# NOMINATE LIVESCORE DRESSAGE
## Instruction Sheet

1. LOGIN

If you haven't already got the Nominate 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 login, 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.
- You can also choose whether you want to use the keyboard instead of a stylus. To do this on the *Input* choose keyboard and *Mode* to landscape. This will then allow you to type instead of write. The Part 2 video explains how to use the keyboard if you want to use this option.
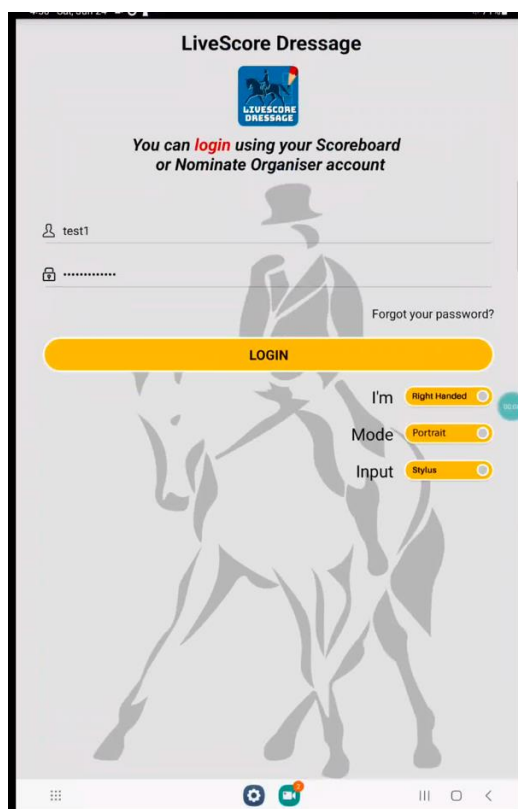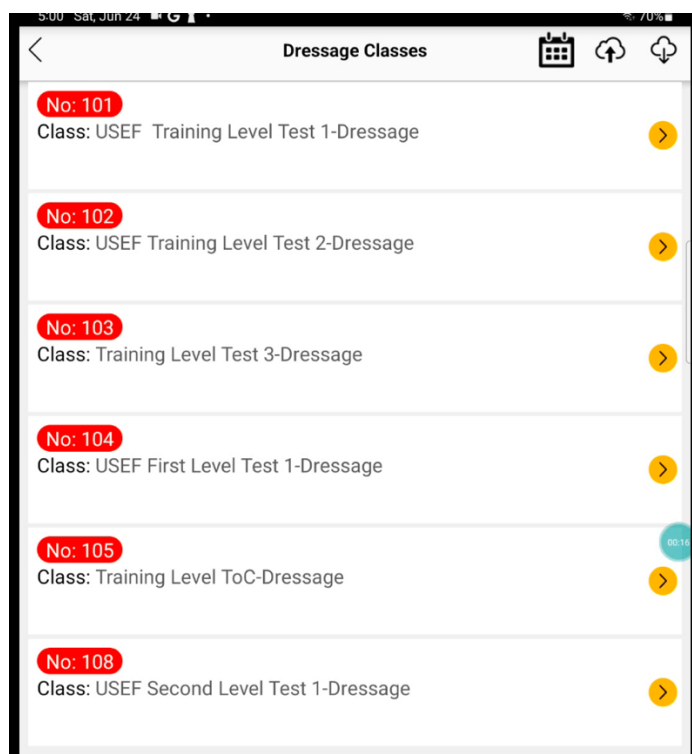
2. CHOOSING THE CORRECT CLASS

