CONFÉDÉRATION EUROPÉENNE DE ROLLER-SKATING
C.E.R.S. (Affiliée à la F.I.R.S.)
COMITÉ EUROPÉEN DE PATINAGE ARTISTIQUE (C.E.P.A.)

CEPA Judges Seminar 2011

Misano, 31 March / 1-3 April 2011

Figure Skating Notes

Documents about the execution of Figures from the guideline:

“Figure Skating” of Antonio Merlo 2006 edition

START

- Big errors

a) Jumped start.
b) Rocking start with obvious change of edge.
c) Obvious change of edge (too light or too strong).
d) Two footed start.
e) Start with really obvious displacements of the free skate.
f) Start executed using the toe stop.

- Small errors

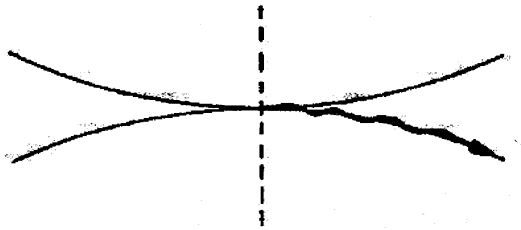
a) Start with a slight displacement of the free foot.
b) Start with the edge not perfectly correct.
c) Starting slightly off the short axis.

Medium errors

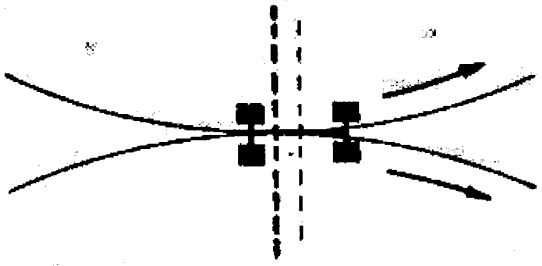
a) Rocking start with a slight change of edge.
b) Change of edge (too soft or too hard).
c) Start not taken from the short axis.
d) A slightly Two footed start.
e) A lunging start.

START Errors

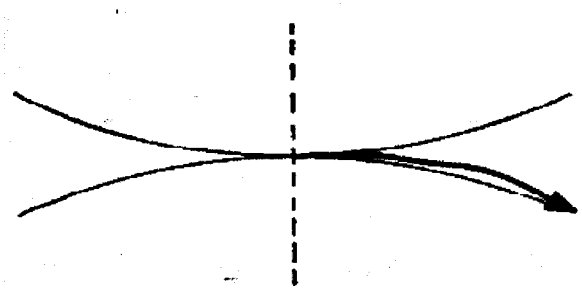
- **Rocking start with obvious change of edge:**

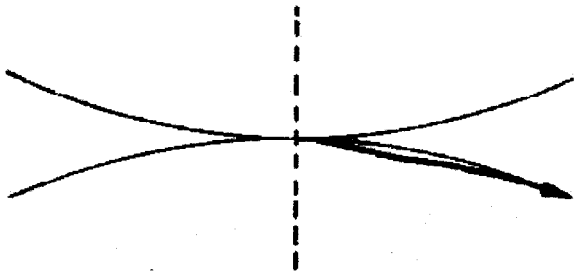


- **Start not made on the short axis:**



- **Clear change of edge start(too weak or too strong):**





TAKE OFF

- Big errors

a) Take off using toe stops.
b) Double take off.
c) Jumped take off.
d) Two footed take off.
e) Rocking take off with strong change of edge.
f) Take off with obvious displacement of the free leg.
g) Take off with the skates too far apart (not a closed take off).

- Small errors

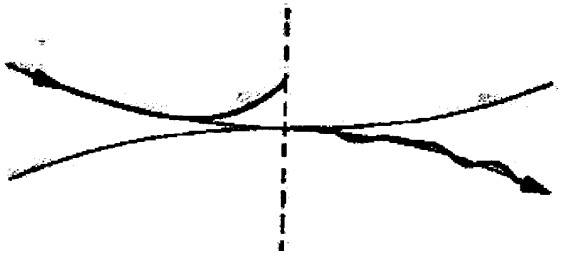
a) Take off with the skating edge not perfectly maintained.
b) Take off with slight displacement of the free foot.
c) Take off with minor out-of-short-axis error.
d) Take off with the free skate not perfectly in the right direction.

