



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

Phase: HAUTE ECOLE  
 Pattern: THREE

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 ↓
<b>1</b>	B3 - Full-Pass Right									
<b>2</b>	A1 to C2 Passage									
<b>3</b>	C2 - 1/4 Piaffer Pirouette Right									
<b>4</b>	C2 to A1 Passage									
<b>5</b>	B1 - Full-Pass Left									
<b>6</b>	A3 to C2 Passage									
<b>7</b>	C2 - 1/4 Piaffer Pirouette Left									
<b>8</b>	C2 to A2 Passage									
<b>9</b>	A2 - Canter Transition									
<b>10</b>	8 M Square Volte (Travers) Left									
<b>11</b>	C2 - Lead Change									
<b>12</b>	8 M Square Volte (Travers) Right									
<b>13</b>	Full Pirouette Right Center Line									
<b>14</b>	Lead Change									
<b>15</b>	Full Pirouette Left Center Line									
<b>16</b>	Lead Change									
<b>17</b>	C1 to C2 Passage									
<b>18</b>	C2 - Piaffer 10-15 Steps									
<b>19</b>	C2 to C3 Passage									
<b>20</b>	C3 - Halt									
	<b>Total Score →</b>									
	<b>Percentage →</b>									