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**COPPA ITALIA “MEMORIAL DI GIUSEPPE”  
SPECIALITA’ SINGOLO M/F/COPPIE ARTISTICO  
CATEGORIE CADETTI – JEUNESSE – JUNIORES - SENIORES  
CALDERARA DI RENO (BO) 20/22 OTTOBRE 2017**

In riferimento al CU 80 del 25 settembre 2017 si rende noto il regolamento Roll Art che verrà utilizzato durante la competizione.

**Metodo di valutazione:** Le categorie Cadetti e Jeunesse saranno giudicate con il sistema attualmente in vigore mentre le categorie Juniores e Seniores saranno giudicate con il sistema Roll-Art.

**Regolamento:**

In allegato viene trasmesso il regolamento Roll Art per il 2018 che può valere come utile guida per la Coppa Italia 2017. Per il corrente anno la durata del programma rimane quella prevista per il 2017.

  
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Il Segretario Generale  
Angelo lezzi

# Rollart



**NEW JUDGING SYSTEM FOR  
ARTISTIC ROLLER SKATING COMPETITIONS  
FREE SKATING**

**By  
Nicola Genchi**

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## 1 OWNERSHIP

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## 2 FREE SKATING

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The competition consists of two parts: a short program of 2:45 minutes +/- 5 seconds and a long program of:

- Junior and senior ladies from 4:15 to 4:30 minutes.
- Junior and senior men 4:30 minutes +/- 10 seconds.

The score for the short program and the long program will consist of two parts:

- Technical content.
- Artistic impression.

## 3 TECHNICAL CONTENT

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The technical content is the sum of the values given to each technical element presented by the skater. To consult the values of the individual elements, please refer to the Excel spreadsheet.

The technical elements that will be evaluated are:

- Jumps.
- Spins.
- Step sequences.

### Short program

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The following elements are required in the short program:

- Axel – single, double or triple.
- Jumps combination from two (2) to four (4) jumps including linking jumps (one rotation jumps). In calculating the value of the combination jumps the connecting jumps will not be counted. For every jump of the combination a percentage of the basic value will be added.
- Toe assisted jump.
- One position spin.
- One combination spin. One of the spins in the combination must be a sit spin. Maximum five (5) positions.
- Step sequence, ATC will communicate the pattern every year (circle, diagonal, serpentine, straight line).

The elements in excess will not be counted and will not lead to any penalty.

All attempts will occupy a box position in the system, then any subsequent elements will have a NO VALUE (0).

The same jump cannot be presented more than twice.

### Long program

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#### Jumps:

- A maximum of eight (8) jumps for women and nine (9) jumps for men excluding the connecting one (1) rotation jumps in the combination.
- Maximum three (3) jumps combinations.

- The number of jumps within the combination cannot be more than five (5) including the connecting jumps.
- The technical value will be awarded just to double and triple jumps in the combination.
- It is mandatory to perform an Axel jump that can be presented also in combination.
- Axel, doubles and triples cannot be presented more than twice. If presented, one must be in combination.

#### Spins:

- Maximum two (2) spin elements must be performed, one of them MUST be a combination spin (maximum five (5) positions) and must include a sitspin.

#### Step sequences:

- There must be a step sequence (serpentine, circle, diagonal, straight line).
- A choreographic step sequence.

### 3.1 Jumps

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A jump will be considered **Underrotated** if the number of rotations is less than  $\frac{1}{2}$  of rotation. It will be called with the symbol "<". The system will decrease the basic value of the jump of 30% for jumps of one rotation and doubles, and 20% per triples and quadruples.

A jump will be considered **Half rotated** if the number of rotations is missing half revolution. It will be called with the symbol "<<". The system will decrease the basic value of the jump of 70% to jumps of one revolution, 60% to double jumps, 50% to triple jumps and 40% to quadruples.

A jump will be considered **Downgraded** if more than  $\frac{1}{2}$  revolution is missing on the number of rotations. It will be called with the symbol "<<<". The system will give the value of the jump of one rotation less, e.g.: triple Salchow downgraded -> double Salchow.

The same (<<<) will be applied to those jumps that can be cheated at the take-off like the Toe-Loop. The Toe-Walley will be called and counted as Toe-Loop.

#### Percentages increasing the jumps value

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Following, all the situations when the jumps will have the basic value increased by a percentage:

- If a jump will be executed after the half length of the program, it will have a 10% more of the basic value.
- If a jump will be presented in a combination jump it will have a percentage more of its value:
  - 2% Toeloop and Salchow.
  - 7% Flip, Lutz and Loop.
  - 8% Axel.
  - 9% double Toeloop and double Salchow.
  - 14% double Flip, double Lutz and double Loop.
  - 15% double Axel.
  - 16% triple Toeloop and triple Salchow.
  - 21% triple Flip, triple Lutz and triple Loop.
  - 22% triple Axel.
  - 23% quad Toe Loop and quad Salchow.
  - ....
- If the jumps will be presented in combination without the use of connecting jumps, the percentages will be:
  - 10% double-double.
  - 20% double-triple/triple-double.
  - 30% triple-triple.

## Clarifications

ITEM	CLARIFICATION
Jumps	<ul style="list-style-type: none"> <li>A “saving Toe-Loop” (when a skater uses a toe-loop between jumps in a combination to save the element cause by loss of control), will be considered a stepping out by the judges, with negative QOE to the jump executed just before and the saving Toe-Loop will be called as NO JUMP, occupying a box.</li> </ul>
Combination Jumps	<ul style="list-style-type: none"> <li>Underrotated single jumps in between jumps will decrease the quality of the following jump. E.g. double Loop-Thoren (Under or half rotated)-double Salchow – the double Salchow will have not good QOE.</li> <li>Minimum two (2) jumps to call a combination jump.</li> <li>If in between the doubles and/or the triples there are more than one revolution jump the following double or triple will have by the judges:               <ul style="list-style-type: none"> <li>No more than +1 if the number of one revolution jump is two (2).</li> <li>No more than 0 if the number of one revolution jump is three (3).</li> </ul> </li> </ul>
Lutz Jump	It is responsibility of the technical panel to call the Lutz jump if the required technical characteristics are fulfilled (outside edge). The technical panel will call Flip jump otherwise.

## 3.2 Spins

A spin will be considered accomplished when the skater completes a minimum of three (3) revolutions for one position spin and two (2) revolutions for a combination spin. The technical panel will call the spin when the basic characteristics are fulfilled.

The three (3) basic positions for the spins are:

- Upright spins.
- Sit spins.
- Camel spins.

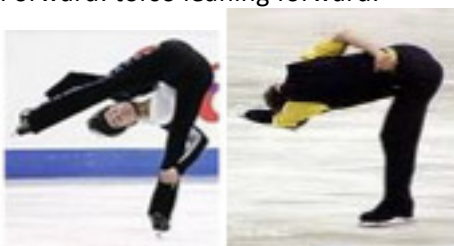
General:

- A one-position spin is a spin WITHOUT change of position, foot or edge.
- A combination spin is a spin where the skater changed foot and/or position and/or edge.
- The number of revolutions in upright position to complete any spin (camel or sit) it is not limited and it should not be considered as difficulty as a change of position.
- Basic body movements that affect in an important way the equilibrium, increasing the difficulty of the spin must be considered as a feature.
- If the spins are performed without any difficult variation, judges MUST NOT give +3.
- For the combination spins, judges will score just one QOE for the whole spin.
- For the camel/inverted, the bending of the free leg is not considered a difficult position.

### Difficult variations for basic spins

#### Upright position:

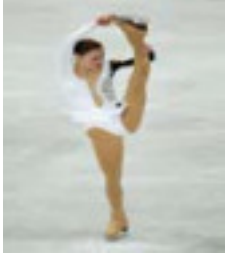
- Forward: torso leaning forward.



- b. Layback. The use of the toe stop is allowed.



- c. Sideways. The use of the toe stop is allowed.



**Sit position:**

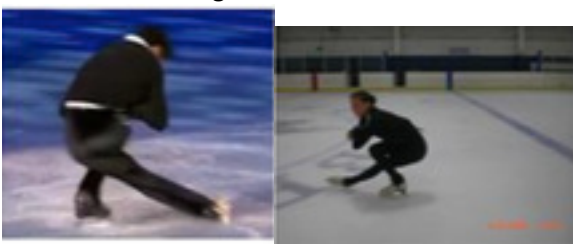
- d. Sit forward: free leg straight forward with the torso completely laid on the leg.



- e. Sit sideways: free leg sideways.

