



# Guidelines 2023

## BALLET/THEATRE ON ICE INTER-COUNTRIES

Categories Senior, Junior, and Novice



*COORDINATION GROUP MEETING IN NORWOOD, USA  
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# Ballet/Theatre on Ice

## Guidelines 2023

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## **I – General rules and information**

### **A. Definition of Theatre/Ballet on Ice**

Theatre/Ballet on Ice is the transcription in space and time of themes, arguments or music in relation to one another, chosen by the choreographer.

The music, theme and choreography should be consistent with one another, and give a feeling of harmony and balance.

The performance must be adapted to the dynamics of ice-skating: quality of gliding and edges, speed, ease and beauty of movements. It must also aim for proper placements and treatment of groups and variety in the use of the specific elements of skating.

The number of figure skating, ice dance or synchronized skating elements the choreographer decides to use is not limited. It is up to the judges to decide if there is any imbalance in their use and the musical link with the theme.

### **B. Contents of a Theatre/Ballet on Ice performance**

Each team may use any of the elements given in the appendixes to choose and compose its program.

- Each team may choose its scenery, music, choreographic rules, theme, movements and rapports between skaters. They should however be consistent with one another and avoid any redundant aspects, which does not allow for emotion, and therefore art. The interpretation of the chosen theme should not be limited to first degree.
- Jumps and other figure skating or ice dance elements must be part of the choreography and be meaningful regarding the theme of the program. They should be adapted to the skaters' skating level, and any mistakes or falls during the program will lead to deductions from the final score.
- Skaters' or couples' solos must also make sense for the theme of the performance. They should not prevail and should be used to link different elements.
- The choreography chosen should emphasize on gliding. Static positions on the ice (i.e. without skating) should be avoided and any overuse will be reflected in the **marking**.

### **C. Eligibility of team members**

Each team must send an official letter from the team's Federation / Association to the hosting club of the Competition, certifying that all the members of the team are eligible to compete.

All skaters involved in the performance need to wear skates on both feet.

### **D. Doping**

Antidoping control maybe performed randomly in any practice session or during competition, according to rule (cf WADA <http://www.wada-ama.org/fr/> ' Agency Antidoping control)

## **E. Theatre/Ballet on Ice competitions**

### **1. Definition**

Theatre/Ballet on Ice competitions should take place with a sporting spirit of universal cooperation and aim at showing and enhancing quality performances, in order to help the evolution of skating sports and arts, and develop them worldwide.

### **2. Requirements**

Competitions take place on rinks with the following size: minimum 184ft x 85ft

Competitions must meet the following rules, whatever the number of teams or skaters:

- The official practice sessions on the competition rink should respect the duration set out in these Guidelines,
- The podium ceremony must end no later than 11.30 pm.

### **3. Composition of the Teams and categories**

Theatre/Ballet on Ice teams for Senior, Junior, and Novice include from 12 (minimum) to 20 (maximum) skaters on the ice for both the choreographic exercise and the free performance.

Novice, Junior and Senior teams may have a roster from 12 to 24 skaters.

The same number of skaters must compete in the CE and FS. But 4 Skaters who are on the roster may change from the CE and FS.

In the case of an accident or sickness of a skater between the 2 programs, the opinion of the medical service of the competition is required, so that the team is not disqualified.

The financial consequences of a potential disqualification are the sole responsibility of the team club.

### **The competitions will offer the following categories:**

#### **- Senior:**

All skaters, except for 4 maximum, must have reached the age of 15 by July 1st of the competition year. The 4 skaters out of the age range need to have reached the age of 12 by July 1st of the competition year.

#### **- Junior:**

All skaters, except for 4 maximum, must have reached the age of 11 but not have reached the age of 19 by July 1st of the competition year. The 4 skaters out of the age range may be outside the age range by 3 years maximum (8 years old minimum for the youngest, less than 22 years old for the oldest, by July 1st of the competition year).

#### **- Novice:**

All skaters, except for 4 maximum, must have reached the age of 8 but not have reached the age of 15 by July 1st of the competition year. The 4 skaters out of the age range may be outside the age range by 3 years maximum (5 years old minimum for the youngest, less than 18 years old for the oldest, by July 1st of the competition year).

