

INSTRUCTIONS: All trot work must be executed rising. To be ridden in an ordinary Snaffle.
 Arena 60 x 20m
 Team of 2
 Minimum length of ride: 4 minutes - Maximum length of ride: 6 minutes

Pas de deux Preparatory Level

10 Excellent	4 Insufficient
9 Very Good	3 Fairly Bad
8 Good	2 Bad
7 Fairly Good	1 Very Bad
6 Satisfactory	0 Not Executed
5 Sufficient	

Team Name

Rider 1

Rider 2

TECHNICAL EXECUTION

Compulsory Elements	Possible Points	Judges Mark	Co-Efficient	Final Score	Remarks
1. Halt Salute Entrance	10				
2. Medium walk (minimum of 10 metres)	10		2		
3. Free Walk on long rein (minimum of 20 consecutive metres)	10		2		
4. Transitions from walk to trot	10				
5. Working Trot Left Rein	10		2		
6. Working Trot Right Rein	10		2		
7. Transitions from trot to walk	10				
8. Halt Salute - final	10				
9. Teamwork distance and lines	10				
10. Transitions – performed together and smoothness of transitions	10				
				TOTAL TECHNICAL EXECUTION OUT OF 140	

Compulsory Elements	Possible Points	Judges Mark	Co-Efficient	Final Score	Remarks
1. Rhythm, Energy and elasticity	10		2		
2. Harmony between all horses	10		2		
3. Chorography, use of arena, inventiveness, design cohesiveness, balance, ingenuity and creativity	10		3		
4. Choice of music and costuming	10		4		
5. Overall impression of the ride	10				
				TOTAL TECHNICAL EXECUTION OUT OF 130	

EXTRA JUDGE COMMENTS

	FINAL SCORE ARTISTIC AND TECHNICAL ADDED TOGETHER
	PERCENTAGE DIVIDE TOTAL SCORE BY 270

JUDGE NAME & SIGNATURE

In the case of a tie the higher artistic impression will break the tie