

## THE OFFICIALS FOR EVENTS

### Referee

In charge of the event/  
acts as spokesperson

Manages the panel of  
judges

Determines deductions  
for costumes/  
equipment, timing,  
interruption of pro-  
gram, music violations

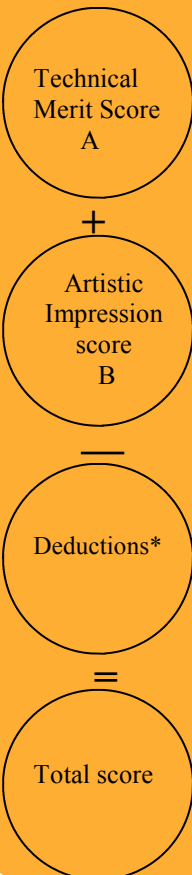
### Judges

3 or 5 on each event

Evaluate and score the  
quality of each element

Evaluate and score the  
skaters; achievement in  
each of the program  
components

### DETERMINING THE SEGMENT SCORE



\*Penalties during skating

# Skating Priorities

JUDGING POINTS

STANDARD AND ELITE

## The priorities for each discipline

### DANCE

One score per dance

- Timing
- Skating basics/accuracy
- Steps/pattern
- Posture baseline
- Style/presentation



- In the standard youth and adult events majority ordinals from the judges will determine the winner
- In the CIPA events the winner will be determined by victories

### PAIRS

2 scores given

TECHNICAL MERIT (A)

- Lifts/twist lifts
- Spins
  - As a team and individually
- Jumps/throw jumps
- Footwork

### FIGURES

One score per figure

- Edge quality/tracing, as it relates to the painted line
- Posture baseline
- Take offs/strike offs
- Pace (speed)
- Turns
  - Cusp size
  - Symmetry
  - Placement
- Loops
  - Roll
  - Crown
  - Entry /Exit



ARTISITIC IMPRESSION (B)

- Unison
- Interpretation of music
- Sureness of skating
- Form
- Use of floor

### FREESTYLE

Two scores given

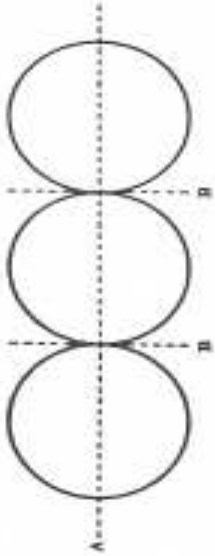
TECHNICAL MERIT (A)

- Jumps
  - Momentum
  - Take off/landing edge
  - Number of revolutions
  - Posture baseline
  - Sureness & control
- Spins
  - Circular momentum
  - Centered axis, spotted
  - Number of rotations
  - Sureness & control
- Footwork
  - Difficulty of turns
  - Edges
  - Speed
  - Compliance with reqs.
- Harmonious Composition

ARTISTIC IMPRESSION (B)

- Interpretation of music
- Sureness of skating
- Form





# FIGURE SKATING

Figure skating is divided into junior and senior events. Both of these figure events will be skated as a final with four figures being the elements of competition. The figures to be skated will be drawn on 7/31/10 and will consist of three long figures and one loop. Skaters will skate 3 (three) repetitions for all but the paragraph figures. For the paragraph figures 2 (two) reps will be required. For all of the loops, including paragraphs, 3 (three) repetitions will be skated.

### Circle choice:

The skaters have the opportunity to select their competitive circles. The judges will move to the selected circles and evaluate the skater before moving on to the next skater.

### Averaging:

After the first skater of each figure, the referee will poll the judges to determine the average score. Judges have to be within .2 points of the average and may have to adjust their score up or down accordingly.

### Scores:

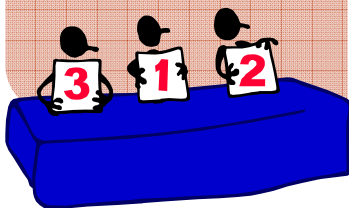
There will be 5 (five) judges on all CIPA figure events. Scores will be given based on a 10.0 scale and penalties are given according to rules. The winner of the figure event will be determined by total victories that they have after all four figures have been skated.

### Skating Order:

Figures are skated in order from the least difficult to the most difficult.

Figure skating is an exacting science that requires precision and attention to detail

*“The judging for all Precision will take place on the long side of the rink”*



# PRECISION SKATING

A precision team will consist of a minimum of 12 skaters and a maximum of 24 skaters.

There are 2 scores given, an A score for Composition and a B score for Presentation. There are also 5 set elements that **MUST** be performed during the program.

### Rules for set elements are:

- Order of elements is not set
- Any hand hold is allowed
- All elements are forward or backwards skating
- Footwork is permitted during elements
- Set elements MAY be repeated

- Additional elements MAY be used.

The following 5 set elements **MUST** be included in program:

1. **CIRCLE MANEUVER**
2. **LINE MANEUVER**
3. **BLOCK MANEUVER**
4. **WHEEL MANEUVER**
5. **INTERSECTING MANEUVER**

# DEFINING “A” AND “B” SCORES

### A = Composition

- Originality of elements
- Difficulty of program
- Difficulty of connecting steps
- Variety of elements and formations

- Use of skating surface
- Placement of formations and maneuvers

### B = Presentation

- Unison and synchronization of elements
- Team members sustain

balanced level of performance

- Carriage and style
- Speed and flow
- Interpretation of music
- Neatness and appearance, including costumes

# GUIDE TO DANCE SKATING

Team dance is divided into 3 distinct elements: Compulsory, Original, and Free Dance.

