

ROLLART

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

2025



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SKATE**

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ROLLART TECHNICAL PANEL

1 INTRODUCTION

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

This manual refers to the 5.2 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.

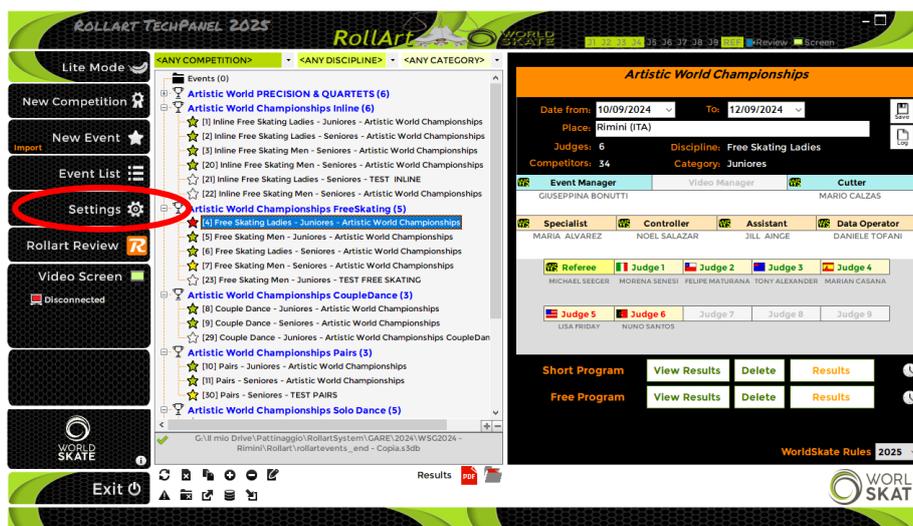


Figure 1. Open Settings

This will display the “Settings” window:

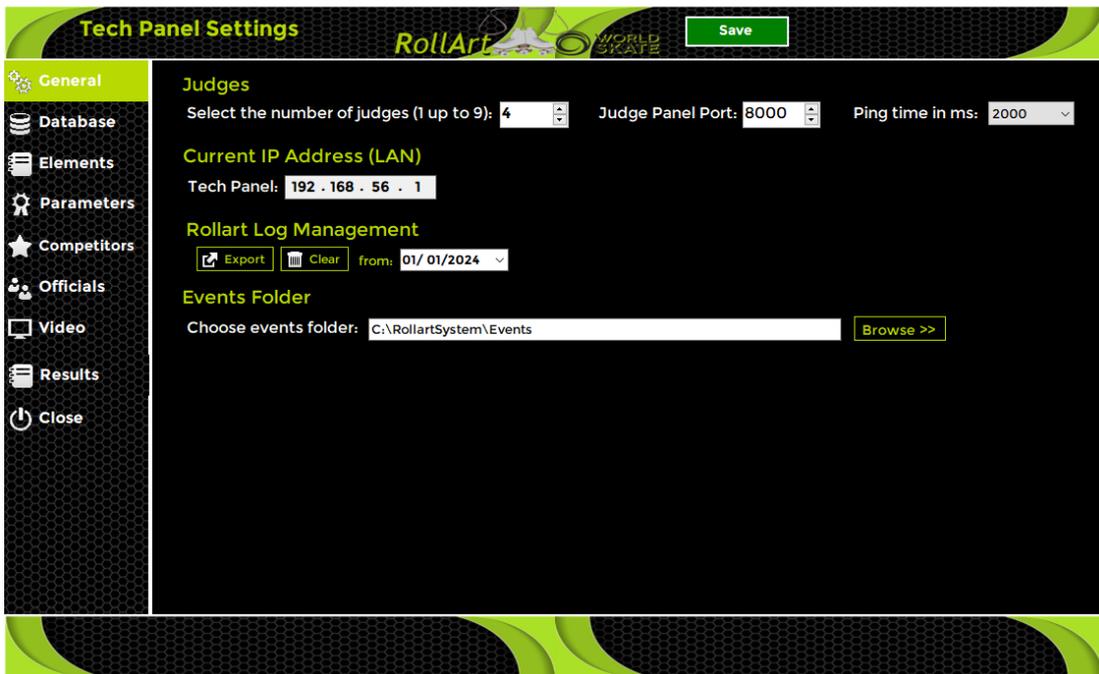


Figure 2. Settings Window

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.

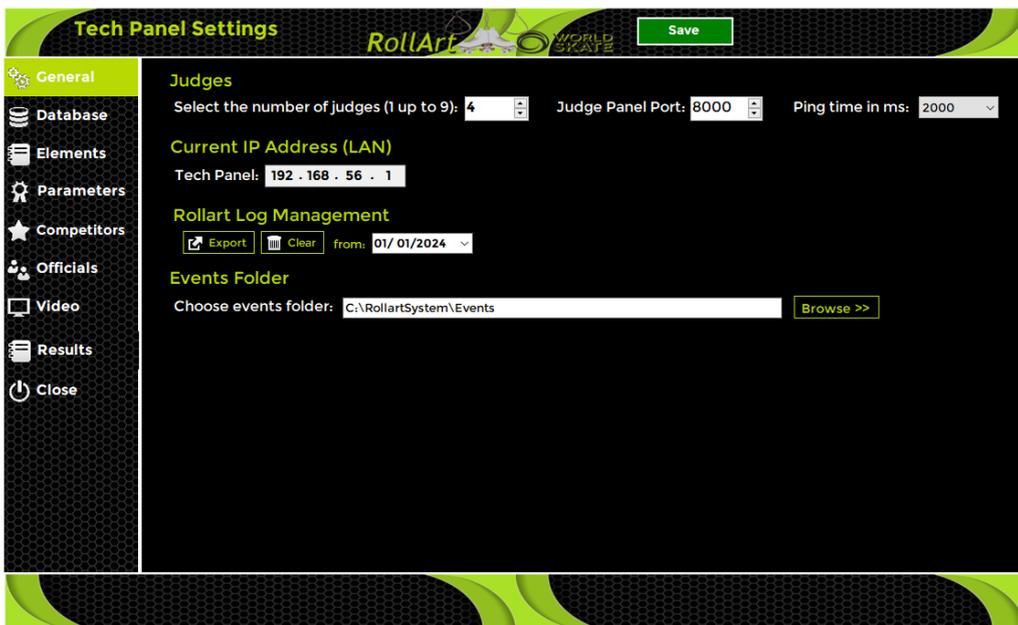


Figure 3. Settings - General

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.

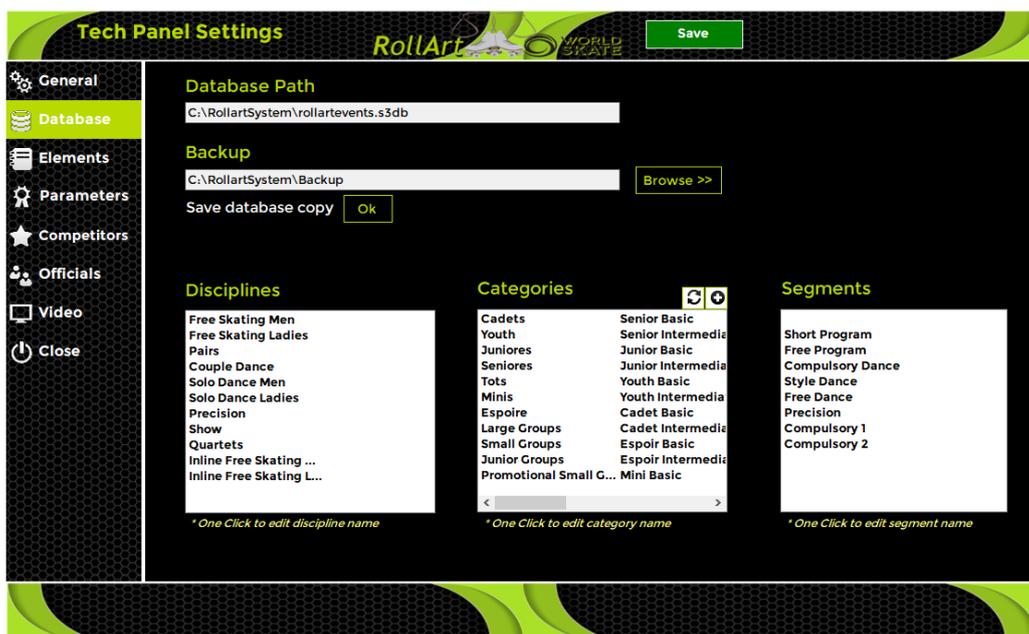
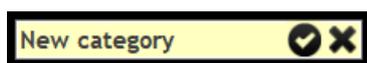


Figure 4. Settings - Database

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.

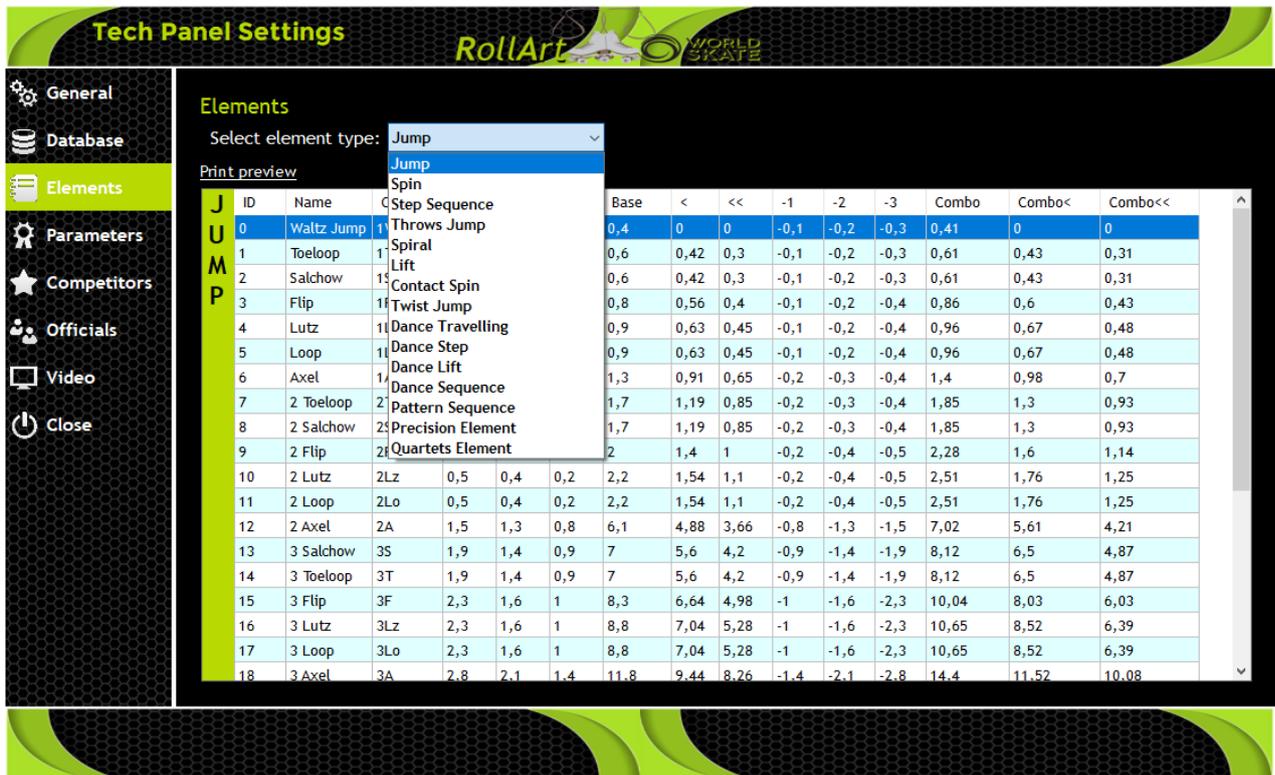


Figure 5. Settings - Elements

The Elements panel provides the following functions:

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

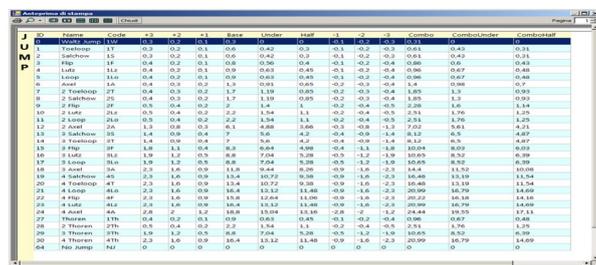


Figure 6. Settings - Print elements

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:

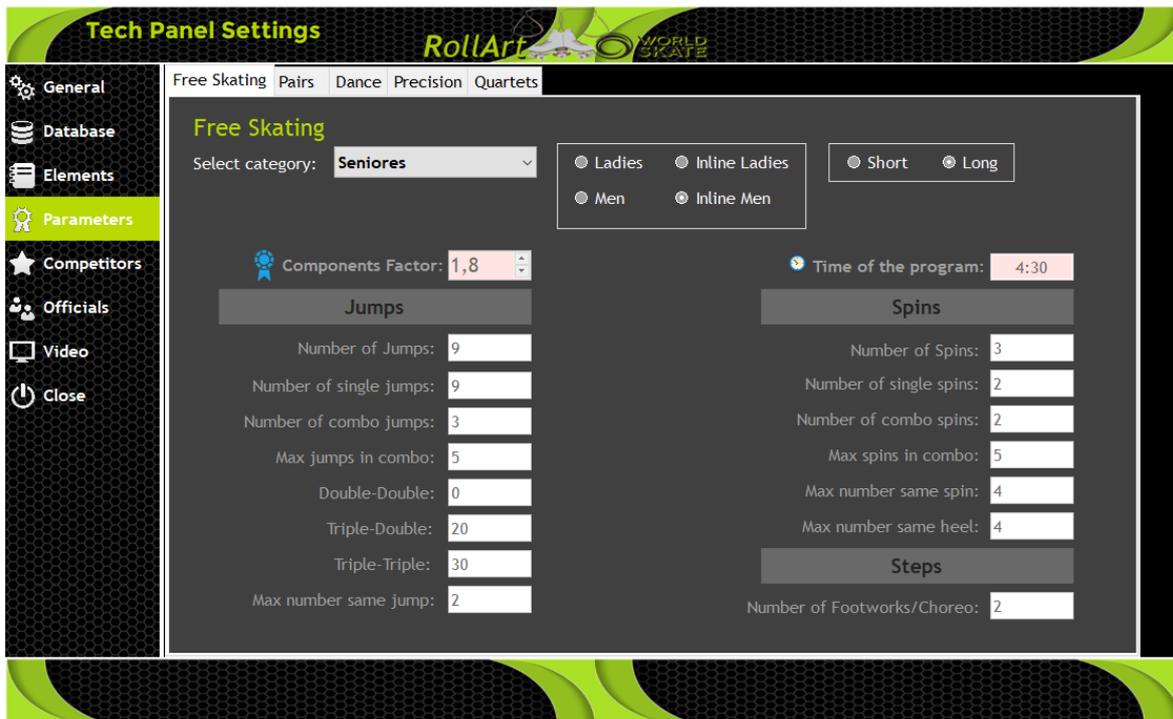


Figure 7. Settings - Free Skating Parameters

PAIRS PARAMETERS:

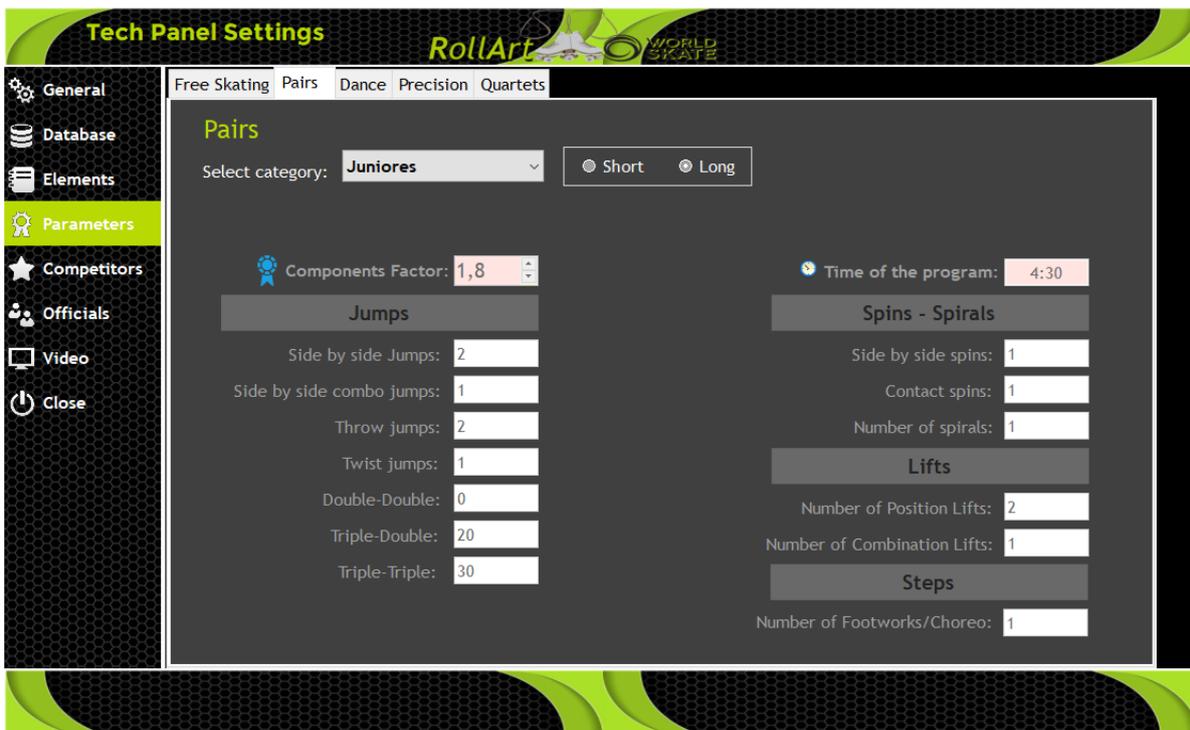


Figure 8. Settings - Pairs Parameters

DANCE PARAMETERS:

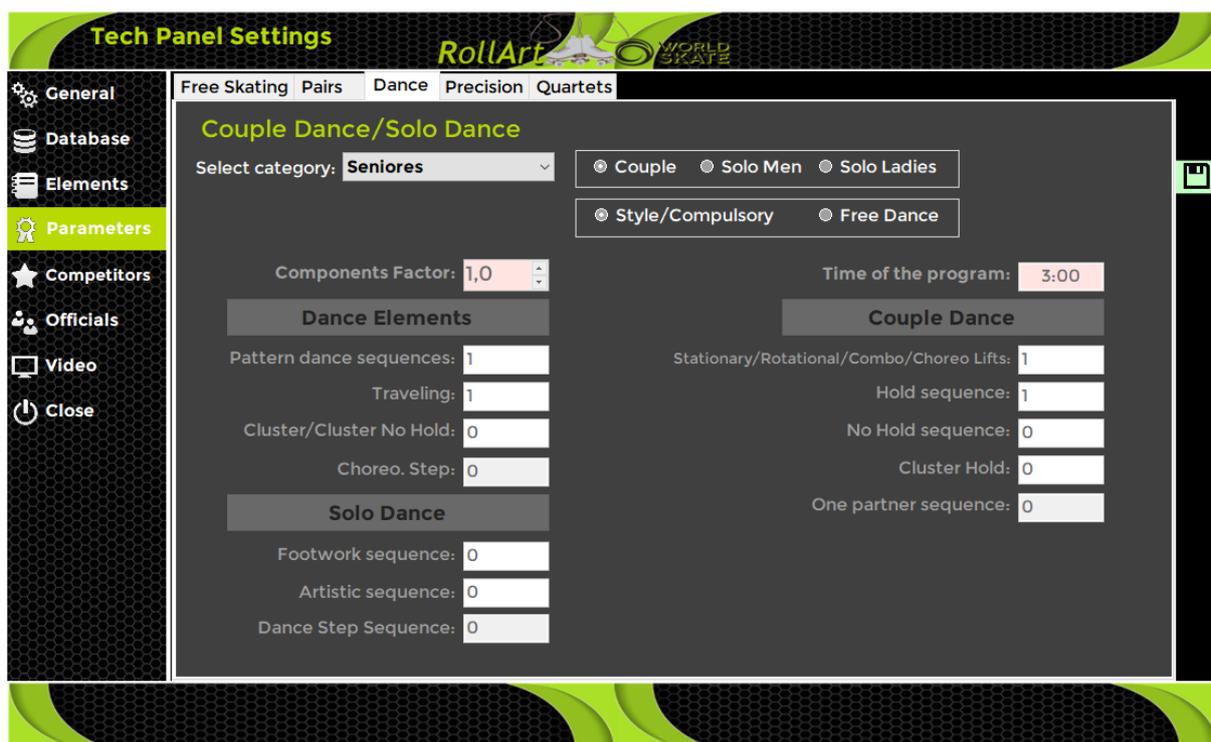


Figure 9. Settings - Dance Parameters

PRECISION PARAMETERS:

