improper western attire. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP
		Each mule/donkey/rider team is scored between 1-100 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												
		1	2	3	4	5	6	7	8	9	10			
Tie-Breaker														
Maneuver Description		serp	gate	yoqa	Bridge	Dragon	yoqa	Serp						
1	768	PENALTY						-1						
		CONTENT	+1/2	0	+1/2	0	0	+1/2	0				-1	70 1/2
2	752	PENALTY												
		CONTENT	+1/2	+1/2	+1	+1	+1/2	+1	+1/2					75
3	763	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2					73
4	755	PENALTY			3			-1						
		CONTENT	+1/2	+1/2	-1	0	0	-1	0					-4
5	751	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2					73 1/2
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Name (Printed) _____ Judge's Signature Keith Longacre

Ranch Trail

2nd Class: Youth Mule Pleasure Trail



1 Point Penalties: Over-bridled (per maneuver), Each hit, bite or stepping on a log, cone plant or any component of the obstacle. Incorrect or break of gait at walk or trot for two (2) strides or less. Both front or hind feet in a single-stride slot or space at a walk or trot. Skipping over or failing to step into required space. Split pole in lobe-over; incorrect number of strides, if specified. One to two steps on mount/dismount or ground tie except shifting to balance

3 Point Penalties: Wrong lead or out of lead; draped reins; break of gait at lobe. Break of gait at walk or trot for more than two (2) strides. Three to Four steps on mount/dismount on ground tie.

5 point penalties: Spurring in front of cinch; blatant disobedience. Use of either hand to instill fear/praise. Knocking over, stepping out of or falling off an obstacle. Dropping an object required to be carried. 1st or 2nd cumulative refusal. Letting go of gate. Five or more steps on mount/dismount or ground tie.

Off-Pattern (Op): Breaking pattern. 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). 3rd refusal. Repeated blatant disobedience. Failure to dally and remain dallied. Exhibitors cannot place above others who complete pattern correctly.

5. Disqualification (DQ): Lameness. Abuse. Illegal equipment. Disrespect or misconduct. Leaving working area before pattern is complete. Improper western attire. Fall of animal/ rider (run ends; scores will be given for work done but the animal/rider team will be disqualified and will not be placed)

W/O	Entry No.	OBSTACLE SCORES										Penalty Total	Score	OP
		Each mule/donkey/rider team is scored between 1-100 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												
Tie-Breaker		1	2	3	4	5	6	7	8	9	10			
Maneuver Description		<i>side pass</i>	<i>gate</i>	<i>lope</i>	<i>Bridge</i>	<i>Drag</i>	<i>RL</i>	<i>rear</i>						
		PENALTY												
1	764	CONTENT	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				73	
2	768	PENALTY		-5-5	-3									
		CONTENT	0	-1	-1 1/2	0	-1	-1/2	0				-13	53
3	763	PENALTY												
		CONTENT	-1	0	+1/2	+1/2	+1/2	+1/2	+1/2				71 1/2	
4	752	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1	-1				-1	72 1/2
5	757	PENALTY	<i>OP</i>	<i>OP</i>	<i>OP</i>				-1					<i>OP</i>
		CONTENT	-1 1/2	-1 1/2	-1 1/2	0	0	0	-1					38 1/2
6	758	PENALTY	-5	-5-5	-3-3			<i>OP</i>	-3					<i>OP</i>
		CONTENT	-1	-1 1/2	-1 1/2	0	-1	-1 1/2	-1 1/2					33
7	751	PENALTY												
		CONTENT	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2				73 1/2	
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												
		PENALTY												
		CONTENT												

Judge's Name (Printed)

Judge's Signature

Keith Longman

Ranch Pleasure Score Sheet - Pattern 3



26th Class
 Event: Open Donkey Ranch Pleasure
 Event Class: National Western Stock Show - DM

Date: 1/21/2026

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		Walk	Lope	Ext. Trot	Trot	Stop & Reverse	Trot	Lope	Ext. Lope	Ext. Walk	S&B	Penalty Total	Final Score	OP	
W/O	Entry No.	1	2	3	4	5	6	7	8	9	10				
		PENALTY SCORE													
1	760	0	0	-1/2	0	0	0	0	-1/2	0	-1/2		68 1/2		
		PENALTY SCORE													
2	761	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2		73 1/2		
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													
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		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													

