

## Dressage Scoring

Dressage test forms have the scoring formula built right in. There are a couple of tricks, but they are really fairly straightforward once you get the hang of it.

The first part of a dressage test form is a list of the movements. Each movement of the dressage test is scored. A “10” is listed where that is the best score possible. Some have “co-efficient” marks, e.g. “10x2” which means that whatever the score for the movement is, must be multiplied by 2 (the maximum score possible being 20). So, if a movement with a x2 co-efficient is scored a “6”, that is multiplied by 2 to get 12, which will be the actual score for the movement.

*Example of a portion of the movement section of a dressage test form:*

		TEST	Directive ideas	Max Pnts	Points	Remarks
1.	A-K-X X	Proceed working trot from free warm-up Halt, salute	Quality of trot Balance in transition Quality of Halt	10		
2.	X-M-C-E	Working trot	Quality of trot and turns	10		
3.	E-B-E E-K-A	Circle left width of arena Working trot	Quality of trot and figure. Consistent Rhythm and suppleness	10		
4.	A-F F-X X	Working Walk Free Walk Working Walk	Balance in transition and quality of walk Length of frame & stride, Relaxation, rhythm	10x2		

The second part of the dressage test form is the section for “collective remarks”. Each score in the collective remarks section is modified by a coefficient – usually an x2.

**COLLECTIVE REMARKS**

GAITS	Freedom & regularity, if a team or pair: maintenance of even pace and equality of work	10x2		
IMPULSION	Desire to move forward. Elasticity of steps. Relaxation of back. Engagement of hindquarters.	10x2		
SUBMISSION	Acceptance of bit. Correctness of lateral bend. Attention and confidence. Calmness, lightness and ease of movements.	10x2		
DRIVER	Use of aids, handling of reins, whip and voice. Driver’s position.	10x2		

The scorer adds up all the actual points, including the co-efficients for a “raw” score. It is sometimes useful to circle those scores that need to be doubled or actually write down the doubled score to make sure they are not missed in making the tally. An adding machine tape is always attached to the test sheet so the scores can be easily double checked. Once the actual scores, taking into account the coefficients, are tallied then the scorer can go to the third portion of the test, the formula.

The scoring formula is set up to convert the dressage "raw" score into penalty points so that they can be combined with the hazards and cones scores for an event score. The formula is listed in **bold**, with explanatory comments *italicized* and in [brackets]:

**Maximum Points: 190** [*this is the highest score possible on the test, all 10's and 20's and is put here for information only*]

**Sub-Total** \_\_\_\_\_ [*this is the actual total of the scores of all the movements and the collective remarks for the particular competitor – the "raw" score*]

**Factor** x **.789** [*the sub-total is multiplied by this number, the result is placed in the formula below, right after "150 minus"*]

**Maximum**

**Factored Points: 150 minus** \_\_\_\_\_ = \_\_\_\_\_ **Penalties** [*the sum from above is subtracted from 150; the result is the dressage score expressed in penalties*].

\_\_\_\_\_ **Errors** [*If there were any errors of test, the penalties for these would be added here for a total penalty score*]

Say the sub-total (which is the "raw" score from adding the movement scores and collective remarks) is 125. You would multiply 125 by .789 which equals 98.63. You would subtract 98.63 from 150 which equal 51.37. If there were no errors in the test, that would be the dressage score.

If the raw score was 140, you would have:

$$140 \times .789 = 110.46$$

$$150 - 110.46 = 39.54 \text{ penalties}$$

39.54 would be the score

If either of these drivers had an error (which the judge would mark down) you would ADD that error penalty to the score, for the final score for dressage. If one error is made, then 5 points would be added to the scores, if two, then 10 points. The judge will provide the proper penalty amounts, you must add them after figuring the score.