



Dressage Scribes

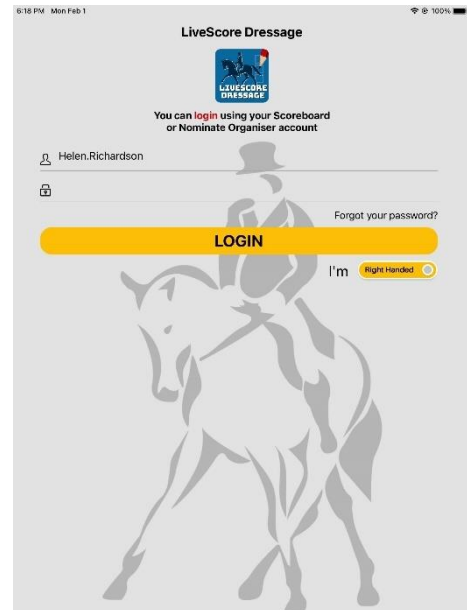
How to use Compete Easy – Livescore Dressage app to score

This document will guide you through preparing to scribe for Dressage using the Compete Easy Livescore Dressage App

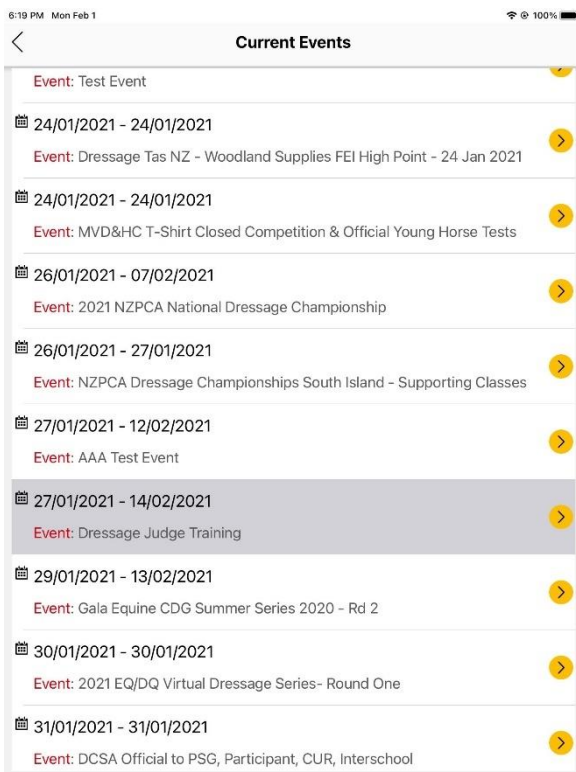


1. Download and install the **Livescore Dressage app** from the Google Play store or Apple App store on the device you will be scoring with.

2. **Login to the app** with the password provided by the show organizer.

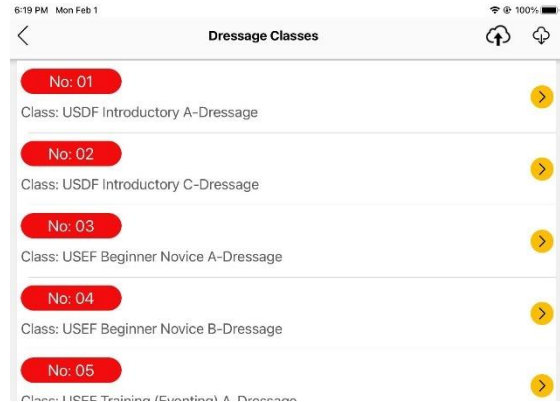


3. **Select the show** you will be judging at. You will only see shows that your login has access to.



4. **Choose the first class** you will be judging and let the app load the competitors in the background.

Note: You may choose here to download all class lists and tests to your tablet by clicking on the cloud with the down arrow. If you do not click this, the tests and competitors will download as you open each class. If you are not sure of your wifi or data connection, this should be done prior to starting your day.

