

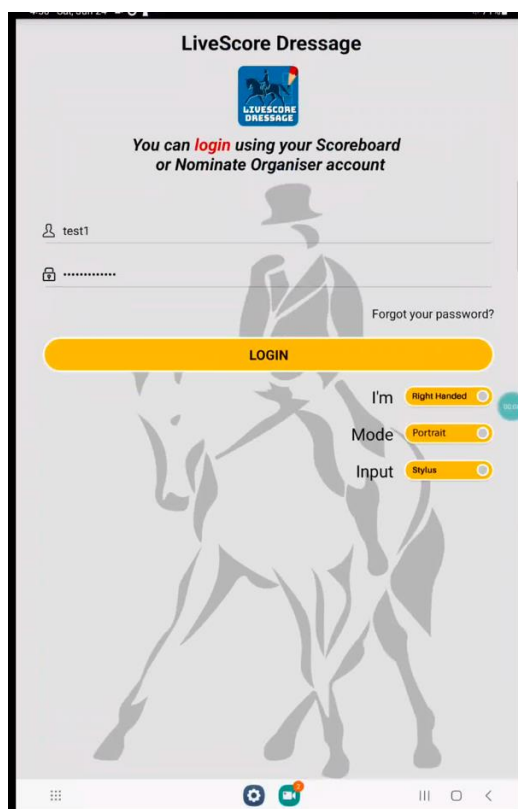


NOMINATE LIVESCORE DRESSAGE Instruction Sheet

1. LOGIN

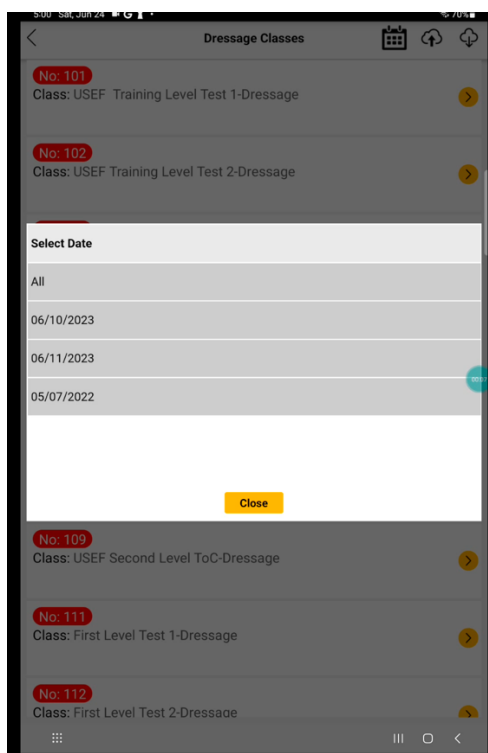
If you haven't already got the Nominate app installed on your device, you can download it from the Google Play Store or the Apple App Store: search for *Nominate Scoreboard*.

- 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.

