Comunicato Ufficiale – CU – 034 Roma, 27/04/2016

2° TROFEO OPEN PATTINO "IN LINE"
SPECIALITA' SINGOLO M/F ESERCIZIO LIBERO
ROANA (VI)

In occasione dei Campionati Italiani Junior e Senior di Roana verrà effettuato il 2° Trofeo Open Pattinaggio Artistico IN LINE. Il Trofeo è aperto anche ai tesserati presso un Ente di Promozione e tesserati WISFA.

Possono partecipare gli atleti delle categorie Junior e Senior così come previste da regolamento FIRS 2016 per la specialità in-line.

Si invitano le Società a porre attenzione alle età delle due categorie che per la specialità in-line differiscono da quelle del pattino tradizionale.

Il Trofeo sarà a partecipazione libera e sarà adottato il regolamento FIRS 2016 per la specialità in-line.

Le Società dovranno iscrivere i loro atleti entro il 28 maggio p.v. inviando una e-mail al Settore Artistico, artistico@fihp.org , e per conoscenza a barbieri.walter@libero.it , specificando: Cognome e Nome dell'atleta – codice società – Denominazione società - categoria. Al termine delle iscrizioni il Settore Artistico pubblicherà sul sito www.fihp.org l'elenco degli atleti ammessi ed un programma orario provvisorio del trofeo. Entro 15 giorni dall'uscita del comunicato le società dovranno regolarizzare l'iscrizione versando la quota di partecipazione di 10,00 euro per atleta, da versare su conto corrente nr. 29766003 intestato alla FIHP oppure tramite bonifico bancario su conto IBAN: IT 18 V0100 5033 0900 00000 10114.

N.B. Si fa presente che essendo un trofeo non sono previsti punteggi di società.

IL SEGRETARIO GENERALE
(Angelo Iezzi)

NEW REGULATION FOR INLINE ARTISTIC SKATING

2016

WORLD ARTISTIC CHAMPIONSHIPS NOVARA

Singles skating only, Juniors and Seniors

The Championship is open to each country where there is a National association member of the artistic branch of the FIRS (due paid). Then, can be presented two (2) skaters in each category (Junior Ladies, Junior Men, Senior Ladies and Senior Men) per country. A third one can be presented if the skater(s) can justify from an international Inline event with approved officials and juged with this judging system, a Total Segment Score (TSS) in a Free Program of :

Junior Ladies : 30 points Senior Ladies : 35 points Junior Men : 30 points Senior Men : 35 points

JUNIORS **Has reached the age of 12 , but not reached the age of 19 at 01/08 /2015**	Ladies and Men : 3'30'' (+/-10'')
SENIORS **Has reached the age of 15 at 1/08/2015**	Ladies and Men : 4'00 (+/- 10'')

I - SHORT PROGRAM FOR CHAMPIONSHIPS,

Juniors and Seniors

JUNIORS **&** **SENIORS**	Ladies & men Maximum 2'30 +/-10"	a) One Axel Paulsen type jump (single/double/triple); b) One double/triple jump immediately preceded by connecting steps and/or other comparable Free Skating movements; c) One Jump combination consisting of a double jump, triple jump or quadruple jump and a single or double or triple jump; d) One Flying spin (one position only without change of foot) with a minimum of four (4) revolutions in total; e) One spin with only one position : • **Men** : Camel spin or sit spin with only one change of foot, (the position must be different than the flying spin landing position), minimum of seis (6) revolutions in total. • **Ladies** : Lay back (or side ways) spin, minimum of four (4) revolutions in total. f) One Spin combination with only one change of foot, with a minimum of six (6) revolutions in total); g) One Step sequence fully utilizing the floor surface. The Program Components are only judged in • Skating Skills • Transitions • Performance/Execution • Choreography/Composition • Interpretation The factors for the Program Components is

		- for men 0.5 - for Ladies 0.5 **<u>Deduction : 1.0 by Fall</u> on the Total Program Score (TPS)**

Prohibited elements:

- Any kind of Somersault – deduction (1.0)
- Split on the floor is treated as a fall - deduction (1 mark/point)

