ROLLART

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







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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 5.2 version of RollArt[©] Tech Panel, season 2025.

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_2025.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:

Tech P	anel Settings RollArt Settings Save	Ľ
Ceneral Database Elements Parameters Competitors	Judges Select the number of judges (1 up to 9): 4 Select the number of judges (1 up to 9): 4 Judge Panel Port: 8000 Current IP Address (LAN) Tech Panel: 192.168.56.1 Rollart Log Management Image: Expert Image: Clear from: 01/01/2024 Events Folder Choose events folder: Choose events folder:	Ping time in ms: 2000 V
Results		Browse

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 Pa	anel Settings RollArt Seve
% Ceneral	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
 ➡ Officials ➡ Video ➡ Results ① Close 	Events Folder Choose events folder: C:\RollartSystem\Events Browse >>

Figure 3. Settings - General

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)

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 Save	
्रिः General	Database Path			
Database	C:\RollartSystem\rollartevents.s3db			
Elements	Backup			
Parameters	C:\RollartSystem\Backup		Browse >>	
Competitors	Save database copy Ok			
Officials	Disciplines	Categories		Segments
_] Video	Free Skating Men	Cadets	Senior Basic	
L) Close	Free Skating Ladies Pairs Couple Dance Solo Dance Men Solo Dance Ladies Precision Show Quartets Inline Free Skating Inline Free Skating L	Youth Juniores Seniores Tots Minis Espoire Large Croups Small Croups Junior Groups Promotional Small < • One Click to edit ce	Senior Intermedia Junior Basic Junior Basic Youth Hasic Cadet Intermedia Cadet Intermedia Cadet Intermedia Espoir Basic Espoir Basic G Mini Basic	Short Program Free Program Compulsory Dance Style Dance Free Dance Precision Compulsory 1 Compulsory 2
	*One Click to edit discipline name	* One Click to edit c	ategory name	* One Click to edit segment n

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	S															
Database	Se	lect el	ement typ	e: Jump			~											
15151515151515151	Print	nrevie	w	Jump														
Elements			Marria	Spin				Dese				2	2	Camba	Cambad	Comboss		
5-5-5-5-5-5-5	J	ID	Name	Step S	equenc	e		ваѕе	<	<<	-1	-2	-3	Combo	Combo<	Combo<<		
Parameters	U	0	waitz Jump	Spiral	is Junp			0,4	0 42	0	-0,1	-0,2	-0,3	0,41	0	0.01		
	Μ	1	Calabaux	Lift				0,6	0,42	0,3	-0,1	-0,2	-0,3	0,61	0,43	0,31	-	
Competitors	Р	2	Salchow	Conta	ct Spin			0,0	0,42	0,3	-0,1	-0,2	-0,3	0.94	0,43	0,31		
		3	rup Lutz	11 Dance	Jump	ing		0,0	0,50	0,4	-0,1	-0,2	-0,4	0.96	0,67	0,43		
Omciais		4 5	Loop	Dance	Step			0,9	0,63	0.45	-0,1	-0.2	-0,4	0,96	0.67	0,48		
Video		6		Dance	Lift			1.3	0.91	0.65	-0.2	-0.2	-0.4	1.4	0.98	0.7		
888888888		7	2 Toeloop	Dance	Sequen	ice		1 7	1 19	0.85	-0.2	-0.3	-0.4	1.85	1.3	0.93		
Close		8	2 Salchow	2º Patter	ion Flor	ence		1.7	1 19	0.85	-0.2	-0.3	-0.4	1.85	1.3	0.93		
322222222222			9	2 Flip	2 Quart	ets Elem	ent		2	1.4	1	-0.2	-0.4	-0.5	2.28	1,6	1.14	
33333333333		10	2 Lutz	2Lz	0.5	0.4	0.2	2.2	1,54		-0.2	-0.4	-0.5	2,51	1,76	1,25		
		11	2 LOOD	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		
		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		
333333333333		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		
		14	3 Toeloop	3Т	1,9	1,4	0,9	7	5,6	4,2	-0,9	-1,4	-1,9	8,12	6,5	4,87		
232322323232		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		
333333333333		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	1	
333333333333		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		
1325252525252		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

3D	Name	Code	+3	+2	+1	Base	Under	Half	-1	-2	-3	Combo	ComboUnder	ComboHalf
0	Waltz Jump	1 IW	0,3	0.2	0,1	0,3	0	0	0.1	0.2	0.3	0,31	0	0
1	Toeloop	17	0,3	0.2	0.1	0.6	0,42	0,3	-0,1	-0,2	-0,3	0.61	0,43	0,31
2	Salchow	15	0,3	0,2	0,1	0,6	0,42	0,3	-0,1	-0,2	-0,9	0,61	0,43	0,31
а.	Flip	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	Lutz	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
5	Loop	11.0	0,4	0,2	0,1	0,9	0,63	0,45	-0,1	-0,2	-0,4	0,96	0,67	0,48
6	Axel	1.6	0,4	0,3	0,2	3,3	0,91	0,65	-0,2	-0,3	-0,4	1,4	0,98	0,7
7	2 Toeloop	21	0,4	0.3	0.2	1.7	1.19	0.85	-0.2	-0.3	-0,4	1.85	1.3	0,93
8	2 Salchow	25	0,4	0.3	0.2	1.7	1.19	0.85	-0.2	-0.3	-0,4	1.85	1.0	0.93
9	2 Flip	24	0.5	0.4	0,2	2	1.4	3.	-0,2	-0,4	-0.5	2,26	1.6	1,14
10	2 Lutz	21.2	0.5	0,4	0,2	2,2	1,54	3.3	-0,2	-0,4	-0.5	2,51	1.76	1,25
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
12	2 Axel	2A	1,3	0,8	0,3	6,1	4,88	3,66	-0,2	-0,8	-1,3	7,02	5,61	4,21
13	2 Salchow	35	1,4	0,9	0,4	7	5,6	4,2	-0,4	-0,9	-1,4	8,12	6,5	4,87
1.4	3 Toeloop	ar	1,4	0,9	0,4	7	5,6	4,2	-0,4	-0,9	-1,4	8,12	6,5	4,87
15	3 Flip	38	1,8	1,1	0,4	8,3	0.04	4,98	-0,4	-1,1	-1,8	10,04	8.03	6,03
10	3 Lutz	SLZ	1.9	1.2	0.5	8.8	7,04	5,28	-0.5	-1,2	-1.9	10.65	8,52	0.39
17	3 Loop	3Lo	1.9	1.2	0.5	8,8	7,04	5,28	-0.5	-1.2	-1.9	10.65	8,52	6,39
1.6	3 Axel	3A	2,3	1.6	0.9	11.0	9,44	8,26	-0.9	-1.6	-2.3	14.4	11.52	10,08
19	4 Salchow	45	2,3	1,6	0,9	13,4	10,72	9,38	-0,9	-1,6	-2,3	16,48	13,19	11,54
20	4 Toeloop	4T	2,3	1.6	0,9	13,4	10,72	9,58	-0,9	-1.6	-2,3	16,40	13,19	11,54
21	4 Loop	4LO	2,2	1,6	0,9	16,4	12,12	11,48	-0,9	-1,6	-2,2	20,99	16,79	14,69
22	4 Flip	45	2,3	1,6	0,9	15,8	12,64	11,06	-0,9	-1,6	-2,3	20,22	16,18	14,16
23	4 Lutz	41.2	2,3	1,6	0,9	16,4	13,12	11,48	-0,9	-1,6	-2,3	20,99	16,79	14,69
24	4 Axel	40	2,8	2	1,2	18.8	15,04	13,16	-2.8	-2	-1,2	24,44	19,55	17,11
27	Thoren	1.775	0,4	0.2	0,1	0.9	0.63	0.45	-0,1	-0,2	-0,4	0,96	0.67	0,48
28	2 Thoren	2Th	0.5	0.4	0,2	2,2	1.54	3.3	-0.2	-0,4	-0,5	2,51	1.76	1,25
29	3 Thoren	BTh	1.9	1.2	0.5	0.0	7.04	5,28	-0.5	-1.2	-1.9	10.65	8.52	6,39
30	4 Thoren	4Th	2.3	1.0	0.9	10.4	13.12	11,40	-0.9	-1.6	-2.3	20.99	16.79	14.69
64	No Jump	NU	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:

ş General	Free Skating Pairs Dance Precision Quart	ets			
Database	Free Skating				_
Elements	Select category: Seniores	✓ ● Ladies	Inline Ladies	Short 💿 Long	
Parameters		Men	Inline Men		
Competitors	Components Factor: 1,8	÷	 S	Time of the program:	4:30
Officials	Jumps			Spins	
] Video	Number of Jumps: 9			Number of Spins:	;
) Close	Number of single jumps: 9			Number of single spins: 2	-
	Number of combo jumps: 3			umber of combo spins: 2	
	Max jumps in combo: 5			Max spins in combo: 5	j
	Double-Double: 0			Max number same spin: 🛛	
	Triple-Double: 20			Nax number same heel: 🛛	
	Triple-Triple: 30			Steps	
	Max number same jump: 2			of Footworks/Choreo: 2	2

Figure 7. Settings - Free Skating Parameters

PAIRS PARAMETERS:

👷 General	Free Skating Pairs Dance Precision Quartet	s		
Database	Pairs			
Elements	Select category: Juniores	Short Song		
Parameters				
Competitors	🙀 Components Factor: <mark>1,8 🗧</mark>		Time of the program: 4:30	
• Officials	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	
			Number of Footworks/Choreo: 1	

Figure 8. Settings - Pairs Parameters

DANCE PARAMETERS:

XXXX	Free skacing Pairs Dance Precision C	Quartets
se	Couple Dance/Solo Dance	
ts	Select category: Seniores	👻 💿 Couple 🔍 Solo Men 🔍 Solo Ladies
ters		Style/Compulsory Free Dance
tors	Components Factor: 1,0 拿	Time of the program: 3:00
	Dance Elements	Couple Dance
	Pattern dance sequences: 1	Stationary/Rotational/Combo/Choreo Lifts: 1
	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

PRECISION PARAMETERS:

් _{රු} General	Free Skating Pairs Dance Precision Quartets	
😂 Database	Precision	
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	Precision Elements	Precision Elements
Video	Linear Line: 1	Intersection element: 1
	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	

Figure 10. Settings - Precision Parameters

QUARTETS PARAMETERS:

b. General	Free Skating Pairs Dance Precision Quartets	
Database	Quartets	
Elements	Select category: Seniores	
Parameters		
Competitors	😤 Components Factor: <mark>1,2 </mark>	Time of the program: 4:30
• Officials	Elements	
J Video	Cluster: 1	
り Close	Traveling: 1	
	Combo: 0	

Figure 11. Settings - Quartets Parameters

2.1.5 COMPETITORS

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

Database	Com	Pree Ska Free Ska Free Ska	ting M O Couple Dance ting F Pairs	 Solo Dance M Solo Dance F 	PrecisionQuartets	 Show grou ALL
Elements	Skate	er*				Nation
Parameters	CI	ub		R	Region	
		Add Delete Delete Sind 34 fo	und			
Officials		<i>"</i>		-	Import from xml	Export to 2
		Name	Club	Region	Nation	Discipline
Video	▶	ADADAD				Free Skating
322222222222		ALEJANDRO RIOS GOMEZ - JULIA RODRIGUEZ	RODRIGUEZ		ESP	Couple Dance
Close		ALESSANDRO PEZZOLLA			ITA	Free Skating
		ANDRE ROXO	ASD TEST		POR	Free Skating
2222222222222		BARROCU MATTEO			ITA	Free Skating
222222222222		BONERA ALEX - GHIROLDI AURORA	34 ASD CON.			Pairs
333333333333		BOZZINI ALESSANDRO - PIAZZI ALICE				Pairs
2222222222		CEPA GROUP 3			ESP	Show
8666666666		CPA GROUP 1			ESP	Show
		CPA GROUP 2			ESP	Show
2222222222		DI NUNZIO MATTEO - PARZIALE MARIACLAUD	IA 3425 ALUSIA		ITA	Couple Dance
		DI NUNZIO MATTEO - PARZIALE MARIACLAUD	IA		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.

ଦ୍ _{ରୁ} General	Officials			
😫 Database	Name	Region		Nation
= Elements	Add Delete 💭 F	ind 153 found		
🛱 Parameters			Import from xml	Export to xml
	Name	Region	Nation	,
Competitors	FULIGNI ANNA		ITA	
	GABRIELA OTTEN		WSE	
Officials	GABRIELA OTTEN-FLACH		WSE	
22-22-22-22-22-22-22-22-22-22-22-22-22-	GABRYELLA REGINA		BRA	
	GABRYELLA REGINA		ws	
	GARY CALLAHAN		USA	
	GEA VON HENNING		NLD	
	GIANNI TILOTTI		ws	
333333333333	GIUSI BONUTTI		ITA	
	GONDA VERBRUGGEN		BEL	
	HELENA VIANA		POR	
33333333333333	HELGA MARQUES		POR	
12222222222222	HELGA MARQUES		WSE	
131262828282828	ILARIA PIAZZINI		ITA	
22222222222222	וכ		ws	
33333333333333	JANET JORDAN			•
555555555555	* 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.

्रे _{के} General 😂 Database	VideoScreen is not connected	
Elements	IP Address: 127.0.0.1 Ping time in ms: 5000	VideoReview port: 10006 🚖
 Parameters Competitors 	Port: 10005 두 🗸 "Progressive" - send Start for element w	ith level
Contractions	Use Static Screen if VideoScreen Appl	lication is not connected
ပြံ Close	Preview Skater Preview Results Preview Combined R	tesults Preview Results for Show Groups
	Short Description (SHOW GROUPS - QUARTETS)	Lorem ipsum dolor sit amet, consectetur adipiscing

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
 - \circ $\;$ 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:

				Clo	se windows
			Segment C LP: Long Pr SP: Short Pr CD: Compu SD: Style D FD: Free Da P: Precision Q: Quartets	Code ogram rogram Isory Dance ance ance	
		Skating or	der	TOTAL	Rank
_	SEBASTI	IAN SETTEL	15 LP	56.82	12
SKATE	Technical 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 TOTAL RK GROUP NAME / PROGRAM TITLE 40.97 5 15 1 Final rank SKATING SKILLS GROUP 12.61 PERFORMANCE IDEA and 13.98 9.43 6.45 CHO SKATE Components 42.47 Deductions -1.5
- Preview Results for Show Groups allows to test the score window for show groups:

Figure 17a. Settings - Video - preview show results window

2.1.8 **RESULTS**

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

⁰ තු General	Results			
😂 Database	Create an all-in-one PDF file (Final+Results+Panel)		Add Date and Time to file	name
Elements	Show "Club" for International	and WorldSkate events	■ Show "Nation" for Local/Relation	egional/National events
🛱 Parameters	Exporting all results: use shore	t name		
🚖 Competitors	Export pdf after each skater	C:\RollartSystem\Events\ter	mp	Browse >>
Contraction of the second s	FINAL	RESULTS	COMPULSORY	
🛄 Video	<u>Change color</u>	<u>Change color</u>	Change color	
Results	Free Skating Ladies Cadets Pl. Name Nation	Pairs Senior - Short Program Pl. Name Nation	Solo Dance Ladies Espoir Pl. Name Nation	
Close				
	WORLD SKATE	O WORLD SKATE		Remove WorldSkate logo
	Set default colors			

Figure 18. Settings - Video - preview show results window

The Results panel provides the following functions:

- 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)
- "Change color" allows to choose the Header and Title color for FINAL, RESULTS and COMPULSORY pdf
- "Remove WorldSkate logo" allows to hide the WorldSkate logo on the bottom page

3 OPERATING MODE

Rollart 5.2 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 18. Change from FULL to LITE Mode



Figure 19. 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.