The same number of skaters must compete in the CE and FS. But 4 Skaters who are on the roster may change from the CE and FS.

One team/one skater can only compete in one category and no crossovers are permitted from one category to the next. Unlike other team sports, teams have the flexibility of the 4 out-of-age-range skaters.

## **F. Drawing for teams and judges**

### **Arrangements concerning the drawing of the teams for all the competitions**

The draw is done either manually or on a random computer system, by computer and by the accountant of the competition. It is realized under the authority and control of the Theatre on Ice event referee, assistant referee or any other person in charge of refereeing involved in the competition.

It's done by category.

The draw is done as follows:

1. The referee checks the teams taking part in the competition according to the registration received by the organization committee of the competition.
2. The no show teams are withdrawn from the draw.
3. Teams are sorted out by alphabetical order of the towns where they come from.

If teams are coming from a same town, they will be sorted out by their official names.

4. The organization, the official referee Judge and the official accountant announce the random draw results.
5. The groups of teams between resurfacing are determined by the organization under the control of the Referee. No more than 6 teams between two resurfacing are allowed.
6. The organization makes the draw public by posting the starting order of the teams inside the skating rink, locker rooms and the other rooms of the rink in use during the competition, after the referee has validated the draw.

A random draw is organized between the CE and FS within each group between resurfacing, so as to preserve the interest of the competition. The draw will be either physical (with representatives from each team), or electronic under clear supervision of the Chief Referee.

The "TV Rule" (draw for half of the group (2 or 3 teams), then for the other half for the two last groups) is implemented.

The draw of judges is done randomly by computer. The accountant of the competition is in charge, under the authority and control of the referee, assistant referee or any other refereeing official invited for the event.

The ice referee is included in the draw. It means that for a panel of judges of 10 officials, the draw will be done with 10 numbers (9 officials and 1 ice referee). The official having number 10 will be the ice referee.

The draw for the judge seats is performed as follows:

1. The referee checks the list of the officials invited at the competition.
2. A list of the officials is established by family name alphabetical order (as written on their ID).
3. The referee and the official accountant start the random computer draw.
4. The panel of judges for the choreographic exercise and the free program will be exactly the same (except in case of accident or illness between the 2 programs).
5. The results of the draw are made public and posted inside the rink, the locker rooms, and the necessary annexes used during the competition, once they have been validated by the referee.

The draw takes place in the morning of the competition, during the official practice session.

## **G. Official practice sessions**

The organizers have to set up an official practice session. It must take place on the same rink as the competition. Official practice should be as close as possible to competition set-up. Scenery and props are allowed at practice, although in the time frame allocated to the team. The team is free to use or not use them.

Teams not wishing to skate during the official training session must notify the organizer at least 10 days before the competition to facilitate the timing.

Teams will be present 5 minutes before their session according to the schedule decided by the organizing club.

If a team is late, for any reason whatsoever, the organizers are released from this obligation.

If a team does not skate during the official practice session, the ice will stay unoccupied until the next team's turn.

If the choreographic exercise and the free ballet are planned on two different days, the official practice will last 10 minutes for the CE and 12 minutes for the free. If both programs are on the same day, then the official practice will last 17 minutes.

- The music for the free skate and the choreographic exercise may only be played once for each team. The skating order is imposed by the organizers. The free skate should start and the choreographic exercise ends the practice.

## **H. Announcement of the teams' results during the competition**

The competition speaker announces the intermediate results for the team after each team has skated:

- For the free skate:  
"Team X was awarded a total of X points for the technique of performance mark and a total of X points for the artistic mark, with a total score of X points, and is currently ranked in X position."
- For the choreographic exercise:  
"Team X was awarded a total of X points for the choreographic mark and a total of X points for the technique mark, with a total of X points, and is currently ranked in X position."
- In the case of combined results, the announcement is the following:  
"Team X scored a total of X points for the technique of performance and a total of X points for the artistic mark, with a total of X points for the free skate. The combined score is X points and the team is currently ranked in X position."

This announcement is characteristic of the open system of marking (*Please read Chapter IV*).

## **I. Judging panel**

The judging panel is composed of 10 officials.

Apart from the Referee and the Assistant Referee, two judges (Ballet/Theater on ice) are selected by each country participating in the competition. In case those judges would not be available, judges will be chosen from countries nearest to the competition.