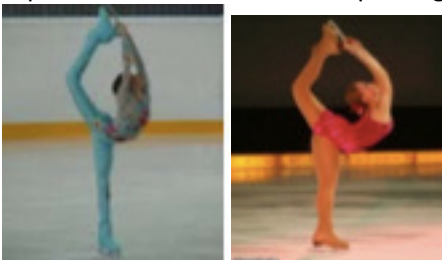


- f. Sit behind: free leg behind.



**Camel position:**

- a. Biellmann: skater's free leg is pulled from behind to a position higher than and towards the top of the head, close to the spinning axis of the skater. The use of the toe stop is allowed.



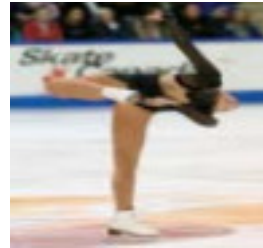
- b. Torso sideways. The use of the toe stop is allowed.



- c. Layover.  
d. Bryant (for inverted camel).  
e. Difficult free leg position:  
o Camel forward.



Camel sideways.



### One position spin

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Depending on the difficult variations listed in the previous paragraph, bonus will apply as follows by the technical panel:

A one position spin with more than six (6) revolutions will have 20% on the value of the spin.

#### Upright position:

- Forward -> plus 30% on the value of the spin.
- Layback -> plus 2 points if two (2) revolutions are fulfilled.
- Sideways -> plus 2 points and 50% on the value of the spin if two (2) revolutions are fulfilled.

#### Sit position:

- Sit forward -> plus 20% on the value of the spin.
- Sit sideways -> plus 30% on the value of the spin.
- Sit behind -> plus 60% on the value of the spin.

#### Camel position:

- Biellmann -> plus 80% of the value.
- Torso sideways -> plus 70% of the value.
- Layover -> plus 20% on the value of the spin -> 30% for heel.
- Bryant -> plus 25% on the value of the spin (on the inverted value).
- Difficult free leg position -> plus 20% for camel, 40% for heel.
  - o Camel forward.
  - o Camel sideways.

### Combination spins

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We will consider a spin a combination spin, when a change of edge, foot, position or jumps are executed.

The maximum number of spins in a combination spin is five (5).

Technical panel will call each single position in the combination spin and the system will add the values of each single spin called.



Depending on how the positions and/or the changes of edges and foot are performed, the spins in the combination will receive a value increased by a percentage as follows:

- Sit spin in between two camels position spins → 15% on the whole combo spin.
- Change of foot executed by a jump → 15% on the whole combo spin.
- Both directions immediately following each other in sit or camel → 20% on the whole combo spin.

### Difficult variations

SPIN	ADDITIONAL VALUE
More than 6 revolutions	20%
Difficult entry	15%
<b>Upright position</b>	
Forward	30%
Layback	2 points
Sideways	2 points and 50%
<b>Sit position</b>	
Sit forward	20%
Sit sideways	30%
Sit behind	60%
<b>Camel position</b>	
Biellmann	80%
Torso sideways	70%
Layover camel	20%
Layover heel	30%
Bryant	25%
Difficult free leg position camel	20%
Difficult free leg position heel	40%
<b>Combination spin</b>	
Sit spin in between two camels position spins	15% on the whole combo spin
Change of foot executed by a jump	15% on the whole combo spin
Both directions immediately following each other in sit or camel	20% on the whole combo spin

### Clarifications

ITEM	CLARIFICATION
Spin no value	<ul style="list-style-type: none"> <li>• Fall before the spin (travelling), or during the execution.</li> <li>• Required position not fulfilled.</li> <li>• Less than three (3) revolutions in the position required for one position spin and less than two (2) revolutions for spin within a combination spin.</li> <li>• If the spin does not achieve the correct position the technical panel will call a NO SPIN.</li> </ul>
Basic positions	Following the positions requirements to be considered as such: <ul style="list-style-type: none"> <li>• Upright.</li> <li>• Sit: the waist cannot be higher than the skating leg knee.</li> <li>• Camel: free leg position (knee and heel) must not be under the hip.</li> </ul>
Spins combination	<ul style="list-style-type: none"> <li>• Combination spin will be called if the number of revolutions in each position is at least two (2).</li> <li>• If one of the position/spin of the combination is NO VALUE, the spin will be called but overall the spin cannot get more than 0 as QOE from the judges.</li> </ul>

	<ul style="list-style-type: none"> <li>Where a position is mandatory (for example for the short program) and the skater does not achieve this position, the whole combination will be called NO SPIN.</li> </ul>
Entry	If a skater executes more than two (2) revolutions as entry, this position will be called, so even if the spin is one position spin, the spin will use the box as a combination spin.
Difficult positions	The difficult position to be considered by the judges as positive QOE must be an important change in the equilibrium, with muscular stretch, tension. E.g. Inverted spin changed Bryant where both arms and free leg are involved. Choreographic movement during the execution of the spin must not be considered difficult position but can be considered positively in the judges' QOE.
Jump entry or jump change of foot	The jump spin should get one of the following position in the air: <ul style="list-style-type: none"> <li>Sit position.</li> <li>Butterfly split: body, arms and legs straight and are parallel to the floor.</li> </ul> Landing on the toe-stop is permitted.

### 3.3 Step sequence

For the short and long program the mandatory step sequence can include just one (1) jump of maximum one (1) revolution (even if not recognized jump). An extra jump will be considered an illegal element and will be penalized as such.

Quick stops are permitted if they need to characterize the music and it is also allowed to skate on the pattern just executed.

The step sequence MUST start from a standing position.

#### Definitions

**Turn:** turns are all the technical difficulties listed and that involve a change of direction on the same foot: travelling (double three - one full rotation must be executed quickly to be considered as such otherwise will be considered three turns), three, brackets, loops, counters, rockers.

**Step:** step is all the technical difficulties that can be executed keeping the same direction or changing direction changing also the foot: toe steps, chasses, mohawks, choctaws, change of edge, cross rolls.

Note: half rotations jumps or one rotation jumps on two feet or one foot is not considered a turn or a step. Skating forward and skating backward is not a change of rotational direction.

**Cluster:** sequence of at least three (3) different turns executed on one foot, the three turn will be counted as a turn for the cluster. No change of edge is allowed. Change of edge will be allowed after the 3<sup>rd</sup> step if skaters choose to perform a more than three (3) steps cluster.

**Body movements:** the choreographic movements of the arms, bust, head, free leg, must clearly affect the balance of the skater/s to be considered during at least 1/3 of the all sequence. At least two parts of the body must be used.

#### Levels

- Level 1 – must include at least four (4) turns.
- Level 2 – must include at least six (6) turns.
- Level 3 – must include at least three (3) turns all executed at least once in both directions (six (6) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).
- Level 4 – must include at least four (4) turns all executed at least once in both directions (eight (8) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise).

- Level 5 – must include at least five (5) turns all executed at least once in both directions (ten (10) turns in total). Skater must add one (1) cluster and one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise).

### Clarifications

- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2 and 3.
- The steps of the cluster are included in the ones required for the level.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear.
- If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- For level 3, 4, 5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3, 4, 5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 is the maximum level that can be given, even if the definition of a higher level was reached.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this is not fulfilled, the level cannot be higher than 1.

### 3.4 Choreo step sequence

- This step sequence is free.
- The skaters must demonstrate the ability to skate on the music and to interpret the music using technical elements such as: steps, turns, arabesque, pivot, ina bauer, spread eagles, (not declared) one rotation jumps, quick spins.
- It will have a set value of 2.0.
- The technical panel will call the element and judges will give their QOE.
- The sequence must start from a standing position and must take the whole rink from a short side to the other short side of the skating surface.
- There is not a set pattern to follow.

## 4 QOE

Judges must score the QOE for each technical element called. To determine the final QOE, judges should consider the good features of the element and decrease in case of errors.

Following some of the guide lines for the judges to determine the right QOE to score.

### 4.1 Positive QOE

Judges should score their QOE using the following guide lines:

- 0 when skaters achieve the basics characteristics of the element.
- +1 when skaters fulfill 1 - 2 features.
- +2 when skaters fulfill 3 - 4 features.
- +3 when skaters fulfill 5 - 6 features.

The features are listed in order of importance.

