# Baroque Equestrian Games™
## Musical Presentation Section

Phase: HAUTE ECOLE

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**

**Full Pass in Trot**
**(minimum 2, one in each direction)**

**Piaffe 10 to 15 steps (3 minimum)**

**20m. of Passage (minimum 4)**

**Full Canter Pirouette**
**(minimum 2, one in each direction)**

**8 Meter Canter Square Volte**
**in Travers (Haunches –In) Position**
**(minimum 2, one in each direction)**

**Lead Change**
**(minimum 4, two 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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