Medium errors

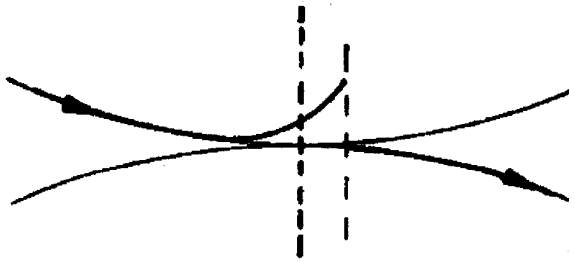
a) Slightly Two footed take off.
b) Slightly rocking take off with no clear change of edge.
c) Take off with incorrect movement of the skating foot.
d) Take off with clear out-of-short-axis error.

TAKE OFF Errors

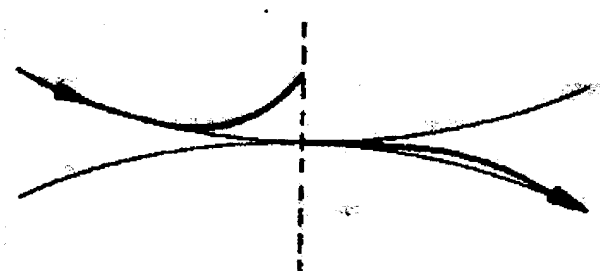
- **Rocking take off with strong change of edge:**

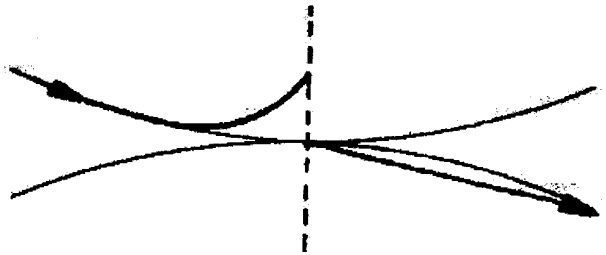


- **Failure to take off the short axis:**



- **Obvious change of edge take off(too soft or too hard):**





CHANGE OF EDGE

- ## Big errors

a) Clear and continuous change of edges before and/or after the axis.
b) Clear flat before and/or after the axis.
c) Clear Failure to take off at the axis point.

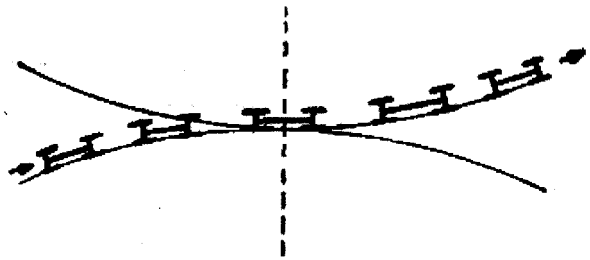
- ## Small errors

a) Take off slightly off the axis point.

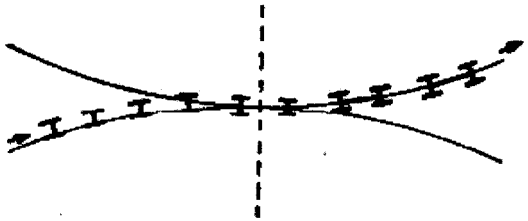
Medium errors

a) Slight flat before and/or after the axis.
b) Slightly not astride the circle (First type and Second type see the figure below).

