ROLLART

TECH PANEL - JUDGE/REFEREE PANEL - ROLLART REVIEW USER MANUAL



WORLD SKATE

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ROLLART TECHNICAL PANEL

1 INTRODUCTION

This document details the operation of the tech panel application for the RollArt system. This describes the operation of the various functions of the tech panel and details setting up and running of RollArt competitions. The manual should be used in conjunction with the associated documents when running a RollArt system.

This manual refers to the 5.0 version of RollArt[©] Tech Panel, season 2024.

1.1 INSTALLATION

In order to Install the tech panel software: Refer to the Setup manual and follow all the required steps.

1.2 ASSOCIATED DOCUMENTS

This document should be referred to in conjunction with the other RollArt System manuals:

✓ Installation: *RollArt_SetupManual_2024.pdf*

2 CONFIGURATION

The file "RollArtSystemTech.exe.config" contains all the custom configurations for RollArt. The location of the config file at Runtime is in the same directory as the application "RollArtSystemTech.exe". The default install directory is "C:/RollArtSystem/TechPanel".

2.1 SETTINGS

In order to change configuration, run the TechPanel application using the desktop shortcut and select the settings menu option from the menu bar on left hand side of the RollArt[©] Tech Panel application.

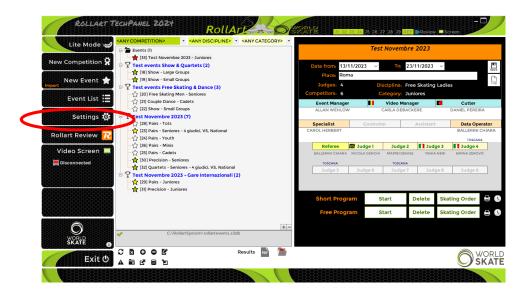


Figure 1. Open Settings

This will display the "Settings" window:

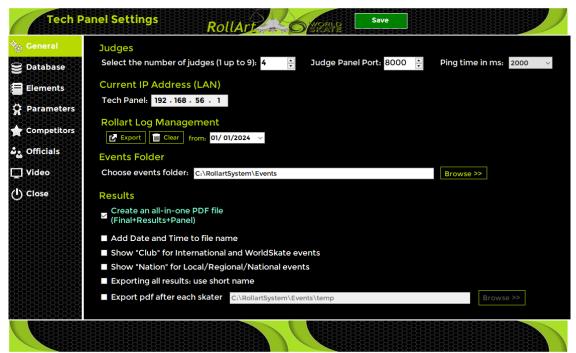


Figure 2. Settings Window

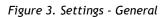
The left side menu bar allows selection of General, Database, Elements, Parameters, Competitors, Officials, Video and allows the operator to close the Settings form. These options can be selected by clicking on the associated icon.

The top panel of the settings form shows the current selected panel name and allows settings for the selected panel to be saved.

2.1.1 GENERAL SETTINGS

In the Settings form, select the "General" menu option from the left side menu bar.

Tech P	anel Settings RollArt Save)
Seneral Seneral Database Elements A Parameters Competitors	Judges Select the number of judges (1 up to 9): 4 Judge Panel Port: 8000 Ping time in ms: 2000 Current IP Address (LAN) Tech Panel: 192 . 168 . 56 . 1 Rollart Log Management If Export: If Clear from: 01/01/2024 Ol 01/2024 	~
မို္င္လွ Officials ပြာ Video (၂) Close	Events Folder Choose events folder: C:\RollartSystem\Events Browse >> Results	
	Create an all-in-one PDF file (Final+Results+Panel) Add Date and Time to file name Show "Club" for International and WorldSkate events Show "Nation" for Local/Regional/National events Exporting all results: use short name	
	Export pdf after each skater C:\RollartSystem\Events\temp Browse >>	



The General Settings panel provides the following functions:

- Configure the default number of judges (default 4)
- Configure the Judge Panel port (default 8000): this port will listen for Judges Panel connections. Judges Panels must be set to the same port
- Configure the Judges Panel ping time in milliseconds (default 2000)
- View the Tech Panel IP address
- Export and delete Rollart log since a selected date
- Select the "Events" folder (C:\RollArtSystem\Events)
- Results:
 - Create an all-in-one PDF file (checked by default)
 - Add Date and Time to file name (unchecked by default)
 - Show "Club" for International and WorldSkate events (unchecked by default)
 - Show "Nation" for Local/Regional/National (unchecked by default)
 - Export the "Judges Panel" pdf after each skater (unchecked by default, C:/RollArtSystem/Events/Temp default folder)
- SAVE button to save "General Settings" in RollArtSystemTech.exe.config.

2.1.2 DATABASE

From the Settings form, select the "Database" menu option from the left side menu bar.

Tech Pa	nel Settings Roll	Art	Save	l l l
ଦ୍ _{ରୁ} General	Database Path			
😫 Database	C:\RollartSystem\rollartevents.s3db			
Elements	Backup			
🛱 Parameters	C:\RollartSystem\Backup Save database copy Ok		Browse >>	
Competitors				
වී Officials	Disciplines	Categories	0	Segments
그 Video ① Close	Free Skating Men Free Skating Ladies Pairs Couple Dance Solo Dance Ladies Precision Show Quartets Inline Free Skating Inline Free Skating L	Cadets Youth Juniores Seniores Tots Minis Espoire Large Groups Junior Groups Junior Groups Promotional Small <	Senior Basic Senior Intermedia Junior Basic Junior Basic Junior Intermedia Youth Basic Youth Intermedia Cadet Intermedia Espoir Basic Espoir Intermedia G Mini Basic	Short Program Free Program Compulsory Dance Style Dance Free Dance Precision Compulsory 1 Compulsory 2

Figure 4. Settings - Database

The Database panel provides the following functions:

- Database path shows the database folder (read only).
- Backup path can be configured using the edit box or the BROWSE button.
- Ok button allows the operator to save a copy of the current RollArt database into the backup folder. This displays the name of the backup file and its location. Each backup file has unique date and time as part of the name, to allow multiple backups to be saved.
- Ability to edit the Disciplines / Categories and Segments descriptions.
- FREE CATEGORIES: Add a Free Category to the official list. No new categories are linked to a parameter list. In all the events with a free new category the CHECK function is disabled



2.1.3 ELEMENTS

From the Settings form, select the "Elements" menu option from the left side menu bar.

General	Ele	ment	ts														
Database	Se	lect e	element typ	e: Jum	Р		~	·									
222222222222	Prin	t previ	ew	Jum													
Elements		ID	Name	Spin				Base	<	<<	-1	-2	-3	Combo	Combo<	Combo<<	
2222222222222222	J	0	Waltz Jump	· · ·	Sequence ws Jump			0,4	0	0	-0,1	-0,2	-0,3	0,41	0	0	
Parameters	U	1	Toeloop	1. Spir				0,4	0,42	0,3	-0,1	-0,2	-0,3	0,41	0.43	0,31	
9299999999	M	2	Salchow	Lift				0,6	0,42	0,3	-0,1	-0,2	-0,3	0,61	0,43	0,31	
Competitors	Ρ	3	Flip	11 Twie	act Spin t Jump			0,8	0,56	0.4	-0,1	-0,2	-0,4	0.86	0,6	0,43	
Officials		4	Lutz		c Jump ce Travel	ling		0,9	0,63	0,45	-0,1	-0,2	-0,4	0.96	0,67	0,48	
88888888		5	Loop		e Step			0,9	0,63	0,45	-0,1	-0,2	-0,4	0,96	0,67	0,48	
/ideo		6	Axel		e Lift			1,3	0,91	0,65	-0,2	-0,3	-0,4	1,4	0,98	0,7	
33333333333		7	2 Toeloop		ce Seque ern Sequ			1,7	1,19	0,85	-0,2	-0,3	-0,4	1,85	1,3	0,93	
Close		8	2 Salchow		ision Ele			1,7	1,19	0,85	-0,2	-0,3	-0,4	1,85	1,3	0,93	
55555555		9	2 Flip	2FQua	tets Eler	nent		2	1,4	1	-0,2	-0,4	-0,5	2,28	1,6	1,14	
5555555555		10	2 Lutz	2Lz	0,5	0,4	0,2	2,2	1,54	1,1	-0,2	-0,4	-0,5	2,51	1,76	1,25	
8686868686		11	2 Loop	2Lo	0,5	0,4	0,2	2,2	1,54	1,1	-0,2	-0,4	-0,5	2,51	1,76	1,25	
222222222222		12	2 Axel	2A	1,5	1,3	0,8	6,1	4,88	3,66	-0,8	-1,3	-1,5	7,02	5,61	4,21	
8888888888		13	3 Salchow	3S	1,9	1,4	0,9	7	5,6	4,2	-0,9	-1,4	-1,9	8,12	6,5	4,87	
33333333333		14	3 Toeloop	3T	1,9	1,4	0,9	7	5,6	4,2	-0,9	-1,4	-1,9	8,12	6,5	4,87	
3333333333		15	3 Flip	3F	2,3	1,6	1	8,3	6,64	4,98	-1	-1,6	-2,3	10,04	8,03	6,03	
33333333333		16	3 Lutz	3Lz	2,3	1,6	1	8,8	7,04	5,28	-1	-1,6	-2,3	10,65	8,52	6,39	
555555555		17	3 Loop	3Lo	2,3	1,6	1	8,8	7,04	5,28	-1	-1,6	-2,3	10,65	8,52	6,39	
3333333333		18	3 Axel	3A	2.8	2,1	1,4	11.8	9,44	8.26	-1.4	-2,1	-2.8	14,4	11,52	10.08	

Figure 5. Settings - Elements

The Elements panel provides the following functions:

- Element type selection and values (READONLY)
- Print preview

30		arriel.	Code	+5	+2	+1	8024	Under	1 11alf	-1	-2	-3	Combo	ComboUnder	ComboHall
		alter James		0.3	0.7	0.1	0.3	0	0	0.1			10.31	0	0
		quotes	AT	0,2	0.2	0.8	0.6	0,42	0.2	-0.8	-0,2	-0,2	0.61	0,42	0.91
2		dchow .	3.5	0.8	0.2	0.1	0.6	0.42	0.3	-0,3	-0.7	-0.5	0.01	0.45	0.31
3	114	p	1.F	0,4	0.2	0.1	0,8	0.56	0,4	-0,1	-0.2	-0,4	0.86	0.6	0.43
4	Lu	12	11.2	0,4	0.2	0.1	0,9	0.63	0.45	-0,1	-0,2	-0,4	0.96	0,67	0.48
	1.0	iogo -	11.0	0.4	0,2	0.1	0.9	0.63	0,45	-0.1	-0.2	-0.4	0.98	0.67	0.48
0	Ax	at	1.6	0.4	0.3	0.2	1.3	0.91	0.65	-0,2	-0.3	-0,4	1.4	0.90	0.7
2	21	Toeloop	21	0.4	0,3	0.2	1.7	1,19	0.85	-0,2	-0,3	-0,4	1,85	1.0	0.92
	2.1	Salchow	25	0.4	0.5	0.2	1.7	1,19	0.85	-0.2	-0.5	-0.4	1.85	1.3	0,93
0	21	Files	21	0.5	0.4	0.2	2	3.4		-0.2	-0.4	-0.5	2.20	1.6	8.84
1.1	2 24	Luitz	31.0	0.5	0.4	0.3	2,2	3,54	8.8	-0.2	-0.4	-0.5	2.51	1,76	1.25
1.2	24	Loop	21.0	0.5	0.4	0.2	2.2	3.54	3.3	-0.2	-0.4	-0.5	2.51	1.76	3.25
1.		Accel	2A	1.3	0.0	0.3	6.1	4.00	3,66	-0,2	-0.0	-1.7	7,02	5,61	4.21
1	8 18 1	Salchow	0.5	3,4	0,9	0.4	9	5.6	4.2	-0,4	-0.9	-1.4	0.12	6.5	4.87
1.	4 51	Toefoop	37	3.4	0.9	0.4	7	5.0	4.2	-0.4	-0.9	-1.4	8.12	6.5	4.87
1.1	5 29	Flip	ap.	1,0	1.1	0,4	8.2	6.64	4,98	-0,4	-1,1	-1.0	10.04	8,03	6.03
14	. 31	Lutz	81.2	3,9	1,2	0.5	8.8	7,04	9,228	-0,9	-1,2	-1,9	10,65	8.92	6.39
1	7 34	Loogs	31.0	1.0	1.2	0.5	0.0	7.04	5.20	0.5	-1.2	-1.0	10.65	8.52	6.39
1.84	a . in .	Accel .	26	2.2	1.6	0.9	\$5.00	64.4-4	8,26	-0.9	-5.6	-2.3	24.4	11.52	10,08
1.1	2 41	Salchine	45	2.8	1.0	0.9	33.4	10,72	9,58	-0.9	-1.0	-2.3	10,48	13.19	33,94
29	4 4 1	Toeloop	(4T	2.3	1.6	0.9	12.4	10.72	9.58	-0.9	-1.0	-2.3	16.40	13.19	31.54
2	4.1	1000	41.0	2.8	3.6	10.0	36.4	12.12	8.5.44	-0.9	-1.6	-2.8	20.99	36.79	14.69
21	2 4.1	Plight .	47	2.5	3.0	0.9	13.6	12.04	31.00	-0.9	-1.0	-2.5	20.22	30.10	14.10
2	4 1	Lutz	41.2	2,2	1,6	0.9	10.4	13,12	11.40	-0.9	-1.6	-2,3	20,99	16.79	14.69
2	1 4 4	Accel	44	2.8	2	1.2	18.8	15,04	18,16	-2,8	-2	-1,2	24,44	19,55	37,11
2	7. 79.	oren	3.770	0.4	0.2	0.1	0.9	0.63	0.45	-0.1	-0.2	-0.4	0.96	0.87	0.48
15	5 2.1	Thoran	275	0.5	0.4	0.2	2.2	3.54	8.8	-0.2	-0.4	-0.5	2.51	1.76	1.25
2	a 81	Thoren	am	3,0	1.2	0.5	8.8	7.04	5,28	-0,5	-1.2	-1.9	10.65	8.52	6.39
154	41	Thoren	4Th	2.3	1.6	0.9	36.4	15.12	33,40	-0.9	-1.6	-2.3	20.99	16.79	14.09
10	6 P.64	grant c	241	0	0	0	0	0	0	0	0	0	0	0	0

Figure 6. Settings - Print elements

2.1.4 PARAMETERS

From the Settings form, select the "Parameters" menu option from the left side menu bar. The Parameters panel provides the following functions:

- Discipline Selection
- View Parameters

FREESKATING PARAMETERS:

eneral	Free Skating Pairs Dance Precision Quarte	tets
Database	Free Skating	
ements	Select category: Seniores	✓ ● Ladies ● Inline Ladies ● Short ● Long
rameters		● Men ● Inline Men
ompetitors	😤 Components Factor: 1,8	Time of the program: 4:30
Officials	Jumps	Spins
Video	Number of Jumps: 9	Number of Spins: 3
lose	Number of single jumps: 9	Number of single spins: 2
	Number of combo jumps: 3	Number of combo spins: 2
	Max jumps in combo: 5	Max spins in combo: 5
	Double-Double: 0	Max number same spin: 4
	Triple-Double: 20	Max number same heel: 4
	Triple-Triple: 30	Steps
	Max number same jump: 2	Number of Footworks/Choreo: 2

Figure 7. Settings - Free Skating Parameters

PAIRS PARAMETERS:

Tech P	Panel Settings RollArt	MORIE		\mathcal{I}
් _{රු} General	Free Skating Pairs Dance Precision Quartets			
😂 Database	Pairs			
Elements	Select category: Juniores 🗸 🗸 🗸	Short Stong		
🛱 Parameters				
Competitors	😤 Components Factor: <mark>1,8 🗦</mark>		Time of the program: 4:30	
Contraction of the second seco	Jumps		Spins - Spirals	
🛄 Video	Side by side Jumps: 2		Side by side spins: 1	
() Close	Side by side combo jumps: 1		Contact spins: 1	
	Throw jumps: 2		Number of spirals: 1	
	Twist jumps: 1		Lifts	
	Double-Double: 0		Number of Position Lifts: 2	
	Triple-Double: 20		Number of Combination Lifts: 1	
	Triple-Triple: 30		Steps	
		Ν	lumber of Footworks/Choreo: 1	

Figure 8. Settings - Pairs Parameters

DANCE PARAMETERS:

-95956595656		
atabase	Couple Dance/Solo Dance	
ements	Select category: Seniores	Couple Solo Men Solo Ladies
rameters		Style/Compulsory Free Dance
ompetitors	Components Factor: 1,0 🚊	Time of the program: 3:00
officials	Dance Elements	Couple Dance
ideo	Pattern dance sequences: 1	Stationary/Rotational/Combo/Choreo Lifts: 1
lose	Traveling: 1	Hold sequence: 1
	Cluster/Cluster No Hold: 0	No Hold sequence: 0
	Choreo. Step: 0	Cluster Hold: 0
	Solo Dance	One partner sequence: 0
	Footwork sequence: 0	
	Artistic sequence: 0	
	Dance Step Sequence: 0	

Figure 9. Settings - Dance Parameters

🔉 General	Free Skating Pairs Dance Precision Quartets	
Database	Precision	
Elements	Select category: Seniores	
Parameters		
Competitors	Components Factor: 1,2 🔶	Time of the program: 4:30
Officials	Precision Elements	Precision Elements
Video	Linear Line: 1	Intersection element: 1
Close	Linear Block: 0	Combined element: 0
	Traveling Wheel: 1	No Hold element 1
	Traveling Circle: 1	Creative element: 1
	Rotating Wheel: 1	Move element: 1
	Rotating Circle: 0	
	Pivoting Line: 0	
	Pivoting Block: 1	

PRECISION PARAMETERS:

Figure 10. Settings - Precision Parameters

QUARTETS PARAMETERS:

Tech I	Panel Settings RollArt	PRLD
୍ଦ୍ରୁ General	Free Skating Pairs Dance Precision Quartets	
😂 Database	Quartets	
Elements	Select category: <mark>Seniores </mark>	
🖗 Parameters		
🚖 Competitors	😤 Components Factor: <mark>1,2 🔅</mark>	Time of the program: 4:30
Contraction of the second seco	Elements	
🛄 Video	Cluster: 1	
() Close	Traveling: 1	
	Combo: 0	
	Line: 0 Creative: 1	

Figure 11. Settings - Quartets Parameters

2.1.5 COMPETITORS

From the Settings form, select the "Competitors" menu option from the left side menu bar.

Elements Skater* Nation Parameters Club Region Competitors Add Delete Find 34 found Officials Video Find 34 found Import from xml Export to xm Video ADADAD Club Region Nation Discipline Video ALEJANDRO RIOS COMEZ - JULIA RODRIGUEZ RODRIGUEZ ESP Couple Dance Close ALEJANDRO PEZZOLLA ITA Free Skating ANDRE ROXO ASD TEST POR Free Skating BONERA ALEX - GHIROLDI AURORA 34 ASD CON Pairs Pairs BOZZINI ALESSANDRO - PIAZZI ALICE ESP Show Show CEPA GROUP 3 CEPA GROUP 2 ESP Show CPA GROUP 2 DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Pairs DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Pairs	्र General ट्रे Database	Com	petitors	 Free Skating M Free Skating F 		Solo Dance M Solo Dance F	PrecisionQuartets	 Show group ALL
Add Delete Find 34 found Officials Import from xml Import from xml Import from xml Import from xml Video Add Dalad Club Region Nation Discipline ALEJANDRO RIOS COMEZ - JULIA RODRIGUEZ RODRIGUEZ Club Region Nation Discipline ALESSANDRO PEZZOLLA ANDRE ROXO ASD TEST POR Free Skating BAROCU MATTEO ITA Free Skating BoxEra ALEX - GHIROLDI AURORA 34 ASD CON Pairs BOZZINI ALESSANDRO - PIAZZI ALICE ESP Show ESP Show CPA GROUP 3 CPA GROUP 1 ESP Show DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Couple Dance	Elements	Skate	5l*					Nation
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BOZZINI ALESSANDRO - PIAZZI ALICE Pairs CEPA GROUP 3 ESP CPA GROUP 1 ESP CPA GROUP 2 ESP DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA	333333333333		BARROCU MATTEO				ITA	Free Skating
CEPA GROUP 3 ESP Show CPA GROUP 1 ESP Show CPA GROUP 2 ESP Show DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Couple Dance	3555555555555		BONERA ALEX - GHIROLDI AURO	RA	34 ASD CON			Pairs
CPA GROUP 1 ESP Show CPA GROUP 2 ESP Show DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Couple Dance			BOZZINI ALESSANDRO - PIAZZI	ALICE				Pairs
CPA GROUP 2 ESP Show DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Couple Dance	333333333333		CEPA GROUP 3				ESP	Show
DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA 3425 ALUSIA ITA Couple Dance			CPA GROUP 1				ESP	Show
	222222222222						ESP	Show
DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA ITA Pairs	3333333333333		DI NUNZIO MATTEO - PARZIALE	MARIACLAUDIA	3425 ALUSIA		ITA	Couple Dance
	25252525252525		DI NUNZIO MATTEO - PARZIALE	MARIACLAUDIA			ITA	Pairs

Figure 12. Settings - Competitors

The Competitors panel provides the following functions:

- Adding Competitor: Select Discipline before adding, Name (mandatory). Other fields Club, Region, Nation optional.
- **Deleting Competitor**: Select the Competitor by clicking on the entry in the table, use Delete button to delete the competitor. Use find to filter Competitor before selecting from the table.
- Updating Competitor: Select the Competitor by clicking on the entry in the table, edit data in table columns. Use find to filter Competitor before selecting from the table.
- Import from XML will import from an XML file, only Competitors who do not exist in the database will be imported.
- Export to XML allows Competitor list to be saved to XML file.

2.1.6 **OFFICIALS**

From the Settings form, select the "Officials" menu option from the left side menu bar.

्रु General	Offici	als			
Database	Name		Region		Nation
Elements		Add Delete 💭 Find	153 found		
Parameters				Import from xn	Export to xml
55555555555		Name	Region	Nation	1
Competitors		FULIGNI ANNA		ITA	
		GABRIELA OTTEN		WSE	
Officials		GABRIELA OTTEN-FLACH		WSE	
2222222222222		GABRYELLA REGINA		BRA	
Video		GABRYELLA REGINA		ws	
) Close		GARY CALLAHAN		USA	
		GEA VON HENNING		NLD	
		GIANNI TILOTTI		ws	
		GIUSI BONUTTI		ITA	
22222222222222		GONDA VERBRUGGEN		BEL	
		HELENA VIANA		POR	
		HELGA MARQUES		POR	
2222222222222		HELGA MARQUES		WSE	
3222222222222		ILARIA PIAZZINI		ITA	
333333333333333		וכ		WS	
333333333333		JANET JORDAN			~
1222222222222	* One	click to edit			

Figure 13. Settings - Officials

The Officials panel provides the following functions:

- Adding official: Name (mandatory). Other fields Region, Nation optional.
- **Deleting official**: Select the Official by clicking on the entry in the table, click on delete button to delete the official. Use Find to filter official before selecting from the table.
- **Updating official**: Select the Official by clicking on the entry in the table, edit the <u>data in the table</u> columns. Use find to filter official before selecting from the table.
- Import from XML will import from an XML file, only Officials who do not exist in the database will be imported.
- **Export to XML** allows Officials list to be saved to XML file.

2.1.7 VIDEO

From the Settings form, select the "Video" menu option from the left side menu bar.