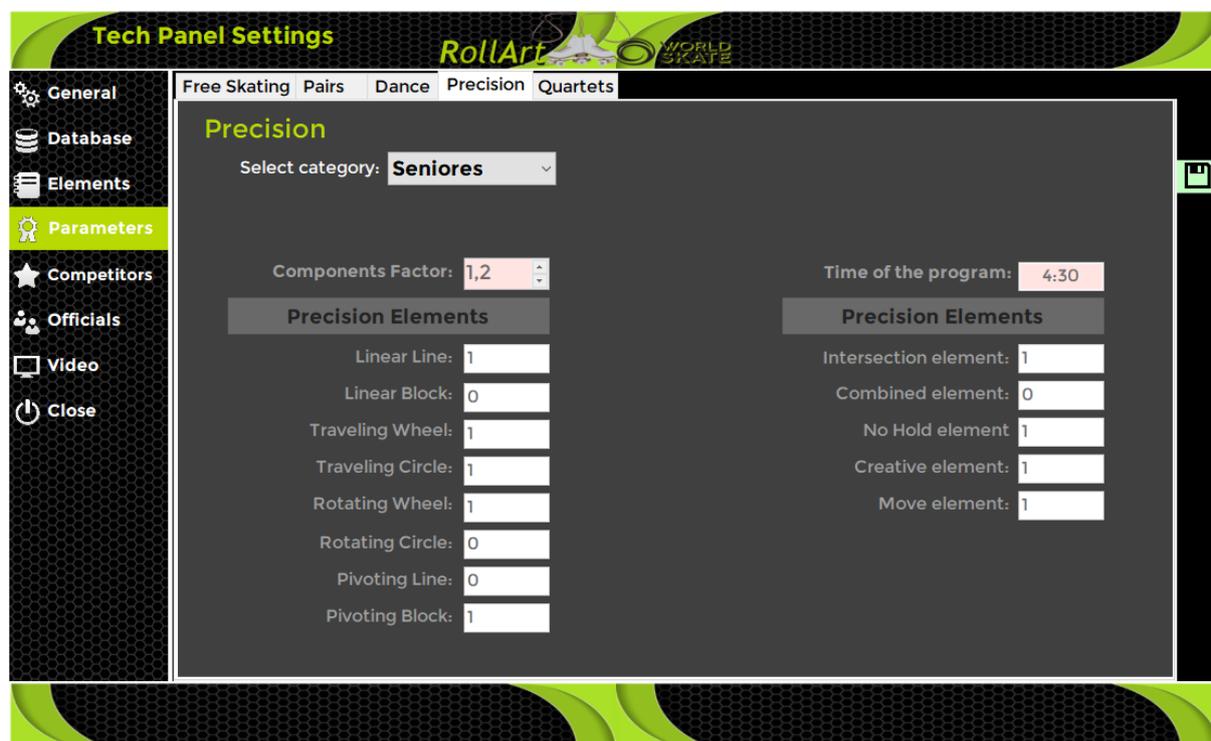


Figure 10. Settings - Precision Parameters

QUARTETS PARAMETERS:

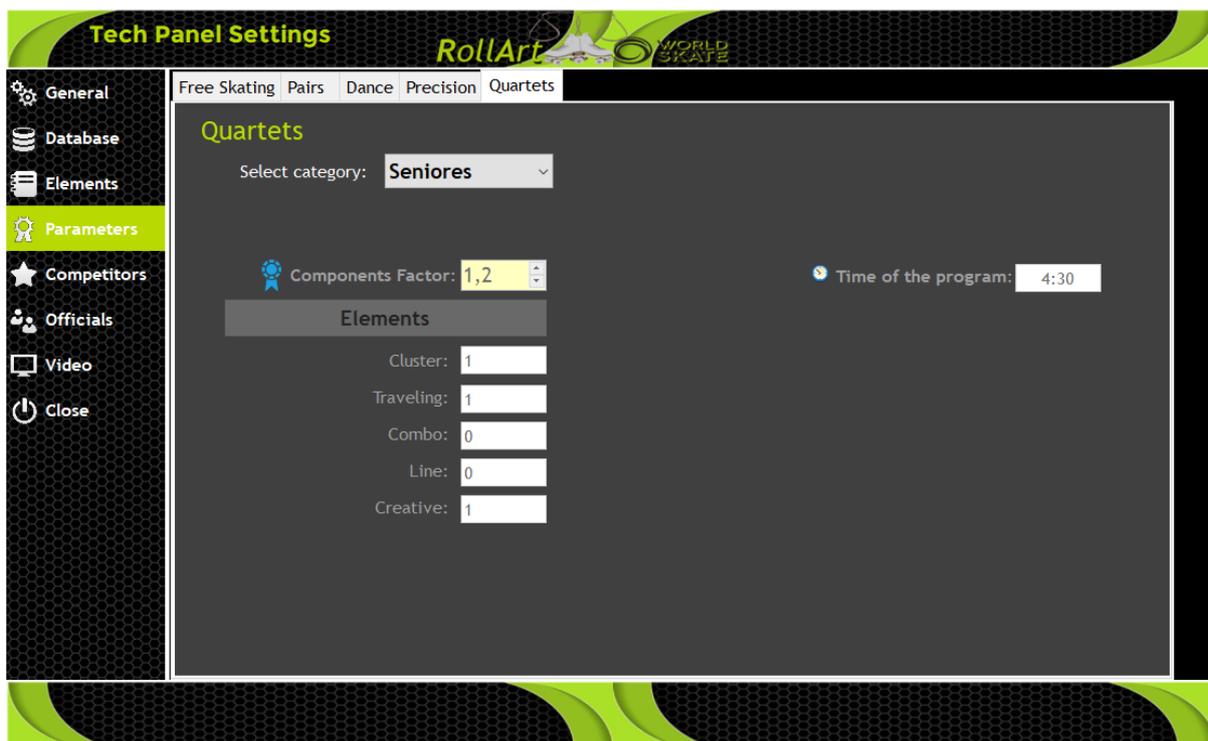


Figure 11. Settings - Quartets Parameters

2.1.5 COMPETITORS

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

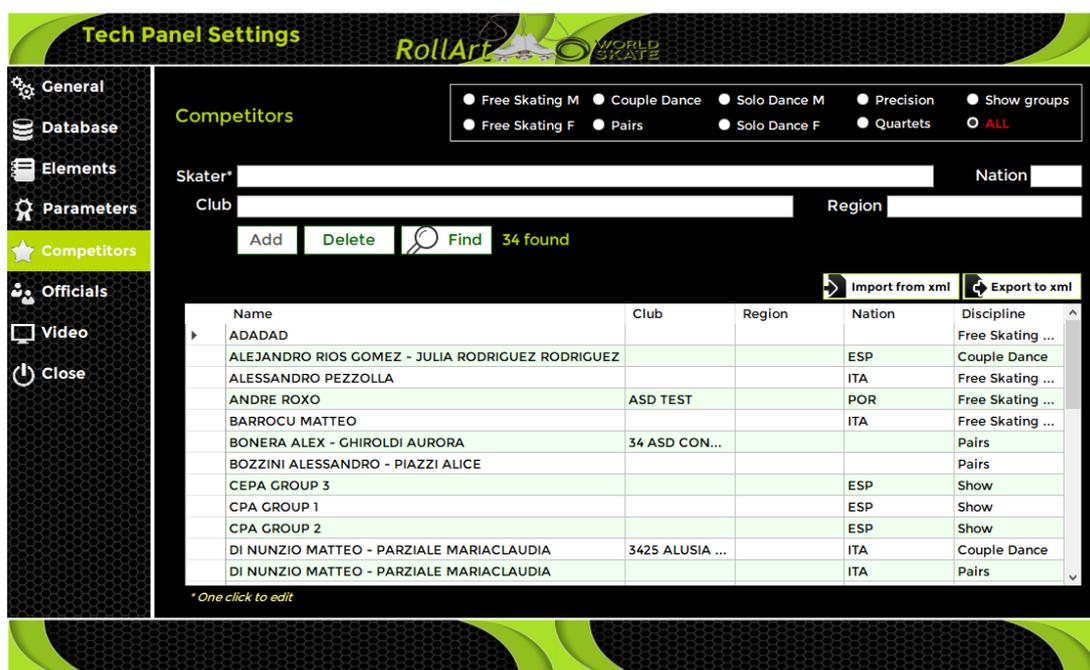


Figure 12. Settings - Competitors

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.

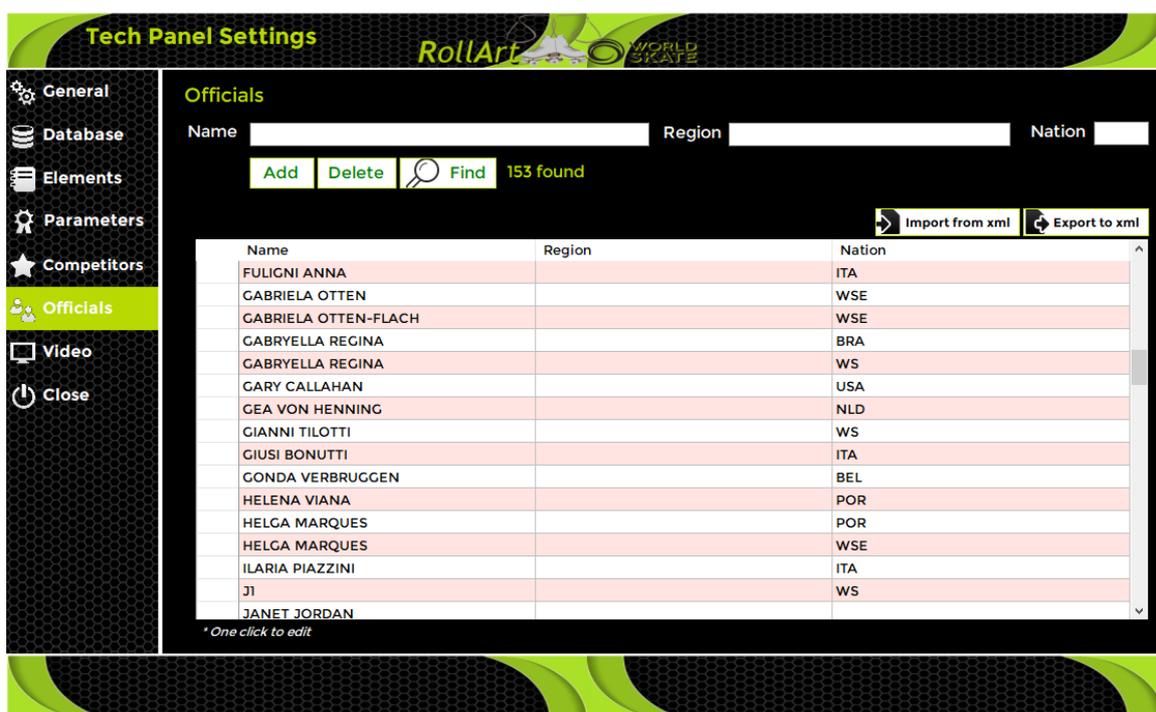


Figure 13. Settings - Officials

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 data in the table 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.

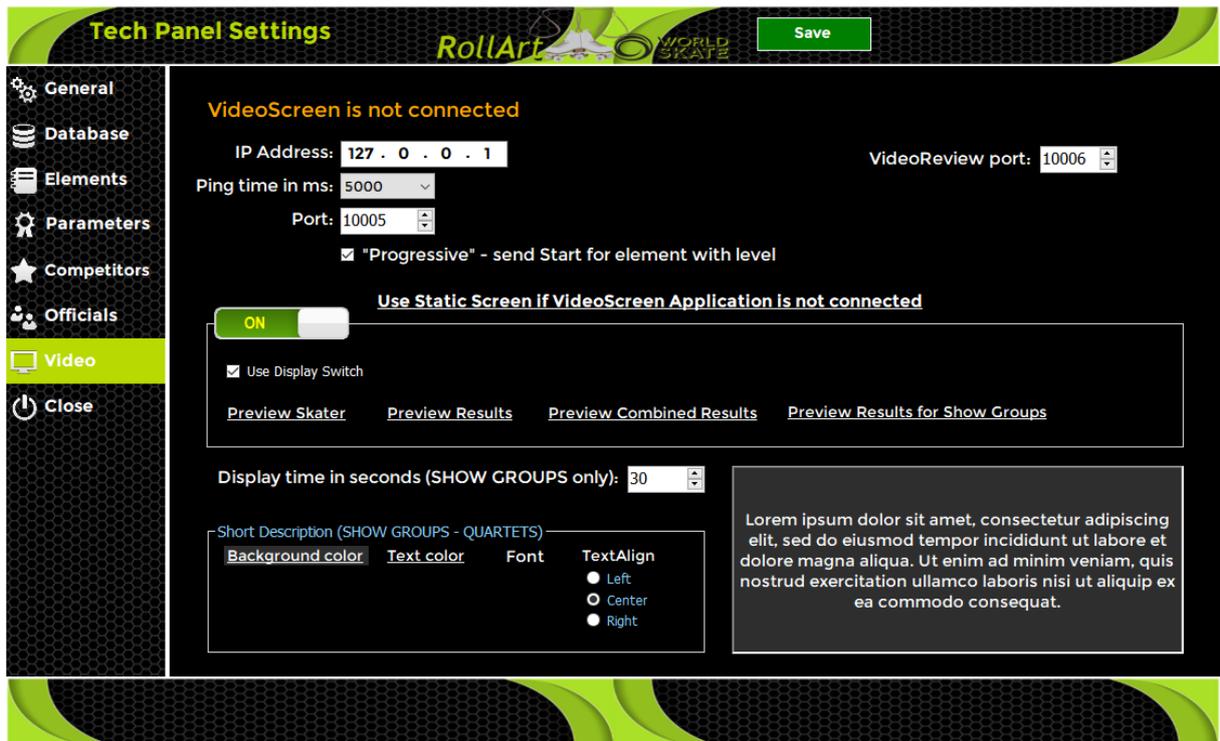


Figure 14. Settings - Video

The Video panel provides the following functions:

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

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

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

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

- Preview Skater allows to test the skater window:

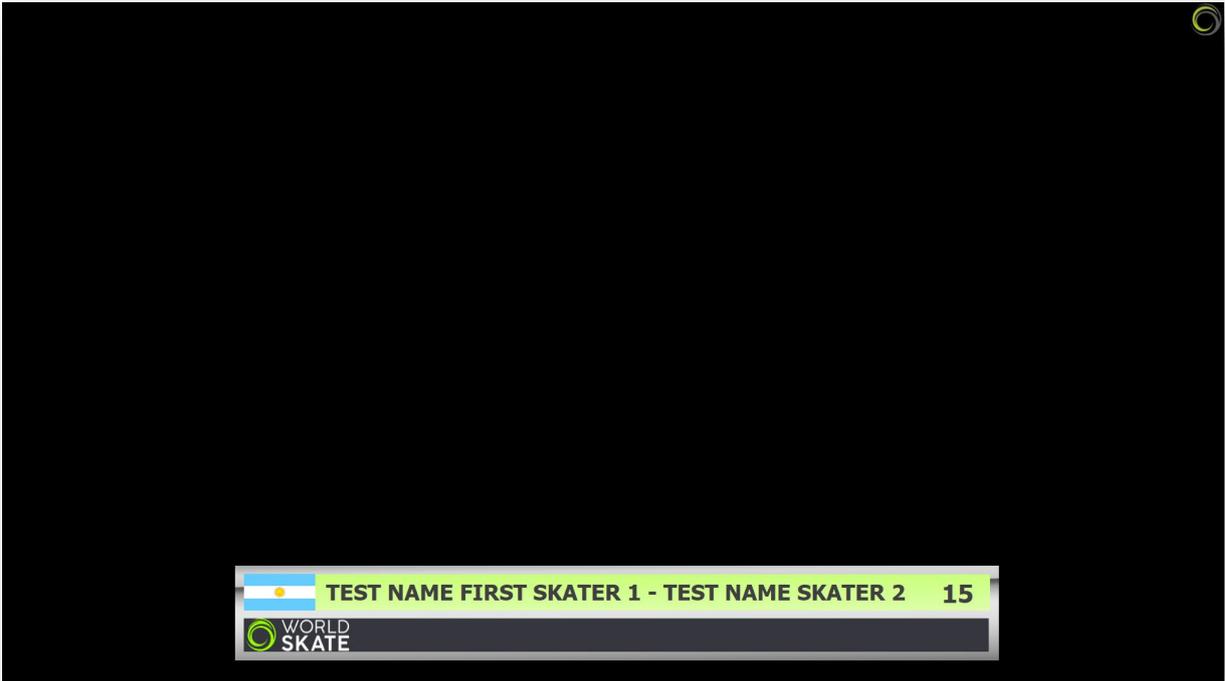


Figure 15. Settings - Video - preview skater window

- Preview Results allows to test the segment score window:

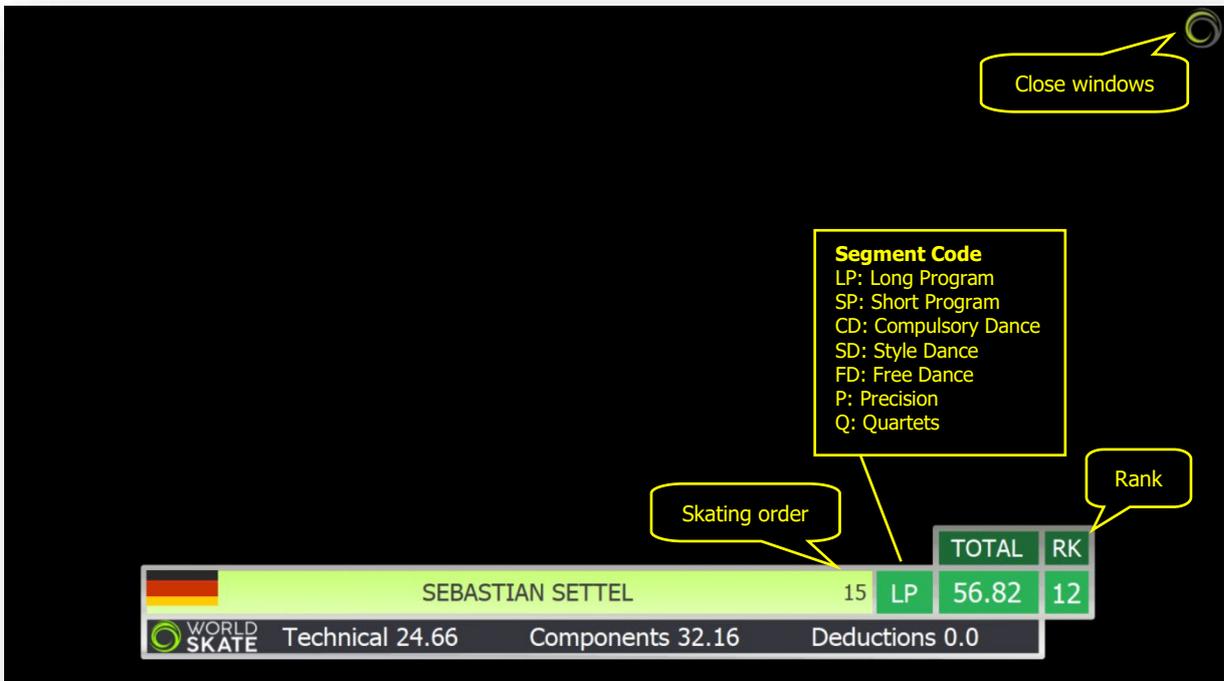


Figure 16. Settings - Video - preview results window

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

FERNANDO ALONSO			15	LP	106.82	5
SP 51.51 Rank 2				TP	157.31	3
Technical 64.66		Components 42.16		Deductions 0.0		

Figure 17. Settings - Video - preview combined results window

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

GROUP NAME / PROGRAM TITLE			15		40.97	5	
SKATING SKILLS	9.43	GROUP TECHNIQUE	12.61	PERFORMANCE	6.45	IDEA and CHOREOGRAPHY	13.98
Components 42.47		Deductions -1.5					

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.

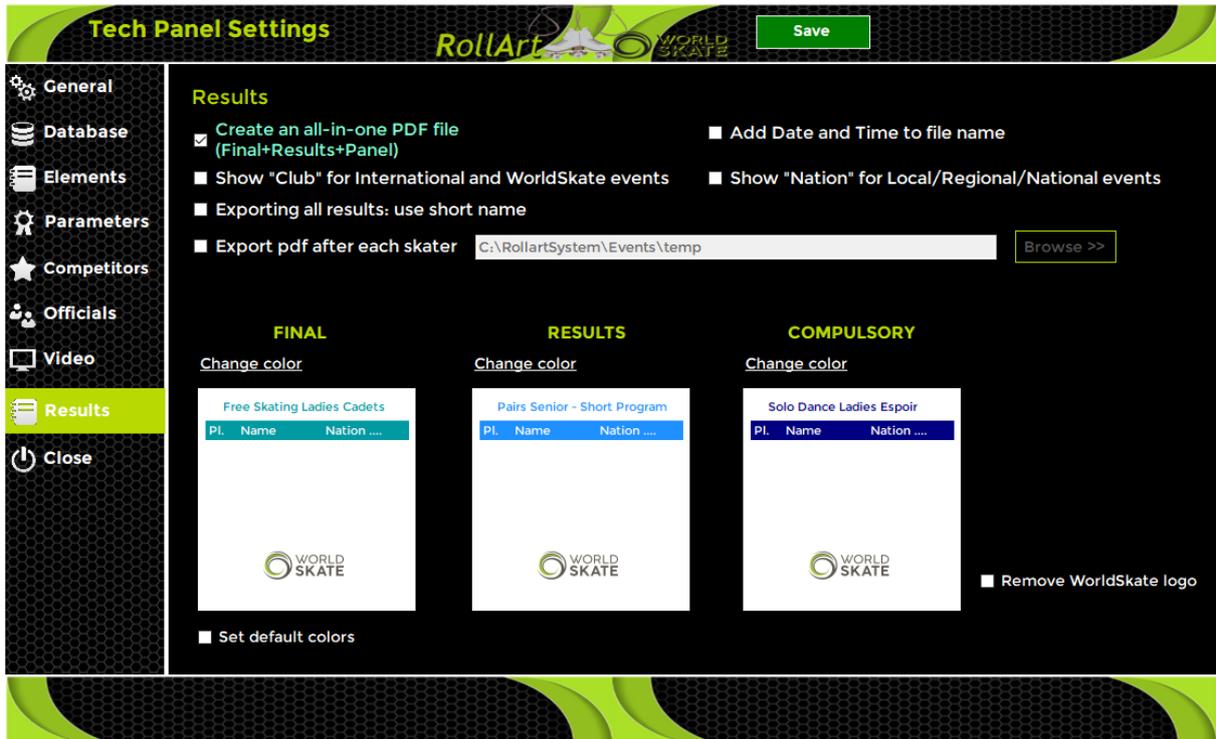


Figure 18. Settings - Video - preview show results window

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.