Full Mode	☆ [22] Inline Free Skating Men - Seniores - Artistic World Championships	ATEGORIZ C	Artistic W	orld Championships	FreeSkating
New Competition 🛱	Artistic World Championships FreeSkating (5) ↑ (4) Free Skating Ladies - Juniores - Artistic World Championships ★ (5) Eree Skating Man - Juniores - Artistic World Championships		Description		
New Event 🚖	 ¬ ¬ ¬		Place* Rimini (ITA)	Nati ITA -	on Italy ~
Event List 📃			Date from	To Even	nt type*
Settings 🔯	9] Couple Dance - Seniores - Artistic World Championships ☆ [29] Couple Dance - Juniores - Artistic World Championships CoupleDanc	P TEST	Rink name	Rink Size	Logo top left
Rollart Review <u>7</u> 2			Sponsor 1 Sponsor	✓	
Video Screen 💻	30] Pairs - Seniores - TEST PAIRS		sponsor 1 Sponsor 2	Sponsor 3 Header/Footer	
💻 Disconnected	Y Artistic World Championships Solo Dance (5) Solo Dance Ladies - Juniores - Artistic World Championships Il3 Solo Dance Men - Juniores - Artistic World Championships Il3 Solo Dance Men - Juniores - Artistic World Championships		Name url		
				max size 150x90	
	Y Artistic World Championships Show (3) Show - Small Groups - Artistic World Championships		bottom left -		
01	25] Show - Large Groups - Artistic World Championships				
	(28) Show - Small Groups - TEST EVENT Show (28) Show - Small Groups - TEST EVENT Show (28) Show - Small Groups - TEST EVENT Show (28) Control of the state of	+ -	Update Competition	PDF Export All Results	Time Scheduling
Exit ዕ		Results	PDF		

Figure 20. Change from LITE to FULL Mode



Figure 21. 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.

Free Skating Men Seniores SHORT PROGRAM									
Competitors: 3 Next	Judges: 3								
ALESSANDRO PEZZOLLA	A Contraction of the second seco								
Components Factor: 1									
Time of the program: 02:45									
•••••• WARNING: You are running F	Rollart in LITE Mode *****								
CANCEL	START								

Figure 22. 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.

Ever	nt Nur	nber	/Segment Type: 20/1 - F	Free S	kating	g Men	n Seni	ores				\sim														
J1	J	2	J3 J4 J5 J6	6 ,	J7		J 9	R	S	TA	RT <mark>(</mark>	LITE Mod		CONFIR	M	RESE	T		SKIP	?	QUIT					
Sc	olo	Ju	mp				W	0	÷[-	Fle	ement	Value	Type	Bonus	т	*									S	pins
U	н	D	AXEL		1	2	3	4			25	1.70	Jump	Bollus					Combo	Spin		SBC	31	3P	-	~
D	L	w	TOFLOOD		1	2	z		:	2	3T	8.12	CombJump 1						New	B 0	R4	R6	BD	DC	DE	SV
E	F	N	TOELOOP		-	~	-				NJ	0.00	CombJump 2										E	LS	н	
O	к 0	R	SALCHOW		1	2	3	4			NJ	0.00	CombJump 3					U	PRIG	ΗT		0	R	RU	т	1
Т	Т	Α	FLIP		1	2	3	4			3S <	5.60	CombJump 4						-							
T	T	DE	LUTZ	Ţ	1	2	3	4		3 (,	CBD	1.40	Spin	+40% (CF)				5							в	
Е	Е	D	LOOP		1	2	3	4	1 '	•	S	2.50	CombSpin 7	+75% (SS+SBC)				c		BAC	к	0	F	S	L	1
D	Ь				1	2	z	6		(CBD	1.15	CombSpin 3	+15% (SBC)						FOR	w	0				1
			THOREIN			2	2	~?			U	1.82	CombSpin 4	1p+65% (US+SB	IC)							0				1
С	oml	00	Jumps	W	Х	Ne	ew	0		5	St2	3.30	Steps						EEL	FOR	w	0				1
UN	H	D O	AXEL		1	2	3	4		6 3	2 A <	4.88	Jump					В	ROKE	EN		0				1
D	L	W	TOELOOP		1	2	3	4										II	IVER	TED		0		BRY		1
R	Р 0	G	SALCHOW		1	2	3	4																		
O T	R T	R A	FLIP		1	2	3	4																Sec	quer	nces
A	A	D		1	1	2	3	4										FO	отw	ORK		0	B	8 1	2 3	34
Ē	Ē	D			1	2	3	4										СН	OREC)		C	B	6		
D	D		THOREN		1	2	3	4											FALL	5 1	: (-1.0	D) Mis	ssing	Eleme	nt () 📫
			monten			-													Illega	0	-	Ma	ndat	ory spi	ⁿ . () 🖻
									De	el La	st	Cancel	Split	Check Re	view	* T	1		Elemen			no	ot at	tempte	d	
31 Bas	.87 e teci	nnica	-1.0 30.8 Deductions Total	37		Pr	Sh ogr	nort am	3/	3 - /	ALE	SSAN	DRO PEZZ	OLLA (ITA)								Prev Prev	.Seg	gment jment	RAN SCO	NK : - RE: -

Figure 23. Data Operator interface in LITE Mode

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

Rollar	LITE M	ode - Insert QOE	s and Components																
B	ACK	3/3	- ALESSANDRO	PEZZOLI	LA (IT/	۹)						11	all		∧ De	ductions	(-2.0)	CONF	IRM
	TE	CHNI	CAL ELEMENT	S			-3	-2	-1	0	+	1 1	-2	+3					
	#	Code	Name	Туре	Bonus		Time	•	Refere	e J	10	J2 [ືງ ງ ຊ	5 🗅					
•	1	2S	2 Salchow	Jump						-	-		-	-	0				
	2	3T	3 Toeloop	CombJump 1						•	•		-	•	0				
		NJ	No Jump	CombJump 2					0	- 0	•	0	- 0	-	0				
		NJ	No Jump	CombJump 3					0	- O	•	0	- 0	-	0				
		35 <	3 Salchow	CombJump 4						-	-		-	-	0				
	3	CBD	Camel Backward Spin (Spin	+40% (C	F)				•	•		-	-	0				
	4	HFD	Heel Forward Spin	CombSpin 1						-	-		-	-	0				
		S	Sit Spin (Sideway+Sit b	CombSpin 2	+75% (SS	S+SBC)				*	-		-	-	0				
		CBD	Camel Backward Spin(CombSpin 3	+15% (SE	BC)				-	•		-	-	0				
		U	Upright Spin(Sit betwe	CombSpin 4	1p+65%	(US+SBC)				•	•		•	-	0				
	5	St2	Footwork sequence	Steps						-	-		-	-	0				
	6	2A <	2 Axel	Jump						•	•		-	-	0				
	c	омро	NENTS		0 1	2	3	4	5	6		7	8		9 10				
	#	Name	<u>, </u>		Refere	e Jl 🗅	J2 🗅	J	3 টা	25, 25, 2	<u>. 24 2</u>	4.24.24	<u> </u>	8,98,2		<u> </u>	5 25 25 25 2		<u>ne 3ne 3ne 3ne</u>
		Skatin	ig Skills			•	-	-	- (
		Transi	tions/Linking Footwork	/Group T		-	•	-	- (
		Perfor	mance/Execution			-	-	-	- (
		Chore	ography/Composition			•	-	-	- (

Figure 24. 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 25. 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:

International Sed	mak - Bressan Tro	p hy	(world
description			double click to select
Free Skating, Cou	iple Dance, Solo Da	ance, Pairs	TRIESTE-IT-2023
Place*		Nation	
Opicina (TS)		ITA - Italy	~
Date from		Event type*	
22/05/2023 🔲 🕶	28/05/2023 🔲 🕶	International Con	npetition 🗸
Rink name	Rink Size	Sponsor	
Polet Rink	25x50 ~	Main sponsor	
			85555555
Close		Insert Com	petition

Figure 26. 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 27. Update a Competition

Export All Results button: by selecting a competition it's possible to export all the results

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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.

	Test ev Con	ents Free Skating _Da npetition Time Sc	nce hedule					
Select one or mu	ltiple events	. Date 13/12/20	022 ~ 🥝	Starting time 16:	55 ≑ 🥝	Events i	nterval 10	D 🔹 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''
Close					1	↓.		onfirm and Close

Figure 28. Competition Time Scheduling

Sponsors: 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.

Sponsor 1 🖋 Sponsor 2 Sponsor 3 🖌 Header/Footer	Sponsor 1 < Sponsor 2 Sponsor 3
Name Sponsor 2	
url	Header and Footer images
W 150 + H 80 +	will be applied to FINAL, RESULTS and COMPULSORY and
bottom center	Footer Select

Figure 29. Adding sponsor and header/footer details

Header/Footer: by selecting the competition, it's possible to add up the header and the footer image for the FINAL, RESULTS and COMPULSORY pdf.

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 30. 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 31. Insert a New Event under a Competition



Figure 32. Competition combobox - Select a Competition

Lite Mode 🥩	Select a Competition	<stand-alone event=""></stand-alone>			~			
New Competition 🛱	Event name* Stand alone Event Inline		<mark>Place</mark> Madrid			Date from 19/12/2022	To ~ 19/12/2023	2 ~
New Event ★	Discipline* Inline Free Skating Men V	Category* Juniores	⊻ Short ≚ ⊻ Free	Program Program		Off Number of Jud	icials Panel*	Select
Event List 🗮 Settings 🕸	Skaters List* Skater* Short Program	50 Pro	Free	Nation	3 chars	Event M.	EVENT VIDEO MANAGER CUTTER	WS
Rollart Review 📿	Club	Region		ADD UPDATE		D.Operator	DO	ws
Video Screen	# Skater 1 SKATER NAME 1 2 SKATER NAME 2	Club	Region	Nation Info 1 USA ITA	Info 2	▲ Assistant <u>A</u> Controller <u>A</u> Referee <u>A</u> Judge 1 <u>A</u> Judge 2 <u>A</u> Judge 3	AS CON REF J1 J2 J3	WS
Exit						Ins	ert Event	

Figure 33. 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 34. 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	Nat	tion
Club	AINA LAFLIFNTE AJDA PAHOR	UF	PDATE DELETE
# 5	AMBER STEVENS AMELIA RICHRDS ANGELA DIEZ SEVERINO ANNA MARTI BALLETO		Nation

Figure 35. Insert a New Event - skaters list

Next enter the Officials.

Officials panel features:

- <u>Number of judges (value set from Settings)</u>.
- <u>Select</u> 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		
TECHPANEL	Technical Specialist * Data operator * Assistant Controller		
	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 36. Insert a New Event - Officials list

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



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 38. 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:



Figure 39. Events and Competition list

The status of each event is indicated as:

- Not started ζ
- 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. <u>Warning: If a Competition is selected and deleted, all the related events will be deleted.</u>
- **A** 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</u> will be initialized.
- **C Restore**: Restore a selected database into the current database.
- **Den new:** Allows to select a new RollArt database (s3db format)
- **C** Open log: Shows the RollArt events log
- **Duplicate:** Allows to duplicate the selected event
- **OExpand All:** Opens all the events and competitions

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



Figure 40. 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 41. 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 42. Drag & Drop Events - Select the event to move (Solo Dance Mens)



Figure 43. 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 44. 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 Man	Vide	Video Manager			Cutter		
	GIANNI TILO	тті						
<u>.</u>	Specialist	— C	ontroller		Assistan	t	Data Operator	
E	BRUNO ACEÑA	MAR	IA ALVAREZ	GABR	YELLA REC	INA (DANIELE TOFANI	
	Referee	🗧 Judge	el 💶 J	udge 2	🚺 J (ıdge 3	🏪 Judge 4	
sv	EN NOETZEL	PEDRO OLIV	RO OLIVEIRA M BUS		SONIA	MALAGUTI	FELIPE LEGRADI	
٩	Judge 5	Judge	6 J	udge 7	Ju	udge 8	Judge 9	
A	NA PAOLA OLIVEIRA	-			·			

Figure 45. 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 46. Update Officials Panel - Warning message

It is possible to use a context menu by right clicking once on the selected official to update, <u>delete</u> 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	ager	Video	Manage	er i	_	Cutter	
GIANNI TILC	тті					Add Delete	
Specialist	📥 Co	ontroller	💽 A:	ssistant		Update	rator
BRUNO ACEÑA	MAR	IA ALVAREZ	GABRYI	ELLA REGIN	-		FANI
Referee	Judge	1 💶 Ju	dge 2	Jud	ge 3	📒 🔚 Ju	idge 4
SVEN NOETZEL	PEDRO OLIV	EIRA M/ BUST	AURO AMANTE	SONIA M	IALAGU	ITI FELIP	E LEGRADI
📀 Judge 5	Judge	6 Ju	dge 7	Jud	ge 8	Ju	idge 9

Figure 47. Add an official

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 48. Segment not started									
Short Program	View Results	Delete	Results	0					
Free Program	View Results	Delete	Results						
Figure 49. Segment completed									

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.

k before starting the s	egment	Ż
Competitors: 3 MARTA PLAINO		
Judges: 4		
Components Factor: 1		
Time of the program: 02:4	"	
		ž
NCEL	START	
	ck before starting the s Competitors: 3 MARTA PLAINO Judges: 4 Components Factor: 1 Time of the program: 02:4 NCEL	ck before starting the segment Competitors: 3 MARTA PLAINO Judges: 4 Components Factor: 1 Time of the program: 02:45 NCEL

Figure 50. 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.
- <u>Skating Order/Results</u> 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 51. 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 52. Segment in progress - Couple dance

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

Figure 53a. Segment not started - compulsory dances

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

4.3.4 Event Setup

By selecting the icon Rollart allows to setup the judge/referee panel before the event starts with Judge name, discipline, category, segment. Not mandatory to start an event.

