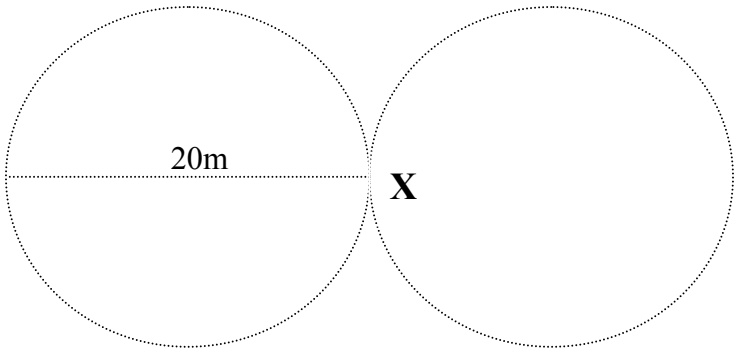
International Connemara Performance Hunter
Flat Work Phase (80 points)



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