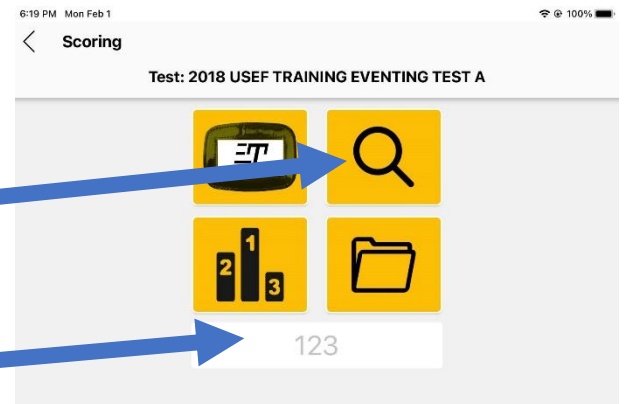


5. **Choose the position** and judge you will be scribing for. Click on the yellow ">" to proceed into the class.

6. From here, you can choose how to enter the class to start scribing.

To see the class list, choose the magnifying glass at the top right.

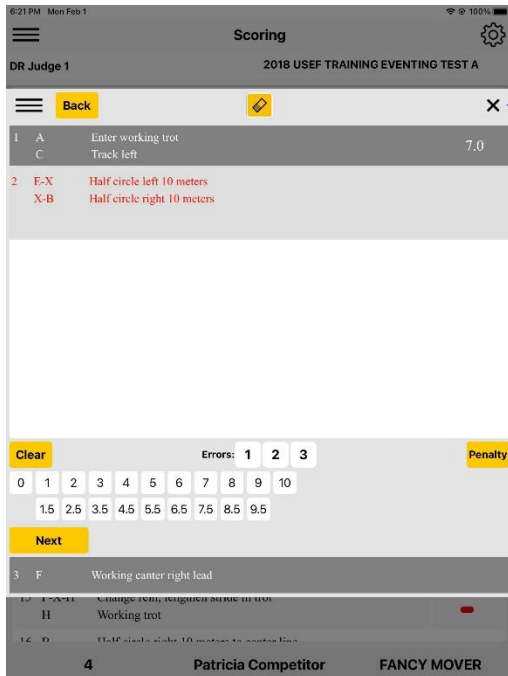
If you can see the number of the horse you are judging, you may enter it in the white bar at the bottom of the screen.



No	Rider	Horse
4	Patricia Competitor	FANCY MOVER
5	Sally Equestrian	LETSDOTHIS
2	Gerry Rider	BORN TO GALLOP

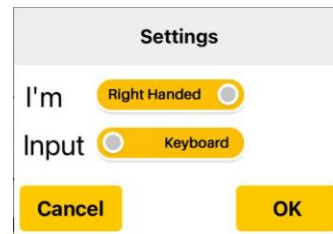
Close

7. The **class list** will display with entries coloured red or grey. Red entries still have to be judged, grey entries have been judged and their test is complete. Select a competitor from the list.