<b>JUMPS</b>	<ul style="list-style-type: none"> <li>• Very good height and length.</li> <li>• Very good extension during landing and/or original and creative exit</li> <li>• Difficult and/or unexpected take off.</li> <li>• Clear, recognizable steps and skating movements executed just before the take-off.</li> </ul>
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	<ul style="list-style-type: none"> <li>• Difficult and artistic position in the air and/or late start of rotation.</li> <li>• Very good fluidity in taking off and landing.</li> <li>• Not clear strength during the execution of the element.</li> <li>• Matching the execution of the element with the music structure.</li> </ul>
<b>SPINS</b>	<ul style="list-style-type: none"> <li>• Good ability in centering the spin quickly.</li> <li>• Good control of the spin during its execution (entry, rotation, exit, change of foot/position).</li> <li>• Good speed and acceleration during the execution.</li> <li>• Difficult entry (e.g. fly camel, butterfly).</li> <li>• Difficult variations of positions.</li> <li>• Balanced number of revolutions for each position (combination spins).</li> <li>• Number of revolutions much higher than the minimum.</li> <li>• Matching the execution of the element with the music structure.</li> <li>• Difficult travelling.</li> </ul>
<b>STEP SEQUENCES</b>	<ul style="list-style-type: none"> <li>• Deep and clean edges (including entry and exit from change of directions).</li> <li>• Clearness and precision.</li> <li>• Good control and involvement of the whole body. Using the body means the clear use of the arms, head, shoulders, bust, free leg in a combined way during at least 1/3 of the pattern of the step sequence. These movements must affect the equilibrium of the body.</li> <li>• Good energy of execution.</li> <li>• Good speed and acceleration during the execution.</li> <li>• Matching the execution of the element with the music structure.</li> <li>• Creativity and originality.</li> </ul>
<b>CHOREO STEP SEQUENCE</b>	<ul style="list-style-type: none"> <li>• New steps, new steps sequence.</li> <li>• Intricate pattern.</li> <li>• Originality.</li> <li>• Variety.</li> <li>• Musicality.</li> <li>• Matching with the theme and music.</li> <li>• Clear movements.</li> <li>• Good energy.</li> <li>• Good control and involvement of the whole body.</li> </ul>

#### 4.2 Negative QOE

Following a table in which the values MUST be applied by the judges when the error described occurs and the values to decrease by the judges from their scores if the error described occurs.

Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
<b>JUMPS</b>			
Downgrade (<<<)	-3	No speed, no height, no length, wrong position in the air	-1 or -2
Fall	-3	Underrotated (<)	-1
Landing on two feet	-3	Half rotated (<<)	-2
Stepping out	-2 or -3	Take off technically not corrected	-1 or -2
Two hands on the floor during landing	-3	No fluidity and rhythm between the jumps of a combination	-1 or -2
Double three or half toe-loop after landing	-2	Not clean landing (wrong position/wrong edge/toe-stop)	-1 or -2

		Long preparation	-1
		Hand or free leg on the floor during landing	-1
<b>SPINS</b>			
Fall	-3	Wrong positions, slowness and moving	-1 to -3
Two hands on the floor to avoid the fall	-3	Change of foot not correctly executed: entry/exit curve, toe-stops, and edges	-1 to -3
		Hand or free leg on the floor to avoid the fall	-2 or -3
		Pumping	-2
		Bad travelling	-1
<b>STEP SEQUENCE</b>			
Fall	-3	Wrong pattern	-1 to -3
		Stumble	-1 or -2
		Out of time	-1 or -2
<b>CHOREO STEP SEQUENCE</b>			
Fall	-3	Lack of musicality	-1 to -3
		Stumble	-1 or -2
		Out of time	-1 or -2
		Poor in energy	-1 or -2
		Poor performance	-1 or -2

## 5 ARTISTIC IMPRESSION

Score for the artistic impression will be the sum of 4 components. For each one of the components judges should award a score between 0.25 and 10.

- Skating skills.
- Transitions.
- Performance
- Choreography/composition.

### 5.1 Skating skills

Over all skating quality: edge control and flow over the surface demonstrated by a command of the skating vocabulary (edges, steps, turns, etc.), the clarity of technique, and the use of effortless power to accelerate and vary speed.

Criteria:

- Posture.
- Good bending knee action and stroke.
- Correct use of lean.
- Cleanness and sureness of deep edges, steps, and turns.

### 5.2 Transitions

The varied and/or intricate footwork, positions, movements and holds that link all elements. This also includes the entrances and exits of technical elements.

Criteria:

- Variety.
- Difficulty.
- Intricacy.
- Quality.
- Fluidity

### 5.3 Performance

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Performance is the involvement of the skater/couple/teams physically, emotionally and intellectually as they translate the intent of the music and choreography. Execution: is the quality of movement and precision in delivery.

Criteria:

- Interpretation.
- Personality.
- Theatricality.
- Physical and emotional involvement.
- Sureness, clear and energy use of the lines and movements and good use of the energy variations.

### 5.4 Choreography/Composition

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Choreography/Composition an intentional, developed, and/or original arrangement of all movements according to the principles of proportion, unity, space, pattern, structure, and phrasing.

Criteria:

- Quality of the design of a program.
- Pattern and floor coverage.
- Utilization of personal space.
- Originality.
- Match between skater and the choreography chosen.

## 6 ILLEGAL ELEMENTS

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A deduction of one point (1.0) will be applied to the sum of technical content and artistic impression each time one of the following is executed:

- More than one (1) rotation jump in the step sequence.

General

- Costume violation (S.R 3.12).
- Time of the program less than the minimum (1.0 point each 10 secs).
- Falls.
- Missing mandatory element.

# FREE SKATING VALUES

JUMPS													
JUMP	CODE	3	2	1	BASE	<	<<	-1	-2	-3	Combo	Combo <	Combo <<
No Jump	NJ				0,0								0,00
Toeloop	1T	0,3	0,2	0,1	0,6	0,42	0,18	-0,1	-0,2	-0,3	0,61	0,43	0,18
Salchow	1S	0,3	0,2	0,1	0,7	0,49	0,21	-0,1	-0,2	-0,3	0,71	0,50	0,21
Flip	1F	0,3	0,2	0,1	0,9	0,63	0,27	-0,1	-0,2	-0,3	0,94	0,66	0,28
Lutz	1Lz	0,3	0,2	0,1	1,0	0,70	0,30	-0,1	-0,2	-0,3	1,04	0,73	0,31
Loop	1Lo	0,3	0,2	0,1	1,0	0,70	0,30	-0,1	-0,2	-0,3	1,04	0,73	0,31
Axel	1A	0,6	0,4	0,2	1,3	0,91	0,39	-0,2	-0,4	-0,6	1,38	0,96	0,41
Double Salchow	2S	0,6	0,4	0,2	1,6	1,12	0,48	-0,2	-0,4	-0,6	1,70	1,19	0,51
Double Toeloop	2T	0,6	0,4	0,2	1,8	1,26	0,54	-0,2	-0,4	-0,6	1,91	1,34	0,57
Double Flip	2F	0,6	0,4	0,2	2,0	1,40	0,60	-0,2	-0,4	-0,6	2,18	1,53	0,65
Double Lutz	2Lz	0,9	0,6	0,3	2,2	1,54	0,66	-0,3	-0,6	-0,9	2,40	1,68	0,72
Double Loop	2Lo	0,9	0,6	0,3	2,2	1,54	0,66	-0,3	-0,6	-0,9	2,40	1,68	0,72
Double Axel	2A	1,5	1,0	0,5	5,6	3,92	1,68	-0,5	-1,0	-1,5	6,16	4,31	1,85
Triple Salchow	3S	1,5	1,0	0,5	6,3	5,04	1,89	-0,5	-1,0	-1,5	6,93	5,54	2,08
Triple Toeloop	3T	1,5	1,0	0,5	6,7	5,36	2,01	-0,5	-1,0	-1,5	7,37	5,90	2,21
Triple Flip	3F	2,1	1,4	0,7	8,0	6,40	2,40	-0,7	-1,4	-2,1	9,28	7,42	2,78
Triple Lutz	3Lz	2,1	1,4	0,7	8,3	6,64	2,49	-0,7	-1,4	-2,1	9,63	7,70	2,89
Triple Loop	3Lo	2,1	1,4	0,7	8,3	6,64	2,49	-0,7	-1,4	-2,1	9,63	7,70	2,89
Triple Axel	3A	3,0	2,0	1,0	11,3	9,04	3,39	-1,0	-2,0	-3,0	13,33	10,67	4,00
Quad Salchow	4S	3,0	2,0	1,0	12,7	10,16	3,81	-1,0	-2,0	-3,0	14,99	11,99	4,50
Quad Toeloop	4T	3,0	2,0	1,0	13,1	10,48	3,93	-1,0	-2,0	-3,0	15,46	12,37	4,64
Quad Flip	4F	3,0	2,0	1,0	15,3	12,24	4,59	-1,0	-2,0	-3,0	18,97	15,18	5,69
Quad Lutz	4Lz	3,0	2,0	1,0	16,0	12,80	4,80	-1,0	-2,0	-3,0	19,84	15,87	5,95
Quad Loop	4Lo	3,0	2,0	1,0	15,7	12,56	4,71	-1,0	-2,0	-3,0	19,47	15,57	5,84
Quad Axel	4A	3,6	2,4	1,2	18,3	14,64	5,49	-1,2	-2,4	-3,6	22,69	18,15	6,81
SPINS													
SPIN	CODE	3	2	1	BASE	-1	-2	-3					
No Spin	NS				0,0								
<i>Upright Spins</i>	U	0,3	0,2	0,1	0,5	-0,1	-0,2	-0,3					
<i>Sit Spins</i>	S	0,3	0,2	0,1	0,8	-0,1	-0,2	-0,3					
<i>Camel Spins</i>	C	0,6	0,4	0,2	1,3	-0,2	-0,4	-0,6					
Camel	Br	0,6	0,4	0,2	1,9	-0,2	-0,4	-0,6					
Camel	H	0,9	0,6	0,3	2,3	-0,3	-0,6	-0,9					
Camel	In	0,9	0,6	0,3	2,8	-0,3	-0,6	-0,9					
STEP SEQUENCE													
LEVEL	CODE	3	2	1	BASE	-1	-2	-3					
No Step Seq	NSt				0,0								
Level 1	St1	0,9	0,6	0,3	1,8	-0,3	-0,6	-0,9					
Level 2	St2	0,9	0,6	0,3	2,3	-0,3	-0,6	-0,9					
Level 3	St3	0,9	0,6	0,3	3,3	-0,3	-0,6	-0,9					
Level 4	St4	0,9	0,6	0,3	3,9	-0,3	-0,6	-0,9					
Level 5	St5	1,2	0,8	0,4	4,4	-0,4	-0,8	-1,2					
CHOREO STEP SEQUENCE													
	CODE	3	2	1	BASE	-1	-2	-3					
No Choreo SS	NChSt				0,0								
	ChSt	0,6	0,4	0,2	2,0	-0,2	-0,4	-0,6					

