

INSTRUCTIONS: All trot work must be executed sitting unless the word "rising" is used  
 Arena 60 x 20m  
 Team of 2  
 Minimum length of ride: 4 minutes  
 Maximum length of ride: 6 minutes

# Pas de deux

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. Walk (minimum of 10 metres)	10				
3. Free Walk (minimum of 10 metres)	10				
4. TROT Left Rein	10				
5. TROT Right Rein	10				
3. 20m circle in trot left rein	10		2		
7. 20m circle in trot right rein	10		2		
8. Canter left rein	10				
9. Canter right rein	10				
10. Halt Salute - final	10				
11. Teamwork distance and lines	10				
12. 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**