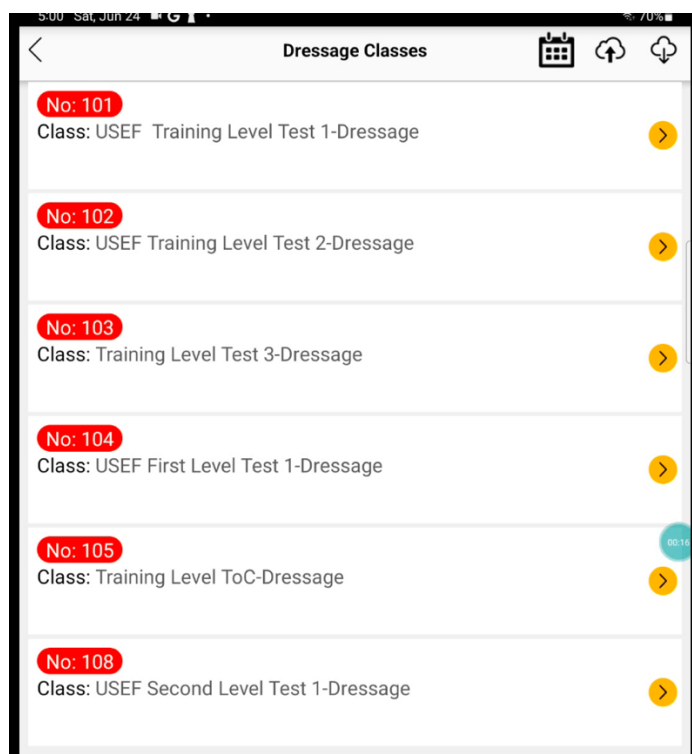


2. CHOOSING THE CORRECT CLASS

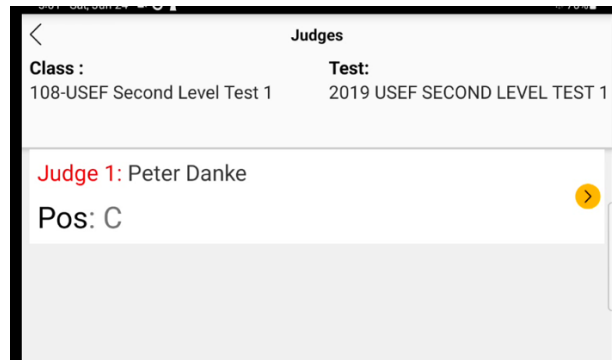
As the Pony Club WA State Dressage Championships will run across more than one day you will need to choose the event and then the day that you are pencilling for. All classes for your event will be listed for the day.



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.

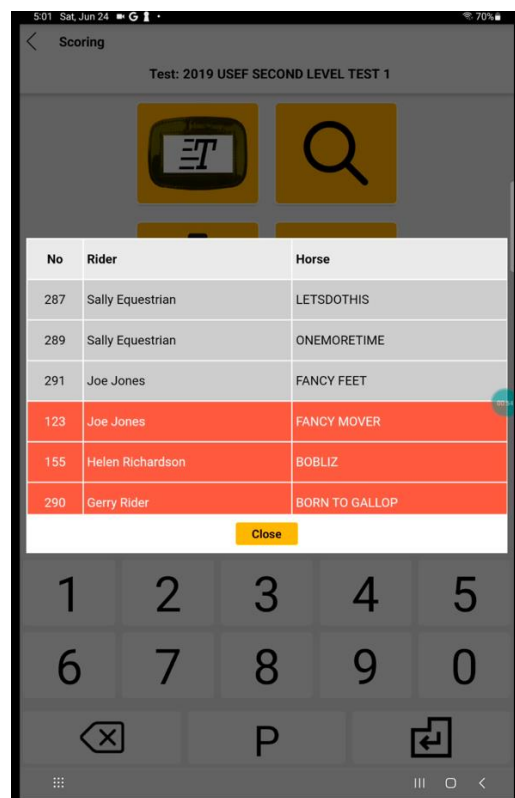
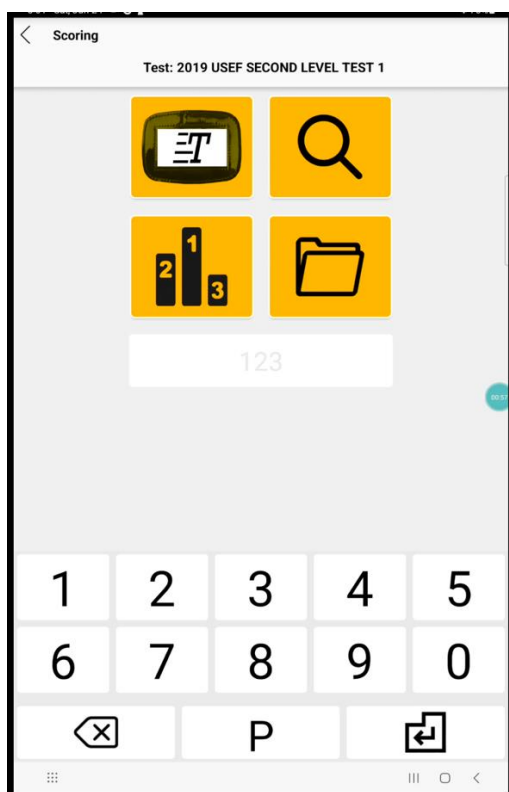


Once you have selected the judge you are pencilling/scribing for, you will be taken to a screen which allows you to either enter the horses bridle number or select from a list of competitors in the class.