° _‰ General ₩ Database	VideoScreen is not connected	
Elements	IP Address: 127 . 0 . 0 . 1 Ping time in ms: 5000 v	VideoReview port: 10006
🋱 Parameters	Port: 10005	
Competitors	"Progressive" - send Start for element with the send start	ith level
Officials	Use Static Screen if VideoScreen Appl	lication is not connected
Video	Use Display Switch	
၂ Close	Preview Skater Preview Results Preview Combined R	esults Preview Results for Show Groups
	Display time in seconds (SHOW GROUPS only): 30	

Figure 14. Settings - Video

The Video panel provides the following functions:

- Check if VideoScreen external application is connected
- Reload button allows to retry connecting to VideoScreen
- Set VideoScreen IP address
- Set VideoScreen port (default 10005)
- Set VideoReview (external application) port (default 10006)
- Set Display time in seconds for Show Groups (default 10 seconds)
- Set the short description layout for Show Groups and Quartets:
 - Set the background and text color
 - Set the Font and TextAlign

If VideoScreen application is connected, it will be the main RollArt video display application.

If VideoScreen application is not connected and a second monitor is found, the static screen options may be configured:

- Static Screen On/Off: if **On** is set, all scores (segment and combined) and skater name/skating order windows are shown
- Use display Switch: if checked, all scores windows are shown on the second monitor (if found)

• <u>Preview Skater</u> allows to test the skater window:



Figure 15. Settings - Video - preview skater window

• <u>Preview Results</u> allows to test the segment score window:

Segment Code LP: Long Program SP: Short Program CD: Compulsory Dance SD: Style Dance FD: Free Dance P: Precision Q: Quartets				Clos	se windows
Skating order TOTAL RK SEBASTIAN SETTEL 15 LP 56.82 12			LP: Long Pro SP: Short Pr CD: Comput SD: Style Da FD: Free Da P: Precision	ogram ogram sory Dance ance nce	
		Skating ord		TOTAL	
SKATE Technical 24.66 Components 32.16 Deductions 0.0	a complete Statistics and and statistical				12
	chnical 24.66	Components 32.16	Deductions	0.0	

Figure 16. Settings - Video - preview results window

Preview Combined Results displays a test of the total score window:

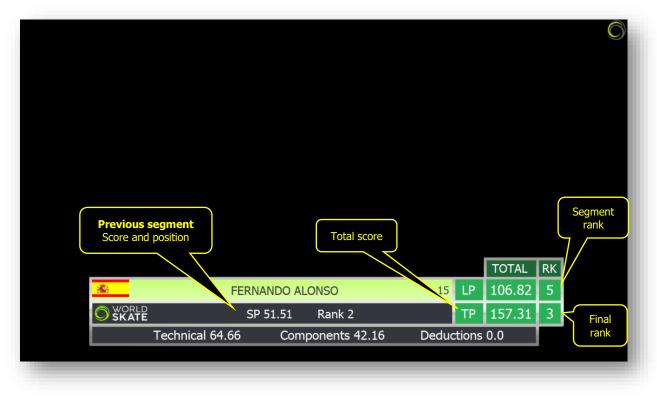


Figure 17. Settings - Video - preview combined results window

- Skating order Sk
- Preview Results for Show Groups allows to test the score window for show groups:

Figure 18. Settings - Video - preview show results window

3 OPERATING MODE

Rollart 5.0 supports two operating modes. These modes are Full Mode and Lite mode and are detailed below. By default, ROLLART operates in the Full Mode.

3.1 FULL MODE

Full mode is the standard ROLLART system operation. This requires separate computers for the Data Operator, Referee and Each of the Judges.

In order to change from FULL MODE to LITE MODE simply click the LITE MODE button.

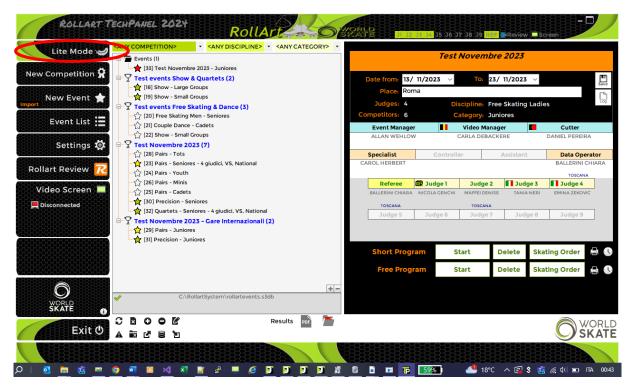


Figure 19. Change from FULL to LITE Mode

Rollart Lite/Full mode
Rollart TechPanel
Do you want to switch to
the LITE Mode ?

Figure 20. Switch to LITE Mode

3.2 LITE MODE

LITE MODE is a new mode to run Rollart, a stand-alone version not connected to the Judge and Referee Panel and requiring just the one PC.

The QOE and components insertion is managed by the data operator who, after having entered the tech elements in the standard interface, must insert QOEs, Components and Deductions in a new window.

The remainder of operation of ROLLART remains the same. In order to change from LITE MODE to FULL MODE simply click the FULL MODE button.

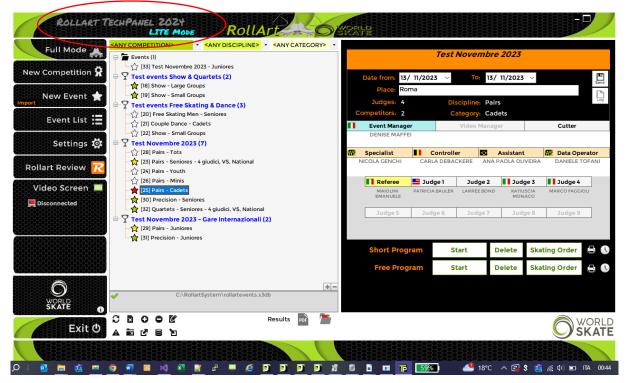


Figure 21. Change from LITE to FULL Mode

Rollart Lite/Full mode	
Rollart TechPanel	
Do you want to switch to the FULL Mode ?	
YES I	

Figure 22. Switch to FULL Mode

3.3 RUNNING AN EVENT IN LITE MODE

When running an event in LITE MODE the data operator is reminded that LITE MODE is operational, and no judges or referee are connected.

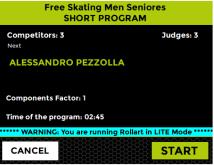


Figure 23. Running in LITE Mode

When running the event in the LITE MODE, the number of judges and the referee are indicated in a CYAN colour and the LITE Mode is indicated on the form.

Eve	ni IV	umber,	/Segment Type: 20/1 - Free	Skatin	g Mer	Senie	res															
J	1	J2	J3 J4 J5 J6	J7		J9	R	S1	ART(LITE Mo	de /El	RIFY	CONFIRM	RE	SET		SKIP ? QUI	т				
S	olo	Ju	mp			w	0						_								S	pins
U	Н	D					-	+[-		nt Value	Туре		Bonus	Т*			Complete Serie	626		2.0		
N		0	AXEL	1	2	3	4	1	25	1.70	Jump	_					ComboSpin	SBC		BP	Ť	Ť
DE	F	W N	TOELOOP	1	2	3	4	2	3T	8.12	CombJu						New B O R4	R6	BD	DC	DE	SV
R	R	G	SALCHOW	1	2	3	4		NJ NJ	0.00	CombJu CombJu						UPRIGHT	0	F	LS	н	1
0	0				-	~	,		35 <	5.60	CombJu						UPRIGHT		В	BH	Т	'
		A	FLIP		2	2	4	3	CBD	1.40	Spin	mp 4	+40% (CF)				SIT	0	F	TS	в	1
Т	Т		LUTZ !	1	2	3	4	4	HFD	2.50	CombSp	oin 1					BACK	0				1
E	E		LOOP	1	2	3	4		S	1.40	CombSp		+75% (SS+SBC)				CAMEL		F		L	-
			THOREN	1	2	3	4		CBD	1.15	CombSp	oin 3	+15% (SBC)					0				
							-		U	1.82	CombSp	oin 4	1p+65% (US+SBC)				BACK	0	E			1
C	om	ıbo	Jumps W	Х	N	€W	0	5	St2	3.30	Steps						FORW					1
UN	H	D	AXEL	1	2	3	4	6	2A <	4.88	Jump						BROKEN	0				1
D	L	w	TOELOOP	1	2	3	4										INVERTED	0		BRY		1
E R	F O		SALCHOW	1	2	3	4									`						
OT	R	R	FLIP	1	2	3	4													Sec	iuer	nces
A	Å	D			2	7	-										FOOTWORK		O E		2 3	_
TE	E	D	LUTZ !	<u>'</u>	~	2	49										CHOREO		O E			
D			LOOP	1	2	3	4															
			THOREN	1	2	3	4										FALLS 1 🗧 (-1			g Eleme	_	•
		-						Del	Last	Cancel	Split	С	heck Revie	*	Т!		Element 0			tory spi tempte) ÷
	.87		-1.0 30.87 Deductions Total		Pi	Sh ogr	ort am	3/3	- ALE	SSAN		EZZ	OLLA (ITA)							gment gment		

Figure 24. Data Operator interface in LITE Mode

After the Elements have been entered and confirmed, the QOEs and components are entered by the data operator:

	< <mark>3/3</mark>	- ALESSANDRO	PEZZOLL	A (ITA)							Fa			▲ Deductions (-2.0) CON	FIRM
	CHN	CAL ELEMENT	S		-3	-2	-1	0	+	1	+2	•	-3		
#	Code	Name	Туре	Bonus	Time	•	Referee	e :	נו 🗈	J2	ß	33 Č	3)		
1	2S	2 Salchow	Jump					-	-		-	•	•		
2	3T	3 Toeloop	CombJump 1					•	-		•	•	• (
	NJ	No Jump	CombJump 2				0	- (0	-	0 .	•		
	NJ	No Jump	CombJump 3				0	- () -	0	•	0 .	- (
	3S <	3 Salchow	CombJump 4					-	-		-	•	•		
3	CBD	Camel Backward Spin (Spin	+40% (CF)				•	-		•	•	- (
4	HFD	Heel Forward Spin	CombSpin 1					-	-		-	•	• (
	S	Sit Spin (Sideway+Sit b	CombSpin 2	+75% (SS+SBC)				•	-		-	•	- (
	CBD	Camel Backward Spin(CombSpin 3	+15% (SBC)				•	-		-	•	• (
	U	Upright Spin(Sit betwe	CombSpin 4	1p+65% (US+SBC)				•	-		-	•	- (
5	St2	Footwork sequence	Steps					•	-		-	•	•		
6	2A <	2 Axel	Jump					-	-		-		- (
888	<u>23232222</u>	NENTS		0 1 2		4		6		7	8	3	9	10	
C(Nam	e		0 1 2 Referee J1 ⁽³⁾	3 J2 [®]		5	6		7	8	3	9	10	
888	Nam Skati	e ng Skills						6		7	8	3	9	10	
888	Nam Skati	e					; D	6		7	8	3	9	10	
888	Nam Skatin Trans	e ng Skills			J2 🖻		; D	6		7	8	3	9	10	

Figure 25. LITE Mode - QOEs and Components insertion

3.3.1 Insert QOEs

In order to insert all the goes, the Data Operator can choose between two modes:

- Select the value from the combobox (-3,-2,-1,0,+1,+2,+3)
- Click the goes buttons

3.3.2 Insert Components

In order to insert all the components, the Data Operator can choose between two modes:

- Select the value from the combobox (from 0.25 to 10.00)
- Click the components buttons

When all elements and components have been inserted the yellow bullets switch to green.

3.3.3 Insert Deductions

Any deductions are selected from the Deductions drop down.

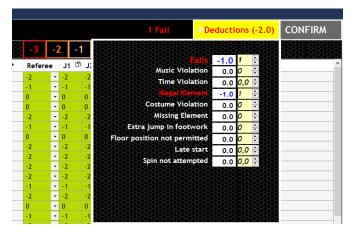


Figure 26. LITE Mode - Deductions insertion

4 STARTING A ROLLART EVENT

4.1 CREATE A NEW COMPETITION

A Competition is intended to be a group of one or more events.

The Event Manager can choose to group a list of events under a Competition or create a stand-alone Event.

"European Championship", "World Championship" or "International Sedmak Bressan Trophy" are RollArt Competitions.

"Free Skating ladies Junior", "Solo Dance Men Cadet" or "Pairs Senior" are RollArt Events:



In order to add a new Competition, select the "New Competition" menu option from the left side menu bar, this displays the New Competition window:

Competition na	ime*		Logo
International Se	dmak - Bressan Tro	phy	WORLD
description			double click to select
Free Skating, Co	ouple Dance, Solo D	ance, Pairs	TRIESTE IT 2023
Place*		Nation	
Opicina (TS)		ITA - Italy	×
Date from		Event type*	
22/05/2023	- 28/05/2023 🔲 -	International Co	mpetition ~
Rink name	Rink Size	Sponsor	
Polet Rink	25x50 ∨	Main sponsor	
Close		Insert Co	mpetition

Figure 27. Insert a new Competition

Mandatory fields: Competition Name, Place, Date from, To, Event Type. Each of these fields must be completed to add a competition to RollArt.

Optional fields: description, Nation, Rink name, Rink size, Sponsor, Logo image. Double click on the logo image to select an image (format *.bmp, *.jpeg, *.jpg, *.png allowed). The logo image will be printed at the top left of the pdf reports (results, judge's panel, final result, compulsory dances).

Insert Competition button to insert and confirm all inserted data. Close button to close the window without saving

You can update all the competition details, by selecting the competition in the Event List menu:

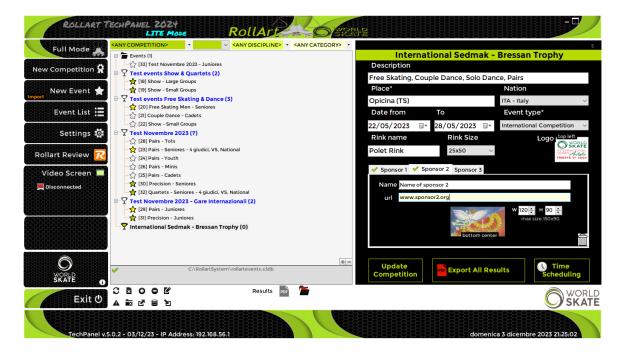


Figure 28. Update a Competition

Export All Results button: by selecting a competition it's possible to export all the results for the completed events. The export saves the results in C:/RollartSystem/Events

Time scheduling button: this feature opens a new window to generate the Time Schedule of the entire competition by starting from a selected date and time and by setting the interval between two nearby events.

Select each event and set the desired starting date and time using the "move up" and "move down" buttons on the right bottom of the window.

Use the **Confirm and Close** button to confirm your change and close the window.

Select one or mu	ltiple events	, Date 13/12	/2022 🗸 🥝	Starting time 1	6:55 ≑ 🥝	Events i	nterval 10) 📩 minutes
Date	Time	Discipline	Category	Segment	Competitors	Groups	Duration	Judging score
12/12/2022	15:00	Free Skating Men	Seniores	Short Program	3	1	0h25'	3'30''
12/12/2022	16:00	Couple Dance	Cadets	Free Dance	2	1	0h21'	3'30''
12/12/2022	16:30	Show	Small Groups		2	2	0h17'	3'00''
13/12/2022	16:15	Free Skating Men	Seniores	Free Program	3	1	0h30'	3'30''
13/12/2022	16:55	Couple Dance	Cadets	Style Dance	2	1	0h22'	3'00"

Figure 29. Competition Time Scheduling

<u>Sponsors</u>: by selecting the competition, it's possible to add up to 3 different sponsors with name, url and image. Sponsor 1 will be placed at the bottom left of the first page of Skating Order, Results and Final pdf. Sponsor 2 at the bottom center, Sponsor 3 at the bottom right. The image max size is 150 (width) x 90 (height) pixels. It's recommended to set 120x90 or for squared logos 90x90.

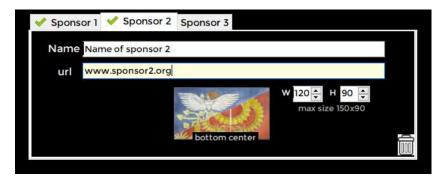


Figure 30. Adding sponsor details

To start a RollArt event, you first need to enter one or more events. To add a new event, select the "New Event" menu option from the left side menu bar, this displays the New Event panel.

You can also add a new event by clicking the right mouse button above the selected Competition:



Figure 31. Insert a new Event under a Competition

The "Select a Competition" combo box allows the user to select a Competition. When a competition is selected, the Event name and Place fields are filled automatically (but remain editable).

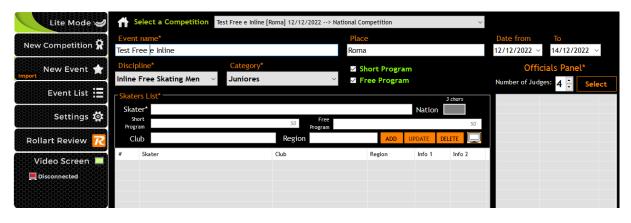


Figure 32. Insert a New Event under a Competition

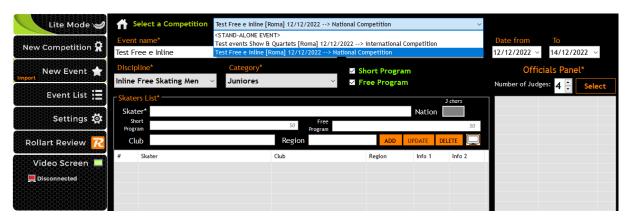


Figure 33. Competition combobox - Select a Competition

Lite Mode 🥪	S	elect a Competition	<s tand-alo<="" th=""><th>NE EVENT></th><th></th><th></th><th>_</th><th></th><th>~</th><th></th><th></th><th></th></s>	NE EVENT>			_		~			
New Competition 🛱	Event	: name*				Place				Date from	То	
New Competition X	Stand	alone Event Inline				Madrid				19/12/2022	/ 19/12/2022	~
New Event ★	Discip		Catego	·		Short	Program				icials Panel*	
Event List			 ✓ Junior 	es	~	⊻ Free P	rogram			Number of Juc	iges: 3 茾 📘	elect
		rs List*							3 chars	🚨 Event M.	EVENT	
Settings 🔯	Skat Sh				Free			Nation		Video M.	VIDEO MANAGER CUTTER	
	Progr			50	Program				50	Specialist	TS	ws
Rollart Review <u>7</u>	Cl	ub		Region			ADD UF	DATE DE		2 D.Operator	DO	WS
	#	Skater		Club		Region	Nation	Info 1	Info 2	Assistant	AS CON	
Video Screen 💻	= 1	SKATER NAME 1					USA			& Controller	REF	
Disconnected	2	SKATER NAME 2					ITA			Ω Judge 1	J1	WS
										Q Judge 2	J2	
										<u> ၂</u> Judge 3	J3	
										-		
Ô												
										Ins	ert Event	
Exit												

Figure 34. Insert a stand-alone event

Mandatory fields: Event Name, Date from, To, Discipline, Category, Segment/s, Skaters list (name only), Officials Panel. Each of these must be completed in order to add an event. **Optional fields:** Place, Skaters list (club, region, nation). These fields can be left empty if not required.

New optional fields:

- Free skating/Pairs: Short Program and Free program information (music, choreographer,...)
- Dance: Style Dance and Free Dance information (music, choreographer,...)
- Precision: Program title (80 chars maximum)
- Show/Quartets: Program title (80 chars maximum) and Short Description (400 chars maximum)

Insert Event button to insert and confirm all inserted data.

You can update Name, Place and Dates of the new event in Event List menu. First enter the event name, making sure it is descriptive for ease of later identification.

Next enter the event type.

After Entering the Event type select the Category and then choose the required segments:

- Free Skating/Pairs \rightarrow Short and Long Program
- Couple Dance/Solo Dance → Compulsory (all categories, except Cad, You, Jun,Sen), Style Dance (Cad, You, Jun, Sen), Free Dance

Lite Mode 🥪	Select a Compe	etition				
	<stand-alone eve<="" th=""><th>NT></th><th></th><th></th><th>~</th><th></th></stand-alone>	NT>			~	
New Competition 🕱	Event name*					Place
	Stand Alone EVE	NT fREE s	KATING			ROME
New Event 🚖	Date from		То	Discipline*		Category*
	1/04/2022		5/04/2022	 Free Skating Ladies	~	Youth
Event List 📒				Short Program		
				Free Program		Officials Panel*

Figure 35. Insert a New Event Name, Place, Date from, To, Discipline and Category

Next enter the skaters for this event.

Skaters List features:

- Skater details Autocompletion
- Adding/deleting/updating skater

Skaters L	.ist*	3 chars
Skater *	AINA LAFLIFNTE	Nation
Club	AINA LAFLIFNTE AJDA PAHOR	UPDATE DELETE
# 9	AMBER STEVENS AMELIA RICHRDS ANGELA DIEZ SEVERINO ANNA MARTI BALLETO	Nation

Figure 36. Insert a New Event - skaters list

Next enter the Officials.

Officials panel features:

- <u>Number of judges (value set from Settings)</u>.
- Select button to select the Event Manager (new), technical panel and select judges.
- <u>Clear</u> Button to remove all officials.
- **Confirm** button to insert panel onto form and close the window.

Mandatory officials: Event Manager, Technical Specialist, Data Operator, Referee and at least 1 judge:

	Event Manager *		
	Cutter		
	💻 Video Manager		
т			
E C	Technical Specialist *		
H P	Data operator *		
Α	Assistant		
N E	Controller		
L			
	Referee *		
J	Judge n° 1		
U D	Judge n° 2		
G	Judge n° 3		
E S	Judge n°4		
P A			
N			
E			
	Close	Clear All	Confirm

Figure 37. Insert a New Event - Officials list

Mandatory officials for Show Groups: Event Manager, Referee, Controller and at least 1 judge.

	Event Manager *		
j	Video Manager		
	Referee *		_
J	Controller *		
U	Judge n° 1		
D G	Judge n°2		
Е	Judge n° 3		_
S	Judge n°4		
Р			
A N			
E			
L			
	Close	Clear All	Confirm

Figure 38. Insert a New Event - Officials list for Show Groups

Finally, you can enter any optional fields like Place.

Once all information has been completed click on the **Insert Event** button to add the event to the event list:



Figure 39. Insert Event button

During the event insertion, RollArt creates folders and files in the system events folder (C:\RollArtSystem\Events). These files include:

- <u>A specific folder</u> for each segment of the Event (used to save a screenshot of each segment of the skater). E.g. for the event "Free Skating Ladies Seniores" RollArt creates the following folders:
 - G40_S1: Event 40, Segment 1 (Short program)
 - G40_S2: Event 40, Segment 2 (Long program)
- <u>An xml file with all event details</u>. This file can then be imported into this or another RollArt database. E.g. for the event "Free Skating Ladies Seniores" RollArt creates the xml file *event_G40.xml* and saves it into the events folder.

