



<b>Combined Speed</b> 2-5 +0 Impact 6-10 +1 Impact 11+ +2 Impact	<b>Down Shield</b> B3 -1 Impact C3 -2 Impact C4 -1 Impact
<b>Moved Furthest</b> +1 Impact	<b>Up Shield</b> A3 -1 Impact A4 -2 Impact
<b>Rise</b> +1 Impact	<b>Aim</b> A3 +2 Impact B2 +1 Impact
<b>Set Lance</b> +1 Impact	<b>Inward Shield</b> B2 -1 Impact B3 -2 Impact
<b>Lean</b> -1 Impact / +1 Impact	<b>Outward Shield</b> A4 -1 Impact B3 -2 Impact

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<b>Lean</b> -1 Impact / +1 Impact	<b>Outward Shield</b> A4 -1 Impact B3 -2 Impact

<b>Sit Forward</b> +1 Balance	<b>Impact - Balance</b>
<b>Rise</b> -1 Balance	<b>IMPACT 1</b> A hit, no score
<b>Brace Shield</b> +1 Balance	<b>IMPACT 2-3</b> Break lance 1 point on chest, torso and legs 2 points for head
<b>Aim</b> C2 +1 Balance D3 +1 Balance D4 +1 Balance D1 Break D2 Break D3 Break	<b>IMPACT 4+</b> Unhorsed, automatic win

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