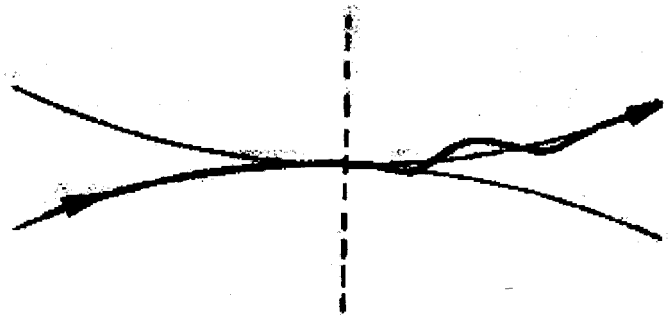
FIRST TYPE



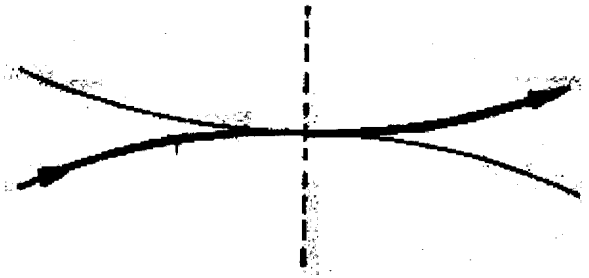
SECOND TYPE



CHANGE OF EDGE Errors



Edge error



Flat change of edge

THREE

- ## Big errors

a) Three turn with no change of edge.
b) Jumped three turn.
c) Three turn with obvious flat, change of edge and rocking during the first and second part.
d) Obviously hooked three turn.
e) No continuous rotation three turn.
f) Three turn with asymmetrical arches.
g) Three turn with length of the arches more than 1 ½ skate.
h) Three turn with clear error in depth.

Medium errors

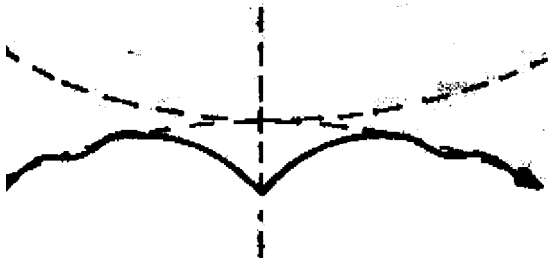
a) Three turn in which the edge in either entrance or the exit is unstable;
b) Slightly hooked three turn;
c) Slightly asymmetrical arches;
d) Obviously off axis point;
e) Light pressure of the edges but not jumped.

- ## Small errors

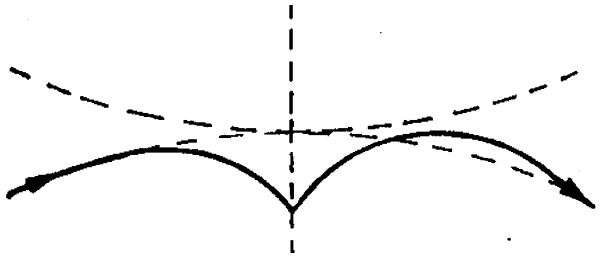
a) Three turn with the skate not perfectly astride the circle during the entrance and the exit;
b) Three turn with length of the arches more than one skate;
c) Three turn with depth slightly different from one skate;
d) Slightly off axis three turn.

THREE Errors

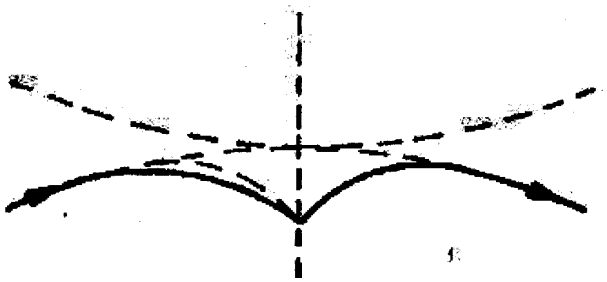
- Three turn in which the edges are not really held.



- Hooked three turn.



- Asymmetrical cusps (three turn).



DOUBLE THREE

- Big errors

a) **Same as three turn errors;**
b) Obvious loss of edge and/or tracing in the part between the two three turn;
c) Clear axis error.

Medium errors

a) **Same as three turn errors;**
b) Loss of the edge and/or tracing **in the part between the two three turn.**

- Small errors

a) **Same as three turn errors;**
b) Slight axis error.

BRACKET

- Big errors

a) Bracket with no change of edge;
b) Jumped bracket;
c) Bracket executed inside the circle;
d) Bracket with obvious flat, change of edge and rocking during the first and second part;
e) Bracket with a change of edge whilst twisting the upper body.
f) A clearly hooked bracket;
g) No continuous rotation;
h) Bracket with arches asymmetrical;
i) Bracket too deep (more than a carriage);
j) Bracket with length error (more than one skate length).

Medium errors

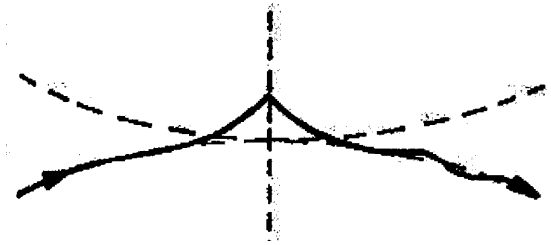
a) Bracket in which the edge in either entrance or exit is unstable;
b) Slightly hooked bracket;
c) Slightly asymmetrical arches;
d) Obvious out-of-axis bracket.