As the Pony Club WA State Dressage Championships will run across more than one day you will need to choose the event and then the day that you are pencilling for. All classes for your event will be listed for the day.
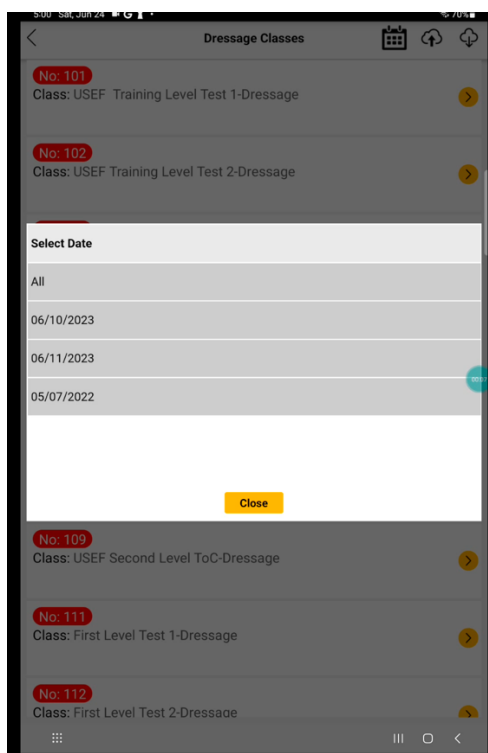
To start scoring, select the class.

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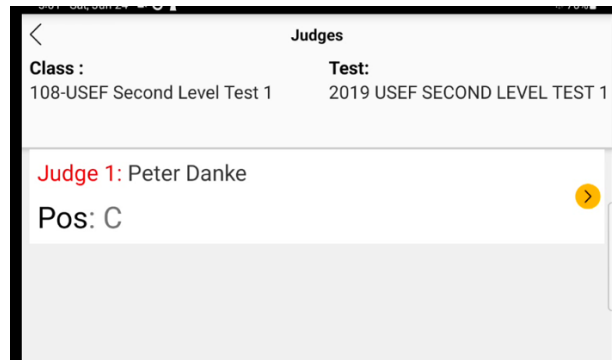

Once you have selected the judge you are pencilling/scribing for, you will be taken to a screen which allows you to either enter the horses bridle number or select from a list of competitors in the class.

3. SELECTING RIDERS

There are two ways to select a rider.

1. Click on the magnifying glass and then choose your rider. The riders in red have already been scored and the riders shaded grey can be scored.
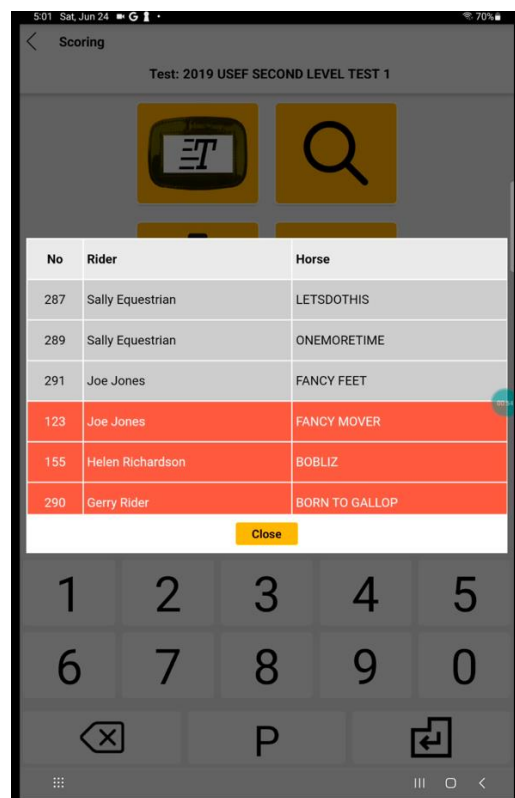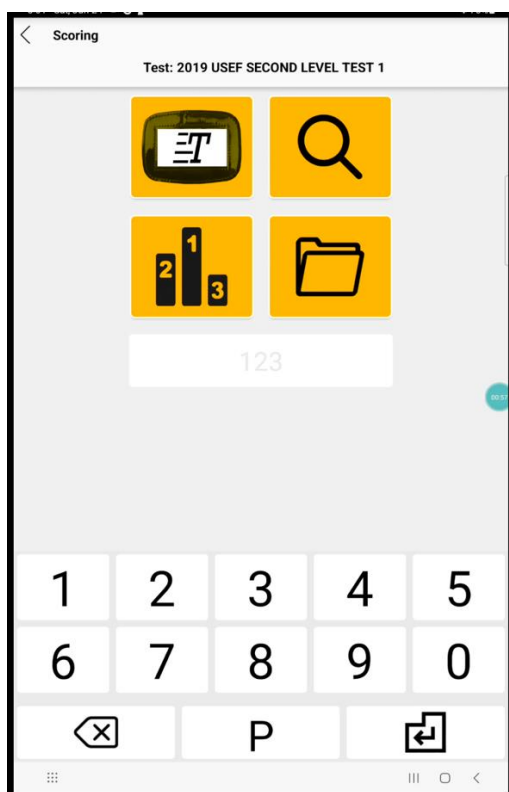
2. Alternatively, you can enter the bridle number on the number pad and hit the enter button. Once you have done this the test will appear with the first movement ready to go.