Judge's Name (Printed) _____

Judge's Signature F. L. Longacre

Ranch Pleasure Score Sheet - Pattern 3



Event: National Western Stock Show - DM
 Class: Open Male Ranch Pleasure

Date: 1/21/2026

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		Walk	Lope	Ext. Trot	Trot	Stop & Reverse	Trot	Lope	Ext. Lope	Ext. Walk	S&B	Penalty Total	Final Score	OP	
W/O	Entry No.	1	2	3	4	5	6	7	8	9	10				
		PENALTY SCORE													
1	766	MANEUVER SCORE	1/2	1/2	1/2	1/2	0	0	0	3	1/2	0	-1	-3	63 1/2
		PENALTY SCORE													
2	752	MANEUVER SCORE	1/2	1/2	+1	+1	1/2	1/2	+1	+1	1/2	0			76 1/2
		PENALTY SCORE													
3	764	MANEUVER SCORE	0	1/2	0	0	0	0	0	1/2	0	1/2			69 1/2
		PENALTY SCORE													
4	768	MANEUVER SCORE	0	1/2	1/2	1/2	0	0	1/2	1/2	1/2	1/2			73 1/2
		PENALTY SCORE													
5	749	MANEUVER SCORE	0	1/2	1/2	1/2	0	1/2	OP	OP	0	0			OP 67
		PENALTY SCORE													
6	751	MANEUVER SCORE	0	-3	1/2	1/2	0	1/2	1/2	1/2	1/2	1/2	-3		70
		PENALTY SCORE													
7	763	MANEUVER SCORE	0	1/2	1/2	1/2	1/2	0	0	1/2	0	0			68 1/2
		PENALTY SCORE													
8	762	MANEUVER SCORE	1/2	-1	1/2	0	0	1/2	-1	-1	1/2	0			65
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													

Judge's Name (Printed)

Judge's Signature

Keith Longacre

Ranch Pleasure Score Sheet - Pattern 3



Event: NWSS - Donkey/Mule

Date: 1/21/2026

Class: Amateur Mule Ranch Pleasure

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

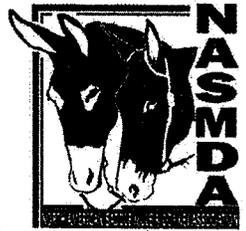
Maneuver Description		Walk	Lope	Ext. Trot	Trot	Stop & Reverse	Trot	Lope	Ext. Lope	Ext. Walk	S&B	Penalty Total	Final Score	OP	
W/O	Entry No.	1	2	3	4	5	6	7	8	9	10				
		PENALTY SCORE													
1	751	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2		75		
		PENALTY SCORE													
2	768	0	+1/2	OP	-1	-3	0	0	-1/2	-1/2	0	0	-3	OP 64	
		PENALTY SCORE													
3	763	0	0	-1	-1	-1/2	0	0	-1/2	0	0		67		
		PENALTY SCORE													
4	755	-1/2	-1	-1/2	0	+1/2	0	-3	-1	-1	+1/2	0	-3	63	
		PENALTY SCORE													
5	752	+1/2	+1	+1	+1/2	+1/2	+1/2	+1	+1/2	+1/2	0		76		
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													

Judge's Name (Printed)

Judge's Signature

Keith Longacre

Ranch Pleasure Score Sheet - Pattern 3



Event: NWSS - Donkey/Mule

Date: 1/21/2026

Class: Youth Mule Ranch Pleasure

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		Walk	Lope	Ext. Trot	Trot	Stop & Reverse	Trot	Lope	Ext. Lope	Ext. Walk	S&B	Penalty Total	Final Score	OP	
W/O	Entry No.	1	2	3	4	5	6	7	8	9	10				
		PENALTY SCORE													
		MANEUVER SCORE													
1	764	-1/2	-3	-1	0	0	0	0	-1/2	0	0		64		
		PENALTY SCORE													
		MANEUVER SCORE													
2	757	0	OP	0	0	-1	0	0	-1	-1	0		OP	62 1/2	
		PENALTY SCORE													
		MANEUVER SCORE													
3	752	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2		74		
		PENALTY SCORE													
		MANEUVER SCORE													
4	768	-1	-3	-3	0	-1/2	-1/2	0	-3	0	0	-10	56		
		PENALTY SCORE													
		MANEUVER SCORE													
5	751	0	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	0	+1/2		73 1/2		
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													
		PENALTY SCORE													
		MANEUVER SCORE													

Judge's Name (Printed)

