

5. **If your answers to both questions 2 and 4 above are YES, then answer this question:** Using the combined negligence that proximately caused the plaintiff's injuries as one hundred percent (100%), what percentage of that negligence is attributable to the plaintiff and what percentage is attributable to the defendant? [The percentage must add up to 100%. It is not necessary for the defendant to be assigned a percentage of negligence. It is perfectly acceptable for the defendant to be assigned a zero percentage (0%).]

Plaintiff _____%

Defendant _____%

Total _____%

6. Was the plaintiff's negligence greater than fifty percent?

_____ YES - Stop deliberations

_____ NO - Go to Question 7

7. Please state the amount of damages, if any, sustained by the plaintiff. [Do not reduce the plaintiff's total damages based on the percentage of negligence by any party. After you have answered these questions, the judge will compute the amount of damages for which the defendant is responsible based on the percentage of the defendant's negligence which you have decided proximately caused the plaintiff's injuries. You are to determine only the total amount of the plaintiff's damages and enter that amount below.]

\$ _____ Actual Damages

8. Did the plaintiff prove by clear and convincing evidence that the defendant acted recklessly, willfully, or wantonly and that conduct proximately caused the damages to the plaintiff ?

_____ YES - Go to Question 9.

_____ NO - (see below)

If your answer to Question 8 is NO, Stop and End Your Deliberations, sign and date the Verdict Form below, and inform the Bailiff. If your answer to Question 8 is YES, then proceed to Question 9.

9. Please state the amount of Punitive Damages you award to the plaintiff against the defendant, if any? (You cannot award Punitive Damages unless you first awarded Actual Damages in Question 7 above)

\$ _____ Punitive Damages.

Stop and End Your Deliberations, sign and date the Verdict Form below, and inform the Bailiff.

Date: August 10th, 2021



FOREPERSON