   At the top of the test, you should have the judges name and the test being scored. The bottom of the screen will have the bridle number, rider and horse name.
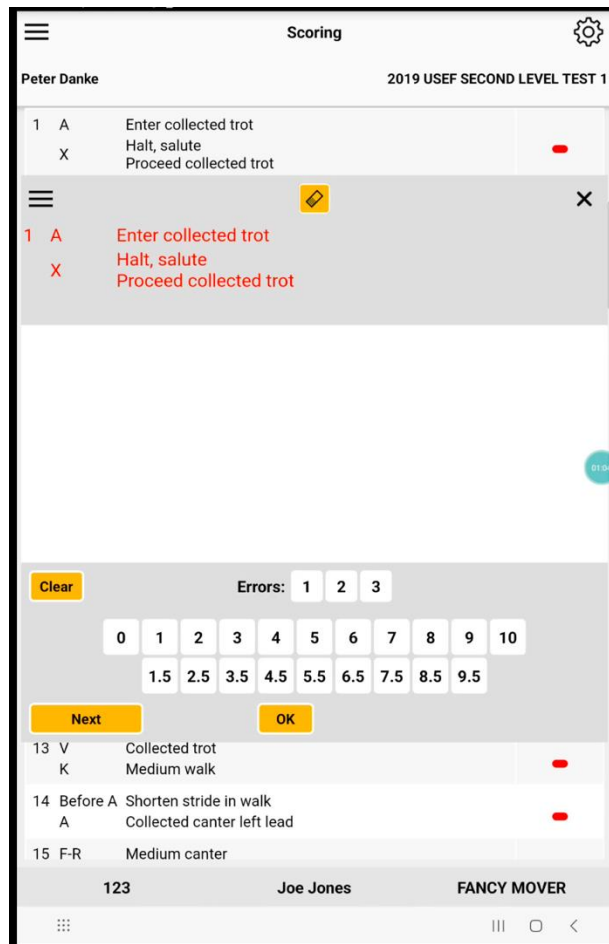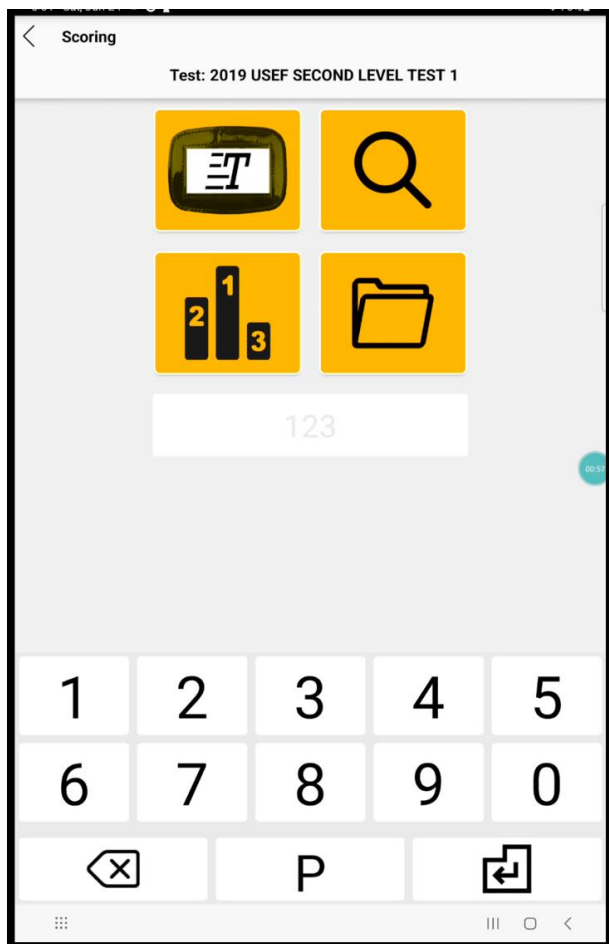
The dressage test will now show the first movement for the test you are scoring. It also lists the judges name and test name at the top of the screen and the riders details at the bottom of the screen so that you know you have the right test selected.

