

LIVESCORE DRESSAGE

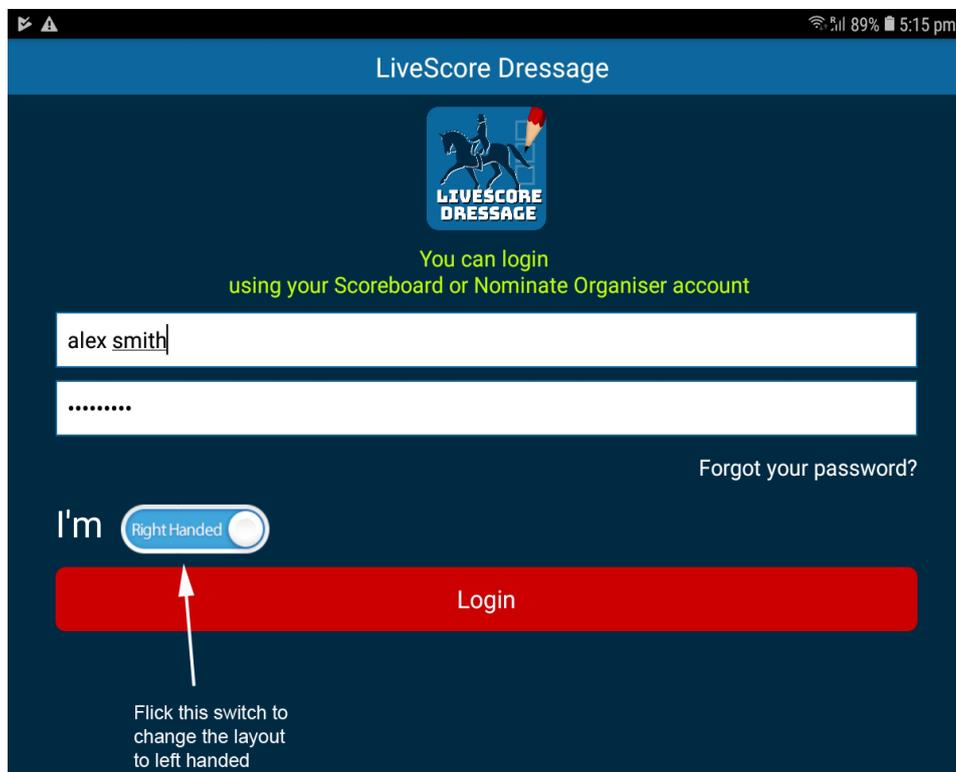
PENCILLER INSTRUCTION SHEET



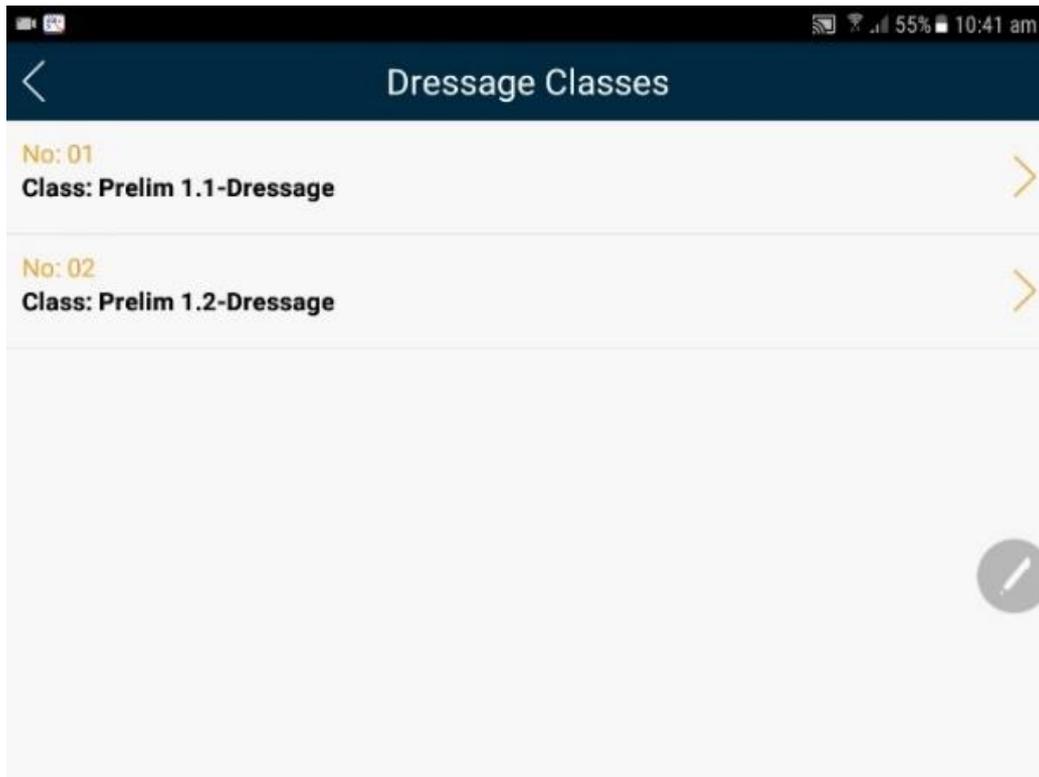
LOGIN

If you haven't already got the app installed on your device, you can download it from the Google Play Store or the Apple App Store. Search for "Nominate Scoreboard"

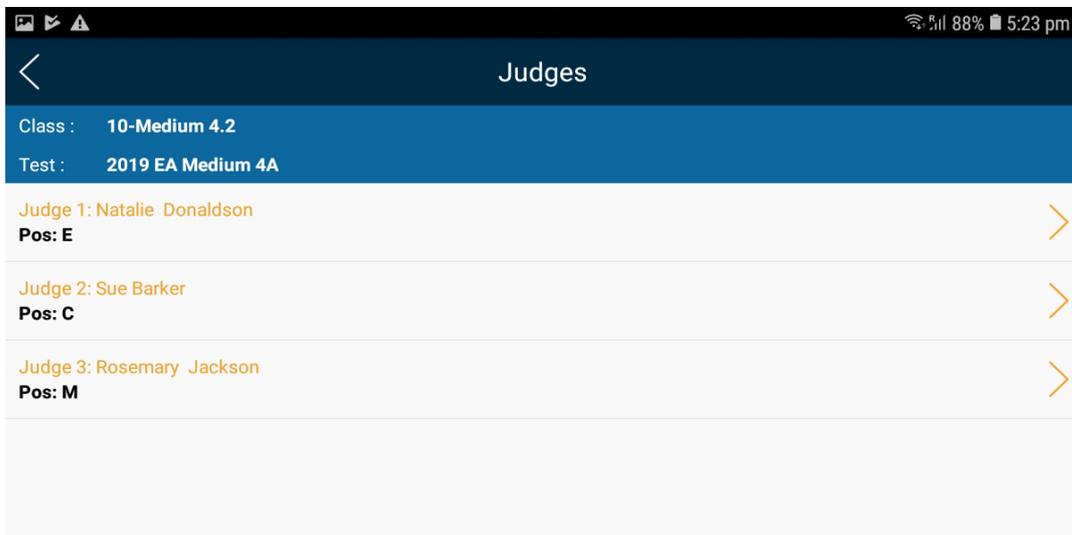
- Login using the username and password allocated to you.
- When you first log in, you have an option of selecting whether you are left handed or right handed. Changing this option reconfigures each screen within the app to optimise it based on which hand you write with.



All classes for your event will be listed. To start scoring, select the class.