4.3 EVENTS LIST

To view the RollArt Events and Competitions previously inserted, select the "Events List" menu option from the left side menu bar, this displays the Event List panel:

Full Mode 🗼	 □ → Events (1) □ → (33) Test Novembre 2023 - Juniore □ → Y Test events Show & Quartets (2) 		Description	Test Novembre	2023
New Event ★	↓ ↓		Place* Roma		Nation
Event List 🚞	→ ☆ [20] Free Skating Men - Seniores → ☆ [21] Couple Dance - Cadets		Date from	То	Event type*
Settings 🔯			13/ 11/2023	23/ 11/2023 Ur Rink Size	National Competition
Rollart Review 🔀	- ☆ [23] Pairs - Seniores - 4 giudici, VS - ☆ [24] Pairs - Youth - ☆ [26] Pairs - Minis	i, National	Sponsor 1 Sponsor	22x44 ~	
Video Screen 💻 Connecting2/5	- ∴ [25] Pairs - Cadets - ☆ [30] Precision - Seniores - ☆ [32] Quartets - Seniores - 4 giudici - ♡ Test Novembre 2023 - Gare Inte		Name		
	☆ (29) Pairs - Juniores ☆ (31) Precision - Juniores ♡ International Sedmak - Bressan		bottom left	W 0 H 0 max size 150x9	
	C:\RollartSystem\ro	llartevents.s3db	Update Competition	Export All Resu	Ilts Scheduling
Exit 🕑	C B O O K A R C B Y	Results PDF			

Figure 40. Events and Competition list

The status of each event is indicated as:

- Not started 🗸
- Started 🔰
- Completed

The Events List form provides the following features:

- Events and Competitions tree view: displays the list of all events and all competitions in a tree view format.
- CReload: Reload all the events and all competition from database.
- Delete: Delete the selected event or competition and all the associated segments. Warning: If a Competition is selected and deleted, all the related events will be deleted.
- **Reset:** Restore the selected event to the initial state and reset all the associated segments. <u>Warning: If a Competition is selected, all the related events will be initialized.</u>
- **C Restore**: Restore a selected database into the current database.
- **©** Open new: Allows to select a new RollArt database (s3db format)
- **Open log**: Shows the RollArt events log
- **O** Expand All: Opens all the events and competitions
- • Collapse All: Closes all the events and competitions

• Results Pri Exporting Results in the main window: by selecting a completed event it's possible to export the results in pdf format automatically.

26

After Short Program and Style Dance, Rollart generates 2 files (PANEL and RESULTS). At the end it generates 4 files (1 PANEL SP/SD, 1 PANEL FP/FD, RESULTS SP/SD, FINAL). Rollart will generate the results files for every completed event in the competition.

NOTE:

The selected event can be edited by double clicking on the event in the tree view list, editing has the following limitations:

- Event name and Place can be edited and updated with Save button.
- Event details (read only): Judge number, Competitors, Discipline, Category. These cannot be altered once an event has been inserted.

4.3.1 Filtering Events list and moving an event

By selecting a specific Competition in the Competitions combobox (green control on the top of the events list) it is possible to show the current Competition only and all related events.

Lite Mode 🛩	Americas Cup	Competitions filter
New Competition 🛱	<any competition=""> Americas Cup TEST COMPETITION</any>	
New Event 🛉	[9] Espoir Womens Freestyle - Espoire	
Event List	☆ [10] Junior Womens Solo Dance - Juniores ☆ [11] Junior Mens Solo Dance - Juniores ☆ [12] Mini Men Freestyle - Minis	
	→ [12] Mini Men Treestyle - Minis → [13] Mini Womens Freestyle - Minis → [14] Senior Mens Solo Dance - Seniores	
Settings 🔯	☐ [14] Senior Mens Solo Dance - Seniores ☐ [16] Cadet Team Dance - Cadets	

Figure 41. Competitions combobox

The stand-alone events all always shown in the tree view.

By selecting a specific Discipline and/or Category in the corresponding combobox (light green control on the top of the events list) it is possible to show all related events with the selected Discipline and/or Category



Figure 42. Discipline and category combobox

The Events and Competition tree view allows you to drag and drop any event from one Competition or Event node into another Competition.

The basic sequence involved are:

• Move the "pointer" to an event

- Press, and hold down, the left button on the "mouse" or other "pointing device", to "grab" the event
- "Drag" the event to the desired Competition by moving the pointer to this one
- "Drop" the event by releasing the button



Figure 43. Drag & Drop Events - Select the event to move (Solo Dance Mens)



Figure 44. Drag & Drop Events - Move the event into another Competition

4.3.2 Event Selection

When an event is selected the "Start Event" panel is displayed.



Figure 45. Event selection

The status of the panel for the selected event is displayed on the right-hand side of the "Start Event" panel.

 For each judge and the Referee, the current "connection" state is displayed (red - not connected, green - connected), all judges and referee must be connected to start an event.

Event Manager				Video Manager			Cutter		
G	IANNI TILO	ITTI							
Sp	ecialist	-	Control	ler	🔷 A	ssistant		Data Op	erator
BRUN	IO ACEÑA	M	ARIA ALVA	REZ	GABRY	ELLA REGIN	IA I	DANIELE TO	FANI
	IO AGENIA								
Ref	eree	🗧 Judg	ge 1	💶 Judg	je 2	Juc	lge 3	🔚 Jud	ge 4
		PEDRO OI	-	MAUR	20		ige 3 Ialaguti	FELIPE L	-
	eree		-	-	20		*		-
	eree		LIVEIRA	MAUR	RO ANTE	SONIAN	*	FELIPEL	-

Figure 46. Officials check

After an event's creation, you can add, update or delete an official, by selecting the Update, Add or Delete buttons on the right side. Delete and Update will only function if you first select an official. If one or more judges are connected RollArt returns the following message:



Figure 47. Update Officials Panel - Warning message

It is possible to use a context menu by right clicking once on the selected official to update, delete or add to the event:

- Update button: update the official's name
- Delete button: delete a technical panel official (between Assistant and Controller), the referee or a judge
- Add button: Add an official

Event Mar	nager	Vid	leo Mana	ager	_	(Cutter	_
GIANNI TILO	ІТТС					Ad	d	
						De	lete	
Specialist	<u> </u>	Controller		Assistant	:	Up	date	rator
BRUNO ACEÑA	MAI	RIA ALVAREZ	GAE	RYELLA REG	11			IFANI
					_			_
_								
Referee	🗧 Judg	el 💶	Judge 2	🚺 Ju	dge 3	i	💾 Ju	dge 4
SVEN NOETZEL	PEDRO OLI	VEIRA	MAURO	SONIA	_			dge 4
	-	VEIRA		SONIA	_			-
	-	VEIRA	MAURO	SONIA	_	UTI	FELIPE	-
SVEN NOETZEL	PEDRO OLI	VEIRA	MAURO	SONIA	MALAC	UTI	FELIPE	ELEGRADI



In FULL MODE: If the Referee or any judge is not connected, the event cannot be started.

4.3.3 Segment Management

When an event is selected the "Start Event" panel is displayed this allows the management of the desired segment for the event.

Short Program	Start	Delete	Skating Order	₽ 🕔
	Figure 49. Segme	ent not started	d	
Short Program	View Results	Delete	Results	
Free Program	View Results	Delete	Results	0
	Figure 50. Segm	ent completed	1	

Start/View Results button: Starts the selected segment. All judges must be connected, if any are not connected a warning message is displayed and the segment is not started. View Results button is enabled only at the end of a completed segment. For segments partially completed (e.g. first groups in long program and last two groups after) the button displays "Start from N", with N - 1 skaters completed.

Check before start	ing the segment
Competitors: 3 Next: MARTA PLAINO Judges: 4 Components Fact Time of the prog	
CANCEL	START

Figure 51. Start Segment - Check before starting

- Delete button: Remove all the values for all skaters. A warning message is shown and requires confirmation before clearing of values. Once all values are cleared, the segment will commence again from skater 1.
- **Skating Order/Results** button: Skating order button is enabled only at the beginning of a segment. Results button is shown when a segment is completed.
- Print Skating Order and Referee sheet button: allows to export to pdf format or print the skating order and/or the Referee Sheet for the segment selected

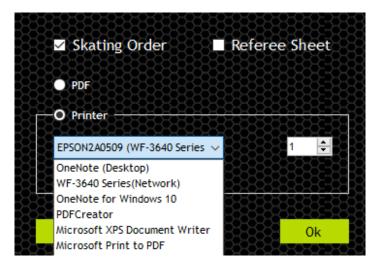


Figure 52. Print Skating Order and Referee Sheet

For Style Dance and Compulsory Dance events, you must select the pattern dance from the combo box before starting the event.

Select P	attern Sequence	Rocker Fox	ktrot ~	
Style Dance	Start	Delete	Skating Order	
Free Dance	Start	Delete	Skating Order	

Figure 53. Segment in progress - Couple dance

Rhythm Roll Solo 🛛 🗸	Start	Delete	Skating Order
Kent Tango Solo 🛛 🗸 🗸	Start	Delete	Skating Order
Free Dance	Start	Delete	Skating Order

Figure 54. Segment not started - compulsory dances

If the pattern dance is not selected, a warning message will be displayed.

4.3.4 Event time schedule

By selecting the time icon Rollart opens a new window to generate the Time Schedule of the event/segment by starting from a selected date and time and by setting the skaters per groups (<u>6 skaters by default</u>).

Click on the Excel button to export the time schedule to excel format or click on the "Print" button to print the schedule.

Use the **Confirm and Close** button to confirm your change and close the window.

roups	4 🕂 Skate	ers per group	6 🕂 🤣	Performance 2'30" Warmup 4'30" Judging time	3'30'' 🛓	Event length	2h14
rder	Start Time	Length	End Time	Name	Nation		
	15:00	15:04	4:30	******** Warm Up Group 1 ********			
1	15:04	8:00	15:12	SARAH PEÑA VARGAS	COL		
2	15:12	6:00	15:18	IVONNE ARZAMENDIA	PAR		
3	15:18	6:00	15:24	KAREN ESPITIA OLMOS	COL		
4	15:24	6:00	15:30	MARINA ROYO FERNANDEZ	ESP		
5	15:30	6:00	15:36	LUNA CASUCCIO	ARG		
	15:36	15:41	4:30	******* Warm Up Group 2 *******			
6	15:41	6:00	15:47	MIKAELA RODRÍGUEZ	ECU		
7	15:47	6:00	15:53	ZAIRA GONZALEZ	URU		
8	15:53	6:00	15:59	JÚLIA RIBAS	ESP		
9	15:59	6:00	16:05	MIA MEDINA	PAR		
10	16:05	6:00	16:11	LAURA SOUZA	BRA		
	16:11	16:15	4:30	******** Warm Up Group 3 ********			
11	16:15	6:00	16:21	SOFIA AGUILAR MICARELLI	ARG		
12	16:21	6:00	16:27	VICTORIA KARP LEIVA	SAL		
13	16:27	6:00	16:33	EILEN SOFÍA VILLAMIL REYES	COL		
14	16:33	6:00	16:39	STEPHANIA GALLEGOS	PAR		
15	16:39	6:00	16:45	GALIT PINZON FERNANDEZ	PAN		
	16:45	16:50	4:30	******* Warm Up Group 4 *******			
16	16:50	6:00	16:56	MICAELA LOPETEGUI	ARG		
17	16:56	6:00	17:02	MARIA EDUARDA SOUZA	BRA		
18	17:02	6:00	17:08	ALINE HENRIQUE	BRA		

Figure 55. Event time schedule

4.3.5 Pattern Dance List

Dance Patterns available for compulsory and style dance (in alphabetical order) - updated 2024:

Argentine Tango	Harris Tango Couple Dance	Roller Samba Couple Dance
Argentine Tango (Solo)	Harris Tango Solo	Roller Samba Solo
Association Waltz	Imperial Tango	Roman Mood Solo
Bachata Solo	Italian Foxtrot Solo	Rumba Solo
Bachata Couples	Keats Foxtrot Couples	Shaken Samba
Blues	Kent Tango Solo	Siesta Tango
Canasta Tango	Kilian	Skaters March
Carlos Tango	Kinder Waltz	Starlight Waltz
Castel March	La Vista Cha Cha	Sweet Tango Solo
Cha Cha Patin	Little Waltz Couple Dance	Swing Foxtrot Couple
City Blues	Little Waltz Solo	Tango Delancha
Coalesce Waltz Solo	Loran Rumba	Tango Delanco
Denver Shuffle	Manhattan Blues	Tango Iceland
Easy Paso	Midnight Blues	Terenzi
Federation Foxtrot Solo	Olympic Foxtrot	Tudor Waltz
Flirtation Waltz Solo	Paso Doble	Tudor Waltz Couples
Fourteen Step	Princeton Polka	Viennese Waltz
Glide Waltz	Quick Step	Werner Tango Solo
Golden Samba	Rocker Foxtrot	Westminster Waltz

4.3.6 Skating Order

To change the Skating Order of an event, click on the "Skating Order" button on the event management page. This will display the list of skaters in the current event and their current skating order. After selecting a skater, it is possible to edit Name, Club or Nation by clicking on "update". By clicking on "Add new" and "Delete" you can add a new skater to the segment or delete the skater. The "Info" field (maximum length is 50) allows more information about the selected skater to be added, such as segment music, skater coach, choreographer and so on. The length of 'Program title' field is 80 for Show Groups, Quartets and Precision (to allow multilanguage program title).

The segment state is displayed at the top of the form.

Segment states:

- Not Started
- In progressCompleted

Club: Info:			50			Description	:			^	UPDAT
der	Name	C	Nation	BaseTech	FinalTech	Comp.	Ded.	Total	Rank	400 ∨	DELET
	(5 skaters)										
	MAYRA JIMENA HOPPE ORTIZ ISABELLA DIENER AFFONSO DA COSTA		PAR BRA								
	ANA CLARA PEREIRA MEYER		BRA								
	MARIA VICTORIA CABRAL DE OLIVEIRA		BRA								
5	KATHYA BELEN SOSZKO IBARRA		PAR								
oup 2	(4 skaters)										
5	ANA JULIA BASTOS ALBERONI CANO		BRA								
,	SUSANA MARIA CEBALLOS HERRERA		COL								
	ZAIRA NEREA GODOY		ARG								
	ARACELI MAGALI QUIÑONEZ OJEDA		PAR								
	(4 skaters)										
	ANAHI AILEN CORSARO CARDOZO NAHIR GUADALUPE SANTACRUZ CACERES		ARG PAR								
	KYARA MORINIGO	•	PAR								
	CATALINA VALDEZ		CHI								
-											

Figure 56. Skating Order - Not started segment

Move Down/Up buttons: First select a skater using the mouse, then click on the "Move Down" or "Move Up" button to change skating order. For "completed" segments, the buttons are disabled;

Confirm and Close button: Confirms the skating order of the selected segment, saves to the database and closes the window. For "completed" segments, the button is disabled. Confirm and Close button is enabled only if a skating order change is made;

Close button: Close the current window without saving. A warning message is returned if the skating order has been changed;



button: allows a random skating order to be generated. For "completed" and "in progress" segments, the button is hidden. For Compulsory Dance 2 it allows an automatic skating order to be generated;

button: allows the order of skating to be set by reversing the placement obtained from the short program/style dance (ref. *Official Regulation Artistic - General 2024*);



button: allows to set the maximum number of skaters per group and to show/hide the groups for the current segment;

Top ranked skater: right clicking it is possible to assign a "star" status to the selected skater and draw it on the last top groups.

Unranked skaters: right clicking it is possible to assign a "red bullet" that allows to select the skaters with no WorldSkate ranking and drawn to skate before those listed in the ranking (applied to Short program and Style Dance)

	SKAT	Unranked
2	SKA	
3	SKAT 😤	Top ranked
4	SKATER	185
5	SKATER 5	ESP

According to the 2024 WS rule (Skaters/Teams will skate in reverse order of the ranking), apply the following procedure:

- 1. Mark as "Unranked" all the skaters not listed on the WorldSkate ranking
- 2. Click on button 💿 to draw randomly the unranked skaters in the first groups
- 3. The others ranked skaters will have to be moved manually with the arrow buttons according to the WS ranking
- 4. Confirm and Close the draw

<u>No mark to any</u> <u>skaters</u>	<u>Some skaters marked</u> as "unranked"	Some skaters marked as "top ranked"	Some skaters marked as "top ranked", others marked as "unranked"			
Random button allows to draw all the skaters randomly without priority	The unranked skaters will be drawn randomly. The other skaters will have to be manually moved according to the WS ranking	All the skaters will be drawn randomly, and the top ranked drawn in the last group	All the skaters will be drawn randomly, the top ranked put in the last group, the unranked in the first			
	Group 1 (5 skaters)	Group 1 (5 skaters) 1 SKATER 7 FRA 2 SKATER 1 USA 3 SKATER 2 ITA 4 SKATER 5 ESP 5 SKATER 4 IND Group 2 (5 skaters) 6 SKATER 9 TPE 7 SKATER 8 SUI ☆ 8 SKATER 3 GER ☆ 9 SKATER 10 CHI ☆ 10 SKATER 6 AUS	Group 1 (5 skaters) ■ 1 SKATER 1 USA ■ 2 SKATER 4 IND 3 SKATER 8 SUI 4 SKATER 9 TPE 5 SKATER 5 ESP Group 2 (5 skaters) 6 SKATER 7 FRA 7 SKATER 2 ITA ☆ 8 SKATER 3 GER ☆ 9 SKATER 10 CHI ☆ 10 SKATER 6 AUS			

Figure 57. Skating Order - Top, ranked and Unranked skaters

	WSG 2022 - ARCENTINA - FREESKATING (WORLD SKATE GAMES ARCENTINA 2022)					SF		RDER - Free Skatin res SHORT PROGR.	
Order	Name	C Nation	BaseTech	FinalTech	Comp.	Ded.	Total	Rank	
Group	1 (6 skaters)								
1	ANDREA SILVA PASCUAL	ESP							
2	HUNG HSIAO-CHING	TPE							
3	SANDRA DÍAZ	COL							
4	MICOL ZANGOLI	ITA							
5	RAHEL ARNOLD	SUI							
6	LUCIAFELDMAN	URU							
Group	2 (5 skaters)								
7	MARIANAALMEIDA	POR							
8	MIKI FUJIKURA	JPN							
9	JIEUN SEO	KOR							
10	GIADALUPPI	ITA							
11	REBECCATARLAZZI	ITA							
Group	3 (5 skaters)								
12	MILAGROS DI LEONE	ARG							
13	JULIE DAVIDSEN	DEN					222222	<u> </u>	
14	LUDIVINE MALLE	FRA						Groups: 6	
15	XIMENAVERA	ECU					Maximu	m number of	
16	MANOELASILVADI MAIO	BRA						rs per group: 6	
Group	4 (5 skaters)						8888	lide Groups	
17	ASHLEY CLIFFORD	USA						0-0-0-0-0-0-0-0-0-0-0-	
18	CONSTANTADINO	СНІ			~~~				
Cl	are determined	am and style dance by the world skate rawn to skate as th	ranking. The	top 6 ranked				↓ 🕸 <mark>121</mark>	Confirm and Close

Figure 58. Skating Order - Draw rules

4.4 RESULTS

To view the results of a specific segment, click on the orange "Results" button on the event management page. The button is enabled only when the segment state becomes "Completed".

Full Mode 🌺	<any competition=""> • <any discipline=""> • <any< p=""> Events (0)</any<></any></any>	^		FREESKATING	CADETLADIE	S	
ew Competition 🛱	ARTISTIC INTERNATIONAL SERIES 2023 (27)	DUES					
	[16] Free Skating Ladies - Tots - FREESKATING TOTS La [16] Free Skating Ladies - Minis - FREESKATING MINIS L		Date from: 08/		08/05/2023	/	[
New Event 🛨	[17] Free Skating Men - Minis - FREESKATING MINIS ME		Place: Asu	Inción			
ort	[18] Free Skating Ladies - Espoire - FREESKATING ESPO		Judges: 5	Discipline:	Free Skating La	dies	
	(19) Free Skating Men - Espoire - FREESKATING ESPOIR		ompetitors: 18	Category:	Cadets		
Event List 📃	[20] Free Skating Ladies - Cadets - FREESKATING CADE		Event Manage	r Video N	fanager 🚍	Cutter	
	21] Free Skating Men - Cadets - FREESKATING CADET	MEN	GIANNI TILOTT		lanager	BELEN VEGA	
Settings 🔯	22] Free Skating Ladies ID: 20	LADIES					
	FREESKATING CADET LADIES	EN 🗰	Specialist	Controller	Assistant	🕼 Data Ope	erato
	- 🙀 [24] Free Skating Ladies Free Skating Ladies - Cadets	DR LADIES MAR	NA ISABEL ÁLVARE	Z EZEQUIEL RIVERO	BRAIS ABAD	GIANNI TI	LOTT
ollart Review 🔼	[25] Free Skating Men - Skaters:18 - Judges:5 *** EVENT COMPLETED ***	RMEN					
	26] Free Skating Ladies - Semores - FREESKATING SEN		Referee	🔚 Judge 1 🛛 🔯 Judg	je 2 🗖 🗖 Judge	3 💶 Judge 4	
Video Screen 💻	27] Free Skating Men - Seniores - FREESKATING SENIO	R MEN	LISA FRIDAY	EDUARDO HIERRO EDITH FIGU	JEIREDO PILAR CON	NTI ROMINA RAS	0
Disconnected							
	29] Solo Dance Men - Cadets - SOLO DANCE CADET M		Judge 5	Judge 6 Judg	e 7 Judge	8 Judge 9	
	[30] Solo Dance Ladies - Youth - SOLO DANCE YOUTH L		CLAUDIA BARRAGÁN				_
	[31] Solo Dance Men - Youth - SOLO DANCE YOUTH ME		BARRAGAN				
	[32] Solo Dance Ladies - Juniores - SOLO DANCE JUNIO				~ ~		
333333333333333333	[33] Solo Dance Men - Juniores - SOLO DANCE JUNIOR		Short Prog	ram View Results	Delete	Results	
388888888888			5 D	10.00			
******	[35] Solo Dalice Men - Senioles - Solo DANCE SENIOR	INC. N	Free Prog	View Results	Deleta	Results	
a	[37] Pairs - Youth - PAIRS YOUTH	-					
\bigcirc	G:\II mio Drive\Pattinaggio\GARE\WorldSkate\2023\Asuncie						
WORLD SKATE	INTERNATIONAL SERIES 2023 - ASUNCION (17).s30						
SKATE 🕜							

Figure 59. View Results

This will display the list of competitors in the current rank. The segment state is displayed at the top of the form.