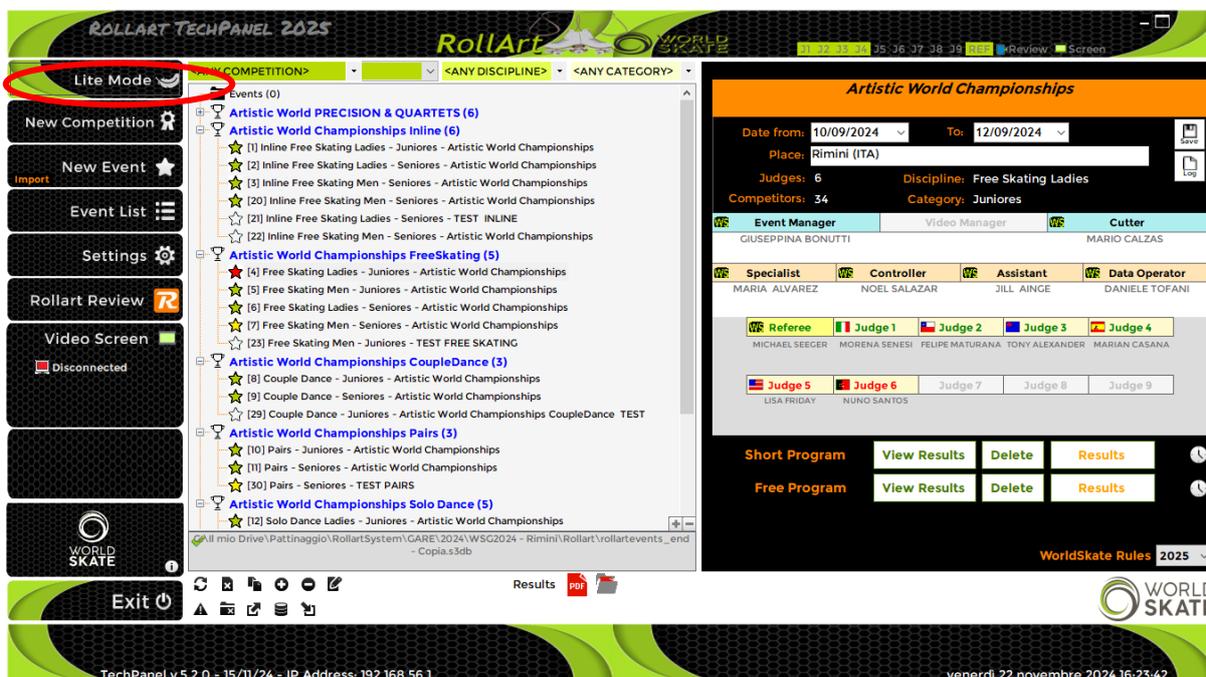


Figure 18. Change from FULL to LITE Mode

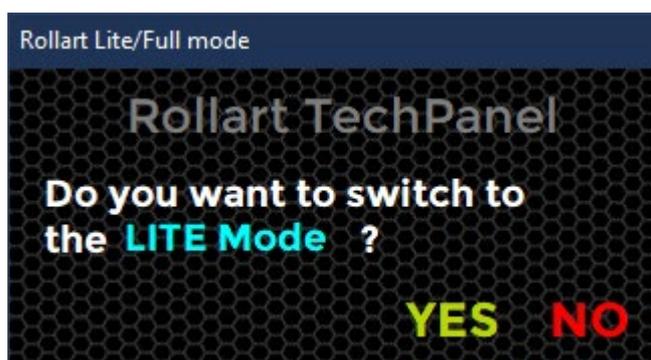


Figure 19. Switch to LITE Mode

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.

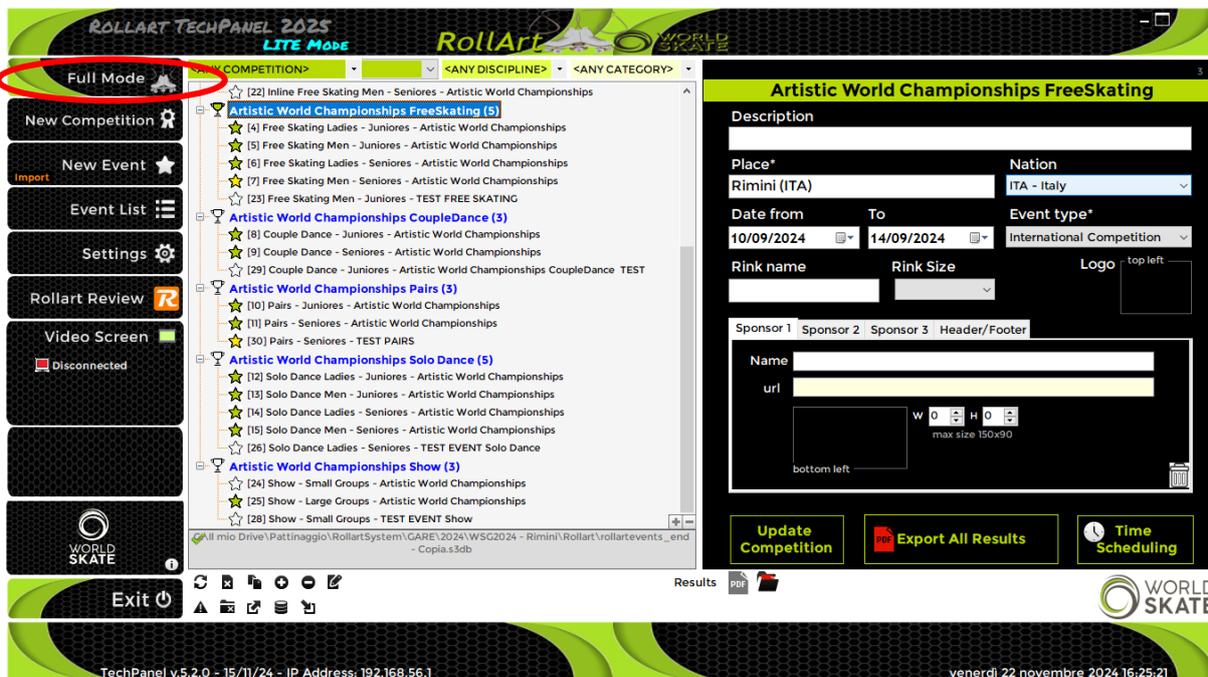


Figure 20. Change from LITE to FULL Mode

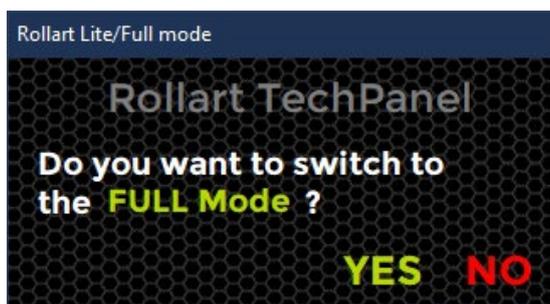


Figure 21. Switch to FULL Mode

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.

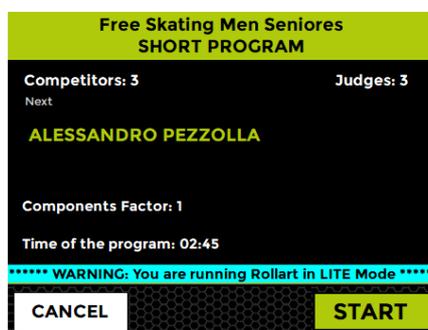


Figure 22. Running in LITE Mode

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.



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:



Figure 24. LITE Mode - QOEs and Components insertion

3.3.1 Insert QOEs

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

- Select the value from the combobox (-3,-2,-1,0,+1,+2,+3)
- Click the qoes 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:

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

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.

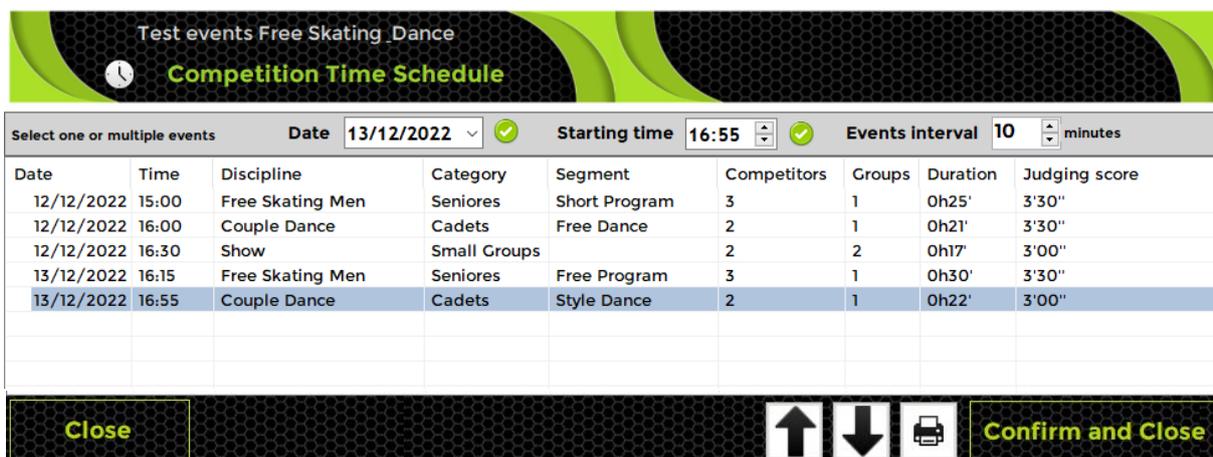


Figure 28. Competition Time Scheduling

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.



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.

4.2 NEW EVENT

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:

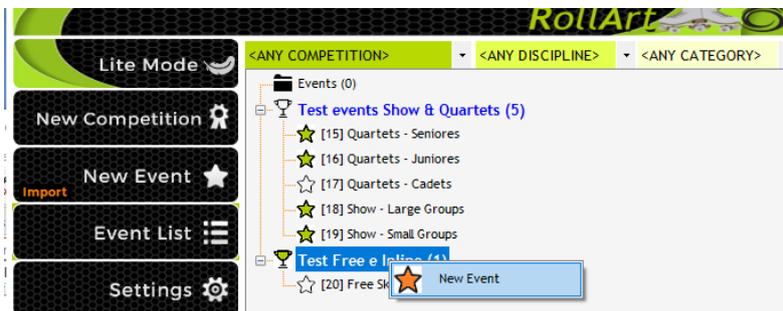


Figure 30. Insert a new Event under a Competition

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

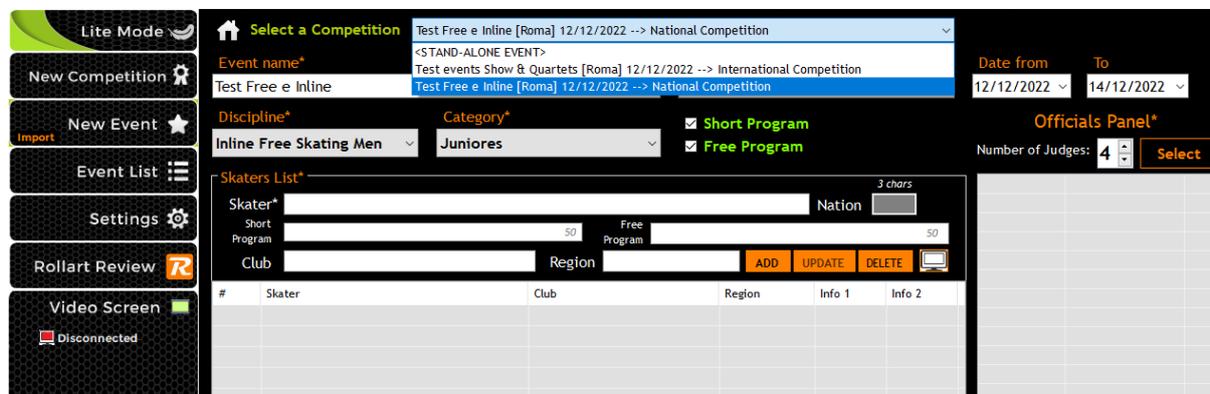


Figure 32. Competition combobox - Select a Competition

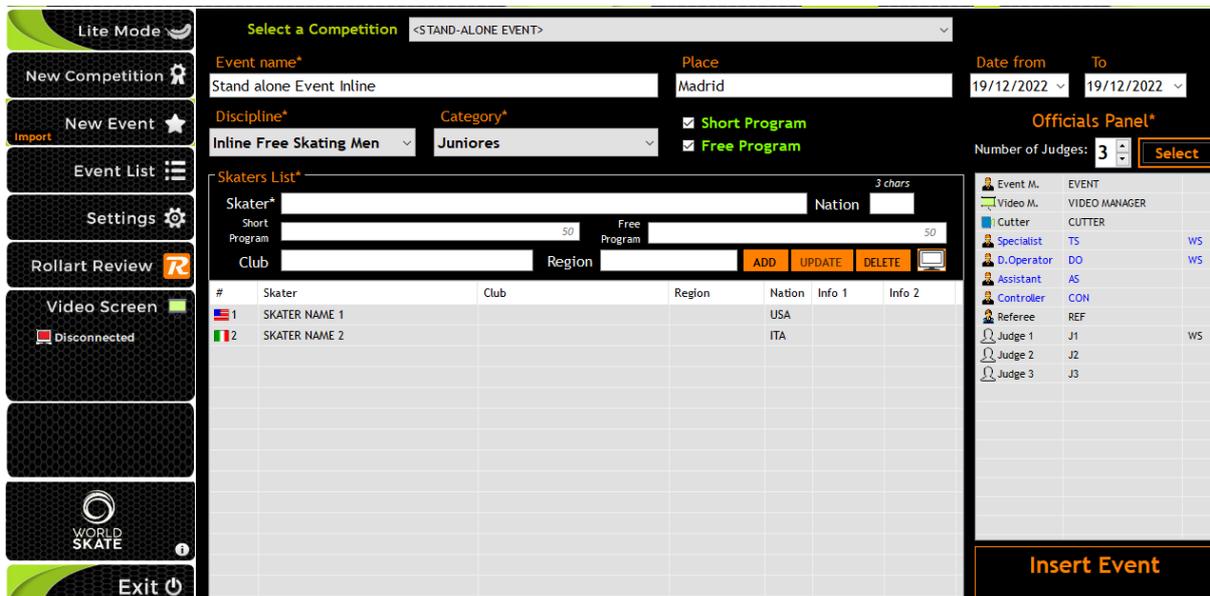


Figure 33. Insert a stand-alone event

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

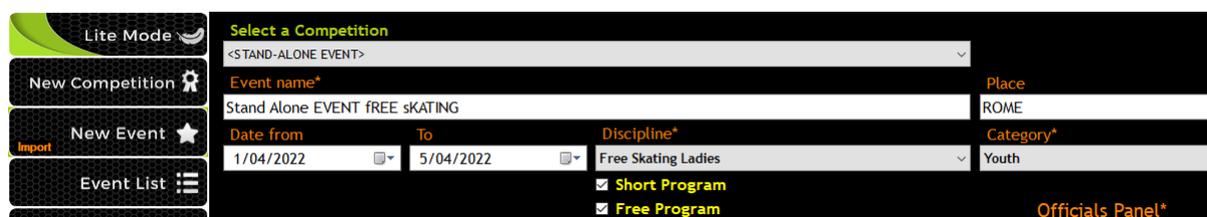


Figure 34. Insert a New Event Name, Place, Date from, To, Discipline and Category

Next enter the skaters for this event.

Skaters List features:

- Skater details Autocompletion
- Adding/deleting/updating skater

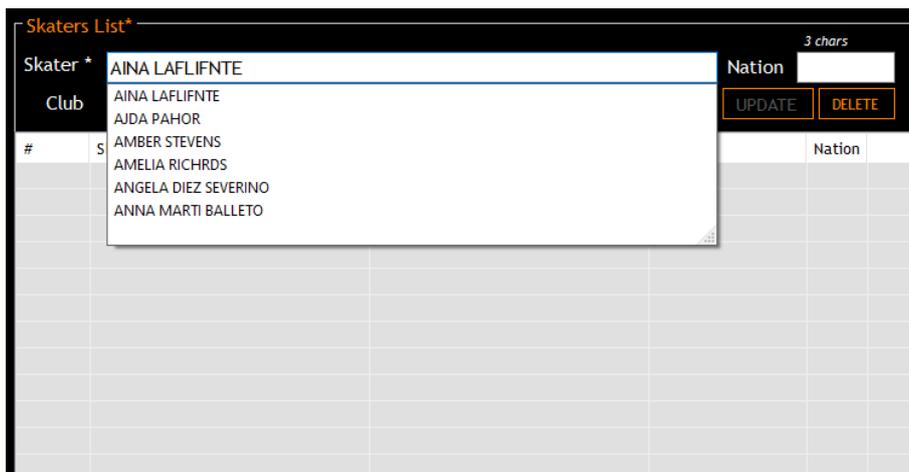


Figure 35. Insert a New Event - skaters list

Next enter the Officials.

Officials panel features:

- Number of judges (value set from Settings).
- **Select** button to select the Event Manager (new), technical panel and select judges.
- **Clear** 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 *		<input type="text"/>
Cutter		<input type="text"/>
Video Manager		<input type="text"/>
TECH PANEL	Technical Specialist *	<input type="text"/>
	Data operator *	<input type="text"/>
	Assistant	<input type="text"/>
	Controller	<input type="text"/>
JUDGES PANEL	Referee *	<input type="text"/>
	Judge n° 1	<input type="text"/>
	Judge n° 2	<input type="text"/>
	Judge n° 3	<input type="text"/>
	Judge n° 4	<input type="text"/>
	Judge n° 5	<input type="text"/>
	Judge n° 6	<input type="text"/>
	Judge n° 7	<input type="text"/>
	Judge n° 8	<input type="text"/>
	Judge n° 9	<input type="text"/>
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.

Event Manager *		<input type="text"/>
Video Manager		<input type="text"/>
JUDGES PANEL	Referee *	<input type="text"/>
	Controller *	<input type="text"/>
	Judge n° 1	<input type="text"/>
	Judge n° 2	<input type="text"/>
	Judge n° 3	<input type="text"/>
	Judge n° 4	<input type="text"/>
	Judge n° 5	<input type="text"/>
	Judge n° 6	<input type="text"/>
	Judge n° 7	<input type="text"/>
	Judge n° 8	<input type="text"/>
Judge n° 9	<input type="text"/>	
Close		Clear All Confirm

Figure 37. Insert a New Event - Officials list for Show Groups

Finally, you can enter any optional fields like Place.

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



Figure 38. Insert Event button

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

- A specific folder 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)
- An xml file with all event details. 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:

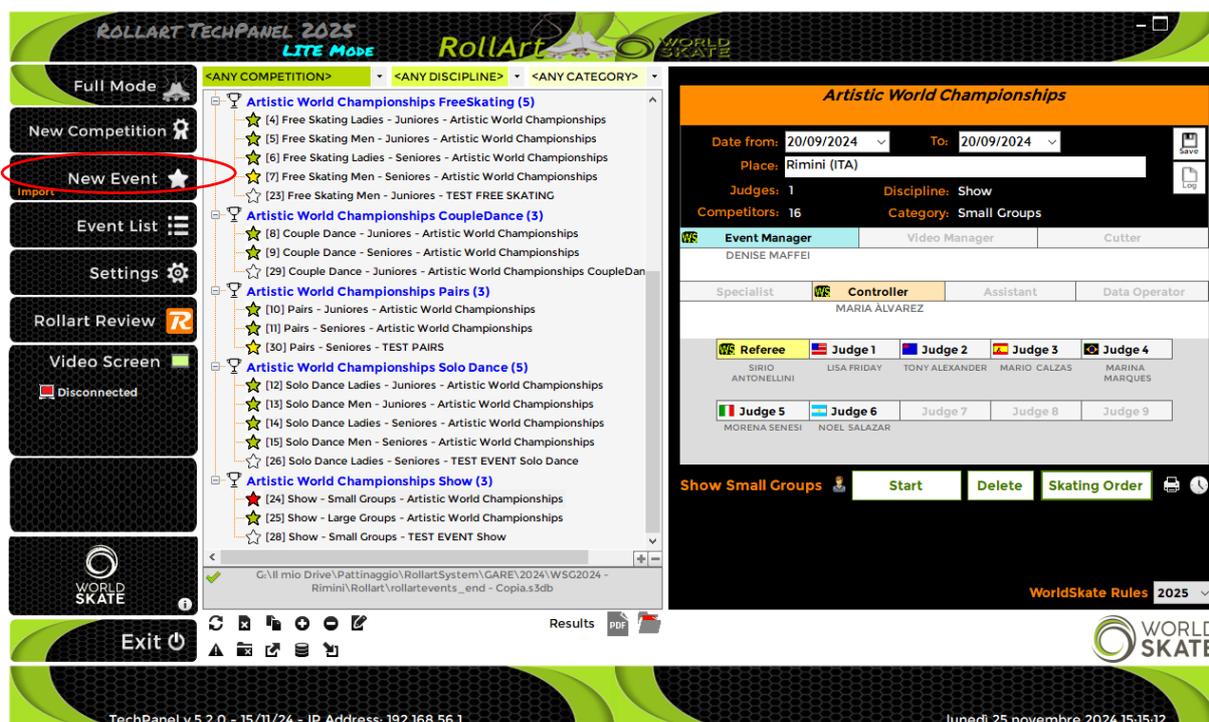


Figure 39. Events and Competition list

The status of each event is indicated as:

- Not started 
- 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.
-  **Reload:** Reload all the events and all competition from database.
-   **Delete:** Delete the selected event or competition and all the associated segments. Warning: If a Competition is selected and deleted, all the related events will be deleted.
-  **Reset:** Restore the selected event to the initial state and reset all the associated segments. Warning: If a Competition is selected, all the related events will be initialized.
-  **Restore:** Restore a selected database into the current database.
-  **Open new:** Allows to select a new RollArt database (s3db format)
-  **Open log:** Shows the RollArt events log
-  **Duplicate:** Allows to duplicate the selected event
-  **Expand All:** Opens all the events and competitions
-  **Collapse All:** Closes all the events and competitions
-    **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.