- Small errors

a) Bracket with the skate not perfectly astride the circle during t entrance and/or exit;
b) Bracket with length of arches more than one skate;
c) Bracket with depth slightly more or slightly less one skate lenght;
d) Slightly out-of-axis bracket.

BRACKET Errors

- Bracket in which the edges are not held.



- Hooked bracket.

- Hooked bracket.

- Asymmetrical arches.

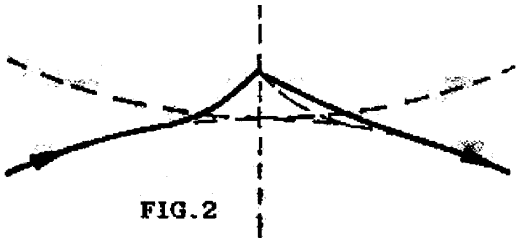
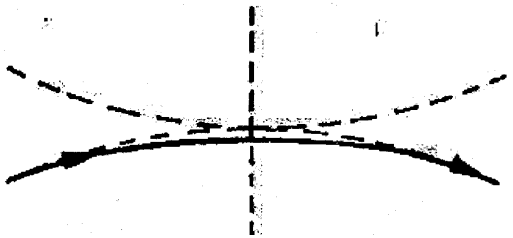


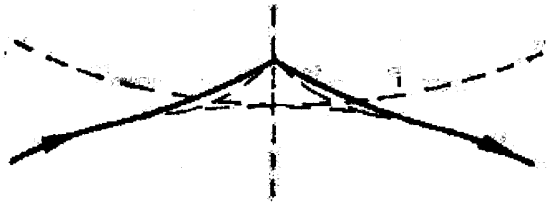
FIG.2

- Flat bracket.

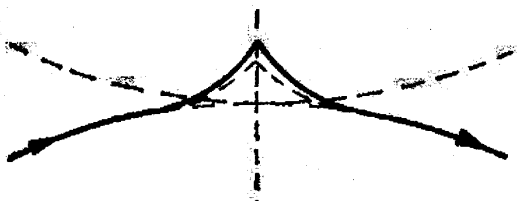
- Bracket executed inside the circle.



- Length error.



- Depth error.



COUNTER

- Big errors

a) Counter with change of edge;
b) Jumped counter;
c) Counter executed inside the circle;
d) Counter with obvious flat, change of edge or rocking during the first and second part;
e) Obvious hooked counter;
f) Failure to maintain a continuous rotation;
g) Counter too deep (more than a half of a skate);
h) Counter with length error (more than one skate length).

