Team Versatility

District _____

Team with the lowest time wins.

School _____

Manuever # _____	Manuever # _____	Manuever # _____	Manuever # _____
In Hand	**Western/English**	**Timed Event**	**Trail/Rancher**
Add to time in seconds:	Add to time in seconds:	Add to time in seconds:	Add to time in seconds:
1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10	1 2 3 4 5 6 7 8 9 10
11 12 13 14 15 16 17 18 19 20	11 12 13 14 15 16 17 18 19 20	11 12 13 14 15 16 17 18 19 20	11 12 13 14 15 16 17 18 19 20
Comments:	Comments:	Comments:	Comments:
Athlete #	Athlete #	Athlete #	Athlete #
	Added Time:	Event Time:	Total Time:

Adding Seconds. The maximum seconds added should be if nothing can be found correct about the element. Adding 5-10 seconds would be a single routine mistake ie: missed lead, but fixed; knocked over a pole. Judges must also find degrees of mistakes or lack of perfection and work to use the entire range of adding 1 to 20 seconds per element. Missing a lead completely around the circle might be a +10 seconds, while having a bit of a heavy hand and less the stellar body position, but accurate and obedient might be +2-5 seconds. Any element untried or done wrong is a +30 for the team.

REV 1.2017

Judge _____

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