3. SELECTING RIDERS

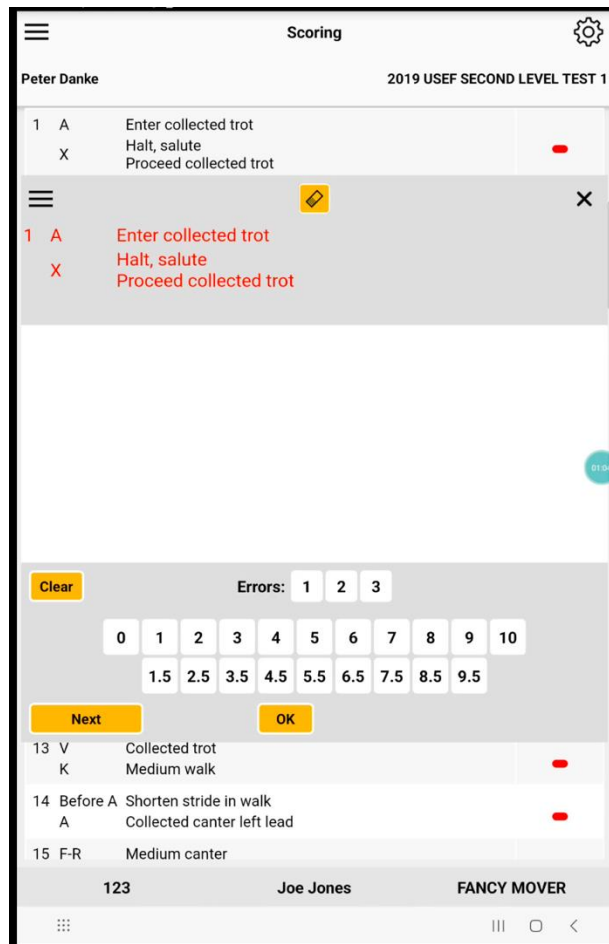
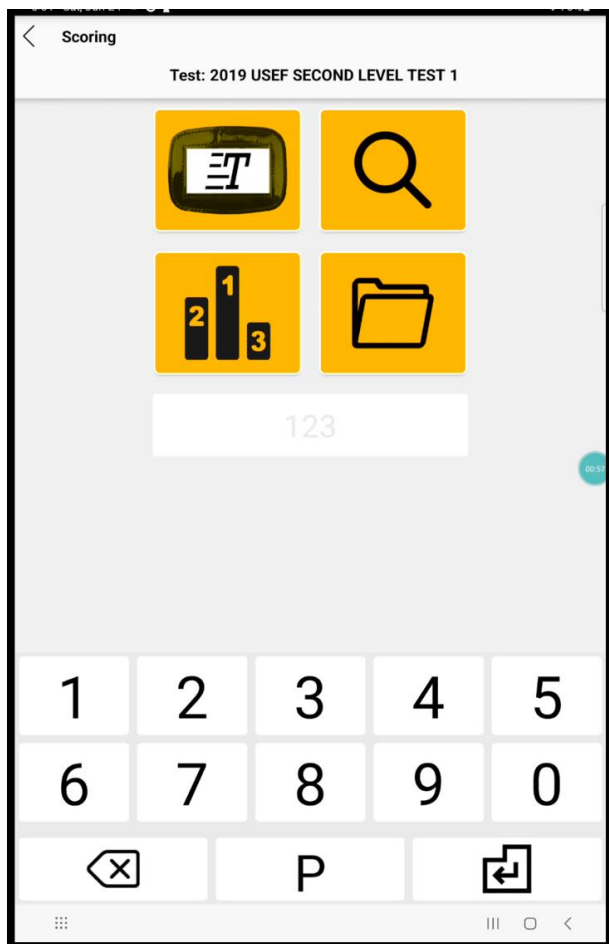
There are two ways to select a rider.

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.



- 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.



4. ENTERING COMMENTS & SCORES

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.

The screenshot shows the 'Scoring' app interface. At the top, it displays 'Peter Danke' and '2019 USEF SECOND LEVEL TEST 1'. Below this is a list of movements. The first movement is '1 A Enter collected trot', with a red minus sign to its right. Below the movement list is a large white box for handwritten comments, containing the text 'Nice CL. [square symbol] halt'. Below the comment box is a numeric keypad with buttons from 0 to 10, and a row of buttons from 1.5 to 9.5. The button '6.5' is highlighted in red. To the left of the keypad is a 'Clear' button, and to the right is an 'OK' button. Below the keypad is another list of movements. The first movement is '13 V Collected trot', with a red minus sign to its right. Below this is '14 Before A Shorten stride in walk', with a red minus sign to its right. Below this is '15 F-R Medium canter'. At the bottom of the screen, it displays '123', 'Joe Jones', and 'FANCY MOVER'.

Movement	Score	Comments
1 A Enter collected trot		
X Halt, salute		
Proceed collected trot		
13 V Collected trot		
K Medium walk		
14 Before A Shorten stride in walk		
A Collected canter left lead		
15 F-R Medium canter		

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.