Info: HE TOUCHED ME / BARBARA STREISAND 20 Rank Name C. Nation BaseTech 1 MARINA ROYO FERNANDEZ ESP 26.48 2 JOLIA RIBAS ESP 26.48 3 SOFIA ACULIAR MICARELLI ARC 25.55 4 MICAELA LOPETECUI ARC 25.55 5 LUNA CONZALEZ URU 20.59 5 LUNA CASUCCIO ARC 25.55 9 LAURA SOUCA SAL 25.12 8 ELEN SOFIA VILLAMIL REYES COL 22.55 9 LAURA SOUZA BRA 22.67 10 CAMILA CARLECOS PAR 15.70 11 KAREN ESPITIA OLMOS COL 13.55 12 STEPHANIC CALLECOS PAR 13.08 14 CALT INZON FERNANCEZ PAN 13.08 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 2.08 17 SARA			UPD
MARINA ROYO FERNANDEZ ESP 26.48 2 JULA RIBAS ESP 26.36 3 SOFIA ACULLAR MICARELLI ARG 25.55 4 MICAELA LOPETEGUI ARG 25.55 5 LUNA CASUCCIO ARG 25.55 6 ZARA CONZALEZ URU 20.59 7 WICTORK KARP LEVA SAL 2512 0 CAMILA GARCIA D'APREDES COL 22.53 0 CAMILA GARCIA D'APREDES PAR 25.67 10 CAMILA GARCIA D'APREDES PAN 15.70 10 CAMILA GARCIA D'APREDES PAN 15.70 11 KAREN ESPITIA OLMOS COL 13.56 12 STEPHANIL GALLEGOS PAR 13.06 14 GALT PURZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PENÁ VARCAS COL 9.87			400 V DEL
2 JOULA RIAS ESP 26.36 3 SOFIA ACUILAR MICARELLI ARC 29.37 4 MICAELA LOPETEGUI ARC 25.35 5 LUNA CASUCCIO ARC 25.35 6 ZAIRA CONZALEZ URU 20.59 7 VICTORIA KARP LEIVA SAL 25.12 8 ELEN SOFIA VILLAMIL REYES COL 22.35 9 LAURA SOUZA BRA 2.67 10 CAMILA CARCIA DE PAREDES PAN 15.06 11 KAREN ESPITA OLINOS COL 15.35 12 STEPHANIA GALLECOS PAR 13.06 13 MARIA EDUARDA SOUZA BRA 13.06 14 GALT INZON FERNANDEZ PAN 13.05 15 MIKAELA RODRICUEZ BRA 13.07 16 ALINE HENRIQUE BRA 8.66 17 SARAH PEÑA VARGAS COL 9.87	FinalTech Comp.	Ded. Total	
3 SOFIA ACUILAR MICARELLI ARC 2931 4 MICAELA LOPETEGUI ARC 2535 5 LUNA CASUCCIO ARC 2652 6 ZAIRA CONZALEZ URU 2059 7 VICTORIA KARP LEVA SAL 2512 8 ELEN SOFIA VILLAMIL REVES COL 2531 9 LAURA SOUZA BRA 2670 10 CAMILA GARCIA DE PAREDES PAN 1570 11 KAREN ESPITIA OLMOS COL 1355 12 STEPHANIA GALLECOS PAR 1306 14 GALTO TRIZON FERNANDEZ BRA 1308 15 MIKAELA RODRÍGUEZ ECU 1287 16 ALINE HENRIQUE BRA 80,61 17 SARAH PEÑA VARGAS COL 9,87	26.85 17.67	0 44.52	
4 MICAELA LOPETEGUI ARC 25.35 5 LUNA CASUCCIO ARC 26.22 6 ZARA CONZALEZ URU 20.59 7 VICTORIA KARP LEVA SAL 25.12 8 ELEN SOFIA VILLAMIL REVES COL 25.55 9 LAURA SOUZA BRA 2.67 10 CAMILA CARCIA DE PAREDES PAN 15.70 11 KAREN ESPITA OLMOS COL 13.55 12 STEPHANIA GALLECOS PAR 13.06 13 MARIA EDUARDA SOUZA BRA 13.06 14 GALT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.66 17 SARAH PEÑA VARGAS COL 9.87	26.93 16.84	0 43.77	
5 LUNA CASUCCIO ARC 26.52 6 ZAIRA CONZALEZ URU 20.59 7 VICTORIA KARP LEIVA SAL 25.12 8 ELEN SOFIA VILLAMIL REVES COL 22.53 9 LAURA SOUZA BRA 2.60 10 CAMILA CARCIA DE PAREDES PAN 15.70 11 KAREN ESPITIA OLIMOS COL 13.35 12 STEPHANIA GALLECOS PAR 15.06 13 MARIA EDUARDA SOUZA BRA 15.08 14 CALT PIXZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.66 17 SARAH PEÑA VARGAS COL 9.87	26.03 16.83	-1 41.86	
6 ZAIRA CONZALEZ URU 20.59 7 VICTORIA KARP LEIVA SAL 25.12 8 ELEN SOFÍA VILLAMIL REVES COL 22.53 9 LAURA SOUZA BRA 22.67 10 CAMILA GARCÍA DE PAREDES PAN 15.70 11 KAREN ESPITA CIMOS COL 13.35 12 STEPHANIA CALLECOS PAR 13.06 13 MARIA EDUARDA SOUZA BRA 13.08 14 GALIT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	23.52 18.25	0 41.77	
7 VICTORIA KARP LEIVA SAL 2512 8 ELEN SOFIA VILLAMIL REVES COL 2253 9 LAURA SOUZA BRA 2267 10 CAMILA CARCIA DE PAREDES PAN 1570 11 KAREN ESPITA OLMOS COL 13.35 12 STEPHANIA GALLECOS PAR 13.06 14 GALT PINZON FERNANDEZ PAN 13.08 14 GALT PINZON FERNANDEZ PAN 13.08 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	24.50 15.34	0 39.84	
8 ELEN SOFIA VILLAMIL REVES COL 22.53 9 LAURA SOUZA BRA 22.67 10 CAMILA CARCIA DE PAREDES PAN 15.70 11 KAREN ESPITIA OLMOS COL 15.35 12 STEPHANIA GALLEGOS PAR 15.76 13 MARIA EDUARDA SOUZA BRA 13.06 14 CALT PINZON FERNANDEZ BRA 13.05 15 MIKAELA RODRIGUEZ ECU 12.87 16 ALINE HENRIQUE BRA 9.66 17 SARAH PENÑA VARGAS COL 9.87	19.28 16.34	0 35.62	
9 LAURA SOUZA BRA 22.67 10 CAMILA CARCIA DE PARO FX0 15.70 11 KAREN ESPITA OLMOS COL 15.35 12 STEPHANIA CALLECOS PAR 13.06 13 MARIA EDUARDA SOUZA BRA 13.08 14 GALT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	22.09 13.83	-1 34.92	
10 CAMILA CARCIA DE PAREDES PAN 15/0 11 KAREN ESPITIA OLIMOS COL 13.35 12 STEPHANIA GALLECOS PAR 13.76 13 MARIA EDUARDA SOUZA BRA 15.08 14 GALT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	20.99 13.91	0 34.90	
11 KAREN ESPITIA OLMOS COL 13.35 12 STEPHANIA CALLECOS PAR 13.76 13 MARIA EDUARDA SOUZA BRA 13.08 14 GALIT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	20.20 15.01	-1 34.21	
12 STEPHANIA GALLECOS PAR 13.76 13 MARIA EDUARDA SOUZA BRA 13.08 14 GALT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍCUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	13.22 13.34	0 26.56	
13 MARIA EDUARDA SOUZA BRA 13.08 14 GALIT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRÍGUEZ ECU 12.87 16 ALINE HENRIQUE BRA 9.96 17 SARAH PEÑA VARGAS COL 9.87	12.19 13.74	-1 24.93	
14 GALIT PINZON FERNANDEZ PAN 13.05 15 MIKAELA RODRIĞUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	12.16 12.75	0 24.91	
15 MIKAELA RODRÍGUEZ ECU 12.87 16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	10.64 13.59	0 24.23	
16 ALINE HENRIQUE BRA 8.96 17 SARAH PEÑA VARGAS COL 9.87	10.95 12.58	0 23.53	
17 SARAH PEÑA VARGAS COL 9.87	11.46 10.16	-2 19.62	
	7.03 12.50	0 19.53	
18 IVONNE ARZAMENDIA PAR 5.08	8.81 10.75	-1 18.56	
	3.41 9.50	0 12.91	

Figure 60. View Results - select skater

By clicking on the competitor, it is possible to view the "judges details per skater" report. The "Back" button in the top right-hand side of the window allows to return to the previous window:

0: VOGUE, MADONNA		50	Nation: PAR	Descri	ption:								400 ~	UP
ji & l≩ Mi ≪, - principale														
			ERF	ESKATIN		DE		DIE				0]	
												WORLD		
			Δ	sunción	- 08/	/05,	/202	23				WORLD SKATE		
		1	ree Skating	Ladies	Cad	ets	- Sł	or	t Pr	ograr	n			
				DGES DE						Ĩ				
							Tota			Total		Total		
	Rank Name				Nation		Eleme		Con	nponent	Total	Segment		
	1 MARINA R	OYO FE	RNANDEZ		ESP		SCO		core (fi	actored)	Deductions	score		
							26.8	5		17.67	0.00	44.52		
	# Executed Elemer	nt	II O	Base Value		J1	J2	J3	J4	J5		Scores of Panel		
	1 Jump	1A	Axel	1.30	-0.23	-2	-3	0	-1	-1		1.07		
	2 ComboJump	2F 2T	2 Flip 2 Toeloop	2.28 1.85	-0.13 -0.07	-1 -1	-3 -1	0	-1 0	0		2.15 1.78		
		21 2L0	2 Loop	2.51	0.00	-1	0	0	0	0		2.51		
		1L0	Loop	0.96	0.00	ò	ŏ	ŏ	ŏ	ŏ		0.96		
	3 Step Sequence	St1	Footwork sequence	2.30	0.00	0	0	0	0	+1		2.30		
	4 Spin	In	Inverted Spin	3.92 %	0.00	0	-1	0	0	0		3.92		
	5 Jump	2Th	2 Thoren	2.20	0.00	0	0	0	0	0		2.20		
	6 ComboSpin				0.00	+1	-1	+1	+1	+1				
	-													

Figure 61. View Results - "judges details per skater" Report

To view the detailed results of a specific segment and event, click on the "View Results" button on the event management page. The button is enabled only when the segment state becomes "Completed".

Short Program 🤇	View Results	Delete	Results
Free Program	Start	Delete	Skating Order

Figure 62. View Results button

The toolbar to view and export the results is at the bottom of the form:



• Export All button: exports to pdf all the reports for the segment/event selected (see par. 3.4.7). Select the file format for any report between PDF, DOC, XLS, XML, CSV. By default, the 'export all' function allows to export final, results and panel report in a single pdf file. You can change this setting in the section Settings/General/Results File naming:

Short Program: "RESULTS Discipline Category SHORT PROGRAM.pdf" Style Dance: "RESULTS Discipline Category STYLE DANCE.pdf" Final results: "FINAL Discipline Category.pdf"

- Finale Results button: allows the final results of the event to be viewed and exported
- Segment Result button: allows the detailed results of the selected segment to be viewed and exported

- Judges Scores button: allows to the detailed results of the selected segment to be viewed and exported (see *par. 3.4.4*)
- Judges Scores (REF) button: allows the detailed results of the selected segment to be viewed and exported with referee's qoes and components (see *par. 3.4.5*). <u>This report is for Referee only and it must not be published but printed and given to the Referee.</u>

<u>All goes and components assigned by the referee don't enter into the calculation</u> of the final score

- **Compulsory Dances button:** allows to the detailed results of the sum of Compulsory Dance 1 and Compulsory Dance 2 segments to be viewed and exported (see *par. 3.4.4*)
- Back button: allows to return to the previous window.

By clicking on "Final Result", "Judges Scores", "Segment Result" the following message is shown:

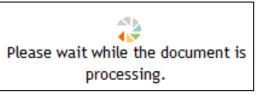


Figure 64. Crystal Reports waiting form

4.4.1 Results grid per discipline and segment

The following table shows the buttons enabled per segment type and discipline:

Free Skating - Pairs		Segment	Judges	Judges
SHORT PROGRAM		Result	Scores	Scores (Ref)
Free Skating - Pairs	Final	Segment	Judges	Judges
FREE PROGRAM	Result	Result	Scores	Scores (Ref)
Couple – Solo Dance COMPULSORY DANCE 1			Judges Scores	Judges Scores (Ref)
Couple – Solo Dance		Compulsory	Judges	Judges
COMPULSORY DANCE 2		Dances	Scores	Scores (Ref)
Couple – Solo Dance		Segment	Judges	Judges
STYLE DANCE		Result	Scores	Scores (Ref)
Couple – Solo Dance	Final	Segment	Judges	Judges
FREE DANCE	Result	Result	Scores	Scores (Ref)
Precision/Quartets	Final	Segment	Judges	Judges
	Result	Result	Scores	Scores (Ref)
Show Groups		Final Result	Judges Scores	Judges Scores (Ref)

Figure 65. Results grid

4.4.2 FINAL RESULT report

The results report shows the final result of the current event:

- Event name, place and date of the current event
- Discipline and Category

	r		- 08/05/2023			2	
							SKATE
	Fre		g Ladies Cadets L RESULT				
PI.	Name			Nation	Points	SP	LP
	MARINA ROYO FERNANDEZ			ESP	101.51	1	1
-	SOFIA AGUILAR MICARELLI			ARG	95.65	3	3
	MICAELA LOPETEGUI			ARG	94.17	-	5
4	LAURA SOUZA			BRA	90.11		2
5	ZAIRA GONZALEZ			URU	89.18	6	4
	JÚLIA RIBAS			ESP	88.24	2	8
-	LUNA CASUCCIO			ARG	85.94		6
8	VICTORIA KARP LEIVA			SAL	79.86	7	7
9	EILEN SOFÍA VILLAMIL REYES			COL	78.56	8	9
10	CAMILA GARCIA DE PAREDES			PAN	65.24	10	10
n	KAREN ESPITIA OLMOS			COL	55.85	n	13
12	MARIA EDUARDA SOUZA			BRA	55.25	13	12
13	GALIT PINZON FERNANDEZ			PAN	53.31		15
	ALINE HENRIQUE			BRA	52.51		n
	STEPHANIA GALLEGOS			PAR	52.41	_	16
	MIKAELA RODRÍGUEZ			ECU	49.99		14
	SARAH PEÑA VARGAS			COL	43.92 32.31		17
		•	segmen For Solo Dance an o SD (Sho Dance) For Precision	nd pairs rt Program) and t rank	FP (Free Compulsor nt rank	Prog	ram) sho
			WORLD SKATE				

Figure 66. Final Result Report

4.4.3 SEGMENT RESULT report

The segment result report shows the following details:

- Event name, place and date of the current event
- Discipline, Category and segment type

				Free	Skating La	adies Cad	ets - Fre	e Pro	gram				WORL SKAT
						ESULTS DE		e rio,	gram				
	PI. I	Name							Nation	TES	PCS	DED	Total
	1	MARINA RO	OYO FEF	NANDEZ					ESP	34.09	22.90	0.0	56.99
	-	LAURA SOU	UZA						BRA	35.20	20.70	0.0	55.90
	3 :	SOFIA AGU	ILAR M	CARELLI					ARG	32.29	22.50	-1.0	53.79
	4 :	ZAIRA GON	ZALEZ						URU	34.46	20.10	-1.0	53.56
	5	MICAELA LO	OPETEO	iui					ARG	30.60	21.80	0.0	52.40
	-	LUNA CASU							ARG	26.50		-1.0	46.10
		VICTORIAK		IVA					SAL			-1.0	44.94
	-	JÚLIA RIBA	-						ESP	22.65		0.0	44.47
	-	EILEN SOFÍ							COL		18.00	0.0	43.66
		CAMILA GA		E PAREDES					PAN		18.30	0.0	38.68
		ALINE HEN MARIA EDU	-	OUZA					BRA		15.00 16.39	0.0 -2.0	32.98
	-	KAREN ESP							COL	15.71		-2.0	31.02
	-	MIKAELA R							ECU		13.00	-1.0	30.92
		GALIT PINZ							PAN		15.41	0.0	29.78
	-	STEPHANIA							PAR		15.20	-1.0	27.50
		SARAH PEÑ							COL		12.60	-1.0	25.36
		IVONNE AR							PAR		11.90	-1.0	19.40
	Refere Judge		WS BRA	LISA FRIDAY	DO	Judge Judge		URU PAR	EDUARD	O HIERRO	•		
	Judge		ARG	ROMINA RASO		Judge		MEX		BARRAG	ÁN		
ator ree	r, As	er, Speci sistant, C n 1 up to	Contro		• Score	PI., Name	and Natio	on of ti	he skate	er/group	o/coup	le/pair	
					•	TES of the PCS of the depends of DED of the means no Total of th	current s n the segr current s deduction	egmen nent ty egmen	t is the s ype) it is the s	sum of t	the cor the dec	nponer duction	nts value Is (negat

Figure 67. Results details per Segment Report

4.4.4 JUDGES SCORES report

The judges scores report shows the following details:

- Event name, place and date of the current event
- Discipline, Category and segment type

			GES DETA					rogra			
		300	JES DEIA				otal		Total		Tot
Rank Name				Nation		Elem			omponent	Total	Segme
1 MARINA RO	YO FERN	ANDEZ		ESP		sc 34.	ore no	score	(factored) 22.90	Deductions 0.00	sco 56.9
						J.	.03		22.30	0.00	
# Executed Element	t	Info	Base Value	QOE	JI	J2	J3	J4	J5		Scores o Pane
1 Jump	1A	Axel	1.30	0.00	0	0	0	0	0		1.3
2 Spin	In	Inverted Spin	3.92 %	0.00	0	0	+2	0	0		3.9
3 Step Sequence	St2	Footwork sequence	3.30	0.00	0	0	0	0	0		3.3
4 ComboJump	2F	2 Flip	2.28	0.00	0	-1	+1	0	0		2.2
	2T	2 Toeloop	2.03 %	0.00	0	-1	+1	0	0		2.0
	2L0	2 Loop	2.76 %	0.00	0	0	+1	0	-1		2.7
5 ComboJump	2F	2 Flip	2.51 T	-0.30	-3	-1	0	-1	-3		2.2
	2L0	2 Loop No Jump	3.04 T% 0.00	-0.20 0.00	-1	-1	-1	-1	0		2.8
	NJ 25	2 Selchow	0.00 2.03 T	-0.23	-2	0 -1	-1	0 -1	0 -3		0.0
6 ComboSpin	20		2.00	4.20	-1	-1	-1	-1	-3		1.0
0 compodim	HFD	Heel Forward Spin	2.50	-0.40	-1	-1	-1	-2	-2		2.1
	s	Sit Spin	1.28 %	-0.13							1.1
	NLHBD	Heel Backward No Level	0.00	0.00							0.0
	NLUpr	Upright Spin No level	0.00	0.00							0.0
7 Jump	2Th	2 Thoren	2.42 T	-0.20	-2	-1	0	-1	-1		2.2
8 ComboSpin					0	0	+1	+1	+1		
-	HBD	Heel Backward Spin	2.00	0.20							2.2
	CBD	Camel Backward Spin	1.00	0.13							1.1
	s	Sit Spin	0.96 %	0.07							1.0
	U	Upright Spin	1.75 %+	0.07							1.8
			35.08								34.0
Program Componen	ta		Factor								
Skating Skills			1.2		4.75			5.00			4.8
Transitions/Linking Fo		nent	1.2		4.50			4.75			4.6
Performance/Execution			1.2						4.50		4.7
Choreography/Compo	sition		1.2		4.50	4.75	5.00	5.25	4.75		4.8
	ram Compo	nent Score (factored)									22.9
Deductions 0.00											
		np HALF, <<< jump DOWN, 'T									
Event Manager V								LISA FI			
Specialist V					ge 1 ge 2				DO HIERRO FIGUEIREDO		
		NNI TILOTTI			ge z ge 3			PILAR			
		AIS ABAD Equiel Rivero			ge 4		G	ROMIN/	A RASO		
	- EZI	LOUIEL RIVERU		Jud	ge 5	ME	х	CLAUD	A BARRAGÁ	N	

Figure 68. Judges details per skater Report

Segment details (per skater)

•

Elements Components

Deductions

4.4.5 JUDGES SCORES (REF) report

The judges scores (ref) report shows the following details:

- Event name, place and date of the current event
- Discipline, Category and segment type

		т	est Rollart	3.0 -	Free	Sen /	Men			• Dedu
			Roma	- 05/1	0/20	20				SKATE
		Free Skatin	g Men ca	it. Ser	niore	es - S	Short	Program		
		JUDGES a	nd REFERE	E DET/	AILS I	PER S	KATE	R	FOR REFEREE	ONLY
Rank Name				Nat	ion	FI	Total ement	Total Component	Total	Total Segment
1 DAVIDE DAL	CIN			IT/			score	score (factored)	Deductions	score
						2	23.32	14.75	0.00	38.07
# Executed Element			Base Value	QOE	Ref	JI	J2	J3		Scores o Pane
1 Jump	2A	2 Axel	6.10	0.00	1 1	-1	+1	0		6.10
2 ComboJump	3T≪ NJ	3 Toeloop No Jump	4.87 0.00	-1.27	+1	-3 0	-3 0	0		3.60
	NJ	No Jump	0.00	0.00	0	0	0	0		0.00
	38 <<<	3 Selchow	1.85	-0.13	+2	+2	-3	-2		1.72
3 Step Sequence 4 ComboSpin	sti	Footwork sequence	2.30	0.30	0	-1 0	+2 -3	+2 0		2.60
4 Combospin	с	Camel Spin	1.00	-0.20			-3	0		0.80
	н	Heel Spin	2.00	-0.30						1.70
	s	Sit Spin	0.80	-0.10						0.70
	U H	Upright Spin Heel Spin	1.60%+	-0.10 -0.30	1 1					1.50 1.70
5 Spin	н	Heel Spin	2.00	-0.10	1 1	0	+1	-2		1.90
6 Jump	2F <<	2 Flip	1.00	0.00	+1	0	+2	-2		1.00
			25.52							23.32
Program Components			Factor							
Skating Skills			1		• •	1	8.75			6.25
Transitions/Linking Foo Performance/Execution		ment	1		7.75	•	2.00			4.00
Choreography/Compos			1			4	2.25			2.00
		nent Score (factored)		1	• •					14.75
Deductions 0.00		, , , , , , , , , , , , , , , , , , , ,								
* Element not allowed, < ur on jump/spin, ": Lutz No Ed		jump, << half-rotated jum	p, <<< down-g	raded jur	тр, 'Т'	Credit f	for distr	ibution (10%), '+' bonu	s on spin, %' bonus	
Event Manager DE	NISE MAFF	El		5	Special	list		NICOLA GENCHI		
	NIELE TOF				Assista			SCOTT CLIFFORD		
	LORI SIMO		ITA		Referee			FAGGIOLI MARCO		
	RLA DEBAG ANCESCO		BEL		ludge :	2		FERNANDO BORNIQU	JEL	ESP
oudge o	102000									
officials				-						
Specialist, Data	opera	tor, Assistan	t, Contr	oller	•					
Referee Judges (from 1		0)					. All ri	ights reserved.		Pagina 1 di 4

Figure 69. Judges + Referee details per skater Report

4.4.6 COMPULSORY DANCES report

The compulsory dances scores report shows the following details:

- Event name, place and date of the current event
- Discipline, Category and segment type

Couple Dance cat. Espoire - Compulsory Dance RESULTS DETAILS Note Name Colspan="2">Colspan="2" Colspan="2">Colspan="2" Colspan="2" Colspan="2">Colspan="2" Colspan="2">Colspan="2" Colspan="2">Colspan="2" Colspan="2" Colspan="2" <t< th=""><th></th><th></th><th>-</th><th>_</th><th></th><th></th><th></th><th></th><th></th><th></th></t<>			-	_						
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	Dat	a Operator EMI http://www.com/com/	AIARDO ANTON	ELLA IER	Specialist Assistant Referee		SARA BA	RRANCO LINI MONICA		

Figure 70. Compulsory Dances report

4.4.7 Export reports

In order to export a specific report in the *Main report* section click on the button "Export Report" on the report menu bar at the top of the form:

🛃 🕮 🖏 🔯 📴 📴 🖌 🔺 🕨 🕸 1	/3 🏦 🔍 -	SAP CRYSTAL REPORTS*

Figure 71. Crystal Reports toolbar

You can choose to export the selected report to the following format list:

- Crystal reports
- PDF
- CSV
- Excel
- Doc
- RTF
- XML

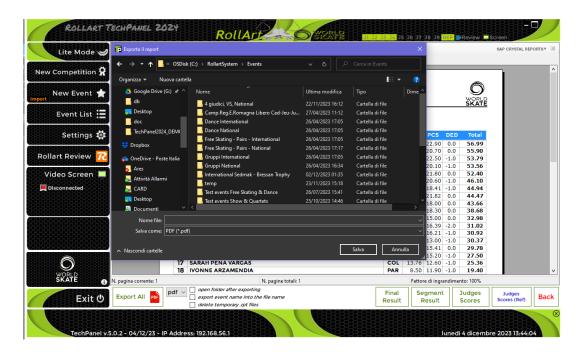


Figure 72. Export reports

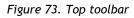
DATA OPERATOR INTERFACE - COMMON 5

When the START button is clicked on the event management form for any event, the Data Operator Panel will be displayed. The elements available will change to suit the event discipline, but the main layout is the same for all disciplines. This section describes the operation of the common interface.

