Baroque Equestrian Games™
Musical Presentation Section

Phase: INITIATE

Rider: _____ Horse: _____ Date: _____ Division: _____

Movement Score	-3 Extremely Poor	-2 Very Poor	-1 Poor	0 Correct	+1 Good	+2 Very Good	+3 Excellent

Print clearly the required movements in the order they will appear in your musical presentation. →		
	Total Penalties →	

Required Movements

Square Turn away from long side or onto centerline in Walk (minimum 4, two in each direction

Transition (minimum 2 Walk to Trot)

Transition (minimum 2 Trot to Walk)

20 m. Circle in Trot (minimum 2, one in each direction)

4 Track Shoulder In on the diagonal (minimum 2, one in each direction)

5 Steps of Rein Back (minimum 2, one in each direction)

Demi-Volte into corner at Walk (minimum 2, one in each direction)

Final Halt

There will be a 1-point penalty for each required movement not performed or not demonstrated clearly.

Use of the Required Movements to enhance the balance & performance of the horse.	Choreography	
How Collection is used to create expressiveness in the performance.	Expression in Collection	
Judged on the detail and workmanship and how it enhances the performance through the theme.	Costume	
How it correlates to the theme and enhances the presentation.	Choice of Music	
Editing of the music to enhance the emotional segments of the performance.	Use of Music	
Blending of all the creative elements to enrich the overall theme & performance.	Cohesive Creativity	
	Total Score →	
	Percentage →	

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