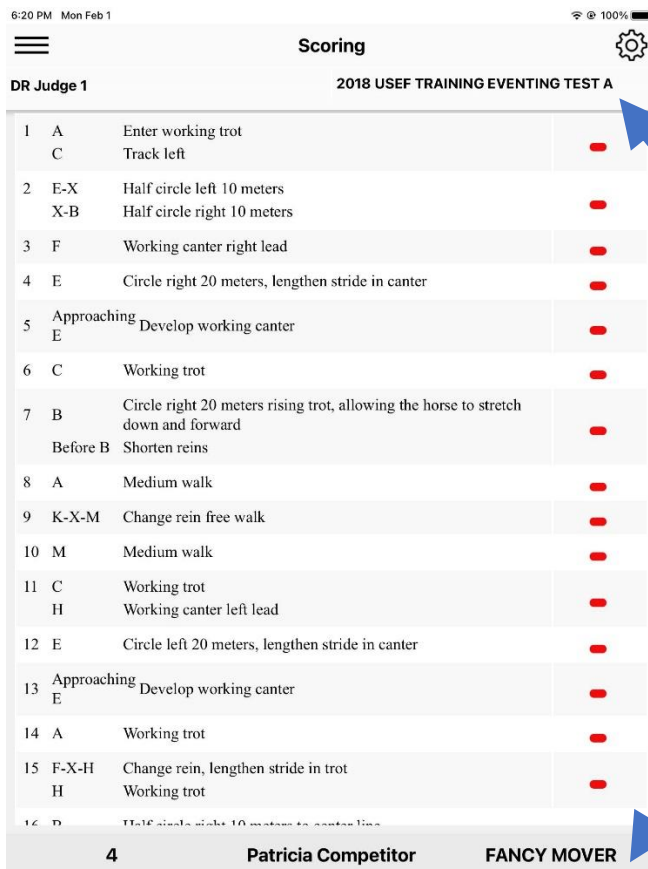


8. The test for the selected competitor will open, and you will move directly into the first movement. You **may close the movement score** by choosing the “X” at the top right of the movement.

9. To **adjust any settings** prior to scoring, select the gear wheel at the top right of your tablet screen.



You may **select left or right handed** to indicate the stylus pressure and select whether the input for scoring will come from a **Stylus or a Keyboard**. Once chosen, those settings will remain until changed – they do not need to be set for each test.



10. To **begin scoring**, select the first movement.

You can confirm the test at the top of the screen, and the competitor information at the bottom.

11. A list of the jumps will be presented – **select each jump** you are responsible for scoring. You’ll see a checkmark next to each of the jumps you have selected.

Once you have selected the jumps, choose the OK button to return to the judging screen.

12. Enter any **movement comments** in the large white comments square in the middle of the screen.



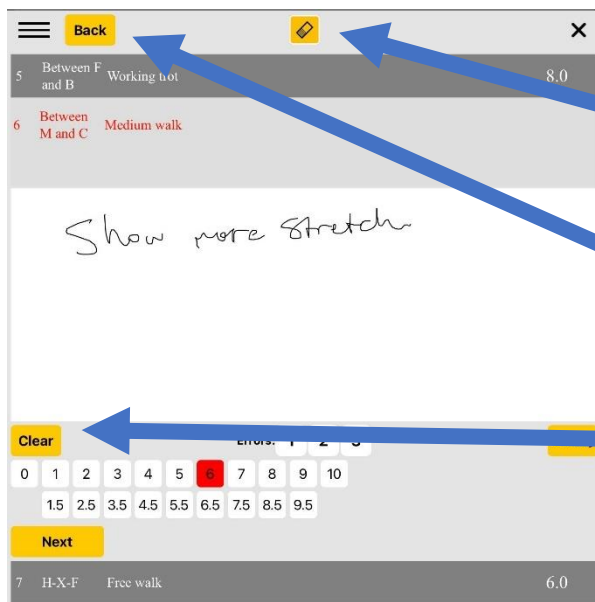
Select the **point value** for the movement.

Choose the **Next button** to move to the next movement.

13. When **scoring a movement**, You can see the **previous movement** and score at the top of the screen in the dark grey bar.

The **current movement** being scored shows in red type above the movement comment.

The **next movement** shows at the bottom of the screen in the dark grey bar.



14. To **erase a comment**, select the yellow eraser at the top center of the screen and click on the comment to erase.

15. To go **Back to the previous movement**, choose the Back button.

16. To **clear the movement score and comments** and start the movement scoring again, choose the Clear button.

17. Scoring Errors and Penalties

Errors of Course

Turning the wrong direction, missing a movement, etc.

Scored by clicking the **Error 1, 2, 3 buttons**. Select “1” for the first error in a movement.

IF the rider incurs another error on the same movement, choose the “2”. If they have another error of course on another movement, select the “1” to show that’s the first error on that movement.

Errors of test

Rising when you should sit, using voice, etc.

Scored by selecting the **Penalty button** and entering a reason for the penalty. The -2 deduction is calculated by the Scoreboard system and does not need to be manually entered.

