



MAJORITY OPINION THREE-JUDGE SCORING SYSTEM (M-O-S)



Under the Majority Opinion System (M-O-S), all three judges carry equal weight in the final class decision, and winners are placed by the best two out of three votes. Each horse is judged as if it were working individually and then compared with the performance of all other horses in the class who are judged on the same basis.

All judges place the same number of entries in each class, depending on class size. Ties are resolved by averaging the opinions of the three judges.

PRE-SHOW

Before the horse show begins, show management should meet with the Judges, Ringmaster, Announcer and Scorer(s) to discuss the system and make certain each person understands his responsibility.

- The Show Manager should instruct the Judges, Ringmaster and Announcer on workout procedures before the show.
- The Judges must work independently and tie a maximum of three reserve places. They should vary and rotate their judging positions in the ring.
- The Ringmaster must verify the proper number of placings on each judge's card. In the event of a workout, he should make certain all judges know what horses are working and for which positions.
- The Announcer must call for horses in a work-out in numerical order. He should cover the scoring time with fill-in announcements to avoid a silent wait for the class results.
- The Scorer(s) must understand the scoring system as outlined in the Supplement and be able to work quickly and accurately.

JUDGING

Judges must work independently, with no discussion of any kind until the winners are announced. They should vary their judging positions and rotate around the ring. They should discuss and plan how to cover the ring and work classes before the show to avoid "cluster" judging. A suggestion would be to section the ring into three areas which will give each judge a separate but equal view of the rail, with rotation of positions for each class.

ROTATION

Mark the judges' cards ahead of time with the rotation and indicate who will be Call Judge and the Second and Third Judges for each class. No referee is required since all ties are broken by a two-thirds majority vote.

PLACINGS

Mark the judges' cards ahead of time indicating how many entries should be placed. Three reserves are recommended for each class. The Ringmaster should return an incompletely tied card to the judge for correction before giving it to the Scorer(s).

WORKOUTS

Any judge may request a workout in any class by communicating through the Ringmaster. The judge making the request must state what horses he wants called and what positions they are to be worked for. The Ringmaster relates this to the other judges one at a time. A workout requires agreement by two of the three, or the positions must be filled without a workout.

If a workout is agreed upon, the Ringmaster must ask the other Judges if they wish to add other horses to those being sent to the rail. The Ringmaster must be sure that all judges know what horses are working for what position.

In order to be included in a workout, an entry must appear on two judges' lists. If an entry does not receive two votes for inclusion in the workout, that entry does not return to the rail. If no entries receive two workout votes, there is no workout and the class is tied.

The Ringmaster must inform the Announcer of the workout request. Whenever horses are being called for a workout, the Announcer must call for them in numerical order.

AUTOMATIC WORKOUTS (Identical Tie for First Place)

When a three way identical tie occurs for first place, a workout is mandatory.

If the tie is still identical after the workout, the class will be tied by the fall of the cards (see scoring supplement).

At no time will horses ever be asked, or required, to perform more than one workout per class (Exception: Equitation).

When the identical three-way tie is for second place or lower, the class is determined by the fall of the cards.

SCORING

Have two people trained to score for each performance. One person can do the work alone, but two working together insures speed and accuracy.

The Scorer should be stationed as close as possible to the Announcer. The Scorer works with the three judges' cards in each class. Final results and placements are based on how the judges' place competitors' numbers on these cards.

ANNOUNCING CLASS WINNERS

An experienced Scorer and Announcer can expedite broadcasting of the class results. Announcement of the first place winner can be made in an average of 30 seconds. It is recommended that all places be tied before announcing the results, but where the first few places are readily apparent, the announcer can proceed.

The Announcer can introduce the trophy donor or class sponsor before receiving the first place number. If more time is needed (sometimes a judge is slow to hand in a card or scoring is complicated), the Announcer should be able to fill in with miscellaneous show announcements.