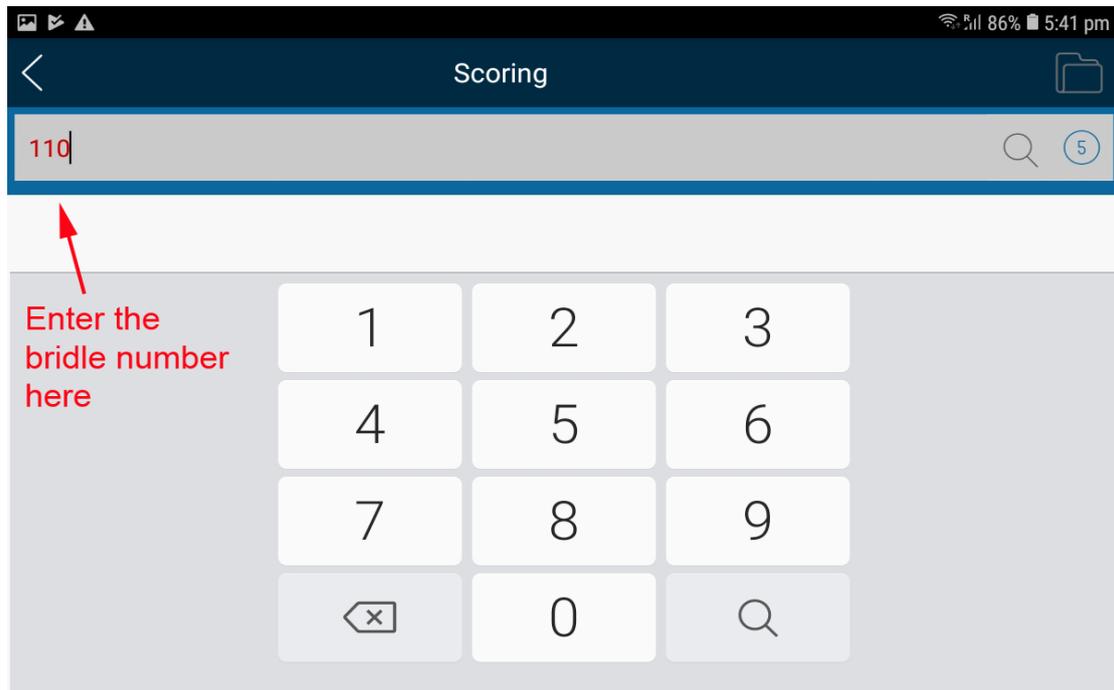
A list of Judges for that class will appear, and you can select the Judge you are scoring for.



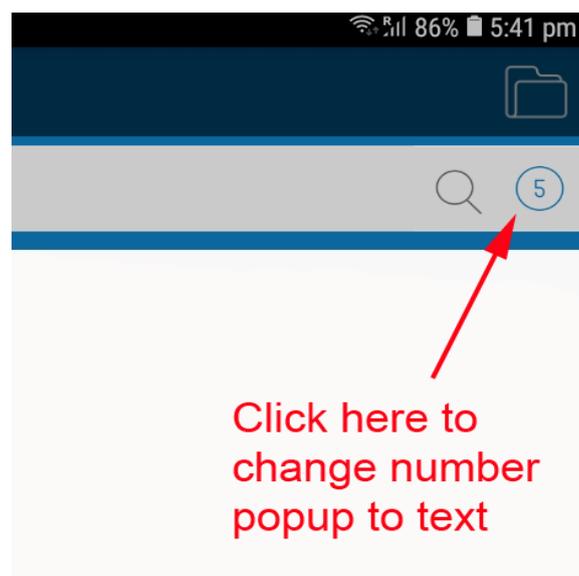
Once you have selected the judge you are pencilling / scribing for, you will be taken to a screen which allows you to either enter the horses bridle number, or select from a list of competitors in the class.

