



**BAROQUE EQUESTRIAN GAMES™**  
*Classical Schooling Section*

Phase: HAUTE ECOLE  
 Pattern: ONE

Judge: \_\_\_\_\_ Date: \_\_\_\_\_ Division: \_\_\_\_\_

Movement Score	-3	Extremely Poor	-2	Very Poor	-1	Poor	0	Correct	+1	Good	+2	Very Good	+3	Excellent
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	Entry Number →									
	↓ Movement ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓
1	B3 - Shoulder-In Right									
2	C2 - Halt									
3	Rein Back 4 Steps									
4	Trot Transition									
5	A2 - Shoulder-In Left									
6	B1 - Full-Pass left									
7	B2 - Halt									
8	Rein Back 4 Steps									
9	Piaffer (5-7 steps)									
10	A1 - Full-Pass Right									
11	A2 - Halt									
12	Rein Back 4 Steps									
13	Piaffer (5-7 steps)									
14	A1 - Canter Transition									
15	B1 - Full-Pass Left Canter									
16	A3 - Lead Change									
17	C2 - 3/4 Pirouette Right									
18	A1 - Full-Pass Right Canter									
19	B3 - Lead Change									
20	C2 - 3/4 Pirouette Left									
21	C2 - Walk Transition									
22	C3 - Halt									
	Total Score →									
	Percentage →									