II - A well balanced Free Skating program must contain:

JUNIORS	Ladies & Men 3'30'' (+/- 10'')	**a)** Maximum of **six** (**<u>6)</u>** jump elements for ladies and Men. One of which must be an Axel type jump. There may be up to three (3) jump combinations or sequences. Only one (1) Jump combination can contain up to **<u>five (5)</u>** jumps and the others Jump combinations must contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. A same jump with a different number of rotation will count as an other jump. Any single, double or triple jump cannot be executed more than twice in total . **b)** There must be a maximum of three (3) spins of a different nature (different name), 1. one of which must be a spin combination (minimum of six (6) revolutions in total), 2. one a flying spin or a spin with a flying entrance (minimum of four (4) revolutions in total) 3. one spin with only one position (minimum of four (4) revolutions in total). Change of foot and flying entrance is allowed for all spins. **c)** There must be a maximum : One (1) step sequence with fully utilizing the surface. No jumps/ spins allowed. **d)** There must be : <u>One Gliding (flowing) skating element</u>, fully utilizing the rink surface, witch consists of any kind of movements, at least two (2), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers…, or any creative positions…, linked together by a strong choreography. This element called "Choréo Sequence" (**ChSq)** have <u>no base fixed value</u> but is evaluated within the component marks. This Gliding (flowing) skating element should be executed according to the character of the music. <u>There will be a **deduction** from technical panel of **2 points** if not according to the requirement or missing</u>. The Program Components are on judged in • Skating Skills • Transitions • Performance/Execution • Choreography/Composition • Interpretation The factors for the Program Components is - for men 1.4 - for ladies 1.2 **<u>Deduction : 1.0 by Fall</u> on the Total Program Score (TPS)**
SENIORS	Ladies and Men 4'00'' (+/- 10'')	**a)** Maximum of **<u>7</u>** jump elements for ladies and Men, one of which must be an Axel type jump. There may be up to three (3) jump combinations or sequences. Only one (1) Jump combination can contain up to **<u>five (5)</u>** jumps and the others Jump combinations can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. A same jump with a different number of rotation

		will count as an other jump. Any single, double or triple jump cannot be executed more than twice in total . **b)** There must be a maximum of three (3) spins of a different nature (different name), 1. one of which must be a spin combination (minimum of six (6) revolutions in total), 2. one a flying spin or a spin with a flying entrance (minimum of four (4) revolutions in total) 3. one spin with only one position (minimum of four (4) revolutions in total). Change of foot and flying entrance is allowed for all spins. **c)** There must be a maximum of one (1) step sequence fully utilizing the surface. **d)** A Choreographic Sequence fully utilizing the rink surface and called « Choreo Sequence Confirmed » must include : 4. at least one **gliding (flowing) element** like, but not limited to, spirals, arabesques, spread eagles, Ina Bauers …, or any creative positions…, 5. at least a **one spot creative skating element** : like any kind of creative jump and/or creative spin ; 6. Those elements 1) and 2) must be connected by a strong choreography and should be executed according to the character of the music. Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible with a begining and an end. This sequence will have a fixed Base value and evaluated in GOE only. The Program Components are only judged in • Skating Skills • Transitions • Performance/Execution • Choreography/Composition • Interpretation The factors for the Program Components is - for men 1.4 - for ladies 1.2 **Deduction : 1.0 by Fall on the Total Program Score (TPS)**

Prohibited elements:

- Any kind of Somersault – deduction (1.0)

The panel's points for each Program Component are then multiplied by a factor as follows (same for Junior and Senior):

Men	Short Program	0.5	Free Skating	1.4
Ladies	Short Program	0.5	Free Skating	1.2
Pairs	Short Program	0.5	Free Skating	1.4