# Rollart



**NEW JUDGING SYSTEM FOR  
ARTISTIC ROLLER SKATING COMPETITIONS  
PAIRS**

**By  
Nicola Genchi**



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## 1. OWNERSHIP

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## 2. PAIRS

---

This document refers to rules for junior and senior pairs competitions.

Pairs competitions consist of two parts: a short program of 2:45 minutes and a long program of 4:30 minutes.

The score for the short program and the long program for pairs skating will consist of two parts:

- Technical content.
- Artistic impression.

## 3. TECHNICAL CONTENT

---

The technical content is the sum of the values given to each technical element presented by the pair. For the consultation of the values of the individual elements, please refer to the Excel sheet values.

The pairs technical elements are:

- Lifts.
- Side by side jumps.
- Side by side spins.
- Throw jumps.
- Twist jump.
- Contact spins.
- Death spirals.
- Step sequences.

### 3.1 Short program

---

Required elements in a pairs short program junior and senior:

- A twist jump or throw jump (to decide each year).
- One contact spin (it can be one position spin or a combination spin to decide each year).
- One side by side jump (no combination).
- One side by side spin (it can be one position spin or a combination spin to decide each year).
- One death spiral (to decide each year).
- One step sequence (to decide each year).

Senior:

- One position lift of no more than four (4) rotations for the man.
- One combination lift of no more than eight (8) rotations of the man and no more than two (2) changes of position for the lady (3 positions).

Junior:

- Two (2) one position lifts of no more than four (4) rotations for the man.
- Additional elements will not be considered and will not be penalized.
- The lifts take-offs must be different.
- All the attempts will occupy one box in the system, so if repeated they will not be considered.
- Lifts groups will be chosen by ATC each year.

### 3.2 Long program

---

Pairs long program rules junior and senior:

- Maximum two (2) throw jumps.
- One twist jump.
- Maximum one (1) contact spin (to decide each year). If the element to perform is a combination spin, the combination should contain maximum four (4) positions.
- Two (2) side by side jumps elements. One must be a single jump; the other can be a combination jump (not more than four (4) jumps). The technical value of the combination is the sum of the jumps of the combination. The connection jumps will not be calculated (only doubles and triples in the combination will have a value).
- Maximum one (1) side by side spin, combination or one position (to decide each year).
- One (1) death spirals (to decide each year).
- One (1) step sequence to be chosen from serpentine, circle, diagonal, straight line. Please note that if the order of the elements is not presented, and a step sequence takes up more than half of the pattern, this sequence will be called so that the next one will not have a value.

Senior:

- Maximum three (3) lifts: one (1) one position lift (no more than four (4) rotations of the man) and two (2) combination lifts with no more than ten (10) revolutions of the man and no more than three (3) change of positions of the lady (4 positions).

Junior:

- Two (2) lifts: one (1) one position lift (no more than four (4) rotations of the man) and one (1) combination lift with no more than ten (10) revolutions of the man and no more than three (3) change of positions of the lady (4 positions).
- Lifts groups will be chosen by ATC each year.
- The lifts take-offs must be different.

### 3.3 Side by side jumps

---

Side by side jumps will be evaluated as for free skating both from technical panel and judges. For QOE please refers to the chart at the end of this chapter.

Some clarifications:

- For general rules, please refer to the Free Skating document.
- If the number of rotations is different for the two partners (e.g. man executes a double axel and the lady and axel) the technical panel will call the jump with less value.
- If one skater executes an underrotated jump and the other a complete jump, the technical panel will call an underrotated jump anyway.
- In general, whatever is the error, it will be considered as it has been done by both skaters.

### 3.4 Side by side spins

---

Side by side spins for pairs will be evaluated with the same values of free skating. For QOE please refers to the chart at the end of this chapter.

Some clarifications:

- For general rules, please refer to the Free Skating document.
- If the skaters execute different spins (e.g. the man a heel spin and the lady just a camel), technical panel will call the less value spin.
- In general, whatever is the error, it will be considered as it has been done by both skaters.

### 3.5 Contact spins

Following the list of contact spins classes that can be called by technical panel.  
For every class the spins are listed from the easiest to the most difficult:

CLASS	DESCRIPTION
D	Outer back upright
	Inside back upright
C	Face to face inner back sit
	Face to face outer back sit
	Hazel spin
B	Pull around camel to catch the waist camel
	Kilian camel spin
	Lay Over Camel
	Camel spin with man's leg over woman
	Tango position camel spin (man on the RFI, woman on the LBI)
	Impossible camel
A	Reverse lay over camel (man's leg over the woman)
	Impossible sit (sleeping beauty)

#### Bonus for difficult variations

Following the bonus called by technical panel on spins' variations:

- Difficult entry - > plus 10% on the value of the spin.
- Difficult position of the man -> plus 10% on the value of the spin.
- Difficult position of the lady -> plus 10% on the value of the spin.
- More than three (3) revolutions -> 10% on the value of the spin.
- For impossible and sit impossible the twist of the woman or a difficult position of the woman -> plus 25% on the value of spin.

#### Difficult variations for combination contact spins

- Difficult change of position in combination -> plus 10% on the whole combination spin.

#### Clarifications

- To call a contact spin, one of the positions MUST have at least two (2) revolutions, if not it will be called NO SPIN.
- Maximum four (4) positions can be performed in a combination contact spin.
- The system will add up the values of the single spins, called by technical panel.
- If one or more of the position have just one revolution the QOE cannot be more than 0.

### 3.6 Throw jumps

Throw jumps will be called as individual jumps. For the QOE please refer to the chart at the end of this chapter. Values for each jump can be consulted in the Excel file.

### 3.7 Death spirals

Spirals can be:

- Camel spirals: there will be just one level.
- Death spirals: there will be four (4) levels.

The concept of pivot must be always held.

## Levels

---

- Level 1 – correct execution of the basic death spiral.
- Level 2 – basic plus one (1) feature.
- Level 3 – basic plus two (2) features.
- Level 4 – basic plus three (3) features.

## Death spirals – features

---

- Difficult entry (preceding the commencement of the element) and/or difficult exit.
- Change of hold (change of hand between man and woman) – there must be at least one (1) rotation in both holds to be considered as feature.
- More than one (1) revolution (one feature for each added revolution).
- Difficult position of the lady.
- Left hold of the man.
- Left hold of the lady.
- Difficult position of the man.