The screenshot shows the 'Scoring' app interface for 'Peter Danke' on the '2019 USEF SECOND LEVEL TEST 1'. The current score is 65.000%. The interface displays a list of movements with their corresponding scores and a grid for entering scores. The movements are:

- 1 A: Enter collected trot (Score: 6.5)
- 2 C: Track left (Score: 6.0)
- 2 H-P: Change rein, medium trot
- 2 P: Collected trot
- 3 P-K: (Transitions H and P) Collected trot
- 4 A: Collected canter left lead
- 15 F-R: Medium canter

The scoring grid shows errors for each movement, with a 'Clear' button and a 'Next' button. The grid is as follows:

Errors:	1	2	3
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			

The bottom of the screen shows the name 'Joe Jones' and the horse 'FANCY MOVER'.

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.

The screenshot shows the 'Scoring' app interface with the 'Settings' dialog box open. The current score is 62.500%. The settings dialog box has the following options:

- I'm: Right Handed
- Input: Stylus
- Stroke width: A slider bar with a yellow circle in the middle.

The background shows a list of movements with their corresponding scores and a grid for entering scores. The movements are:

- 1 X: Proceed collected trot (Score: 6.0)
- 2 C: Track left (Score: 6.0)
- 2 H-P: Change rein, medium trot
- 2 P: Collected trot
- 3 P-K: (Transitions H and P) Collected trot
- 4 K-E: Shoulder-in right
- 4 E: Turn right
- 5 B: B-M
- 6 C: C-S
- 7 S-F: F
- 9 Before A: A
- 10 K-S: S
- 11 C: Circle right 10m
- 12 M-E: Change rein
- 12 E-V: Counter canter
- 13 V: Collected trot
- 13 K: Medium walk
- 14 Before A: Shorten stride in walk
- 14 A: Collected canter left lead
- 15 F-R: Medium canter
- 15 R: Collected canter

The bottom of the screen shows the name 'Joe Jones' and the horse 'FANCY MOVER'.

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.

The screenshot shows the 'Scoring' app interface. At the top, the title 'Scoring' is displayed next to a red percentage '57.143%' and a settings gear icon. Below this, the rider's name 'Peter Danke' and the test name '2019 USEF SECOND LEVEL TEST 1' are shown. A list of movements is displayed, each with a number, a letter, and a description. Movement 5 is 'Turn left' with a score of 5.5. Movement 6 is 'Halt, rein back 3 to 4 steps' and 'Proceed medium walk'. Movement 7 is 'Medium walk'. Movement 18 is 'Collected trot' and 'Medium walk'. The app also features a numeric keypad for entering scores, a 'Back' button, and a 'Next' button. The total score is 57.143%.

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.

5. COLLECTIVE COMMENTS

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 collective 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.

The screenshot shows the 'Collective Scores' screen with a list of movements. Each movement has a 'Note' button on the left and a score grid on the right. The movements are: GAITS, IMPULSION, SUBMISSION, RIDER'S POSITION AND SEAT, and RIDER'S CORRECT AND EFFECTIVE USE OF AIDS. The score grid for each movement has columns for scores 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, and a row for the score. The 'Note' button is highlighted in yellow.

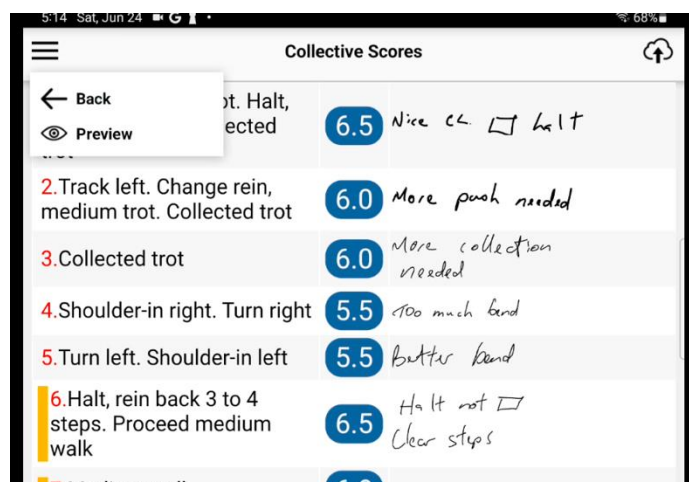
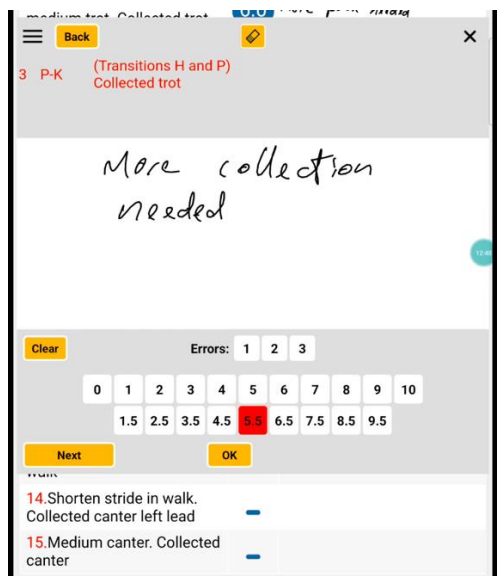
The screenshot shows the 'IMPULSION' note screen. It has a text area for a handwritten comment, which reads 'Not enough imp today'. Below the text area are three buttons: 'OK', 'Cancel', and 'Clear'. At the bottom, there is a score grid with columns for scores 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, and a row for the 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.

