

Starting number

Nationality

Immatriculation

Run 1  2

Start number of points: **300**

Penalty description

Fender / Cone 1	Gate 1	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Gate 2	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Gate 3	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Barrel 1	10 penalty points per contact with the barrel.	Nb of touches of fender with barrel				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Barrel 1 - <b>A - 8m</b>	When fender is not deposited the barrel, penalty of 30 points.	Fender in barrel?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Cone 1	When cone is not deposited the doghouse penalty of 20 points	Cone in doghouse?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Ground touches	10 penalty points per contact with the ground of either fender or cone.	Nb of touches of fender and cone with ground				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fender / Cone 2	Gate 1	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Gate 2	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Gate 3	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Barrel 2	10 penalty points per contact with the barrel.	Nb of touches of fender with barrel				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Barrel 2 - <b>C - 6m</b>	When fender is not deposited the barrel, penalty of 30 points.	Fender in barrel?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Cone 2	When cone is not deposited the doghouse penalty of 20 points	Cone in doghouse?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Ground touches	10 penalty points per contact with the ground of either fender or cone.	Nb of touches of fender and cone with ground				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fender / Cone 3	Gate 1	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Gate 2	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Gate 3	Gate not passed: 10 penalty points off	Gate passed?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Barrel 3	10 penalty points per contact with the barrel.	Nb of touches of fender with barrel				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Barrel 3 - <b>B - 4m</b>	When fender is not deposited the barrel, penalty of 30 points.	Fender in barrel?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Cone 3	When cone is not deposited the doghouse penalty of 20 points	Cone in doghouse?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	Ground touches	10 penalty points per contact with the ground of either fender or cone.	Nb of touches of fender and cone with ground				<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Time deviation	1 penalty point per second of deviation (+ or -). Time starts each time first gate passed and stops leaving cone at doghouse	Time deviation from <b>4 min 18 sec</b>	Time	<input type="text"/>	Nb. of points deviation	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Navigator	Foot/feet outside of cockpit, unfasten seat belt / harness: penalty of 100 points	Co-Pilot penalty	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Loss of fender/cone	0 points for the run, except 5m from barrel or doghouse	Loss of fender/cone?	Yes	<input type="checkbox"/>	No	<input type="checkbox"/>	If Yes, then 0 points	<input type="checkbox"/>	

Total points after the run

Signature Judge

Signature Race director