DEDUCTIONS

VIOLATIONS :	POINTS
Program time	- 1.0 for every 15 seconds lacking or in excess
Illegal element/movement	-2.0 per violation
Costume drop and prop	-1 per program
Fall	Single Skating: -1.0 for every Fall ; (- 0,5 up to Novice categories)
Late start	- 1.0 for start between 1 and 20 seconds late
Interruption in performing the program	For every Interruption Juniors and Seniors of: more than 10 seconds up to 20 seconds: - 1.0 more than 20 seconds up to 30 seconds: - 2.0 more than 30 seconds up to 40 seconds: - 3.0 For every Interruption up to Novice categories of: more than 10 seconds up to 20 seconds: - 0,5 more than 20 seconds up to 30 seconds: - 1.0 more than 30 seconds up to 40 seconds: - 1.5
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption.	- 5.0 per program Juniors/Seniors - 2,5 per program Novice category

Program Content Sheet

Each Skater, shall present a Program Content Sheet (an official form indicating the planned elements for each Part of the competition).

Call to the start

I. Prior to each performance, the names of those about to compete must be clearly called on the rink (and in the dressing-rooms if possible).

II. Each Skater/Pair/Couple must take the starting position of each Part of the competition (Short Program/Short Dance, Free Skating/Free Dance or Pattern Dance) at the latest twenty (20) seconds after she/he/they are called to the start. If this time has expired and the skater/s has/have not yet taken the starting position, the Referee shall apply a deduction (deducted from the final score). **If forty (40) seconds started from the call to the start have expired and the skater/s has/have not yet taken the starting position, he/they will be considered as withdrawn.** The first Competitor/s in a warm-up group will be granted an extra time of ten (10) seconds after he/they is/are called to the start. The timing procedure as described above will start after that ten (10) seconds extra time period.

The surface

Before an Inline event the dedicated floor surface must all the time be cleaned carefully.

Updated Scale of Values

2016

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Choreographique Sequences (for Seniors)										
Choreo Sequence	ChSq1	3,0	2,0	1,0	**3,0**			-0,7	-1,4	-2,1

		+3	+2	+1	BASE	V	V1	-1	-2	-3
SINGLE AND PAIR SKATING										
Jumps										
Single Toeloop	1T				**0,4**	0,3				

Single Salshow	1S	0,6	0,4	0,2	**0,4**	0,3		-0,1	-0,2	-0,3
Single Loop	1Lo				**0,5**	0,4				
Single Flip	1F				**0,5**	0,4	0,3			
Single Lutz	1Lz				**0,6**	0,5	0,4			

Single Axel	1A	0,6	0,4	0,2	**1,1**	0,8		-0,2	-0,4	-0,6
DoubleToeloop	2T				**1,3**	0,9				
Double Salshow	2S					0,9				
Double Loop	2Lo	0,6	0,6	0,3	**1,8**	1,3		-0,3	-0,6	-0,9
Double Flip	2F				**1,9**	1,4	1,3			
Double Lutz	2Lz				**2,1**	1,5	1,4			

Double Axel	2A	1,5	1,0	0,5	**3,3**	2,3		-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	**4,3**	3,0		-0,7	-1,4	-2,1
Triple Salshow	3S				**4,4**	3,1				
Triple Loop	3Lo				**5,1**	3,6				
Triple Flip	3F				**5,3**	3,7	3,2			
Triple Lutz	3Lz				**6,0**	4,2	3,6			

Triple Axel	3A	3,0	2,0	1,0	**8,5**	5,9		-1,0	-2,0	-3,0

		+3	+2	+1	**BASE**	V	V1	-1	-2	-3
Spins (solo spins for pairs)										
Spin in one position and no change of foot (upright, layback, camel or sit)										
Upright level B	USpB	1,5	1,0	0,5	**1,0**			-0,3	-0,6	-0,9
Upright level 1	USp1				**1,2**					
Upright level 2	USp2				**1,5**					
Upright level 3	USp3				**1,9**					
Upright level 4	USp4				**2,4**					

Layback level B	LSpB	1,5	1,0	0,5	**1,2**			-0,3	-0,6	-0,9
Layback level 1	LSp1				**1,5**					
Layback level 2	LSp2				**1,9**					
Layback level 3	LSp3				**2,4**					
Layback level 4	LSp4				**2,7**					