The panel of officials includes at least:

- 1 Event referee,
  - 1 assistant referee,
  - 7 judges,
  - 1 ice referee.
- The referee may adapt the composition of the judging panel in the interest of the competition.

## **J. Placement of the judging panel during the competitions**

The judges must be seated in the middle of the long axis of the rink, away from the audience, at sufficient height to be able to satisfyingly see the different elements of the program (1.50 meters high minimum).

The placement of the judging stand must be noted in the competition announcement and approved by the referee.

A “quiet zone” must be provided for the judges.

## **II - Free skate**

### **A. Length and timing of the free skate:**

#### **1. Length of performances for each category**

- **Senior:**  
5'30 minutes + or - 10 seconds
- **Junior:**  
5 minutes + or - 10 seconds
- **Novice:**  
4'30 minutes + or - 10 seconds

## 2. Team set-up

ISU Rule 350.2 for setting up a team that has not taken its starting position applies: deduction of **-1 point** (by the Referee) if the team is more than 30 sec. late, up to 1 min. After one minute, the team is considered disqualified.

Skaters need to enter the ice "continuously", otherwise the warm-up time starts when interruption occurs.

Skaters have 1 min. 30 sec. to get into their starting position. *Please refer to paragraph C. Scenery and props - 2. Scenery set-up.*

## 3. Timing of the free performance

The timing starts with the first purposeful movement of a skater (not with the music), just like in the ISU.

When the team is ready, the captain may raise his/her arm to ask for the music to start.

Timing ceases when the last skater comes to a complete stop.

## 4. Deductions for timing

A performance that does not meet the time requirements, will have one point deducted from its total mark by the event referee and assistant referee for every 10 second period started (for example: 1-point deduction for 9 seconds above the time allowed; 2-point deduction for 11 seconds over the time allowed).

## 5. Incidents

If there is a problem with the music during the first 20 seconds of the performance, the team captain should make it clear to the Referee in order to stop the performance.

In this case only, the performance will start again from the start and the officials should not take into account the first execution.

If the music stops during the course of the performance, the team captain should clearly signal it by positioning him/herself in front of the Referee, so he/she can stop the performance.

The team shall continue the performance from the start of the stopped element. The rest of the performance shall be evaluated from that restarted element.

In case of a problem, the team captain is the only one to be able to stop a program besides the referee. The Ice Referee nonetheless may get input from the coach of the team, and advise the Referee by all possible means to stop the program. If the Ice Referee sees an injury or a major risk, he or she has also the ability to advise the Referee.

In case of a serious event (for example a fall causing an injury and a skater not being able to leave the rink without the help of the rescue team or any other serious event), the referee may decide to stop the performance by clearly blowing a whistle, to ensure the safety of all the skaters. The performance will then continue from the

point at which it was stopped. The judges shall not take the pause into account but the fall will be penalized.

In case the interruption exceeds 10 min., a new warm-up period will be allowed. There is no deduction.

## **B. Costumes for the free skate**

Costumes must be decent.

Ornaments and hair accessories must be secure so they do not risk falling on the ice or affecting the competition (glitter, beads, sequins, etc.) or be hazardous for the skaters. The use of feathers is prohibited.

All accessories must be fake ones and not be dangerous in case of falls or accidental collisions.

The event referee and assistant referee may require that the troubles be stopped if they believe that the skaters' safety is at stake.

Costuming and make-up should enhance the feeling for the theme of the performance.

## **C. Scenery and props for the free skate**

### **1. Provisions on scenery**

Scenery must be limited in size and no more than 2.3 meters high.

It is prohibited to throw confetti, paper balls, liquid or any other object, along with the emission of smoke and any kind of flammable material.

The use of live animals is prohibited.

The use of practicables is prohibited (e.g. trampolines).

It is prohibited for a coach, parent or anyone to hold accessories or parts of the scenery to skaters on the ice, once the team is on the ice and that doors to the rink are closed.

The organizer must provide for volunteers to check the ice after each team.

### **Deductions**

If the scenery does not meet these requirements, the referee and assistant referee will deduct **2 points** from the team's total score.