The screenshot shows the 'Collective Scores' screen with a 'Preview' button highlighted in the top left corner. The 'Note' button for the 'IMPULSION' movement is also highlighted in yellow. The score grid for 'IMPULSION' shows a score of 5 in the column for 5.

The screenshot shows the 'Collective Scores' screen with a list of movements and their scores. The movements and scores are: 1. Enter collected trot. Halt, salute. Proceed collected trot (6.5), 2. Track left. Change rein, medium trot. Collected trot (6.0), 3. Collected trot (5.5), 4. Shoulder-in right. Turn right (5.5), 5. Turn left. Shoulder-in left (5.5), 6. Halt, rein back 3 to 4 steps. Proceed medium walk (6.5), 7. Medium walk (6.0), 8. Change rein, free walk. Medium walk (-), 9. Shorten stride in walk. Collected canter right lead (-), 10. Medium canter. Collected canter (-), 11. Circle right 10m (-), 12. Change rein. Counter canter (-), 13. Collected trot. Medium walk (-), 14. Shorten stride in walk. Collected canter left lead (-), 15. Medium canter. Collected canter (-). Handwritten comments are provided for movements 1 through 6.

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.



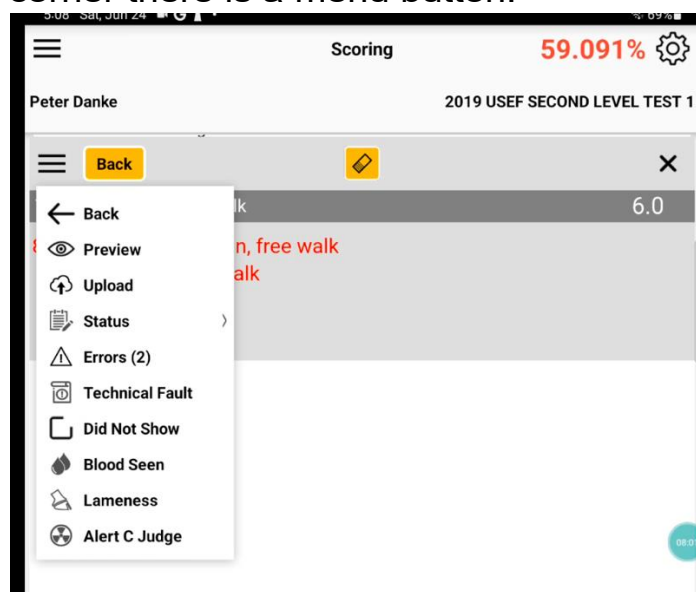
After entering the collective marks and comments, the judge will click *Next* and be taken to the judges' signature box.

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

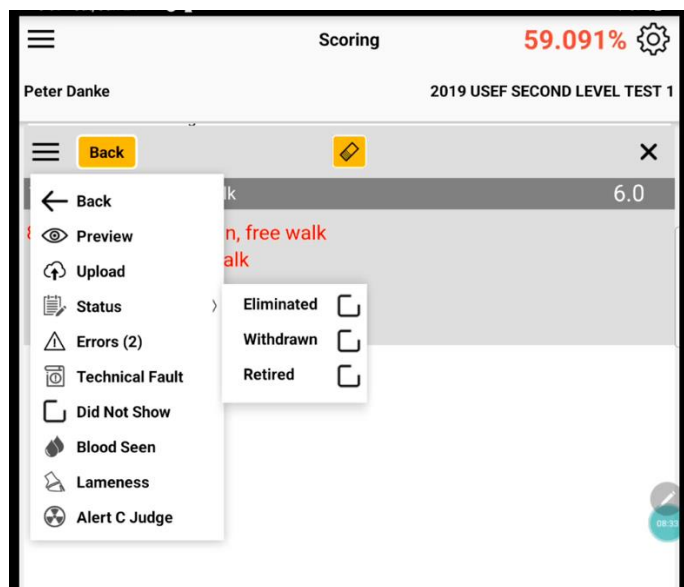
On the top left-hand corner there is a menu button.



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,