# Baroque Equestrian Games™
## Musical Presentation Section

Phase: RASSEMBLER

Rider: _____ Horse: _____ 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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| Print clearly the required movements in the order they will appear in your musical presentation. → | | |
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| | Total Penalties → | |
| 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 → | |

### Required Movements

20m. of Haunches In in Trot (minimum 2, one in each direction)

15m. of Haunches In in Canter (minimum 2, one in each direction)

Circle 10m. in Trot (minimum 2, one in each direction)

Circle 10m. in Canter (minimum 2, one in each direction)

Half Pass in Trot (minimum 2, one in each direction)

Half Pass in Canter (minimum 2, one in each direction)

Half Piroutte in Canter (minimum 2, one in each direction)

Lead Change through 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.**

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