### **2. Scenery set-up**

Once the preceding team has left the ice with its scenery, and while the judging panel is busy awarding its marks, some skaters of the following team may enter the ice to set up their scenery. They then exit the ice and wait to be called for their 1 min. 30 sec. warm-up with the rest of their team.

The first team to skate after a resurfacing acts similarly: the skaters needed to place their scenery may do so and then go back to the gate until their team is called for warm-up.

In case the whole team comes in to set up the scenery and starts warming up, the Referee counts it as warm-up time.

The Ice Referee monitors the set-up of scenery and reports any violation of time allotment to the Referee.

After 1 minute warm-up, the event speaker announces in the microphone that 30 seconds are remaining. No other announcement is made before the start of the music. It is recommended to post a timer visible to the team.

The skaters must set-up and remove the scenery themselves, with their skates on.

Non-team members may not set foot on the ice, in particular any person not wearing skates.

### **Deductions**

If the scenery set-up does not meet these requirements, the event referee and assistant referee, following a notification from the ice referee, will deduct **2 points** from the team's total score.

#### **a. Lighting**

Plain white lighting should be used for all competitions.

#### **b. Introduction to the free skate**

A written description of each performance, in the local language, must be included in the official competition program.

No presentation will be read by the announcers before the performance.

An audio text, no longer than 20 seconds, may be recorded on the Free skate CD, before the beginning of the music. In this case, the timing of the performance will start as mentioned in the paragraph "Length and Timing of the free skate" (i.e., with the first purposeful movement of any skater in the team).

#### **c. Free skate judging**

##### **1. Open system of marking**

*(Please see Appendix "Evaluation criteria for the free performance")*

The judgement uses the open system of marking: the marks obtained for each performance are announced.

Each judge awards a mark between 0 and 10 (in increments of 0.25 points) for each of the 9 criteria of the free skate. *Please see Scale of marks in Part IV – Accounting and publication of results.*

Two marks are announced:

##### **1<sup>st</sup> mark – Technique of Performance**

The judging panel average marks for the following 5 criteria are added:

- Utilization of the ice and the space, and organization of formations
- Body movements and positions

- Quality of ensembles and rapport between skaters
- Performance of technical elements
- Overall quality of skating for the team

### **2<sup>nd</sup> mark - Artistic mark:**

The judging panel average marks for the following 4 criteria are added:

- Creation of a universe
- Originality and creativity of the performance, and its ability to be understood by the audience
- Theatricality of performance
- Presence of the skaters, intensity and impact of the performance

The second mark (Artistic) break the tie.

## **2. Falls**

### **Deductions**

Any fall must be noted by officials, fall deductions are decided by the majority of judges, including the Referee (but not the Assistant Referee). Majority of judges is needed, Referee included (4-4 is not a majority).

The deduction is **1 point** on the team's total score for every fall recorded.

However:

- 1 skater's fall = 1 point deduction
- 1 pair's fall = 1 point deduction
- 1 group's fall (fall of 3 skaters or more at the same time and at the same place) = 1 point deduction

A fall is defined as "loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm." (ISU Rule).

## 11 – Choreographic exercise

Choreographic exercise is centered on three elements:

- a theme,
- a choreographic process,
- a type of gesture.

All three elements are selected for every new sporting season, by the International Coordination Group. They are officialized for the two upcoming years.

The choreographic exercise is compulsory for all categories of competitions.

### a. Length and timing of the choreographic exercise

#### 1. Length

The choreographic exercise for all categories should be 2.30 minutes long (+ or -10 seconds).

#### 2. Team set-up

Skaters have 1 min. 30 sec. to get into their starting position. The 30 last seconds will be announced. At the end of the 1 min. 30 sec. period, the music will start without any further notice.

#### 3. Timing of the choreographic exercise:

The timing starts with the first purposeful movement of a skater (and not with the music), just like in the ISU.

When the team is ready, the captain may raise his/her arm to ask for the music to start.

Timing stops when the last skater comes to a complete stop.

#### 4. Deductions for timing

##### **Deductions**

A performance that does not meet the time requirements, will have one point deducted from its total mark by the Referee and Assistant Referee for every 10 second period started (for example: 1-point deduction for 9 seconds above the time allowed; 2-point deduction for 11 seconds over time allowed).