Judge's Signature

Keith Longene

Ranch Riding Score Sheet - Pattern 3



Event: NWSS - Donkey/male
 Class: Open Donkey Ranch Riding

Date: 1/21/2026

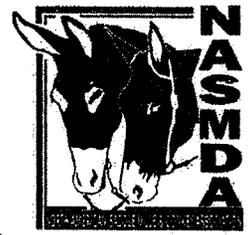
MANEUVER SCORES: -1 1/2 Extremely Poor, -1 Very Poor, -1/2 Poor, 0 Correct, +1/2 Good, +1 Very Good, +1 1/2 Excellent

Maneuver Description		W	Trot	LL	CL	RL	Ext. RL	Ext. Trot	Trot	Trot Logs	S*360 Each Way	Walk S+B						Penalty Total	Final Score	OP	
W/O	Entry No.	Description	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
1	760	PENALTY SCORE					-3		-3		-1										
		MANEUVER SCORE	0	0	+1/2	0	-1/2	0	-1	0	-1/2	0	-1/2						-6	61	
2	761	PENALTY SCORE																			
		MANEUVER SCORE	0	+1/2	0	0	-1/2	-1/2	+1/2	0	-1/2	-1/2	0							68	
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			

Judge's Name (Printed)

Judge's Signature *Keith Longacre*

Ranch Riding Score Sheet - Pattern 3



Event: NWSS - Donkey/Mule
 Sub: Senior Mule Ranch Riding
 Class: Senior Mule Ranch Riding

Date: 1/21/2026

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		W	Trot	LL	CL	RL	Ext. RL	Ext. Trot	Trot	Trot Logs	S+360 Each Way	Walk S+B						Penalty Total	Final Score	OP	
W/O	Entry No.	Description	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
1	752	PENALTY SCORE																			
		MANEUVER SCORE	-1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2						74		

2	768	PENALTY SCORE																		
		MANEUVER SCORE	0	0	+1/2	0	0	0	-1/2	+1/2	+1/2	+1/2	0						71 1/2	

3	749	PENALTY SCORE	OP		OP				OP		OP									OP
		MANEUVER SCORE	-1/2	0	-1/2	0	0	-1/2	-1/2	0	-1/2	+1/2	0						64	

4	764	PENALTY SCORE																		
		MANEUVER SCORE	0	0	-1	0	+1/2	0	-1/2	0	+1/2	+1/2	+1/2						70 1/2	

5	763	PENALTY SCORE							-1											
		MANEUVER SCORE	0	+1/2	+1/2	0	+1/2	+1/2	-1/2	0	+1/2	+1/2	-1/2					-1	71	

6	751	PENALTY SCORE																		
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1	+1/2	+1/2	+1/2	0	+1/2						75	

7	762	PENALTY SCORE																		
		MANEUVER SCORE	0	0	-1	0	0	0	0	0	+1/2	0	-1/2						69	

8	766	PENALTY SCORE																		
		MANEUVER SCORE	0	+1/2	-1/2	-1/2	-3/4	-1/2	-1/2	-1/2	-1/2	0	+1/2						-3 65/2	

		PENALTY SCORE																		
		MANEUVER SCORE																		

		PENALTY SCORE																		
		MANEUVER SCORE																		

		PENALTY SCORE																		
		MANEUVER SCORE																		

Judge's Name (Printed) _____

Judge's Signature Keith Longacre

Ranch Riding Score Sheet - Pattern 3



Event: NWSS - Donkey/Mule

Date: 1/21/2026

Class: 207 Junior Mule Ranch Riding

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		W	Trot	LL	CL	RL	Ext. RL	Ext. Trot	Trot	Trot Logs	S+360 Each Way	Walk S+B						Penalty Total	Final Score	OP	
W/O	Entry No.	Description	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
		PENALTY SCORE			OP																OP
1	750	MANEUVER SCORE	0	0	-1/2	-1	0	0	0	0	0	1/2	1/2								68 1/2

		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			

Judge's Name (Printed)