Short Program 🚨	Start	Delete	Skating Order	🖶 🕔
Free Program 🚨	Start	Delete	Skating Order	₿ 🕔



4.3.5 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 (6 skaters by default).

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.

oups	4 🗘 Skate	ers per grou	ир 6 🕂 🤣	Performance 2'30" Warmup 4'30" Judging time	3'30'' 💾	Event length 2h
der	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	
	15:47	6:00	15:53	ZAIRA GONZALEZ	URU	
3	15:53	6:00	15:59	JÚLIA RIBAS	ESP	
)	15:59	6:00	16:05	MIA MEDINA	PAR	
0	16:05	6:00	16:11	LAURA SOUZA	BRA	
	16:11	16:15	4:30	******** Warm Up Group 3 *******		
1	16:15	6:00	16:21	SOFIA AGUILAR MICARELLI	ARG	
2	16:21	6:00	16:27	VICTORIA KARP LEIVA	SAL	
3	16:27	6:00	16:33	EILEN SOFÍA VILLAMIL REYES	COL	
4	16:33	6:00	16:39	STEPHANIA GALLEGOS	PAR	
5	16:39	6:00	16:45	GALIT PINZON FERNANDEZ	PAN	
	16:45	16:50	4:30	******** Warm Up Group 4 *******		
6	16:50	6:00	16:56	MICAELA LOPETEGUI	ARG	
7	16:56	6:00	17:02	MARIA EDUARDA SOUZA	BRA	
8	17:02	6:00	17:08	ALINE HENRIQUE	BRA	

Figure 53. Event time schedule

4.3.6 Pattern Dance List

Dance Patterns available for compulsory and style dance - updated 2025:

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			
Raggae G	Cumbia	And Foxtrot			

4.3.7 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 progress
- \circ Completed

	Artistic World Champ	oionshi	ps Fr	eeSkati	ng 888			SKAT	ING ORDI	ER - Free P	e Skating Men Seniores SHORT
Name	LUCAS YANEZ PERES				50 Nati	on: ESP	Т	itle:			80 NEW
Club	Club:					Descrip	Description:				
Info	LOSE YOURSELF			50 W	orldSkate Pa	nking.					OPDATE
						9.					400 V DELETE
Order	Name	WSR	Club	Nation	BaseTech	FinalTech	Comp.	Ded.	Total	Rank	
Group	1 (6 skaters)										
1	THOMAS ADAMS			GBR							
2	DANILO GELAO			ITA							
3	YUBO ZHAI			CHN							
4	YI-HSUEH LIN			TPE							
5	TOMAS ROMAN MASIA			ARG							
6	FRANCO DONATO MASTROIANNI VITO			ARG							
Group	2 (6 skaters)										
7	LUCAS YANEZ PERES			ESP							
8	ARNAU PÉREZ MONTERO			ESP							
9	DIOGO NOGUEIRA			POR							
10	ALEX CHIMETTO			ITA							
n	COLLIN MOTLEY			USA							
12	DEIVI ROJAS			COL							
Group	3 (5 skaters)										
13	ALESSANDRO LIBERATORE			ITA							
14	TIM SCHUBERT			GER							
15	ERIK MEDZIUKEVICIUS LEITE			BRA							
16	DIOGO CRAVEIRO			POR							
17	HECTOR DIEZ SEVERINO			ESP							
	For short pro	ogram and	style	dance: the	groups will be	e determined b	by the World S	kate ranking	g. Skaters will		
Clo	Se skate in rever with the top	rse order ranked sk	of the ater sk	ranking. F ating last	or example, th Any skaters er	e top ranked s ntered who are	katers will ska not listed on	te in the fin the world s	al groups kate ranking		Confirm and Close

Figure 54. 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)

1	SKA	Henryland
2	SKA	Unranked
3	SKAT 😤	Top ranked
4	SKATER	IPE
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 1 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

National Ranked Groups: right clicking it is possible to assign a "green bullet" that allows to select the groups with National WorldSkate ranking and drawn to skate before those listed in the ranking but after the unranked groups (applied to Show and Precision)

<u>No mark to</u> any skaters	<u>Some skaters marked</u> <u>as "unranked"</u>	<u>Some skaters</u> marked as "top ranked"	<u>Some skaters marked</u> <u>as "top ranked",</u> <u>others marked as</u> <u>"unranked"</u>	Some groups marked as "national ranked", others marked as "top ranked"		
Random button allows to draw all the skaters	The unranked skaters will be drawn randomly. The other skaters will have to be manually moved	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	National ranked groups will be drawn just before the top ranked, the top ranked put in the last group		
randomly without priority	according to the WS ranking Group 1 (5 skaters) 1 SKATER 10 CHI 2 SKATER 3 GER 3 SKATER 7 FRA 4 SKATER 1 USA 5 SKATER 2 ITA Group 2 (5 skaters) 6 SKATER 4 IND 7 SKATER 5 ESP 8 SKATER 6 AUS 9 SKATER 8 SUI 10 SKATER 9 TPE	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	Order Name Nation 1 CP SANT QUIRZE (LET T ESP 2 DYNAMI SMALL GROUP (BRA 3 TEAMNL - RC DE KER-R NED 4 PHIDEAS (THE HANDMA BRA 5 EVOLUTION (GAIA: IN TH ITA 6 CLUBE PATINAGEM DO S POR 7 ODIVELAS SHOW TEAM POR 8 AGUAI (COMEN BETWEE ARG 9 ANNY FLY (GRACIAS MA ARG 10 ROLARSK8SHOW (THE A POR 11 ONYX (EDWARD) FRA 12 ARGENSHOW (SOMEBO ARG ☆ 13 DEJA VU (THE HAPPENIN ITA ☆ 14 ROMA ROLLER TEAM (TH ITA ☆ 15 ARTISTIC SKATING CUNI ESP ☆ 16 CPA TONA (ETERNAL DA ESP		

Figure 55. Skating Order - Top, ranked, Unranked skaters
	SKATE GAME	ES ARGENTINA	2022)			SR	Senio	RDER - Free Ska pres SHORT PROC	ting Ladies GRAM
		13132323233	Pasa Taab	EinelTech	Cam	Ded	1000000000000000000000000000000000000	Deels	Not Started
Group	1 (6 skatos)	C. Nation	baserecti	Finalieun	comp.	Deu.	Iota	Rallik	
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					-9393939	93939393939 <u>93939</u> 393	
14	LUDIVINE MALLE	FRA						Groups: 6 🗘	8
15	XIMENAVERA	ECU					Maximu	m number of	
16	MANOELASILVA DI MAIO	BRA					skater	rs per group: 🧕 💼	
Group	4 (5 skaters)						8-8-8-8-8	lide Groups	
17	ASHLEY CLIFFORD	USA							
10	CONSTANTA DINO	CHI						2-2-2-2-2-2-2-2-2	

Figure 56. 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".

ROLLART TE	CHPANEL 2024 LITE MODE ROLLART		RLD				
Full Mode 🙏	ANY COMPETITION> · <any discipline=""> · <any ca<="" th=""><th>TEGORY> •</th><th></th><th>FREESKATING CA</th><th>DETLADIES</th><th></th><th></th></any></any>	TEGORY> •		FREESKATING CA	DETLADIES		
New Competition 🛱	ATISTIC INTERNATIONAL SERIES 2023 (27)	s	Date from: 08/05	5/2023 ~ To: (08/05/2023 ~	E Sa	5
New Event ★	117] Free Skating Men - Minis - FREESKATING MINIS MEN	DIES	Judges: 5	Discipline: F	ree Skating Lad	ies	2
Event List 📃	[19] Free Skating Men - Espoire - FREESKATING ESPOIR MEN [20] Free Skating Ladies - Cadets - FREESKATING CADET LA	DIES	Event Manager	Video Mar	adels	Cutter	
Settings 🔯	- 🚖 [21] Free Skating Men - Cadets - FREESKATING CADET MEN	IES	GIANNI TILOTTI	Pideo Mar		BELEN VEGA	
Rollart Review 🔀	Tresskating Men - FRESSKATING CADET LADIES Asunción - 08/05/2023 Free Skating Ladies - Cadets Skaters:18 - Judges:5 Skaters:18 - Judges:5	ADIES M/	Specialist ARIA ISABEL ÁLVAREZ	Controller	Assistant BRAIS ABAD	GIANNI TILOTTI	
Video Screen 💻	Image: Status of the statu	LADIES EN	LISA FRIDAY	Judge 1 Judge 2	2 Judge 3 REDO PILAR CONTI	TOMINA RASO	
💻 Disconnected		ES ES DIES	Judge 5 CLAUDIA BARRACÂN	Judge 6 Judge 7	Judge 8	Judge 9	
	- 🚖 [33] Solo Dance Men - Juniores - SOLO DANCE JUNIOR MEN - 🚖 [34] Solo Dance Ladies - Seniores - SOLO DANCE SENIOR LA	DIES	Short Progra	Wiew Results	Delete	Results	0
	- 🔆 [35] Solo Dance Men - Seniores - SOLO DANCE SENIOR MEN		Free Progra	Wiew Results	Deleta	Results	0
	G.\II mio Drive.\Pattinaggio\GaRE\WorldSkate\2023\Asuncion\A INTERNATIONAL SERIES 2023 - ASUNCION (17).s3db	+-					
Exit 🖒	COOL Results	PDF				WOR	LD TE

Figure 57. View Results

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

Club	MARINA ROTO FERNANDEZ			50	Hutton.	LJF	Descripti	on:	0	UDD
Inf	HE TOUCHED ME / BARBARA	STR	EISAND	50					400 M	DELE
tank	Name	C.,	Nation	BaseTech	FinalTech	Comp.	Ded.	Total	400 +	
1	MARINA ROYO FERNANDEZ		ESP	26.48	26.85	17.67	0	44.52		
2	JÚLIA RIBAS		ESP	26.36	26.93	16.84	0	43.77		
3	SOFIA AGUILAR MICARELLI		ARG	29.53	26.03	16.83	-1	41.86		
4	MICAELA LOPETEGUI		ARG	25.35	23.52	18.25	0	41.77		
5	LUNA CASUCCIO		ARG	26.52	24.50	15.34	0	39.84		
6	ZAIRA GONZALEZ		URU	20.59	19.28	16.34	0	35.62		
7	VICTORIA KARP LEIVA		SAL	25.12	22.09	13.83	-1	34.92		
8	EILEN SOFÍA VILLAMIL REYES		COL	22.53	20.99	13.91	0	34.90		
9	LAURA SOUZA		BRA	22.67	20.20	15.01	-1	34.21		
10	CAMILA GARCIA DE PAREDES		PAN	15.70	13.22	13.34	0	26.56		
n	KAREN ESPITIA OLMOS		COL	13.35	12.19	13.74	-1	24.93		
12	STEPHANIA GALLEGOS		PAR	13.76	12.16	12.75	0	24.91		
13	MARIA EDUARDA SOUZA		BRA	13.08	10.64	13.59	0	24.23		
14	GALIT PINZON FERNANDEZ		PAN	13.05	10.95	12.58	0	23.53		
15	MIKAELA RODRÍGUEZ		ECU	12.87	11.46	10.16	-2	19.62		
16	ALINE HENRIQUE		BRA	8.96	7.03	12.50	0	19.53		
17	SARAH PEÑA VARGAS		COL	9.87	8.81	10.75	-1	18.56		
18	IVONNE ARZAMENDIA		PAR	5.08	3.41	9.50	0	12.91		

Figure 58. 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:

ARTISTIC Inne: IVONNE ARZAMENDIA Iub: Info: VOCUE, MADONNA	INTERNATIONAL	50 50	2023 Nation: PAR	Descri	Title: iption:			RE	SUL	TS - Fr	ee Skating PROG	Ladies Cadet RAM	IS SHORT	
🍊 🍣 🔖 🕅 🔍 •													400 👻	
ort principale														
			FRE A Free Skating	ESKATII Isunción Ladies	NG CA - 08/ Cade	DE1 (05) ets	r LA /202 - SI	DIE:	s t Pr	ograr	n	O WORLD SKATE		
			JUE	DGES DE	TAILS	5 PE	R S	KAT	E					
	Rank Name 1 MARINAR	OYO FE	RNANDEZ		Nation ESP		Tot Eleme sco 26.8	al nt re si 8 5	Cor core (f	Total mponent factored) 17.67	Total Deductions 0.00	Total Segment score 44.52		
	# Executed Element	nt	щo	Base Value	QOE	J1	J2	J3	J4	J5		Scores of Panel		
	1 Jump 2 ComboJump	1A 2F 2T 2Lo	Axel 2 Flip 2 Toeloop 2 Loop	1.30 2.28 1.85 2.51	-0.23 -0.13 -0.07 0.00	-2 -1 -1 -1	-3 -3 -1 0	0 0 0 0 0	-1 -1 0 0	-1 0 0 0		1.07 2.15 1.78 2.51		
	3 Step Sequence 4 Spin 5 Jump 6 ComboSpin	St1 In 2Th	Footwork sequence Inverted Spin 2 Thoren	2.30 3.92 % 2.20	0.00 0.00 0.00	0 0 0 +1	0 -1 0 -1	0 0 0 +1	0 0 0 +1	+1 0 0 +1		2.30 3.92 2.20		
ina corrente: 1	0-	0-0-0-	N. pagine totali: 1	-0-0-0-	0.00	0-0-	0-0-		-0-0		Fattore di ing	randimento: 100%	0-0-0-0-0-0	-0-0-0-0-
lose						88								

Figure 59. 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 60. View Results button

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

Export All por delete temporary upt files	Final Result	Segment Result	Judges Scores	Judges Scores (Ref)	Back

- Figure 61. View Results toolbar
- 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

NEW File naming:

- FINAL: "Category Discipline FINAL.pdf"
 - Ex. "Cadets Freeskating Ladies FINAL.pdf";
- RESULTS: "SEGMENT Category Discipline RESULTS.pdf"
 Ex. "STYLE DANCE Junior Solo Dance Men RESULTS.pdf";
- **COMPULSORY:** "COMPULSORY Category Discipline.pdf"
 - Ex. "COMPULSORY Espoir Couple Dance.pdf";
- PANEL: "SEGMENT Category Discipline PANEL.pdf"
 Ex. "STYLE DANCE Junior Solo Dance Men PANEL.pdf";
- REF: "REFEREE SEGMENT Category Discipline.pdf"
 Ex. "REFEREE STYLE DANCE Junior Solo Dance Men.pdf";
- Final Result 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 qoes and components assigned by the referee don't enter into the calculation of the final score</u>