The screenshot shows a scoring interface with a grid of buttons for errors (0-10) and a 'Penalty' button. A red box highlights the 'Errors' section, and a blue arrow points to the '1' button. Another blue arrow points to the 'Penalty' button. The interface also shows a 'Clear' button, a 'Next' button, and a score of 6.0 for the movement 'H-X-F Free walk'.

18. Once all movements are scored, enter **Collective Marks** and a collective comment for the test.

Click **OK** or **Next** to complete the Collective scores.

The screenshot shows the 'Collective Scores' screen with a list of movements and their scores. The movements are: GAITS (Freedom and regularity), Impulsion (Desire to move forward, elasticity of the steps, suppleness of the back), Submission (Willing cooperation, harmony, attention and confidence, acceptance of bit), and Rider (Position and seat. Correctness and effect of aids). Each movement has a score of 6.0. The screen also shows a 'Clear' button, a 'Next' button, and an 'OK' button.

15	F-X-H H	Change rein. lengthen stride in trot Working trot	7.5
16	B	Half circle right 10 meters to center line	6.5
17	G	Halt, salute	7.0

Collective Scores
Judge Signature
Send scores to the judge

4 Patricia Competitor FANCY MOVER

19. Once the test is scored, you can review the scores and either pass the tablet to the judge to sign

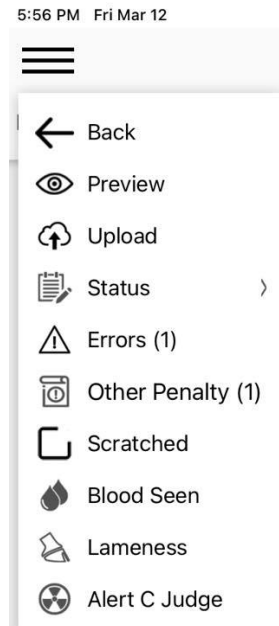
Click **Judge Signature** to sign on the current tablet.

Click **Send Scores to the judge** to send the test to their tablet if they are also logged in on a second tablet.

20. To **review the test** with all scores and comments, select the three bars menu at the top left of the test.

You will see the number of Errors and Penalties for the current test listed in this menu and can manually scratch or report lameness / blood seen by selecting those options from this menu.

Choose the **Preview** option to see the test with scores and comments.



5:57 PM Fri Mar 12


Preview

1	A-X-M M	Enter working trot Track left	8.0	
2	E	Circle left 20 meters, working trot	7.0	<i>nice job</i>
3	Between K and A	Working canter left lead	8.0	
4	A	Circle left 20 meters working canter	5.0	
5	Between F and B	Working trot	8.0	
6	Between M and C	Medium walk	6.0	
7	H-X-F	Free walk	6.0	
8	Between F & A	Develop medium walk	8.0	
9	K E	Working trot Circle right 20 meters working trot	5.0	<i>great</i>
10	Between H and C	Working canter right lead	8.0	
11	C	Circle right 20 meters working canter	6.0	<i>Bad</i>
12	Between M and B	Working trot	4.0	<i>nice</i>
13	K-X-G	Onto centerline	7.5	
14	G	Halt through walk, salute	6.0	

21. The **test preview** will display the test with all scores and comments as entered.

Any errors and penalties are indicated by the yellow bar to the left of the movement

22. Once signed, the test will upload automatically to the Compete Easy Scoreboard. A PDF copy is emailed to the competitor at the end of the class.

If the scorer does not receive the test or your wifi or data connection is interrupted, you **may force the upload of the test** to the scoring system by choosing the Upload to Cloud  icon at the top right of the screen.

You should now be ready to scribe for Dressage using the Compete Easy Livescore Dressage! Any scoring issues can always be corrected by the scorer if needed.

Note: If your tablet does not stay connected to wifi or data during scoring, scores are saved on your device and will be uploaded as soon as your device finds a connection – keep scoring!

If you are interested in following the scoring for the competition and seeing your scores come in live, you may download the free Compete Easy app from the Google Play or Apple App store and watch the Live Dressage Results for the competition you are scoring at!