Simply write the judges comment in the white box and then select the judges' score. It is quite OK for you to do this the other way around, a score and then the comment. Once you have done this click next. This will take you to the next movement.

The movement in dark grey at the top is the movement you have just scored, the movement in light grey is the movement you are on and the dark grey at the bottom is the next movement.

If you feel that your pen width is too thick you can alter the thickness by simply clicking on the X to close the screen. You will then see all the movements on your screen. Click on settings in the top right-hand corner the stroke width box will then appear. Slide the circle along the bar to choose the thickness and then click OK. You will then return to the test being scored.

Once you have returned to the test you continue to write comments and scores. If you happen to hit OK instead of next when moving to the next movement, you will be taken to the overview of the test. Simply click on the movement that you are up to and you will return to that movement for you to write the comments and score.

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.

If the judge changes their mind and wants to change a previous movement. Click on the orange back button on the top left-hand corner and make the necessary changes, you then click next to return to the current movement.

Errors of course relate to the movement you are scoring. So, if a rider has one error of course on the movement, you will 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.

On the final movement when you click *Next* you will be taken to the collective scores screen. The judge can either write an overall collective comment and choose the collectives scores or they can write a comment for an individual collective. To do this you choose the Note button on the left-hand side next to the collective. The judge can then write their comment, click *OK* and then give it a score.

If the judge would like to see a preview of the test you can do this by clicking the menu button on the collective screen and choose preview. The yellow bar on the left-hand side of a movement indicates an error of course or a technical fault on that movement.

From the preview screen the judge can select and edit any movement that they choose. To do this you click on the movement you want to edit and make the necessary changes. Once they have made their changes, they click *OK*. This will then return you to the preview screen. To return to the collectives, click on the menu button and choose back.
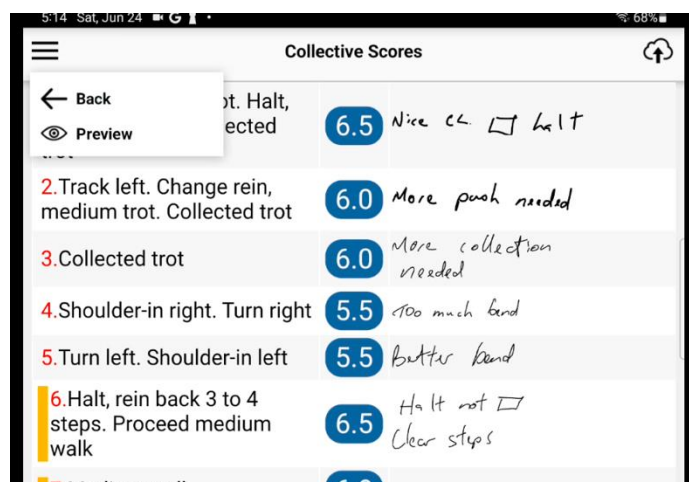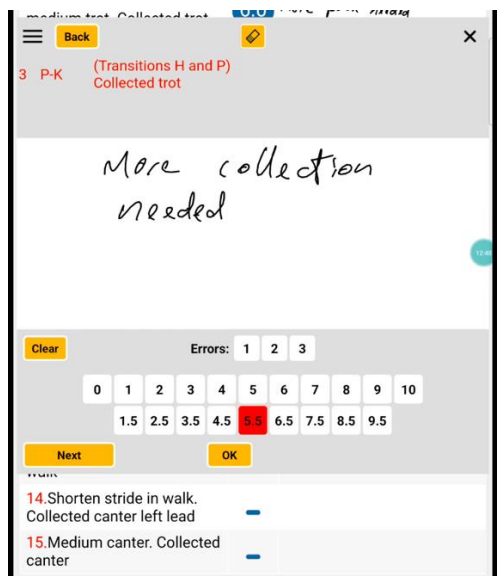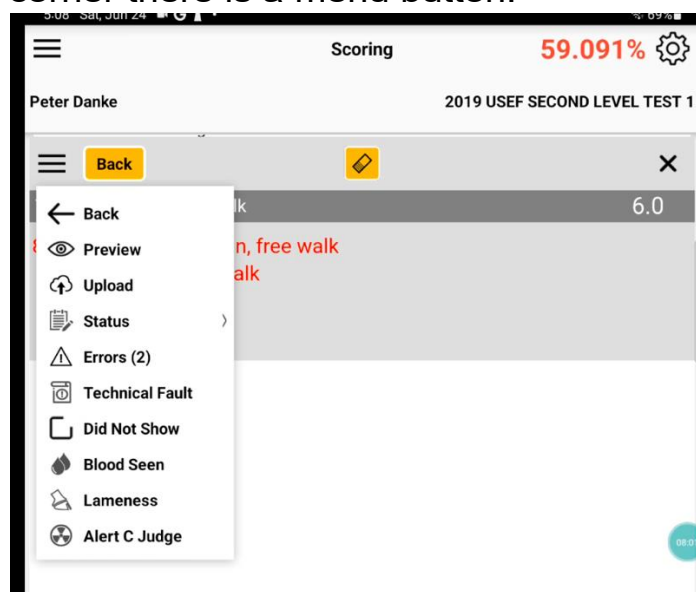

