



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

Phase: EQUILIBRE  
 Pattern: TWO

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

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

	Entry Number →								
	↓ Movement ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓	Score ↓
1	At corner halt								
2	Right Lateral Rein back								
3	Turn Left								
4	A2 transition to trot								
5	Shoulder In Left								
6	A2 - Canter Transition								
7	20M Circle Right								
8	Trot Transition								
9	10M Circle Left								
10	Canter Transition								
11	Loop to Quarter Line B								
12	Walk Transition								
13	Square Turn Left								
14	1/4 Turn on the Forehand								
15	Trot Transition								
16	Halt at Corner								
17	Left Lateral Rein back								
18	Trot Transition								
19	Shoulder In Right								
20	Canter Transition								
21	20M Circle Left								
22	Trot Transition								
23	10M Circle Right								
24	Canter Transition								
25	Loop to Quarter Line A								
26	Walk Transition								
27	Square turn Right								
28	1/4 Turn on the Forehand								
29	C3 - Halt								
	Total Score →								
	Percentage →								