



## **BPM CONTROL GUIDELINES**

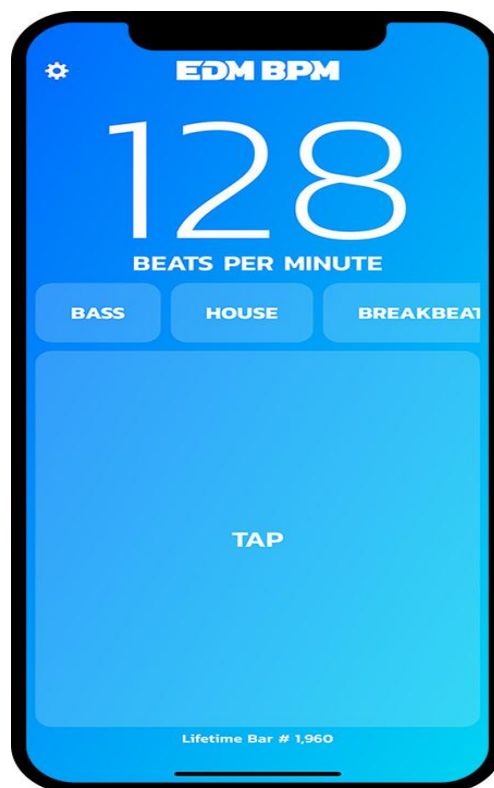
There are three methods for controlling BPM, which should be carried out, if necessary, in ascending order. So, step 3 will be reached if an irregularity has first appeared in steps 1 and 2.

### **1. App EDM BPM**

It is a mobile application that should be used during music training in the official warm-up (a few hours/day before the start of the segment).

To use it, simply tap the screen of the cell phone with the index finger, keeping the rhythm of the music. The marker will show the speed (the BPM) of the song evaluated, according to the rhythm of the taps on the screen.

In case the values reflected by the application are outside the range of +/- 2 BMP of the obligatory parameters, it is recommended to perform steps 2 (automatic system) and, if necessary, 3 (manual system with metronome). On the other hand, if the result shows correct BMPs throughout the Patter Dance Sequences, then the control process will be completed.



## 2. BPM ANALYZER AND AUDACITY

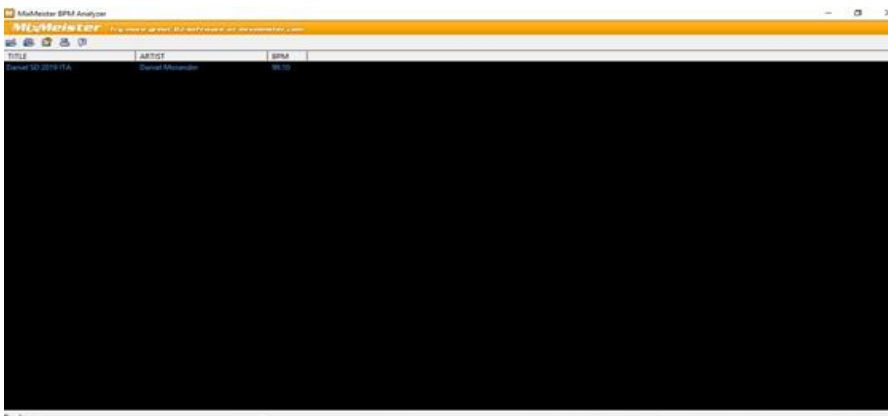
This method should be used once the EDM BMP app (step 1) has revealed an irregularity. In order to use this step the referee must know the time code in which the Pattern Dance Sequence starts and ends. This data must be on the music certificates that are to be sent to World Skate.

Once all the skaters in the group have warmed up with music, and after the live check with EDM BMP, it could be use the remaining minutes and the first five minutes of the next group to control the BPM with the automatic method:

- a) The program ADACITY, to extract the specific music fragment according to the time code specified on the certificate.



- b) The program BPM Analyzer, to establish an average BPM during the fragment.



If any irregularity is detected in the computer control it is recommended to use a third and definitive method: Metronome.



### 3. METRONOME

It is a purely manual system that consists of checking whether the music beats coincide with the metronome beats. There are several mobile applications that act as metronomes. For example: "TEMPO".



To operate simply select the metre (2x4, 3x4, 4x4 ...) and the speed (BPM). It is advisable to carry out this operation in a separate room where there is no noise and with headphones to guarantee a better hearing of the metronome's beats.

**The results obtained by this last method, will prevail over the others.**