Judge's Signature

Keith Longacre

Ranch Riding Score Sheet - Pattern 3



Event: NWSS - Donkey / male
 Class: Amateur male Ranch Riding

Date: 1/21/2020

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		W	Trot	LL	CL	RL	Ext. RL	Ext. Trot	Trot	Trot Logs	S+360 Each Way	Walk S+B						Penalty Total	Final Score	OP		
W/O	Entry No.	Description	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15					
1	752	MANEUVER SCORE	0	+1/2	+1	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2							75 1/2		
		PENALTY SCORE																				
2	755	MANEUVER SCORE	0	0	-1/2	-1	-1	-1/2	0	0	0	0	0							-3	64	
		PENALTY SCORE				-3																
3	763	MANEUVER SCORE	0	+1/2	0	0	+1/2	+1/2	0	+1/2	+1/2	0	0								72 1/2	
		PENALTY SCORE																				
4	768	MANEUVER SCORE	0	-1/2	0	-1	-1/2	0	0	0	0	0	0								-3	65
		PENALTY SCORE				-1																
5	751	MANEUVER SCORE	0	-1/2	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2								-1	72
		PENALTY SCORE																				
		PENALTY SCORE																				
		PENALTY SCORE																				
		PENALTY SCORE																				
		PENALTY SCORE																				
		PENALTY SCORE																				
		PENALTY SCORE																				

Judge's Name (Printed)

Judge's Signature *Keith Longacre*

Ranch Riding Score Sheet - Pattern 3



Event: NWSS - Donkey/Mule

Date: 1/21/2020

Class: Youth Mule Ranch Riding

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		W	Trot	LL	CL	RL	Ext. RL	Ext. Trot	Trot	Trot Logs	S*360 Each Way	Walk S+B						Penalty Total	Final Score	OP	
W/O	Entry No.	Description	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15				
1	764	PENALTY SCORE							-1												
		MANEUVER SCORE	0	+1/2	0	+1/2	+1/2	0	-1	0	0	-1/2	+1/2						-1	69 1/2	
2	751	PENALTY SCORE																			
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	+1/2	0	+1/2							74 1/2	
3	752	PENALTY SCORE																			
		MANEUVER SCORE	0	+1/2	+1/2	+1/2	+1	+1/2	+1	+1	+1	0	+1/2							76 1/2	
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			
		PENALTY SCORE																			
		MANEUVER SCORE																			

Judge's Name (Printed)

Judge's Signature

Keith Longacre



PATTERN CLASS SCORE SHEET

- Showmanship
 Equitation
 Mullemanship/Donkeymanship

CLASS: 210 Amateur Donkey Ranch Donkeymanship

JUDGE: _____ DATE: 12/1/2010

SHOW: NWSS - Donkey

SIGNATURE: [Signature]

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, 1 Good, 2 Very Good, 3 Excellent. 1/2 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O. Maneuver Description	ENTRY #										TOTAL PENALTY	FRE SCORE	COMMENT	
	1	2	3	4	5	6	7	8	9	10				
1														
2														
3														
4														
5														
6														
7														
8														
9														
10														

SCORE	#	#	#	SCORE	#	#	#
97-100				70			
93-96				69.5			
89-92				69			
86-88				68.5			
85.5				68			
85				67.5			
84.5				67			
84				66.5			
83.5				66			
83				65.5			
82.5				65			
82				64.5			
81.5				64			
81				63.5			
80.5				63			
80				62.5			
79.5				62			
79				61.5			
78.5				61			
78				60.5			
77.5				60			
77				59.5			
76.5				59			
76				58.5			
75.5				58			
75				57.5			
74.5				57			
74				56.5			
73.5				56			
73				55.5			
72.5				55 & ▼			
72							
71.5							
71							
70.5							

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

- Showmanship
 Equitation
 Mulemanship/Donkeymanship

CLASS: 211 Wm Mule Pouch Mulemanship SHOW

JUDGE: _____ DATE: 12/2021

SIGNATURE: Kevin Longacre

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/2 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O. #	ENTRY #	Maneuver Description										TOTAL PENALTY	F.R.E.	SCORE	COMMENT		
		1	2	3	4	5	6	7	8	9	10						
1	764	+1	+1	+1	+1	+1	+1									77	
2	757	-3	-1	-1/2	-1/2	-1/2	-1/2	-1/2	-1/2								OP
3	758	+1	+1	+1	-1	+1	+1	+1									75
4																	
5																	
6																	
7																	
8																	
9																	
10																	

SCORE	#	#	#	#	#	#	#	#	#
97-100									
93-96									
89-92									
86-88									
85.5									
85									
84.5									
84									
83.5									
83									
82.5									
82									
81.5									
81									
80.5									
80									
79.5									
79									
78.5									
78									
77.5									
77									
76.5									
76									
75.5									
75									
74.5									
74									
73.5									
73									
72.5									
72									
71.5									
71									
70.5									