Camel level B	CSpB	1,5	1,0	0,5	**1,1**			-0,3	-0,6	-0,9
Camel level 1	CSp1				**1,4**					
Camel level 2	CSp2				**1,8**					
Camel level 3	CSp3				**2,3**					
Camel level 4	CSp4				**2,6**					
		+3	**+2**	**+1**	**BASE**	**V**	**V1**	**-1**	**-2**	**-3**

Sit level B	SSpB	1,5	1,0	0,5	**1,1**			-0,3	-0,6	-0,9
Sit level 1	SSp1				**1,4**					
Sit level 2	SSp2				**1,6**					
Sit level 3	SSp3				**2,1**					
Sit level 4	SSp4				**2,5**					

Spin with a change of foot and no change of position (upright, layback, camel or sit)										
Upright level B	CUSpB	1,5	1,0	0,5	**1,5**	1,1		-0,3	-0,6	-0,9
Upright level 1	CUSp1				**1,7**	1,2				
Upright level 2	CUSp2				**2,0**	1,4				
Upright level 3	CUSp3				**2,4**	1,7				
Upright level 4	CUSp4				**2,9**	2,0				

Layback level B	CLSpB	1,5	1,0	0,5	**1,7**	1,2		-0,3	-0,6	-0,9
Layback level 1	CLSp1				**2,0**	1,4				
Layback level 2	CLSp2				**2,4**	1,7				
Layback level 3	CLSp3				**2,9**	2,0				
Layback level 4	CLSp4				**3,2**	2,2				

Camel level B	CCSpB	1,5	1,0	0,5	**1,7**	1,2		-0,3	-0,6	-0,9
Camel level 1	CCSp1				**2,0**	1,4				
Camel level 2	CCSp2				**2,3**	1,6				
Camel level 3	CCSp3				**2,8**	2,0				
Camel level 4	CCSp4				**3,2**	2,2				

Sit level B	CSSpB	1,5	1,0	0,5	**1,6**	1,1		-0,3	-0,6	-0,9
Sit level 1	CSSp1				**1,9**	1,3				
Sit level 2	CSSp2				**2,3**	1,6				
Sit level 3	CSSp3				**2,6**	1,8				
Sit level 4	CSSp4				**3,0**	2,1				
		+3	**+2**	**+1**	**BASE**	**V**	**V1**	**-1**	**-2**	**-3**

Flying Spin (any position upright, layback, camel or sit)										
Upright level B	FUSpB	1,5	1,0	0,5	**1,5**	1,1		-0,3	-0,6	-0,9
Upright level 1	FUSp1				**1,7**	1,2				
Upright level 2	FUSp2				**2,0**	1,4				
Upright level 3	FUSp3				**2,4**	1,7				
Upright level 4	FUSp4				**2,9**	2,0				

Layback level B	FLSpB	1,5	1,0	0,5	**1,7**	1,2		-0,3	-0,6	-0,9
Layback level 1	FLSp1				**2,0**	1,4				
Layback level 2	FLSp2				**2,4**	1,7				
Layback level 3	FLSp3				**2,9**	2,0				
Layback level 4	FLSp4				**3,2**	2,2				

Camel level B	FCSpB	1,5	1,0	0,5	**1,6**	1,1		-0,3	-0,6	-0,9
Camel level 1	FCSp1				**1,9**	1,3				
Camel level 2	FCSp2				**2,3**	1,6				
Camel level 3	FCSp3				**2,8**	2,0				
Camel level 4	FCSp4				**3,2**	2,2				

Sit level B	FSSpB	1,5	1,0	0,5	**1,7**	1,2		-0,3	-0,6	-0,9
Sit level 1	FSSp1				**2,0**	1,4				
Sit level 2	FSSp2				**2,3**	1,6				
Sit level 3	FSSp3				**2,6**	1,8				
Sit level 4	FSSp4				**3,0**	2,1				
		+3	**+2**	**+1**	**BASE**	**V**	**V1**	**-1**	**-2**	**-3**