SCORING SUPPLEMENT

After the Judges turn in their cards, the Ringmaster checks to see that the correct number of places are tied. The Ringmaster then hands the cards to the Scorer to determine the best two out of three votes for each placing. The card are handled as follows:

- Line the cards up evenly. Card arrangement does not affect results, but it is suggested that they be aligned in order (Call Judge, Second Judge, Third Judge).
- Read the votes from left to right (→) and from the top line down (↓). Mark all the votes for one number at the same time.
- Each number should be marked with a check (✓) for the first time it appears, circled (o) the second time it appears, and crossed out (X) the third time it appears. Acknowledging votes in this manner ensures that each vote for every horse has been considered in the final tabulation.
- Go back to the top and mark the next number. Repeat until all entry numbers have been acknowledged.
- Whenever a circle appears, the entry has already received two votes. If a number is marked on only two of the three cards, the third (or low vote) is recorded as an "X."

After marking all votes, the first place horse will have its number circled highest on the three judges' cards and all places will follow as the circles fall from high to low. The first place entry number does not have to be circled on line one. Also, two or more numbers may be circled on the same line. For further explanation of those situations, see Similar and Identical Ties.

In the following example, after all votes are acknowledged, the entries are placed simply by seeing where the circles appear.

| | A | B | C | Final | (Vote Count) |
|----|------|----------------|----------------|-------|--------------|
| 1. | 812✓ | 240✓ | 240 | 240 | 1-1-2 |
| 2. | 240✗ | 812 | 812✗ | 812 | 1-2-2 |
| 3. | 706✓ | 706 | 259✓ | 706 | 3-3-4 |
| 4. | 321✓ | 259 | 706✗ | 259 | 3-4-5 |
| 5. | 259✗ | 321 | 321✗ | 321 | 4-5-5 |
| 6. | 290✓ | 290 | 290✗ | 290 | 6-6-6 |

Quickly double-check the Finals, record on the Class Data Sheet and hand to the Announcer.

NOTE: It is possible for a horse to win without having a first place vote. This rare situation only occurs when there is significant variation in the judges' opinions.

SIMILAR TIES

Circles can and will appear on the same line. When this occurs, a vote count is necessary - a tally of votes from highest to lowest. Resolve ties immediately, rather than waiting until all numbers have been acknowledged. Refer to the Position Chart to determine the best vote count.

The Position Chart is read from left to right (→), and from the top line down (↓), (as are the judges' cards). Since middle votes are always identical in these cases, they are ignored. Compare the high and low combinations.

TWO WAY SIMILAR TIE

| | A | B | C | Final | (Vote Count) |
|----|----------------|----------------|----------------|-------|--------------|
| 1. | 440✓ | 440 | 440✗ | 440 | 1-1-1 |
| 2. | 213✓ | 352✓ | 352 | 352 | 2-2-3 |
| 3. | 352 | 213 | 236✓ | 213 | 2-3-6 |
| 4. | 236 | 245✓ | 561✓ | 236 | 3-4-5 |
| 5. | 561 | 236✗ | 245 | 245 | (4-5-6) |
| 6. | 245✗ | 699✓ | 213✗ | 561 | (4-5-7) |
| 7. | 699 | 561✗ | 699✗ | 699 | 6-7-7 |

If a number is marked on only two of the three cards, the third (or low vote) is recorded as an "X" -- i.e., (3-5-X). If the tie is (4-5-6), (3-5-X) and (4-5-X), locate the (4-6), (3-X) and (4-X) on the Position Chart -- (4-6) is best, then (3-X), then (4-X).

THREE WAY SIMILAR TIE

| | A | B | C | Final | (Vote Count) |
|----|----------------|--------------|----------------|-------|--------------|
| 1. | 9✓ | 289✓ | 289 | 289 | (1-1-3) |
| 2. | 412✓ | 290✓ | 412 | 412 | (2-2-5) |
| 3. | 289✗ | 349✓ | 410✓ | 9 | (1-4-5) |
| 4. | 410 | 9 | 349 | 349 | (3-4-5) |
| 5. | 349✗ | 412✗ | 9✗ | 410 | (3-4-6) |
| 6. | 176✓ | 410✗ | 290 | 290 | (2-6-7) |
| 7. | 290✗ | 296✓ | 306 | 296 | (7-8-X) |
| 8. | 486 | 61 | 296 | — | — |

IDENTICAL TIES

There are also two-way identical ties, an example of which follows:

TWO WAY IDENTICAL TIE

| | A | B | C | Final | (Vote Count) |
|----|----------------|----------------|----------------|-------|--------------|
| 1. | 510✓ | 510 | 510✗ | 510 | 1-1-1 |
| 2. | 517✓ | 517 | 823✓ | 517 | 2-2-3 |
| 3. | 281✓ | 637✓ | 517✗ | 637 | (3-4-5) |
| 4. | 225✓ | 281 | 637 | 281 | (3-4-5) |
| 5. | 637✗ | 225 | 281✗ | 225 | 4-5-6 |
| 6. | 823 | 823✗ | 225✗ | 823 | 2-6-6 |

When a vote count reveals that the horses received identical votes from the Judges, it is still possible to determine a two-thirds majority. In this case, Judge A placed 281 over 637. But Judges B and C placed 637 higher than 281. Since two out of three judges preferred 637, it must be placed over 281.

THREE WAY IDENTICAL TIE

When three number are circled on the same line and their vote counts are identical, it is an extremely rare three-way identical tie. It is resolved by a "Fall of the Cards" unless it involves first place. In that instance, there is an Automatic Workout (see page one).

| | | | |
|-------|-------|-------|---------|
| A | B | C | |
| 101✓ | 102✓ | 103✓ | (1-2-3) |
| (102) | (103) | (101) | (1-2-3) |
| 103x | 101x | 102x | (1-2-3) |

Use this line to score.

The number that is positioned first (not the circled line) on the Call Judge's card will be the first (101). The second (102) and third (103) places are then determined by the Judge's choices as their cards are placed in sequence.

In the example shown above, if B was the Call Judge, then 102 would be first, C's choice of 103 would be second and A's choice of 101 would be third. If C were the Call Judge, then 103 would be first, 101 would be second and 102 third.

GENERAL

Two people should independently score the results, with both as close to the Announcer as possible. The use of colored pencils (different colors for each scorer) is recommended, with a lot of scratch paper handy.

The Scorer should line up the three judges cards in sequence (Call Judge, Second Judge, Third Judge) with the Final sheet and proceed to acknowledge votes. The Final sheet should not be filled in until all votes are either checked or circled and all ties are resolved.

The checker watches the scoring and will find in most classes the first place winner is obvious. The circle stands alone or vote count confirms Final placing. The checker can mark the winning number on scratch paper. Second place may also be obvious and should be marked below the first number on the scratch paper.

After all votes are acknowledged, the Scorer makes sure there are enough circles for places and no ties to resolve. With first place confirmed by the checker, the scratch paper can be handed to the announcer.

While the winner is being called, awarded and photographed, the Scorer marks in Finals together with the vote count while the checker checks for errors.

If the Announcer is ready for more numbers, but scoring isn't completed, the checker notes winners of second, third, etc. to hand him in progression until all finals are marked. There is no reason to hold up announcement of winners -- they can be handed to the Announcer as soon as they are confirmed at a time.

NOTE: Judges do make mistakes. Don't panic. Before returning a card to the Judge, check the numbers for the obvious -- a missing digit (27 instead of 127) or transportation of numerals (243 instead of 234).

Trust your scoring. If you have studied the instructions and have practiced the sample classes, it is unlikely you will have to work slowly to get things right. And with two people scoring, the checker will catch the few possible errors.

"M-O-S"
3-Judge Scoring System

BASIC RULES

ACKNOWLEDGE VOTES on judges cards one number at a time with Check, Circle, Check.

FINAL VOTES after resolving ties, by placing circled numbers 1st, 2nd, 3rd etc. as read from Highest to Lowest position on judges cards.

SIMILAR TIE - Two or three circle, same line, vote counts different. Compare votes for best 2/3's. Mark for position.

POSITION CHART - Use to resolve questionable best 2/3's in Similar Tie Situations. Compare High and Low vote combination -- middle votes are always identical.

2-WAY IDENTICAL TIE - Two circles, same line, vote counts identical. Check Judges Cards for number placed Highest by 2 out of 3 judges. Mark for position.

3-WAY IDENTICAL TIE - Three circles, same line, vote counts identical. Resolve by "Fall of the Cards." *Review instructions.*

ALTERNATE - Always score one extra place for each class as an alternate in case of disqualification.

Practice classes are on page 6.

"M-O-S" Position Chart