SELECTING RIDERS

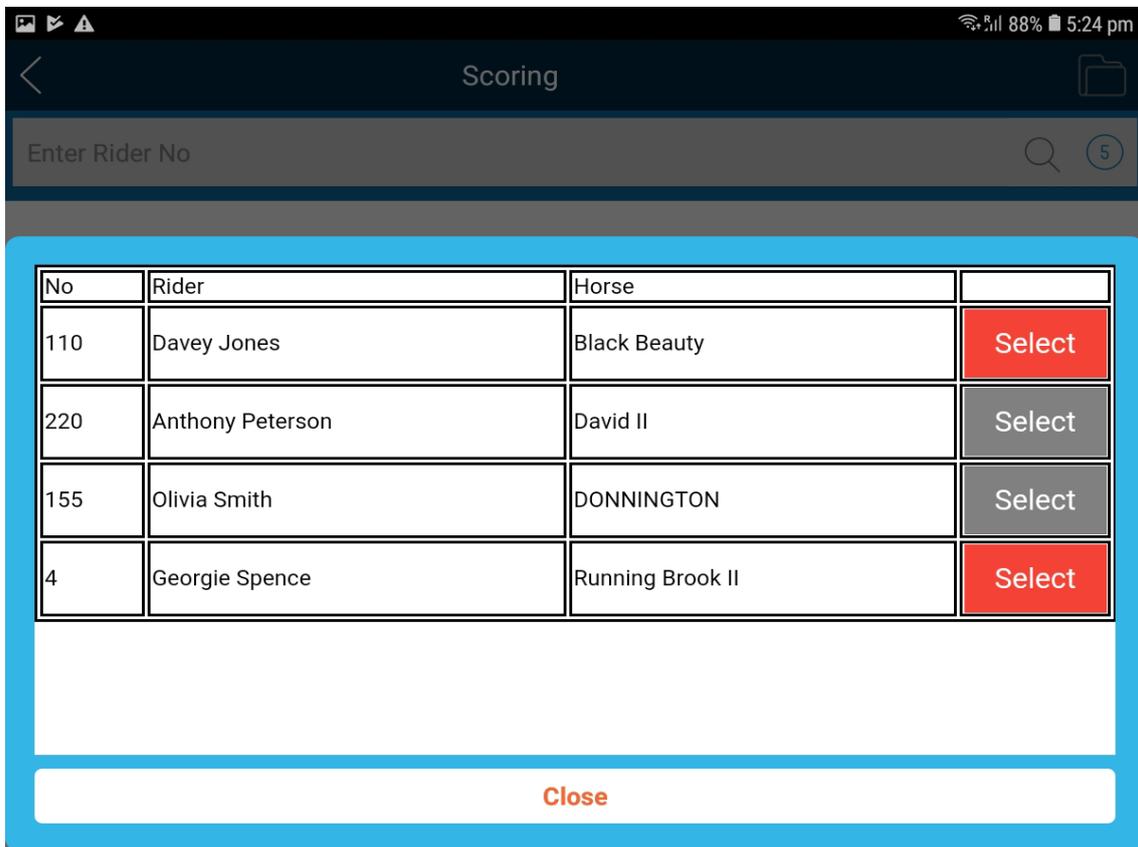
If you click in the “Enter Rider No” box at the top of the screen, a number pad will popup allowing you to enter the number.



If some of your bridle numbers contain letters (for example when you have ponies competing in non pony classes, you can click on the circle with the number 5 in it in the top right corner of the screen. The button will change to a “T”. When you click in the bridle number area, you will get a full keyboard instead of a number pad. To revert back to a number pad, click on the “T”.



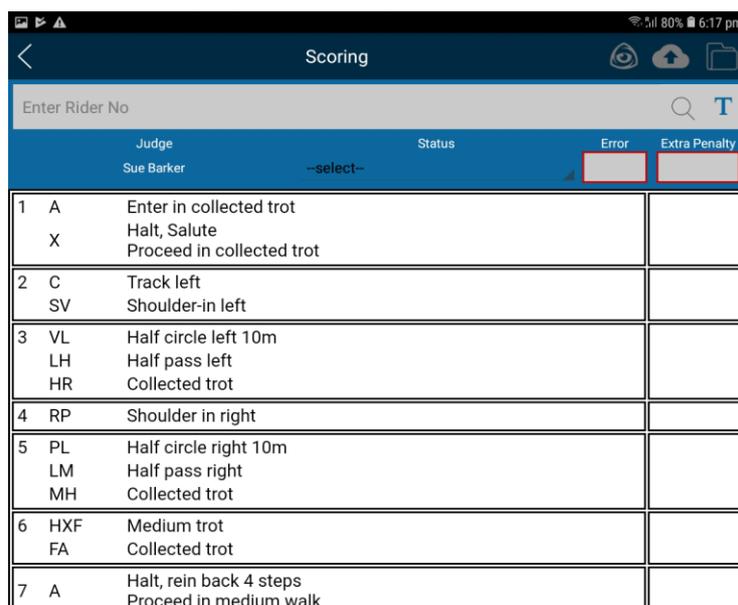
If you want to select the horse/rider from a list of competitors in the class, you can click on the magnifying glass at the top right of the screen. You will then get a popup showing competitors in the class. Scroll up and down this list to find the horse/rider you want, and click on the “Select” button. If the “Select” button is grey, the competitor has been scored already.



The competitors are listed in draw order.

