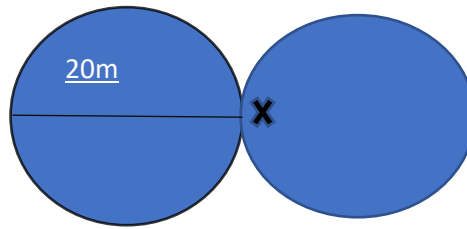


Performance Irish Draught

Flatwork Phase



Marker	Movement	Requirements	Marks
at X	Approach the Judge in Medium Walk. At X Halt	4-time rhythm, showing a degree of over-tracking Straight, square, immobile on the bit – maintain for 3 second	10
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	10
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	10
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	10
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	10
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	10
at X	2nd ½ 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	10
	General impression of harmony and horsemanship		10
	Proceed directly to the first fence on the jumping track		
	Total		80

Score out of 40

80 x 0.5