Spin Combination with change of position and no change of foot (two positions)										
level B	(F)CoSp2pB	1,5	1,0	0,5	**1,1**	1,0		-0,3	-0,6	-0,9
level 1	(F)CoSp2p1				**1,3**	1,1				
level 2	(F)CoSp2p2				**1,5**	1,3				
level 3	(F)CoSp2p3				**1,8**	1,5				
level 4	(F)CoSp2p4				**2,1**	1,7				
Spin Combination with change of position and no change of foot (three positions)										
level B	(F)CoSp3pB				**1,5**	1,1				
level 1	(F)CoSp3p1				**1,7**	1,2				

level 2	(F)CoSp3p2	1,5	1,0	0,5	**2,0**	1,4		-0,3	-0,6	-0,9
level 3	(F)CoSp3p3				**2,5**	1,8				
level 4	(F)CoSp3p4				**3,0**	2,1				
Spin Combination with change of position and change of foot (two positions)										
level B	(F)CCoSp2pB	1,5	1,0	0,5	**1,5**	1,1		-0,3	-0,6	-0,9
level 1	(F)CCoSp2p1				**1,7**	1,2				
level 2	(F)CCoSp2p2				**2,0**	1,4				
level 3	(F)CCoSp2p3				**2,5**	1,8				
level 4	(F)CCoSp2p4				**3,0**	2,1				
Spin Combination with change of position and change of foot (three positions)										
level B	(F)CCoSp3pB	1,5	1,0	0,5	**1,7**	1,2		-0,3	-0,6	-0,9
level 1	(F)CCoSp3p1				**2,0**	1,4				
level 2	(F)CCoSp3p2				**2,5**	1,8				
level 3	(F)CCoSp3p3				**3,0**	2,1				
level 4	(F)CCoSp3p4				**3,5**	2,5				
		+3	**+2**	**+1**	**BASE**	**V**	**V1**	**-1**	**-2**	**-3**

Step Sequences										
level B	StSqB	1,5	1,0	0,5	**1,7**			-0,3	-0,6	-0,9
level 1	StSq1				**2,0**					
level 2	StSq2				**2,5**			-0,5	-1,0	-1,5
level 3	StSq3				**3,0**			-0,7	-1,4	-2,1
level 4	StSq4				**3,5**			-0,7	-1,4	-2,1

JUDGING SYSTEM

Usage of the International Judging System

The international judging system will be used at :

All international Championships

World Open

All international competitions whenether it is possible (the light system, called paper system, may be used as well)

The international judging system is based on cumulative points, which are awarded for a technical score and five additional program components - skating skills, transitions, performance/execution, choreography/composition and interpretation.

If a skater performs more than the defined "well-balanced program" elements, there are no deductions, but the values of additional elements will not be calculated into the skater's score. If a skater performs less than the required elements, they receive fewer points, not deductions.

Officials

There are two panels of officials - the technical panel and the judging panel.

The technical panel is generally made up of five persons: technical specialist, assistant technical specialist, technical controller, data operator and video replay operator. This panel works in direct communication with each other as each skater performs a program. In real time as the skater performs, the **technical**

specialist identifies the elements the skater performs with the appropriate level of difficulty, based on published pre-set criteria. The work of the technical specialist allows the judge to concentrate on marking the quality of each element.. When an element is identified by the technical specialist it is also referred to as the "call".
The **assistant technical specialist** and the **technical controller** support the technical specialist to ensure that any potential mistakes are corrected immediately. The technical controller is the leader of the technical panel. Any element can be reviewed by the technical controller, the technical specialist or the assistant technical specialist. When the 2 specialists are not agree, the controller opinion makes the final decision. The elements are available for review after a skater's performance and calls can be changed accordingly. Calls and scores are final once they are posted, any protests for calculation errors resolved, and results are announced to the public.
The 2 Specialists and the Controler should be, from different countries.
The **video replay operator** does exactly what it seems! If a video system is being utilized at a competition, this person tags each element on the video while a program is being performed. This allows the technical panel to go right to the beginning of an element during review without having to fast forward or rewind, speeding up the process significantly. The video is available to the technical panel for their review of any element to ensure that the correct assessment of the element was made. If there is video replay available to the judges, this videotape can be viewed by the judges for their analysis of the quality and/or errors made on any given element.
The **data operator** enters all the coding for the elements onto either paper or the computer as they are performed and the levels of difficulty are assigned.