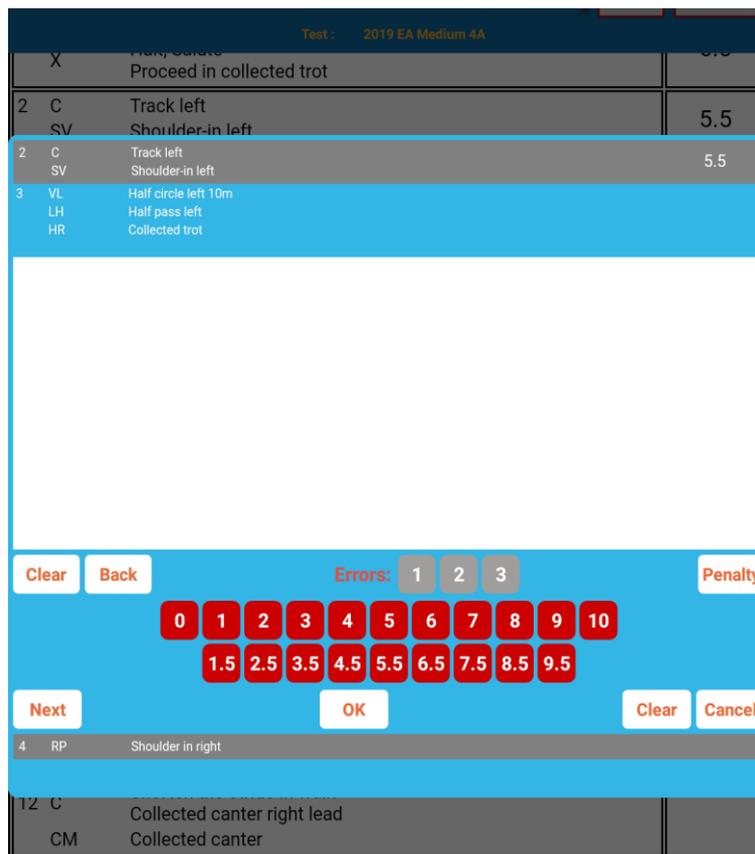
ENTERING SCORES

The dressage test will now show the movements for the test you are scoring. It also lists the test name at the top of the screen so that you know you have the right test selected.



Click the Score button on the first movement. This will bring up a box which allows you to enter the movement score as well as the judges' comments. The movement with the blue background is the current movement. The

previous movement is shown with a grey background above the current movement. At the bottom of the scoring box (also with a grey background) is the next movement.



Write the judges' comments in the box and select the movement score. You can do this the other way around if the judge gives you the score before the comment.

As you enter scores for each movement, the movements already scored will scroll up the screen in the background, so that you can see visually where you are at in the test.

There are a number of functions within this box. See below.

2 C Track left
SV Shoulder-in left 5.5

3 VL Half circle left 10m
LH Half pass left
HR Collected trot

Half circle not 10m
Need more bend in half pass

Eraser

Clears the comment
Takes you to previous movement
Error of course
Penalty other than error of course

Clear Back Errors: 1 2 3 Penalty

0 1 2 3 4 5 6 7 8 9 10
1.5 2.5 3.5 4.5 5.5 6.5 7.5 8.5 9.5

Next Update and moves to next movement OK Clears the score Clear Cancel

4 RP Shoulder in right

To get to the next movement you can either press 'next' to go the next movement, or 'ok' and select the next movement from the main test screen. It's quicker to click on 'next', rather than get out, then back in to the next movement.

Errors of course relate to the movement you are scoring. So, if a rider has one error of course on the movement, you would click the 1 button. In the rare occasion the rider has a second error on the same movement, you click 2.

If the rider has an error on a later movement, you still click the 1 on the later movement as this will be the first error on the later movement.

The system calculates the error penalties. First error = 2, second error = 4 (6 in total) and third error = elimination.

Once all movement scores are entered, the screen returns to the movements screen so that the judge can review the movement scores before providing overall comments and collective scores.

The judge will click on “Collective Scores” in order to do this.

Collective Scores	Score
	Note
Judge Signature	

The judge would enter the overall comments for the test as well as the marks.