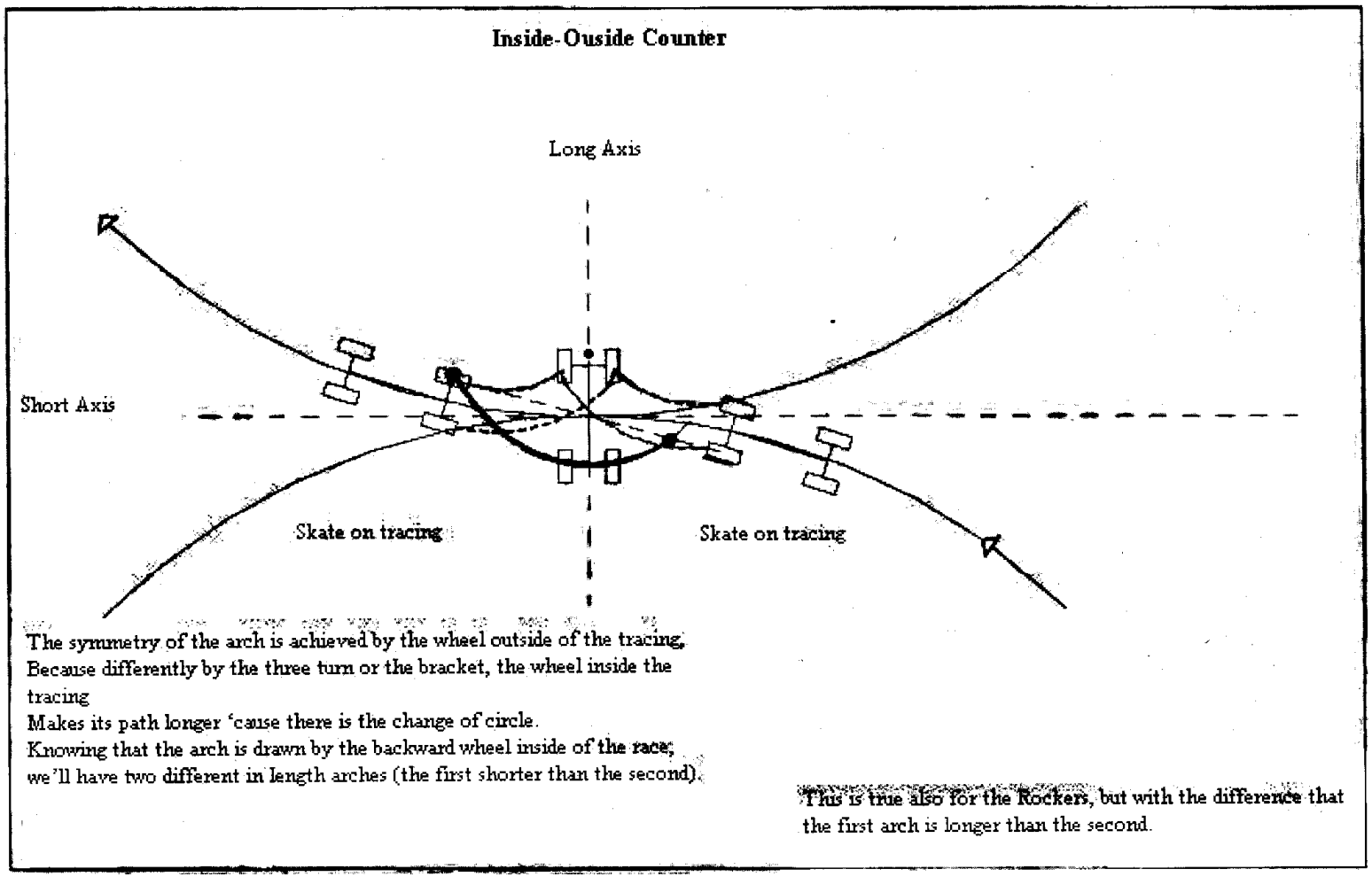
Medium errors

a) Counter in which the edge in the entrance and exit is unstable;
b) Slightly hooked counter;
c) Slightly asymmetrical cusps;
d) Obvious out of axis counter.

- Small errors

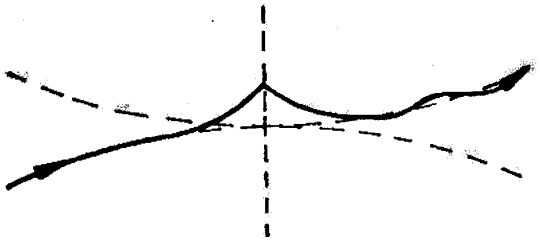
a) Counter with the skate not perfectly astride the circle during the entrance and/or the exit;
b) Counter with length of the cusps more than one skate;
c) Counter with depth slightly different from one skate length;
d) Slightly out-of-axis counter.

COUNTER


Inside-Ouside Counter
Long Axis
Short Axis
Skate on tracing
Skate on tracing
The symmetry of the arch is achieved by the wheel outside of the tracing,
Because differently by the three turn or the bracket, the wheel inside the tracing
Makes its path longer 'cause there is the change of circle.
Knowing that the arch is drawn by the backward wheel inside of the race;
we'll have two different in length arches (the first shorter than the second).
This is true also for the Rockers, but with the difference that the first arch is longer than the second.

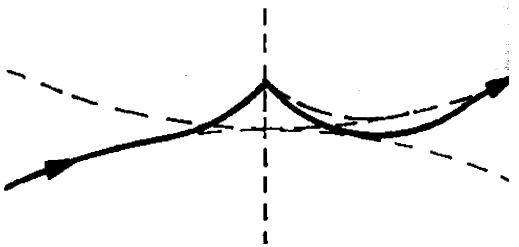
COUNTER Errors

- Unstable edge on entrance or exit.