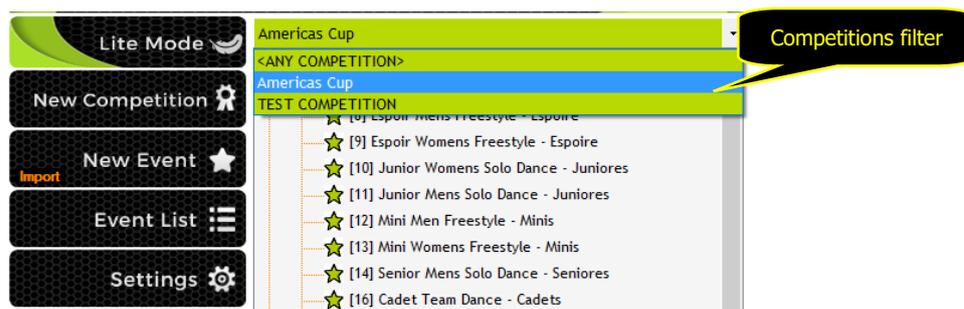


Figure 40. Competitions combobox

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

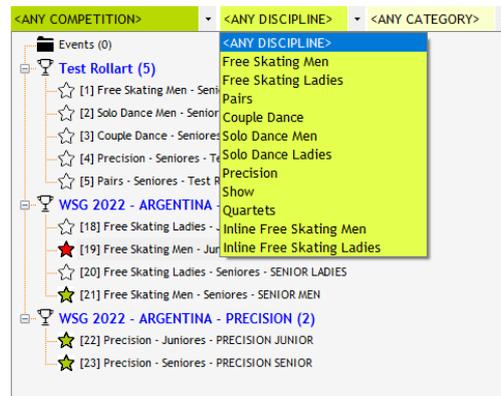


Figure 41. Discipline and category combobox

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

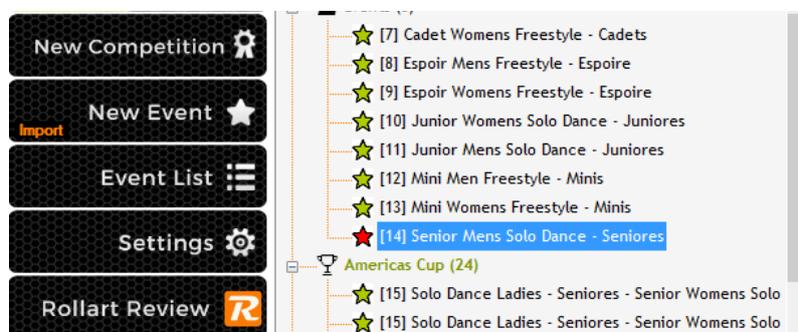


Figure 42. Drag & Drop Events - Select the event to move (Solo Dance Mens)

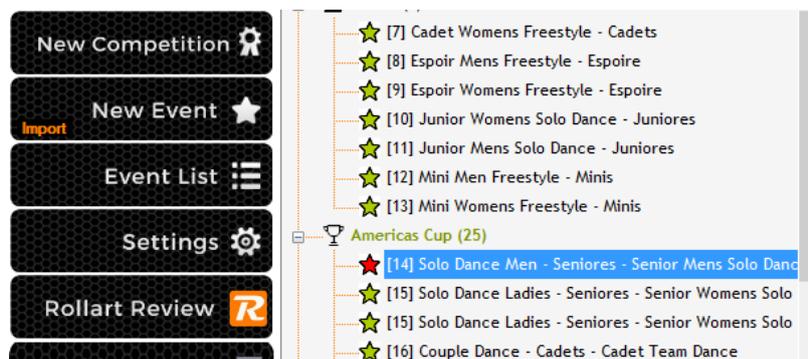


Figure 43. Drag & Drop Events - Move the event into another Competition

4.3.2 Event Selection

When an event is selected the “Start Event” panel is displayed.

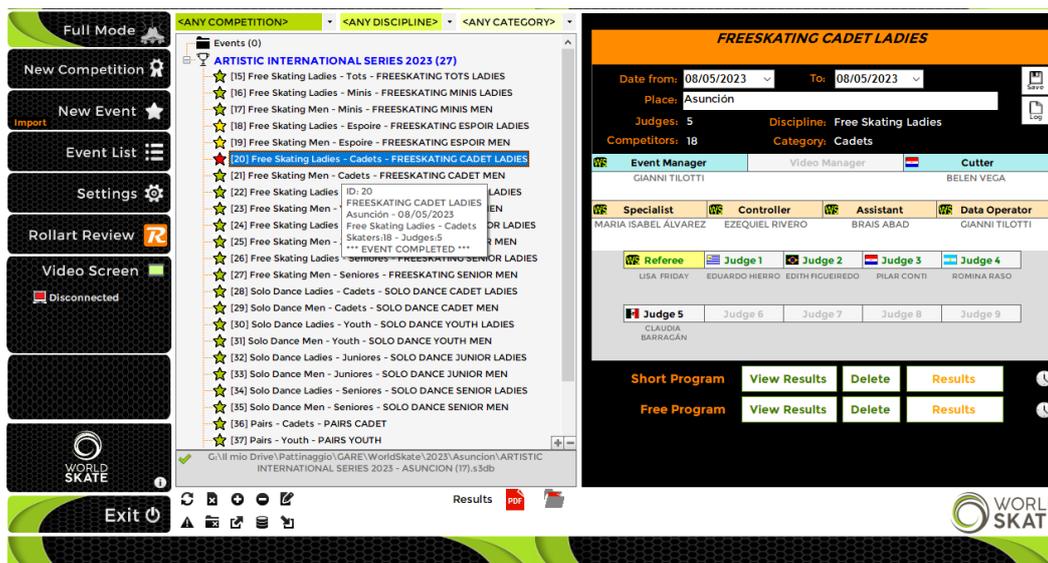


Figure 44. Event selection

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 Manager	Video Manager	Cutter		
GIANNI TILOTTI				
Specialist	Controller	Assistant	Data Operator	
BRUNO ACEÑA	MARIA ALVAREZ	GABRYELLA REGINA	DANIELE TOFANI	
Referee	Judge 1	Judge 2	Judge 3	Judge 4
SVEN NOETZEL	PEDRO OLIVEIRA	MAURO BUSTAMANTE	SONIA MALAGUTI	FELIPE LEGRADI
Judge 5	Judge 6	Judge 7	Judge 8	Judge 9
ANA 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, delete or add to the event:

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



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.



Figure 48. Segment not started



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.

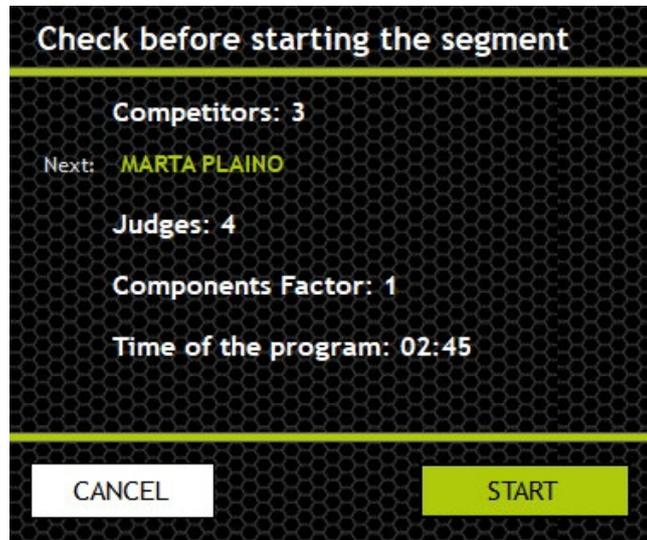


Figure 50. Start Segment - Check before starting

- **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.
- **Skating Order/Results** button: Skating order button is enabled only at the beginning of a segment. Results button is shown when a segment is completed.
- **Print Skating Order and Referee sheet** button: allows to export to pdf format or print the skating order and/or the Referee Sheet for the segment selected

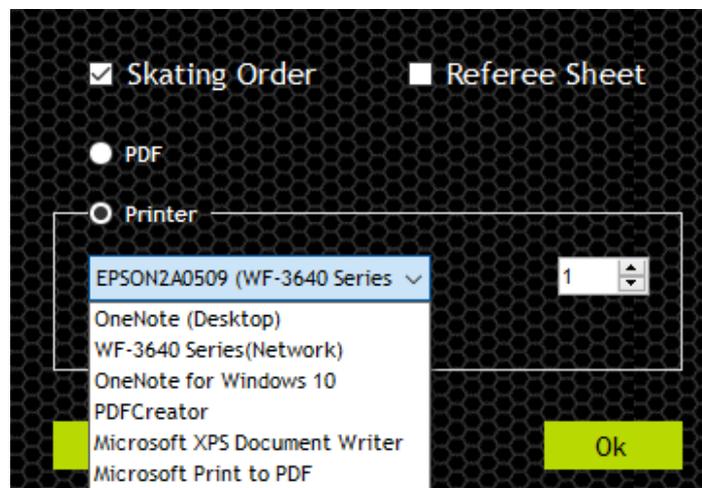


Figure 51. Print Skating Order and Referee Sheet

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

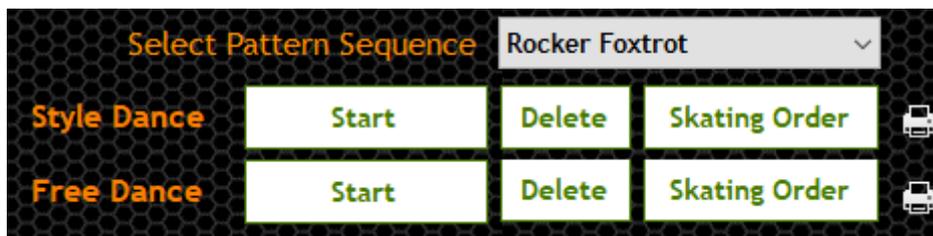


Figure 52. Segment in progress - Couple dance



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.



Figure 54. Event Setup

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.

ARTISTIC INTERNATIONAL SERIES 2023						Date	08/05/2023	Starting time	15:00
TIME SCHEDULE						Free Skating Ladies Cadets SHORT PROGRAM			
Groups	Skaters per group	Performance	Warmup	Judging time	Event length				
	6	2'30"	4'30"	3'30"	2h14'				
Order	Start Time	Length	End Time	Name	Nation				
	15:00	15:04	4:30	***** Warm Up Group 1 *****					
1	15:04	8:00	15:12	SARAH PEÑA VARGAS	COL				
2	15:12	6:00	15:18	IVONNE ARZAMENDIA	PAR				
3	15:18	6:00	15:24	KAREN ESPITIA OLMOS	COL				
4	15:24	6:00	15:30	MARINA ROYO FERNANDEZ	ESP				
5	15:30	6:00	15:36	LUNA CASUCCIO	ARG				
	15:36	15:41	4:30	***** Warm Up Group 2 *****					
6	15:41	6:00	15:47	MIKAELA RODRÍGUEZ	ECU				
7	15:47	6:00	15:53	ZAIRA GONZALEZ	URU				
8	15:53	6:00	15:59	JÚLIA RIBAS	ESP				
9	15:59	6:00	16:05	MIA MEDINA	PAR				
10	16:05	6:00	16:11	LAURA SOUZA	BRA				
	16:11	16:15	4:30	***** Warm Up Group 3 *****					
11	16:15	6:00	16:21	SOFIA AGUILAR MICARELLI	ARG				
12	16:21	6:00	16:27	VICTORIA KARP LEIVA	SAL				
13	16:27	6:00	16:33	EILEN SOFÍA VILLAMIL REYES	COL				
14	16:33	6:00	16:39	STEPHANIA GALLEGOS	PAR				
15	16:39	6:00	16:45	GALIT PINZON FERNANDEZ	PAN				
	16:45	16:50	4:30	***** Warm Up Group 4 *****					
16	16:50	6:00	16:56	MICAELA LOPETEGUI	ARG				
17	16:56	6:00	17:02	MARIA EDUARDA SOUZA	BRA				
18	17:02	6:00	17:08	ALINE HENRIQUE	BRA				

Figure 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**
- Completed**

Order	Name	WSR	Club	Nation	BaseTech	FinalTech	Comp.	Ded.	Total	Rank
Group 1 (6 skaters)										
1	THOMAS ADAMS			GBR						
2	DANILO CELAO			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						
11	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						

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)



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

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

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)

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

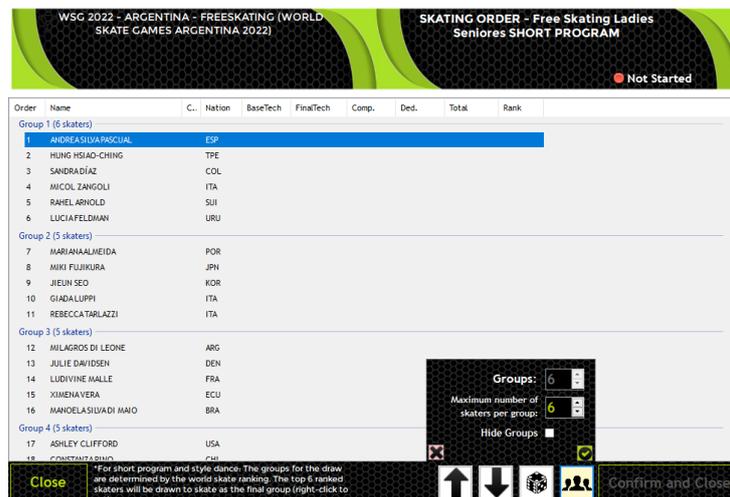


Figure 56. Skating Order - Draw rules

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”.

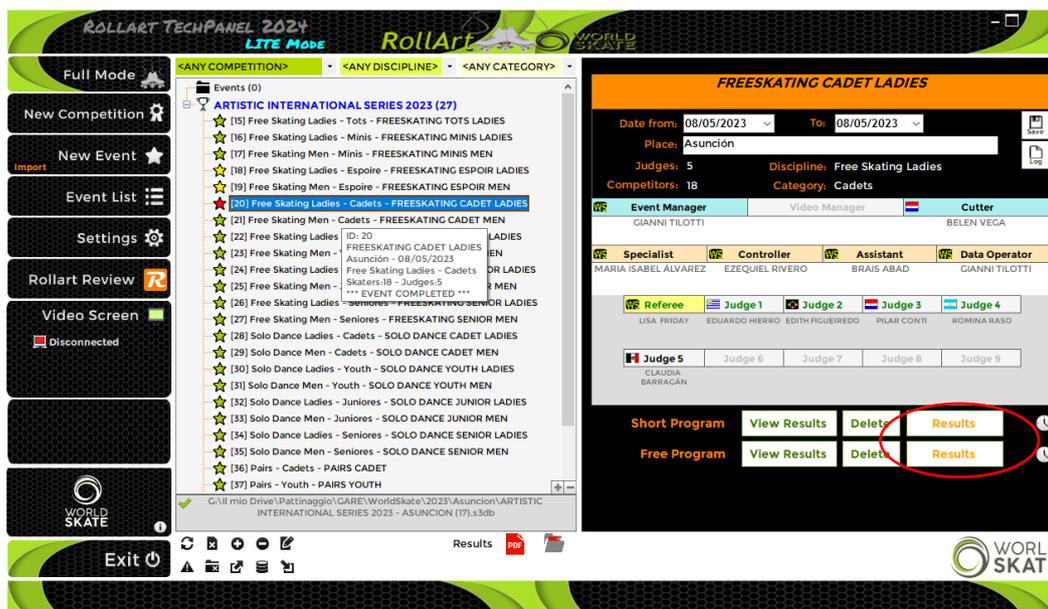


Figure 57. View Results

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

ARTISTIC INTERNATIONAL SERIES 2023 RESULTS - Free Skating Ladies Cadets SHORT PROGRAM

Name: **MARINA ROYO FERNANDEZ** Nation: **ESP** Title: 80
 Club: Description:
 Info: **HE TOUCHED ME / BARBARA STREISAND** 50 400

NEW UPDATE DELETE

Rank	Name	C.	Nation	BaseTech	FinalTech	Comp.	Ded.	Total
1	MARINA ROYO FERNANDEZ		ESP	26.48	26.85	17.67	0	44.52
2	JULIA 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	MICHAELA 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 SOFIA 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
11	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 RODRIGUEZ		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

Close

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 INTERNATIONAL SERIES 2023 RESULTS - Free Skating Ladies Cadets SHORT PROGRAM

Name: **IVONNE ARZAMENDIA** Nation: **PAR** Title: 80
 Club: Description:
 Info: **VOGUE, MADONNA** 50 400

NEW UPDATE DELETE

Back

Report principale

FREESKATING CADET LADIES
 Asunción - 08/05/2023
Free Skating Ladies Cadets - Short Program
JUDGES DETAILS PER SKATE

Rank	Name	Nation	Total Element score	Total Component score (factored)	Total Deductions	Total Segment score
1	MARINA ROYO FERNANDEZ	ESP	26.85	17.67	0.00	44.52

#	Executed Element	IE	Base Value	QOE	J1	J2	J3	J4	J5	Scores of Panel	
1	Jump	1A	Axel	1.30	-0.23	-2	-3	0	-1	-1	1.07
2	ComboJump	2F	2 Flip	2.28	-0.13	-1	-3	0	-1	0	2.15
		2T	2 Toeloop	1.85	-0.07	-1	-1	0	0	0	1.78
		2Lo	2 Loop	2.51	0.00	-1	0	0	0	0	2.51
	1Lo	Loop	0.96	0.00	0	0	0	0	0	0.96	
3	Step Sequence	St1	Footwork sequence	2.30	0.00	0	0	0	0	+1	2.30
4	Spin	In	Inverted Spin	3.92 %	0.00	0	-1	0	0	0	3.92
5	Jump	2Th	2 Thoren	2.20	0.00	0	0	0	0	0	2.20
6	ComboSpin					+1	-1	+1	+1	+1	

N. pagina corrente: 1 N. pagine totali: 1 Fattore di ingrandimento: 100%

Close

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”.



Figure 60. View Results button

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



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 goes and components (see par. 3.4.5). This report is for Referee only and it must not be published but printed and given to the Referee.

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

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

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

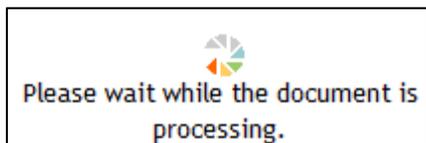


Figure 62. Crystal Reports waiting form

4.4.1 Results grid per discipline and segment

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

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

FREESKATING CADET LADIES
Asunción - 08/05/2023



Free Skating Ladies Cadets
FINAL RESULT

Pl.	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 and Nation of the skater/group/couple/pair
- Points is the sum of the total points of each segment
- For Free skating and pairs
 - SP (Short Program) and FP (Free Program) show the segment rank
- For Solo Dance and Couple Dance
 - SD (Short Dance), CD (Compulsory Dances) and FD (Free Dance) show the segment rank
- For Precision
 - P shows the segment rank



04/12/2023 WORLDSKATE - RollArt System v.5.0.2 © 2023 RollArt. All rights reserved. 11:26:30
Verified [1J3ZVLT-1GOEKL3-1AVZ54L-M2YAAZ]

Figure 64. Final Result Report

4.4.3 SEGMENT RESULT report

The segment result report shows the following details:

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

FREESKATING CADET LADIES						
Asunción - 08/05/2023						
Free Skating Ladies Cadets - Free Program						
RESULTS DETAILS						REVISED
PL	Name	Nation	TES	PCS	DED	Total
1	MARINA ROYO FERNANDEZ	ESP	34.09	22.90	0.0	56.99
2	LAURA SOUZA	BRA	35.20	20.70	0.0	55.90
3	SOFIA AGUILAR MICARELLI	ARG	32.29	22.50	-1.0	53.79
4	ZAIRA GONZALEZ	URU	34.46	20.10	-1.0	53.56
5	MICAELA LOPETEGUI	ARG	30.60	21.80	0.0	52.40
6	LUNA CASUCCIO	ARG	26.50	20.60	-1.0	46.10
7	VICTORIA KARP LEIVA	SAL	27.53	18.41	-1.0	44.94
8	JÚLIA RIBAS	ESP	22.65	21.82	0.0	44.47
R 9	EILEN SOFÍA VILLAMIL REYES	COL	25.66	18.00	0.0	43.66
10	CAMILA GARCIA DE PAREDES	PAN	20.38	18.30	0.0	38.68
11	ALINE HENRIQUE	BRA	17.98	15.00	0.0	32.98
12	MARIA EDUARDA SOUZA	BRA	16.63	16.39	-2.0	31.02
13	KAREN ESPITIA OLMOS	COL	15.71	16.21	-1.0	30.92
14	MIKAELA RODRÍGUEZ	ECU	18.37	13.00	-1.0	30.37
15	GALIT PINZON FERNANDEZ	PAN	14.37	15.41	0.0	29.78
16	STEPHANIA GALLEGOS	PAR	13.30	15.20	-1.0	27.50
17	SARAH PEÑA VARGAS	COL	13.76	12.60	-1.0	25.36
18	IVONNE ARZAMENDIA	PAR	8.50	11.90	-1.0	19.40

Event Manager	WS	GIANNI TILOTTI	Data Operator	WS	GIANNI TILOTTI
Specialist	WS	MARIA ISABEL ÁLVAREZ	Controller	WS	EZEQUIEL RIVERO
Assistant	WS	BRAIS ABAD	Judge 1	URU	EDUARDO RIVERO
Referee	WS	LISA FRIDAY	Judge 3	PAR	PILAR CONTI
Judge 2	BRA	EDITH FIGUEIREDO	Judge 5	MEX	CLAUDIA BARRAGÁN
Judge 4	ARG	ROMINA RASO			