## 5. Incidents

If there is a problem with the music during the first 20 seconds of the program, the team captain should make it clear to the event referee in order to stop the performance.

In this case only, the performance will start again from the start and the officials should not take into account the first performance.

If the music stops during the course of the performance, the team captain should clearly signal it by positioning him/herself in front of the referee, so he/she can suspend the performance.

The team shall continue the performance from the start of the stopped element. The rest of the performance shall be assessed from that restarted element.

In case of a problem, the team captain is the only one to be able to stop a program besides the referee. The Ice Referee nonetheless may get input from the coach of the team, and advise the Referee by all possible means to stop the program. If the Ice Referee sees an injury or a major risk, he or she has also the ability to advise the Referee.

In case of a serious event (for example a fall causing an injury and a skater not being able to leave the rink without the help of the rescue team or any other serious event), the referee may decide to suspend the performance by blowing the whistle, to ensure the safety of all the skaters. The performance will then continue from where it was suspended. The judges shall not take the pause into account but the fall will be penalized.

In case the interruption exceeds 10 min., a new warm-up period will be allowed. There will be no deduction.

### b. Costumes for the choreographic exercise

All team members must wear a black outfit, legs must be covered (black tights or pants for girls, black pants for boys, in order to help assess movement). Leotards (or 2 pieces suits, but covering skin in between) are recommended. Sleeveless tops are permitted.

Ornaments (sequins...) are not allowed.

Hairdo and make-up should not be meant to enhance the prescribed Theme, CP and Gesture. Eyelash extensions are permitted but should not be visible from a distance.

Black illusion / mesh is accepted.

Hand gloves up to the wrist (not longer ones) are accepted, provided they are flesh of black.

Girls may wear a free skate dress (short choreographic dress up to the middle of the thigh) with black tights. Longer dance dresses are not allowed.

No theatrical make-up or accessories is permitted.

Costume is not taken into account for the marking – even if it is consistent with the theme, choreographic process or movements.

## Deductions

However, if a team's costumes do not meet this requirement, the event referee may deduct **2 points** from the team's total score

### c. Setting up for the choreographic exercise

ISU Rule 350.2 for setting up a team that has not taken its starting position applies: deduction of -1 point (by the Referee) if the team is more than 30 sec late, up to 1 min.

After one minute, the team is considered disqualified.

No scenery no props are allowed for the choreographic exercise.

In the case of non-respect of these rules and with the setting up of scenery or props, on the report of the ice referee, the refereeing has full power for cancelling the choreographic exercise for the team.

Skaters need to enter the ice "continuously", otherwise the warm-up time starts when interruption occurs.

### d. Description of the elements

Two months before the competition, the teams should send the hosting club a written description of the orientation they chose to translate the three elements into one consistent and meaningful piece.

### e. Lighting

All competitions should use plain white lighting.

### f. Choreographic exercise judging

#### 1. Open system of marking

*(Please see Appendix "Evaluation criteria for the choreographic exercise")*

The judgement is open. The marks obtained by the team are announced.

Each judge awards a mark between 0 and 10 (in increments of 0.25 points) for each criterion of the choreographic exercise. *Please see Scale of marks in Part IV – Accounting and publication of results.*

Two marks are announced:

#### ➤ A choreographic mark (1st mark):

The judging panel average marks for the following 4 criteria are added:

- ✓ management of the prescribed theme
- ✓ management of the prescribed choreographic process
- ✓ management of the prescribed gesture (movement)
- ✓ consistency of the three prescribed elements.

➤ **A technical mark (2<sup>nd</sup> mark)**

The judging panel average marks for the following 4 criteria are added:

- ✓ Gliding, edges, balance, skating
- ✓ Variety, speed and amplitude of steps, turns jumps, rotations and attitudes
- ✓ Quality of execution of gesture: body position and placement
- ✓ Consistency of the three criteria above with music and theme.

In case of a tie, the first mark (choreographic mark) will determine the higher placement.

2. **Falls**

**Deductions**

Any fall must be noted by officials. Fall deductions are decided by the majority of judges, including the Referee (but not the Assistant Referee). The majority of judges is needed, Referee included. 4-4 is not a majority.