After entering the collective marks and comments, the judge will click *Next* and be taken to the judges' signature box.

6. UPLOADING THE TEST

Once the class is complete and the judge is happy, the class can be uploaded. To do this click on the Menu Button in the top left-hand corner and click *Upload*.
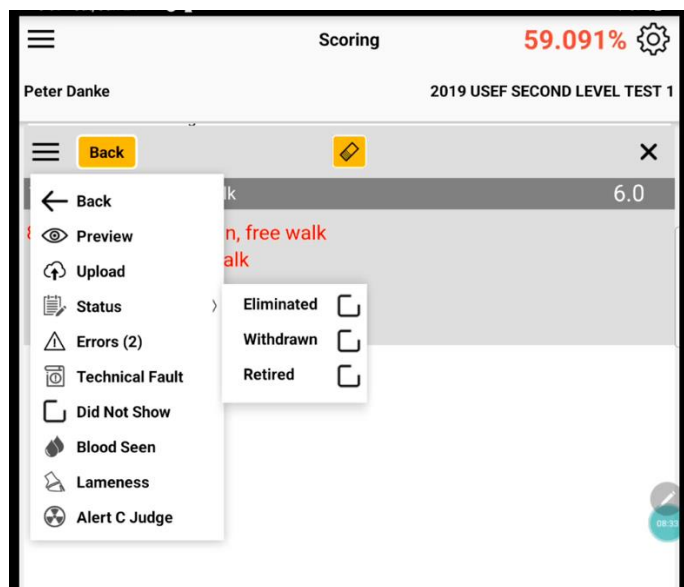
7. MENU BUTTON

On the top left-hand corner there is a menu button.

Preview allows for the judge to preview the comments and scores for each movement.

Upload is only used at the end of the test when everything has been completed.

The **status** allows for you to eliminate a rider or choose withdrawn or retired for that rider.

The **errors** tab shows the number of errors during the test.

The **technical fault** is for non-accumulative errors. This can be used for use of voice, horse wearing boots or other technical faults.

Did not show is used if a rider did not present for their test.

Blood seen and **lameness** allows for judges not at C to alert the judge at C that they have seen blood or lameness from their position. By clicking this an alert will appear on the C judges screen.

Alert C judge is used for things like a loose horse, a dog running around,