5.1 SEGMENT INTERFACE TOOLBARS

5.1.1 **TOP TOOLBAR**

J2 J3 J4 J5 J6 J7 J8 J9 R STOP **II 00:31** VERIFY CONFIRM RESET ? QUIT



- J1 to J9: displays the current connection status for each judge, connected (green) / not connected (red).
- R: displays the current connection status for Referee, connected (green) / not connected (red).
- **START/STOP**: Starts / Stops the event timer. Elements are enabled once the event has been started. In case of interruption, Rollart allows to adjust the program time

through the buttons (this option is enabled for Free Skating only)

- button: Allows pausing of the current segment and timer, used in case of • interruption of skating (Illness or injury, mechanical failure, costume failure, music failure, ...). Click pause button again on paused routine to resume.
- **VERIFY**: Verifies elements and advises if any missing elements by displaying error • message at the bottom of the elements display panel. Enables the CONFIRM button.
- **CONFIRM**: Confirms segment to all Judge's panels. This advises the judges that elements have been checked and are correct.
- **RESET:** Resets the segment time and deletes all inserted elements for the current • competitor. This allows re skate to be judged for the skater, for example in case of Interruption of skating.
- \square button: Allows to display the score of the previous competitor
- **SKIP**: Allows the operator to skip to the next competitor when a skater has withdrawn. A Warning message is displayed and must be confirmed in order to skip the current skater. It is **not** possible to go back to the previous skater once you have skipped them.
- QUIT: Allows the operator to quit the current segment without saving the skater's elements. A Warning message is displayed and must be confirmed.
- ?: Displays the current segment details. Click just before starting the segment for the first competitor to confirm segment parameters are correct

VorldSkat	e Rules					
	o reales			Short	Program	<u></u> 02:
Elements		#				
Jumps						
Total Jumps		6				
Solo Jumps		1				
Combo Jump	5	1				
Max Combo J	umps	4				
Min Combo Ju	umps	2				
Spins						
Total Spins		2				
Solo Spins		1				
Combo Spins		1				
Rule	Description					
RI	ComboSpins: SBC applied a	automati	cally			
R2 (ComboSpins: When VERIFY	Y button	is clicked i	t checks if	at least two	positions a
R3	Jumps: Repeated jumps (ir	n combo	too) will b	e starred o	ut automati	cally
R4 (ComboJumps: One rotation	n jumps	placed on t	he first or	lastposition	will be star
R5 (ComboJumps (Short Progr	am): Che	ck that no	more thar	n 3 triples an	d/or double
			_			
RI (2024) - I	ComboSpins: SBC ap	plied a	utomati	cally - a	oplied to <i>i</i>	ALL

Figure 74. Segment info

5.1.2 ELEMENTS LIST TOOLBAR

The elements list toolbar is at the bottom of the elements list in the middle of the form.



Figure 75. Elements list toolbar

- Del Last: Clears the last element for the list.
- **Cancel**: Enabled in Update mode only.
- Split: Allows combo jumps or combo spins to be split, by adding a new element
- Check: Verifies elements according to the segment parameters (checked by default).
- **Review**: Adds/removes a dot next to the currently selected element.
- Adds/removes the asterisk to the column "note" of the selected element. Needed to decide if the selected element has a value assigned or will be set to zero.
- **T**: Adds/removes a time bonus of 10% next to the currently selected element (for jumps only).
- Adds/removes a Wrong Edge penalty of 70% next to the currently selected element (for Lutz jumps only).

5.1.3 BOTTOM TOOLBAR

The bottom toolbar is at the bottom of the Data Operator form.

0.00	0.0	0.00	Short	1/3 - ANDRE ROXO (POR)	Prev.Segment RANK : -
Base technical	Deductions	Total	Program		Prev.Segment SCORE: -
-					



- Base technical: Displays the current base value of the inserted elements.
- **Deductions:** Displays the deduction points.
- Total: Displays the current total value (Base technical + Deductions), without judges QOEs and components.
- **Competitor details:** Displays Skating Order/Total competitors Competitor name and Nation.
- **Prev. Segment RANK/SCORE:** Displays the previous segment (eg Short program or style dance) position and score.

5.2 UPDATE MODE (Editing an Element)

If an element is incorrectly entered or revised, it can be edited by placing the element into update mode. To enable Update mode, select the element using the mouse and then double click on the element to update.

It is only possible to replace an element with an element of the same type. Solo jumps with solo jumps, combospin with combospin etc. When an element is in Update mode it disables all the elements panels except the one to which the selected element belongs. Once the element is updated update mode is exited.

• Click Cancel button to exit from Update mode, without updating the element.

If an element is updated, the judge panel receives the new element for jumps and combo jumps only. All others elements (spins, lifts, steps,...) are not sent to the judges.

5.3 INSERTING OR DELETING AN ELEMENT

It is not possible to insert a new element into the element list nor is it possible to delete an extra element from the list (Other than the last Element).

If during review it is discovered an element is missing from the element list, you need to use "DEL LAST" button to delete elements until you get to the point at which the missing element is to be inserted. You can then enter the new element and then re-enter deleted elements.

If during review it is discovered an extra element is in the element list, you need to use "DEL LAST" button to delete elements until you get to the point at which the extra element can be deleted. You can then re-enter deleted elements.

5.4 CONTEXT MENU

Once the element has been inserted by the DO, it is possible to use a context menu by right clicking once on the selected element. Based on the element type (spin, jump, step, lift,...) the available functions are the following:

Jumps (Solo, Combo, Throws, Twist)	Spins (Solo, combo) E.g. Context menu on Camel	Contact Spins (Solo, Combo) E.g. Context menu on Sit Hazel	Steps, Lifts, Spirals,
Add/Remove * Complete UNDER HALF DOWN Time Bonus Wrong Edge Review	Add/Remove * Add/Remove * Forward Sideways Layover DE - Difficult entry R6 - More 6 rotations R4 - More 4 rotations SBC - Sit between camel DC - Difficult change BD - Using both CCW and CW Review	Add/Remove * DPL - Difficult position of the lady DPM - Difficult position of the man DEA - Difficult entry R4 - More than 4 rotations DCR - Complete rotation of the lady on her axis DCB - Lady passing over the man's back Review	Add/Remove * Review

If the element already contains the selected bonus, by clicking on the same menu item Rollart will remove the bonus from the element.

5.5 DEDUCTIONS

The deductions list varies depending upon discipline. Each deduction item has its own spin edit with up and down buttons. Clicking on the up button will increase the deduction by 1.0/0.5 points. Clicking on the down button will decrease the deduction by 1.0/0.5 points until the value reaches 0.0. Only the deductions assigned by Technical Panel are available in the data operator interface:



Figure 78. Deductions for Solo Dance

5.6 VERIFY THE SEGMENT

At the completion of a segment, the elements can be verified so that any missing or incorrect elements can be identified without sending notification to the judges.

When the **CHECK** button is enabled (green), the interface checks all the inserted elements by the data operator based on the list of parameters defined for the specific segment type. If the **CHECK** button in the Element List Toolbar is disabled (grey) the segment will not be verified against the rules and no warnings or errors will be displayed.

If there are illegal elements or Sit Spin, if mandatory, not executed or No Level, a warning message is displayed at the bottom of the element panel:



5.7 CONFIRM THE SEGMENT

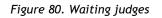
At the completion of a segment, the penalties and average must be confirmed by the referee and the elements must be confirmed by the data operator before judges can send in final QOEs and components scores.

When the **CHECK** button is enabled (green), the interface checks all the inserted elements by the data operator based on the list of parameters defined for the specific segment type. If the **CHECK** button in the Element List Toolbar is disabled (grey) the segment will not be verified against the rules and no warnings or errors will be displayed.

Once the segment has been checked by the interface, the Data Operator and Tech Specialist have confirmed all the elements are correct and the Referee has confirmed the segment, the elements can be confirmed to the judges by clicking the **CONFIRM** button. If the Data Operator clicks on the **CONFIRM** button before the Referee has confirmed, Rollart shows a Warning Message.

After clicking on **CONFIRM**, the tech panel waits to receive QOEs and Components from all the judge panels.





Before all the judges have sent their values, the data operator can click on **STOP** button to cancel the confirmation:

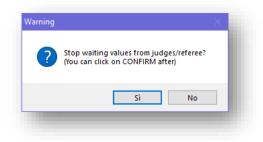


Figure 81. Warning message

When a judge sends their values (QOEs and components), the judges button becomes green. In the example below Judge 3 and Judge 4 have sent their values, Judge 1 and Judge 2 have not:



Figure 82. Status of judges

When all judges have sent their QOEs and components, the system computes totals, partial rank and shows the following window:

/3 -	ALESSAND	RO PEZ	ZOLLA (ITA)	32.90 Base tech	30.57 Final tech			22.6		1.24 Total	1 Position	5 1.24 Final		ow sults
	Element	Value	Туре	Bonus		T *	Final V	/alue		Referee	e J1	J2	J3	
■ 1	2A	6.10	Jump				6.37			-1	-1	+1	+1	
■ 2	St1	2.30	Steps				2.10			-2	-2	+1	-1	
s 3	3Lz <<	5.28	Jump				4.41				-1	-2	0	
4	3T	8.12	CombJump 1				8.59				-1	+1	+2	
	NJ	0.00	CombJump 2				0.00				0	0	0	
	NJ	0.00	CombJump 3				0.00				0	0	0	
	3S	7.00	CombJump 4				5.90			-2	-2	0	-3	
5	HBD	2.00	Spin				1.90			+1	+1	-3	+1	
6	HFD!	1.25	CombSpin 1				0.85			-2	-2	+1	-3	
	CFD!	0.60	CombSpin 2				0.33			-2	-2	+1	-3	
	NLSit	0.00	CombSpin 3				0.00			-2	-2	+1	-3	
	U!	0.25	CombSpin 4				0.12			-2	-2	+1	-3	
	COMPONEN				Final Value	Refere			J2	J3				
1	Skating Skill	S			4.67	3.00			3.00	8.00				
2	Transitions				5.50	9.00			4.25	3.25				
3	Performanc				6.67	8.00			9.25	2.75				
4	Choreograp	hy			5.83	2.00		2.00	6.25	9.25				

Figure 83. Verify QOEs and Components form

The only button enabled is the **SHOW RESULT** (or **NEXT**, depending on the Settings/Video configuration) button to show results on the second monitor and go on to the next competitor. The window shows a summary of the segment of the current skater, with all elements inserted, QOEs and components sent from the judge's panels.

Rules about minimum and maximum

When the number of judges is 1, 2 or 3 judges, the final value for each technical element and for each component is the sum of the values divided by the number of judges. From 4

judges up to 9 judges, the highest and the lowest values are eliminated and then the final value is calculated as the sum of the values divided by the number of judges minus two.

If the display screen is enabled the skater totals and placing are displayed on the second screen.

Show results

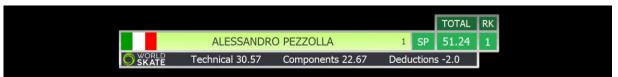


Figure 84. Display segment score

				TOTAL	RK
- 1	FERNANDO ALONSO	15	LP	106.82	5
	SP 51.51 Rank 2		TP	157.31	3
	Technical 64.66 Components 42.16	Deduc	tions	0.0	

Figure 85. Display combined score

6 DATA OPERATOR INTERFACE - FREE SKATING

When the **START** button is clicked on the event management form for a free skating event, the Data Operator Interface for free skating will be displayed. This provides the interface for selecting jumps, combination jumps, solo spins, combination spins, footwork, choreo sequences and deductions. The list of executed elements is displayed in the centre of the form.

NOTE: Refer to the DATA OPERATOR INTERFACE - COMMON section for operation of common toolbars.



Figure 86. Data operator interface - Free skating

6.1 SOLO JUMPS

The top left-hand side of the Data Operator Interface for free skating allows selection and entry of solo jump elements (Single jump on its own, not part of a combination).

Solo	—	mp				w	0	+-	Element	Value	Type	Bonus	т •
U H		AXEL		1	2	3	4	1	2A <	4.88	Jump		
	. W	TOELOOP		1	2	3	4	2	ST NJ	0.00	CompJump 1 CombJump 2		
RR		SALCHOW		1	2	3	4		NJ	0.00	CombJump 3		
ТТ	A	FLIP		1	2	3	4		3F <<	4.98	CombJump 4		
A A T T	E	LUTZ	ł	1	2	3	4	3	St1	2.30	Steps	+40% (HF)	
E E D D	_	LOOP		1	2	3	4	5	3Lz!	6.16	Jump		
		THOREN		1	2	3	4	6	HFD	2.30	combSpin 1		

Figure 87. Free Skating - Solo jumps

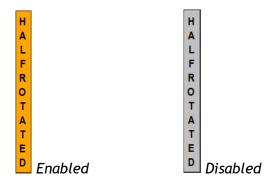
This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad rotation (4) variations of the allowed jumps Axel, Toe Loop, Salchow, Flip, Lutz, Loop and Thoren.

A Waltz Jump is allowed for with W button and No Jump is allowed for with "0" button.

Along with each jump, revolutions and type, when the jump has not been correctly executed the jump grade can also be entered (Under rotated, Half Rotated or Downgraded). It is important to note that the grade of the jump <u>must</u> be selected prior to selecting the jump type and revolutions. For this reason, it is very important that the Data Operator listens to the full call for the jump before entering the element. For example, "Triple Toe Loop, underrotated" may have a pause between the jump being named and the grade being called.

The operation is as follows:

• If the jump is Under rotated, Half rotated or Downgraded, click on the button before clicking the jump button. To enable the "under rotated", "half rotated" or "downgraded", button click once. To disable the button, click a second time on the enabled button. Only one of these three buttons can be enabled at a time.



- Base value jump: To insert a jump, single, double, triple and quadruple, click on <u>but</u>tons 1, 2, 3, 4.
- W button is the Waltz jump.
- **O** button is NoJump (This is not included in the jumps for the combination).
- ! button is used for wrong edge lutz

When any of the jump buttons are clicked (including Waltz and No Jump) the element is immediately added to the element list and sent to the judges.

If an error is made when entering the element, it needs to either be deleted and re-entered or updated. Refer to the DATA OPERATOR INTERFACE - COMMON section for update mode and common toolbar operation.

6.2 COMBINATION JUMPS

The lower left-hand side of the Data Operator Interface for free skating allows selection and entry of combination jump elements.

Figure 88. Free Skating - Combo jumps

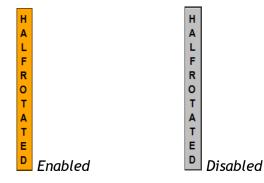
This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad rotation (4) variations of the allowed jumps Axel, Toe Loop, Salchow, Flip, Lutz, Loop and Thoren.

	I		mp				w	0	+-	Element	Value	Туре	Bonus
U N	H	D	AXEL		1	2	3	4	1	2A <	1.00	Jump	
D	L	w	TOELOOP		1	2	3	4		3T	8.12	CombJump 1	
E R	F R	N G	SALCHOW		1	2	3	4		NJ	0.00	CombJump 2	
0	0	R				-	-	-		NJ 3F <<	0.00 4.98	CombJump 3 CombJump 4	
T A	TA	A	FLIP	_		2	3	4	3	Sti	4.50	Comboump 4	
т	т	-	LUTZ	!	1	2	3	4	4	HBD	2.80	Spin	+40% (HF)
E	E	D	LOOP		1	2	3	4	5	3Lz!	6.16	Jump	
-	[THOREN		1	2	3	4	6	HFD	2.50	CombSpin 1	
								-		S	1.40	CombSpin 2	+75% (SS+SB
C	oml	00	Jumps	W	Х	N	ew	0		CBD	1.15	CombSpin 3	+15% (SBC)
U N	H	D	AXEL		1	2	3	4		U	0.82	CombSpin 4	+65% (UH+SB
D	L	WN	TOELOOP		1	2	3	4					
E		G	SALCHOW		1	2	3	4					
E R	0				-	2	-						
R O T	R T	R A	FLIP		1	2	3	4					
R O	R	A	FLIP LUTZ	!	1 1	2	3 3	4					
R O T A	R T A	A D		!	1 1 1	22	-	Ľ.					

A Waltz Jump is allowed for with "W" button, a failed jump is allowed for with the "X" button and No Jump is allowed for with "O" button.

The operation is as follows:

- click on the **NEW** button to start a new combination jump.
- If the jump is Under rotated, Half rotated or Downgraded, click on the button before clicking the jump button. To enable the "under rotated", "half rotated" or "downgraded", button click once. To disable the button, click a second time on the enabled button. Only one of these three buttons can be enabled at a time.



- For each jump: single, double, triple and quadruple, click on buttons 1, 2, 3, 4.
- W button is the Waltz jump.
- **0** button is No Jump (This is included in the total jumps for the segment).
- X button is Failed Jump (This is included in the jumps for the combination).
- If the jumps are executed in combination without the use of connecting jumps (of a one rotation), the base value will be increased by a percentage, depending to the <u>World Skate regulations</u>.
- ! button is used for wrong edge lutz

When any of the jump buttons are clicked (including Waltz and No Jump) the element is immediately added to the combination element list and sent to the judges.

If an error is made when entering the element, it needs to either be deleted and re-entered or updated. Refer to the DATA OPERATOR INTERFACE - COMMON section for update mode and common toolbar operation.

6.3 SPINS and COMBO SPINS

The upper right-hand side of the Data Operator Interface for free skating allows selection and entry of Spin and Combination spin elements.

> Figure 89. Free Skating - Solo and Combo spins

							S	pins
SoloSpi	SBC		38	3P		•	•	
New B O	R4	R6	В	D	D	C	DE	sv
UPRIGHT	0	I	F	L	S	н		
OPRIGHT	Ŭ	I	В	В	Н	Т		
SIT		0	I	F	т	S	в	1
CANEL BACK		0		-				1
CAMEL FORW		0	1		S			1
BACK		0		F	5			1
HEEL FORW		0						1
BROKEN	0		F			S	1	
INVERTED		0			BF	۲Y		1

To insert a Solo Spin select "SoloSpin" (red) by clicking on the toggle control.

- 1 button is the base Spin.
- **0** button is No Spin (eg Heel Not confirmed **NLHee**).
- To assign a bonus percentage to the spin it's possible to use the following two methods:
 - old method first select the combo box value (from 5% to 100%) on the top and then click on the 1 button
 - <u>new method</u> select one or more bonus buttons (orange for difficult positions, blue for difficult variations) to assign Bonus (value set as a parameter) to the spin and then click on the 1 button
 - E.g. More than 4 rotations + Bryant + Inverted \rightarrow R4 + BRY + 1
- By selecting a spin element from the elements list you can also add a difficult position to the base position or a difficult variation, simply by clicking the corresponding button.

To insert a Combo Spin, select "ComboSpin" (green) by clicking on the toggle control.

- New button inserts a new combo spin.
- Same rules apply as per Solo Spins.

When hovering over a difficult position or difficult variation it is possible to check the description and the associated bonus:



Figure 90. Free Skating - Tooltips on spins

Difficult positions

Basic positions	Difficult positions	Code	Value to add to basic position					
Upright	Biellmann	UB	2 + 80%					
	Biellmann Heel	UBH	3 + 40%					
	Split	US	1 + 50%					
	Torso	UT	1 + 40%					
	Layback	UL	1 + 20%					
	Forward	UF	1					
	Heel	UH	50%					
Sit	Sideways	SS	60%					
	Twist	ST	60%					
	Forward	SF	40%					
	Behind	SB	20%					
Camel	Forward	CF	40%					
	Sideways	CS	60%					
	Layover	CL	20%					
Broken	Forward	BF	40%					
	Sideways	BS	60%					
Heel	Forward	HF	40%					
	Sideways	HS	60%					
	Layover	HL	20%					
Inverted	Bryant	IB	25%					
Any	Standard Variation	SV	20%					

Difficult variation	Options	Code	Value and application			
	Fly camel					
	Butterfly	_	15% on just the first position if			
Difficult entry	Leg Hold	DE	confirmed			
	Illusion					
	Acrobatic					
	Butterfly		15% on the positions following the			
Difficult change (of position/foot)	Fly Camel	DC	change			
	Illusion					
Sit in between Camel		SBC	15% on the sit and on all the positions following the sit			
Revolutions	6 or more	R6	20%			
solo spins	4 or more for inverted	R4	20%			
Using CCW and CW spinning direction		BD	60% on all the positions following the change of direction			

6.4 FOOTWORK and CHOREO SEQUENCES

The lower right-hand side of the Data Operator Interface for free skating allows selection and entry of the Choreo and Footwork elements.

			Se	que	enc	es
FOOTWORK	0	В	1	2	3	4
CHOREO	0	В				
Figure 91. Free Skating - Fo	ootwo	rk and	d Cho	reo		

			Se	que	enc	es
FOOTWORK	0	В	1	2	3	4
CHOREO	0	В				

Figure 92. Free Skating - Footwork and Choreo - Select level

- Footwork and Choreo sequences levels: from 0 (No Level footwork) to 4 can be selected by first clicking the **FOOTWORK** or **CHOREO** button and once level is called, one of 0, B, 1, 2, 3 or 4 for Footwork sequence and 0 or B button for Choreo sequence.
- **B** button is the base level
- Judges panel receives the element when the DO clicks on FOOTWORK or CHOREO button

When the **START** button is clicked on the event management form for a pairs event, the Data Operator Interface for pairs will be displayed. This provides the interface for selecting side by side and combination jumps, twist and throw jumps, side by side and contact spins, one position lifts and combination lifts, death spirals, footwork sequence and deductions. The list of executed elements is displayed in the centre of the form.

NOTE: Refer to the DATA OPERATOR INTERFACE - COMMON section for operation of common toolbars.



Figure 93. Data operator interface - Pairs

7.1 SIDE BY SIDE JUMPS

The top left-hand side of the Data Operator Interface for pairs allows selection and entry of side by side jump elements (Single or combination jumps), by selecting "Jump" tab.



Figure 94. Pairs - Side by side jumps

This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad rotation (4) variations of the allowed jumps Axel, Toe Loop, Salchow, Flip, Lutz, Loop and Thoren.

A Waltz Jump is allowed for with "W" button and No Jump is allowed for with "0" button. Along with each jump revolutions and type, when the jump has not been correctly executed the jump grade can also be entered (Under rotated, Half Rotated or Downgraded). It is important to note that the grade of the jump <u>must</u> be selected prior to selecting the jump type and revolutions. For this reason, it is very important that the Data Operator listens to the full call for the jump before entering the element. For example, "Triple Toe Loop, underrotated" may have a pause between the jump being named and the grade being called.

The operation is as follows:

• If the jump is Under rotated, Half rotated or Downgraded, click on the button before clicking the jump button. To enable the "under rotated", "half rotated" or "downgraded", button click once. To disable the button, click a second time on the enabled button. Only one of these three buttons can be enabled at a time.



Half Enabled, Under and Down Disabled

- Base value jump: To insert a jump, single, double, triple and quadruple, click on <u>but</u>tons 1, 2, 3, 4.
- W button is the Waltz jump.
- <u>0 button</u> is No Jump (This is not included in the jumps for the combination).
- **Combo** button inserts a side by side combination of jumps
- New button inserts a new side by side combination of jumps
- If the jumps are executed in combination without the use of connecting jumps (of a one rotation), the base value will be increased by a percentage, depending to the World Skate regulations.

When any of the jump buttons are clicked (including Waltz and No Jump) the element is immediately added to the element list and sent to the judges.

If an error is made when entering the element, it needs to either be deleted and re-entered or updated. Refer to the DATA OPERATOR INTERFACE - COMMON section for update mode and common toolbar operation.