Panel of officials

- Event Manager, Specialist, Data Operator, Assistant, Controller
- Referee
- Judges (from 1 up to 9)

- PL., Name and Nation of the skater/group/couple/pair Scores
- TES of the current segment is the total technical elements
- PCS of the current segment is the sum of the components values (four or two, it depends on the segment type)
- DED of the current segment is the sum of the deductions (negative value). "0.0" means no deductions.
- Total of the current segment is the sum of all previous voices

04/12/2023

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Verified [1J5ZVLT-1G0EKLJ-1AVZ54L-M2YAAZ]

11:26:29

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												
Rank	Name	Nation		Total Element score	Total Component score (factored)	Total Deductions						Total Segment score
2	UNAI CEREIJO GARCIA	ESP		100.86	44.08	0.00						144.94
# Executed Element	IE	Base Value	QOE	J1	J2	J3	J4	J5	J6	Scores of Panel		
1	ComboJump	3Lo	3 Loop	10.65	0.75	0	+1	+1	+1	0	+1	11.40
		NJ	No Jump	0.00	0.00	0	0	0	0	0	0	0.00
		3Lo	3 Loop	10.65	0.00	-1	0	0	0	0	+1	10.65
2	ComboJump	3F	3 Flip	10.04	0.90	0	+1	+2	+1	0	+2	10.94
		3T	3 Toeloop	10.56%	0.22	-1	0	+1	0	0	+1	10.78
3	ComboSpin					+1	+1	+2	+1	+1	+2	
		HFD	Heel Forward Spin	2.50	0.38							2.88
		S	Sit Spin	1.40%	0.12							1.52
		In	Inverted Spin	3.92%	0.38							4.30
		U	Upright Spin	2.98%+	0.12							3.10
4	Step Sequence	St3	Footwork sequence	3.90	0.08	-1	+1	+1	0	0	0	3.98
5	ComboJump	3S	3 Salchow	8.93T	0.45	0	+1	0	+2	0	+1	9.38
		3T	3 Toeloop	11.37T%	0.45	0	0	+1	+1	0	+1	11.82
6	Jump	3S	3 Salchow	7.70T	0.00	0	0	0	0	-1	+1	7.70
7	Jump	2A	2 Axel	6.71T	0.20	-1	+1	0	+1	0	0	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							0.00
		U	Upright Spin	1.60%+	-0.20							1.40
		HBD	Heel Backward Spin	2.80%	-0.60							2.20
											98.21	100.86
Program Components		Factor										
Skating Skills		1.8	5.75	5.75	6.75	6.50	6.25	6.00			6.12	
Transitions/Linking Footwork/Movement		1.8	5.50	6.00	7.00	6.00	6.00	6.25			6.06	
Performance/Execution		1.8	5.50	6.25	7.25	6.25	6.00	6.25			6.19	
Choreography/Composition		1.8	5.75	6.00	7.25	6.25	6.00	6.25			6.12	
Judges Total Program Component Score (factored)											44.08	
Deductions		0.00										
* Element not allowed. < Jump UNDER << Jump HALF <<< Jump DOWN. 'T' Credit for distribution (0.0%). '+' bonus on spin. '%' bonus on Jump/Spin. '!' Lutz No Edge												
Event Manager		WS	GIUSEPPINA BONUTTI		JUDGES PANEL							
Specialist		WS	MONICA MORI		Referee	WS	NUNO SANTOS					
Data Operator		WS	RICHARD GUSSMANN		Judge 1	ITA	MORENA SENESI					
Assistant		WS	NOEL SALAZAR		Judge 2	CHI	FELIPE MATURANA					
Controller		WS	MARIO CALZAS		Judge 3	TPE	DAVID YEH					
					Judge 4	GBR	JILL AINGE					
					Judge 5	ARG	ROMINA RASO					
					Judge 6	COL	MARIA ALVAREZ					
25/11/2024		WORLD SKATE - RollArt System v.5.2 © 2025 RollArt. All rights reserved.								Pagina 3 di 23		
15:38:44												

Figure 66. Judges details per skater Report

Panel of officials

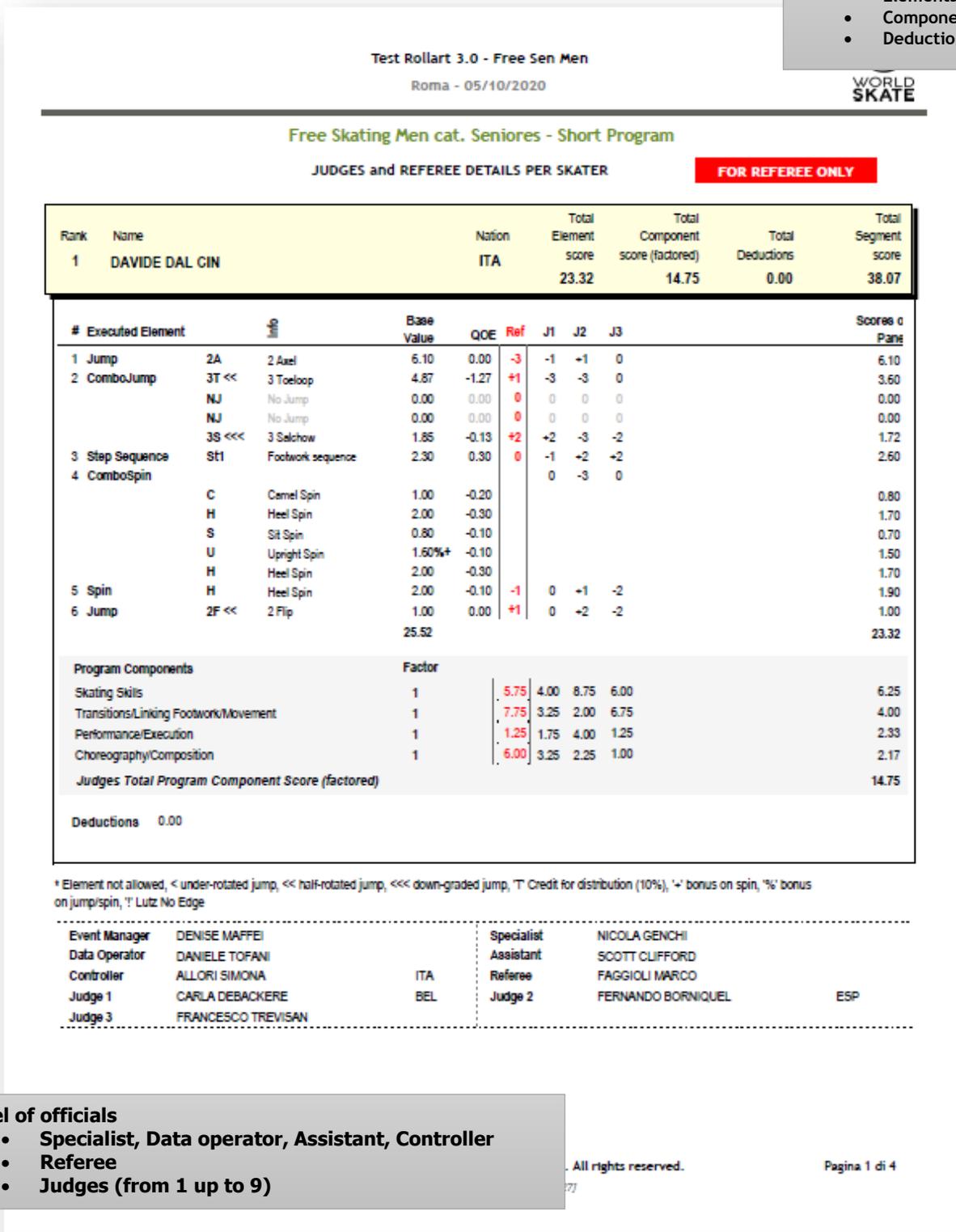
- Specialist, Data operator, Assistant, Controller
- Referee
- Judges (from 1 up to 9)

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

- Segment details (per skater)
- Elements
 - Components
 - Deductions



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

Figure 67. Judges + Referee details per skater 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:



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

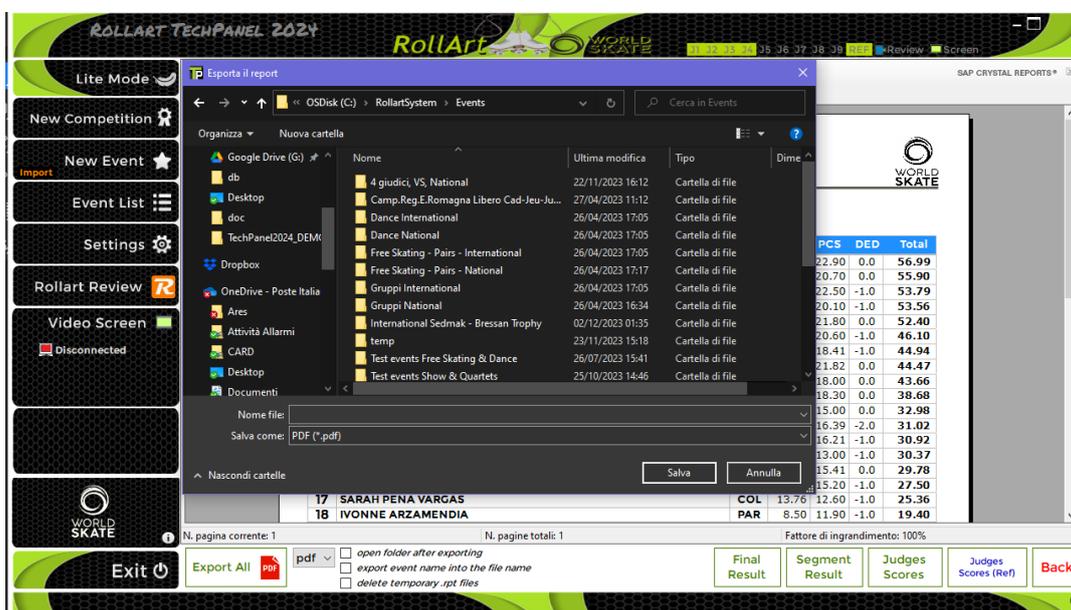


Figure 70. Export reports

5 DATA OPERATOR INTERFACE - COMMON

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



Figure 71. Top toolbar

- **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 **00:04** (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.
- **Score** 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 name: Test events Free Skating_Dance
 Date: 12/12/2022 Place: Roma
 Competitors: 3 Judges: 3

Free Skating Men Seniores

WorldSkate Rules Short Program 02:45

Elements	#
Jumps	
Total Jumps	6
Solo Jumps	1
Combo Jumps	1
Max Combo Jumps	4
Min Combo Jumps	2
Spins	
Total Spins	2
Solo Spins	1
Combo Spins	1

Rule	Description
R1	ComboSpins: SBC applied automatically
R2	ComboSpins: When VERIFY button is clicked it checks if at least two positions ar...
R3	Jumps: Repeated jumps (in combo too) will be starred out automatically
R4	ComboJumps: One rotation jumps placed on the first or lastposition will be Starr...
R5	ComboJumps (Short Program): Check that no more than 3 triples and/or doubles...

R1 (2024) - ComboSpins: SBC applied automatically - applied to 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).
- **!**: 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.



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 QOE 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:

Figure 756a. Element Time

00:02	1	2S	1.85	CombJump 1	
00:04		NJ	0.00	CombJump 2	
00:04		2F	2.28	CombJump 3	
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	3	2S	1.70	Jump	
08:23	4	2A	6.10	Jump	
08:25	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) <i>E.g. Context menu on Camel</i>	Contact Spins (Solo, Combo) <i>E.g. Context menu on Sit Hazel</i>	Steps, Lifts, Spirals,...
Add/Remove *	Add/Remove *	Add/Remove *	Add/Remove *
Complete	Forward	DPL - Difficult position of the lady	Review
UNDER	Sideways	DPM - Difficult position of the man	
HALF	Layover	DEA - Difficult entry	
DOWN	DE - Difficult entry	R4 - More than 4 rotations	
Time Bonus	R6 - More 6 rotations	DCR - Complete rotation of the lady on her axis	
Wrong Edge	R4 - More 4 rotations	DCB - Lady passing over the man's back	
Review	SBC - Sit between camel	Review	
	DC - Difficult change		
	BD - Using both spinning direction		
	3BP - Three different basic positions		
	SV - Standard Variations		
	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:

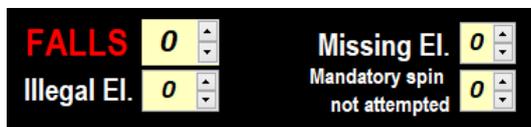


Figure 76. Deductions for free skating

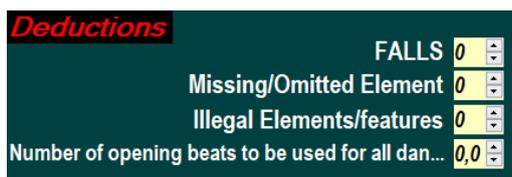


Figure 77. Deductions for Solo Dance

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:



Figure 78. Verify segment

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.

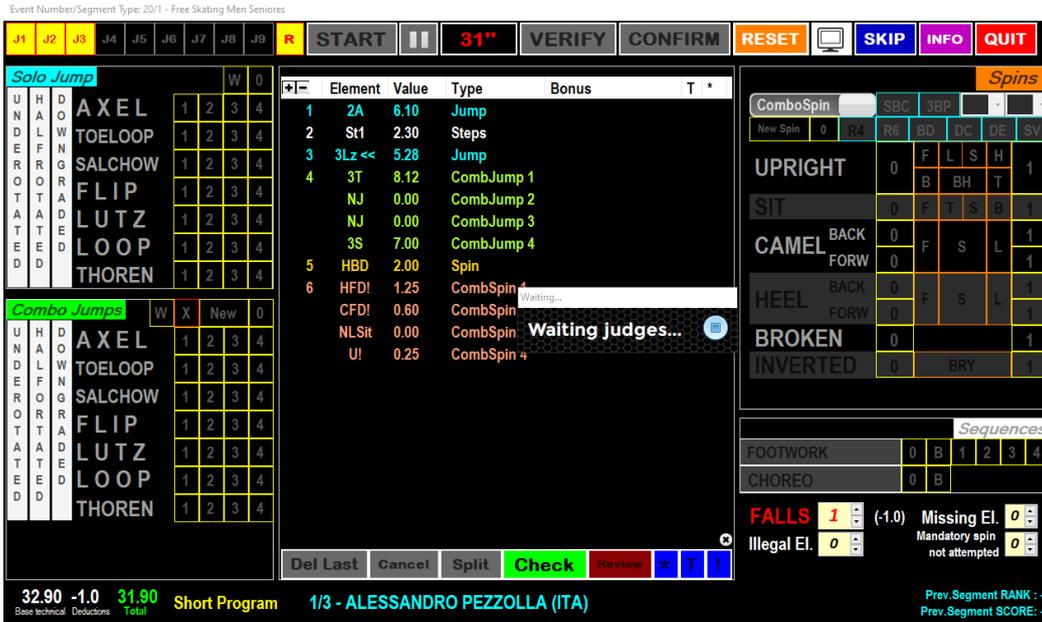


Figure 79. Waiting judges

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

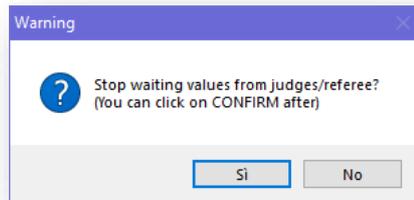


Figure 80. Warning message

When a judge sends their values (QOE's 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 QOE's and components, the system computes totals, partial rank and shows the following window:

RollArt - Verify QOEs												
1/3 - ALESSANDRO PEZZOLLA (ITA)				32.90	30.57	-1.0	-1.0	22.67	51.24	1	51.24	Show Results
				Base tech	Final tech	Deductions	Components	Total	Position	Final		
	Element	Value	Type	Bonus	T	*	Final Value	Referee	J1	J2	J3	
e 1	2A	6.10	Jump				6.37	-1	-1	+1	+1	
e 2	St1	2.30	Steps				2.10	-2	-2	+1	-1	
e 3	3Lz <<	5.28	Jump				4.41	-1	-1	-2	0	
e 4	3T	8.12	CombJump 1				8.59	-1	-1	+1	+2	
	NJ	0.00	CombJump 2				0.00	0	0	0	0	
	NJ	0.00	CombJump 3				0.00	0	0	0	0	
	3S	7.00	CombJump 4				5.90	-2	-2	0	-3	
e 5	HBD	2.00	Spin				1.90	+1	+1	-3	+1	
e 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	
COMPONENTS				Final Value	Referee	J1	J2	J3				
1	Skating Skills	4.67	3.00	3.00	3.00	8.00						
2	Transitions	5.50	9.00	9.00	4.25	3.25						
3	Performance	6.67	8.00	8.00	9.25	2.75						
4	Choreography	5.83	2.00	2.00	6.25	9.25						

Figure 82. Verify QOEs and Components form

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

						TOTAL	RK	
	ALESSANDRO PEZZOLLA				1	SP	51.24	1
	Technical 30.57	Components 22.67	Deductions -2.0					

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	Deductions 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.

The screenshot displays the Data Operator Interface for Free Skating. It features a central table of elements with columns for Element, Value, Type, Bonus, and T. The interface is divided into several sections: Solo Jump, Combo Jumps, Spins, and Sequences. The Solo Jump section shows a list of elements with rotation options (1-4) and a 'W' column. The Combo Jumps section shows a list of elements with rotation options (1-4) and a 'New' column. The Spins section shows a grid of spin types (UPRIGHT, SIT, CAMEL, HEEL, BROKEN, INVERTED) with counts for various spin types (SBC, 3BP, BD, DC, DE, SV). The Sequences section shows a grid for FOOTWORK and CHOREO with counts for various sequence types (B, 1, 2, 3, 4). The bottom status bar shows the current segment rank and score.

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).

The close-up screenshot shows the Solo Jump section of the Data Operator Interface. It features a grid of elements with rotation options (1-4) and a 'W' column. The elements listed are AXEL, TOELOOP, SALCHOW, FLIP, LUTZ, LOOP, and THOREN. Red circles highlight the rotation options for LUTZ and LOOP, showing the selection of 1, 2, 3, and 4 rotations.

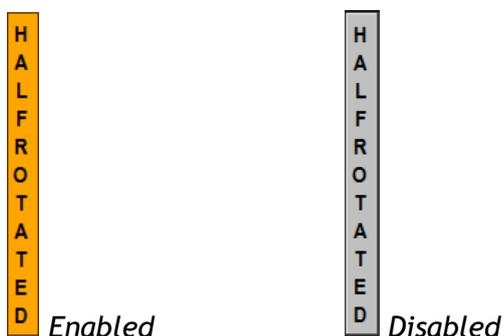
Figure 86a. Free Skating - Solo jumps

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 **“0”** button. Along with each jump, revolutions and type, when the jump has not been correctly executed the jump grade can also be entered (Under rotated, Half Rotated or Downgraded). It is important to note that the grade of the jump must 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 buttons 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 re-entered 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

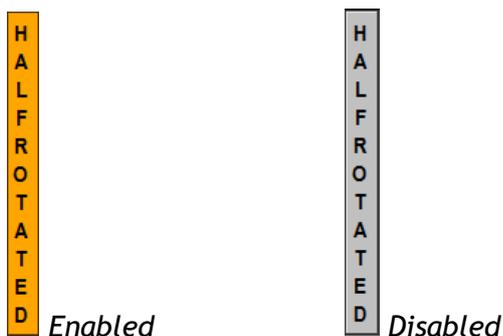
This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad rotation (4) variations of the allowed jumps Axel, Toe Loop, Salchow, Flip, Lutz, Loop and Thoren.



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.
- **O** 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 World Skate regulations.
- **!** button is used for wrong edge lutz

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

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

6.1.3 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:



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.

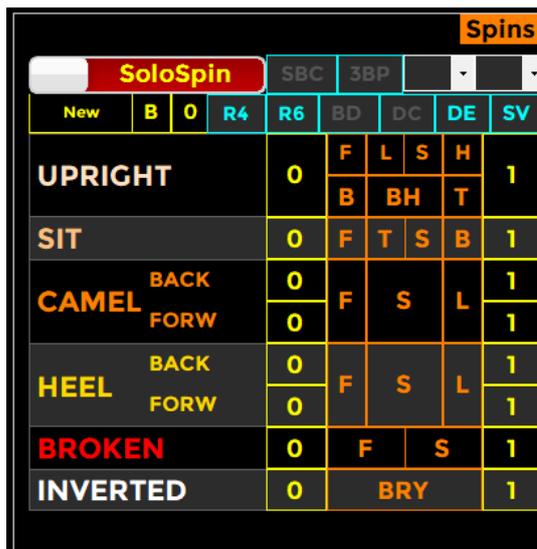


Figure 89. Free Skating - Solo and Combo spins

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
 - *new method* - 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* → **R4 + BRY + 1**

- By selecting a spin element from the elements list you can also add a difficult position to the base position or a difficult variation, simply by clicking the corresponding button.

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

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

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



Figure 90. Free Skating - Tooltips on spins

Difficult positions

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

Difficult variations

Difficult variation	Options	Code	Value and application
Difficult entry	Fly camel	DE	15% on just the first position if confirmed
	Butterfly		
	Leg Hold		
	Illusion		
	Acrobatic		
Difficult change (of position/foot)	Butterfly	DC	15% on the positions following the change
	Fly Camel		
	Illusion		
Sit in between Camel		SBC	15% on the sit and on all the positions following the sit
Revolutions solo spins	6 or more	R6	20%
	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.

