

# *Rollart*



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

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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 step sequence must start from a clear standing position.

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 are allowed excluding the connecting one (1) rotation jumps in the combination.
- Maximum three (3) jumps combinations are allowed.
- 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:

- Two spin elements must be performed:
  - One combination spin (maximum five (5) positions), must include a sitspin.
  - One combination spin (maximum five (5) positions).
- The same spin cannot be presented more than twice (2).

#### Step sequences:

- There must be a step sequence (serpentine, circle, diagonal, and straight line). The step sequence must start from a standing position.
- A choreographic step sequence in which the skaters should demonstrate their way to interpret the music using technical elements such as: steps, turns, arabesque, pivots.

### 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 automatically 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 automatically 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 automatically 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.
  - ....

The percentage will be applied by the system only if between the jumps there is just one or two connecting jumps. Otherwise the value of the jump executed, after the connecting jumps, will be as the jump was performed not in combination.

- 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” will be considered a stepping out by the judges with negative QOE.</li> </ul>
Combination Jumps	<ul style="list-style-type: none"> <li>• In a short program, if just one jump is performed in a combination jump due to a mistake, the jump will not be considered and the combination element could not be performed again.</li> <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>• 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>

### 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.

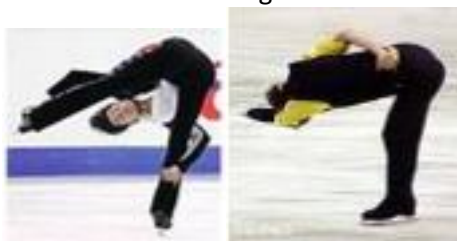
General:

- A one-position spin is a spin WITHOUT change of position, foot or edge.
- The same spin cannot be presented more than twice in the whole performance.
- 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.

#### Difficult variations for basic spins

##### Upright position:

- a. 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:**

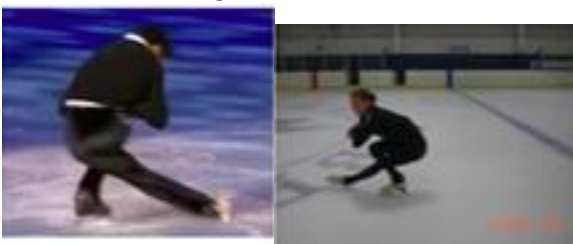
- d. Sit forward: free leg straight forward with the torso completely laid on the leg.



- e. Sit sideways: free leg sideways.

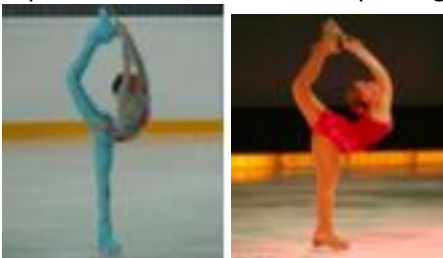


- f. Sit behind: free leg behind.



**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 five (5) 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 bonus if 2 whole revolutions are fulfilled.
- Sideways -> plus 2 points and 50% on the value of the spin if 2 revolutions are fulfilled.

#### Sit position:

- Sit forward -> plus 15% on the value of the spin.
- Sit sideways -> plus 20% on the value of the spin.
- Sit behind -> plus 30% on the value of the spin.

#### Camel position:

- Biellmann -> plus 80% of the value.
- Torso sideways -> plus 70% of the value.
- Layover -> plus 15% on the value of the spin -> 25% for heel.
- Bryant -> plus 25% on the value of the spin (on the inverted value).
- Difficult free leg position -> plus 15% for camel, 30% 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 5 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 two (2) revolutions for spin within a combination spin.</li> <li>• If the spin does not achieve the correct position (i.e. sit: the waist cannot be higher than the skating leg knee, camel: free leg position (knee and heel) must not be under the hip, etc.), 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	Spin will be called if the number of revolutions in each position is at least two (2). 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.



Entry	If a skater executes more than two (2) revolutions as entry for one position spin, the spin will be called and will have a -2 as QOE from judges.
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.
Upright spin to exit	Concluding a spin in the upright position can be done and the number of revolutions in this position has not limits. Skater should demonstrate the control of the spin so that the speed decrease and the exit is fluent.

### 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 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 all 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.
- 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.

**3.4 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:

- +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.

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> <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>
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<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 (see 2.3.1).</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 half 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>			
<b>Short program:</b> jump combination with less than required jumps	<b>-3</b>	No speed, no height, no length, wrong position in the air	<b>-1 or -2</b>
Downgrade (<<<) *	<b>Up to -1</b>	Underrotated (<)	<b>-1</b>
Fall	<b>-3</b>	Half rotated (<<)	<b>-2</b>
Landing on two feet	<b>-3</b>	Take off technically not corrected	<b>-1 or -2</b>
Stepping out	<b>-2 or -3</b>	No fluidity and rhythm between the jumps of a combination	<b>-1 or -2</b>
Two hands on the floor during landing	<b>-3</b>	Not clean landing (wrong position/wrong edge/toe-stop)	<b>-1 or -2</b>
Double three or half toe-loop after landing	<b>-2</b>	Long preparation	<b>-1</b>
		Hand or free leg on the floor during landing	<b>-1</b>

SPINS			
Fall	-3	Number of revolutions less than required	-3
Two hands on the floor to avoid the fall	-3	Wrong positions, slowness and moving	-1 to -3
		Change of foot not correctly executed: entry/exit curve, toe-stops, and edges)	-1 to -3
		More than two revolution before entering the spin	-2
		Hand or free leg on the floor to avoid the fall	-2 or -3
		Bad travelling	-1
STEP SEQUENCE			
Fall	-3	Wrong pattern	-1 to -3
		Stumble	-1 or -2
		Out of time	-1 or -2
		<b>Short program:</b> recognized jump executed with more than one revolution	-1
CHOREO STEP SEQUENCE			
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

\*If the downgrade sign “<<<” is applied, judges should give -3 as QOE. But if the jump is fluent, fast, with good characteristics, QOE should be always in the minus, but judges can decide to give a -1. This is to differentiate very bad executed downgraded jumps from clean and good qualities ones.

## 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

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