- **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:



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 63. 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

		Asunción - 08/05/2023			à	
		Free Skating Ladies Cadets				
		FINAL RESULT				
PI.	Name		Nation	Points	SP	LP
1	MARINA ROYO FERNANDEZ		ESP	101.51	1	1
2	SOFIA AGUILAR MICARELLI		ARG	95.65	3	3
3	MICAELA LOPETEGUI		ARG	94.17	4	5
4	LAURA SOUZA		BRA	90.11	9	2
5	ZAIRA GONZALEZ		URU	89.18	6	4
6	JÚLIA RIBAS		ESP	88.24	2	8
7	LUNA CASUCCIO		ARG	85.94	5	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
11	KAREN ESPITIA OLMOS		COL	55.85	11	13
12	MARIA EDUARDA SOUZA		BRA	55.25	13	12
13	GALIT PINZON FERNANDEZ		PAN	53.31	14	15
14	ALINE HENRIQUE		BRA	52.51	16	11
15	STEPHANIA GALLEGOS		PAR	52.41	12	16
16	MIKAELA RODRÍGUEZ		ECU	49.99	15	14
17	SARAH PEÑA VARGAS		COL	43.92	17	17
18	IVONNE ARZAMENDIA		PAR	32.31	18	18
		 Final Place (FP), Name Points is the sum of the For Free skating and pai SP (Short Prog segment rank For Solo Dance and Coup SD (Short Dan Dance) show t For Precision P shows the set 	and Natio total poin irs gram) and l ole Dance ce), CD (Co the segment rar	n of the s ts of eac FP (Free ompulsor nt rank nk	skate h seg Prog y Dar	r/group. ment ram) sho nces) and

Figure 64. Final Result Report

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Verified [135ZVLT-1GOEKLJ-1AVZ54L-M2YAAZ]

04/12/2023

11:26:30

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	dies Cadets - Fr	ee Pro	gram				
				R	ESULTS DETAILS				RE	VISE	C
	PI.	Name					Nation	TES	PCS	DED	Total
	1	MARINA ROYO	FERM	NANDEZ			ESP	34.09	22.90	0.0	56.99
	2	LAURA SOUZA					BRA	35.20	20.70	0.0	55.90
	3	SOFIA AGUILA	R MIC	ARELLI			ARG	32.29	22.50	-1.0	53.79
	4	ZAIRA GONZA	LEZ				URU	34.46	20.10	-1.0	53.56
	5	MICAELA LOPI	ETEGU	Л			ARG	30.60	21.80	0.0	52.40
	6	LUNA CASUCO	:10				ARG	26.50	20.60	-1.0	46.10
	7	VICTORIA KARP LEIVA JÚLIA RIRAS					SAL	27.53	18.41	-1.0	44.94
-	8	FUEN COE(1)		ESP	22.65	21.82	0.0	44.47			
к	10	CAMILA CARC		DAN	25.66	18.00	0.0	43.66			
	11	ALINE HENRIC	UF	FAREDER			BRA	17.98	15.00	0.0	32.98
	12	MARIA EDUAR	DA SO	OUZA			BRA	16.63	16.39	-2.0	31.02
	13	KAREN ESPITI		NOS			COL	15.71	16.21	-1.0	30.92
	14	MIKAELA ROD	RÍGUE	2			ECU	18.37	13.00	-1.0	30.37
	15	GALIT PINZON	FERM	ANDEZ			PAN	14.37	15.41	0.0	29.78
	16	STEPHANIA G	ALLEG	os		PAR	13.30	15.20	-1.0	27.50	
	17	SARAH PEÑA	VARG/	AS			COL	13.76	12.60	-1.0	25.36
	18	IVONNE ARZA	MEND	AIC			PAR	8,50	11.90	-1.0	19.40
	Eve	nt Manager W cialist V	vs vs	GIANNI TILOTTI MARIA ISABEL ÁLVAREZ	Data Operator	ws	GIANNI	ILOTTI			
	Assi	istant V	vs	BRAIS ABAD	Controller	ws	EZEQUIE	L RIVERO			
	Refe	eree V	vs	LISA FRIDAY	Judge 1	URU	EDUARD	O HIERRO			
	Jud	ge 2 B	RA	EDITH FIGUEIREDO	Judge 3	PAR	PILAR CO	DNTI			
	Jud	ge 4 A	RG	ROMINA RASO	Judge 5	MEX	CLAUDIA	BARRAG	AN .		
ials ent era	Mana tor, J	ager, Speciali Assistant, Cor	ist, D ntrol	ata ler							
dge	s (fro	om 1 up to 9)			PI Name and Nati	ion of t	the skate	er/grour		e/nair	
				Score	end National and Nat		ine shale	, Sroup	, coup	e, pui	
				:	TES of the current PCS of the current it depends on the s DED of the curren "0.0" means no de	segmer segmen segmen t segm duction at segm	nt is the ent is the t type) nent is t ns. ent is th	total te sum of he sum	chnica the co of the	l eleme ompone e dedu	ents ents valu ctions (voices
				•	Total of the curren			c sum o	ι αιι μι	evious	volces

Figure 65. Results details per Segment Report

In case of REVISED, a small 'R' will be put next to the revised skater

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

Segment details (per skater)

Elements

Components

Deductions

• Free Skating Men Juniores - Free Program JUDGES DETAILS PER SKATE Total Total Total Rank Name Nation Element Component Total Segment score score score (factored) Deductions ESP 2 UNAI CEREIJO GARCIA 100.86 44.08 0.00 144.94 Base Scores of £ # Executed Element QOE J1 J2 J3 J4 J5 J6 Value Panel 11.40 1 ComboJump 3Lo 3 Loop 10.65 0.75 0 +1 +1 +1 0 +1 0.00 0.00 NJ 0.00 -1 0 0 10.65 3 Loop 10.65 0 0 3Lo +1 0.90 0 +1 +2 +1 0 +2 0.22 -1 0 +1 0 0 +1 10.94 2 ComboJump 3 Flip 3F 10.04 10.55% 0.22 -1 3T 3 Toeloop 10.78 3 ComboSpin +1 +1 +2 +1 +1 +2 Heel Forward Spin 2.50 Sit Spin 1.40% 0.38 2.88 HFD 0.12 1.52 s 3.92% 4.30 Inverted Spin In 0.38 Upright Spin 2.98%+ U 0.12 3.10 3.90 4 Step Sequence St3 Footwork sequence 0.08 -1 +1 +1 0 0 0 3.98 8.93T 3 Salchow 0.45 0 +1 9.38 5 ComboJump 38 0 +2 0 +1 8.93' 0.45 0 0 +1 +1 0 +1 11.37T% 0.45 0 0 +1 +1 0 +1 3T 3 Toeloop 11.82 3 Toeloop 3 Salchow 2 Avel 7.70^T 0.00 0 0 0 0 -1 +1 6.71^T 0.20 -1 +1 0 +1 0 0 7.70 6 Jump 38 7 Jump 2A 2 Axel 6.91 8 ComboSpin -2 -2 -1 -2 -2 -2 HFD Heel Forward Spin 2.50 -0.60 1.90 NLHBD Heel Backward No Level 0.00 0.00 1.60%+ -0.20 U Upright Spin 1.40 2.80% -0.60 2.20 HBD Heel Backward Spin 98.21 100.86 Program Components Factor 1.8 5.75 5.75 6.75 6.50 6.25 6.00 Skating Skills 6.12 Transitions/Linking Footwork/Movement 18 5.50 6.00 7.00 6.00 6.00 6.25 6.06 5.50 6.25 7.25 6.25 6.00 6.25 Performance/Execution 1.8 6.19 1.8 5.75 6.00 7.25 6.25 6.00 6.25 Choreography/Compositon 6.12 44.08 Judges Total Program Component Score (factored) Deductions 0.00 : Element not allowed. < jump UNDER 🗠 jump HALE 🗠 jump DOWN. 'T Credit for distribution (10%) '+ bonus on spin. '%' bonus on jump/spin.'! Lutz No Edge Event Manager WS GIUSEPPINA BONUTTI JUDGES PANEL NUNO SANTOS Referee WS TECHNICAL PANEL Judge 1 ITA MORENA SENESI Specialist WS MONICA MORI Data Operator WS RICHARD GUSSMANN Assistant WS NOEL SALAZAR Controller WS MARIO CALZAS CHI FELIPE MATURANA Judge 2 Judge 3 TPE DAVID YEH GBR JILL AINGE Judge 4 ROMINA RASO Judge 5 ARG Judge 6 COL MARIA ALVAREZ 25/11/2024 WORLDSKATE - RollArt System v.5.2 © 2025 RollArt. All rights reserved. Pagina 3 di 23

Figure 66. Judges details per skater Report

📱 Verlfied

Panel of officials

- Specialist, Data operator, Assistant, Controller
- Referee
- Judges (from 1 up to 9)

15:38:44

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

										Com Ded
		т	est Rollart	3.0 - F	Free	Sen /	Men			- Deu
			Roma	- 05/1	0/20	20				
		Free Skatin	g Men ca	t. Ser	niore	is - S	ihort	Program		
		JUDGES a	nd REFERE	E DETA	AILS F	PER S	KATE	R	FOR REFER	EE ONLY
Rank Name				Nati	0.0	Fk	Total	Total	Total	Total Segment
1 DAVIDE DA	L CIN			ITA	N		score	score (factored)	Deductions	score
						2	23.32	14.75	0.00	38.07
# Executed Elemen	t	q	Base Value	QOE	Ref	л	J2	J3		Scores o Pane
1 Jump	2A	2 Axel	6.10	0.00	-3	-1	+1	0		6.10
2 composump	31 <<	d Toeloop No Jump	4.8/	-1.27	0	-3 0	-3 0	0		3.60
	NJ	No Jump	0.00	0.00	0	0	0	0		0.00
3 Stan Seguence	38 <<<	3 Salchow	1.85	-0.13	+2	+2	-3	-2		1.72
4 ComboSpin	ati	- wowen sequence	2.30	0.30	"	0	-3	0		2.00
	c	Camel Spin	1.00	-0.20						0.80
	H S	Heel Spin	2.00	-0.30						1.70
	ŭ	Upright Spin	1.60%+	-0.10						1.50
	н	Heel Spin	2.00	-0.30						1.70
5 Spin	H	Heel Spin	2.00	-0.10	-1	0	+1	-2		1.90
6 Jump	28 55	2110	25.52	0.00	1 **	U	+2	-2		23.32
Program Componer	ita		Factor							
Skating Skills			1		5.75	4.00	8.75	6.00		6.25
Transitions/Linking F	ootwork/Move	ment	1		7.75	3.25	2.00	6.75		4.00
Performance/Executi Choreography/Comp	on osition		1		1.25	1.75	2.25	1.25		2.33
ludges Total Pro	ram Como	ment Score (factored)	· · ·	1		0.20	2.20			14.75
Deductions 0.00										
* Element not allowed, < on jump/spin, '! Lutz No I	under-rotated Edge	jump, << half-rotated jum	p, <<< down-gr	raded jun	пр, T	Credit f	or distr	ibution (10%), '+' bonu	is on spin, '%' bor	nus
Event Manager (DENISE MAFF	E		s	pecial	ist		NICOLA GENCHI		
Data Operator	ANIELE TOP	ANI		A	ssista	nt	:	SCOTT CLIFFORD		
Controller /	LLORI SIMO	NA	ITA	R	teferee			FAGGIOLI MARCO		
Judge 1 (RANCESCO	TREVISAN	BEL	J	udge 2	2	1	PERNANDO BORNIQ	UEL	ESP
Judge 3	NANCESCO	INEVIGNN								
fficials]			
mciais pecialist, Dat	a opera	tor, Assistant	t, Contr	oller						
eferee							. All ri	ights reserved.		Pagina 1 di 4
udges (from '	l up to	9)					77]			-

Figure 67. 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

ace	Name				M	ation	CD 1	CD 2	Total
1 /	BBAGNATO GIUSEPPI	E	809 ASD PATTINAGGI	IO FIUMICELLO		ITA	score	score	Score
· (OBBO VANESSA		809 ASD PATTINAGGI	IO FIUMICELLO			13.33	17.05	51.00
2	IUTI MARTINA		3613 P. COOP EMPOL	I ASD		ITA	14.15	14.35	28.50
				Sc •	CD1 sco CD2 sco Total s previou	ore is t ore is t core of us score	he first Co he second the curre s (CD1 +C	ompulsory I I Compulsor ent segmen D2)	Dance score ry Dance sco t is the sum
Event	Manager	MILVA REGGIA	N1	Specialist	ABR	DI FELICI	ANTONIO AL	ESSANDRA	
Event Data	Manager Dperator EMI	MILVA REGGIAI AJARDO ANTOI	NI VELA	Specialist Assistant	ABR	DI FELICI SARA BA	IANTONIO AL IRRANCO	ESSANDRA	
Event Data	Manager Dperator EMI	MILVA REGGIAI AJARDO ANTOI	NI NILLA	Specialist Assistant	ABR	DI FELICI SARA BA	IANTONIO AL IRRANCO	ESSANDRA	

Figure 68. 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:

🛃 🕾 🖺 🕜 🏪 К. ч. р. 1	/3 🖓 🔍 🗸	SAP CRYSTAL REPORTS • 🔀

Figure 69. 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 70. 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

			_				
Event nan	ne: Test events Free S	kating	J_Dance				
Da	te: 12/12/2022 Pl	lace:	Roma				
Competito	rs: 3 Judges: 3						
	Free Ska	ating I	Men Sen	iores			
WorldSka	ate Rules			Short P	rogram	<u></u> 802:	45
Elements		#					^
Jumps							
Total Jumps		6					
Solo Jumps		1					
Combo Jum	ps	1					
Max Combo	Jumps	4					
Min Combo	Jumps	2					
Spins							
Total Spins		2					
Solo Spins		1					
Combo Spin	s	1					¥
Rule	Description						
R1	ComboSpins: SBC applied a	automat	ically				
R2	ComboSpins: When VERIFY	Y buttor	n is clicked it	checks if at	least two	positions a	r
R3	Jumps: Repeated jumps (ir	n combo	too) will be	starred out	automatio	ally	
R4	ComboJumps: One rotatio	n jumps	placed on th	ne first or las	tposition	will be star	r
R5	ComboJumps (Short Progr	am): Ch	eck that no r	nore than 3	triples and	d/or double	5
R1 (2024) -	ComboSpins: SBC ap	plied a	automatic	ally - app	lied to A	ALL	
						Close	,

Figure 72. 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 73. 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).
- I : 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.

