

Performance Irish Draught Phase 1 Flatwork			
JUDGE	SBP	STEWARD	DJ
Competitor No	217		
Marker	Movement	Requirements	Judges Mark
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 seconds	5
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	7
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	6
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	6
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	6
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	5
at X	2nd ½ 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	6
	General impression of harmony and horsemanship		6
	Proceed directly to the first fence on the jumping track		
	Total	80	47
	Score out of 40 (80 x 0.5)	SCORE	23½
COMMENTS	Very willing horse just needs consistency.		

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD		
Competitor No	SBP 218		
Marker	Movement	Requirements	Judges Mark
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 seconds	8
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	7
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	7
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	7
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	8
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	8
at X	2nd 1/2 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	7
	General impression of harmony and horsemanship		8
	Proceed directly to the first fence on the jumping track		
		Total	60
Score out of 40 (80 x 0.5)		SCORE	30
COMMENTS	Good		

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD		Judges Mark
Competitor No	3BP 220		DJ
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 seconds	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
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	Score out of 40 (80 x 0.5)	SCORE	31
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD D.		
Competitor No	221		
Marker	Movement	Requirements	Judges Mark
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 seconds	6
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	6
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	6
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	6
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	6
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	7
at X	2nd 1/2 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	6
	General impression of harmony and horsemanship		6
	Proceed directly to the first fence on the jumping track		
		Total	49
	Score out of 40 (80 x 0.5)	SCORE	24.1/2
COMMENTS	Could be more forward & consist in biddle.		

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD	Marks	Judges Mark
SBP		15	
Competitor No	222		
Marker	Movement	Requirements	
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 seconds	10 8
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	10 7
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	10 7
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 6
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 7
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	10 7
at X	2nd 1/2 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	10 7
	General impression of harmony and horsemanship		7
	Proceed directly to the first fence on the jumping track		
	Total	80	56
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	Score out of 40 (80 x 0.5)	SCORE	28
COMMENTS	Nicely bad horse		

Performance Irish Draught Phase 1 Flatwork			
JUDGE	3BP	STEWARD	DT
Competitor No	223		
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 seconds	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)			
COMMENTS		SCORE	86/12

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD		
Competitor No	SBP 224		
Marker	Movement	Requirements	Judges Mark
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 seconds	10 4
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	10 7
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	10 7
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 7
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 8
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	10 8
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 6
	General impression of harmony and horsemanship		8
	Proceed directly to the first fence on the jumping track		
	Total		80 55
Score out of 40 (80 x 0.5)		SCORE	27 1/2
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD	Marks	Judges Mark
Competitor No	36P 225	05	
Marker	Movement	Requirements	
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 seconds	7
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	7
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	7
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	8
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	8
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	8
at X	2nd ½ 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	8
	General impression of harmony and horsemanship		8
	Proceed directly to the first fence on the jumping track		
	Total	80	61
Score out of 40 (80 x 0.5)		SCORE	30.5
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD	Marks	Judges Mark
Competitor No			
Marker	Movement	Requirements	
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 seconds	5
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	6
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	6
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	7
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	6
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	5
at X	2nd ½ 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	6
	General impression of harmony and horsemanship		7
	Proceed directly to the first fence on the jumping track		
	Total	80	48
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	Score out of 40 (80 x 0.5)	SCORE	24
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD	Marks	Judges Mark
Competitor No	SBP 227		
Marker	Movement	Requirements	
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 seconds	6
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	6
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	7
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	7
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	7
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	7
at X	2nd ½ 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	3
	General impression of harmony and horsemanship		7
	Proceed directly to the first fence on the jumping track		
		Total	80
			50
	Score out of 40 (80 x 0.5)	SCORE	25
COMMENTS	Active & athletic.		

Performance Irish Draught Phase 1 Flatwork			
JUDGE	SRP	STEWARD	DS
Competitor No	228		
Marker	Movement	Requirements	Judges Mark
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 seconds	7
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	8
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	8
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	8
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	8
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	8
at X	2nd ½ 20m Circle At transition to walk. X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	9
	General impression of harmony and horsemanship		9
	Proceed directly to the first fence on the jumping track		
		Total	80
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	Score out of 40 (80 x 0.5)	SCORE	32 1/2
COMMENTS	Very Polished.		

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD		
Competitor No	SSP 229	DS.	
Marker	Movement	Requirements	Judges Mark
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 seconds	8
from X	Working Trot 20m Circle Left	2-time rhythm in correct bend, showing active hind leg engagement	7
from X	Working Trot 20m Circle Right	2-time rhythm in correct bend, showing active hind leg engagement	7
at X	Working Canter 20m Circle Left	Smooth transition and correct strike off on left lead. 3-time rhythm with correct bend and balance	8
at X	Working Canter 20m Circle Right	Smooth transition and correct strike off on right lead. 3-time rhythm with correct bend and balance	8
at X	Working Trot 20m Circle Right	Smooth transition. Well defined trot, maintained contact and balance	7
at X	2nd ½ 20m Circle transition to walk. At X Halt	Smooth transition. Well defined walk. Halt straight, square, immobile - for 3 seconds	8
	General impression of harmony and horsemanship		9
	Proceed directly to the first fence on the jumping track		
		Total	80
62			
	Score out of 40 (80 x 0.5)	SCORE	31
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	SBP	STEWARD	RJ
Competitor No	231		
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 seconds	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 1/2 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)	SCORE	26
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	STEWARD	Marks	Judges Mark
368	DJ		
Competitor No	232		
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 seconds	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	66
	Score out of 40 (80 x 0.5)	SCORE	33
COMMENTS			

Performance Irish Draught Phase 1 Flatwork			
JUDGE	368	STEWARD	DJ
Competitor No	233		
Marker	Movement	Requirements	Judges Mark
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 seconds	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
Total			
	Score out of 40 (80 x 0.5)	SCORE	31/2
COMMENTS			