

Rollart



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

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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.
- One side by side spin (it can be one position spin or a combination spin to decide each year).
- One death spiral.
- One step sequence.

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.

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. If the pair chooses to perform 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 spins, combination or one position.
- One (1) death spirals chosen each.
- One (1) step sequence to be chosen from serpentine, circle, diagonal, straight line. Please note that if a step sequence takes up more than half of the pattern this sequence will be called so that the next 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.

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:

- 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:

- 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)

Difficult variations for contact spins

- Difficult position of the man.
- Difficult position of the lady.
- Difficult positions of both skaters.
- Difficult entry.
- Number of revolutions higher than the minimum three (3) (just for one position spins).
- For lay over camel (man's leg over the woman): numbers of passages of the leg over the woman more than three (3).
- For lay over camel (man's leg over the woman), woman without hand contact.
- For impossible and sit impossible the twist of the woman or a difficult position of the woman.

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 3 revolutions -> 10% on the value of the spin.
- No hand in lay over camel position -> plus 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 combo spin.

Clarifications

- 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 both, positive and negative, 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.

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 (the concept of pivot must be always held).

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 turn, 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. Change of edge between turns is allowed.

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

Levels for step sequences can be given if the following features are fulfilled. Steps should be evenly distributed between turns.

- 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) different types of 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) different types of 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).
- 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 2-3. The steps of the cluster are included in the ones required for the level.
- For level 3-4-5 it's mandatory the use of the 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.

Clarifications

- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If this requirement is not fulfilled, the level cannot be higher than 1.

3.9 Lifts

Lifts can be split into two groups:

- Over the head lifts (classes A, B and C).
- Under the head lifts (class D).

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, this will be considered illegal element. 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
D	Bucket
	One-arm pass over Axel
	Two-arms pass over axel
	Around the back
	Axel
	Lutz or Flip
	Kick-over with a Flip
	Kick-over with a twist
C	Airplane
	Pancake
	Press
	Press – Layout Position
	Press – Milatano Position

B	Cartwheel
	Cartwheel – T Position with a split
	Reversed Loop
	Pancake Twist Airplane
A	Kennedy
	Kennedy Layout Position
	Milatano
	Milatano – Star Position
	Reversed Cartwheel T Position with a split
	Reversed Cartwheel
	Spin Pancake

We refer to the following 6 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 plus one (1) feature.
- Level 3 – basic plus two (2) features.
- Level 4 – basic plus three (3) features.
- Level 5 – basic plus four (4) features.

Airplane – Pancake – Reversed loop: 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). Level goes up with this feature.
- 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

Following the features of the combination lift. 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.
 - 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 for all the 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.

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 plus one (1) feature.
- Level 3 – basic plus two (2) features.
- Level 4 – basic plus three (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:

- +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.

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

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

5. NEGATIVE QOE

Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
JUMPS – THROW JUMPS			
Fall	-3	No speed, height, length and poor position in the air	-1 or -2
Downgrade (<<<) *	Up to -1	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

THROW JUMPS - TWIST			
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 (<<<)	Up to -1	Long preparation	-1
		Man on two feet	-1
		Underrotated (<)	-1
		Free leg on the floor during landing	-1
		Not clear and evident split (minimum 45°)	-3
SPINS – CONTACT SPINS			
Fall	-3	Less Revolutions than minimum required	- 3
Two hands on the floor to avoid the fall	-3	Not correct position, slowness, travelling	-1 to -3
		Lay over Camel (leg over lady) where the leg not always passes on the lady	-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
STEP SEQUENCES			
Fall	-3	Incorrect Pattern	-1 or -3
Lack of execution of steps/change of directions for half of the pattern	-2 o -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
LIFTS			
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
DEATH SPIRALS			
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 o -3	Errors in the exit	-1 to -3
Not complete minimum revolution	-3	Slowness or speed reduction	-1 or -2
		Not clean and clear edge of the lady	-1

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 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.
- Mandatory element characteristics not presented.
- Violation of the characteristics of the mandatory elements.