OCTOBER 2018



# **SNIPPET TWO**



# LETS LOOK AT ACRONYMS

# Quality Of Element.

QOE and Artistic components

The value that is assigned by each judge to every single technical element. This value will increase or decrease the technical value of the program.

The system can work with any number of judges. We can set a maximum of 9. It's not important if the number of judges is odd or even.

• For panels with more than three (3) judges the system will eliminate the highest and the lowest QOE and the sum of the QOE will be divided by the number of judges left, the same for each component of the artistic impression.

• For panels with three (3) or less judges the system will divide the sum of QOE by the number of the judges and the same for each component of the artistic impression. The results will be rounded to two (2) decimals.

## Technical Value of the Element TE

The value of the technical element

## Technical Content Score TC

The total technical score that results from the sum of all the values of the technical elements performed by the skater/s.

#### Technical Value of the Program TVP

This is the sum of values of the technical elements of the program when correctly executed plus the Components scores.

## **Penalization** PE

The value of the penalization that will be subtracted from the TVP.

This will be the world of the data entry roles.

# LOOKING AT THE NEW LANGUAGE

# CLUSTER

Sequence of at least three (3) different turns executed on one foot. Change of edge is allowed after the 3rd turn if a skater chooses to perform a cluster with more than three (3) turns.

# FOOTWORK

Specialized intricate steps and turns used as interpretive ingredients in a program. FOOTWORK TYPES SEQUENCES

- Straight line skated the full length of the floor surface on the long axis
- Diagonal skated as fully corner to corner as possible

• Circular - may be skated anticlockwise or clockwise utilizing the full width of the floor surface on the short axis

• Serpentine - commences in either direction (clockwise or anticlockwise at the long axis at one end of the floor and progress in three bold curves or in two bold curves S-shaped and ends at the long axis of the opposite end of the rink, the pattern should utilize the full length of the floor

# SKATING SKILLS

Cleanness, sureness, edge control and flow over the skating floor, the clarity of technique and effortless power to accelerate and vary speed. Use of deep edges, steps and turns; Balance, rhythmic knee action and precision of foot placement; Flow and glide: Multi directional skating; use of one foot skating.

## TRANSITIONS

In Figures: A change from one edge to another; a change from one circle to another; a take-off.

In Free skating, Pairs, Dance, Precision, Show: One or more intricate steps, positions, movements and holds that link all technical elements (jumps and spins). Criteria: variety, difficulty, intricacy, quality including unison in pairs, dance and synchronized skating), balance of workload between partners in pairs and dance, variation of speed and linking steps with synchronization and variation of changes of direction and hold.

Have a look at these three programs, and practice finding the components.

Abbie Fryer-Gould German Cu	p Cadet	t Ladies	Shor	rt <u>htt</u>	:ps://	<u>youtu.</u>	.be/flz5t-rskZo	
Program Components	Factor							
Skating Skills	1	2,00	2,50	2,50	2,50	2,50		2,50
Transitions/Linking Footwork/Movement	1	1,50	1,75	2,25	2,00	2,00		1,92
Performance/Execution	1	2,00	2,25	2,50	2,25	2,75		2,33
Choreography/Composition	1	1,75	2,25	2,00	2,75	2,25		2,17

3's

2's

Emilia Jarczewski Germa Program Components	an Cup Cadet Lac Factor	dies S	Short	<u>ht</u>	tps:/	/youtu	<u>u.be/vUvqGJSe67Q</u>
Skating Skills	1	2,75	4,00	3,50	3,50	3,50	3,50
Transitions/Linking Footwork/Movement	1	3,00	3,75	4,00	3,00	3,75	3,50
Performance/Execution	1	3,25	4,00	3,75	3,75	3,25	3,58
Choreography/Composition	1	3,25	4,00	4,00	3,00	3,50	3,58

# 5's Maria Josefina DelGardo German Cup Cadet Ladies Short https://youtu.be/7WPymssGcgA

Program Components	Factor							
Skating Skills	1	4,75	5,75	3,00	4,25	5,50	4,8	3
Transitions/Linking Footwork/Movement	1	5,50	6,00	3,75	4,50	6,25	5,3	3
Performance/Execution	1	5,25	6,00	4,00	5,50	6,25	5,5	8
Choreography/Composition	1	5,25	5,50	4,00	5,00	6,25	5,2	5

# COACHING AND JUDGING ARTISTIC IMPRESSION

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

- Skating skills
- Transitions
- Performance
- Choreography/composition

www.worldskate.org/artistic/aboutregulations/category/262-rulebooks.html

# "Learning is not attained by chance; it must be sought for with ardor and diligence."