

USPC Show Jumping Excel Scoresheet Overview

Below is a written overview on how the USPC Show Jumping Excel Scoresheet operates and how you will need to input information into the file.

If you are utilizing a spreadsheet for an upcoming competition, we recommend filling out the information at least a week before so the only thing that is needed the day of competition are the scores.

If you need help in learning how to score a Show Jumping competition, please visit the USPC Show Jumping Rulebook.

Spreadsheet Contents

The spreadsheet has 9 tabs titled, Instructions, Div 1, Div 2, Div 3, Div 4, Div 5, Div 6, Ind. Scores, and Team Scores, and can house up to 20 teams on each “Div” tab.

It is important to fill out all white cells if possible as many won’t calculate the scores UNTIL information is placed in a cell.

All white cells are editable. Grey or green cells lock in formulas or formatting. Please do not manipulate the colored cells as it could adversely affect the scoring of the program.

Objectives and Functions

- Instructions – General layout and overview of how to fill out the spreadsheet
- Div 1 – Houses all information for Teams in Div 1 and all scores
- Div 2 – Houses all information for Teams in Div 2 and all scores
- Div 3 – Houses all information for Teams in Div 3 and all scores
- Div 4 – Houses all information for Teams in Div 4 and all scores
- Div 5 – Houses all information for Teams in Div 5 and all scores
- Div 6 – Houses all information for Teams in Div 6 and all scores
- Ind. Scores – Overview of all individual’s scores and placings broken down by Division (no input necessary on this page)
- Team Scores – Overview of all team’s scores and placings broken down by division (no input necessary on this page)

Instructions

The instructions tab is the very first tab of the scoresheet. On this tab it will walk you through the general layout and how to input scores in the scoresheet. There will also be several key pieces of information you will need to fill in on this tab.

Rally Name

The rally name will be pulled from this location and placed on all remaining sheets (except for the placings spreadsheet) of the excel file.

Rally Name
National Office Test

Rally Divisions

The information placed in “Divisions” will be pulled into each of the “Div” tabs. So the information placed in “Division 1” will be pulled into “Div 1” spreadsheet and so forth.

Show Jumping	Divisions
Division 1	Crossrails & Greenie
Division 2	Jr. Intro
Division 3	Sr. DHR
Division 4	Jr. & Sr. Advanced
Division 5	
Division 6	

Levels Offered

Fill in the levels offered for this Rally. This will be used as a dropdown in each of the "Div" tabs.

NOTE: this may be the same or different as the Divisions offered.

Levels Offered	
Level 1	Crossrails
Level 2	Greenie
Level 3	Intro
Level 4	DHR
Level 5	Adv. Large Pony
Level 6	Adv. Horse 1
Level 7	Adv. Horse 2
Level 8	Adv. Horse 3
Level 9	Adv. Horse 4

Div 1, 2, 3, 4, 5, 6

The Div. tabs houses all information on each team and their competition scores. The information reads left to right on the spreadsheet with the information grouped as Team information, Horse Management, Penalties, Bonus Points, Other Scoring, and totals for both Mounted and Overall.

All white cells are editable, and any colored or greyed cells are locked for formatting.

The information entered in the "Rally Name" table on the "Instructions" tab displays at the top of each Div. page, and each Div. page corresponds to a division entered on the "Rally Divisions" table on the "Instructions" tab.

National Office Test							
Division							
Crossrails & Greenie							
Team Name							
Gasshopper Team 1							
#	Competitor's Name	PC Age	Mount	HM Cert	Mntd. Cert	Level	
1	GT 1	11	Mount 1	UR	D1	Crossrails	
2	GT 2	12	Mount 2	D2	D2	Crossrails	
3	GT 3	13	Mount 3	D1	D1	Greenie	
4	GT 4	14	Mount 4	D2	D2	Greenie	
5	GT 5	15		D2	Stable Manager		

HORSE MANAGEMENT									
Safety Check	Req. Equip.	Turnout	Daily 1	Daily 2	Daily 3	Ind. Total	Team Total	# of Rounds	HM Score
		1				1	5	5	5
1					1	1			
	1				1	2			
					0	0			
			1		1	1			

Max Penalties	Rnd 1	Rnd 2	Rnd 3	Rnd 4	Rnd 5
	22	11	8	12	0

Penalties														
Round 1			Round 2			Round 3			Round 4			Round 5		
Jump	Time	P	Jump	Time	P	Jump	Time	P	Jump	Time	P	Jump	Time	P
	0	8	3	11	E	28		E	32	E		20		
8	8	8	8	8	8	8	8	8	8	8	8	0		0
	0		4	4		0			0			0		0
4	4			0		0	12		12			0		0
Best 3	4		Best 3	12		Best 3	8		Best 3	20		Best 3		0

Bonus Scores									
Bonus 1	Team Bonus 1	Bonus 2	Team Bonus 2	Bonus 3	Team Bonus 3	Jumpoff	Team J.O.	Equitation	Team Eq.
	0		0		0		2.05	0.36	1.73
						0.50		0.72	
						0.80		0.65	
						0.75			

Other Scoring	Mounted Individual Score	Mounted Team Score	Overall Individual Total	Overall Team Total
	91	40.22	92	45.22
	31.14		32.14	
	2.48		4.48	
	14.6		14.6	

Team Information Table

On this table you will find the team's information such as: Team name, competitor number, Age, Mount name, certifications, and the level at which they are competing.

