



SHOW: Stock Horse @ JPH

CLASS: OPEN

DATE: 6/19/19

VERSATILITY RANCH HORSE - REINING

Pattern 2

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
		1	2	3	4	5	6	7	8	9	10				
Tie-Breaker		1	2	3	4	5	6	7	8						
Maneuver Description		O ⁸	4SPR	O ⁰	4SP ^L	O ¹	L ^{RB}	R ^{RB}	S ¹ B						
365	PENALTY						1								
	CONTENT	0	-1/2	0	-1/2	0	-1/2	-1	-1				1	65 1/2	
331	PENALTY			0			1								
	CONTENT	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2	-1				1	67 1/2	X
364	PENALTY			0		2	2								
	CONTENT	0	0	0	-1/2	0	-1/2	-1	-1/2				5	60 1/2	X
356	PENALTY						1								
	CONTENT	+1/2	0	+1/2	+1/2	0	+1/2	+1/2	+1				1	70 1/2	
364	PENALTY				1/2	1 1/2									
	CONTENT	-1/2	-1	0	-1/2	0	0	-1/2	0				6 1/2	61	
380	PENALTY		1/2			1									
	CONTENT	0	0	0	-1/2	-1/2	0	0	0				1 1/2	61 1/2	
334	PENALTY					1/2									
	CONTENT	0	-1/2	-1/2	+1/2	0	0	0	0	0			3	107	
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



VERSATILITY RANCH HORSE - REINING

Pattern 2

SHOW:	Stock Horse @ JPH
CLASS:	LTD NONPRO / LTDAM
DATE:	6/9/19 1/2 54

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		RL O	4sp R	LL O	4sp L	O, LL	L RB	Rt RB	S, B						
	PENALTY		1/2												
	CONTENT	-1/2	0	0	0	0	-1/2	0	0				1/2	68 1/2	
	PENALTY														
	CONTENT	0	-1	0	-1	0	-1	-1	-1/2					67 1/2	
	PENALTY		1/2					1/2							
	CONTENT	0	-1/2	0	+1/2	0	+1/2	0	-1/2				1	69	
	PENALTY		1/3			1/2									
	CONTENT	0	+1/3	0	+1/2	0	-1/2	-1/2	-1/2					70	119 1/2
	PENALTY														
	CONTENT	0	0	+1/2	+1/2	0	+1/3	0	+1/3					72	
	PENALTY					1/2									
	CONTENT	0	-1/2	0	0	-1/3	0	-1/2	-1				1/2	67	
	PENALTY							1/2							
	CONTENT	0	+1/2	0	+1/2	0	-1	-1	-1/2				1/2	68	
	PENALTY					2	1/2								
	CONTENT	0	-1	-1/2	-1/2	-1/2	1/2	0	0				5	62	

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



SHOW: Stock Horse @ JPH

CLASS: Non Pro / Am

DATE: 6/9/19

VERSATILITY RANCH HORSE - REINING

Pattern 2

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
		1	2	3	4	5	6	7	8	9	10				
	Tie-Breaker	R ^L 90	4SPR ^L	4Q ^L	4SP ^L	0, LC	L ^L RB	R ^R RB	S, B						
	Maneuver Description														
	356	PENALTY													
		CONTENT	0	0	+1/2	+1/2	0	-1/2	+1/2	-1/2				1/2	70
	318	PENALTY													
		CONTENT	0	0	0	-1/2	0	+1/2	-1/2	0					69 1/2
	359	PENALTY													
		CONTENT	0	-1	0	+1/2	0	0	-1/2	-1/2					68 1/2
	360	PENALTY	SP				1/2								
		CONTENT	-1	-1/2	0	-1/2	0	-1/2	-1/2	0				3	64 X
	224	PENALTY													
		CONTENT	0	-1/2	0	-1/2	0	0	0	+1/2					69 1/2
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:



SHOW:	Spokane Horse @ JH
CLASS:	4d Nonpro 14/1 am
DATE:	6/9/19 2/2

VERSATILITY RANCH HORSE - REINING

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
		1	2	3	4	5	6	7	8	9	10				
	Tie-Breaker	1	2	3	4	5	6	7	8						
	Maneuver Description	RLD	4SR	LLD	4SL	OLC	LRB	RRB	S+B						
	341	PENALTY												70	
		CONTENT	0	-1/2	0	0	0	0	+1/2						
	318	PENALTY	2				11	1/2	1/2				5	60 1/2	
		CONTENT	0	-1/2	-1/2	-1/2	-1	-1	-1/2	-1/2					
	317	PENALTY					11	2	1/2				4 1/2	63 1/2	
		CONTENT	0	+1/2	0	-1/2	0	-1/2	-1/2	0					
	354	PENALTY	0 1/2 1/2				0						6	58	X
		CONTENT	-1	-1	0	-1	-1/2	-1	-1	-1/2					
	347	PENALTY					54						9	56 1/2	
		CONTENT	0	-1/2	-1/2	-1	-1/2	-1	-1/2	-1/2					
	310	PENALTY												70 1/2	
		CONTENT	0	+1/2	+1/2	0	-1/2	0	0	0					
	334	PENALTY												69	
		CONTENT	0	0	0	-1/2	0	0	-1/2	0					
		PENALTY													
		CONTENT													

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

San Rayns



VERSATILITY RANCH HORSE - REINING

Pattern 2

SHOW: Stock Horse @ JPH
CLASS: ~~Native~~ Green Horse
DATE: 6/9/19

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		1	2	3	4	5	6	7	8						
		R ₅ D ₀	4SP R	L ₀ D ₀	4SP L	O ₁ LL	L ₂ RB	R ₄ RB	S ₁ B						
	PENALTY														
	CONTENT	-1	-1/2	-1	-1	-1/2	0	-1	-1/2				10 1/2	53	X
	PENALTY			1/2		2/2									
	CONTENT	0	0	0	-1/2	0	-1/2	0	0				7	62	
	PENALTY	2/2		2		2	3/2								
	CONTENT	-1/2	-1	-1/2	-1/2	-1/2	-1	-1	-1				11	53	X
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



VERSATILITY RANCH HORSE - REINING

Pattern 2

SHOW: Stock Horse@JPH
CLASS: Green Novice
DATE: 6/9/19

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#		MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
			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													
Tie-Breaker			1	2	3	4	5	6	7	8	9	10				
Maneuver Description			RLC	4SPRT	LC	4SPC	OLC	LPB	R	RB	SPB					
	329	PENALTY					4							4	62 1/2	
		CONTENT	0	-1/2	0	-1/2	-1	-1/2	-1/2	-1/2						
	346	PENALTY				1/2								1/2	69	
		CONTENT	0	0	0	0	0	-1/2	0	0						
	328	PENALTY					2 1/2	2	2	2				12	53	
		CONTENT	0	-1	-1/2	-1	-1/2	-1	-1/2	-1/2						
	340	PENALTY		1/2			4							4 1/2	60	
		CONTENT	0	-1	0	-1	-1/2	-1	-1	-1						
	330	PENALTY					2 1/2			2				6	59	
		CONTENT	0	-1	0	-1	-1/2	-1	-1/2	-1						
	302	PENALTY					2 1/2							4	61	
		CONTENT	0	-1/2	-1/2	-1/2	-1/2	-1/2	-1	-1/2						
	385	PENALTY	12	OP		OP	4							7	60 1/2	X
		CONTENT	-1/2	0	-1/2	0	-1	-1/2	0	0						
		PENALTY														
		CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]



SHOW: Stock Horse @ JPH
CLASS: Youth
DATE: 6/9/19

VERSATILITY RANCH HORSE - REINING Pattern 2

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: AQHA entry ONLY

- 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 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/rider
- Improper western attire
- Leaving arena before pattern is complete

W/O	#	MANUEVER SCORES										10 POINT PENALTY	PENALTY TOTAL	SCORE	OFF PATTERN
		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													
Tie-Breaker		1	2	3	4	5	6	7	8	9	10				
Maneuver Description		R/O	4SPR	2O	4SP	O,LC	LPR	RPR	S,B						
344	PENALTY				1/2								1/2	70 1/2	
	CONTENT	0	0	0	0	0	0	+1/2	+1/2						
363	PENALTY							2					2	67 1/2	
	CONTENT	0	-1/2	0	+1/2	+1/2	-1/2	0	-1/2						
301	PENALTY	2		2 1/2	2	4 1/2		2	2				22	36 1/2	X
	CONTENT	-1 1/2	-1 1/2	-1 1/2	-1	-1	-1	-1	-1						
345	PENALTY	1			OP			1/2					1 1/2	70 1/2	X
	CONTENT	0	+1/2	0	+1	0	0	+1/2	0						
	PENALTY														
	CONTENT														
	PENALTY														
	CONTENT														
	PENALTY														
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	PENALTY														
	CONTENT														

JUDGE'S NAME (PRINTED):

JUDGE'S SIGNATURE:

[Signature]