

# SCORE KEEPER

The Score Keeper sits in the show office and adds up the scores directly from the tests using a computer (or adding machine if something goes awry with the computer). Because accuracy is critical in this job, peaceful and quiet surroundings are necessary to eliminate distractions. The scoring area should be kept quiet with minimum discussion. The Score Keeper should not show or discuss a test with a parent, friend or trainer/coach nor show or return a test to a rider until after the class is placed and posted. The Score Keeper should maintain confidentiality.

## TASKS:

- A Score Keeper is responsible for adding up the individual movement scores
- Runners will bring the tests to you.
- For each test that you score:
  - Check test sheet to see that all movements and collective marks have a score. Check that the judge signed the test. If anything is left undone, ask the runner to return the test to the judge/scribe to have it completed.
  - If using an adding machine, multiply scores with coefficients. If using the computer, the computer does this for you.
  - Look for errors which might be written in red among comments.
  - If using an adding machine with tape, calculate the total points by transferring the numbers in the left hand column to the right hand column multiplying by any coefficients and then adding the numbers in the far right column. If using the computer, enter the numbers in the far left column of the test. Add scores for each movement and the collective marks and record the total.
  - Subtract points marked as errors from the total, or enter total points to be subtracted in the computer. See detailed error calculation

how-to sheet to calculate errors for test that are other than Intro thru 4<sup>th</sup> Level. This includes musical freestyle.

- To determine the percentage, divide the total number of scored points by the total points possible for the test being scored. If using a computer, the computer will do this for you.
- Print the total number of points and percentage on the front page of each test sheet carrying the percentage to 3 decimal places and the points to 1 decimal point.
- The total number of scores varies on different tests so check before dividing.
- If there is a problem with the test, take it to the Show Manager or Secretary for clarification.
- If scoring by hand, you should have two scorers so that you can double check each other's work. If scoring alone, you should always double check your work.
- Once the test has been double-checked, record the score on the master sheets and print the results.
- Arrange the scored tests for each class in sequence, highest percentage scores on top. Put a star on the one test that is highest score for the whole class as it receives a prize.
- Once class is placed, tests can be posted and ribbons awarded through 5<sup>th</sup>.

#### **Attributes and skills needed:**

- Basic Math Skills
- Ability to use a calculator
- Ability to use a Computer follow directions given to use Fox Village software

#### **SCOREKEEPER GUIDELINES:**

~To **break ties** use the collective marks (general impressions) per USEF rules

"In case of equality of points the competitor with the highest marks received under General Impressions shall be declared the winner. When the scores for General Impressions are equal the horses must remain tied."

~ **Stamp tests** that score at 58% better as a qualifying ride.

Print 3 copies of the final score report for each class and label them “Announcer”, “Office”, “Posting”.

Write the placings “1, 2, 3 etc.” on each test by the rider status and circle it. On the first place test write the word “Prize”.

### Calculating Scoring Errors

**1. USDF Introductory Level tests and USEF Training Level through Fourth Level Tests:** In National tests, every “error of the course” whether the bell is sounded or not, must be penalized, except as noted under DR122.5a:

*the first time by **2 points**;*

*the second time by **4 points**;*

*the third time the competitor is **eliminated**.*

However, at the discretion of the judge, the rider may continue to finish to test. If the competitor’s continued presence in the ring is about to interfere with the start of the next scheduled ride, then the judge must excuse him/her from the ring.

What this means is 1 error, is entered as 2 points. You do not enter a negative, the program will deduct it.

The screenshot shows a software interface for entering test scores and errors. At the top, there is a 'Time' field with the value '9:06:00 AM'. Below this is a table for 'Collective Marks' with 6 rows, each containing a number (1-6) and two '0.0' values. To the right of the table is a section for '\* YH & Rider tests special instructions'. Below that is an 'Errors' section with a text input field containing '2', a '2%' label, and a 'Calc' button. Underneath is a 'Term Reason' section with a dropdown menu and a 'Confirmed' checkbox.

Collective Marks	1	2	3	4	5	6
Score	0.0	0.0	0.0	0.0	0.0	0.0

\* YH & Rider tests  
special instructions

Errors  
2 2% Calc

Term Reason  
[Dropdown]

Confirmed

Score Results

For 2 errors you enter 6 points (2 for the first 4 for the second)

<b>Collective Marks</b>		<a href="#">* YH &amp; Rider tests special instructions</a>	
1	0.0	0.0	
2	0.0	0.0	
3	0.0	0.0	
4	0.0	0.0	
5	0.0	0.0	
6	0.0	0.0	
		<b>Errors</b>	
		6	2% Calc
		<b>Term Reason</b>	
			▼
		<input type="checkbox"/> Confirmed	
<b>Score Results</b>			

For 3 or more errors the rider is eliminated. Do not enter any scores from the test, pick Eliminated from the drop down box under "Term Reason".

<b>Collective Marks</b>		<a href="#">* YH &amp; Rider tests special instructions</a>	
1	0.0	0.0	
		<b>Errors</b>	
		0	2% Calc
		<b>Term Reason</b>	
		Eliminated	▼
		<input type="checkbox"/> Confirmed	

For Tests above fourth level (FEI) – For one error, after you have entered all the scores click the 2% button. As you can see here "Errors is still 0" as the button has not been clicked. Note the score of 70%.

<b>Collective Marks</b>		<a href="#">* YH &amp; Rider tests special instructions</a>	
1	7.0	7.0	
2	7.0	7.0	
3	7.0	14.0	
4	7.0	7.0	
5	7.0	7.0	
6	7.0	7.0	
		<b>Errors</b>	
		0	2% Calc
		<b>Term Reason</b>	
			▼
		<input type="checkbox"/> Confirmed	
<b>Score Results</b>			
Final Score	Percentage	Total Possible	
112.0	70.000%	160	
Lookup) ▼		Close	

Here the button has been pushed and it has calculated the deduction, so the score is now 68% after is deducted 2% or 3.2 points.

Collective Marks		* YH & Rider tests <a href="#">special instructions</a>	
1	7.0	7.0	
2	7.0	7.0	
3	7.0	14.0	
4	7.0	7.0	
5	7.0	7.0	
6	7.0	7.0	

  

Score Results		
Final Score	Percentage	Total Possible
108.8	68.000%	160

(Lookup)

For 2 or more errors the rider is eliminated, do not enter any scores from the test.