## 3.8 Step sequences

---

For the short and long program, the mandatory step sequence can include just one (1) jump of maximum one (1) revolution (even if not recognized jump). An extra jump will be considered an illegal element and will be penalized as such.

Quick stops are permitted if they need to characterize the music and it is also allowed to skate on the pattern just executed.

The step sequence MUST start from a standing position.

## Definitions

---

**Turn:** turns are all the technical difficulties listed and that involve a change of direction on the same foot: travelling (double three - one full rotation must be executed quickly to be considered as such otherwise will be considered three turns), three turns, brackets, loops, counters, rockers.

**Steps:** step is all the technical difficulties that can be executed keeping the same direction or changing direction changing also the foot: toe steps, chasses, mohawks, choctaws, change of edge, cross rolls.

**Cluster:** sequence of at least three different turns executed on one foot, the three turn will be counted as a turn for the cluster. No change of edge is allowed. Change of edge will be allowed after the 3<sup>rd</sup> step if skaters choose to perform a more than 3 steps cluster.

**Body movements:** the choreographic movements of the arms, bust, head, free leg, must clearly affect the balance of the skater/s to be considered during at least 1/3 of the sequence. At least two parts of the body must be used.

## Levels

---

- Level 1 – must include at least four (4) turns.
- Level 2 – must include at least six (6) turns.
- Level 3 – must include at least three (3) turns all executed at least once in both directions (six (6) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).
- Level 4 – must include at least four (4) turns all executed at least once in both directions (eight (8) turns in total). Skaters must add one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa)

- Level 5 – must include at least five (5) turns all executed at least once in both directions (ten (10) turns in total). Skater must add one (1) cluster and one (1) choctaw in both directions (1 clockwise and 1 anti-clockwise or vice versa).

### Clarifications

- The turns can be executed simultaneously or not.
- None of the types can be counted more than twice.
- Three turn will not be considered as turn to be counted to get the level.
- Performing a cluster will raise the level up of one in the levels 2 and 3.
- The steps of the cluster are included in the ones required for the level.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear.
- If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- For level 3, 4, 5 it's mandatory the use of body movements feature during at least 1/3 of the sequence. This means that if this feature is not presented the level can be decreased.
- For level 3, 4, 5 each step must be executed in the correct timing of the music. This means that for any performance out of timing, level 2 is the maximum level that can be given, even if the definition of a higher level was reached.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this is not fulfilled, the level cannot be higher than 1.

### 3.9 Lifts

Some clarifications:

- The minimum rotations for a lift to be called is two (2).
- If the pair executes a take-off but the girl does not get to her position and the lift fails, the technical panel will call the lift which will have a No Value (0) and will occupy a box in the system as element performed.
- If the couple executes more rotations than allowed, technical panel will call the lift; features presented in the illegal part will be not considered. Judges will have to score negative QOE and the couple will be penalized of 1.0 from the total.
- It is permitted to perform half rotation to enter de lift and half rotation to exit the lift.

Lifts list and their class of difficulty:

CLASS	DESCRIPTION
<b>D</b>	Bucket
	One-arm pass over Axel
	Two-arms pass over axel
	Around the back
	Axel and Axel Around the back
	Lutz or Flip
	Low Kennedy
	Low Milatano
<b>C</b>	Airplane
	Pancake
	Press
	Press – Layout Position
	Press – Milatano Position
<b>B</b>	Cartwheel
	Cartwheel – T Position with a split
	Reversed Loop

	Pancake Twist Airplane
<b>A</b>	Kennedy
	Kennedy Layout Position
	Milatano
	Milatano – Star Position
	Reversed Cartwheel T Position with a split
	Reversed Cartwheel
	Spin Pancake

#### Lifts groups

- Group 1: Airplane, press, pancake
- Group 2: Cartwheel
- Group 3: Kennedy
- Group 4: Reversed cartwheel
- Group 5: Milatano
- Group 6: Spin pancake

Each year ATC will choose the group pairs will have to use in their programs for one position lifts and combination lifts.

#### Levels

---

- Level 1 – correct execution of the lift.
- Level 2 – basic + 1 feature.
- Level 3 – basic + 2 features.
- Level 4 – basic + 3 features.
- Level 5 – basic + 4 features.

#### Airplane – Pancake – Reversed loop – Axel – Flip – Low Milatano – Low Kennedy: features

---

- Difficult variation in the take-off.
- No hand/s from the lady.
- Difficult kind of rotation.
- One hand hold (when it is possible) by the man.
- Difficult variation of the lady's position.
- Difficult variation in landing.
- Pancake: man's hold with left arm.

#### Press – features

---

- Difficult variation in the take-off.
- No hand/s from the lady (when it is possible).
- Difficult kind of rotation.
- Difficult variation of the lady's position (side split, lay out, Milatano position).
- Difficult variation in landing.

#### Pancake twist airplane – features

---

- Difficult variation in the take-off.
- No hand/s from the lady (when it is possible).
- Difficult kind of rotation.
- One hand hold (when it is possible) by the man.
- Difficult variation of the lady's position.
- Difficult variation in landing.

### **Kennedy – features**

---

- Difficult variation in the take-off (take-off with the skaters skating forward is to be considered a difficult variation).
- No hand from the lady.
- Difficult kind of rotation.
- One hand hold (when it is possible) by the man.
- Difficult variation of the lady's position (side split, lay out).
- Difficult variation in landing.

### **Milatano – features**

---

- Difficult variation in the take-off.
- No hand/s from the lady.
- Difficult kind of rotation.
- One hand hold by the man.
- Difficult variation of the lady's position (star).
- Difficult variation in landing.

### **Reversed cartwheel – features**

---

- Difficult variation in the take-off.
- No hands from the lady.
- Difficult kind of rotation.
- One hand hold by the man.
- Left arm hold by the man.
- Difficult variation of the lady's position (side split).
- Difficult variation in landing.

### **Spin pancake – features**

---

- Difficult variation in the take-off.
- No hand/s from the lady.
- Difficult kind of rotation.
- One hand hold by the man.
- Left arm hold by the man.
- Difficult variation of the lady's position.
- Difficult variation in landing.

### **Lifts combination**

---

The combination lift will be called by the technical panel for those lifts, which presents change of positions and/or holds.

The take off the lift to be called is the lift that gives the real difficulty to the combination.

### **Levels**

---

To each level corresponds a percentage to calculate on the value of the lift used for the take-off.

The "Combo Level 1" will be called just if there is at least one (1) change of position

- Level 1 – value of the level 1 of the lift of take-off + 20%
- Level 2 – 1 feature -> level 1 + 20% of level 1 of the lift of take-off.
- Level 3 – 2 features -> level 2 + 20% of level 1 of the lift of take-off.
- Level 4 – 3 features -> level 3 + 20% of level 1 of the lift of take-off.
- Level 5 – 4 features -> level 4 + 20% of level 1 of the lift of take-off.



### Combination lifts – features

---

- Difficult variation in the take-off.
- No hands from the lady.
- Difficult kind of rotation.
- Change of direction of rotation during the execution.
- One hand hold by the man.
- Left hand hold by the man.
- Difficult variation of the lady's position.
- Difficult variation in landing.
- Change of position, in general when the lady changes of axis.
  - Pancake Twist Airplane.
  - Change from Cartwheel to Layback position of the lady.
  - Change from Cartwheel to Kennedy.
  - Change from Pancake to Milatano.

### Clarifications for lifts

---

- The difficult variations in landing will be considered just if the technical characteristic of the element performed will be respected.
- “No hand” feature will be called when it will be kept for at least one and a half revolution.
- A change of position to be called, the position must be held for at least one and a half revolution.
- Combination lift: “no hand” feature for the lady will be called just if the no hand is in for at least two (2) positions.
- Combination lift: “one hold for the man” will be called if it's for all the position where it's possible.
- A complete rotation of the lady on one axis without touching the partner with the body, can be considered a difficult variation in landing.
- One hand hold landing can be considered a difficult variation in landing.
- In the short program, the maximum number of positions is three (3), in the long program is four (4).
- Difficult variation will be counted only if the following position is held for at least for one and a half revolution.
- If the pair does only one position for the combination lift, and don't even try to change the position, it will be called NO LEVEL, or it will be considered a one position lift and will occupy a box.

### 3.10 Twist

---

The throw jump lift twist will be the Lutz. The technical panel will call the element specifying also the number of rotations.