Team Name

Enter the Team Name in the top white cell. Once it is entered, the cell will turn light yellow to note that you have entered a team name.

NOTE: Many of the team scores will not calculate unless there is a team name entered.

Team Name							
Gasshopper Team 1							
#	Competitor's Name		PC Age	Mount	HM Cert	Mntd. Cert	Level
1	GT 1	C	11	Mount 1	UR	D1	Crossrails
2	GT 2		12	Mount 2	D2	D2	Crossrails
3	GT 3		13	Mount 3	D1	D1	Greenie
4	GT 4		14	Mount 4	D2	D2	Greenie
5	GT 5		15		D2	Stable Manager	

Pinny Number

Type the pinny number for each competitor in the rows below "#". It is recommended to put them in ascending order with "0" and "5" as stable managers (1,2,3,4,5 etc.).

Competitor's Name & Captain Notation

Enter the name of the competitor and choose a "C" from the dropdown if they are a captain.

HINT: To use a dropdown, click on the cell, then the dropdown arrow to choose an option. If that option is incorrect, click on the cell and press the delete button.

NOTE: Drop scores are calculated by names written in the "Competitor's Name" area. Be aware of what is in those cells (space, comma, etc.) as it will affect how drop scores are calculated.

Four names or text identified = drop a score

Three names or text identified = sum all scores

Two names or text identified with "G" in number = Ghost score calculation (see [Ghost Score Automatic Calculation](#) for more information).

PC Age

Please enter the Pony Club Age of each member. Their Pony Club age is their age by January 1 of the competition year.

EX: Member is born June 1996. Pony Club age as of January 1, 2021, is 24.

Mount

Please enter the mount's name.

HM Cert

Please choose from the dropdown the member's HM Certification. EX: H-B, D-2 HM...

Mntd. Cert

Please choose from the dropdown the member's mounted certification. EX: D-3 EV, C-1 DR...

Level

Please choose the level at which this individual is competing at.

Horse Management Table

The Horse Management table houses all HM penalties. These will be recorded on HM sheets and handed to the scorer to input.

Again, all cells that are grey or colored are locked for formatting and to protect formulas.

HORSE MANAGEMENT									
Safety Check	Req. Equip.	Turnout	Daily 1	Daily 2	Daily 3	Ind. Total	Team Total	# of Rounds	HM Score
		1				1	5	5	5
1						1			
	1				1	2			
					0				
			1			1			

Penalties Table

This table houses all penalties from each round. Enter in the number of Jump or Time penalties the competitor had in each round or mark an "E" if the competitor has been eliminated. Elimination scores are automatically totaled.

At the bottom of each column marked, "P" is the total for that round. If there is a team of 4 (*Counts based off number of names entered in "Competitor's name" section*), it'll drop the highest number of penalties. If there is a team of 3, it'll add all scores. If a team of 2 is detected, AND there is "G" marked in the "#" column in the third row of the table, it'll calculate ghost scores.

All grey or colored cells are locked for formatting or to protect formulas.

Above the "penalties" table you may notice "Max Penalties". This table finds the maximum number of penalties earned in each round and places them in the table to then calculate elimination scores.

Penalties														
Round 1			Round 2			Round 3			Round 4			Round 5		
Jump	Time	P	Jump	Time	P	Jump	Time	P	Jump	Time	P	Jump	Time	P
		0	8	3	11	E		28		E	32	E		20
8		8	8		8	8		8	8		8			0
		0		4	4			0			0			0
4		4			0			0	12		12			0
Best 3		4	Best 3		12	Best 3		8	Best 3		20	Best 3		0

Bonus Scores Table

This table houses all bonus scores. Bonus scores can include Jumpoff, Take Your Own Line, and Equitation and more. Listed on this scoresheet is Jumpoff and Equitation, which are the most common three types of bonus points earned.

Bonus Scores									
Bonus 1	Team Bonus 1	Bonus 2	Team Bonus 2	Bonus 3	Team Bonus 3	Jumpoff	Team J.O.	Equitation	Team Eq.
	0		0		0		2.05		1.73
						0.50		0.36	
						0.80		0.72	
						0.75		0.65	

All colored and grey cells are locked for formatting and to protect formulas.