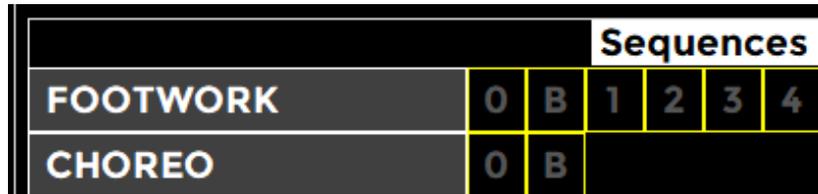


Figure 91. Free Skating - Footwork and Choreo

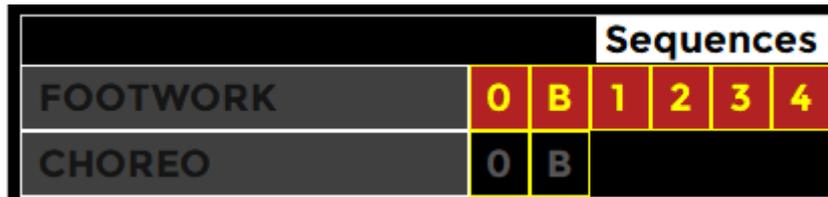


Figure 92. Free Skating - Footwork and Choreo - Select level

- 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

7 DATA OPERATOR INTERFACE - PAIRS

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

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



Figure 93. Data operator interface - Pairs

7.1 SIDE BY SIDE JUMPS

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



Figure 94. Pairs - Side by side jumps

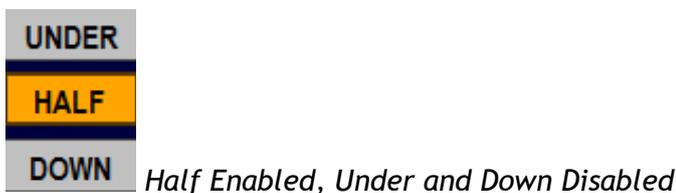
This allows selection of single rotation (1), double rotation (2), triple rotation (3) and quad rotation (4) variations of the allowed jumps Axel, Toe Loop, Salchow, Flip, Lutz, Loop and

Thoren.

A Waltz Jump is allowed for with “W” button and No Jump is allowed for with “0” button. Along with each jump revolutions and type, when the jump has not been correctly executed the jump grade can also be entered (Under rotated, Half Rotated or Downgraded). It is important to note that the grade of the jump must 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 buttons 1, 2, 3, 4.
- **W** button is the Waltz jump.
- **0** button is No Jump (This is not included in the jumps for the combination).
- **Combo** button inserts a side by side combination of jumps
- **New** button inserts a new side by side combination of jumps
- If the jumps are executed in combination without the use of connecting jumps (of a one rotation), the base value will be increased by a percentage, depending to the World Skate regulations.

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

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

7.2 THROW and TWIST JUMPS

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

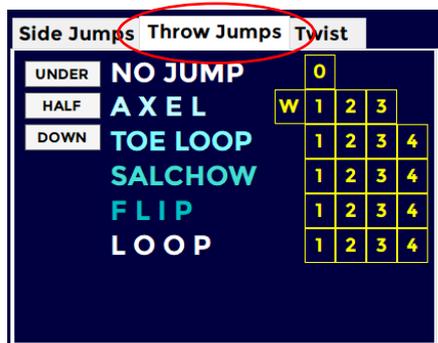


Figure 95. Pairs - Throws jumps



Figure 96. Pairs - Twist jumps

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

rotation (4) variations of the allowed throw jumps Axel, Toe Loop, Salchow, Flip, and Loop and twist jumps of no level, base, level one, level two, and level three. To insert a Twist jump it is necessary to specify the level (from B to 3) of the allowed twist jumps of 1, 2, 3 or 4 rotations (TWIST 1R, TWIST 2R, TWIST 3R, TWIST 4R). A Waltz Throw Jump is allowed for with “W” button and No Jump is allowed for with “0” button.

The operation is as follows:

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



Half Enabled, Under and Down Disabled

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

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

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

7.3 SIDE by SIDE and CONTACT SPINS

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

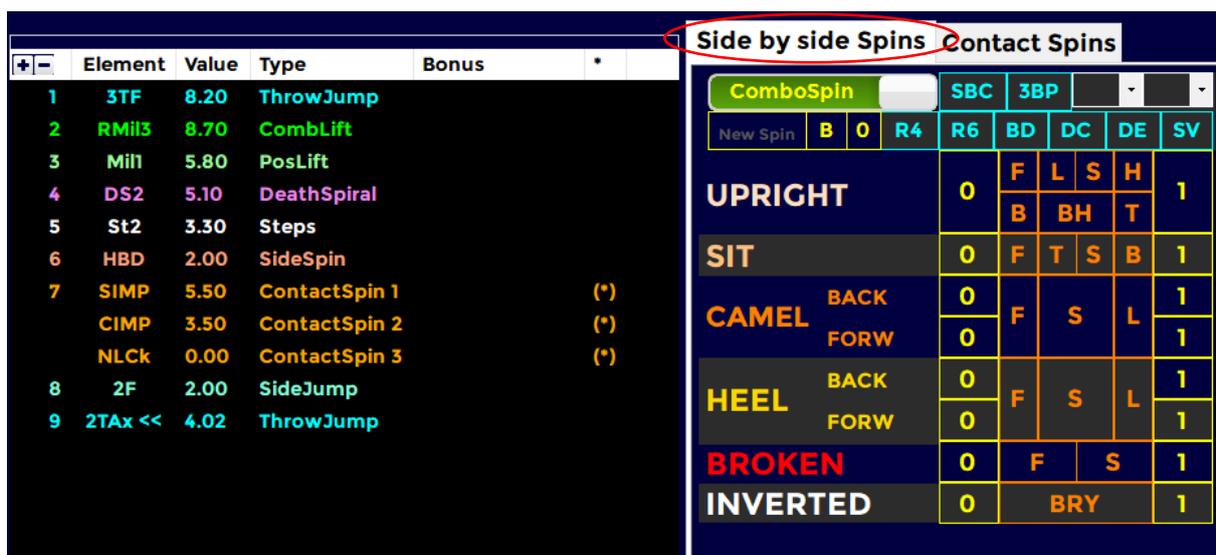


Figure 97. Pairs - Side by side spins



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.
 - **1** button is the base Spin.
 - **0** button is No Spin (eg Heel Not Confirmed **NLHee**, Impossible Not Confirmed **NLImp**).
 - **New Spin** button inserts a new side by side/contact combo spin.
 - To assign a bonus percentage to the spin it’s possible to use the following two methods:
 - *old method* - first select the combo box value (from 5% to 100%) on the top and then click on the **1** button
 - *new method* - select one or more bonus buttons (orange) to assign Bonus (value set as a parameter) to the spin and then click on the **1** button
- E.g. *Difficult position of the Man, Difficult position of the lady on Impossible Sit* → **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 position of the man	Heel position (for uprights, Kilian camel, catch at waist or tango camel both must be in the heel position)	DPM	10% on the value of the spin
	For Reverse Layover: Heel position of the man		
	For impossible sit the man in basic sit position		
Difficult position of the lady	Impossible camel or sit the twist or split, ring or skate hold	DPL	25% on the value of spin even in combination
	For hazel spin, no handed of the lady		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
Difficult entry	Acrobatic position or unlisted	DEA	10% on the value of the spin for one position spins 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 woman	In Kilian Camel and Tango Camel where the man passes the leg once	CKL	10% on the value of the spin
	In Reverse Lay Over where the man passes the leg four or more times	RLL	10% on the value of the spin
Difficult change of position in combination	Complete rotation (twist) of the lady on her axis parallel to the floor *	DCR	10% on the positions following the change
	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.

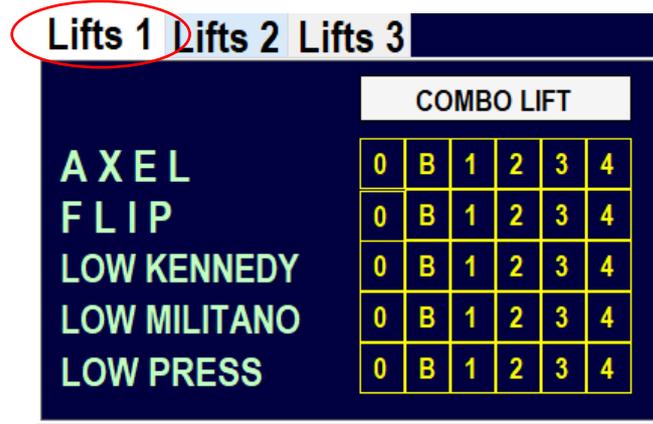


Figure 100. Pairs - Lifts 1

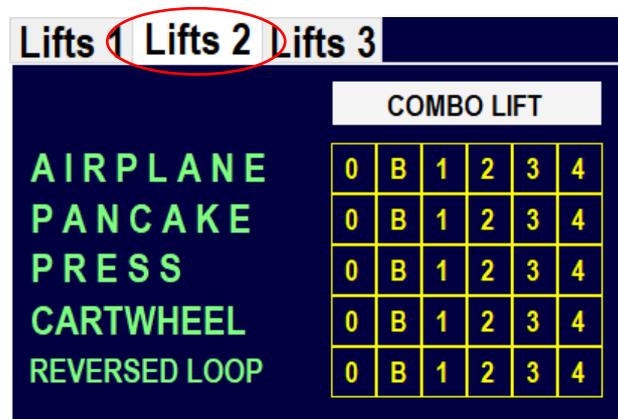


Figure 101. Pairs - Lifts 2

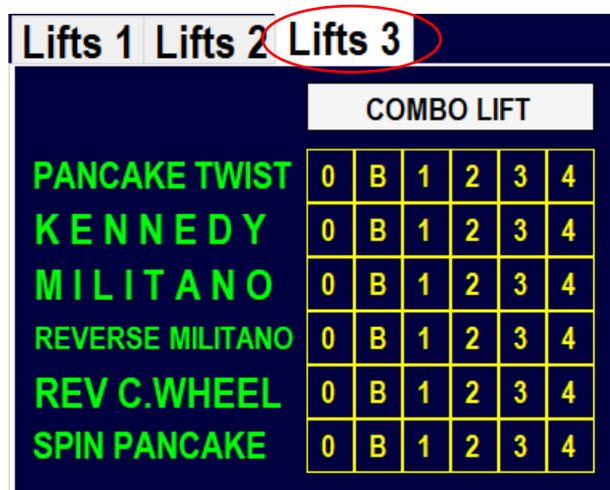


Figure 102. Pairs - Lifts 3

- 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.

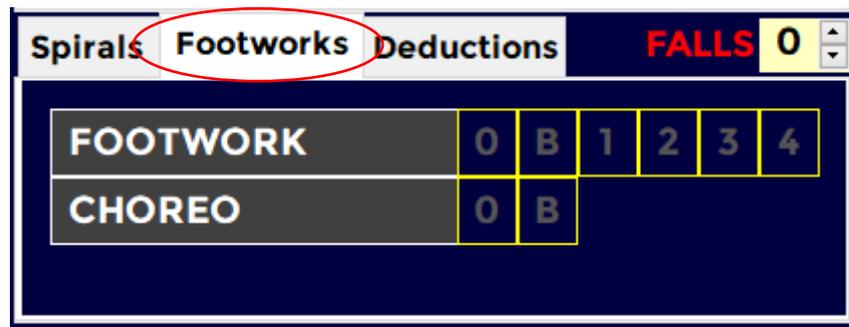


Figure 103. Pairs - Footwork and Choreo

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

7.6 DEATH SPIRALS

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

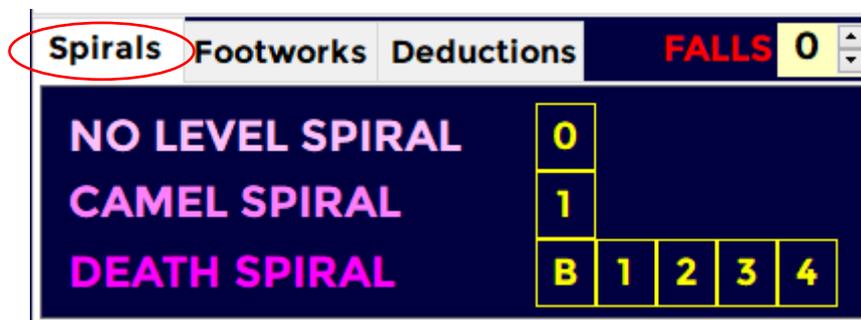


Figure 104. Pairs - Death spirals

- **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 - Couple Dance Cadets

J1 J2 J3 J4 J5 J6 J7 J8 J9 R STOP || 00:02 VERIFY CONFIRM RESET SKIP ? QUIT WORLD SKATE

Pattern
factorized by 1.5

PASO DOBLE 0 B 1 2 3 4
KP1 KP2 KP3 KP4

Dance Lifts

STATIONARY 0 B 1 2 3 4
ROTATIONAL 0 B 1 2 3 4
COMBINATION 0 B 1 2 3 4
CHOREOGRAPHIC 0 1

Deductions

FALLS 0
Missing/Omitted Element 0
Illegal Elements/features 0
Number of opening beats to be used for all dances must not exceed 24 beats of music 0,0

Sequences

TRAVELING 0 B 1 2 3 4
TT WM CB LSP
MIRR CP WK

CLUSTER NoHold 0 B 1 2 3 4
CLUSTER Hold 0 B 1 2 3 4
DANCE HOLD 0 B 1 2 3 4
DANCE NO HOLD 0 B 1 2 3 4
ONE PARTNER 0 B 1 2 3 4

CHOREO Step/Pose 0 B

Del Last Cancel CHECK Review

0.00 0.0 0.00 Base Technical Deductions Total Style Dance 1/2 - DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA (ITA) Prev.Segment RANK: - Prev.Segment SCORE: -

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
factorized by 1.5

HARRIS TANGO COUPLE DOUBLE

SECTION 1 0 B 1 2 3 4
KP1 KP2 KP3 KP4

SECTION 2 0 B 1 2 3 4
KP1 KP2 KP3 KP4

Sequences

TRAVELING 0 B 1 2 3 4
TT WM CB LSP
MIRR CP WK

CLUSTER NoHold 0 B 1 2 3 4
CLUSTER Hold 0 B 1 2 3 4
DANCE HOLD 0 B 1 2 3 4
DANCE NO HOLD 0 B 1 2 3 4
ONE PARTNER 0 B 1 2 3 4

CHOREO Step/Pose 0 B

Del Last Cancel CHECK Review

0.00 0.0 0.00 Base Technical Deductions Total Style Dance 1/2 - DI NUNZIO MATTEO - PARZIALE MARIACLAUDIA (ITA) Prev.Segment RANK: - Prev.Segment SCORE: -

Element	Value	Type	KP/Bonus *
1	Section1	Pattern	1-3-4

Figure 106. Dance - Pattern

- **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:

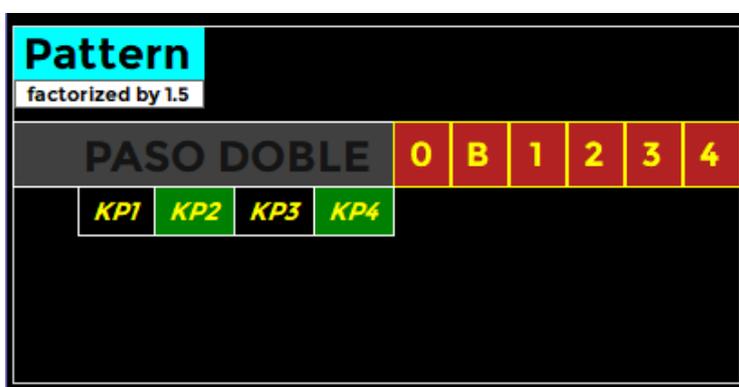


Figure 107. Dance - Pattern with one section

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:

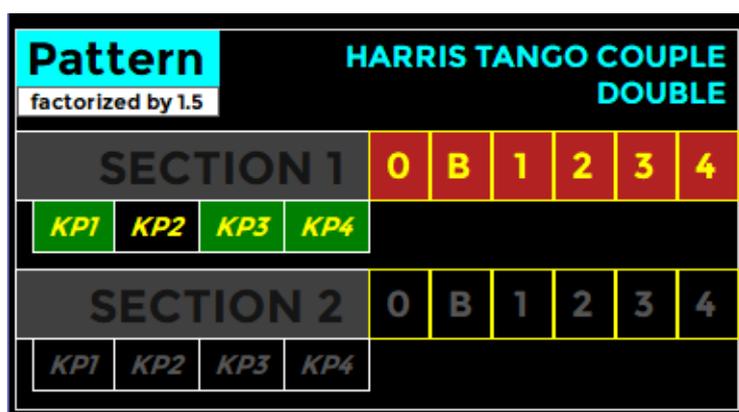


Figure 108. Dance - Pattern with two sections

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.



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 **TT** 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 **CB** button to insert
 - d. Free leg in a static position. For this position the knee should be higher than the waist. Position can be reached also with the help of a hold. (+1.7) → click the **LSP** button to insert
 - e. Mirror. Set of travelings performed with the skaters rotating in opposite directions. (+1.8 bonus) → click the **MIRR** button to insert
 - 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) → click the **CP** button to insert
 - g. Changing the level of the skating leg (knee) with a continuous wave motion (+2.0) → click the **WK** button to insert
- **CLUSTERS** element levels: from 0 (No Level) to 4 can be selected by first clicking the ELEMENT button and after the level is called, one of 0, B, 1, 2, 3 or 4.
 - **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

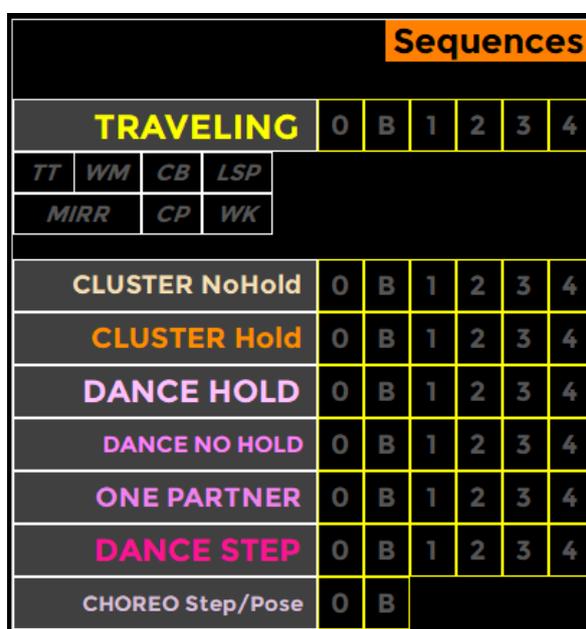


Figure 110. Dance - Sequences

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. Choreographic element refer to both “Choreographic pose” element for couple dance and “Choreographic sequence” for Solo dance.

For *Solo dance* only:

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

8.2 Compulsory dance

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

8.2.1 Interface for Couple and Solo dance



Figure 111. Data operator interface - Compulsory dances

8.3 Style Dance

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

8.3.1 Interface for Solo Style dance



Figure 112. Data operator interface - Solo Style Dance

8.3.2 Interface for Couple Style Dance



Figure 113. Data operator interface - Couple Style Dance

8.4 Free Dance

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

8.4.1 Interface for Solo free dance

Event Number/Segment Type: 15/5 - Solo Dance Men Seniores

J1 J2 J3 J4 J5 J6 J7 J8 J9 R STOP LITE Mode VERIFY CONFIRM RESET SKIP ? QUIT WORLD SKATE

Element	Value	Type	KP/Bonus
00:09 1 Tr2 5.50 Traveling WM			
00:18 2 ChStS 3.00 ChoreoStop			
00:25 3 DSSq3 7.10 DanceStep			
00:27 4 ASq2 5.50 ArtisticSeq			
00:33 5 ClSq1 4.00 ClusterNoHold			

Deductions

FALLS 0

Missing/Omitted Element 0

Illegal Elements/features 0

Number of opening beats to be used for all dances must not exceed 24 beats of music 0,0

Del Last Cancel CHECK Review

25.10 0.0 25.10 Free Dance 1/17 - MARTIN VERDEJO (CHI) Prev.Segment RANK : - Prev.Segment SCORE : -

Sequences

TRAVELING 0 B 1 2 3 4

TT WM CB LSP

MIRR CP WK

CLUSTER NoHold 0 B 1 2 3 4

FOOTWORK 0 B 1 2 3 4

ARTISTIC SEQUENCE 0 B 1 2 3 4

DANCE STEP 0 B 1 2 3 4

CHOREO STOP 0 B

Figure 114. Data operator interface - Solo Free Dance

8.4.2 Interface for Couple Free Dance

Event Number/Segment Type: 29/5 - Couple Dance Juniores

J1 J2 J3 J4 J5 J6 J7 J8 J9 R STOP LITE Mode VERIFY CONFIRM RESET SKIP ? QUIT WORLD SKATE

Dance Lifts

STATIONARY 0 B 1 2 3 4

ROTATIONAL 0 B 1 2 3 4

COMBINATION 0 B 1 2 3 4

CHOREOGRAPHIC 0 1

Element	Value	Type	KP/Bonus
06:54 1 StLIB 1.50 Lift			
06:55 2 RtLI2 3.50 Lift			
06:58 3 Tr2 6.20 Traveling LSP			
07:00 4 HCISq2 5.00 ClusterHold			
07:12 5 ChStS 3.00 ChoreoStop			
08:38 6 ClSqB 3.00 ClusterNoHold			

Deductions

FALLS 0

Missing/Omitted Element 0

Illegal Elements/features 0

Number of opening beats to be used for all dances must not exceed 24 beats of music 0,0

Del Last Cancel CHECK Review

22.20 0.0 22.20 Free Dance 1/2 - TT TT (IND) Prev.Segment RANK : 1 Prev.Segment SCORE :

Sequences

TRAVELING 0 B 1 2 3 4

TT WM CB LSP

MIRR CP WK

CLUSTER NoHold 0 B 1 2 3 4

CLUSTER Hold 0 B 1 2 3 4

DANCE HOLD 0 B 1 2 3 4

DANCE NO HOLD 0 B 1 2 3 4

ONE PARTNER 0 B 1 2 3 4

CHOREO STOP 0 B

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.