**Compulsory Dances** are predetermined for a competitive season and all contestants must participate in and perform the exact steps and tempo. Popular dances typically performed include waltzes, tangos, marches, foxtrots and blues. Two repetitions of the dance will be used for the judging round with only one team on the floor at a time.

**Original Dances** are the second

segment of the competition. Dancers are allowed to select their music from the prescriptive tempo for the season. This year the LATIN COMBINATION will be used and two tempos from Mambo, Cha Cha Cha, Samba, and Rumba must be included.

**Free Dance** is the final segment and is much more flexible than either of the previous portions. There are required elements (set elements), but for the most part participants are encouraged to be creative and entertaining and

showcase their skating ability. Lifts and spins are part of the routine but only meant to enhance the dancing performance.

The scores for the three elements are combined to determine the ultimate winner of the event. One score is given for each of the compulsory dances, two scores for the original dance and two scores for the free dance.

Combining these scores will determine the winner by tabulating the total victories.

## Solo Dance

1 score for each

### Compulsory

#### Dance 50%

(2 dances for compulsory)

2 scores for the

#### Free Dance: 50%

##### Set Elements:

- 1 spin
- 1 jump
- 1 diagonal step sequence
- 1 straight line sequence from a standing stop, full length of the floor

These same set elements are also required for the Creative Solo Free Dance events

## ORIGINAL DANCE Requirements

Set Tempo for the 2010 season is the **Latin Combination** and each program must include at least two rhythms: MAMBO, CHA CHA CHA, SAMBA, or RHUMBA.

A couple can repeat the first rhythm they have chosen, as the third change, but it must be the same melody and tune as the first.. The time limit for OD is 2:30 minutes +/- 10 seconds.

##### Set Elements:

- One straight line sequence without the partners touching but remaining no more than one arms length apart
- One change of direction lift— a small lift with only one change of direction and no more than 1/2 revolution in the lift , and lady's waist no higher than the man's shoulder
- One diagonal step sequence together in any dance hold
- One dance spin (one position only) in any dance hold/ position, with a minimum of 2 (two) and a maximum of 5 (five) revolutions



## FREE DANCE Requirements

##### Set Elements:

- Straight line sequence along long axis, partners MUST NOT TOUCH and remain close together
- Step sequence in dance hold
- Lifts, maximum of 5(five) with no more than 1.5 revolutions
- Carried lift for a specific number of beats of music
- Assisted jump
- Separations, 5 (five) or fewer

##### Other Elements to Include:

- Dance spins, limited to 3 (three) revolutions.
- Intricate footwork



# FREESTYLE

## **Short Program: 25% of total score**

Required elements in order:

- Jump element (axel/combo)
- Jump element (axel/combo)
- Spin element (class A\*/combo)
- Toe assist jump
- Step sequence (circle for 2010)
- Spin element (class A\*/combo)

### **Penalties:**

There are specific penalties that are taken during the short and long for elements added or missing

## **Long Program: 75% of total score**

Required elements with NO specific order:

- Must include 2(two) different step sequences (Circle, Diagonal, or Serpentine)
- All combo jumps must be different
- At least 2 (two) different spins and one must be a combination
- Jumps can only be repeated a maximum of 3 (three) times

\* Class A spins include inverted camel, lay over camel, heel camel and broken ankle

Both the Junior and Senior events have the same requirements

# PAIRS



## **Short Program: 25%**

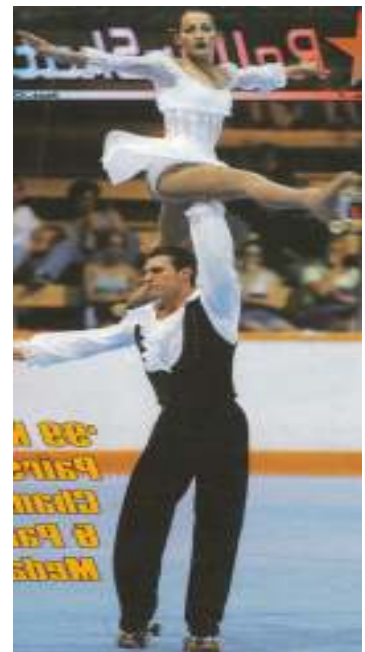
Required elements:

- Death Spiral
- Contact spin
- One position lift (max of 4 rotations for man)
- Combo lift (same as above)
- Shadow jump
- Shadow spin
- Footwork sequence (circular for 2010)
- Throw jump or twist lift

## **Long Program: 75%**

Required elements:

- One step sequence (circle, diagonal, or serpentine)
- 2 death spirals (One inner edge and One outer edge)
- One spiral sequence with at least one change of edge and One change of direction; to be performed by one or both partners— one always in spiral position
- No more than three lifts and not to exceed 12 rotations



### **Penalties:**

There are specific penalties that are taken during the long and short programs for elements added or missing