The deduction is **1 point** on the team's total score (Choreographic mark + Technical mark) for every fall recorded.

However:

- One skater falls = 1 point deduction
- One pair falls = 1 point deduction
- One group falls (fall of 3 skaters or more at the same time and at the same place) = 1 point deduction.

A fall is defined as "loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of **the arm.**"

## 12 – Accounting and publishing of results

There is no technical panel or controller for Theatre on ice.

Half time is neither used for the free skate, nor for the choreographic exercise.

### a. Marking of criteria

Each criterion is marked from 0 to 10 in increments of 0.25 by each judge on the panel. The whole range of marks is used entirely for all categories.

The scale for marking for each criterion is the following:

- **0: not perceived,**
- **1: poor,**
- **2: low-level,**
- **3: fair,**
- **4: acceptable,**
- **5: average,**
- **6: above average,**
- **7: good,**
- **8: very good,**
- **9: superior,**
- **10: exceptional.**

To give an efficient point of comparison, marks from 0 to 3 are in the red zone (negative zone), marks from 4 to 6 are in the orange zone (average) and marks from 7 to 10 are in the green zone (good).

### b. Accounting

Each judge awards a mark between 0 and 10 for each criterion of both marks of the choreographic exercise and the free skate.

The marks awarded by the panel of judges are added by the computer to make the total points per team. The highest mark and the lowest mark are automatically put aside by the system.

The total score awarded to a team will be the average of the marks given by the panel of the judges except the highest and lowest ones.

The ranking is calculated by the increasing number of points (the best team getting the highest number of points).

The ranking of the free program breaks potential ties (a tie, meaning teams having the same number of points).

The final results are signed by the referee and the accountant and will be posted at the end of the competition.

A memorandum of the results will have to be posted on line and available to unload on the Organizing Federation website within the 24 hours following the competition.

**c. Weighing the results for the choreographic exercise and the free skate**

For each category, the final result is a combination of the choreographic exercise and the free skate. The results of the choreographic exercise and the free skate are weighed as follows:

- The number of points obtained by each team for the choreographic exercise is multiplied by 0.5 (weight of the choreographic exercise in the final score is 33.3 %)
- The number of points obtained by each team for the free performance is multiplied by 1.0 (weight of the free in the final score is 66.7 %).
- The two are then added to decide the total score and the ranking.

in case of a tie, the results of the free skate decide on the better position.

**d. A simple and progressive computer system**

Results are calculated by a computer system. Each judge enters him/herself his/her marks for each criterion.

In case the computer system fails, the paper system shall replace it in the following way:

Each judge needs to give a written account for the performance of each team on the judging sheet he or she is given, both for the choreographic exercise and the free program. The judging sheets include the marks he or she awards the team on each criterion.

After each team ends its performance, the judging sheets are given to the accountants, including the marks awarded and points deducted. The accountants then calculate the total score and ranking for each team.

After receiving the results, the speaker announces the total score and current ranking of the team (*please see chapter I -J.- "Announcement of the teams' results during the competition"*), either before the next team or straight after the next team.

The judging sheets are given back to the officials at the end of the category, for the judges' meeting that takes place after the competition.

### **e. Settling of ties (equally placed teams)**

The first mark (Choreographic mark) breaks the tie for the choreographic exercise.

The second mark (Artistic mark) breaks the tie for the free program.

The result of the free performance breaks the tie for the overall competition result.

### **f. Detailed results**

A table of detailed results is mandatory. It should be given to the teams (choreographers and coaches) and to the officials.

It should show the following information with two teams on each page:

- ✓ the name of the team,
- ✓ the points awarded by each judge for each criterion (the judges should remain anonymous),
- ✓ the total points for each criterion,
- ✓ the total points for each mark,
- ✓ the detail and total of deductions calculated by the judges, event referee and assistant referee,
- ✓ the total points after deductions,
- ✓ the total points for both scores (first and second marks for choreographic exercise and free skate),
- ✓ the placement of the team,
- ✓ the multiplying factor used.

## **13 – Other rules**

The rules included in these guidelines cover only what is specific to Theatre on Ice. Any other point will be covered by the ISU rules (e.g. complaint filing process, no-show teams, etc.). This mention will have to be formally mentioned into the Rulebook and Announcement of the competition.