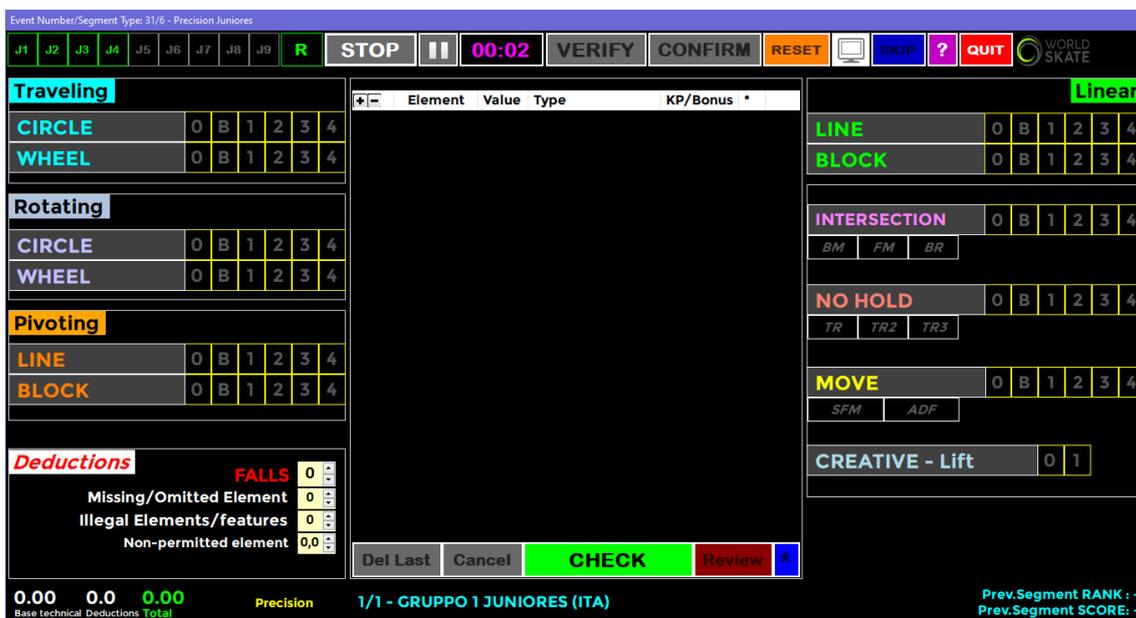


Figure 116. Data operator interface - Precision

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 called, the button 0, B, 1, 2, 3 or 4.
- **B** button is the Base value

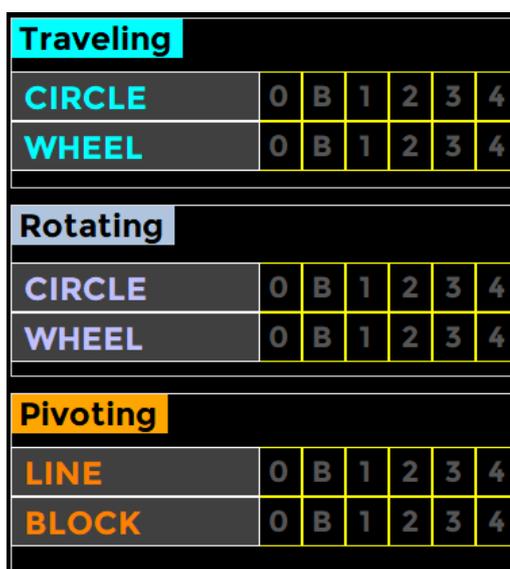


Figure 117. Precision -

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.

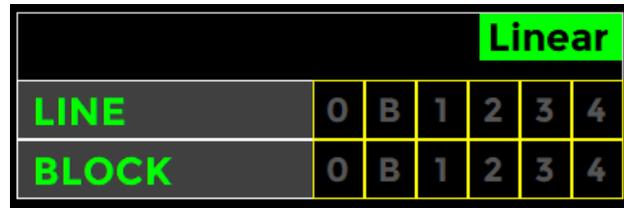


Figure 118. Precision - Linear

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.

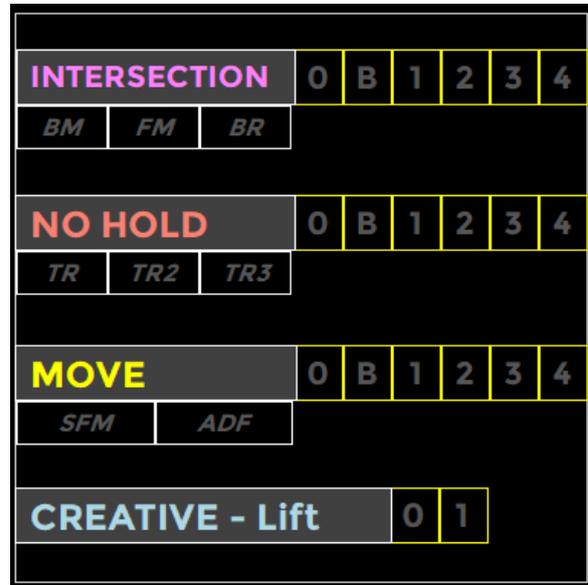


Figure 119. Precision - Intersection, No Hold, Move, Creative

- **Extra features:**
 - a. Traveling (+0.5) → click the **TR** button to insert
 - b. Traveling plus two different turns (+1.0) → click the **TR2** button to insert
 - 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:**
 - a. Simple Free Skating Movement (+0.5) → click the **SFM** button to insert
 - 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.

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.



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:
 - a. Third traveling set (+0.5) → click the **TT** button to insert
 - b. Changing formation (+1.0) → click the **CF** button to insert
 - c. Mirror (+1.5) → click the **MIRR** button to insert
 - d. Crossing patterns (+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)



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.



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.

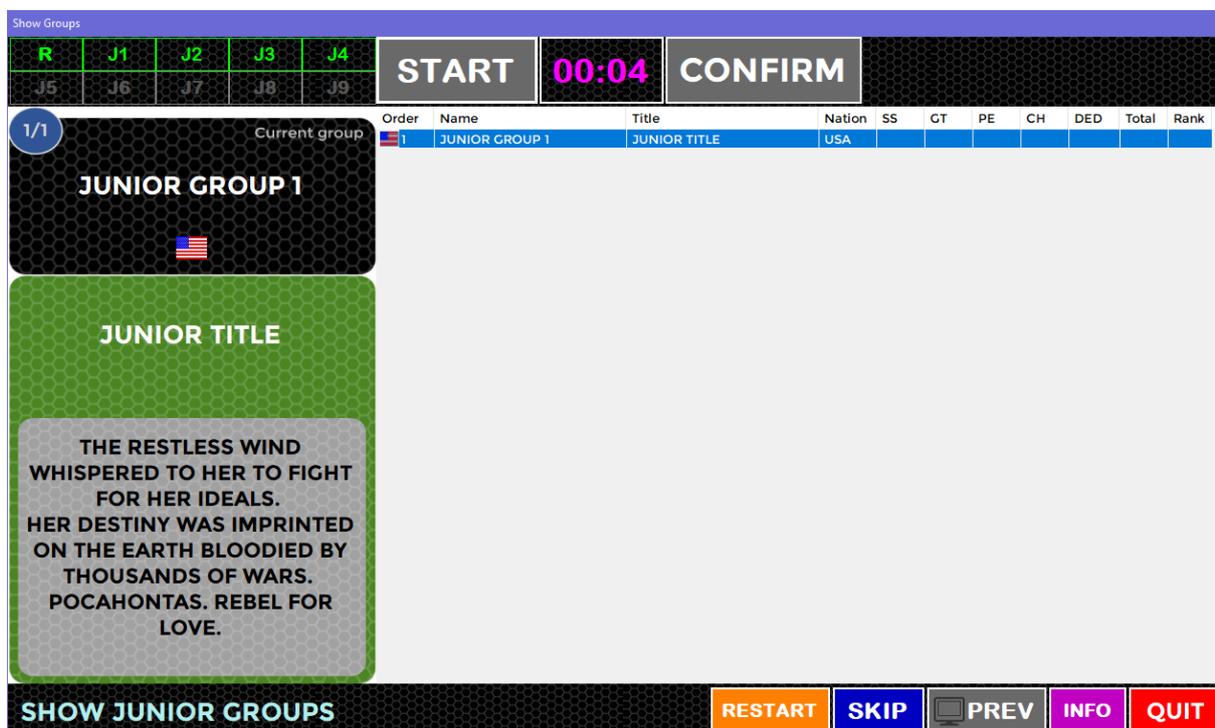


Figure 123. Show Groups interface

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

11.1 SHOW GROUP INTERFACE

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

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



Figure 124. Show Groups - confirm segment

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

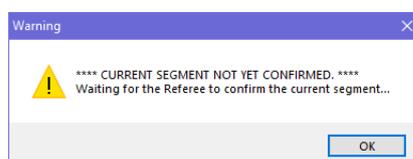


Figure 125. Show Groups - segment not confirmed by the Referee

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

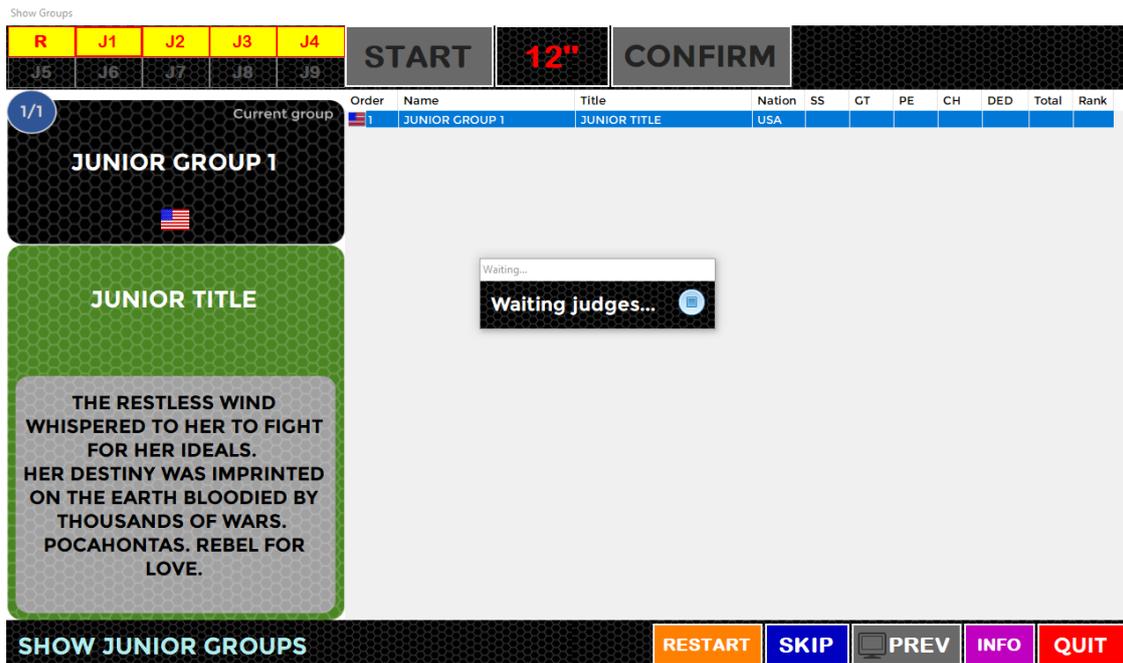


Figure 126. Show Groups - Waiting for judges and Referee

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

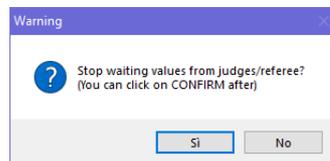


Figure 127. Show Groups - Warning message

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

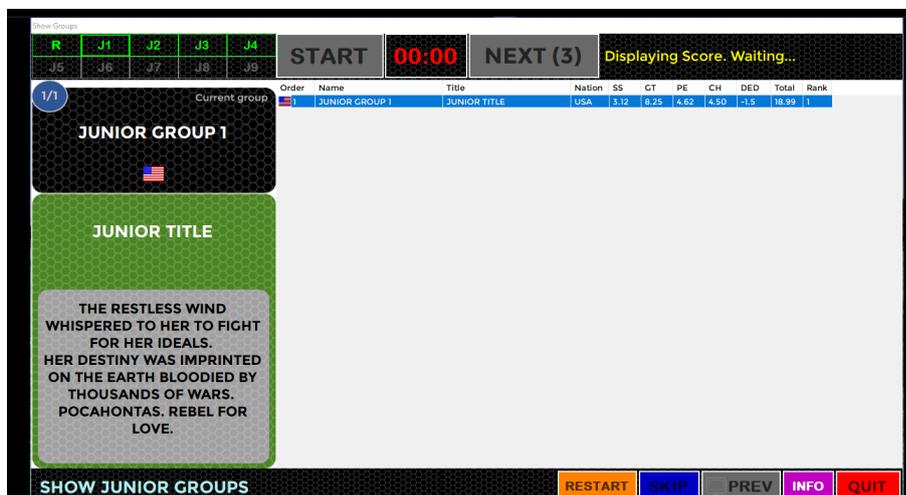


Figure 128. Show Groups - 'Displaying score' message

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



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



Figure 130. Show Groups - Next group

11.2 BOTTOM TOOLBAR

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

Other functions:

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



Figure 131. Show Groups - Bottom toolbar



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

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

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

What can be changed with Rollart Review:

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

What can't be changed:

- QOEs assigned by Judge Panel

12 THE ROLLART REVIEW INTERFACE

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

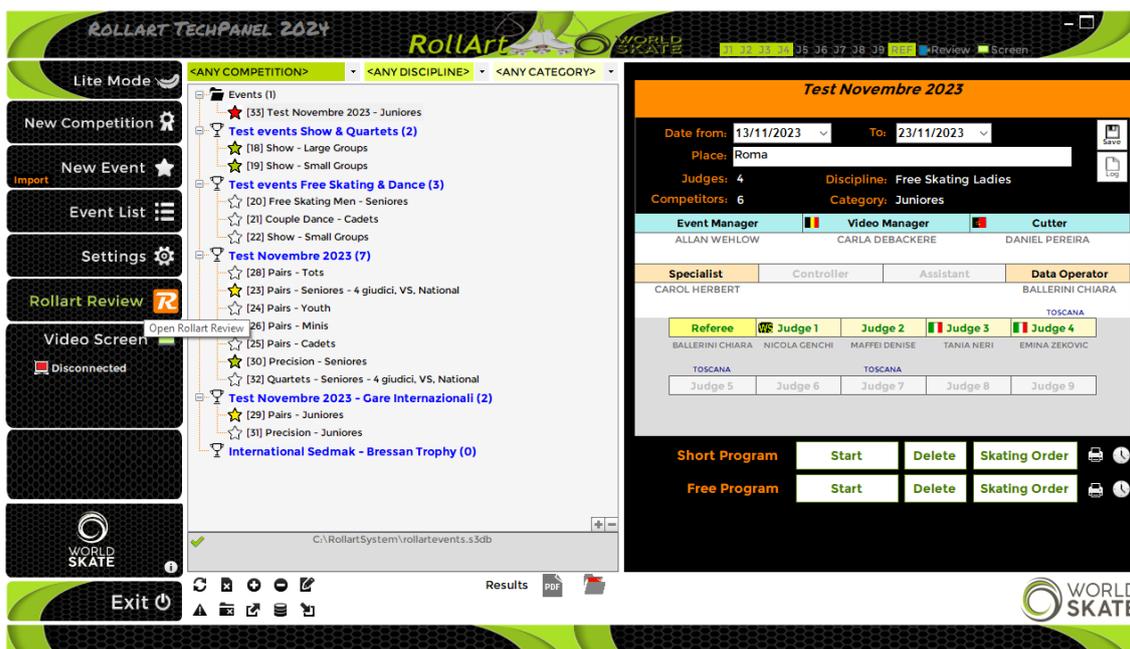


Figure 132. RollartReview - Open from TechPanel

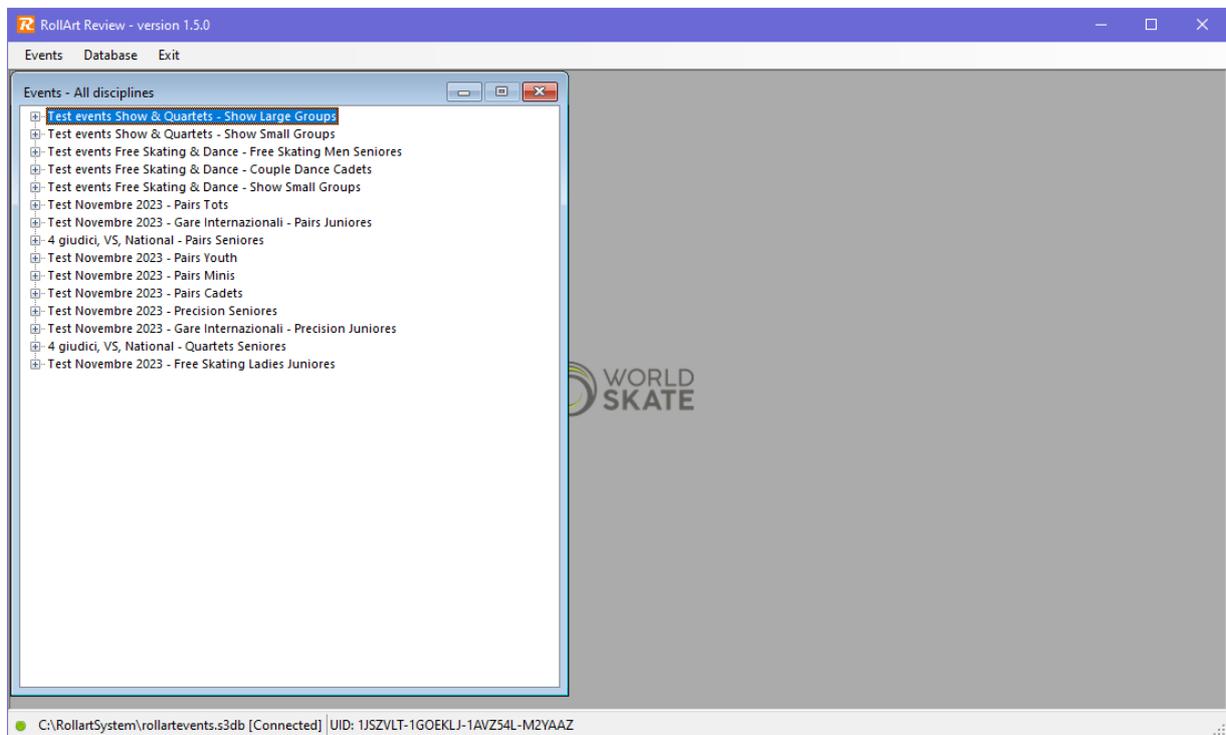


Figure 133. RollArt Review - the interface

12.1 SELECT A ROLLART DATABASE

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

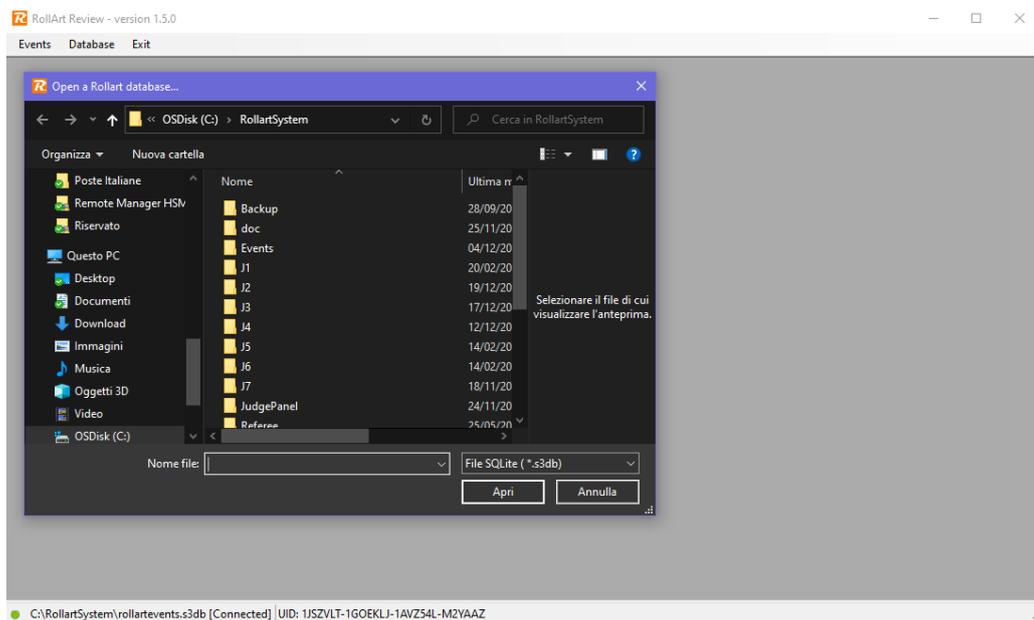


Figure 134. RollartReview - Select a new database

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:

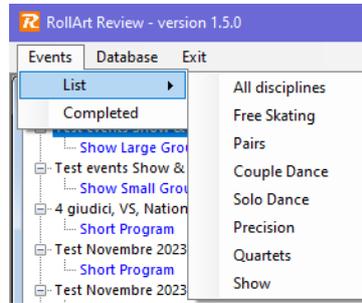


Figure 135. Events List

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.