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

- Showmanship
 Equitation
 Mulemanship/Donkeymanship

CLASS: 272. Ama Mule Pouch Mulemanship
 JUDGE: _____ DATE: 1/21/2010

SHOW: NWSS - Shelbyville
 SIGNATURE: [Signature]

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/2 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O.	ENTRY #	Maneuver Description										TOTAL PENALTY	FREE SCORE	COMMENT			
		1	2	3	4	5	6	7	8	9	10						
	1	751	0	0	+1	+1	+1	+1	0							71	
	2	768	+1	0	0	0	-3	-3	0	0							OP
	3	763	+2	0	+1	+1	+1	+1	+1	+1							77
	4	755	0	0	-1	-1	0	-2	0								66
	5																
	6																
	7																
	8																
	9																
	10																

SCORE	#	#	#	SCORE	#	#	#
97.100				70			
93.96				69.5			
89.92				69			
86.88				68.5			
85.5				68			
85				67.5			
84.5				67			
84				66.5			
83.5				66			755
83				65.5			
82.5				65			
82				64.5			
81.5				64			
81				63.5			
80.5				63			
80				62.5			
79.5				62			
79				61.5			
78.5				61			
78				60.5			
77.5				60			
77				59.5			763
76.5				59			
76				58.5			
75.5				58			
75				57.5			
74.5				57			
74				56.5			
73.5				56			
73				55.5			
72.5				55 & ▼			
72							768 OP
71.5							
71							751
70.5							

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

- Showmanship
 Equitation
 Mulemanship/Donkeymanship

CLASS: 213 1/4 Donkey Ranch Donkeymanship
 SHOW: Miss-Dorothy Judge
 JUDGE: _____
 DATE: 11/1/01
 SIGNATURE: [Signature]

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/2 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O. #	ENTRY #											TOTAL PENALTY	T.R.E.	SCORE	COMMENT									
		1	2	3	4	5	6	7	8	9	10													
1																								
	2																							
		3																						
			4																					
				5																				
					6																			
						7																		
							8																	
								9																
									10															

SCORE	#	#	#	#	#	#	#	#
97.100								
93.96								
89.92								
86.88								
85.5								
85								
84.5								
84								
83.5								
83								
82.5								
82								
81.5								
81								
80.5								
80								
79.5								
79								
78.5								
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77.5								
77								
76.5								
76								
75.5								
75								
74.5								
74								
73.5								
73								
72.5								
72								
71.5								
71								
70.5								

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

- Showmanship
- Equitation
- Mulemanship/Donkeymanship

CLASS: 293 Youth Mule Ranch Showmanship
 JUDGE: _____
 DATE: 1/22/2020

SHOW: NWSS - Mule/Rocker
 SIGNATURE: Yvett Longacre

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/2 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O. #	ENTRY #	1	2	3	4	5	6	7	8	9	10	TOTAL PENALTY	FRE SCORE	SCORE	COMMENT	
	1	757	1	+1	-3	0						10		59	-4	
	2	764	+1	5	0	+1								65	-2	
	3	754	0	5	0	-1								64	-3	
	4	763	+1	+1	+1	+1								74	-1	
	5															
	6															
	7															
	8															
	9															
	10															

SCORE	#	#	#	#	SCORE	#	#	#	#
72-100					70				
93-96					69.5				
89-92					69				
84-88					68.5				
85.5					68				
85					67.5				
84.5					67				
84					66.5				
83.5					66				
83					65.5				
82.5					65				
82					64.5				
81.5					64				
81					63.5				
80.5					63				
80					62.5				
79.5					62				
79					61.5				
78.5					61				
78					60.5				
77.5					60				
77					59.5				
76.5					59				
76					58.5				
75.5					58				
75					57.5				
74.5					57				
74					56.5				
73.5					56				
73					55.5				
72.5					55 & ▼				
72									
71.5									
71									
70.5									

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

- Showmanship
 Equitation
 Mulemanship/Donkeymanship

CLASS: 994 Ann. Mule Ranch Showmanship Show:

JUDGE: _____ DATE: 1/22/2020

SIGNATURE: *Miss Mule/Donkey*

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/4 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

M.O. #	ENTRY #	Maneuver Description										TOTAL PENALTY	FREE SCORE	COMMENT	
		1	2	3	4	5	6	7	8	9	10				
1	755	-3	-3	-2	+3										0 P. Entry correct
2	768	0	-3	+2	0								10	59	-3
3	763	9	+2	+2	0								5	70	-1
4	751	0	+1	+1	-1								10	61	-2
5															
6															
7															
8															
9															
10															