The screenshot shows a 'Preview' screen with the following content:

- Handwritten comments: "nice overall movements", "Watch diagonals"
- Buttons: "Clear", "Errors: 1 2 3"
- Section: "Paces (freedom and regularity)" with a grid of scores from 0 to 10 and 1.5 to 9.5.
- Section: "Impulsion (desire to move forward, elasticity of the steps, relaxation of the back and engagement of the quarters)" with a grid of scores from 0 to 10 and 1.5 to 9.5.
- Section: "Submission (attention and confidence; harmony, lightness and ease of the movements; acceptance of the bridle)" with a grid of scores from 0 to 10 and 1.5 to 9.5.
- Section: "Rider's position and seat; correctness and effect of the aids" with a grid of scores from 0 to 10 and 1.5 to 9.5.
- Bottom buttons: "Next", "OK", "Clear", "Cancel"

The judge can also click on the down arrows underneath “Preview” at the top of the screen in order to see the full test including comments and scores.

Preview				
1	A	Enter in collected trot Halt, Salute	6.0	Straight Centre line ☐ halt
	X	Proceed in collected trot		
2	C	Track left	5.5	More bend in shoulder in
	SV	Shoulder-in left		
3	VL	Half circle left 10m	6.0	Half circle not 10m Need more bend in half pass
	LH	Half pass left		
	HR	Collected trot		
4	RP	Shoulder in right	6.5	Better bend this side
5	PL	Half circle right 10m	6.0	Half circle too large
	LM	Half pass right		
	MH	Collected trot		
6	HXF	Medium trot	5.0	Braking. No extension

To close the preview and go back to the collective scores, press on the up arrows at the bottom of the screen

19	0.0	
20	5.0	
21	4.0	No extension shown
22	6.0	
		Atwood CC.

⏪

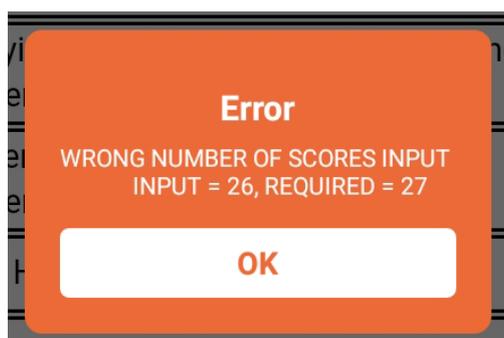
After entering the collective marks and comments, the judge will click “Next” and be taken to the judges’ signature box.



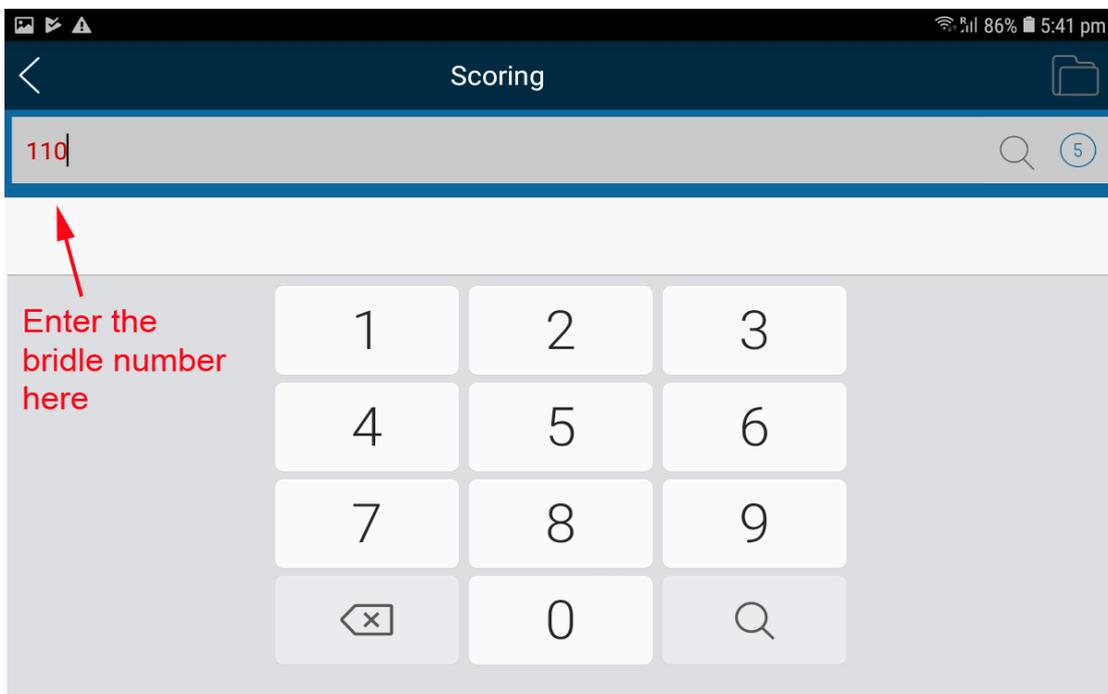
Clicking OK finalises the test and uploads it to the ScoreBoard server and the total percentage for each judge then becomes available to the public.