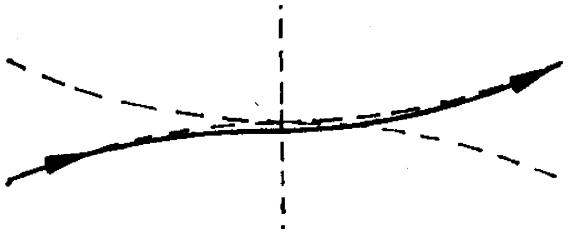


- Hooked counter.

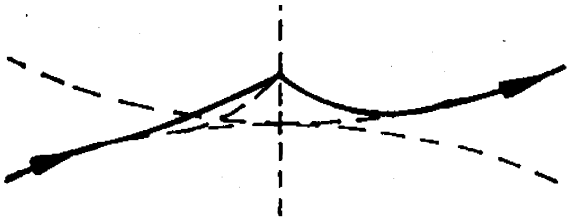
- Hooked counter.



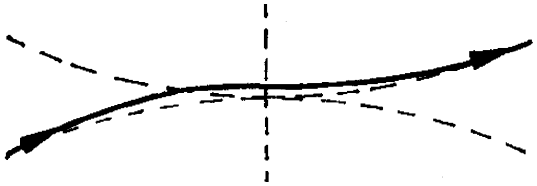
- Counter executed inside the circle.



- Asymmetrical cusps



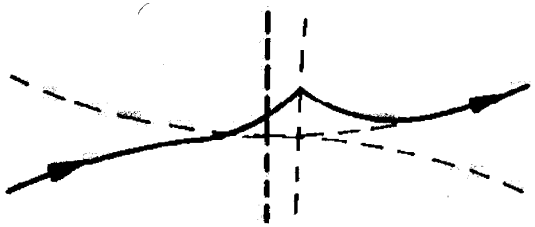
- Flat counter.



- Depth error.

- Length error.

- Out of axis.



ROCKER

- Big errors

a) Rocker with change of edge;
b) Jumped rocker;
c) Rocker executed outside the circle;
d) Rocker with obvious flat, change of edge and rocking during the first and second part;
e) Obviously hooked rocker;
f) Failure of continuous rotation;
g) Rocker too deep (more than a half of a skate);
h) Rocker with length error (more than one skate length).

Medium errors

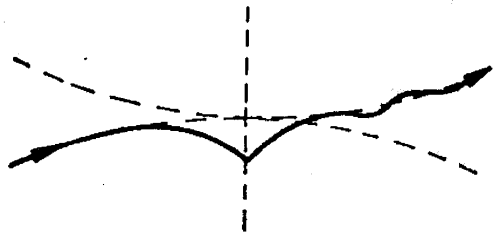
a) Rocker in which the edge neither entrance or exit is unstable;
b) Slightly hooked rocker;
c) Slightly asymmetrical cusps;
d) Obviously off-axis.

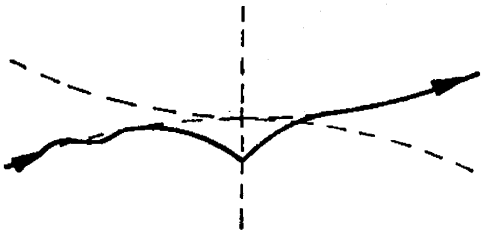
- Small errors

a) Rocker with the skate not perfectly astride the circle during entrance or exit;
b) Rocker with length of the cusps more than one skate;
c) Rocker with depth slightly different from one skate;
d) Slightly out-of-axis.

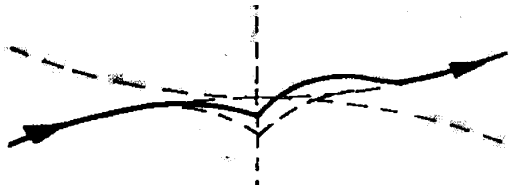
ROCKER Errors

- Instable entrance or exit edge rocker.





- Hooked rocker.



- Flat rocker.

- Rocker executed inside the circle.

- Hooked rocker.

- Asymmetrical cusps

LOOP

- Big errors

a) Changes of edge and flats;
b) Heldback (delayed or "dragged") or rocking loop;
c) Tracing errors during the execution of the curves: "A-B, B-C, C-D";
d) Execution in two different speeds.

