



BAROQUE EQUESTRIAN GAMES™
Classical Schooling Section

Phase: INITIATE
 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 ↓
1	Square Turn Left Corner								
2	Halt - Before A2								
3	Square Turn Left								
4	Halt - Before B2								
5	Square Turn Right								
6	Square Turn Right Corner								
7	Square Turn Right Corner								
8	A1 - Trot Transition								
9	A3 - Walk Transition								
10	Square Turn Right Corner								
11	Square Turn Right Corner								
12	Halt - Before B2								
13	Square Turn Right								
14	Halt - Before A2								
15	Square Turn Left								
16	Square Turn Left Corner								
17	Square Turn Left Corner								
18	B1 - Trot Transition								
19	B3 - Walk Transition								
20	Square Turn Left Corner								
21	Square Turn Left Corner								
22	A2 - Left square turn								
23	Square Turn Left Center Line								
24	C3 - Halt								
	Total Score →								
	Percentage →								