Short Program 1/3 - ANDRE ROXO (POR) 0.0 0.00

Figure 74. Bottom toolbar

- **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 **ELEMENT TIME**

For each interface and discipline, Rollart adds the element time for each element inserted by the Data Operator:

	/				
	00:02	1	25	1.85	CombJump 1
	00:04		NJ	0.00	CombJump 2
	00:04		2F	2.28	CombJump 3
Figure 756a. Element Time	00:09	2	CFD	1.20	CombSpin 1
	00:10		S	1.28	CombSpin 2 +60% (ST)
	08:21		U	1.75	CombSpin 3 1p+50% (US)
	08:21	5	2S	1.70	Jump
	08:23	4	2A	6.10	Jump
	06:25	5	St1	2.30	Steps
	∇				

5.3 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.

5.4 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.

5.5 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 * Forward Sideways Layover DE - Difficult entry R6 - More 6 rotations R4 - More 4 rotations SBC - Sit between camel DC - Difficult change BD - Using both spinning direction 3BP - Three different basic positions SV - Standard Variations 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.

5.6 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 77. Deductions for Solo Dance

5.7 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:



5.8 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.

Event Number/	/Segment Type: 20/1 - F	Free Skat	ting Me	n Senior	es												
J1 J2 J	<mark>J3</mark> J4 J5 J6	3 J7	J 8	J9	R	STAR		31''	VERIF	Y CO	NFIRM	RESE		SKIP	INFO	QUIT	r
Solo Jun U H D N A O D L W E F N R R G O O R T T A	MP AXEL TOELOOP SALCHOW FLIP	1 2 1 2 1 2 1 2	W 2 3 2 3 2 3 2 3 2 3	0 4 4 4 4	+- 1 2 3 4	Element 2A St1 3Lz << 3T NJ	Value 6.10 2.30 5.28 8.12 0.00	Type Jump Steps Jump CombJum CombJum	Bonus		Τ*	Comb New Sp UPF	ooSpin in 0 1 RIGHT	SBC R4 R6 0	3BP BD D0 F L B BH	Spir DE SH	<mark>זא</mark> sv 1
A A D T T E E E D D D	LUTZ LOOP THOREN	1 2 1 2 1 2 X	2 3 2 3 2 3 New	4 4 0	5 6	NJ 3S HBD HFD! CFD!	0.00 7.00 2.00 1.25 0.60	CombJum CombJum Spin CombSpir CombSpir	ap 3 ap 4 Waiting	88888			MEL BAC FOR	0 CK 0 CK 0 CK 0 0 0 0 0 0 0 0	F T F S	S B	1 1 1 1
U H D N A O D L W E F N R O G O R R T A D	A X E L TOELOOP SALCHOW F L I P	1 2 1 2 1 2 1 2	2 3 2 3 2 3 2 3 2 3	4 4 4		NLSit U!	0.00 0.25	CombSpir CombSpir	Waiting	i judge	?s		DKEN	0	BR	equend	1 ces
A A D T T E E E D D D	L U T Z L O O P THOREN	1 2 1 2 1 2	2 3 2 3 2 3	44	Del	Last	Cancel	Split	Check	Review	* T	FOOT CHOR FAL	EO S EI O	÷ (-1.0)	B 1 B B Missin Mandatory not atter	23 gEL.0 spin mpted0	4
32.90 - Base technical	1.0 31.90 Deductions Total	Short	t Pro	gram	1	/3 - ALE	SSAND	RO PEZZO	OLLA (ITA)						Prev.Seg Prev.Seg	ment RAN	IK : - RE: -

Figure 79. Waiting judges

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



Figure 80. 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 81. Status of judges

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

RollArt	- Verify QOEs											
1/3 -	ALESSAND	RO PEZ	ZOLLA (ITA)	32.90 Base tech	30.57 Final tech	TP REF -1.0 -1.0 Deductions	22.6 Compone	75	5 1.24 Total	15 Position	1.24 Final	Show Results
	Element	Value	Туре	Bonus		T * Fina	I Value		Refere	e J1	J2	J3
e 1	2A	6.10	Jump			6.37			-1	-1	+1	+1
<u> </u>	St1	2.30	Steps			2.10			-2	-2	+1	-1
S	3Lz <<	5.28	Jump			4.41				-1	-2	0
e 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
S 🗧	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	TS			Final Value	Referee	J1	J2	J3			
1	Skating Skil	s			4.67	3.00	3.00	3.00	8.00			
2	Transitions				5.50	9.00	9.00	4.25	3.25			
3	Performanc	e			6.67	8.00	8.00	9.25	2.75			
4	Choreograp	hy			5.83	2.00	2.00	6.25	9.25			

					-			
Figure	82.	Verify	QOEs	and	Com	ponent	's fo	orm

The only button enabled is the **SHOW RESULTS** (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 83. Display segment score

			TOTAL	RK
 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 84. 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.

Eve	ent Nu	imbe	r/Segn	nent Type: 2	2/1 - Ini	line Fr	ee Ska	ating N	Vien Se														
J1	J	2	J3	J4 J5	J6	J7	J8	J:	9	2	STOP	LITE M	VER	IFY CO	NFIRM	RE	SET		UIT				
Sc	olo.	Ju	mp					W	0		Fleme	nt Value	Type	Bonus	т•							S	oins
U	н	D	AX	EL		1	2	3	4	00.02	25	1.85	CombJump	1	•			ComboSpin	SBC	31	3P	•	-
D	L	w	то			÷	-	7	•	00:04	NJ	0.00	CombJump	2				New B O R4	R6	BD	DC	DE	sv
Е	F	Ν	10	ELOO	P	-	4	3	*	00:04	2F	2.28	CombJump	3						F	LS	н	
R	R	GR	SAI	LCHOV	N	1	2	3	4	00:09 2	CFD	1.20	CombSpin 1					UPRIGHT	0	-		-	1
T	т	Ä	F L	I P		1	2	3	4	00:10	S	1.28	CombSpin 2	+60% (ST))					в	вн		
A	A	D	LU	TZ	1	1	2	3	4	08:21	U	1.75	CombSpin 3	1p+50% (l	JS)			SIT	0	F	TS	В	1
È	Ė	D				-	-	7		08:21 3	25	1.70	Jump					CANEL BACK	0	_	c		1
D	D			ΠOP			-	2	4	06:23 4	2A	6.10	Jump					FORW	0	-	3		1
			TH	OREN		1	2	3	4	08:25 3		2.50	Steps CombSpin 1					BACK	0				1
C	oml	20	Jum	nps 📃	W/	V	N	ew	0	06:28	S S	0.80	CombSpin 2					HEEL FORW		F	S	L	1
U	н	D				^			•	06:29	S	0.80	CombSpin 2						0				
N	Α	ō	AX	EL		1	2	3	4	06:48	Ū	1.70	CombSpin 4	1p+40% (L	JT)			BROKEN	0	F		5	1
P	L	W N	то	ELOO	Ρ	1	2	3	4	07:06 7	2Lo	2.20	Jump		(*))		INVERTED	0		BRY		1
R	R	G	SAI	LCHOV	N	1	2	3	4														
т	т	Ā	ΕL	I P		1	2	3	4												Sec	uer	ices
A	A T	D E	LU	ΤZ	!	1	2	3	4									FOOTWORK	0) B	1	2 3	5 4
E	E	D	LO	ΟΡ		1	2	3	4									CHOREO	C	B			
Ľ	Ľ		тн	OREN		1	2	3	4			15	olo iumos alre	adv executed	4			FALLS 0 🗦	Mis	sing	Eleme	nt C)
												15	Element no	t allowed			8	Illegal Element 0	Ma	ndat ot at	ory spin tempte	l)
So	olo ju	Imp	S	Combo j	umps		Tota	il jun 5	nps	De	l Last	Cancel	Split	Check	Review	*	Γ!						
23 Base	.76	inica	0.0	0 2	3.76		P	Sł rogi	hort ram	1/8	3 - HS	IN-CHI	AO LEE (1	TPE)					Prev Prev	v.Seg	gment ment	RAN	IK : - RE: -

Figure 85. Data operator interface - Free skating

6.1 JUMPS

6.1.1 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).

Sc	lo.	Ju	mp				w	0	+-	Element	Value	Type	Bonus	т	٠
UN	H A	D	AXEL		Y	2	3	4	00.02	25	1.85	CombJump 1			
D	ĩ	w			5.	6	2		00:04	NJ	0.00	CombJump 2			
E	F	Ν	TOELOOP			\vdash	2	-	02:04	2F	2.28	CombJump 3			
R	R	G	SALCHOW		1	2	3	4	00:09 2	CFD	1.20	CombSpin 1			
Ť	т	Ä	FLIP		1	2	3	4	00:10	S	1.28	CombSpin 2	+60% (ST)		
A	Α	D				2	-	,	08:21	U	1.75	CombSpin 3	1p+50% (US)		
Ţ	T	E		:	-	2	ి	4	0821 3	25	1.70	Jump			
b.	E D	Ľ	LOOP		1	2	3	4	00	2A	6.10	Jump			
			THOREN		h	5	3	4	08:25 5	St1	2.30	Steps			
						-			05:28 6	HBD	2.00	CombSpin 1			

Figure 86a. 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 **O**² 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.
- **0** 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 reentered or updated. Refer to the DATA OPERATOR INTERFACE - COMMON section for update mode and common toolbar operation.

6.1.2 COMBINATION JUMPS

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

Figure 877b. 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.

Sc	olo	Ju	mp				w	0		Flement	Value	Type	Bonus
U	н	D	AXEL		1	2	3	4	1	2A <	(Samp	Donus
D	î	w			1	2	3	4		3T	8.12	CombJump 1	
E	F	N			-	-	-			NJ	0.00	CombJump 2	
ő	Ö	R	SALCHOW		1	2	5	4		NJ	0.00	CombJump 3	
Т	т	A	FLIP		1	2	3	4		3F <<	4.98	CombJump 4	
A	Â	DF	LUTZ	!	1	2	3	4	3	St1	2.00	Chapter 1	
Ē	Ē	D				2	7	4	4	HBD	2.80	Spin	+40% (HF)
D	D		LOOP		_	4	3	•	5	3Lz!	6.16	Jump	
			THOREN		1	2	3	4	6	HFD	2.50	CombSpin 1	
			_							S	1.40	CombSpin 2	+75% (SS+SBC)
C	omi	bo	Jumps	w	Х	N	ew	0		CBD	1.15	CombSpin 3	+15% (SBC)
UN	H	D	AXEL		1	2	3	4		U	0.82	CombSpin 4	+65% (UH+SBC)
PE	L	WN	TOELOOP		1	2	3	4					
R	0	G	SALCHOW		1	2	3	4					
Ĭ	T	Ā	FLIP		1	2	3	4					
f	T	E	LUTZ	!	1	2	3	4					
ED	E D	D	LOOP		1	2	3	4					
			THOREN		1	2	3	4					

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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 reentered or updated. Refer to the DATA OPERATOR INTERFACE - COMMON section for update mode and common toolbar operation.

6.1.3 Checking jumps

The lower left-hand side of the Data Operator Interface for free skating allows checking the solo jumps, combo jumps and total jumps inserted:

Solo jumps	Combo jumps	Total jumps
3	1	5

Figure 888. Free Skating - Checking jumps

Below each executed jump. Rollart also displays a small square, green in case of admitted jump, red in case of starred out.

6.2 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.

									S	oins
S	iolo	Sp	in	SBC		3B	P		•	•
New	в	0	R4	R6	В	D	D	C	DE	sv
	шт			0	F	F	L	S	н	
UPRIG					E	в	В	Н	Т	
SIT				0	F	F	т	S	в	1
CANE	B/	ACK		0		_				1
CAME	F	DRV	V	0]'				-	1
	B	ACK	(0						1
HEEL	F	DRV	۷	0] '			•	-	1
BROK	EN			0		F			S	1
INVER	TE	D		0			BF	۲Y		1

Figure 89. Free Skating - Solo and Combo spins

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:

S	ТОР		8:49 VE	RIFY CON	FIR	RM	RESE	т		SKIP	?	QUI	Т			
+ -	Element	Value	Туре	Bonus	Т	•		Γ							S	pins
1	2A <	4.88	Jump						Combo	Spin		SBC	36	3P	•	•
2	3T	8.12	CombJump 1						New	в 0	R4	R6	BD	DC	DE	sv
	NJ	0.00	CombJump 2										F	LS	н	
	NJ	0.00	CombJump 3						UPRIG	ΗT		0			-	1
	3F <<	4.98	CombJump 4					H					в	вн	1	
3	St1	2.30	Steps					Ш	SIT			0	F	TS	В	1
4	HBD	2.80	Spin	+40% (HF)						BAC	(0				1
5	3Lz!	6.16	Jump						CAME	FOR	N	•	F	S	L	1
6	HFD	2.50	CombSpin 1					H		TOR						
	S	1.40	CombSpin 2	+75% (SS+SBC)				Ш	UCCI	BAC	(0	For	ward (40	%)	1
	CBD	1.15	CombSpin 3	+15% (SBC)				Ш	HEEL	FOR\	v	0			T	1
	U	0.82	CombSpin 4	+65% (UH+SBC)					BROK	IN		0	F		s	1
								ľ	INVER	TED		0		BRY		1

Figure 90. Free Skating - Tooltips on spins

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 variations

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	Fly Camel	DC	change
	Illusion		5
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

6.3 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	Sequences							
FOOTWORK	0	В	1	2	3	4				
CHOREO	0	В								
	Figure 91. Free Skating - Footwork and Choreo									
Figure 91. Free Skating - Fo	otwo	rk and	d Choi	reo						
Figure 91. Free Skating - Fo	otwo	rk and	d Choi	reo qu	enc	es				
Figure 91. Free Skating - Fo	ootwo 0	rk and B	d Choi Se 1	reo equ 2	enc 3	es 4				

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

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Thoren.

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



OWN 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 reentered 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.

						_		_
Side Jumps Throw Jumps	Tyvi	st			Side Jumps Throw Jumps	Т	wis	st
UNDER NO JUMP	0					0		
HALF AXEL W	1	2	3			P	1	
DOWN TOE LOOP	1	2	3	4		-	<u> </u>	
SALCHOW	1	2	3	4	DOWN TWIST 2R	В	1	Ľ
	H	2	3 7	4	TWIST 3R	В	1	2
LOOP	-	2	3	-	TWIST 4R	в	1	1
					-			



Figure 96. Pairs - Twist jumps

This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad

2 3

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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.