Medium errors

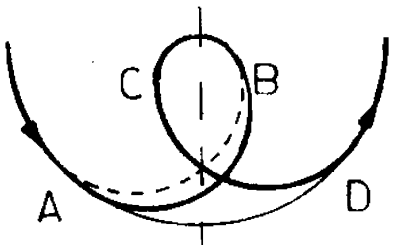
a) Slightly heldback loop;
b) slight errors of tracing during the execution of the curves: "A-B, B-C, C-D";
c) Slightly inconsistent flow;
d) Tracing errors at points A and D.

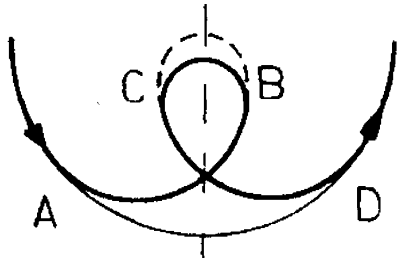
- Small errors

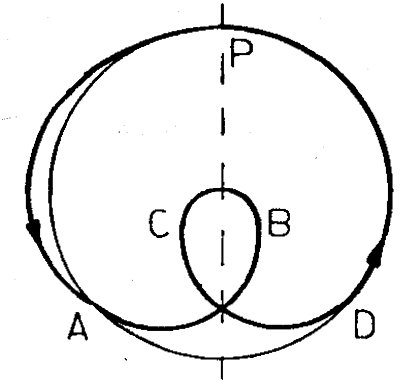
a) Slight tracing errors at the points A and D;
b) Loop where the tracing is under two wheels but not between them.

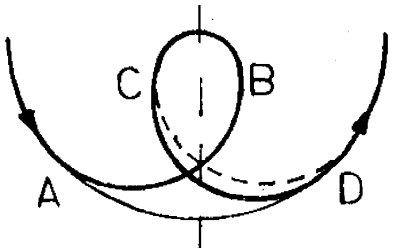
LOOP Errors

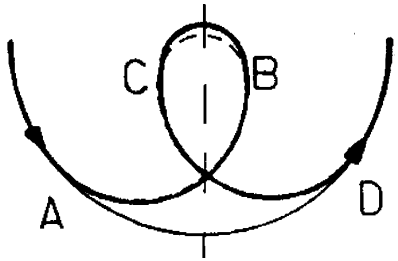
- Tracing errors.

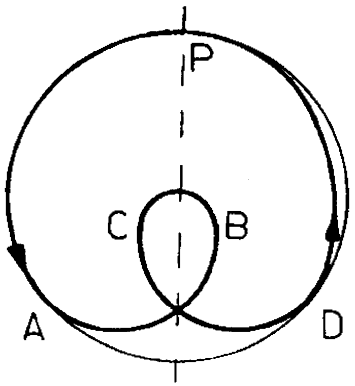


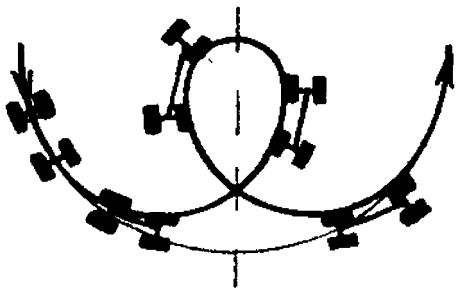












MARKING FIGURES

Two major aspects are contained in judging and evaluating a figure exercise

- Adherence to correct technique – (difficulty)
- Technique / Aesthetics – (posture)

In evaluating the execution of a figure we have to bear in mind that "pure" errors don't exist but there are faults which, even if they belong to the same category, are very different depending on the magnitude of the fault.
Eg: when we talk about a **TOO DEEP THREE TURN:** the depth can be extremely variable and although the mistake has a single verbal definition, **its evaluation will vary depending on how DEEP it is.**
As a guide line we should emphasize that a major error is one committed in the part which characterizes the exercise, because it suggests that the skater cannot perform what is required.
An error committed just before or after the part characterizing the exercise is also of major importance, because it means that the skater is not really confident with the figure.
In general, when the same error repeated in the same place the penalization should be greater because it means the skater does not know how to perform the figure. This is why small errors repeated, can bring a higher penalty than given for just one major error.
Putting the free foot on the floor is a major error and, the penalty for this fault is:

- 0.1 – 0.5 if the fault is not made during important part of the figure;
- 0.5 - 1.0 if the fault is made in the major part of the figure.