The **judging panel** is made up of a referee and multiple judges. There can be as few as three or as many as seven judges on a panel. As much as possible all continents must be represented.
The judges focus totally on scoring the quality of each element and the five program components. Their marks are based on specific criteria for each element and provide a comprehensive assessment of each skater's skills and performance. A computer is used to keep track of the elements and scores, record results and calculate totals to determine the order of finish.
The **referee** is the leader of the judging panel and is in charge the event. In this role, the referee is responsible for making sure rules are followed, taking the time of the program as skated, and deciding on any protests with respect to the event. The referee is also responsible for taking certain deductions.
Technical Score
In the Technical Score, each element of a skater's program is assigned a base value. These element base values give the skaters credit for every element they perform. A group of experts, including experienced skaters and coaches, has determined the element base value of each technical element. These base values are published as part of the scale of values (SoV).
Some elements such as spins and step sequences have been assigned a level of difficulty. These elements are assigned their base value depending on their level of difficulty as determined by the technical panel.
After results are posted, skaters receive a scoring detail for their performance (typically called a 'protocol') that shows the elements and levels called by the technical panel and the marks given by the judges. This can be made on a paper or through internet.
During the program, judges evaluate the quality of the elements and give a grade of execution (GOE) to each within a range of +3 to -3. These GOEs are not necessarily worth 1, 2 or 3 points, but rather they are a quality "grade" that impacts the value of elements through the scale of values. To determine the point value of an element, the point value for the GOE is taken from the scale of values and added to the base value for the element.

Let's look at some examples:

> The technical specialist identifies a jump as a double Axel. The judge grades the quality of the jump and assigns a GOE of +1. The base value for a double Axel is 3.3 points, and a GOE of +1 for a double Axel has a value of 0.5 points, so the point value for the element is 3.8 points.

The technical specialist identifies a jump as a double Lutz. The judge grades the quality of the jump and assigns a GOE of -1. The base value for a double Lutz is 2.1 points, and a GOE of -1 for a double Lutz has a value of -0.3 points, so the point value for the element is 1.8 points.

The technical specialist identifies a spin as a level 2 combination spin with a change of foot and two positions. The judge then grades the quality of the spin and assigns a GOE of +3. The base value for a level 2 combination spin with a change of foot two positions 1.5 points, and a GOE of +3 for a combination spin with a change of foot two positions has a value of 1.5 points, so the point value for the element is 3.0 points.

The sum of the point values for all the performed elements together (base value + GOE) is the Total Element Score (TES), or the Technical Score.

Program Components

In addition to the Technical Score, the judges award program component marks on a scale from 0.25 to 10 with increments of 0.25 to express the overall presentation and technical mastery of figure skating. The **Program Component Score (PCS)** is calculated and factored by specified percentages.

In ladies, men's, pairs, the following five components are scored in the short program and the free skate.

Skating Skills

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

Criteria:

- Balance, rhythmic knee action and precision of foot placement
- Flow and effortless glide
- Cleanness and sureness of deep edges, steps, turns
- Power/energy and acceleration
- Mastery of multi-directional skating
- Mastery of one-foot skating
- Equal mastery of technique by both partners shown in unison (pairs and dance)

Transitions/Linking Footwork & Movement

Definition: The varied and/or intricate footwork, positions, movements and holds that link all elements. In singles, pairs, this also includes the entrances and exits of technical elements.

Criteria:

- Variety
- Difficulty
- Intricacy
- Quality (including unison in pairs, dance and synchronized skating)
- Balance of workload between partners (pairs and dance)
- Variety of holds (not excessive side by side and hand in hand in dance)
- Variation of speed and linking steps (synchronized)
- Variation of changes of direction and hold (synchronized)

Performance/Execution

Definition: 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. This includes harmony of movement in pairs, dance.