7.2 THROW and TWIST JUMPS

The top left-hand side of the Data Operator Interface for pairs allows selection and entry of throw and twist jump elements, by selecting the "Throw Jumps" and "Twist" tabs.

w	0 1 1	2	3 3	
w	1 1		-	
	1	2	7	
			2	4
	1	2	3	4
	1	2	3	4
	1	2	3	4
		1 1 1	1 2	1 2 3

Side Jumps Throw Jumps TwistUNDERNO LEVEL0HALFTWIST 1RB1234DOWNTWIST 2RB1234TWIST 3RB1234TWIST 4RB1234Figure 96. Pairs - Twist jumps

Figure 95. Pairs - Throws jumps

This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad rotation (4) variations of the allowed throw jumps Axel, Toe Loop, Salchow, Flip, and Loop and twist jumps of no level, base, level one, level two, and level three.

To insert a Twist jump it is necessary to specify the level (from B to 3) of the allowed twist jumps of 1, 2, 3 or 4 rotations (TWIST 1R, TWIST 2R, TWIST 3R, TWIST 4R).

A Waltz Throw Jump is allowed for with "W" button and No Jump is allowed for with "0" button.

The operation is as follows:

• If the throw or twist jump is Under rotated, Half rotated or Downgraded, click on the button before clicking the jump button. To enable the "under rotated", "half rotated" or "downgraded", button click once. To disable the button, click a second time on the enabled button. Only one of these three buttons can be enabled at a time.



Half Enabled, Under and Down Disabled

- For each jump: single, double, triple and quadruple, click on buttons 1, 2, 3, 4.
- W button is the Waltz jump.
- **O** button is No Level Throw or No Level Twist Jump (This is included in the total jumps for the segment).

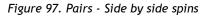
When any of the jump buttons are clicked (including Throw Waltz and No Jump) the element is immediately added to the element list and sent to the judges.

If an error is made when entering the element, it either needs to be deleted and re-entered or updated. Refer to the DATA OPERATOR INTERFACE - COMMON section for update mode and common toolbar operation.

7.3 SIDE by SIDE and CONTACT SPINS

The upper right-hand side of the Data Operator Interface for pairs allows selection and entry of side by side and contact Spin elements, by selecting the "Side by side Spins" or "Contact Spins" tab.

	_		_			Side by si	ide Sj	oins	eon	tact	Spin	s	
+-	Element	Value	Туре	Bonus	•						-		
1	3TF	8.20	ThrowJump			Combos	spin		SBC	3B	P	•	•
2	RMil3	8.70	CombLift			New Spin	B 0	R4	R6	BD	DC	DE	sv
3	Mil1	5.80	PosLift							F	LS	н	· · · · ·
4	DS2	5.10	DeathSpiral			UPRIGHT			0		-	+	1
5	St2	3.30	Steps							В	BH	Т	
6	HBD	2.00	SideSpin			SIT			0	F	TS	В	1
7	SIMP	5.50	ContactSpin 1		(*)		BACI	ĸ	0				1
	CIMP	3.50	ContactSpin 2		(*)	CAMEL	CAMEL			F	S		1
	NLCk	0.00	ContactSpin 3		(*)		FOR		0				
8	2F	2.00	SideJump			HEEL	BACI	K	0	F	s	L	1
9	2TAx <<	4.02	ThrowJump			nece	FOR	N	0		<u> </u>		1
						BROKE	N		0	F		S	1
						INVER	ΓED		0		BRY		1



			_	-		Side by side Spins Contact Spins
+-	Element	Value	Туре	Bonus	•	ComboSpin DPM DEA
1	3TF	8.20	ThrowJump			ComboSpin DPM DEA
2	RMil3	8.70	CombLift			New Spin B R4 DC DCB
3	Mil1	5.80	PosLift			UPRIGHT BACK-OUT 0 1
4	DS2	5.10	DeathSpiral			FACE TO FACE SIT 0 1
5	St2	3.30	Steps			
6	HBD	2.00	SideSpin			SIT HAZEL CAMEL 0 DPL 1
7	SIMP	5.50	ContactSpin 1		(*)	SIT HAZEL 0 DPL 1
	CIMP	3.50	ContactSpin 2		(*)	CATCH AT WAIST 0 1
	NLCk	0.00	ContactSpin 3		(*)	CAMEL KILIAN 0 CKL 1
8	2F	2.00	SideJump			CAMEL TANGO 0 CKL 1
9	2TAx <<	4.02	ThrowJump			
						LAY OVER CAMEL 0 1
						IMPOSSIBLE CAMEL 0 DPL 1
						REVERSE LAY OVER 0 RLL 1
						IMPOSSIBILE SIT 0 DPL 1

Figure 98. Pairs - Contact spins

- To insert a side by side/contact Solo Spin select "SoloSpin" (red) by clicking on the toggle control.
- To insert a side by side/contact Combination Spin select "ComboSpin" (green) by clicking on the toggle control.
- <u>1</u> button is the base Spin.
- **0** button is No Spin (eg Heel Not Confirmed **NLHee**, Impossible Not Confirmed **NLImp**).
- New Spin button inserts a new side by side/contact combo spin.
- To assign a bonus percentage to the spin it's possible to use the following two methods:
 - old method first select the combo box value (from 5% to 100%) on the top and then click on the 1 button
 - new method select one or more bonus buttons (orange) to assign Bonus (value set as a parameter) to the spin and then click on the 1 button

E.g. Difficult position of the Man, Difficult position of the lady on Impossible Sit ightarrow DPM + DPL + 1

- By selecting a spin element from the elements list, you can also add a difficult position to the base position or a difficult variation, simply by clicking the corresponding button.
- When hovering over a difficult position or difficult variation it is possible to check the description and the associated bonus:

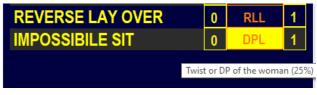


Figure 99. Pairs - Tooltips on Contact Spins

Bonus for Difficult Positions

Difficult Positions	Options	Code	Value and application		
Difficult position of the man	Heel position (for uprights, Kilian camel, catch at waist or tango camel both must be in the heel position) For Reverse Layover: Heel position of the man	DPM	10% on the value of the spin		
	For impossible sit the man in basic sit position				
Difficult position of the	Impossible camel or sit the twist or split, ring or skate hold	DPL	25% on the value of spin even in combination		
lady	For hazel spin, no handed of the lady		10% on the value of the spin		

Following are the bonuses called by technical panel on difficult positions of contact spins:

Difficult variations for contact spins

Following are the bonuses called by technical panel on spins' variations:

Difficult variation	Options	Code	Value and application
			10% on the value of the spin for one position spins
Difficult entry	Acrobatic position or unlisted	DEA	10% on the value of the first position only for combo spins
Number of rotations	Four (4) or more rotations	R4	10% on the value of the spin (just for one position spin)
Leg over the	In Kilian Camel and Tango Camel where the man passes the leg once	CKL	10% on the value of the spin
woman	In Reverse Lay Over where the man passes the leg four or more times	RLL	10% on the value of the spin
Difficult change of position in	Complete rotation (twist) of the lady on her axis parallel to the floor *	DCR	10% on the positions following the change
combination	Lady passing over the man's back *	DCB	

7.4 LIFTS

The lower left-hand side of the Data Operator Interface for pairs allows selection and entry of position and combo lifts elements, by selecting the "Lifts 1", "Lifts 2" or "Lifts 3" tab page.

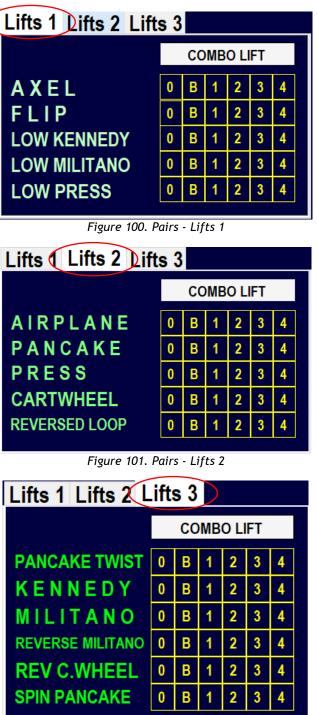


Figure 102. Pairs - Lifts 3

- Position Lift levels: from 0 (No level lift) to 4 are selected by clicking on the 0, B, 1, 2, 3, 4 buttons accordingly.
- To insert a combo Lift select "COMBO LIFT" (green) by clicking on the switch button
- **0** button in "Lifts1" tab is No Lift for all lifts

7.5 FOOTWORKS (FOOTWORK and CHOREO Sequence)

The lower right-hand side of the Data Operator Interface for pairs allows selection and entry of the Footwork elements, by selecting "Footworks" tab.

s	pirals Footworks Dedu	ctio	ons		FA	LLS	0	-
	FOOTWORK	0	в	1	2	3	4	
	CHOREO	0	в					

Figure 103. Pairs - Footwork and Choreo

- Footwork and Choreo sequence levels: from 0 (No Level Footwork) to 4 can be selected by first clicking the **FOOTWORK** or **CHOREO** button and after the level has been called, one of 0, B, 1, 2, 3 or 4 for Footwork sequence and 0 or B button for Choreo sequence.
- **B** button is the base level
- Judges panel receives the element when the DO clicks on FOOTWORK or CHOREO

7.6 DEATH SPIRALS

The lower right-hand side of the Data Operator Interface for pairs allows selection and entry of the Camel and Death Spirals elements, by selecting "Death Spirals" tab.

Spirals Footworks Deduction	ons		FA	LLS	0	▲ ▼
NO LEVEL SPIRAL	0					
CAMEL SPIRAL	1					
DEATH SPIRAL	в	1	2	3	4	

Figure 104. Pairs - Death spirals

- 0 button is No Level Spiral
 - Camel spiral level is selected by clicking on the 1 button accordingly.
 - Death spirals levels: from B to 4 are selected by clicking on the B, 1, 2, 3 or 4 buttons accordingly.

8 DATA OPERATOR INTERFACE - COUPLE and SOLO DANCE

When the START button is clicked on the event management form for a dance event, the Data Operator Interface for dance will be displayed. This provides the interface for selecting pattern sequences, dance lifts, travelling and clusters, footwork sequences and deductions. The list of executed elements is displayed in the centre of the form.

Event Number/Segment Type: 21/4 - Co	ouple	Dance	e Cade																				
J1 J2 J3 J4 J5 J6	J7	J	8	19	R		STOP		00:0	2	VERIFY	CO	NFIRM	RES	ET 🛄 S	КІР	? Q	UIT	C) WO SK	rld Ate		
Pattern factorized by 1.5							+-	Elemen	t Value	е Ту	/pe	KP/	Bonus *						S	eq	ue	nce	s
	0	В	1	2	3	4											ING	0	В	1	2	3	4
KP1 KP2 KP3 KP4																	LSP WK						
															CLUST	ER N	oHold	0	в	1	2	3	4
Dance Lifts															CLU	STER	Hold	0	В	1	2	3	4
STATIONARY	0	В	1	2	3	4									DAN	CE F	IOLD	0	В	1	2	3	4
ROTATIONAL	0	В	1	2	3	4											HOLD	0	В	1	2	3	4
COMBINATION	0	в	1	2	3	4									ONE	PAR	TNER	0	В	1	2	3	4
CHOREOGRAPHIC	0	1																					
						_									CHORE	EO Ste	p/Pose	0	В				
Deductions			FA	LLS	0	•																	
Missing/Om	itte	d E	lem	ent	0	4 ¥																	
Illegal Eleme Number of opening bea																							
all dances must not ex	cee	1 24		ts of iusic	1		Del La	ast	Cancel		CHEC	(Review	*									
0.00 0.0 0.00 Base technical Deductions Total			Styl	e Da	ince		1/2 - D			TTE	EO - PARZIA			JDIA (ITA)			Prev Prev					

Figure 105. Data operator interface - Dance

NOTE: Refer to the DATA OPERATOR INTERFACE - COMMON section for operation of common toolbars.

8.1 ELEMENT PANELS

Depending upon the type of dance event selected (Compulsory, Style Dance, Free Dance) different panel layouts are displayed. This section details the operation of the different element types on these forms. Refer to the next section for full form layouts.

8.1.1 **PATTERN DANCE**

The top left-hand side of the Data Operator Interface for dance allows selection and entry of pattern dance sequences elements (for compulsory and style dance).

Factorized by 1.5	DOUDL									Туре	KP/Bonus *
SECTION 1	0	в	1	2	3	4		Section1		Pattern	1-3-4
KP1 KP2 KP3 KP4											
SECTION 2	0	В	1	2	3	4					
KP1 KP2 KP3 KP4	KP1 KP2 KP3 KP4										



- SECTION 1, 2 pattern element levels: from 0 (No Level pattern) to 4 can be selected by clicking before the SECTION 1 or SECTION 2 button and after one between 0, B, 1, 2, 3 or 4.
- B button is the base level
- Judges panel receives the element when the DO clicks on SECTION 1 or SECTION 2 button
- KEY POINTS
 - Before confirming the pattern level, the DO inserts the key points confirmed by the panel, by clicking on the KP1, KP2, KP3 and KP4 buttons. If confirmed the KP button turns green
 - The key points will be inserted in the Judges Scores pdf ('Y' confirmed, 'N' not confirmed)

For **Compulsory Dances** competition, the only box enabled is the "Pattern" box.

For *4 sequence dances*, dances where two sequences make one circuit of the floor (Siesta Tango, City Blues, La Vista cha cha, ...) only **SECTION 1** is available:

Ра	tter	'n								
facto	rized by	/ 1.5								
	PAS	50 E	OOB	LE	0	в	1	2	3	4
	KP1	KP2	KP3	KP4						

Figure 107. Dance - Pattern with one section

Data operator must insert 4 elements (4 sequences) to complete a Compulsory Dance segment. For 2 sequence dances, dances where one sequence is a full circuit of the floor (Association Waltz, ...) both **SECTION 1** and **SECTION 2** are available:

Pat factoriz	tern ied by 1.5		н	ARF	RIS T	ANC			
0,	SEC	τιο	N 1	0	в	1	2	3	4
KP1	KP2	KP3	KP4						
S	ECI	101	12	0	В	1	2	3	4
KP1	KP2	KP3	KP4						

Figure 108. Dance - Pattern with two sections

The value of the Pattern Dance Sequence is factorized by 1.5 (WS Rules 2024).

8.1.2 DANCE LIFTS (couple dance only)

The left-hand side of the Data Operator Interface for dance allows selection and entry of dance lifts elements.

• STATIONARY, ROTATIONAL, COMBINATION, CHOREO Lift element levels: from 0 (No Level) to 4 can be selected by first clicking the LIFT button and after the level is called, one of 0, B, 1, 2, 3 or 4.

Dance Lifts						
STATIONARY	0	В	1	2	3	4
ROTATIONAL	0	В	1	2	3	4
COMBINATION	0	В	1	2	3	4
CHOREO	0	1				

Figure 109. Dance - Dance lifts

8.1.3 Sequences - TRAVELING, CLUSTERS, FOOTWORKS

The right-hand side of the Data Operator Interface for dance allows selection and entry of sequences elements.

• **TRAVELING** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.

Extra features:

- a. Third traveling set (+0.8) → click the i button to insert
- b. Changing the level of the free leg with a continuous wave motion (+1.0) → click the WM button to insert
- c. Core of body is shifted from vertical axis or torso twisted at least 45 degrees (+1.5) → click the button to insert
- o d. Free leg in a static position. For this position the knee should be higher than the waist. Position can be reached also with the help of a hold. (+1.7) → click the LSP button to insert
- e. Mirror. Set of travelings performed with the skaters rotating in opposite directions. (+1.8 bonus) → click the MIRR button to insert

		S	eq	ue	nc	es
TRAVELING	0	В	1	2	3	4
TT WM CB LSP MIRR CP WK						
CLUSTER NoHold	0	В	1	2	3	4
CLUSTER Hold	0	В	1	2	3	4
DANCE HOLD	0	В	1	2	3	4
DANCE NO HOLD	0	В	1	2	3	4
ONE PARTNER	0	В	1	2	3	4
DANCE STEP	0	В	1	2	3	4
CHOREO Step/Pose	0	В				

Figure 110. Dance - Sequences

- f. Crossing patterns. The skaters should cross their pattern in one or both of the sets. This must happen during the execution of the rotations and not during the connecting steps. (+1.9 bonus) \rightarrow click the CP button to insert
- g. Changing the level of the skating leg (knee) with a continuous wave motion (+2.0) → click the WK button to insert
- **CLUSTERS** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.

For *Couple dance* only:

- DANCE HOLD, DANCE NO HOLD element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.
- **ONE PARTNER** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.

• **CHOREOGRAPHIC** element levels: 0 (No Level) or 1 can be selected by first clicking the ELEMENT button and after the level is called, 0 or 1. <u>Choreographic element</u> refer to both "Choreographic pose" element for couple dance and "Choreographic sequence" for Solo dance.

For Solo dance only:

- **FOOTWORK, ARTISTIC FOOTWORK** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.
- **DANCE STEP SEQUENCE** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.

8.2 Compulsory dance

When a compulsory dance event is started the compulsory dance form is displayed.



8.2.1 Interface for Couple and Solo dance

Figure 111. Data operator interface - Compulsory dances

8.3 Style Dance

When a style dance event is started the style dance form is displayed.

8.3.1 Interface for Solo Style dance



Figure 112. Data operator interface - Solo Style Dance

8.3.2 Interface for Couple Style Dance

Event Number/Segment Type: 21/4 - Co	ouple [Dance																		
J1 J2 J3 J4 J5 J6	J7	J	8 .	19	R		STOP		00:59	VERIFY	CONFIRM	RESE		? 9	UIT	C) wc SK	ATE		
Pattern factorized by 1.5							+ -	Element PD2	Value	Type Pattern	KP/Bonus *					9	Seq	ue	nce	es
PASO DOBLE	0	В	1	2	3	4	2	Tr2	5.50	Traveling	WM		TRAV	ELING	0	В	1	2	3	4
KPI KP2 KP3 KP4							3	RtLi2	3.50	Lift		l li	TT WM CB	LSP				_		
	_						4	Ho3	8.40	HoldSteps			MIRR CP	WK						
													CLUSTER	NoHold	0	в	1	2	3	4
Dance Lifts													CLUSTI	ER Hold	0	В	1	2	3	4
STATIONARY	0	В	1	2	3	4							DANCE	HOLD	0	В	1	2	3	4
ROTATIONAL	0	в	1	2	3	4							DANCE	NO HOLD	0	В	1	2	3	4
COMBINATION	0	в	1	2	3	4							ONE P/	RTNER	0	В	1	2	3	4
CHOREOGRAPHIC	0	1																		
													CHOREO S	tep/Pose	0	В				
Deductions			FA	LLS	0	•														
Missing/Om	itte	d E	lem	ent	0	4														
Illegal Eleme	nts	/fe	atu	res	0	+														
Number of opening bea all dances must not ex						•														
	CEEC	- 24		iusic			Del L	ast C	ancel	CHECK	Review	*								
24.60 0.0 24.6 Base technical Deductions Total	0		Styl	le Da	ince		1/2 - [TTEO - PARZIA		IDIA (I	TA)		Prev Prev		gme jmer			

Figure 113. Data operator interface - Couple Style Dance

8.4 Free Dance

When a free dance event is started the free dance form is displayed.

8.4.1 Interface for Solo free dance

Event Number/Segment Type: 32/5 - Solo Dance Ladies Cadets								
J1 J2 J3 J4 J5 J6 J7 J8 J9 R	STOP	00:12	VERIFY	CONFIRM		IP ?	QUIT	
	+- Elemen	t Value Typ	<u>^</u>	KP/Bonus *			Sequ	ences
	1 Tr2		veling	WM				
	2 FoSq3		tworkSeq		TRAVELING	0 B	1 2	3 4
	3 DSSq1	4.00 Dan	ceStep		TT WM CB LSP			
	4 ChStS	3.00 Cho	oreoStep		MIRR CP WK	ĺ		
					CLUSTER NoHold	0 B	1 2	3 4
					FOOTWORK	0 B	12	3 4
					ARTISTIC SEQUENCE	0 В	12	3 4
					DANCE STEP	0 B	12	3 4
					CHOREO Step/Pose	0 B		
Deductions FALLS 0								
Missing/Omitted Element 0 🗧								
Illegal Elements/features 0 🗧								
Number of opening beats to be 0,0 ≑				8				
used for all dances must not exceed 24 beats of music	Del Last	Cancel	СНЕСК	Review *				
20.60 0.0 20.60 Free Dance Base technical Deductions Total	1/25 - FABBF	RI REBECCA ((ITA)					RANK : - SCORE: -

Figure 114. Data operator interface - Solo Free Dance

8.4.2 Interface for Couple Free Dance

Event Number/Segment Type: 21/5 - Couple Dance Cadets		
J1 J2 J3 J4 J5 J6 J7 J8 J9 R	STOP II 00:39 VERIFY CONFIRM	RESET 🛄 SKIP ? QUIT
Dance Lifts		Sequences
STATIONARY 0 B 1 2 3 4	1 RtLi1 2.50 Lift	
ROTATIONAL 0 B 1 2 3 4	2 CliLi3 5.00 Lift 3 HClSq2 5.00 ClusterHold	TRAVELING 0 B 1 2 3 4
COMBINATION 0 B 1 2 3 4	3 HClSq2 5.00 ClusterHold 4 NoH2 6.30 NoHoldSteps	TT WM CB LSP
	5 OPFB 2.50 OnePartner	MIRR CP WK
CHOREOGRAPHIC 0 1	6 ChoLifi 2.00 Lift	CLUSTER NoHold 0 B 1 2 3 4
		CLUSTER Hold 0 B 1 2 3 4
		DANCE HOLD 0 B 1 2 3 4
		DANCE NO HOLD 0 B 1 2 3 4
		ONE PARTNER 0 B 1 2 3 4
		CHOREO Step/Pose 0 B
Deductions FALLS 0 ÷		
Missing/Omitted Element 0 🗧		
Illegal Elements/features 0 🗧		
Number of opening beats to be used for all dances must not exceed 24 beats of music	© Del Last Cancel CHECK Review	
23.30 0.0 23.30 Free Dance Base technical Deductions Total	1/2 - DI NUNZIO MATTEO - PARZIALE MARIACLAUDI	A (ITA) Prev.Segment RANK : - Prev.Segment SCORE: -

Figure 115. Data operator interface - Couple Free Dance

9 DATA OPERATOR INTERFACE - PRECISION

When the **START** button is clicked on the event management form for a precision event, the Data Operator Interface for precision will be displayed. This provides the interface for selecting traveling, rotating, pivoting, linear, Intersection, No Hold, Move, Creative and Deductions. The list of executed elements is displayed in the centre of the form.

NOTE: Refer to the DATA OPERATOR INTERFACE - COMMON section for operation of common toolbars.

Event Number/Segment Type: 31/6 - Pr	ecisio	n Juni	ores																		
J1 J2 J3 J4 J5 J6	J7	J	8 1	19	R		STOP	П	00:02	VERIFY	CO	NFIRM	RES		? 9	UIT	0	WOI SKA	RLD ATE		
Traveling							+- Ele	ment	Value	Туре	KP/	Bonus •							Liı	nea	ar
CIRCLE	0	В	1	2	3	4								LINE		0	В	1	2	3	4
WHEEL	0	В	1	2	3	4								BLOCK		0	В	1	2	3	4
Deteting																					
Rotating														INTERSECTIO	N	0	В	1	2	3	4
CIRCLE	0	В	1	2	3	4								BM FM L	BR						
WHEEL	0	В	1	2	3	4											_		_	_	
Pivoting														NO HOLD	R3	0	В		2	3	4
	0	В	-	2	3	4								18 182 1	RS						
LINE BLOCK			' 1	2										MOVE		0	В	1	2	3	4
BLOCK	0	В		~	2	7								SFM AD	F						
Deductions			FA	LLS	0	4 1								CREATIVE ·	- Lift			0	1		
Missing/Om																					
Illegal Elements/features 0 Non-permitted element 0,0						L.															
					0,0		Del Last	C	ancel	CHECK		Review	*								
0.00 0.0 0.00 Base technical Deductions Total	P	Preci	sion		1/1 - GRU	IPPO	1 JUNIO	RES (ITA)						Prev Prev.							