The calculations for team scores are based off the number of names entered in the "competitor's name" column.

Four names = Add all scores for Jumpoff and all bonus 1, 2, 3 rounds and drop score for Eq.

Three names = Add all scores

Two names and G in # = Add all scores and add average of the two scores.

NOTE: see Ghost scoring for more information.

Other Scoring Table

Next to the Bonus Score table, you may notice a small separate table marked, "Other Scoring". This other scoring column is to use for any additional items that are not related to Horse Management.

Penalties should be a negative number (-1) and bonus points should be a positive number (1). This column is then added to the overall riding score.

EX: Player gets a yellow card and receives 2 penalty points. "-2" would be inputted in the "Other Scoring" scoring column.

Other Scoring
-1

Totals

These cells are locked to prevent the formulas being tampered with. Mounted scores are tabulated and shown in the first table, and the overall scores are calculated and shown in the second table.

Mounted scores tabulate all penalties, bonus scores, and "other scoring". Overall scores incorporate Horse Management.

All cells are locked to protect formulas.

Mounted Individual Score	Mounted Team Score	Overall Individual Total	Overall Team Total
91	40.22	92	45.22
31.14		32.14	
2.48		4.48	
14.6		14.6	

Individual Scores

This page displays the individuals in each division, their competitor number, score, and calculates placing. Even though some of the cells are white, no input is necessary for this page as all cells have specific formulas pulling from various places throughout the scoresheet.

Each column displays a different division corresponding to the division tabs and what was entered on the "Divisions" table on the "Instructions" tab.

Crossrails & Greenie									
#	Name	Equitation Score	Equitation Placing	Mtd Score	Mtd Placing	HM	HM Placing	Overall	Overall Placing
1	GT 1			91	9	1	4	92	9
2	GT 2	36	6	31.14	8	1	4	32.14	8
3	GT 3	72	3	2.48	1	2	11	4.48	1
4	GT 4	65	5	14.6	4	0	1	14.6	4
6	GT 6	72	3	10.28	3	1	4	11.28	3
7	GT 7	73	2	28.37	7	1	4	29.37	7
8	GT 8	74	1	7.26	2	4	14	11.26	2
G						0.33	3		
11	GT 10	10	8	19.9	6	1	4	20.9	6
12	GT 11	20	7	16.3	5	3	13	19.3	5
G						1.33	10		

This is a good sheet to print for individual placings and scores postings.

NOTE: Notice how there are gaps in each of the tables between competitors, this is because the formulas are pulling information where there are no competitors on that team. To sort the information, click on the dropdown next to placing, and choose sort from "A to Z" to have the placings appear from first to last. This will push all blank cells down to the bottom of the table.

Please be aware that to sort the information on this page, it must stay unlocked, so all cells are susceptible to change in formulas. Do not alter any formulas on this page.

HINT: Using a table also allows you to sort and filter through information you do and do not want. Don't be afraid to play around with sorting information!

Team Placings

This page displays the team's names, scores, and ranking broken down by Division.

Each table is a different division. Tables are displayed from left to right then down beginning with what was entered in "Division 1" and moving to the next, pulling the information from the corresponding "Div." tab.

Even though the cells are white, there is no input necessary as all the information is pulled from other areas, and the placing is calculated for you. This is a good sheet to post scores and final placings of divisions.

Crossrails & Greenie				
Team Name	HM Score	HM Rank	Overall Score	Overall Rank
Grasshopper Team 1	5	1	45.22	1
Grasshopper Team 2	8.33	3	54.24	2
Grasshopper Team 3	5.33	2	59.13	3

NOTE: Notice how the Division is displayed... it doesn't automatically put the placings from first to last, as that must be sorted by the scorer (if you wish). To sort, click on the arrow next to "placing" and sort from "A to Z". This will sort them first through last.

HINT: Using a table also allows you to sort and filter through information you do and do not want. Don't be afraid to play around with sorting information!

Ghost Scores

Automatic Calculation

If there is a short team, please leave the Competitor name area blank and place a "G" (no spaces) in the 3rd competitor number area. This will tell the spreadsheet to calculate the Ghost scores for each round and bonus.

Horse management ghost scores are not automatically calculated. You will need to input the ghost score as per the Horse Management Handbook.

Manual Calculation

If you wish to manually calculate the Ghost score, you can also type, "Ghost" into the competitor's name and manually calculate each score, then input the ghost scores for each phase.

The spreadsheet will register "Ghost" as a third competitor adding the scores together.

References

Please see the USPC Show Jumping Rulebook or for more information on how to score a Show Jumping Competition.

Questions about the USPC Show Jumping Excel Scoresheet can be sent to scoring@ponyclub.org.