Criteria:

- Physical, emotional and intellectual involvement
- Carriage
- Style and individuality/personality
- Clarity of movement
- Variety and contrast
- Projection
- Unison and "oneness" (pairs, dance)
- Balance in performance (pairs, dance)
- Spatial awareness between partners - management of the distance between partners and management of changes of hold (pairs, dance)

Choreography/Composition

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

Criteria:

- Purpose (idea, concept, vision)
- Proportion (equal weight of parts)
- Unity (purposeful threading)
- Utilization of personal and public space
- Pattern and ice coverage
- Phrasing and form (movements and parts structured to match the phrasing of the music)
- Originality of purpose, movement and design
- Shared responsibility in achieving purpose (pairs, dance)

Interpretation

Definition: The personal and creative translation of the music to movement.

Criteria:

- Effortless movement in time to the music
- Expression of the music's style, character, rhythm
- Use of finesse* to reflect the nuances of the music
- Relationship between the partners reflecting the character of the music (pairs, dance)
- Appropriateness of music in dance, short dance and free dance

*Finesse is the skater's/team's refined, artful manipulation of nuances. Nuances are the personal artistic ways of bringing variations to the intensity, tempo and dynamics of the music made by the composer and/or musicians.

Dance exception, pattern dance:

In dance, the pattern dance(s) are scored on only four program components: skating skills, performance/execution, interpretation (see above), as well as a unique component: timing.

Timing

Definition: The ability of the couple to skate strictly in time with the music and to reflect the rhythm patterns and prescribed beat values of the pattern dance.

Criteria:

- Skating in time to the music
- Skating on the strong beat
- Skating the prescribed beat values for each step
- Introductory steps (dance starting on the correct measure of the music)

Totaling the Competition Score

Technical Score (TES) + Program Components Score (PCS) = **Segment Score**
Ladies, Men, Pairs
Short Program Segment Score + Free Skate Segment Score = **Competition Score Dance**
Short Dance Segment Score + Free Dance Segment Score = **Competition Score**
OR
Pattern Dance 1 (x 0.5) + Pattern Dance 2 (x 0.5) + Free Dance Segment Score = **Competition Score**

Totaling the competition score
The Total Element Score is added together to the Program Components Score, which are factored differently for the different disciplines (see below). Deductions are taken for rule violations. The result is the segment score.
The sum of all segment scores (for example, short program plus free skate), is the Total Competition Score (TCS). In most events segment scores are not weighted; they are simply added together to obtain the competition score. The exception to this is in dance when two pattern dances are included in the event. There are other exceptions for the lower divisions. The skater with the highest competition score is declared the winner.

Factoring the Program Components
Ladies, Men, Pairs, Dance and Synchronized
In the events, the program components used are factored equally, then added together. In pattern dance, four program components are used, while five are used in the short dance, free dance, and all segments for ladies, men, pairs and synchronized. The factored sum of the program component marks is called the Program Components Score. The idea behind factoring is to make the Program Components Score level with the Technical Score, hence granting equal importance to each. Since the perfect Program Components Score is always 50, this number is factored to roughly equal what each discipline is capable of scoring in the Technical Score. For example, in the ladies short program, women today are capable of scoring around 40 in the Technical Score. So the program components are factored by 0.8, lowering the 50 down to a 40, leveling the importance of the Technical Score and the Program Components Score. In the men's free skate, men today are capable of scoring around 100 in the Technical Score. So the program components are factored by 2.0, raising the 50 up to 100, and again leveling the Technical Score and the Program Component Score.
The following chart illustrates how each discipline factors program components for the juniors and seniors of the Silver and Elite divisions:

Discipline	Short Program	Free Skate
Ladies	0.5	1.2
Men	0.5	1.4
Pairs	0.5	1.2

Conclusion
The international judging system allows for all the elements performed to have a score and a numerical value that is published. The particular value is impacted by the judges' evaluation of the quality of the element as performed. At the end, the entire performance is assessed through the five program components. The skater, at the end of the competition, is given a piece of paper (or published through internet) which tells the skater exactly what the evaluation was on each aspect of the program - the technical elements and the program components.

Fernand Fedronic
Chairman of the artistic technical committee for Inline