#### Levels

---

- Level 1 – correct execution of the element.
- Level 2 – basic + 1 feature.
- Level 3 – basic + 2 features.
- Level 4 – basic + 3 features.

#### Features twist

---

- Lady's split (each leg to at least 45° from her body axis).
- Original/difficult position of the lady during the twist
- Catching the lady at her waist without her using hands/arms or whatever part of her body to touch the man.

- Difficult take off (steps/clear skating movements executed by both partners just before the take-off of the twist).
- Man's arm on the side at least at the shoulders height after throwing the lady in the air.

## 4. POSITIVE QOE

Judges should score their QOE using the following guide lines:

- 0 when skaters achieve the basics characteristics of the element.
- +1 when skaters fulfill 1- 2 of the features listed.
- +2 when skaters fulfill 3- 4 of the features listed.
- +3 when skaters fulfill 5- 6 of the features listed.

<b>LIFTS</b>	<ul style="list-style-type: none"> <li>• Good take-off and landing by both skaters.</li> <li>• Correct position in the air and artistically good.</li> <li>• Good usage of the rink during the execution of the element.</li> <li>• Good mohawks execution by the man: close feet, quick and clear edges.</li> <li>• Good speed and fluidity.</li> <li>• No clear strength execution.</li> <li>• Match with the music.</li> </ul>
<b>THROW JUMPS</b>	<ul style="list-style-type: none"> <li>• Original, creative or difficult take off.</li> <li>• Good position of the man before throwing (toe-stop).</li> <li>• Good position in the air of the woman.</li> <li>• Good extension and creative landing.</li> <li>• Good height, speed and length.</li> <li>• Good control and fluidity during landing.</li> <li>• Match with the music.</li> </ul>
<b>TWIST</b>	<ul style="list-style-type: none"> <li>• Good take-off and landing by both partners.</li> <li>• Good position of the man just after the throw.</li> <li>• Good usage of the floor during the execution of the element.</li> <li>• Good speed and rhythm from the beginning to the end.</li> <li>• Good height of the lady in the air.</li> <li>• No clear strength by both partners.</li> <li>• Match with the music.</li> </ul>
<b>CONTACT SPINS</b>	<ul style="list-style-type: none"> <li>• Good control during the execution of the element (entry, rotation, exit).</li> <li>• Good speed and acceleration during the execution.</li> <li>• Difficult variations (one position and combination see 3.5)</li> <li>• Balance of the number of revolutions in each position.</li> <li>• Number of revolutions higher than the minimum.</li> <li>• Originality and creativity.</li> <li>• Continuity fluency and easy execution of the spin.</li> <li>• Match with the music.</li> </ul>
<b>SPIRALS</b>	<ul style="list-style-type: none"> <li>• Good fluidity in entry and exit.</li> <li>• Good control and speed when the position is reached.</li> <li>• Good quality of the position of both partners (men's pivot and lady position).</li> <li>• Clear and constant edge of the pivot.</li> <li>• Controlled position during the entry.</li> <li>• No clear strength in executing the element.</li> <li>• Creativity and originality.</li> <li>• Match with the music.</li> </ul>

<b>SIDE BY SIDE JUMPS</b>	<ul style="list-style-type: none"> <li>• Original, creative and difficult take off.</li> <li>• Clear and recognizable steps and skating movements executed just before the take-off.</li> <li>• Creative position in the air and/or late start of rotation in the air.</li> <li>• Very good height and length.</li> <li>• Good extension during landing and/or original and creative exit.</li> <li>• Very good fluidity in the entry and exit (and during the execution of combination jump).</li> <li>• Good unison and closeness during the execution of the element.</li> <li>• No clear strength during the execution of the element.</li> <li>• Match with the music.</li> </ul>
<b>SIDE BY SIDE SPINS</b>	<ul style="list-style-type: none"> <li>• Good spin control during the execution (entry, rotation, exit, change of foot).</li> <li>• Capacity in centering quickly the spin.</li> <li>• Balanced number of revolutions for each position.</li> <li>• Good and equal position of both partners.</li> <li>• Good unison and distance between the two partners.</li> <li>• Good speed and acceleration during execution.</li> <li>• Number of revolutions higher than the minimum.</li> <li>• Match with the music.</li> </ul>
<b>STEPS SEQUENCES</b>	<ul style="list-style-type: none"> <li>• Good energy and execution.</li> <li>• Good speed and acceleration during the execution.</li> <li>• Clearness and precision.</li> <li>• Deep and clean edges (including entry and exit of the change of directions).</li> <li>• Good control and involvement of the whole body.</li> <li>• Variations: such as shadow, mirror, no hand, holding, etc.</li> <li>• Match with the music.</li> <li>• Good unison.</li> <li>• Creativity and originality.</li> </ul>

## 5. NEGATIVE QOE

Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
<b>JUMPS – THROW JUMPS</b>			
Fall	-3	No speed, height, length and poor position in the air	-1 or -2
Downgrade (<<<)	-3	Underrotated (<)	-1
2 feet landing	-2	Half rotated (<<)	-2
Different rotations between partners	-2	Technically no correct take off	-1 or -2
Stepping out	-2	No fluidity and rhythm in between jumps in a combination jumps	-1 or -2
Both hands on the floor during landing	-3	No clean landing (incorrect position/wrong edge/toe-stop)	-1 or -2
Double three or half toe-loop after landing	-2	Long preparation	-1 or -2
		No unison	-1 or -2
		Big distance (more than 1,5) between partners	-1 or -2
		One hand or free leg during landing	-1

<b>THROW JUMPS - TWIST</b>			
Fall	-3	No height and/or length	-1 to -3
Lady falling on the partner	-2 or -3	No good take off (no speed, no toe assisted)	-1 or -2
Lady not caught in landing	-2	Using man shoulders during catching	-1 or -2
Two feet landing	-2	Poor landing (no speed, no correct positions, no face to face position)	-1 or -2
Two hands on the floor during landing	-2	No catching the lady on the waist	-2
Downgrade (<<<)	-3	Long preparation	-1
		Man on two feet	-1
		Underrotated (<)	-1
		Half rotated (<<)	-2
		Free leg on the floor during landing	-1
		Not clear and evident split (minimum 45°)	-3
<b>SPINS – CONTACT SPINS</b>			
Fall	-3	Not correct position, slowness, travelling	-1 to -3
Two hands on the floor to avoid the fall	-3	Lay over Camel (leg over lady) where the leg not always passes on the lady (minimum two revs following must be performed)	-2
Impossible sit, the man stands in two feet	-2	Wrong change of foot (toe-stop, wrong and not clear edges)	-1 to -3
		One hand or free leg on the floor for lost balance.	-2 or -3
		Lack of unison and big distance between partners	-1 to -3
<b>STEP SEQUENCES</b>			
Fall	-3	Incorrect Pattern	-1 or -3
Lack of execution of steps/change of directions for half of the pattern	-2 or -3	Stumble	-1 to -2
		Out of time	-1 to -2
		Short program: recognizable jumps of one rotation or more	-1
		Lack of unison	-1 or -2
<b>LIFTS</b>			
Fall	-3	Wrong air position and/or during landing	-1 to -3
Big problems during take-off (toe-stops)	-3	Not good take off quality (fluidity)	-1
Fall of the lady over the partner	-2	Wrong take off	-2
Take off and/or landing of the lady on two feet	-2	Lack of speed and/or length of the lift	-1 to -3
Using man's shoulder to land	-2	Wrong mohawks	-1 to -3
		Use of toe stops during the mohawks	-2
		Long preparation	-1
		Free leg on the floor during landing	-1
<b>DEATH SPIRALS</b>			
Fall	-3	Lady wrong position (not good reversed position, not at the same level of skating knee etc.)	-1 to -3
Wrong pivot position	-2 or -3	Errors in the exit	-1 to -3
		Slowness or speed reduction	-1 or -2

		Not clean and clear edge of the lady	<b>-1 or -2</b>
		Wrong position of the man	<b>-1</b>
		Not fluent edge of the man	<b>-2</b>

## 6. ARTISTIC IMPRESSION

---

Score for the Artistic Impression will be the sum 4 components. For each one of the components judges should award a score between 0.25 and 10.

- Skating skills.
- Transitions.
- Performance.
- Choreography/composition.

### 6.1 Skating skills

---

Over all skating quality: edge control and flow over the surface demonstrated by a command of the skating vocabulary (edges, steps, turns, etc.), the clarity of technique, and the use of effortless power to accelerate and vary speed.

