



Teams and Individual Score

Light Horse	Grade	Pair Lances	Pair swords	Team Lances	Team Swords	Individual Lance	Individual Sword	Ingounds Total	Individual %	
Grade	A	Possible inground score							192	
Wayne Mills	B	24	18	90	44	0	0	176	92%	
Steven Craig	B	24	24	72	36	0	0	156	81%	
Chloe Sampson	C	20	2	60	10	0	0	92	48%	
David Thurn	B	18	12	92	36	0	0	158	82%	
									582	

	Rings & Peg	Lemons & Peg	Skill at Arms	Overheads Total	Overall
Possible o/head score	44	44	78	166	358
without drill	40.5	34	50	124.5	300.5
	35	35	58	128	284
	19.5	14.5	1.5	35.5	127.5
	27.5	33.5	57	118	276

Pairs Lancers	R1			R2			Total
Wayne Mills	6	6	12	6	6	12	24
David Thurn	6	6	12	6	0	6	18
B	Drill		2	Drill		2	4
	R1 Total			R2 Total			46

Pairs Swords	R1			R2			Total
Wayne Mills	6	6	12	6	0	6	18
David Thurn	0	6	6	0	6	6	12
B	Drill		1.5	Drill		1.5	3
	R1 Total			R2 Total			33

Pair Lancers	R1			R2			Total
Steven Craig	6	6	12	6	6	12	24
Chloe Sampson	6	6	12	4	4	8	20
B	Drill		2	Drill		1	3
	R1 Total			R2 Total			47

Pairs Swords	R1			R2			Total
Steven Craig	6	6	12	6	6	12	24
Chloe Sampson	0	2	2	0	0	0	2
B	Drill		1	Drill		1	2
	R1 Total			R2 Total			28

Teams Lances	R1			R2			R3			R4			R5			R6			R7			R8			Total
Wayne Mills	6	6	12	6	6	12	6	6	12	6	6	12	6	6	12	6	6	12	6	6	12	0	6	6	90
Steven Craig	6	0	6	6	6	12	6	6	12	6	6	12	0	6	6	6	6	12	0	6	6	0	6	6	72
Chloe Sampson	6	6	12	6	6	12	0	0	0	6	6	12	6	0	0	0	0	0	6	6	12	6	6	12	60
David Thurn	6	6	12	4	6	10	6	4	10	6	6	12	6	6	12	6	6	12	6	6	12	6	6	12	92
	Drill		0	Drill		3.5	Drill		2.5	Drill		2.5	Drill		1.5	Drill		3	Drill		3.5	Drill		3	19.5
	R1 Total			R2 Total			R3 Total			R4 Total			R5 Total			R6 Total			R7 Total			R8 Total			333.5

Teams Sword	R1			R2			R3			R4			R5 Total			R6 Total			Total
Wayne Mills	4	6	10	6	4	10	6	6	12	6	6	12			0			0	44
Steven Craig	6	6	12	6	0	6	0	6	6	6	6	12			0			0	36
Chloe Sampson	0	6	6	0	0	0	0	4	4	0	0	0			0			0	10
David Thurn	6	0	6	6	6	12	6	6	12	6	0	6			0			0	36
	Drill		3	Drill		2	Drill		0	Drill		1.5	Drill			Drill			6.5
	R1 Total			R2 Total			R3 Total			R4 Total			R5 Total			R6 Total			133