Figure 116. Data operator interface - Precision

9.1 TRAVELING, ROTATING and PIVOTING elements

The left-hand side of the Data Operator Interface for precision allows selection and entry of wheels and circles elements.

- **Traveling (CIRCLE, WHEEL)** element levels: from 0 (No Level) to 4 can be selected by first clicking the button Traveling CIRCLE or Traveling WHEEL and after the level is called, the button 0, B, 1, 2, 3 or 4.
- Rotating (CIRCLE, WHEEL) element levels: from 0 (No Level) to 4 can be selected by first clicking the button Rotating CIRCLE or Rotating WHEEL and after the level is called, the button 0, B, 1, 2, 3 or 4.
- **Pivoting (LINE, BLOCK)** element levels: from 0 (No Level) to 4 can be selected by first clicking the button Pivoting CIRCLE or Pivoting WHEEL and after the level is called, the button 0, B, 1, 2, 3 or 4.
- **B** button is the Base value

Traveling								
CIRCLE	0	В	1	2	3	4		
WHEEL	0	В	1	2	3	4		
Rotating								
CIRCLE	0	В	1	2	3	4		
WHEEL	0	В	1	2	3	4		
Pivoting								
LINE	0	В	1	2	3	4		
BLOCK	0	В	1	2	3	4		

Figure 117. Precision -Traveling, Rotating, Pivoting

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9.2 LINEAR element

The top right-hand side of the Data Operator Interface for precision allows selection and entry of blocks elements.

• Linear (LINE, BLOCK) element levels: from 0 (No Level) to 4 can be selected by first clicking the button LINE or BLOCK and after the level is called, button 0, B, 1, 2, 3 or 4.

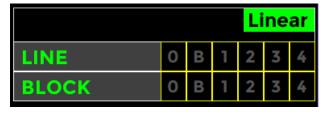


Figure 118. Precision - Linear

9.3 INTERSECTION, NO HOLD, MOVE, CREATIVE elements

The right-hand side of the Data Operator Interface for precision allows selection and entry of Intersection, No Hold, Move and Creative elements.

INTERSECTION element levels: from 0 (No Level) to 4 can be selected by first clicking

the ELEMENT button, next clicking any extra feature which is called and finally after the level is called, one of 0, B, 1, 2, 3 or 4.

Extra features:

- a. Body Movement (+0.5) → click the BM button to insert
- b. Free Skating Movement (+1.0) → click the FM button to insert
- c. Backwards Rotations (+2.0) → click the BR button to insert
- NO HOLD element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button, next clicking any extra feature which is called and finally after the level is called, one of 0, B, 1, 2, 3 or 4.
- INTERSECTION BM FM BR NO HOLD 0 В 2 3 4 1 TR3 MOVE 0 В 2 3 4 **SFM** ADF **CREATIVE - Lift** 0

Figure 119. Precision - Intersection, No Hold, Move, Creative

- Extra features:
- a. Traveling (+0.5) → click the TR button to insert
- b. Traveling plus two different turns (+1.0) → click the **TR2** button to insert
- \circ c. Traveling plus three different turns (+2.0) → click the **TR3** button to insert
- MOVE element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button, next clicking any extra feature which is called and finally after the level is called, one of 0, B, 1, 2, 3 or 4.
- Extra features:
- \circ a. Simple Free Skating Movement (+0.5) → click the SFM button to insert
- b. Difficult Free Skating Movement (+2.0) \rightarrow click the ADF button to insert
- **CREATIVE Lift** element levels: 0 (No Level) or 1 can be selected by first clicking the ELEMENT button and after the level is called, 0 or 1.

10 DATA OPERATOR INTERFACE - QUARTETS

When the **START** button is clicked on the event management form for a quartets event, the Data Operator Interface for Quartets will be displayed. This provides the interface for selecting Quartets Elements and Deductions. The list of executed elements is displayed in the centre of the form.

NOTE: Refer to the DATA OPERATOR INTERFACE - COMMON section for operation of common toolbars.

Event Number/Segment Type: 16/0 - Quartets Juniores													
J1 J2 J3 J4 J5 J6 J7 J8 J9 R	STOP	P	01:	:03	VERIFY	CONFIRM	RESET		Ρ	?	QUI	т	
LOVE IS LOVE	+- E	lement	Value	Type Travel	ing	KP/Bonus *	Combo			S	eq	len	ces
LOVE IS A REBELLIOUS BIRD THAT NO ONE CAN CAGE	2 3	QC3 QCr1	6.30 3.00	Canon Creati		MIRR			0	В	1	2 3	5 4
THAT NO ONE CAN CAGE							MIRR	СР					
							CL	USTER	0	В	1	2 3	5 4
							(CANON	0	В	1	2 3	5 4
								LINE	0	В	1	2 3	5 4
							CR	EATIVE	0	В			
_													
Deductions FALLS •													
Missing/Omitted Element 0 🗧 Illegal Elements/features 0 🗧													
						8							
	Del La	st Ca	ncel	CI	HECK	Review *							
14.30 0.0 14.30 Quartets Juniores Base technical Deductions Total	1/3 - Q	UARTET	5 (ESI	P)									NK : - RE: -

Figure 120. Data operator interface - Quartets

10.1 TRAVELING, CLUSTER and COMBO elements

The top right-hand side of the Data Operator Interface for quartets allows selection and entry of the following elements.

• **TRAVELING** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.

Extra features:

- \circ a. <u>Third traveling set</u> (+0.5) → click the **III** button to insert
- b. <u>Changing formation</u> (+1.0) \rightarrow click the **CF** button to insert
- c. <u>Mirror (+1.5)</u> \rightarrow click the <u>MIRR</u> button to insert
- d. <u>Crossing patterns</u> (+2.0) \rightarrow click the **CP** button to insert
- **CLUSTER** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.
- **COMBO** element: To insert a Combo element, select Combo (green) by clicking on the toggle control and then insert a Traveling element followed by a Cluster (or vice versa)

Combo Sequences								
TR	AVELIN	G	0	В	1	2	3	4
TT	CF							
MIRR	СР							
(CLUSTER					2	3	4

Figure 121. Quartets - Traveling, Cluster, Combo

10.2 CANON, LINE and CREATIVE elements

The top right-hand side of the Data Operator Interface for quartets allows selection and entry of the following elements:

- **CANON** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.
- LINE element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.
- **CREATIVE** element levels: from 0 (No Level) to 1 can be selected by first clicking the ELEMENT button and after the level is called, one of 0 or 1.

CANON	0	В	1	2	3	4
LINE	0	В	1	2	3	4
CREATIVE	0	В				

Figure 122. Quartets - Canon, Line, Creative

10.3 Title of the performance and Short description

The left-hand side of the Data Operator Interface for quartets shows the Program Title and the short description for the current quartet.

11 SHOW GROUPS

When the **START** button is clicked on the event management form for a show event, the Interface for Show Groups will be displayed. This provides the interface for starting the timer, confirming the program and moving on to the next group.

Show Groups R J1 J2 J3 J4 J5 J6 J7 J8 J9	START	00:04	CONFIR	м						
	Order Name	Title P 1 JUNI	OR TITLE	Nation S USA	SS GT	PE	СН	DED	Total	Rank
JUNIOR TITLE										
THE RESTLESS WIND WHISPERED TO HER TO FIGHT FOR HER IDEALS. HER DESTINY WAS IMPRINTED ON THE EARTH BLOODIED BY THOUSANDS OF WARS. POCAHONTAS. REBEL FOR LOVE.										
SHOW JUNIOR GROUPS			RESTART	SK	IP	PR	EV	INFO	Q	UIT

Figure 123. Show Groups interface

The left-hand side of the Interface for Show Groups shows the Group name (black background) Program Title (green background) and the short description (grey background) for the current group.

11.1 SHOW GROUP INTERFACE

Below the list of steps that the CONTROLLER (or DATA OPERATOR/EVENT MANAGER) will have to perform to run a show group event:

- 1. START: Click on START button to start the timer
- 2. STOP: At the end of the execution of the program, click on STOP button
- 3. **CONFIRM**: When the **CONFIRM** button turns green, Click on **CONFIRM** to confirm segment to Referee and all Judge's panels



Figure 124. Show Groups - confirm segment

If the Referee has not yet confirmed, a warning message is displayed:



Figure 125. Show Groups - segment not confirmed by the Referee

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4. WAITING: After clicking on **CONFIRM**, the panel waits to receive Components and Deductions from referee and all the judges.

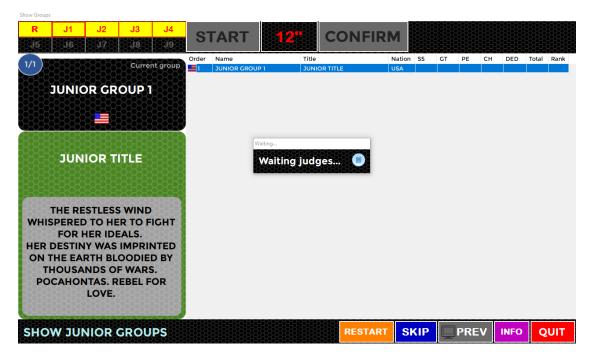


Figure 126. Show Groups - Waiting for judges and Referee

Before all the judges have sent their values, the operator can click on **STOP** button to cancel the confirmation:

Warning		\times
?	Stop waiting values from judges/referee? (You can click on CONFIRM after)	
	Sì No	

Figure 127. Show Groups - Warning message

5. **DISPLAYING SCORE:** When a judge sends their values (Deductions and components), the judges button becomes green. When all judges have sent their values, the system computes totals, partial rank and shows the following window in the main Form:



Figure 128. Show Groups - 'Displaying score' message

If the display screen is enabled (default settings) the group totals and placing is displayed on the second screen:

JUNIOR GROUP 1 / JUNIOR TITLE 1 18.99 1 SKATING SKILLS 3.12 GROUP TECHNIQUE 8.25 PERFORMANCE 4.62 IDEA and CHOREOGRAPHY 4.50					
JUNIOR GROUP 1 / JUNIOR TITLE 1 18.99 1 SKATING SKILLS 3.12 CROUP TECHNIQUE 8.25 PERFORMANCE 4.62 IDEA and CHOREOGRAPHY 4.50					
JUNIOR GROUP 1 / JUNIOR TITLE 1 18.99 1 SKATING SKILLS 3.12 CROUP TECHNIQUE 8.25 PERFORMANCE 4.62 IDEA and CHOREOGRAPHY 4.50					
JUNIOR GROUP 1 / JUNIOR TITLE 1 18.99 1 SKATING SKILLS 3.12 CROUP TECHNIQUE 8.25 PERFORMANCE 4.62 IDEA and CHOREOGRAPHY 4.50					
JUNIOR GROUP 1 / JUNIOR TITLE 1 18.99 1 SKATING SKILLS 3.12 CROUP TECHNIQUE 8.25 PERFORMANCE 4.62 IDEA and CHOREOGRAPHY 4.50					
SKATING 3.12 CROUP 8.25 PERFORMANCE 4.62 IDEA and 4.50 SKILLS					TOTAL RK
SKILLS 5.12 TECHNIQUE 8.25 PERFORMANCE 4.62 CHOREOGRAPHY 4.50		JUNIOR GROU	P 1 / JUNIOR TIT	LE 1	18.99 1
			8.25 PERFORMANCE		
O SKATE Components 20.49 Deductions -1.5	WORLD SKATE		Components	20.49 Deduct	tions -1.5

Figure 129. Show Groups - Display show group score

6. **NEXT GROUP**: After the displaying the score, the operator can click on the button NEXT to move on to the next group

R	J1	J2	J3	J4	STADT	00:00	NEVT	
35 35		ંગ્ર	38	19	START		NEAT	

Figure 130. Show Groups - Next group

11.2 BOTTOM TOOLBAR

The bottom right-hand side of the Interface for Show Groups allows selection and entry of the following elements:

Other functions:

- **RESTART**: restarts the segment time for the current group. This allows re skate to be judged for the skater, for example in case of Interruption of skating.
- SKIP: Allows the operator to skip to the next competitor when a skater has withdrawn. A Warning message is displayed and must be confirmed in order to skip the current group. It is not possible to go back to the previous skater once you have skipped them.
- **PREV** button: Allows to display the score of the previous group
- **INFO**: Displays current segment details (category, judges, program time, factor)
- QUIT: Allows the controller/data operator to quit the current segment. A Warning message is displayed and must be confirmed.



Figure 131. Show Groups - Bottom toolbar





The RollArt Review application allows the Data Operator, supervised by the Assistant and the Controller, to modify, add or delete elements, change components or deductions.

RollArt Review can be used at the end of the competition only, and it should be used with care, following what is written in the Code of Ethics.

RollArt Review is under license. It can be used only if the license procedure has been concluded and WS sent a valid license file.

What can be changed with Rollart Review:

- Technical elements Add/Remove/Update elements, Bonus, percentages, *, T, Wrong Edge for Lutz, penalties
- Components
- Deductions

What can't be changed:

• QOEs assigned by Judge Panel

12 THE ROLLART REVIEW INTERFACE

The Review application can be launched from TechPanel directly or by selecting the file RollArtReview.exe inside the TechPanel folder:

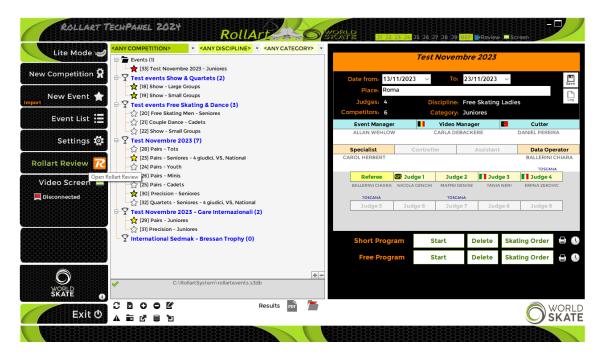


Figure 132. RollartReview - Open from TechPanel

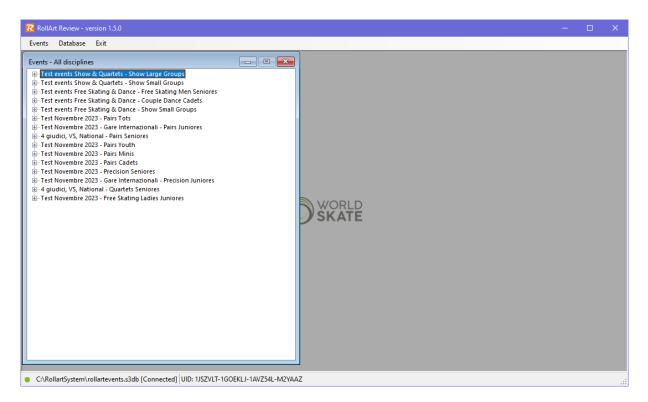


Figure 133. RollArt Review - the interface

12.1 SELECT A ROLLART DATABASE

The default database is in C:\RollArtSystem (rollartevents.s3db) but it can be changed by selecting the menu item "Database\Select..." or "Database\Select current comp":

E≣ → ■ ②
/20
20
20
20
20
20 Selezionare il file di cui visualizzare l'anteprima.
/20
20
20
20
20 20 [×]
20 *
Lite (*.s3db)
pri Annulla

Figure 134. RollartReview - Select a new database

12.2 EVENTS

By selecting the item "Events\List" the operator can choose a specific discipline or select "All Disciplines" to obtain the complete list of all RollArt events:



Figure 135. Events List

12.2.1 Select a segment

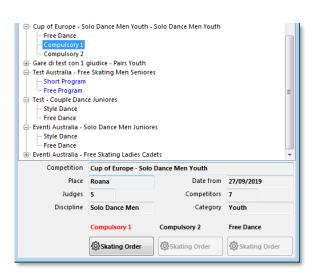
Results

If the segment is blue colored, the operator can select it and then click on **Results** button on the bottom of the page.

All events details (Competition, Place, Judges,....) are not editable.

- Test Australia - Fre - Short Program - Free Program	e Skating Men Seniore	s		=
- Test - Couple Dance 	e Juniores			
Style Dance Free Dance	olo Dance Men Junior ree Skating Ladies Cac			•
Competition	Test Australia			
Place	Roma	Date from	15/10/2019	
Judges	1	Competitors	3	
Discipline	Free Skating Men	Category	Seniores	
		Short Program	Free Program	
		🔅 Results	Results	

Figure 136. Results button



Skating order

If the segment is black colored, the operator can select it and then click on **Skating Order** button on the bottom of the page.

Figure 137. Skating Order button

12.3 REVIEW A COMPETITOR'S SEGMENT

12.3.1 Select a competitor

If the segment is "Completed" and the competitor is blue colored, the operator can select it and then click on it to review and change, add, delete elements and/or update components and deductions:

	Program Program											
Test event Free Skating Senior Men												
Free Skating Men Seniores SHORT PROGRAM									Complete			
Free	Skating Me	n Senic	ores SHO	RT PR	OGRAM				C	ompleted		
Free Rank	Skating Me	n Senic	Nation		Final Tech	Components	Deductions	Total	Co Final Rank	ompleted		
						Components 18.49	Deductions 0	Total	Final Rank	•		
	Name		Nation	Bas 37.64	Final Tech				Final Rank	Total Score		

Figure 138. Select a competitor

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12.3.2 Change one or more elements

Below, the interface with the list of all technical elements executed by the selected competitor for the current segment:

				DIEG	O FAZIO - A	ARG [Short	Program]				
se '	/alue: 24.35	Element So	ore: 19.80	Deductions: 0) <u>Compo</u>	nents: 16.49	Total: 36.2	29 Segm	ent Rank: 3		
	#	Element	Penalty	Base Value	Final Value	J1	J2	J3	J4	B/*/T	% Bonus
	1	2A	<	4.88	5.03	+1	0	0	+2		
	2	2A		7.02	7.02	0	0	-1	+2		
		NJ		0.00	0.00	0	0	0	0		
		NJ		0.00	0.00	0	0	0	0		
		35	<<<	1.85	2.00	-1	+2	0	+2		
	3	2F		2.00	2.20	0	+2	-1	+2		
	4	3Lz		8.80		+1	+1	+1	+2	*	
	5	St2		2.30	2.30	+2	-3	+2	-2		
	6	In		2.70		+3	+1	+1	+2	*	
		Br		1.60		+3	+1	+1	+2	*	
		NLSit		0.00		+3	+1	+1	+2	*	
	7	н		2.00	1.25	0	-2	-3	-3		
Solo Jump 2A - 2 Axel 2A - 2 Axel 2 A - 2 Axel 2 A - 2 Axel 3 Combo 4 Complete 3 Co											
New element Delete last Save and Close Close											

Figure 139. Check the elements list

To change an element simply select it and choose one or more options between:

- **Elements list:** Change the element with another element of the same type (jump with a jump, lift with lift, spin with a spin,...) from the combobox (1)
- Combo: Change a Solo jump/spin to Combo jump/spin by selecting the checkbox (2)
 Change a Combo jump/spin to Solo jump/spin by deselecting the checkbox (2) (disabled if the element is not a jump or a spin)
- *: Put an element out from the segment, by selecting the checkbox (3)
- T: Add/remove a Time Bonus to a jump, by selecting/deselecting the checkbox (4)
- Wrong Edge: Add/remove a Wrong Edge to a Lutz jump, by selecting/deselecting the checkbox (5)
- Change a jump take-off by selecting an option between Complete, Under-rotated, Half-rotated or Downgraded (6). Applicable only to jumps, throw jumps and twist jumps
- Bonus: it allows to assign a bonus in percentage (from 5% to 100%) to Spins and Jumps (7)
- (8) allows to assign bonus points to a spin (from 0.5 to 10.0)

If the element value changes after the update, all the updated values (Base, Element and Total) are highlighted in yellow.

	DIEGO FAZIO - ARG [Short Program]												
Base Value: 19.45 Element Score: 19.00 Deductions: 0 Components: 16.49 Total: 35.49 Segment Rank: 3 🏟 (3)													
#	Element	Penalty	Base Value	Final Value	J1	J2	J3	J4	B/*/T	% Bonus			
1	2A	<	4.88	5.03	+1	0	0	+2					
2	2A		7.02	7.02	0	0	-1	+2					
	NJ		0.00	0.00	0	0	0	0					
	NJ		0.00	0.00	0	0	0	0					
	35	<<<	1.85	2.00	-1	+2	0	+2					
3	2F	<	1.40	1.40	0	+2	-1	+2					
4	3Lz		8.80		+1	+1	+1	+2	×				
5	St2		2.30	2.30	+2	-3	+2	-2					
6	In		2.70		+3	+1	+1	+2	*				
	Br		1.60		+3	+1	+1	+2	*				
	NLSit		0.00		+3	+1	+1	+2	*				
7	н		2.00	1.25	0	-2	-3	-3					

Figure 140. Element updated

The columns J1, J2, J3, contain the judge's go	es and are not editable.
--	--------------------------

Solo Jump 2A - 2 Axel	Combo	 Complete < Under-rotated << Half-rotated 	Bonus 0% •	Update element
	Wrong Edge	<<< Downgraded		Undo

Figure 141. Update element and Undo buttons

The **Update element** button allows to update the selected element. All the elements updated are confirmed only after clicking the **Save and Close** button. The **Undo** button allows to restore the old element.

12.3.3 Add or delete an element

Adding a new element is possible simply by clicking the New Element button and then inserting the element code.

According to the inserted element type it is possible to choose penalties or bonus also. To complete the element insertion is necessary to insert the judge's qoes:

New Element					
H Heel Spin	Combo 1 * T Wrong Edge	 Complete < Under-rotated << Half-rotated <<< Downgraded 	Bonus	55% ~ 0.5 ÷	Update element Undo
Judges QOEs: J1 +1 v J2 +2 v J3 0	✓ J4 ✓				
New element Cancel Add element	Save and C	Close Close			

Figure 142. Add a new element

To clear the operation, click on the **Cancel** button.

To confirm the new element click on the Add element button and later the Save button.