Criteria:

- Posture.
- Good bending knee action and stroke.
- Correct use of lean.
- Cleanness and sureness of deep edges, steps, and turns.
- Balance of technique and skating ability of partners.

### 6.2 Transitions

---

The varied and or intricate footwork, positions, movements and holds that link all elements and constitute the distinct technical content of the performance.

Criteria:

- Variety.
- Difficulty.
- Intricacy.
- Quality.
- Fluidity.
- Balance of workload between partners.

### 6.3 Performance

---

Performance is the involvement of the skater/couple/teams physically, emotionally and intellectually as they translate the intent of the music and choreography. Execution: is the quality of movement and precision in delivery.

Criteria:

- Interpretation.
- Personality.
- Theatricality.
- Physical and emotional involvement.
- Sureness, clear and energy use of the lines and movements and good use of the energy variations.
- Balance in performance between partners.

## 6.4 Choreography/Composition

---

An intentional, developed, and/or original arrangement of all movements according to the principles of proportion, unity, space, pattern, structure, and phrasing.

Criteria:

- Quality of the design of a program.
- Pattern and floor coverage.
- Utilization of personal space.
- Originality.
- Unison.
- Match between skaters and the choreography chosen.
- Timing.

## 7. ILLEGAL ELEMENTS

---

A deduction of one point (1.0) will be applied to the sum of technical content and artistic impression each time one of the following is executed:

- More than four (4) positions for combination contact spins.
- Higher number of revolutions for lifts (4, 8 and 12 revolutions lifts).
- Higher number of positions for lifts (3 and 4).
- More than one rotation jump in the step sequence.

General

- Costume violation.
- Time of the program less than the minimum.
- Falls.
- Mandatory element not presented.

# PAIRS values



Note: for jumps, spins and step sequence values refer to free skating file.

LIFTS									
	LEVEL	CODE	3	2	1	BASE	-1	-2	-3
No Lift		NL				0,0			
<b>Bucket</b>		Bu	0,3	0,2	0,1	0,4	-0,1	-0,2	-0,3
<b>Axel one arm</b>		Ax1	0,3	0,2	0,1	0,7	-0,1	-0,2	-0,3
<b>Axel two arms</b>		Ax2	0,3	0,2	0,1	0,7	-0,1	-0,2	-0,3
<b>Around the back</b>		Ab1	0,3	0,2	0,1	0,7	-0,1	-0,2	-0,3
<b>Axel</b>		Ax	0,3	0,2	0,1	0,9	-0,1	-0,2	-0,3
		Ax2	0,3	0,2	0,1	1,0	-0,1	-0,2	-0,3
		Ax3	0,6	0,4	0,2	1,2	-0,2	-0,4	-0,6
		Ax4	0,6	0,4	0,2	1,3	-0,2	-0,4	-0,6
<b>Axel around the back</b>		AxAb	0,3	0,2	0,1	1,0	-0,1	-0,2	-0,3
		AxAb2	0,6	0,4	0,2	1,1	-0,2	-0,4	-0,6
		AxAb3	0,6	0,4	0,2	1,3	-0,2	-0,4	-0,6
		AxAb4	0,6	0,4	0,2	1,4	-0,2	-0,4	-0,6
<b>Flip</b>		Fl	0,6	0,4	0,2	1,1	-0,2	-0,4	-0,6
		Fl2	0,6	0,4	0,2	1,2	-0,2	-0,4	-0,6
		Fl3	0,6	0,4	0,2	1,4	-0,2	-0,4	-0,6
		Fl4	0,6	0,4	0,2	1,5	-0,2	-0,4	-0,6
<b>Low Kennedy</b>		LK	0,6	0,4	0,2	1,3	-0,2	-0,4	-0,6
		LK2	0,6	0,4	0,2	1,4	-0,2	-0,4	-0,6
		LK3	0,6	0,4	0,2	1,6	-0,2	-0,4	-0,6
		LK4	0,6	0,4	0,2	1,8	-0,2	-0,4	-0,6
<b>Low Milatano</b>		LM	0,6	0,4	0,2	1,4	-0,2	-0,4	-0,6
		LM1	0,6	0,4	0,2	1,5	-0,2	-0,4	-0,6
		LM2	0,6	0,4	0,2	1,7	-0,2	-0,4	-0,6
		LM3	0,9	0,6	0,3	1,9	-0,2	-0,4	-0,6
<b>Airplane</b>	Level 1	Air	0,6	0,4	0,2	1,8	-0,2	-0,4	-0,6
	Level 2	Air2	0,9	0,6	0,3	2,1	-0,3	-0,6	-0,9
	Level 3	Air3	0,9	0,6	0,3	2,4	-0,3	-0,6	-0,9
	Level 4	Air4	0,9	0,6	0,3	2,7	-0,3	-0,6	-0,9
	Level 5	Air5	0,9	0,6	0,3	3,1	-0,3	-0,6	-0,9
<b>Pancake</b>	Level 1	Pan	0,9	0,6	0,3	2,3	-0,3	-0,6	-0,9
	Level 2	Pan2	0,9	0,6	0,3	2,6	-0,3	-0,6	-0,9
	Level 3	Pan3	0,9	0,6	0,3	2,9	-0,3	-0,6	-0,9
	Level 4	Pan4	0,9	0,6	0,3	3,2	-0,3	-0,6	-0,9
	Level 5	Pan5	0,9	0,6	0,3	3,6	-0,3	-0,6	-0,9
<b>Rittberger Sagittale</b>	Level 1	Rit	0,9	0,6	0,3	2,7	-0,3	-0,6	-0,9
	Level 2	Rit2	0,9	0,6	0,3	3,0	-0,3	-0,6	-0,9
	Level 3	Rit3	0,9	0,6	0,3	3,3	-0,3	-0,6	-0,9
	Level 4	Rit4	0,9	0,6	0,3	3,6	-0,3	-0,6	-0,9
	Level 5	Rit5	0,9	0,6	0,3	4,0	-0,3	-0,6	-0,9

	LEVEL	CODE	3	2	1	BASE	-1	-2	-3
<b>Press</b>	Level 1	Pr	0,9	0,6	0,3	2,7	-0,3	-0,6	-0,9
	Level 2	Pr2	0,9	0,6	0,3	3,0	-0,3	-0,6	-0,9
	Level 3	Pr3	0,9	0,6	0,3	3,3	-0,3	-0,6	-0,9
	Level 4	Pr4	0,9	0,6	0,3	3,6	-0,3	-0,6	-0,9
	Level 5	Pr5	0,9	0,6	0,3	4,0	-0,3	-0,6	-0,9
<b>Cartwheel</b>	Level 1	Car	1,2	0,8	0,4	4,1	-0,4	-0,8	-1,2
	Level 2	Car2	1,2	0,8	0,4	4,4	-0,4	-0,8	-1,2
	Level 3	Car3	1,2	0,8	0,4	4,8	-0,4	-0,8	-1,2
	Level 4	Car4	1,5	1,0	0,5	5,2	-0,5	-1,0	-1,5
	Level 5	Car5	1,5	1,0	0,5	5,7	-0,5	-1,0	-1,5
<b>Pancake Twist</b>	Level 1	PanT	0,9	0,6	0,3	3,7	-0,3	-0,6	-0,9
	Level 2	PanT2	0,9	0,6	0,3	4,0	-0,3	-0,6	-0,9
	Level 3	PanT3	1,2	0,8	0,4	4,3	-0,4	-0,8	-1,2
	Level 4	PanT4	1,2	0,8	0,4	4,6	-0,4	-0,8	-1,2
	Level 5	PanT5	1,2	0,8	0,4	5,0	-0,4	-0,8	-1,2
<b>Kennedy</b>	Level 1	Ken	1,5	1,0	0,5	5,1	-0,5	-1,0	-1,5
	Level 2	Ken2	1,5	1,0	0,5	5,4	-0,5	-1,0	-1,5
	Level 3	Ken3	1,5	1,0	0,5	5,7	-0,5	-1,0	-1,5
	Level 4	Ken4	1,5	1,0	0,5	6,0	-0,5	-1,0	-1,5
	Level 5	Ken5	1,5	1,0	0,5	6,4	-0,5	-1,0	-1,5
<b>Milatano</b>	Level 1	Mil	1,5	1,0	0,5	5,5	-0,5	-1,0	-1,5
	Level 2	Mil2	1,5	1,0	0,5	5,8	-0,5	-1,0	-1,5
	Level 3	Mil3	1,5	1,0	0,5	6,1	-0,5	-1,0	-1,5
	Level 4	Mil4	1,5	1,0	0,5	6,4	-0,5	-1,0	-1,5
	Level 5	Mil5	1,5	1,0	0,5	6,8	-0,5	-1,0	-1,5
<b>Reverse Cartwheel</b>	Level 1	RevC	1,5	1,0	0,5	6,3	-0,5	-1,0	-1,5
	Level 2	RevC2	1,5	1,0	0,5	6,6	-0,5	-1,0	-1,5
	Level 3	RevC3	1,5	1,0	0,5	7,0	-0,5	-1,0	-1,5
	Level 4	RevC4	1,5	1,0	0,5	7,4	-0,5	-1,0	-1,5
	Level 5	RevC5	1,5	1,0	0,5	7,9	-0,5	-1,0	-1,5
<b>Spin cake</b>	Level 1	Ven	1,5	1,0	0,5	6,6	-0,5	-1,0	-1,5
	Level 2	Ven2	1,5	1,0	0,5	6,9	-0,5	-1,0	-1,5
	Level 3	Ven3	1,5	1,0	0,5	7,3	-0,5	-1,0	-1,5
	Level 4	Ven4	1,5	1,0	0,5	7,7	-0,5	-1,0	-1,5
	Level 5	Ven5	2,1	1,4	0,7	8,1	-0,7	-1,4	-2,1