UNDER	
HALF	
DOWN	Half

DOWN 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 reentered 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 S	Spir	s	Don	tact	Sp	ins	5	
+-	Element	Value	Туре	Bonus	•	Combos	Inin	r		SPC	70	D.		Ţ	
1	3TF	8.20	ThrowJump			Combos	spin			360	36	1			
2	RMil3	8.70	CombLift			New Spin	BC	R	4	R6	BD	D	С	DE	sv
3	Mil1	5.80	PosLift								F	L	S	н	
4	DS2	5.10	DeathSpiral			UPRIG	ΗT			0		_		-	1
5	St2	3.30	Steps								в	В	н	1	
6	HBD	2.00	SideSpin			SIT				0	F	Т	S	В	1
7	SIMP	5.50	ContactSpin 1		(*)		BAC	ск		0					1
	CIMP	3.50	ContactSpin 2		(*)	CAMEL				0	F	_	5	-	1
	NLCk	0.00	ContactSpin 3		(*)										
8	2F	2.00	SideJump			HEEL	BAC	СК		0	E	\$			
9	2TAx <<	4.02	ThrowJump				FOF	w		0	Ċ				1
						BROKEN		0	F			5	1		
						INVER	TED)		0		BF	۲Y		1

Figure 97. Pairs - Side by side spins

	Flowert	Value	Tune	Benue	•	Sid	le by s	side S	pins	Cont	act S	pi	ns	
1	3TF	8.20	ThrowJump	Bonus	Ť		Combo	Spin		DPM	DEA		•	•
2	RMil3	8.70	CombLift				New	Spin	В	R4	DC		DCB	
3	Mill	5.80	PosLift			U	PRIGH	T BAC	:к-о	UT	0			1
4	DS2	5.10	DeathSpiral			F/	ACE 1		CE S	SIT	0)		1
5	St2	3.30	Steps			S	ІТ НА	ZEL	CAM	EL	0		DPL	1
6 7	HBD	2.00	SideSpin		(*)	S	ІТ НА	ZEL			0		DPL	1
	CIMP	3.50	ContactSpin 2		(•)	С	ATCH		VAIS	т				1
	NLCk	0.00	ContactSpin 3		(*)	C							CKI	1
8	2F	2.00	SideJump											
9	2TAx <<	4.02	ThrowJump							-			CKL	
						L/				EL	0	2		
						IM	IPOSS	SIBLE	CAM	EL	0		DPL	1
						R	EVERS	SE LAY	OVE	R	0		RLL	1
						IN	IPOS	SIBIL	E SI	Т	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.
- **O** 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

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

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

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	Complete rotation (twist) of the lady on her axis parallel to the floor *	DCR	10% on the positions following the
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 <u>Choreo</u> 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
PASO DOBLE	0	В	1	2	3	4									TRA	VEL	ING	0	В	1	2	3	4
KP1 KP2 KP3 KP4															TT WM MIRR	CB I	USP 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	CEF	IOLD	0	В	1	2	3	4
ROTATIONAL	0	В	1	2	3	4									DAN	CENC	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	nts ts to	/fe	atu use	res d for	0	÷																	
all dances must not ex	cee	24	bea m	ts of usic			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	.Seg Seg	gme mer	nt Ra It SC	ANK ORE	-

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).

Pattern	н	ARF	RIS T	ANC	50 C		PLE BLE	+-	Element	Value	Туре	KP/Bonus *
SECT		0	R	1	2	3	4	1	Section1		Pattern	1-3-4
KP1 KP2 /	KP3 KP4		-			-						
SECTI		0	D	1	2	7	L					
		0	D		2	2	~					
KPI KP2 I	NP3 NP4											



- 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 ed by 1.5	5	н	ARR	IS T	ANC	50 C D		PLE BLE
\$	SEC	τιο	N 1	0	в	1	2	3	4
KP1	<u>KP2</u>	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 2025).

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 SP 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
- \circ 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.
- **CHOREOGRAPHIC STOP** or **CHOREO STOP** element levels: 0 (No Level) or 1 can be selected by first clicking the ELEMENT button and after the level is called, 0 or B

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 B can be selected by first clicking the ELEMENT button and after the level is called, 0 or B. <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

Event Number/Segment Type: 33/11 - Solo Dance Men Espoire				
J1 J2 J3 J4 J5 J6 J7 J8 J9 R STC	OP II 00:57	VERIFY CONFIRM		WORLD
Pattern factorized by 0	(+)-	Element Value Type	KP/Bonus	
GLIDE WALTZ	1 2 3 4			
KPI KP2 KP3 KP4				
Deductions				
Missing/Omitted El	lement 0 ÷			
Illegal Elements/fe	atures 0 ÷			
Number of opening beats to be used for all dances m exceed 24 beats o	of music Del I	Last Cancel	CHECK	Review *
0.00 0.0 0.00 Compulsory 1	1/2 -	POTENZA FEDERICO (ITA)		

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

Event Number/Segment Type: 15/4 - Solo Dance	Men Seniores											
J1 J2 J3 J4 J5 J6 J7	J8 J9 R	STOP	LITE Mode	VERIFY	CONFIRM	RESET		?	QUI) woi	rld Ate
Pattern MID	NIGHT BLUES	+- Eleme	ent Value	Туре	KP/Bonus *				S	equ	enc	:es
SECTION 1 0 B	2 3 4	00:07 I MBIL 00:18 2 Tr4	8.50	Traveling	WK	TR	AVELING	0	В	1 2	3	4
KP1 KP2 KP3 KP4 SECTION 2 0 B 1	2 3 4	00.24 3 CISq 00.32 4 FoSq	2 5.30 2 6.50	ClusterNoHold FootworkSeq	1	TT MIR	WM CB LSP RR CP WK					
KPI KP2 KP3 KP4						CLI	USTER NoHold	0	в	1 2	3	4
						FC	DOTWORK	0	В	1 2	3	4
						ARTI	STIC SEQUENCE	0	В	1 2	3	4
						DA	NCE STEP	0	В	1 2	2 3	4
						СН	OREO STOP	0	в			
Deductions Missing/Omitted Elem Illegal Elements/feat Number of opening beats used for all dances must not er 24 beats of the second	ILLS 0 nent 0 ures 0 to be 0,0 acceed nusic	Del Last	Cancel	СНЕСК	Review 3	•						
27.05 0.0 27.05 Base technical Deductions Total	Style Dance	1/17 - GHER		TIERI DE GRA	SSI (ITA)		F	Prev. Prev.	.Seg Segr	ment nent		K : - RE: -

Figure 112. Data operator interface - Solo Style Dance

8.3.2 Interface for Couple Style Dance

Event	lumb	er/Se	gment	Туре:			e Dan																					
J1	J2	J3	J4	J5	J6	J7	J	8	J 9	R	ST	ОР	LITE	Mode	VERIFY	CC	DNFIRM	R	ESET		SKIP	?	4	QUI	т		wor SKA	LD TE
Pat	te	rn									+ -	Elem	ent	Value	Туре		KP/Bonus	*						S	eq	ue	nc	es
Factor	zedb	y 1.5							_		00:12	PD	01	6.00	Pattern		2-4										_	
			PAS	5	0	В	1	2	3	4	00:21 2	OP	F1	3.50	OnePartner				TR	AV	ELINC	3	0	В	1	2	3	4
KP1	KP	2 /	KP3	KP4							00:27 3	Nol	H4	10.10	NoHoldSteps				TT	WМ	CB LS	SP						
											00:38 4	RtL	.i2	3.50	Lift				MIR	?R	СР И	/K						
																			CU	ISTE		А	0	D	7	2	z	6
																				0310		u	9	D	-	~	2	-
Dar	nce	e Li	ifts																CLU	JST	ER Hol	d	0	В	1	2	3	4
ST	٩T	0	NA	RY	0	В	1	2	3	4									DAI	NCI	E HOLI)	0	В	1	2	3	4
RC	TA	TI	ON	AL	0	В	1	2	3	4									DA	NCE	NO HOL	D	0	В	1	2	3	4
СС	M	BIN	ΑΤΙ	ON	0	в	1	2	3	4									ON	IE P.	ARTNE	R	0	В	1	2	3	4
CH	OR	EOC	RAF	ніс	0	1																						
											1								СН	ORI	EO STO	Р	0	В				
Dee	lu	cti	ons	7			FA		0	•																		
	N	liss	ina/	′Om	iitte	d E	lem	en	0	<u> </u>																		
		ega	I El	eme	ents	/fe	atu	re	s 0	-																		
	N	um	ber o	fop	ening	g bea	ats I	o b	e 0,0) 🔶				-														
us	ed f	or a	ll dar	ices	mus 24 be	t no ats	t ex of m	cee 1usi	d c		Del	Last	Ca	ncel	CHECK		Review	*										
23.1 Base to	O	0 al De	.0	2 ons To	3.10)		Sty	le Da	nce	2/2 -	RR R	R (E	SP)								P Pr	rev. ev.s	.Seg Seg	jme mer	nt R nt S((: - E: -

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

Eve	nt Num	ber/Seg	gment	Туре: 1			nce Me																		
J1	J2	J3	J4	J5	J6	J7	J 8	J 9	R	ST	OP	LITE	Mode	VERIFY	CONFIR	M	RESET		SKIP	?	QUI	т		VOR SKA	LD TE
										+-	Elem	ent	Value	Туре	KP/Bon	us *					S	eq	ue	nce	es
										00.09 1	ChS	2	5.50	Traveling ChoreoStop	WM		Т		ELING	0	B	1	2	3	4
										00.23 3	DSS	q3	7.10	DanceStep			TT	WМ	CB LSP		_			-	
										00:27 4	ASc	22 al	5.50	ArtisticSeq			MI	RR	CP WK						
										00.33 🗨	CIS	qı	4.00	ClusterNoHold	1			HETER	Nollold	0	D	1	2	z	6
																	CL	USTE	KINOHOIU	0	D	'	2	2	-
																	F	οοτ	WORK	0	В	1	2	3	4
																	ART	ISTIC S	EQUENCE	0	в	1	2	3	4
																	DA		E STEP	0	В	1	2	3	4
																	СН	ORE	о ѕтор	0	В				
De	edu	cti	ons	5				LS	0 🕂																
		Missi	ing/	′Om	itte	d Ele	eme	nt	0 🗘																
	111	ega Numb	l Ele	eme f ope	ents, ening	/fea	atur ts to	es be o	0																
	used	for al	ll dan	nces 2	must 4 be	not ats c	exce of mu	ed sic	··• •	Del	Last	Ca	ncel	CHECK	Review	w *									
25 Base	.10 e techn	0 ical De	.0 ductio	2!	5.10 tal		F	ree D	ance	1/17	- MAR	RTIN	VERD	EJO (CHI)						Prev Prev	/.Seg .Seg	gme mer	nt R nt SC	ANK ORI	(: - E: -

Figure 114. Data operator interface - Solo Free Dance

8.4.2 Interface for Couple Free Dance

Even	Num	ber/Se <u>c</u>	jment Tj	pe: 2	9/5 - 0	Couple	e Dan	ce Jur	niores																
J1	J2	J3	J4	J5	J6	J7	J	8	19	R	ST	ОР	LIT	E Mode	VERIFY	CONFIRM	RESE			?	QU	т		∦OR SKA	LD Te
Da	nc	e Li	fts								+-	Elem	ent	Value	Туре	KP/Bonus	*				S	eq	ue	nce	es
ST	ΆΤ	101	NAR	Y	0	В	1	2	3	4	_{08:54}]	StL	iB	1.50	Lift										
D		AT16			0	R	1	2	3	4	08:55 2	RtL	.i2	3.50	Lift			'RA\	ELING	0	В	1	2	3	4
						5		-	-	-	06:58 3		2	6.20 5.00	ClusterHold	LSP	77	WM	CB LSP	2					
<u> </u>	эм	BIN,		N	0	в	<u> </u>	2	5	4	07:00 -	ChS	its	3.00	ChoreoStop		/	<i>AIRR</i>	CP WK	-					
C	HOR	EOG	RAPI	lic	0	1					08:38 6	CIS	qB	3.00	ClusterNoHold	ł		CLUST	ER NoHold	0	В	1	2	3	4
																	C	LUS	TER Hold	0	в	1	2	3	4
																	D	ANC	E HOLD	0	в	1	2	3	4
																	1	DANCI	E NO HOLD	0	в	1	2	3	4
																	(ONE F	PARTNER	0	в	1	2	3	4
																	C	HOR	EO STOP	0	В				
											1														
De	du	cti	ons				FA	LLS	()															
		lissi	ing/(Dm	itte	d E	lem	ien	6) 📫															
		ega	l Ele	me	nts	/fe	atı	ires	5 () 🔶															
u	l sed	lumb for al	ber of I dano	ope es 2	ening mus 4 be	t no ats	ats (t ex of n	to b cee nusi	e 0, d c	0	Del	Last	Ca	incel	CHECK	Review	*								
22. Base	20 techn	0 ical De	.0 duction	22 s To	2.2(tal)		Fre	ee Da	ance	1/2 -	TT T1	r (IN	D)						Pre Pre	v.Se	gme gme	ent R ent S		(: 1 RE:

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.



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 <u>called</u>, 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 -
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.

				Li	ne	ar
LINE	0	в	1	2	3	4
BLOCK	0	В	1	2	3	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.
- Extra features:
- a. Traveling (+0.5) → click the TR button to insert
- b. Traveling plus two different turns (+1.0) \rightarrow 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
- \circ b. Difficult Free Skating Movement (+2.0) → 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.