## 14 – APPENDICES

### EVALUATION CRITERIA FOR THE CHOREOGRAPHIC EXERCISE

#### ✚ Choreographic (1<sup>st</sup> mark) :

1. Management of the prescribed theme
2. Management of the prescribed choreographic process
3. Management of the prescribed gesture
4. Consistency of the 3 prescribed elements

... which are consequences of the choices and the orientations the coach and choreographer decided to take (the “parti-pris”)

These 4 criteria are evaluated on a 0 to 10 scale (from simple and poorly mastered to complex and well mastered):

- ✚ The Theme is evaluated on Duration (from absent to predominant), Readability and Music (from non-consistent to original)
- ✚ The Choreographic Process is evaluated on Readability, Duration (from only at times to predominant), Variety (from only one dimension, to several dimensions using several skaters - singles, duos, subgroups, the whole group - giving its full meaning to the performance), Quality of execution, Complexity of the elements and of the movement through the process.
- ✚ Gesture is evaluated on Duration (from absent to predominant), Creativity (from treatment of the lower body to treatment of the whole spatial environment, with meaningful use of both lower and upper body), Speed (performed in a static position to executed at full speed, on edge, on complex steps ad elements), and the variety to use the body segments.

#### ✚ Technical (2<sup>nd</sup> mark):

1. Glide and edges (*skating skills*)
2. Steps and turns, jumps, rotations, attitudes (in their variety, speed and amplitude) (*what is done of skating skills*)
3. Quality of execution of gesture: body placement, body hold (*what is done of the body*)
4. Consistency between the three above elements with the music and the theme (*how we use the quality of gliding, technical elements and gesture in terms of technique of performance*)

These 4 criteria are evaluated on a 0 to 10 scale

- ✚ The glide and edges, are evaluated from Speed and Control of free segments
- ✚ The technical elements are evaluated on their difficulty, quality and variety, in relationship with the meaning of the performance and the music. It is suggested to integrate 3 types of elements (jumps, spins, lifts, steps, edge elements and attitudes), performed by 3 skaters at least.
- ✚ The quality of execution of the gesture (beyond the prescribed gesture) is evaluated according to the execution of body moves, foot-to-ground contacts, and mastery of gravity and unbalance.

**The 1st mark (Choreographic) breaks the ties**

## EVALUATION CRITERIA FOR THE FREE PERFORMANCE

### **Technique of performance (1<sup>st</sup> mark):**

1. Choreographic composition
2. Treatment of gesture: use of body positions
3. Quality of ensembles and exchanges, relationships, listening
4. Performance of technical elements: quality, variety of jumps or flights, spins or rotations, difficulty of lifts, steps, attitudes performed in groups, consistent with the meaning of the choreography and the music
5. Quality of gliding, skating skills

### **These 5 criteria are evaluated on a 0 to 10 scale**

-  Choreographic composition is evaluated according to the treatment of space (3 dimensions), formations (variety and complexity), use of choreographic processes
-  Treatment of gesture is evaluated according to the complexity (from using only one segment to dissociated segments), the variety and the execution, and if it is performed while gliding (from static to performed on changes of edge)
-  Performance of technical elements and quality are evaluated under the same conditions as in the choreographic exercise.

### **Artistic (2<sup>nd</sup> mark):**

1. Creation of a universe
2. Readability, originality, creativity
3. Acting talent and interpretation
4. Presence, intensity, impact

### **These 4 criteria are evaluated on a 0 to 10 scale**

-  Creation of a universe is evaluated according to how the universe created generates a feeling, the consistency of the universe and the music, and the use of scenography (role and consistency of sceneries, costumes, props with the universe)
-  The 2<sup>nd</sup> criterion is evaluated according to the readability of the performance, the way abstraction is exploited (whatever the degree of abstraction), the consistency and the continuity of the common thread, the creativity of the piece.
-  The 3<sup>rd</sup> criterion is evaluated according to the involvement and appropriation of the theme by the skaters, the consistency of the acting talent, and the felt emotion
-  The last criterion is evaluated according to the power of the « Whao » effect, intensity and generosity of skaters, exchanges with the audience and between skaters

**The 2nd mark (Artistic) breaks the ties.**