<b>CONTACT SPINS</b>									
	CODE	3	2	1	BASE	-1	-2	-3	
No Contact Spin	NCS				0,0				
Upright Back-Out	UBO	0,3	0,2	0,1	0,6	-0,1	-0,2	-0,3	
Sit Back Inside	SBI	0,3	0,2	0,1	1,0	-0,1	-0,2	-0,3	
Sit Back Out	SBO	0,6	0,4	0,2	1,0	-0,2	-0,4	-0,6	
Sit Hazel	SH	0,6	0,4	0,2	1,2	-0,2	-0,4	-0,6	
Camel Kilian	CK	0,6	0,4	0,2	1,5	-0,2	-0,4	-0,6	
Camel Tango	CT	0,6	0,4	0,2	1,8	-0,2	-0,4	-0,6	
Camel Over	COV	0,9	0,6	0,3	2,5	-0,3	-0,6	-0,9	
Impossible	CIMP	0,9	0,6	0,3	3,5	-0,3	-0,6	-0,9	
Camel Over Lay	CLO	1,2	0,8	0,4	5,0	-0,4	-0,8	-1,2	
Impossible sit	SIMP	1,5	1,0	0,5	5,5	-0,5	-1,0	-1,5	

*Rollart*



SPIRALS									
	LEVEL	CODE	3	2	1	BASE	-1	-2	-3
<b>Camel Spirals</b>		CS	0,6	0,4	0,2	1,5	-0,2	-0,4	-0,6
<b>Death Spirals</b>									
No Death Spiral		NDS				0,0			
Death Spirals	Level 1	DS1	0,9	0,6	0,3	3,6	-0,3	-0,6	-0,9
Death Spirals	Level 2	DS2	0,9	0,6	0,3	4,1	-0,3	-0,6	-0,9
Death Spirals	Level 3	DS3	1,5	1,0	0,5	5,1	-0,5	-1,0	-1,5
Death Spirals	Level 4	DS4	1,5	1,0	0,5	5,7	-0,5	-1,0	-1,5

THROW JUMPS										
	CODE	3	2	1	BASE	<	<<	-1	-2	-3
No Thrwo Jump	NTJ				0					
Toe Loop	TT	0,6	0,4	0,2	1,2	0,84	0,36	-0,2	-0,4	-0,6
Salchow	TS	0,6	0,4	0,2	1,0	0,70	0,3	-0,2	-0,4	-0,6
Loop	TL	0,6	0,4	0,2	1,4	0,98	0,42	-0,2	-0,4	-0,6
Axel	TAx	0,6	0,4	0,2	1,8	1,26	0,54	-0,2	-0,4	-0,6
Double Toe Loop	2TT	0,9	0,6	0,3	2,2	1,54	0,88	-0,3	-0,6	-0,9
Double Salchow	2TS	0,9	0,6	0,3	2,0	1,40	0,8	-0,3	-0,6	-0,9
Double Loop	2TL	0,9	0,6	0,3	3,0	2,10	1,2	-0,3	-0,6	-0,9
Double Flip	2TF	0,9	0,6	0,3	2,8	1,96	1,12	-0,3	-0,6	-0,9
Double Axel	2TAx	1,5	1,0	0,5	6,3	4,41	2,52	-0,5	-1,0	-1,5
Triple Toe Loop	3TT	1,5	1,0	0,5	7,1	5,68	3,55	-0,5	-1,0	-1,5
Triple Salchow	3TS	1,5	1,0	0,5	6,9	5,52	3,45	-0,5	-1,0	-1,5
Triple Flip	3TF	2,1	1,4	0,7	8,2	6,56	4,1	-0,7	-1,4	-2,1
Triple Loop	3TL	2,1	1,4	0,7	8,7	6,96	4,35	-0,7	-1,4	-2,1
Triple Axel	3TAx	3,0	2,0	1,0	12,6	10,08	6,3	-1,0	-2,0	-3,0
Quad Toe Loop	4TT	3,0	2,0	1,0	14,1	11,28	8,46	-1,0	-2,0	-3,0
Quad Salchow	4TS	3,0	2,0	1,0	13,2	10,56	7,92	-1,0	-2,0	-3,0
Quad Flip	QTF	3,0	2,0	1,0	15,4	12,32	9,24	-1,0	-2,0	-3,0
Quad Loop	QTL	3,6	2,4	1,2	15,9	12,72	9,54	-1,2	-2,4	-3,6

TWIST LIFT - LUTZ											
	LEVEL	CODE	3	2	1	BASE	<	<<	-1	-2	-3
No Twist		NT				0,0					
<b>1 Rotation</b>	Level 1	Tw1	0,6	0,4	0,2	1,4	0,98	0,42	-0,2	-0,4	-0,6
	Level 2	Tw2	0,6	0,4	0,2	1,7	1,19	0,51	-0,2	-0,4	-0,6
	Level 3	Tw3	0,9	0,6	0,3	2,1	1,47	0,63	-0,3	-0,6	-0,9
	Level 4	Tw4	0,9	0,6	0,3	2,6	1,82	0,78	-0,3	-0,6	-0,9
<b>2 Rotations</b>	Level 1	2Tw1	0,9	0,6	0,3	2,8	1,96	1,12	-0,3	-0,6	-0,9
	Level 2	2Tw2	0,9	0,6	0,3	3,1	2,17	1,24	-0,3	-0,6	-0,9
	Level 3	2Tw3	0,9	0,6	0,3	3,4	2,38	1,36	-0,3	-0,6	-0,9
	Level 4	2Tw4	0,9	0,6	0,3	3,8	2,66	1,52	-0,3	-0,6	-0,9
<b>3 Rotations</b>	Level 1	3Tw1	1,5	1,0	0,5	7,0	4,90	3,5	-0,5	-1,0	-1,5
	Level 2	3Tw2	1,5	1,0	0,5	7,3	5,11	3,65	-0,5	-1,0	-1,5
	Level 3	3Tw3	1,5	1,0	0,5	7,6	5,32	3,8	-0,5	-1,0	-1,5
	Level 4	3Tw4	1,5	1,0	0,5	8,0	5,60	4	-0,5	-1,0	-1,5
<b>4 Rotations</b>	Level 1	4Tw1	2,1	1,4	0,7	8,2	5,74	4,92	-0,7	-1,4	-2,1
	Level 2	4Tw2	2,1	1,4	0,7	8,5	5,95	5,1	-0,7	-1,4	-2,1
	Level 3	4Tw3	2,1	1,4	0,7	8,8	6,16	5,28	-0,7	-1,4	-2,1
	Level 4	4Tw4	3,0	2,0	1,0	9,1	6,37	5,46	-1,0	-2,0	-3,0

## FORMULAR FOR TECHNICAL ELEMENTS CONTENT

Competitor's NAME	
CATEGORY :	
Federation	

<b>SHORT PROGRAM</b>		
<b>MUSIC NAME</b>	<b>COMPOSER</b>	

### ELEMENTS SHORT PROGRAM

1		
2		
3		
4		
5		
6		
7		

## FORMULAR FOR TECHNICAL ELEMENTS CONTENT

Competitor's NAME	
CATEGORY :	
Federation	

FREE PROGRAM		
MUSIC NAME	COMPOSER	

### ELEMENTS FREE PROGRAM

1		
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