A digital version of the test is sent to the rider once the test has been signed off on by the judges. Competitors will then have 30 minutes to lodge an appeal if they see fit.

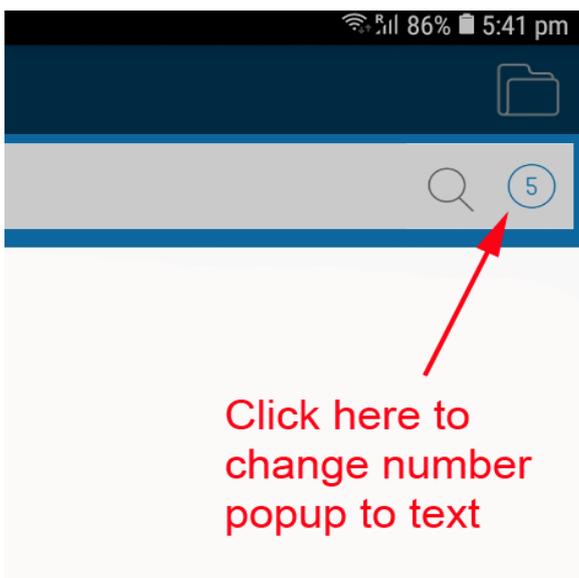
If you have missed entering a mark, a screen will pop up to remind you before allowing you to upload.



Once the test has been signed off on, providing there are no error messages, please click on either the magnifying glass at the top of the screen for a full list of entries or into the enter rider no box to enter the bridle number to move to the next rider.



OR



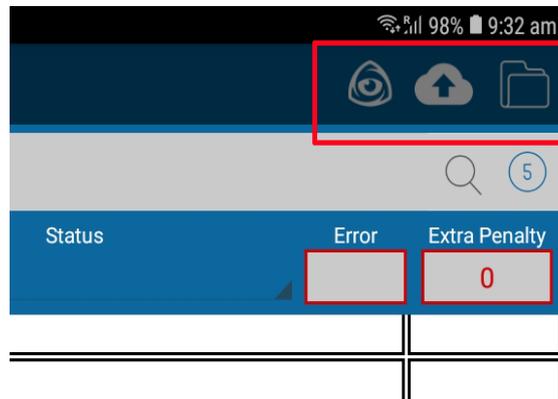
SEPARATE COLLECTIVE COMMENTS

If your dressage tests have the option for a separate comment on each collective, there will be a “Note” button to the left of the collective description. You can click on this button and enter a comment for each collective.

The comment box at the top of the screen is for an overall comment, not related to collective marks

ADDITIONAL BUTTONS / FUNCTIONS

At the top of the screen with the test on it, you have 3 buttons, each of which has a separate function.



Clicking this button will bring up a preview of the test.



Clicking this button performs a manual upload of the test. You can use this button if you don't have a great internet connection and the test does not automatically upload to the server when the judge signs the test sheet.



Clicking this button will bring up a list of the tests already scored, along with the tests yet to be scored. You can also preview scored tests from this page and perform a manual upload of all test sheets.

No	Horse / Rider	Uploaded	
220	David II Anthony Peterson	YES	Preview
110	Black Beauty Davey Jones	NO	Preview

To be scored

No	Rider	Horse
155	Olivia Smith	DONNINGTON
4	Georgie Spence	Running Brook II

DOWNLOADING COMPETITOR INFORMATION TO THE TABLET MANUALLY

In normal circumstances, when you select a class, the app downloads all of the competitor information to the tablet, and it can then be used “offline” or “online”. If the area you are judging in has poor internet service, you can download one class, or all classes, to the tablet prior to going in to the area with poor (or no) internet service.

