



**SOUTH DAKOTA STATE  
UNIVERSITY EXTENSION**



## Beginner 4-H Horse Trail

Exhibitor Name and # County: \_\_\_\_\_

Examples of abbreviations to be used in comment section: T – ticking of log, cone, or obstacle, H – hitting of log, cone, or obstacle, G – wrong gait or break of gait, St – Stepping outside of confines, Miss – missing/evading pole that is part of obstacle, R – refusal of maneuver, Gate – Dropping/letting go of gate

Points to be assigned: -3 Extremely poor, -2 Very Poor, -1 Poor, 0 Correct, +1 Good, +2 Very Good, +3 Excellent

Exhibitors are to be scored from 0 to infinity, with 70 denoting an average performance.

Each maneuver will be scored from a plus 3 to a minus 3 with ½ point increments acceptable that will be added or subtracted from 70.

Horsemanship score: awarded by the judge on overall impression of the run. Points available: 0-2 Average, 3 Good, 4 Very Good, 5 Excellent

	1	2	3	4	5	6	7	8	Horsemanship Score	Total Penalty	Total Score
<b>Maneuver description</b>	Bridge	Serpentine	Box	Jog/chute	90 degree right	Walk over logs	Gate				
<b>Penalty</b>											
<b>Point assigned</b>											
<b>Comments</b>											

**Total points and Ribbon Placing:** \_\_\_\_\_

SDSU Extension is an equal opportunity provider and employer in accordance with the nondiscrimination policies of South Dakota State University, the South Dakota Board of Regents and the United States Department of Agriculture. Learn more at [extension.sdstate.edu](http://extension.sdstate.edu).

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