7	H	3.60	3.60	+1	+2	0	+2	%+(R)	55
Solo Spin H Insert the ele	Heel Spin ment Code	Com		 Complete < Under-rotated << Half-rotated <<< Downgrade 	Bon	uus 80% ∨ 0.0 ‡		Up	date element Undo
New elem	ent Cancel Save	Save and C	Close C	Close					

Figure 143. Save a new element

12.3.4 Change Components and Deductions

Another feature made available by RollArt Review is the possibility to modify Components (changing the factor also) and Deductions:

		J1		2		J3		J4		J5	J6	J7	J8	J9
Skating Skills	3.25	2.25	\$ 4	.25	*	6.25	*	1.75	* *					
Transitions	4.5	3.25	\$ 2	.00	*	5.75	<u>*</u>	7.75	*					
Performance	4.12	3.00	\$ 3	.25	*	5.00	*	6.75	*					
Choreography	4.62	2.25	\$ 1	.75	*	7.00	*	7.00	*					

Figure 144. Change Components

	DIEGO FAZIO) - ARG [Sho	ort Program]
Ded	uctions: 0 Co	mponents: 16.4	9 Total: 3
Bas	e Value 🛛 Final Va	lue J1	J2
4.88	Deductions		
7.02			
0.00	DEDUCTIONS	-3	
0.00	Falls	-1	1 🚔
1.85	Music Violati	on 0	0.0 🖨
2.00	Time Violatio	n -1	1 🚔
8.80	Illegal Eleme	nt 0	0
2.30	Costume Viol		1
2.70	Missing Elem		0
1.60	Not permitted		0
0.00	· · ·		
2.00	Late Start	0	0 🚖
	Close	Update de	ductions

Figure 145. Add/Remove Deductions

12.3.5 Confirm and Save changes

After making changes to the elements, possibly to components and deductions, the Operator must confirm all the changes by clicking on **Save and Close** button and confirming the message box:

		NLSit		0.00		+3	+1	+1	+2	*	
	7	н		2.00	1.25	0	-2	-3	-3		
			ſ	RollartSystem			×				
Solo .	Jump - 2 Axel	_		? Do	you want to sa	ve changes befo	ore closing?		-	Update	e element
						Sì	No			U	ndo
				_			-				
Ne	ew element	Delete	last Sa	ave and Close	Close						

Figure 146. Save and Close

All the revised segments are yellow marked in RollArt Review and in all reports as "**REVISED dd/MM/yyyy hh:mm:ss**":

ents Da	atabase Exit										
ents - Free	e Skating				1						
Test ev	ent Free Skating Senio	r Men									
	and a second second										
Free	e Skating Men S	eniores SHORT	PROGRAM							Com	plete
Free Rank	e Skating Men S	Club	PROGRAM Nation	Base Tech	Final Tech	Components	Deductions	Total	Final Rank	Com	plete
Rank				Base Tech 37.64	Final Tech 38.39	Components 18.49	Deductions 0	Total 56.88	Final Rank		plete
	Name		Nation						Final Rank	Total Score	plete

Figure 147. Segment revised

REVISED ank Name 3 DIEGOFA		9 11:21:41		Nation ARG		Total Element score 25.92	Total Component score (factored) 16.49	Total Deductions 0.00	Total Segment score 42.41	FPI	Nam	e					FINAL	RESUL	T REV	SEI
# Executed Eleme	nt	Ŷ	Base Value	QOE	J1	J2 J3	J4		Scores of Panel			N WHITI								
1 Jump	2A <	2 Axel	4.88	0.15	+1		+2		5.03	2	MAR	IO ROSS	il 👘							
2 ComboJump	2A NJ	2 Axel No Jump	7.02	0.00	0	0 -1	+2		7.02	3	DIEG	OFAZIO)							
	NJ	No Jump	0.00	0.00	0	0 0	0		0.00	_	_					_				
						110	e skatn	ng Men ca R	ESULTS D	_	_	D 16-1		:21:41						
			Place Nam	ie						N	lation	TE Score	PC Score	Ded	Segmer Score					
			1 JOH	N WHIT	E						USA	38.39	18.49	0.0	56.88					
			2 MARI	O ROSS	1						ITA	30.60	21.13	0.0	51.73					
			3 DIEG	O FAZIO	•						ARG	25.92	16.49	0.0	42.41					

igure 148. Mark REVISED on RollArt reports

JUDGE & REFEREE PANEL



13 JUDGE/REFEREE PANEL

13.1 SETTINGS

RollArt JudgePanel can be configured as Referee or Judge. Use the Settings button at the bottom right hand side of the interface:



Figure 149. JudgePanel settings

The Settings window provides the following functions:

- Set the Tech panel IP address
- Select the role:
 - Judge only (from 1 to 9)
 - o Referee only
 - Referee + Judge (from 1 to 9)
- Enable marks for Referee: it allows to show to the referee all qoes and components assigned by the judges
- Random button enabled (for testing purpose only): disabled by default

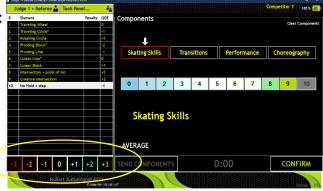
13.2 FUNCTIONALITIES

13.2.1 Technical Elements

[Judges and Referee]: For each element/level the system will allow to give the following QOEs:

- +3
- +2
- +1
- 0
- -1
- -2
- -3

The Referee and all the judges will assign the (qoe by clicking on the corresponding coloured button





13.2.2 Components

[Judges and Referee]: For each component, the system will allow the judge and referee to define the value with a score that ranges from 0.25 to 10 with 0.25 increments (0.25, 0.50, 0.75, 1.00 etc.).

[Referee]: To assign the components, the referee must click on the switch green button *Components*

The Referee and all the judges will assign the qoe by clicking on the corresponding-coloured button

J	udge 1 + I	Referee 🌡	Те	ch Pan	el	ů,									Comp	etitor 1	100 %
,	Element				Penalty	QOE	Compo	nents									
	Traveling	Wheel				0										Clear	Compone
2.	Traveling	Circle*				-1											
	Rotating	Circle				+1											
	Pivoting	Block*				-2		•									
	Pivoting					-1	Skat	ting Ski	lls	Tran	sitions		Perfor	mance	C	noreog	raphy
	Linear Li	ne*				0											
	Linear Bl	ock				+1											
	Intersect	ion + point	of Int.			+3											
	Creative	Intersection	n			+2	0		2	3	4	5	6	-	8	9	10
							S		ng S	kills							
-3	-2	-1	0	+1	+2	+3	SEND C	ОМРО	NENT	S		0:	00			CON	FIRM
		Ro	llart :	JudgeP	anel 20	22 kf: 192.165											

Figure 151. Components

13.2.3 Average

[Referee] The Referee can request the average for the components for the first skater only. When the Referee clicks on the AVERAGE button, a warning message appears:

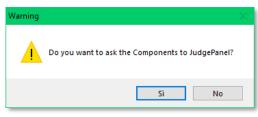


Figure 152. Average - Warning message

After Referee clicks on Yes, the **SEND COMPONENTS** button is enabled on the judges panel. The referee receives the components from the judges and the software computes the average value for each component:

Compo	nents Average								
	COMPONENTS			J1	J2	J3	J4	Average	
1	Skating Skills	+		1.25	1.00	3.75	7.00	3.25	
2	Transitions	÷	è	1.75	7.25	6.00	1.25	4.25	
3	Performance	+	Ē	4.25	4.00	5.00	6.75	5.00	
4	Choreography	÷	Ē	4.75	9.00	1.00	7.75	5.75	
		R	ESE	T to AV	/ERAGI	E	CONFIR	RM AVERAGE	SEND AVERAGE

Figure 153. Average - Default window

The referee can modify the average for each component with plus and minus buttons before the average is sent to the judges:

Compo	nents Average							
	COMPONENTS		J1	J2	J3	J4	Average	
1	Skating Skills	+-	1.25	1.00	3.75	7.00	3.25	
2	Transitions	$\overline{+}$	1.75	7.25	6.00	1.25	4.75	
3	Performance	+ $-$	4.25	4.00	5.00	6.75	5.00	
4	Choreography	÷ C	4.75	9.00	1.00	7.75	5.75	
		RESE	T to AV	/ERAGI		CONFI	RM AVERAGE	SEND AVERAGE

Figure 154. Average - increase values

Compo	onents Average							
	COMPONENTS		J1	J2	J3	J4	Average	
1	Skating Skills	+-	1.25	1.00	3.75	7.00	3.25	
2	Transitions	+-	1.75	7.25	6.00	1.25	4.75	
3	Performance	+ -	4.25	4.00	5.00	6.75	5.00	
4	Choreography	+	4.75	9.00	1.00	7.75	5.00	
		RESE	T to AV	/ERAGE	E	CONFIR	RM AVERAGE	SEND AVERAGE

Figure 155. Average - decrease values

- **RESET to AVERAGE** button resets the average values to the initial values
- CONFIRM AVERAGE button confirms the average and enables the SEND AVERAGE button
- **SEND AVERAGE** button sends the values to the judges and closes the window

Сотро	nents Average								
	COMPONENTS			J1	J2	J3	J4	Average	
1	Skating Skills	+	Ξ	1.25	1.00	3.75	7.00	3.25	
2	Transitions	÷	Ē	1.75	7.25	6.00	1.25	4.25	
3	Performance	+	Ē	4.25	4.00	5.00	6.75	5.00	
4	Choreography	+	θ	4.75	9.00	1.00	7.75	5.75	
		F	RESE	T to AV	/ERAGI		CONFIF	RM AVERAGE	SEND AVERAGE

Figure 156. Average - confirm and send

Judges can then adjust their scores to within 0.50 of the average score.

On the left side, the judge interface shows the following information when a Group Show event has started:

- Program title (green text colour)
- Short description (white text colour)

Judge 4 connected - Rollart Judge Panel vers. 4.3										-	
Judge 4 🔹 Tech Panel 🖧	Grou	p 1 of									96 ን
Program title JUNIOR TITLE				(Com	por	ent	S	Clea	ar Com	ponents
THE RESTLESS WIND	Skati	ng Skil	lls		oup nique		Perfor	mance		ldea Choreo	
WHISPERED TO HER TO FIGHT FOR HER IDEALS.											
HER DESTINY WAS IMPRINTED ON THE EARTH BLOODIED BY THOUSANDS OF WARS. POCAHONTAS. REBEL FOR LOVE.	0	1	2	3	4	5	6	7	8	9	10
Short Description	SEND	COM	IPON	IENTS		00	:10	SI	END	MA	RKS

Figure 157. Average - confirm and send

13.2.5 **Timer**

On the bottom left side, the judge interface shows the time of the program, synchronized with the data operator interface

			4.3															×
Judge	2	👗 Те	ech Par	nel	.	C	ompet	titor 2	of 3								96	%
Element				Penalty	QOE													
2 Axel											Com	non	ont	-	Clea	ar Com	ponent	s
SoloSpin											Com	pon	ent	>				
	sequenc	e																
3 Toeloop																	4	
No Jump					0													
							Skati	ng Skil	ls	Tran	sitions	;	Perfor	mance		Choreog	graphy	
				<														
CombSpin																		
							0	4	2	2	4	E	6	7	0	0	10	
							U	•	2	13	4	15	0	1	•	9	10	
											1							
-2	-1	0	+1	+2	+3	0	SEND	COM	IPON	IENTS		03	:02	S	END	MA	RKS	
	Element 2 Axel SoloSpin Footwork 3 Toeloop No Jump 3 Salchow 2 Lutz!	2 Axel SoloSpin Footwork sequend 3 Toeloop No Jump 3 Salchow	Element 2 Axel SoloSpin Footwork sequence 3 Toeloop No Jump 3 Salchow 2 Lutz! CombSpin	Element 2 Axel SoloSpin Footwork sequence 3 Toeloop No Jump 3 Salchow 2 Lutz! CombSpin	Element Penalty 2 Axel SoloSpin Footwork sequence 3 3 Toeloop No No Jump 3 3 Salchow << 2 Lutz! < CombSpin - - -<	Penalty QOE 2 Axel Image: Constraint of the sequence Image: Constraint of the sequence 3 Toeloop Image: Constraint of the sequence Image: Constraint of the sequence 3 Toeloop Image: Constraint of the sequence Image: Constraint of the sequence 3 Toeloop Image: Constraint of the sequence Image: Constraint of the sequence 3 Toeloop Image: Constraint of the sequence Image: Constraint of the sequence 3 Salchow << Image: Constraint of the sequence 2 Lutz! < Image: Constraint of the sequence 2 Lutz! Image: Constraint of the sequence CombSpin Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of the sequence Image: Constraint of	Penalty QOE 2 Axel understand SoloSpin understand Footwork sequence understand 3 Toeloop understand No Jump 0 3 Salchow < 2 Lutzl < CombSpin understand understand understand	Penalty QOE 2 Axel u SoloSpin u Footwork sequence u 3 Toeloop u No Jump 0 3 Salchow < 2 Lutzl < CombSpin u u u u u 2 Lutzl < CombSpin u u	Penalty QOE 2 Axel u SoloSpin - Footwork sequence - 3 Toeloop 0 No Jump 0 3 Salchow - 2 Lutz! < CombSpin - -	Penalty QOE 2 Axel General Value SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow - 2 Lutzl - CombSpin - Image: Second Spin - Image: Spin </th <th>Penalty QOE 2 Axel </th> <th>Penalty QOE 2 Axel SoloSpin SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow - 2 Lutz! - CombSpin - - - <</th> <th>Penalty QOE 2 Axel Compon SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - - <th>Penalty QOE 2 Axel Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutz! CombSpin - - -</th><th>Penalty QOE 2 Axel SoloSpin SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow - 2 Lutzi - CombSpin - - - <</th><th>Penalty QOE 2 Axel Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - -</th><th>Penalty QOE 2 Axel Clear Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - -<th>Element Penalty QCE 2 Axel Image: Components Clear Components SoloSopin Image: Components Choreography Toologo Image: Components Choreography Xolump 0 Skating Skills Transitions Performance Choreography Stationu < Image: Components Image: Components Choreography Xolump Image: Components Image: Components Image: Components Xolump Image: Components <t< th=""></t<></th></th></th>	Penalty QOE 2 Axel	Penalty QOE 2 Axel SoloSpin SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow - 2 Lutz! - CombSpin - - - <	Penalty QOE 2 Axel Compon SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - - <th>Penalty QOE 2 Axel Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutz! CombSpin - - -</th> <th>Penalty QOE 2 Axel SoloSpin SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow - 2 Lutzi - CombSpin - - - <</th> <th>Penalty QOE 2 Axel Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - -</th> <th>Penalty QOE 2 Axel Clear Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - -<th>Element Penalty QCE 2 Axel Image: Components Clear Components SoloSopin Image: Components Choreography Toologo Image: Components Choreography Xolump 0 Skating Skills Transitions Performance Choreography Stationu < Image: Components Image: Components Choreography Xolump Image: Components Image: Components Image: Components Xolump Image: Components <t< th=""></t<></th></th>	Penalty QOE 2 Axel Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutz! CombSpin - - -	Penalty QOE 2 Axel SoloSpin SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow - 2 Lutzi - CombSpin - - - <	Penalty QOE 2 Axel Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - -	Penalty QOE 2 Axel Clear Components SoloSpin - Footwork sequence - 3 Toeloop - No Jump 0 3 Salchow < 2 Lutzi < CombSpin - - - <th>Element Penalty QCE 2 Axel Image: Components Clear Components SoloSopin Image: Components Choreography Toologo Image: Components Choreography Xolump 0 Skating Skills Transitions Performance Choreography Stationu < Image: Components Image: Components Choreography Xolump Image: Components Image: Components Image: Components Xolump Image: Components <t< th=""></t<></th>	Element Penalty QCE 2 Axel Image: Components Clear Components SoloSopin Image: Components Choreography Toologo Image: Components Choreography Xolump 0 Skating Skills Transitions Performance Choreography Stationu < Image: Components Image: Components Choreography Xolump Image: Components Image: Components Image: Components Xolump Image: Components <t< th=""></t<>

Figure 158. Timer

13.2.6 Deductions

[Referee] The Referee identifies the penalizations and violation of the elements, by clicking on the switch button **Deductions** and by assigning the values on the Deductions panel.

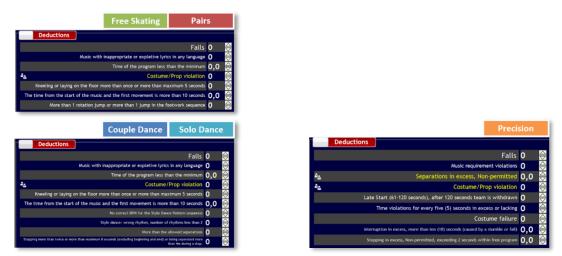


Figure 159. Deductions

For the yellow deductions (Separations in excess and Costume Violation), the Referee can ask the opinion of the judges, by clicking on the corresponding deduction. The judges receive a message where they can vote YES/NO to assign or not the deduction



Figure 160. Deductions with opinion of the judges

<u>Falls</u>

[Referee]The Referee can identify and insert the Falls into the Referee Panel. The number of Falls is updated in both interfaces (Referee and Technical panel)

J	ludge 1 + R	eferee 🌡	Те	ch Pane	t.	- ÷ <u></u>		Contraction of the second s	ompetitor 2 99	x 🗲
	Element				Penalty	QOE	Deductions			
	Traveling (Circle								
	Rotating W							i (,	Falls 🙎	\Rightarrow
	Pivoting Li							Music requirement	nt violations ()	\bigtriangleup
	Pivoting B						2. Constratio	ns in excess, Non-	permitted 0 0	$\overline{\bigtriangleup}$
	Linear Line		- 6 1				Separatio			
	Intersection		of Int.					Costume/Prop	o violation 🛈	\Leftrightarrow
			_				Late Start (61-120 second	s), after 120 seconds	s team is ∩	
	Move + free sk. Move Creative						Time violations for every fi		•	\sim
	Greative						Time violations for every fr	ve (5) seconds in exc	ess or tac 0	$\overline{\frown}$
									me failure 0	\Rightarrow
							Interruption in excess, more that	n ten (10) seconds (cause	^{id by a stum} 0,0	<u> </u>
							Stopping in excess, Non-permitte	ed, exceeding 2 seconds	within free 0,0	
									nent/features 0 itted element 1 itted element 0,0	
	-2	-1	0	+1	+2	+3	SEND COMPONENTS	0:00	SEND MAR	KS

Figure 161. Deductions - Falls

The Judges can see the falls assigned by the Referee and by the Technical Panel on the righthand bottom side of the interface

13.2.7 Confirm and Send marks

[Referee] At the end of each segment, the Referee must always clicks on CONFIRM button to confirm the current segment. After confirming, the AVERAGE function is disabled and all the deductions remain enabled.

J	udge1 + Referee 📥	Tech Par	el	- 2 ₂				Competitor 1 100 %
Ŧ	Element		Penalty	QOE	Components			
	Traveling Wheel			0	· ·			Clear Component
	Traveling Circle*			-1				
	Rotating Circle			+1				
	Pivoting Block*			-2				
	Pivoting Line			-1	Skating Skills	Transitions	Performance	Choreography
	Linear Line*			0 +1	4.25	5.00	4.75	4,50
	Intersection + point of	1-4		+1	4.25	5.00	4.75	4.50
». »	Creative Intersection			+2				
0.	No Hold + step			-1				
				,				
					AVERAGE			
					AVENAGE			
	-2 -1 (+1	+2	+3	SEND COMPONENT	S	0:00	CONFIRM

Figure 162. Referee - Confirm segment

If the Refeere presses the CONFIRM button without asking for the average for the first competitor, a Warning message appears:

Average		×
?	**** WARNING **** Tha AVERAGE has not been asked for the first skater/group. Are you sure to continue?	
	Sì No	

Figure 163. Referee - Confirm segment for the first competitor

[Referee, Judges] At the end of each segment, all the judges must send QOEs and Components by clicking on SEND MARKS button. If one or more technical elements have not been assigned, the judge receives a warning message.

🚺 Judge	1 + Referee co	nnected - Ro	llart Judge F	Panel vers. 4.0	.0.5												-	o x	
Judge 1 + Referee 📥 🛛 Tech Panel. 🗳 🔹															Comp	petito		99 % 📧	
#	Element				Penalty	QOE		mp	one	nts									
1.	Linear Lir	ne														C	lear Co	omponents	
2.	Traveling	Circle																	
3.	Traveling																		
4.	Linear blo						l —			— 1 r									
5.	Rotating						S	katii	ng Ski	lls	Tran	sitions		Perform	nance	Ch	oreogi	raphy	
6.	Rotating	Circle*																	
7.	Pivoting E																		
8.	Pivoting I	.ine*																	
9.	Intersecti		nt of Int.						4	2	3	4	5	6	7	8	0	10	
10.	No Hold +	step					0	'		2	3	4	1	6	7	ð	9	10	
11.	Creative																		
12.	Move + fr	ee sk. Mo	ove																
							A١	/ER	RAG	E							F	alls: 2	
	2	4	0	. 4	+2	+3	CEN		-		IENT	c	00	:46		CENI		ARKS	
-3	-2	- 1	0	+1	+2	+3	JEN	ישו	CON	POP		2	00	.40		JEN		чккэ	

Figure 164. Judges -Send Marks

FREE SKATING/PAIRS/INLINE

ITEM	WS RULE	CHECK
Jumps	In all the categories above Minis, singles with base value, axel, doubles, and triples can be performed maximum twice. If presented twice, one must be in combination. For example, if the skater falls on the 2F solo jump and then falls again on the 2F supposed to be the first jump of the combo jump, the system will consider the second 2F as a Solo Jump and it will not be considered in the value of the technical content.	By Rollart - LIVE By Rollart - LIVE
	A Waltz jump will be accepted as an attempt of the required Axel element. Every solo jump, including one-rotation jumps, will be	By Rollart - LIVE
	called in all the categories.	By Dollart 11/E
	TIME BONUS: If a jump is executed after the half length of the program, it will have a 10% increase of the basic value in the long program of the categories Cadet, Youth, Junior and Senior.	By Rollart - LIVE
	For Junior & Senior: If in between the doubles and/or the triples there are more than one connecting jump, the following jump will not have the increase percentage from its value on a combination jump.	By Rollart - LIVE
	No more than three (3) triples and/or doubles allowed within the combination	By Rollart - VERIFY
Combo Jumps	 Espoir to Cadet, one-rotation jumps will be called, credited and count toward the total number of jumps, when they are placed on first or last position of the Combination Jump. Youth, Junior and Senior, one rotation jumps placed on the first or last position of the combination jump will be called, given NO VALUE and count toward the total number of jumps allowed. 	By Rollart - LIVE
	The same combo cannot be presented more than once, if this happens, the second combo jump will be starred out and given No Value.	By the PANEL
	If the jumps are presented in combination without the use of connecting jumps, the percentages will be: o 10% double-double (only for Minis, Espoir and Cadet Long Program). o 20% double-triple/triple-double. o 30% triple-triple. Note: double Axel is considered a 'triple' rotation jump for this purpose.	By Rollart - LIVE
	Broken ankle is allowed only for Junior and Senior.	By the PANEL
Spins	ALL difficult positions are only allowed once per program. If presented a second time the basic position (camel, sit, upright, broken, inverted, heel) will be starred out and given NO value.	By the PANEL
	For Cadet to Senior: Entry into a solo spin should be without a long preparation. The maximum allowed will be four (4) three turns. If a skater executes more preparation than is allowed the spin will be starred out	By the PANEL

	and given NO value.	
	A difficult variation or position will be counted just once in the whole program. For example, Sideways position for a sit spin will be considered just once as a difficult position in the whole program.	By the PANEL
	There is no limit to the number of difficult positions/variations used, however only one difficult position can be presented per position	By the PANEL
	In a spin combination, if only one (1) of the positions is confirmed by the technical panel, the whole spin will be starred out and receive no value.	By Rollart - VERIFY
	There cannot be two consecutive changes of foot in between positions of combination spin. For example: from a RBO camel stepping forward to the left foot and then to the right again to do a RBO upright.	By the PANEL
Combo	SIT MANDATORY: If the mandatory sit is starred out, the whole combination (the total of the positions confirmed) will only get 50% of its value.	By Rollart - VERIFY
Spins	SIT MANDATORY: Where a position is mandatory and the skater does not achieve this position, the whole combination will get only 50% of its value. In the long program: if the mandatory sit is attempted in both combinations but never confirmed, then the combination with the lesser value will get only 50% of its value.	By Rollart - VERIFY
	SBC: The percentage bonus applies to the Sit and the positions executed after. It shall be applied whenever there is a sit position between two Camels or two (2) consecutive sit positions between two Camels.	By Rollart - LIVE

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