SCORE	#	#	#	SCORE	#	#	#
77-100				70			
93-96				69.5			
88-92				69			
83-87				68.5			
85.5				68			
85				67.5			
84.5				67			
94				66.5			
93.5				66			
93				65.5			
82.5				65			
82				64.5			
81.5				64			
81				63.5			
80.5				63			
80				62.5			
79.5				62			
79				61.5			
78.5				61			
78				60.5			
77.5				60			
77				59.5			
76.5				59			
76				58.5			
75.5				58			
75				57.5			
74.5				57			
74				56.5			
73.5				56			
73				55.5			
72.5				55 & ▼			
72							
71.5							
71							
70.5							

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -.3, -.5, -1.0. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

- Showmanship
- Equitation
- Mulemanship/Donkeymanship

CLASS: 298 Yth Donkey Ranch Showmans SHOW: NWSS - Mule Party

JUDGE: 1/2/2002

DATE: 1/2/2002 SIGNATURE: Paula Ferguson

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/2 point increments are acceptable. Exhibitors MAY also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O. #	ENTRY #	RANKING										TOTAL PENALTY	NET SCORE	COMMENT	
		1	2	3	4	5	6	7	8	9	10				
1	100	0	-1	-1	0								5	63	

2	701														
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3															
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4															
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5															
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6															
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7															
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8															
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9															
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10															
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SCORE	#	#	#	SCORE	#	#	#
70				70			
69.5				69.5			
69				69			
68.5				68.5			
68				68			
67.5				67.5			
67				67			
66.5				66.5			
66				66			
65.5				65.5			
65				65			
64.5				64.5			
64				64			
63.5				63.5			
63				63			
62.5				62.5			
62				62			
61.5				61.5			
61				61			
60.5				60.5			
60				60			
59.5				59.5			
59				59			
58.5				58.5			
58				58			
57.5				57.5			
57				57			
56.5				56.5			
56				56			
55.5				55.5			
55 & ▲				55 & ▲			
71.5							
71							
70.5							

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.



PATTERN CLASS SCORE SHEET

CLASS: *Double Trouble*

SHOW: _____

- Showmanship
 Equitation
 Mulemanship/Donkeymanship

JUDGE: *Deanna*

DATE: _____

SIGNATURE: _____

Each exhibitor is scored between 0 to Infinity points with 70 denoting an average performance. Maneuver Scores: -3 Extremely Poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent. 1/2 point increments are acceptable. Exhibitors MAA' also be judged on the rail, and their pattern score and/or ranking may be adjusted as appropriate.

W.O.	ENTRY #	1	2	3	4	5	6	7	8	9	10	TOTAL PENALTY	FRE	SCORE	COMMENT
	1	751	+1	+1	+1	+1	+1							75	41.635 NT
	2	752	+1	1/2	1/2	+1	+1							74	35.563
	3	758	+1	-3	-3	-5.5	-1/2							51 1/2	48.494
	4	751	+1	+1	+1	+1	+1							75	33.949
	5	758	9/2	-3	-3	-5.5	-1							50	45.538
	6	758	+1	+1	+1	1/2	+1							74 1/2	36.751
	7	758	+1	+1	+1	+1	+1							75	
	8	755	OP	1/2	1/2	1/2	1/2							65 1/2	34.235
	9														
	10														

SCORE	#	#	#	SCORE	#	#	#
97.100				70			
93.96				69.5			
89.92				69			
86.88				68.5			
85.5				68			
85				67.5			
84.5				67			
84				66.5			
83.5				66			
83				65.5			
82.5				65			
82				64.5			
81.5				64			
81				63.5			
80.5				63			
80				62.5			
79.5				62			
79				61.5			
78.5				61			
78				60.5			
77.5				60			
77				59.5			
76.5				59			
76				58.5			
75.5				58			
75				57.5			
74.5				57			
74				56.5			
73.5				56			
73				55.5			
72.5				55 & ▼			
72							
71.5							
71							
70.5							

Exhibitors overall form and effectiveness (F&E) should be scored from 0 to 5 with 0 to 2 Average, 3 Good, 4 Very Good, 5 Excellent. Penalties are assessed at -3, -5, -10. See Rulebook for complete list of penalties and disqualifications.