INTE	RSEC	τιον	0	В	1	2	3	4
ВМ	FM	BR						
NO	HOLI	D	0	В	1	2	3	4
TR	TR2	TR3						
MO	/E		0	В	1	2	3	4
SFM	1	ADF						
CRE	ΑΤΙν	'E - Li	ft		0	1		

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

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	II 01:	03 VERIF	CONFIRM	RESET		P	?	QU	т	
LOVE IS LOVE	+ Elen	nent Value	Type Traveling	KP/Bonus *	Combo			S	eq	uen	ces
LOVE IS A REBELLIOUS BIRD THAT NO ONE CAN CAGE	2 Q0 3 Q0	C3 6.30 Cr1 3.00	Canon Creative		TRAN TT MIRR	CF CP	0	В	1	2 3	5 4
					CL	USTER	0	в	1	2 3	4
					C	ANON	0	В	1	2 3	5 4
						LINE	0	В	1	2 3	4
					CR	EATIVE	0	В			
Deductions FALLS 0 Missing/Omitted Element 0 - Illegal Elements/features 0 -				Ø							
	Del Last	Cancel	CHECK	Review *							
14.30 0.0 14.30 Quartets Juniores Base technical Deductions Total	1/3 - QUA	RTET 5 (ESI	2)				Prev Prev	v.Seg .Seg	gmei men	nt RAN t SCO	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. Changing formation (+1.0) \rightarrow click the CF button to insert
- c. <u>Mirror</u> (+1.5) \rightarrow click the <u>MIRR</u> button to insert
- \circ d. <u>Crossing patterns</u> (+2.0) → 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			S	ieq	ue	nc	es	
TR	AVELIN	G	0	В	1	2	3	4
TT	CF							
MIRR	СР							
(CLUSTE	0	В	1	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 Gro																	
R 15	J1 J6	J2 J7	J3 J8	J4 J9	ST	ART	00:04	СС	NFIRM	1							
1/1	0-0-0-0-0	-0-0-0-		at group	Order	Name	Title		N	ation	SS	GT	PE	СН	DED	Total	Rank
	JUNIO		OUP 1		<u> </u>	JUNIOR GROU	P 1 JUNI	<u>OR TITLE</u>	U	SA							
	JUNI	OR TI	TLE														
WH HEF ON P	THE RES IISPERED FOR H R DESTIN I THE EAR THOUSAI OCAHON	STLESS TO HE IER IDE Y WAS TH BLO NDS OF TAS. RI LOVE.	WIND R TO F ALS. IMPRII DODIE WARS EBEL F	nted D By S.													
SHO	ANE MO		GROU	PS					RESTART	SF	۲IP		PRE	v	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

R J1	J2	J3	J4	STADT	CONFIDM	
ં ૩5 ં ૩6			3 9 3	START	CONFIRM	

Figure 124. Show Groups - confirm segment

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

Warning		×
	**** CURRENT SEGMENT NOT YET CONFIRMED. **** Waiting for the Referee to confirm the current segment	
	ОК]

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

R J1 J2 J5 J6 J7	<mark>،ل 31 کا</mark>	s S	TART	12"	CONFIRM	1				
JUNIOR C	Current gro ROUP 1	Order	Name JUNIOR GRO	Title UP 1 JUNI	I OR TITLE	Nation SS JSA	GT	PE CH	DED	Total Rank
JUNIOR	TITLE			Waiting Waiting judg	jes 🗐					
THE RESTLE WHISPERED TO FOR HER I HER DESTINY WA ON THE EARTH THOUSANDS POCAHONTAS LOV	ESS WIND HER TO FIGH DEALS. AS IMPRINTE BLOODIED BY OF WARS. . REBEL FOR E.	T C								
SHOW JUNIO	R GROUPS				RESTART	SKI		PREV	INFO	QUIT

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		×
?	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:



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

				IAL RK
J	UNIOR GROUP 1 / J	UNIOR TITLE	1 18	.99 1
SKATING SKILLS 3.12	2 GROUP TECHNIQUE 8.25	performance 4.62	IDEA and CHOREOGRAPH	4.50
SKATE		Components 20.49	Deduction	s -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

Show Group							
R	_J1	J2	J3	J4	STADT	NEVT	
			33 83	ંગ્ર	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.

SHOW JUNIOR GROUPS	SHOW JUNIOR GROUPS	RESTART	SKIP		INFO	QUIT
--------------------	--------------------	---------	------	--	------	------

Figure 131. Show Groups - Bottom toolbar

ROLLART REVIEW



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't be changed:

QOEs assigned by Judge Panel

What can be changed with Rollart Review:

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

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":

Open a Rollart database		^	
\rightarrow \uparrow \land OSD	isk (C:) > RollartSystem	Cerca in RollartSystem	
Irganizza 👻 Nuova car	tella	li: - 🖬 😲	
on Poste Italiane	^ Nome ^	Ultima m ^	
😹 Remote Manager HSN	Backup	28/09/20	
😹 Riservato	doc	25/11/20	
	Events	04/12/20	
	J1	20/02/20	
Desktop	J2	19/12/20 Selezionare il file di cui	
Documenti	J3	17/12/20 Selezionare il file di Cui visualizzare l'anteprima.	
- Download	J4	12/12/20	
immagihi	<u>در</u>	14/02/20	
J Musica	17	18/11/20	
Oggetti 3D	JudgePanel	24/11/20	
Video	Referee	25/05/20 ×	
SDisk (C:)	× <		
Nome	file:	✓ File SQLite (*.s3db) ✓	
		Apri 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 - Free Short Program Free Program	e Skating Men Seniore	5		=						
- Test - Couple Dance Juniores - Style Dance - Free Dance - Free Dance										
Eventi Australia - S Style Dance Free Dance Eventi Australia - F	olo Dance Men Junior ree Skating Ladies Cac	es lets		•						
Competition	Test Australia	est Australia								
Place	Roma	oma 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

Cup of Europe - Sc Free Dance Compulsory 2 Gare di test con 1 Free Program Free Program Free Program Free Program Free Program Free Program Free Dance Free Dance Free Dance Free Dance Free Dance Free Dance Free Dance Free Dance	olo Dance Men Youth - giudice - Pairs Youth e Skating Men Seniore e Juniores olo Dance Men Juniore ree Skating Ladies Cad	Solo Dance Men Youth	E V
Competition	Cup of Europe - Solo	Dance Men Youth	
Place	Roana	Date from	27/09/2019
Judges	5	Competitors	7
Discipline	Solo Dance Men	Category	Youth
	Compulsory 1	Compulsory 2	Free Dance

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:

Test event Free Skating Senior Men - Free Skating Men Seniores Image: Short Program Image: Short Program Image: Short Program Image: Free Program Image: Short Program											
Test event Free Skating Senior Men											
Free Skating Men Seniores SHORT PROGRAM Completed											
Rank	Name	Club	Nation	Bas	Final Tech	Components	Deductions	Total	Final Rank	Total Score	
1	JOHN WHITE		USA	37.64	38.39	18.49	0	56.88	1	56.88	
2	MARIO ROSSI		ΠA	30.85	30.60	21.13	0	51.73	2	51.73	
3	DIEGO FAZIO		ARG	24.35	19.80	16.49	0	36.29	3	36.29	

Figure 138. Select a competitor

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:

Test e	Test event Free Skating Senior Men - SHORT PROGRAM SENIORES												
				DIEG	O FAZIO - A	RG [Short	Program]						
Base	/alue: 24.35	Element Sc	ore: 19.80	Deductions:) <u>Compo</u>	nents: 16.49	Total: 36.	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 2 Combo Complete Bonus 0% 7 Update element 2A - 2 Axel • • • • • 0 • 8 Update element T T • <<<<>Half-rotated 0.0 • 8 Undo Wrong Edge •<<<<>Downgraded Undo Undo 0 • •													
N	New element Delete last Save and 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,

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Half-rotated or Downgraded (§). 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 $(\mathbb{7})$
- (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.

Test	event Free Skat	ting Senior Men	- SHORT PRO	GRAM SENIORES							□ ×
				DIEG	io fazio - A	ARG [Short	Program]			
Base	/alue: 19.45	Element So	:ore: <mark>19.00</mark>	Deductions: () <u>Compo</u>	nents: 16.49	Total: 3	5.49 Se	gment 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 goes and are not editable.

Solo Jump				
ZA - 2 Axel 🔻	Combo	 Complete < Under-rotated 	Bonus 0% 💌	Update element
	T Wrong Edge	 << Half-rotated <<< Downgraded 	0,0	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 goes:

H Heel Spin Insert the element Code	Combo 1 * T Wrong Edge	Complete < Under-rotated << Half-rotated <<< Downgraded 	Bonus 55% V 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	н	3.60	3.60	+1	+2	0	+2	%+(R)	55
Solo S	pin									
	-		Combo) Co	mplete	Bonus	80% ~		Undat	e element
н	He	eel Spin	*	0 < L	Jnder-rotated	5			opaure	c crement.
Inser	t the element C	ode	U T		Half-rotated	1	0.0 -			Indo
			I wrong	ruge () <<	< Downgraded					
No	w clamont	Cancel Save	Save and Clo	ra Close						
110	TT GIGITIGITE		Save and ero	26 61036						

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:

omponents		J1	J2	J3	J4	J5	JG	J7	J8	J9
Skating Skills	3.25	2.25 🚖	4.25 🚔	6.25 🚖	1.75 🚔					
Transitions	4.5	3.25 🌲	2.00 🚔	5.75 🚔	7.75 🚔					
Performance	4.12	3.00 🚔	3.25 🚔	5.00 🚔	6.75 🚖					
Choreography	4.62	2.25 🚔	1.75 🚔	7.00 🚔	7.00 🚔					
Factor 1.0 16.49 Close Update Components										

Figure 144. Change Components

		DIEG	O FAZIO - /	ARG	[Short	: Pro	ograr	n]
<	Dedu	ictions: 0		nents:	16.49		Total:	36
	Base	e Value	Final Value	J1		J2		
	4.88	Deducti	ons					٦
	7.02							٦Ľ
	0.00	DEDU	JCTIONS		-3			
-	0.00	Falls	3		-1	1	-	
	1.85	Mus	ic Violation		0	0.0	-	
	2.00	Time	e Violation		-1	1	-	
	8.80	Illeg	al Element		0	0	-	
	2.30	Cost	ume Violatio	n	-1	h	-	
	2.70	Miss	ing Element		0	0	-	
	0.00	Not	permitted el.		0	0	-	
-	2.00	Late	Start		0	0	*	
		Clo	ose	Updat	te dedu	ctio	15	

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:

	*	+2	1	+1	+1	+3		0.00		NLSit						
		-3		-3	-2	0	1.25	2.00		н	7					
				X				RollartSystem	F							
late element	Update		-	ng?	ore closii	ve changes be	/ou want to sa	? Do		Solo Jump 2A - 2 Axel						
			A	lo		Sì										
Undo	U															
				_		_		_	~							
							Close	ve and Close	last Sar	Delete	w element	N				
							Close	ve and Close	last Sa	Delete	w element	N				

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**":

2	Ro	IArt Revi	iew										
Γ	Ever	its Dat	tabase <mark>E</mark> xit										
r	Even	ts - Free	Skating				ו						
	đ	Test eve	nt Free Skating Senio	r Men									• 💌
	-											_	
		Free	Skating Men S	Seniores SHORT	PROGRAM							Com	pleted
	ŧ	Free Rank	Skating Men S	Club	PROGRAM Nation	Base Tech	Final Tech	Components	Deductions	Total	Final Rank	Com Total Score	pleted
	+	Free Rank	Skating Men S	Club	Nation USA	Base Tech 37.64	Final Tech 38.39	Components 18.49	Deductions 0	Total 56.88	Final Rank	Com Total Score 56.88	pleted
	* * *	Free Rank 1 2	Skating Men S Name JOHN WHITE MARIO ROSSI	Club	Nation USA ITA	Base Tech 37.64 30.85	Final Tech 38.39 30.60	Components 18,49 21.13	Deductions 0 0	Total 56.88 51.73	Final Rank	Com Total Score 56.88 51.73	pleted
	***	Free Rank 1 2 3	Skating Men S Name JOHN WHITE MARIO ROSSI DIEGO FAZIO		PROGRAM Nation USA ITA ARG	Base Tech 37.64 30.85 26.32	Final Tech 38.39 30.60 25.92	Components 18.49 21.13 16.49	Deductions 0 0 0	Total 56.88 51.73 42.41	Final Rank 1 2 3	Com Total Score 56.88 51.73 42.41	pleted
		Free Rank 1 2 3	Skating Men S Name JOHN WHITE MARIO ROSSI DIEGO FAZIO	Club	PROGRAM Nation USA ITA ARG	Base Tech 37.64 30.85 26.32	Final Tech 38.39 30.60 25.92	Components 18.49 21.13 16.49	Deductions 0 0 0	Total 56.88 51.73 42.41	Final Rank 1 2 3	Com Total Score 56.88 51.73 42.41	pleted

Figure 147. Segment revised

	JUDGES DETAILS PER SKATER		F	ree Skating Men cat. Seniore
REVISED 16-12-19 11:21:41 ank Name 3 DIEGOFAZIO	Total Total Nation Element Component ARG score score (factored) 25.92 16.49	Total Segment Deductions score 0.00 42.41 FPI Na	ime	FINAL RESULT REVISED
# Executed Element E 1 Jump 2A < 2Axel 2 ComboJump 2A < 2Axel NJ Ho Jump NJ Ho Jump	Base Value QOE J1 J2 J3 J4 4.88 0.15 +1 0 0 +2 702 0.00 0 0 -1 +2 0.00 0.00 0 0 0 0 0 0.00 0.00 0 0 0 0 0 0	scores of Panel 503 702 000 000 ng Men cat. Seniores - Short P	DHN WHITE ARIO ROSSI EGO FAZIO rogram	
	Diaco, Namo		SED 16-12-19 11:21:41	egment
	1 JOHN WHITE 2 MARIO ROSSI 3 DIEGO FAZIO	US. IT/ AR	on Score Score Ded A 38.39 18.49 0.0 2 A 30.60 21.13 0.0 2 G 25.92 16.49 0.0 2	Score 56.88 51.73 42.41

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)
 - 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

Eludros and	l Pof	orool	Fo	r oach	Referee connected - F	iollart Judge Panel vers. 5.2											-		ĸ
[Judges and	i Ken	ereej.	10	each	R NUNO SA	NTOS WS 1	Tech Par	iel 🔐	Deduc	ctions	÷	Comp	etitor 1	of 17 (ном	S ADA	MS)	79	
element/level					# Element		Penalty	QOE	<u>,</u>									0-0-0-0-0-0	<u> </u>
					1. 2 Axel		<					ANO	THER B	RICKI	N THE	WALL			
the system wil	l allow	to give	the	following	2. 3 Toeloop				Cor	nnoi	ante								
	allon	5.70		loconing	2 Toeloop No Jump			0		npoi	ICTIC.	3						Clea	r
OOEs:					3 Salchow		<<												
2					3. Footwork														
● +3					4. SoloSpin				Ch	ation 6	tellin.	Tra	acitions		Derform		Chora	aranhu	
-					6. 2 Flip				SK	ating a	KIIIS	Irai	ISILIONS		Periori	lance	Chore	grapny	
• +2																			
4																			
• +1																_	-		
0									0	1	2	3	4	5	6	1	8 9	10	
• 0																			
4																			
• -1								+											
2																			
• -2																			
2								-		FDA	GE								
• -3								~											
The Referee and	d all the	iudges	will a	ussign the 🤇	-3 -2	-1 0 +1	+2	+3	SEN	DCC	MPO	NENT	ſS	02:	21	С	ONF	RM	

