



BAROQUE EQUESTRIAN GAMES™
Classical Schooling Section

Phase: INITIATE
 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 ↓	Score ↓
1	Square Turn Right Corner								
2	Halt Between B1-B2								
3	Rein Back to B2 B2 Square Turn right								
4	C2 Trot Transition								
5	Right 20M Circle								
6	Between A3 & J Walk Transition								
7	J Square Turn Right								
8	C3 Halt & Turn Around the Forehand Right								
9	After C3 Trot Transition								
10	¾ 20M Circle Left								
11	Before A2 Transition to Walk								
12	Between A1 & A2 Halt								
13	Rein Back to A2 Square Turn Left A2								
14	C3 Transition to Trot								
15	Left 20M Circle								
16	Between B3 & J Transition to Walk								
17	J Square Turn Left								
18	C3 Halt & Turn Around the Forehand Left								
19	After C3 Transition to Trot								
20	¾ 20M Circle Right								
21	Before B2 Transition to Walk								
22	B1 Square Turn Right								
23	C1 Square Turn Right								
24	Before C2 - Halt								
	Total Score →								
	Percentage →								