Jerky movements, double tracking and every kind of means used to close the circle because of lack of speed, carry the same penalty as putting the free foot on the floor during the minor part of the figure.

In evaluating a figure a judge has to:

1. observe the execution of all the difficulties and their technical values, while moving around the circles the better to view all parts of the figure;
2. observe weather or not the requested edge is skated and that the skate is on the tracing;
3. observe the fluidity and the constant speed of execution;
4. observe the technical/aesthetic posture of the skater.

At the end the mark will be a general judgment of the whole exercise taking into consideration the well executed parts as well as the bad parts.

SCORING

For those reasons mentioned before it's not possible to lay down, an automatic procedure to determine a mark for a figure execution. The are too many error variables, but a score can be constructed by listing from the start to the finish a + or – value to the difficulties which the skater should perform during the execution.

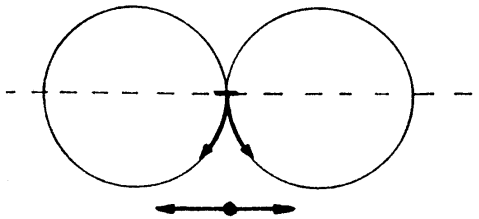
The mark has an absolute value, but is strictly linked to the kind of competition and to the context of the competition.

The judge must keep in mind that placing correctly the skater is the primary responsibility.

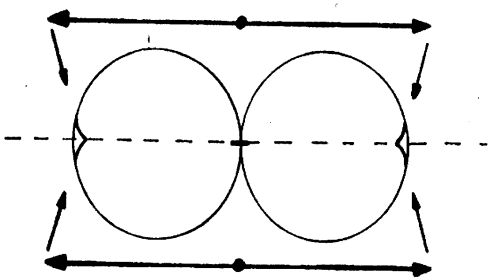
As general criteria the judge should try to establish a mark (bearing in mind the whole performance), based on what has been done well but with reductions (penalties) for the errors committed..

SUGGESTED POSITIONS FROM WHICH TO VIEW AND JUDGE FIGURES MORE EFFECTIVELY

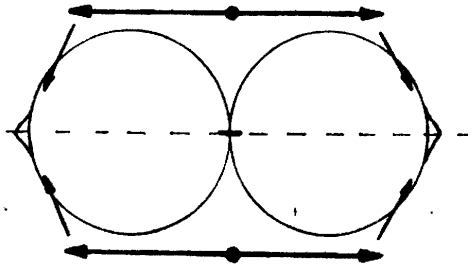
EIGHT



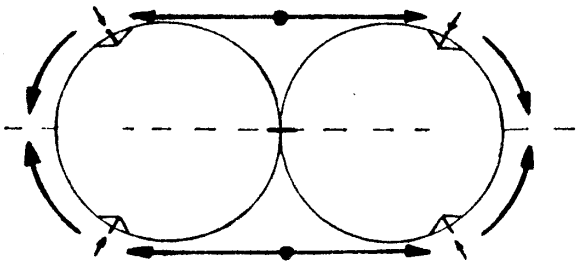
THREE TURN or PARAGRAPH THREE TURN



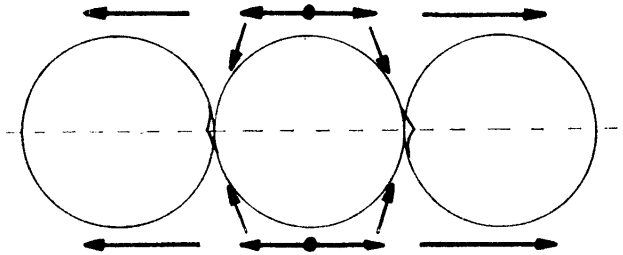
BRACKET or PARAGRAPH BRACKET



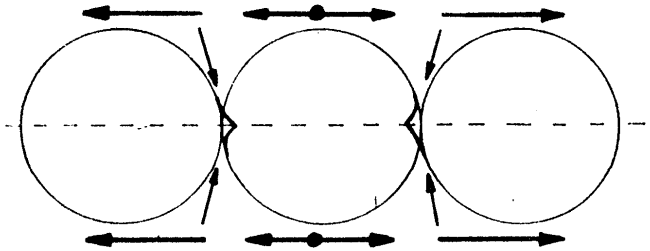
DOUBLE THREES or PARAGRAPH DOUBLE THREES



COUNTER



ROCKER



LOOPS