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

Figure 150a. Technical Elements - QOEs

[Referee]: The Referee can choose to star out one or more element between the last 5 executed, by clicking on the 2 button:



Figure 151b. Technical Elements - Elements starred out

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

199393636363639 29 3 8 3										-1-				Referee	/
				DICK		ANOT				QOE	Penalty			Element	_
		TTALL		RICKI	HER DI						<			2 Axel	
							nte		Com					3 Toeloop	
Clear							illis	Jone	Collin					2 Toeloop	
									-	0				No Jump	_
											**		<u></u>	5 Salchow	-
											-/			Footwork	
				11		-	. 11				_(-	CombEni	
Choreography		mance	Perfor		sitions	Trans	Is	ng Ski	Skati		\sim		n	2 Elle	-
														2 Pilp	-
									_						-
															-
															-
9 10	8	7	6	5	4	3	2	1	0						
							-	RAG	AVE						
				-											
							_								

Figure 152. 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:



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:

88

Components	Average										
COI	MPONENTS		JI	J2	J3	J4	J5	J6	Average	REF	
1 Ska	ting Skills	+ -	7.75	6.25	4.00	4.75	4.25	1.25	4.75		
2 Trai	nsitions	+ -	9.00	7.75	3.00	2.75	4.75	2.00	5.00		
3 Per	formance	+ -	8.00	3.75	3.75	8.75	3.00	6.25	5.75		
4 Cho	reography	+ -	7.00	7.00	5.00	7.00	2.25	2.75	5.25		
			RES	SET to	AVER	AGE	CON	FIRM /	AVERAGE	SEN	ID AVERAGE

Figure 154. 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:

Componen	ts Average									
CC	MPONENTS		JI	J2	J 3	J 4	J5	J6	Average	REF
1 Sk	ating Skills	+ -	7.75	6.25	4.00	4.75	4.25	1.25	5.25	
2 Tra	ansitions		9.00	7.75	3.00	2.75	4.75	2.00	5.50	
3 Pe	rformance	+ -	8.00	3.75	3.75	8.75	3.00	6.25	4.75	
4 Ch	oreography	+ -	7.00	7.00	5.00	7.00	2.25	2.75	5.25	
			RES	SET to	AVER	AGE	CON	FIRM /	AVERAGE	SEND AVERAGE
			Fig	uro 155	Avora	ing in	croasa	valuos		

Figure 155. Average - increase values

Components Average					
COMPONENTS	JI J2	J3 J4	J5 J6	Average	REF
1 Skating Skills + -	7.75 6.25	4.00 4.75	4.25 1.25	5.25	
2 Transitions + -	9.00 7.75	3.00 2.75	4.75 2.00	5.25	
3 Performance + -	8.00 3.75	3.75 8.75	3.00 6.25	4.75	
4 Choreography +	7.00 7.00	5.00 7.00	2.25 2.75	5.25	
	RESET to	AVERAGE	CONFIRM	AVERAGE	SEND AVERAGE
	Eiguro 15	6 Average de	sereces velues		

Figure 156. 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

Components Average											
COMPONENTS		JI	J2	J 3	J4	J5	J6	Average	REF		
1 Skating Skills	+ $-$	7.75	6.25	4.00	4.75	4.25	1.25	5.25			
2 Transitions	+	9.00	7.75	3.00	2.75	4.75	2.00	5.50			
3 Performance	+	8.00	3.75	3.75	8.75	3.00	6.25	4.75			
4 Choreography	+ -	7.00	7.00	5.00	7.00	2.25	2.75	5.25			
		RES	ET to	AVER	AGE	CON	FIRM /	AVERAGE	SEN	ID AVER/	AGE
		Figu	re 157.	Averag	e - con	firm ar	nd send				

Judges can then adjust their scores to within 0.50 of the average score. Average function is disabled after it has been used for each current event. 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 1 connected - Rollart Judge Panel vers. 5.2													
1 MORENA SENESI Judge 1 Tech	Panel 🚜	Costume Violation	Grou	p 1 of 16	(ARGEN	ISHOW)							2
Program title			and "Sect" Sect" in									949-6-69-69-69-69-69-69-69-69-69-69-69-69-	20
SOMEBODY PLEASE SAVE	ME	Comp	onent	s ——								Clea	ar
KIDNAPPED WOMEN DE	SIRE												
THEIR FREEDOM IN T	НЕ ГҮ. А	Skat	ing Ski	lls	Gr Tech	oup nnique		Perfor	mance		Idea horeo	and graphy	
RELENTLESS MOTHE SEARCHES FOR HER	R ₹												
DAUGHTER. STRUGGLE, I	НОРЕ НЕ	0	1	2	3	4	5	6	7	8	9	10	
ETERNAL SHADOWS	5.												
Short Description		SEND C	ОМРС	NENT	S		0:0	0		SE		1ARKS	•
IP Judge/Ref: 192.168.56.1											Setting	Exit	

Figure 158. 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

Referee connected - Rollart Judge Panel vers. 5	5.2												
R NUNO SANTOS Referee	🕷 Tech Panel 🔒	De	eductio	ons	-	Group 1	of 16	(ARGE	NSHO	w)			79 %
Program title													
SOMEBODY PLEAS	SE SAVE ME	ſ	Comp	oone	ents								Clear
KIDNAPPED WON	IEN DESIRE												
THEIR FREEDO DARKNESS OF C		Skati	ng Skil	lls	Gr Tech	oup nique		Perfor	mance		Idea Choreo	and graphy	
RELENTLESS N SEARCHES F													
DAUGHTER. STRU	GGLE, HOPE		0	1	2	3	4	5	6	7	8	9	10
ETERNAL SHA	ADOWS.												
			AVE	RAG									
Short Description		s	END	COM	IPOI	NENT		00:	09	>	COI	NFI	RM
ID Judge (Dof J	02169 56 1												

Figure 159. 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 165f. Deductions - Show

Figure 164e. Deductions - Quartets

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 166. 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)

R	NUNO S/ Referee	ANTOS		WS	Tech Par	nel 🚜	Components 💮 Competitor 1 of 3 (TEST NAME)	79 %
#	Element				Penalty	QOE		
1.	2 Axel							
2.	3 Toeloop						Falls 4	\bigtriangledown
	2 Toeloop					-	Music violations (inappropriate, expletive lyrics or spoken words) $f 0$	÷
	No Jump				_	0	Time of the program loss than the minimum 0.0	$\overline{\bigtriangleup}$
3.	Footwork						Time of the program less than the minimum 0,0	\bigtriangledown
4.	CombSpir	n					Costume violation 0	\Leftrightarrow
5.	3 Lutz!				<<		Knooling or laying on the fleer more than twice or more than maximum E seconds 0	\bigtriangleup
6.	3 Flip						Kneeling of laying on the noor more than twice of more than maximum 5 seconds U	\bigtriangledown
	2 Toeloop						The time from the start of the music and the first movement is more than 10 seconds ${\sf 0,0}$	\Leftrightarrow
7.	2 Loop				_	_	More than I retation jump or more than I jump in the facturery converse 0	$\overline{\bigtriangleup}$
							Skating outside of the designated competition surface or touching against the barrier of the 0,0	
							Entry and Exit the floor not respecting the time allowed 0.0	Ă
							Illegal element/movement/features Missing/Omitted element Mandatory position in a spin element not attempted	
-3	-2	-1	0	+1	+2	+3	SEND COMPONENTS 01:17 SEND MAR	KS
		IP Juda	e/Ref:)	192.168	.56.1		Setting Ent:	

Figure 167. Deductions - Falls

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

Costume Violation

[Judge] Judges will have the option to push a costume violation button. If the majority of the officials including Referee agree, the deduction will be applied. After thew Data Operator clicks on STOP button, the "Costume Violation" button is enabled. To request a costume violation for the skater, the judge has to click on Costume Violation before sending marks.

Judg	je 3 connected -	Rollart Judg	je Panel vers.	. 5.2																
3	DAVID YE Judge 3	iH		Т	ech Pan	el 🙀	Cos Viol	tume ation	Com	petitor	1 of 17 (1	HOMAS	ADAMS)				79 2		
#	Element				Penalty	QOE														
1.	2 Axel				<						A	NOTHER	BRICKI	N THE W	/ALL					
2.	3 Toeloop	•																		
	2 Toeloop)						mpo	onent	s ——										
	No Jump					0												Clear		
	3 Salchow	1			<<															
3.	Footwork																			
4.	SoloSpin																			
5.	CombSpi	n					S	kati	ng Ski	s	Tran	sitions		Perfor	mance		graphy			
6.	2 Flip																			
											_									
								0	1	2	3	4	5	6	7	8	٩	10		
								U	•	2		4	5	U U	1	0	5	10		
		_		_																
	-2	-1	0	+1	+2	+3	SEN	SEND COMPONENTS			rs	08:11				SE	SEND MARKS			
			no/Pof-	1021685													E ATRINE			

13.2.7 Confirm and Send marks

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

J Refere	e connected - R NUNO SA Referee	ollart Judge	e Panel vers.	5.2 WS T	ech Pai	nel 🔐	Deductions Com	petitor 2 of 3 (TEST N	AME 2)	– @ X
#	Element				Penalty	QOE				~~~~~
							Components —			Clear
							Skating Skills	Transitions	Performance	Choreography
							4.25	3.50	5.00	4.75
							AVERAGE			
-3	-2	-1	0	+1	+2	+3	SEND COMPONEN	NTS	0:00	CONFIRM
		IP Juda	ne/Ref:	92.168.5	6.1					Setting Exit

Figure 168. Referee - Confirm segment

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

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

Figure 169. 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.

🗾 Refei	ee connected -	Rollart Judg	e Panel vers.	5.2						- 0 X
R	NUNO SA Referee	ANTOS		WST	ech Pai	nel 🚜	Deductions 🚁 Com	petitor 2 of 3 (TEST N	AME 2)	79 %
#	Element				Penalty	QOE	- 14 14 pt			
1.	Roman M	ood Sold	51			0				
2.	Roman M	ood Sold	2*			-1	O			
3.	Traveling					+1	Components —			Close
4.	Cluster N	o Hold				+2				Clear
5.	Artistic*					-1				
6.	Footwork					-2				
							Skating Skills	Transitions	Performance	Choreography
							4.25	3.50	5.00	4.75
							AVERAGE			
-3	-2	-1	0	+1	+2	+3	SEND COMPONEN	ITS	00:10	SEND MARKS
		IP Judg	ge/Ref:	192.168.5	6.1					Setting Exit

Figure 170. 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
	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 By Rollart - LIVE
	called in all the categories. 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
	In all the short programs the same jump can only be presented once with the exception of one (1) jump of the skater's choice, which can be presented twice. Where a jump is presented twice, at least one must be in combo.	By the PANEL
	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. No more than two (2) triples allowed. There MUST be	By Rollart - LIVE By Rollart - VERIFY
	 at least one connecting jump of one rotation for combinations of three (3) or (4) 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 lump. 	By Rollart - LIVE
Combo Jumps	 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. 	
	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
	ALL difficult positions are only allowed once per	By the PANEL
	program. If presented a second time the basic position	
	(camel, sit, upright, broken, inverted, heel) will be	
	starred out and given NO value.	
	For Cadet to Senior: Entry into a solo spin should be	By the PANEL
	without a long preparation. The maximum allowed will	
Coinc	be four (4) three turns. If a skater executes more	
Spins	and given NO value	
	A difficult variation or position will be counted just	By the PANFI
	once in the whole program. For example, Sideways	by the rate
	position for a sit spin will be considered just once as a	
	difficult position in the whole program.	
	There is no limit to the number of difficult	By the PANEL
	positions/variations used, however only one difficult	
	position can be presented per position	
	In a spin combination, if only one (1) of the positions is	By Rollart - VERIFY
	confirmed by the technical panel, the whole spin will	
	There cannot be two consecutive changes of feet in	By the DANEL
	hetween positions of combination spin. For example:	by the PANEL
	from a RBO camel stepping forward to the left foot	
	and then to the right again to do a RBO upright.	
	SIT MANDATORY: If the mandatory sit is starred out,	By Rollart - VERIFY
	the whole combination (the total of the positions	
Combo	confirmed) will only get 50% of its value.	
Spins	SIT MANDATORY: Where a position is mandatory and	By Rollart - VERIFY
Spins Combo Spins	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	
	its value	
	SBC: The percentage bonus applies to the Sit and the	By Rollart - LIVF
	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.	

Rollart TechPanel 5.2 allows you to generate and export the Judges Panel (PDF format) of the skater/team/group who has just performed to a local or remote folder. By default, the target folder is set to "C:\RollartSystem\Events\temp".

You can enable the automatic exporting of the results by checking 'Export pdf after skater' each in Settings/General/Results. After that you can change the folder by clicking on the Browse button.

If you want to use a remote folder (located in the Event Manager computer, for example) you can create and then share the folder.

Be sure that the remote

computer with the folder is in the same Rollart local network.

All the pdf judges panels will be saved as "Order. Skater Name" in the following subdirectories:

C:\RollartSystem\Events\temp\Discipline\Category\Segment •

If the "Export pdf" check is enabled the pdf is saved after the judges/referee have sent QOEs and components.

RollArt -	Verify QOEs													
						TP R	EF							
1/16 - FARFALLE ROSSE (ITA)			16.80 Base tech	15.80	0.0 0	. <mark>0</mark> ns (22.2	6 38.06	Position	38. Fir	06	Re	now sults	
	Element	Value	Туре	Bo	onus	Distance	T	* Fi	nal Value	Referee	JI	J2	J3	J4
©]	Tr2	6.00	COMBO Travelin	g M	IRR			6.	00	0	0	0	+1	-2
e 2	QCL2	5.00	COMBO Cluster					4.	50	+1	+1	0	-2	-3
63	QCr1	3.00	Creative					2.	80	-1	-1	-3	-1	+2
64	QCB	2.80	Canon					2.	50	-2	-2	-2	0	+2
											(F	Pdfexpo	orted (
	COMPONENT	S	Fina	al Value	Referee	J1	J2	J 3	J 4					
1	Skating Skills		7.38	3	9.25	9.25	6.75	8.00	5.00					
2	Transitions		4.0	0	4.00	4.00	3.00	4.00	6.00					
3	Performance		4.88	8	7.25	7.25	3.75	2.25	6.00					
- 4	Choreograph	У	6.0	0	9.75	9.75	8.25	1.00	3.75					



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