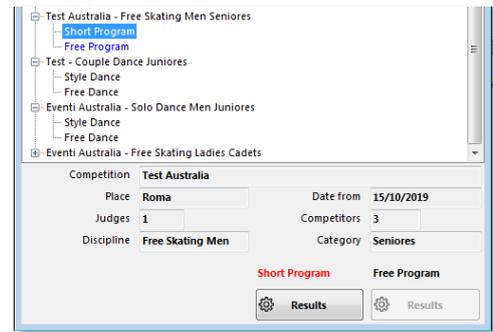
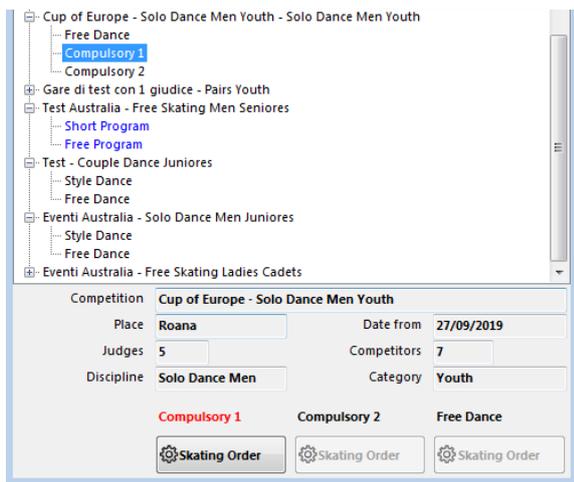


Figure 136. Results button



Skating order

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

Figure 137. Skating Order button

12.3 REVIEW A COMPETITOR'S SEGMENT

12.3.1 Select a competitor

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

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		ITA	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:

#	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		
	3S	<<<	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	H		2.00	1.25	0	-2	-3	-3		

Figure 139. Check the elements list

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

- **Elements list:** Change the element with another element of the same type (jump with a jump, lift with lift, spin with a spin,...) from the combobox (1)
- **Combo:** Change a Solo jump/spin to Combo jump/spin by selecting the checkbox (2) - Change a Combo jump/spin to Solo jump/spin by deselecting the checkbox (2) (disabled if the element is not a jump or a spin)
- *****: Put an element out from the segment, by selecting the checkbox (3)
- **T:** Add/remove a Time Bonus to a jump, by selecting/deselecting the checkbox (4)
- **Wrong Edge:** Add/remove a Wrong Edge to a Lutz jump, by selecting/deselecting the checkbox (5)
- Change a jump take-off by selecting an option between Complete, Under-rotated,

Half-rotated or Downgraded (6). Applicable only to jumps, throw jumps and twist jumps

- **Bonus:** it allows to assign a bonus in percentage (from 5% to 100%) to Spins and Jumps (7)
- (8) allows to assign bonus points to a spin (from 0.5 to 10.0)

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

#	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		
	3S	<<<	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	H		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.

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:

New Element

H Heel Spin
Insert the element Code

Combo 1
 *
 T
 Wrong Edge

Complete
 < Under-rotated
 << Half-rotated
 <<< Downgraded

Bonus: 55%
0.5

Judges QOE: J1 +1 J2 +2 J3 0 J4

New element Cancel Add element Save and Close Close Update element Undo

Figure 142. Add a new element

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

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

7	H	3.60	3.60	+1	+2	0	+2	%+(R)	55
---	---	------	------	----	----	---	----	-------	----

Solo Spin

H Heel Spin
Insert the element Code

Combo
 *
 T
 Wrong Edge

Complete
 < Under-rotated
 << Half-rotated
 <<< Downgraded

Bonus: 80%
0.0

New element Cancel Save Save and Close Close Update element Undo

Figure 143. Save a new element

12.3.4 Change Components and Deductions

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

		J1	J2	J3	J4	J5	J6	J7	J8	J9
Skating Skills	3.25	2.25	4.25	6.25	1.75					
Transitions	4.5	3.25	2.00	5.75	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

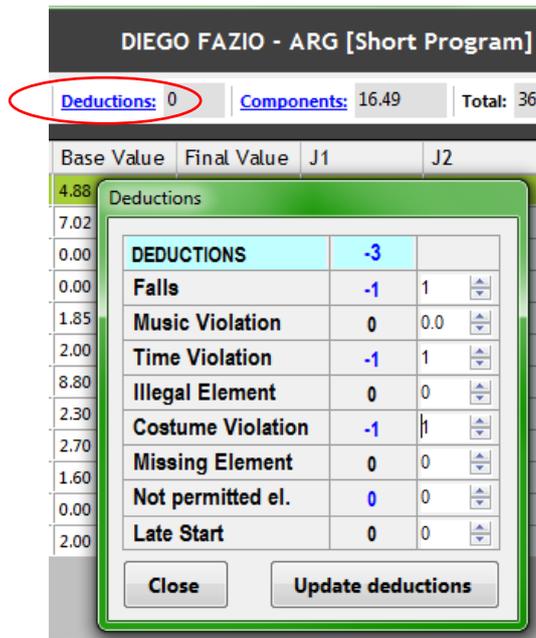


Figure 145. Add/Remove Deductions

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:

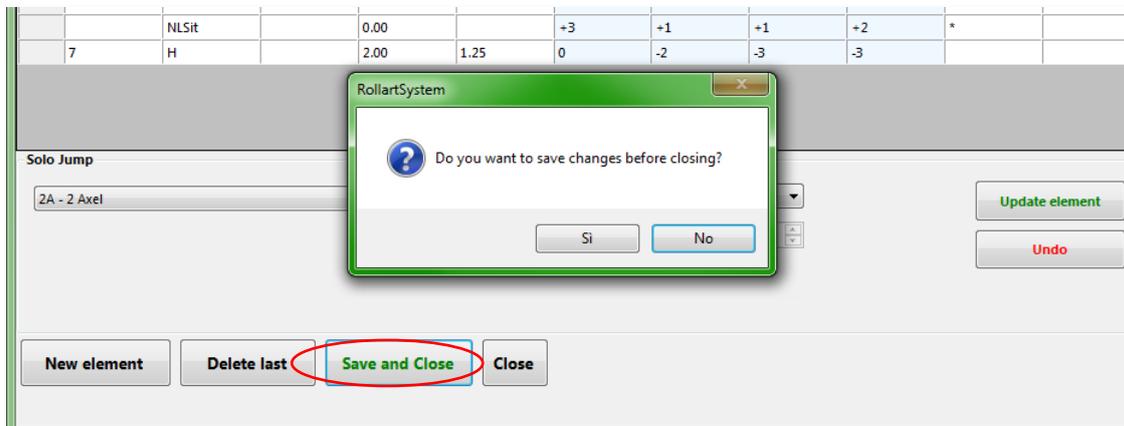


Figure 146. Save and Close

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

Rank	Name	Club	Nation	Base Tech	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		ITA	30.85	30.60	21.13	0	51.73	2	51.73
3	DIEGO FAZIO		ARG	26.32	25.92	16.49	0	42.41	3	42.41

Figure 147. Segment revised

JUDGES DETAILS PER SKATER

Rank	Name	Nation	Total Element score	Total Component score (factored)	Total Deductions	Total Segment score
3	DIEGO FAZIO	ARG	25.92	16.49	0.00	42.41

#	Executed Element	IB	Base Value	QOE	J1	J2	J3	J4	Scores of Panel	
1	Jump	2A <	2 Axel	4.88	0.15	-1	0	0	-2	5.93
2	Combo Jump	2A	2 Axel	7.02	0.00	0	0	-1	-2	7.02
		NJ	No Jump	0.00	0.00	0	0	0	0	0.00
		NJ	No Jump	0.00	0.00	0	0	0	0	0.00

Free Skating Men cat. Seniores

FINAL RESULT REVISED

FPI	Name
1	JOHN WHITE
2	MARIO ROSSI
3	DIEGO FAZIO

Free Skating Men cat. Seniores - Short Program

RESULTS DETAILS REVISED 16-12-19 11:21:41

Place	Name	Nation	TE Score	PC Score	Ded	Segment Score
1	JOHN WHITE	USA	38.39	18.49	0.0	56.88
2	MARIO ROSSI	ITA	30.60	21.13	0.0	51.73
3	DIEGO FAZIO	ARG	25.92	16.49	0.0	42.41

Figure 148. Mark REVISED on RollArt reports



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

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

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

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

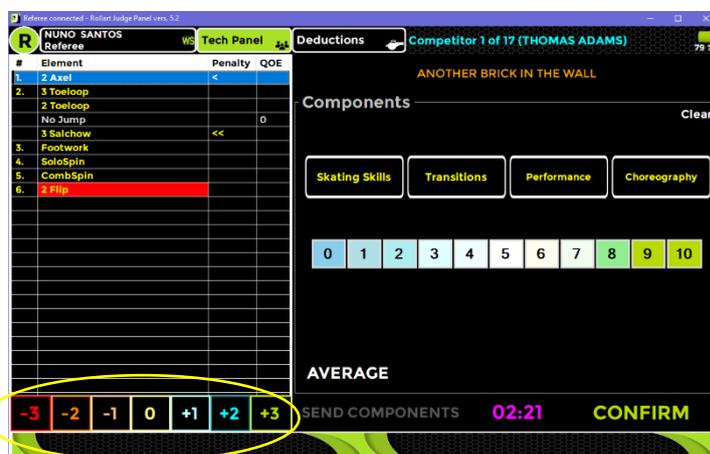


Figure 150a. Technical Elements - QOEs

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

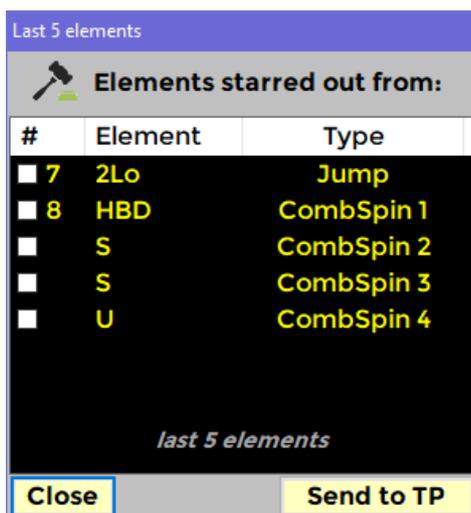


Figure 151b. Technical Elements - Elements starred out

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

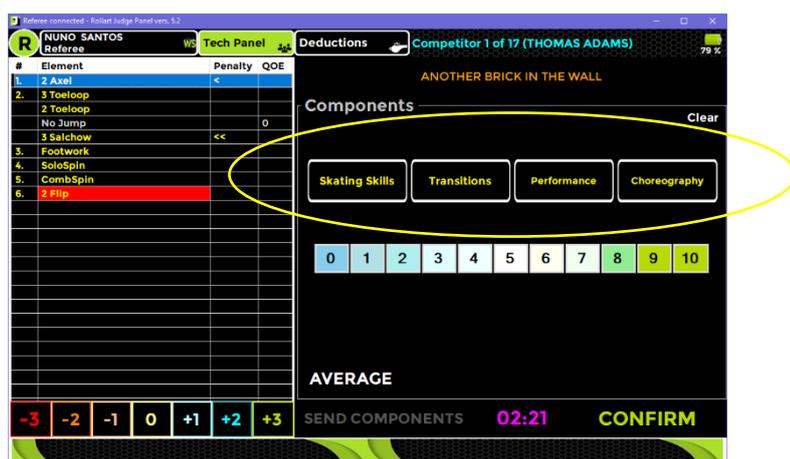


Figure 152. Components

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:

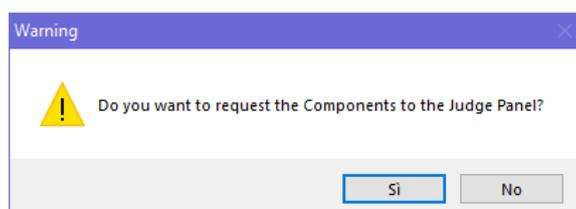


Figure 153. Average - Warning message

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

Components Average									
COMPONENTS		J1	J2	J3	J4	J5	J6	Average	REF
1 Skating Skills	+ -	7.75	6.25	4.00	4.75	4.25	1.25	4.75	
2 Transitions	+ -	9.00	7.75	3.00	2.75	4.75	2.00	5.00	
3 Performance	+ -	8.00	3.75	3.75	8.75	3.00	6.25	5.75	
4 Choreography	+ -	7.00	7.00	5.00	7.00	2.25	2.75	5.25	
		RESET to AVERAGE			CONFIRM AVERAGE			SEND 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:

Components Average									
COMPONENTS		J1	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	5.50	
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	
		RESET to AVERAGE			CONFIRM AVERAGE			SEND AVERAGE	

Figure 155. Average - increase values

Components Average									
COMPONENTS		J1	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	

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		J1	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	5.50	
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	
		RESET to AVERAGE			CONFIRM AVERAGE			SEND AVERAGE	

Figure 157. Average - confirm and 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.

13.2.4 Program title and short description (SHOW GROUPS only)

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)

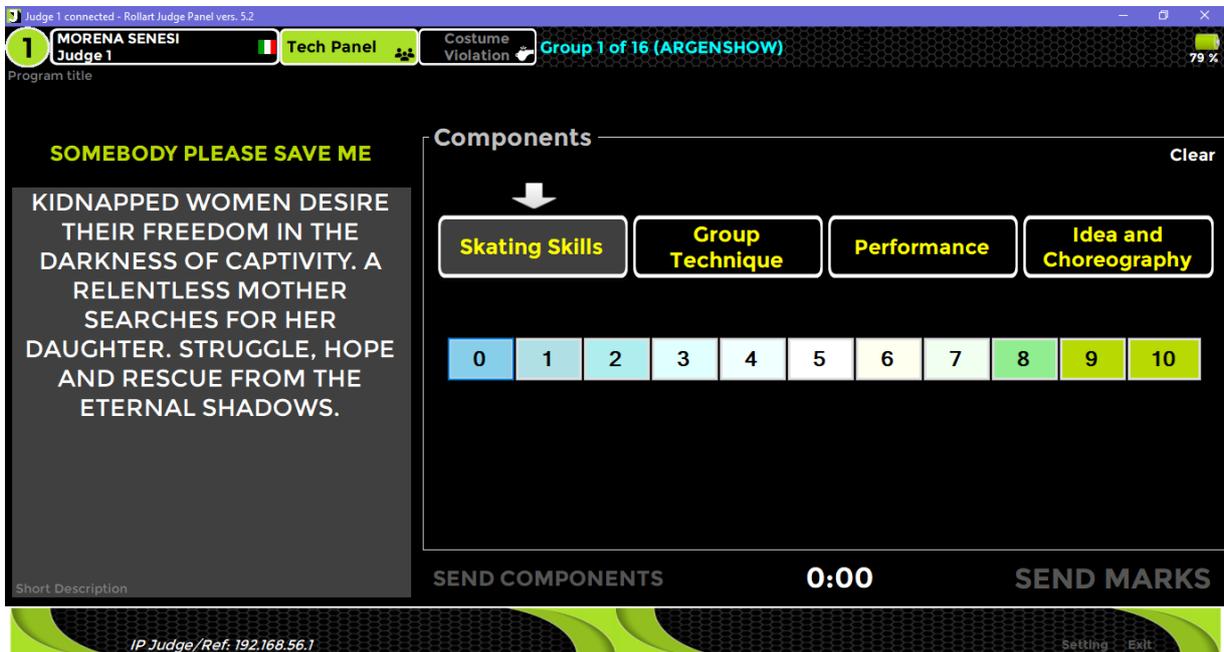


Figure 158. Average - confirm and send

13.2.5 Timer

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

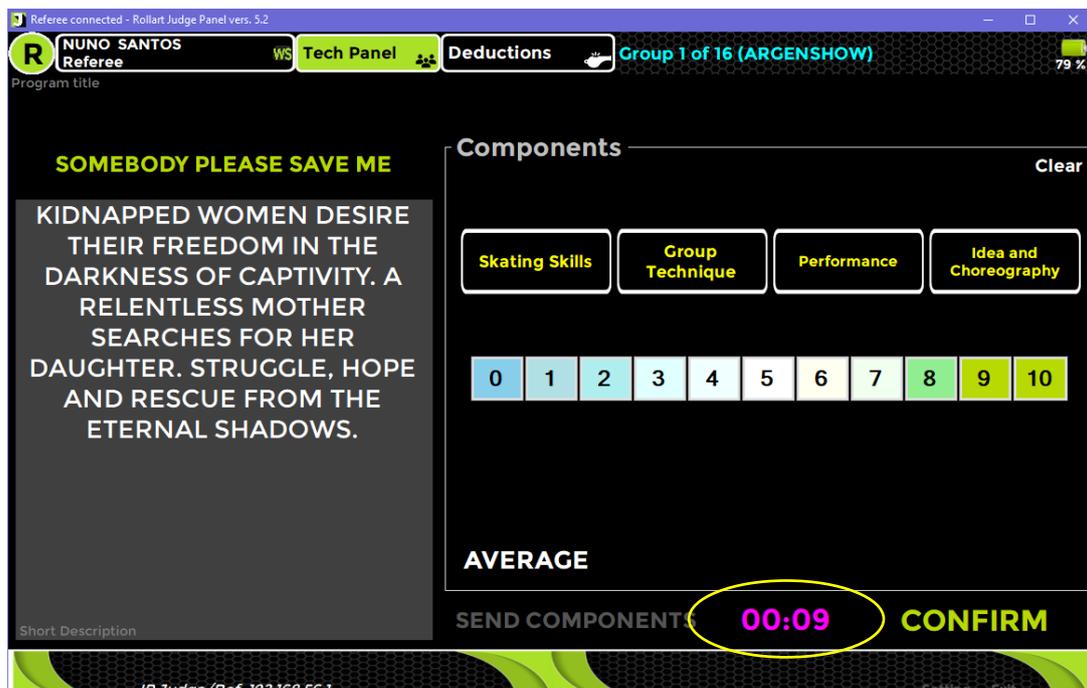


Figure 159. Timer

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.

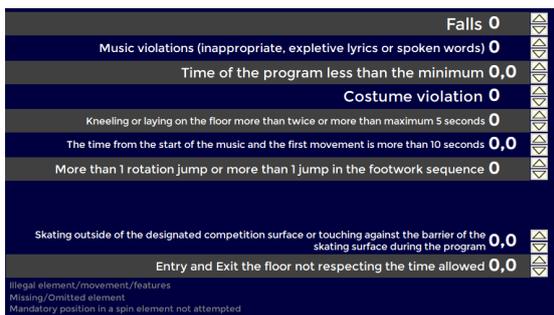


Figure 160a. Deductions - Free Skating/Inline

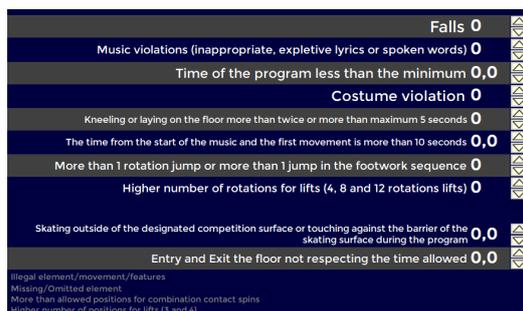


Figure 161b. Deductions - Pairs

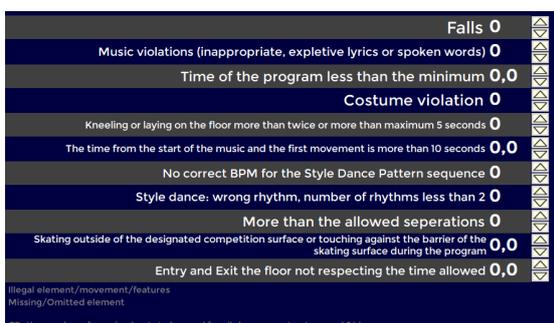


Figure 162c. Deductions - Couple Dance

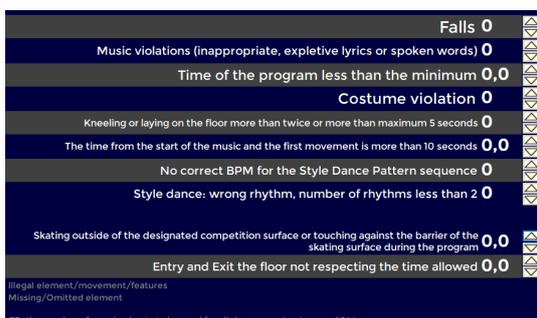


Figure 163d. Deductions - Solo Dance

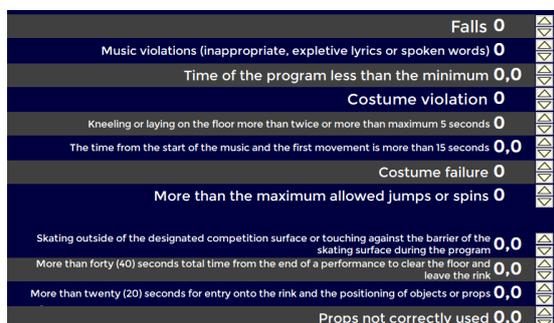


Figure 164e. Deductions - Quartets



Figure 165f. Deductions - Show

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

Falls

[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)

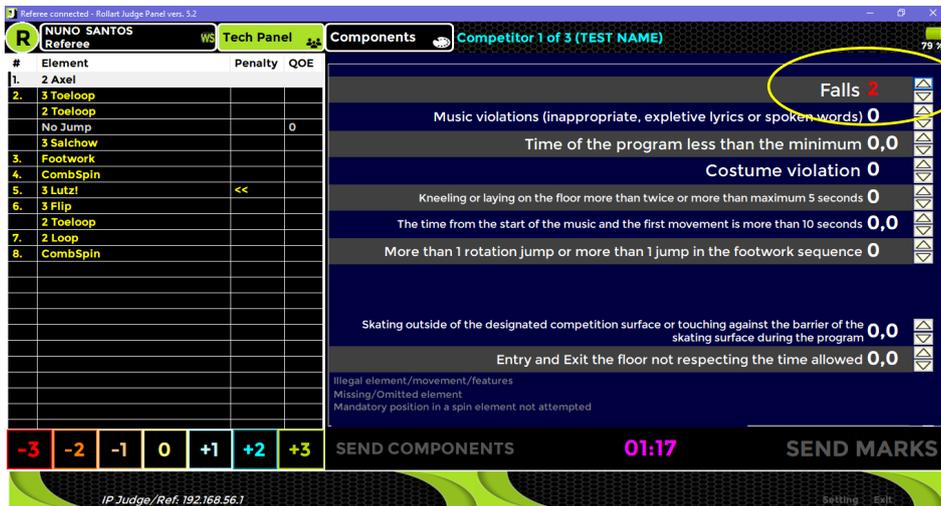
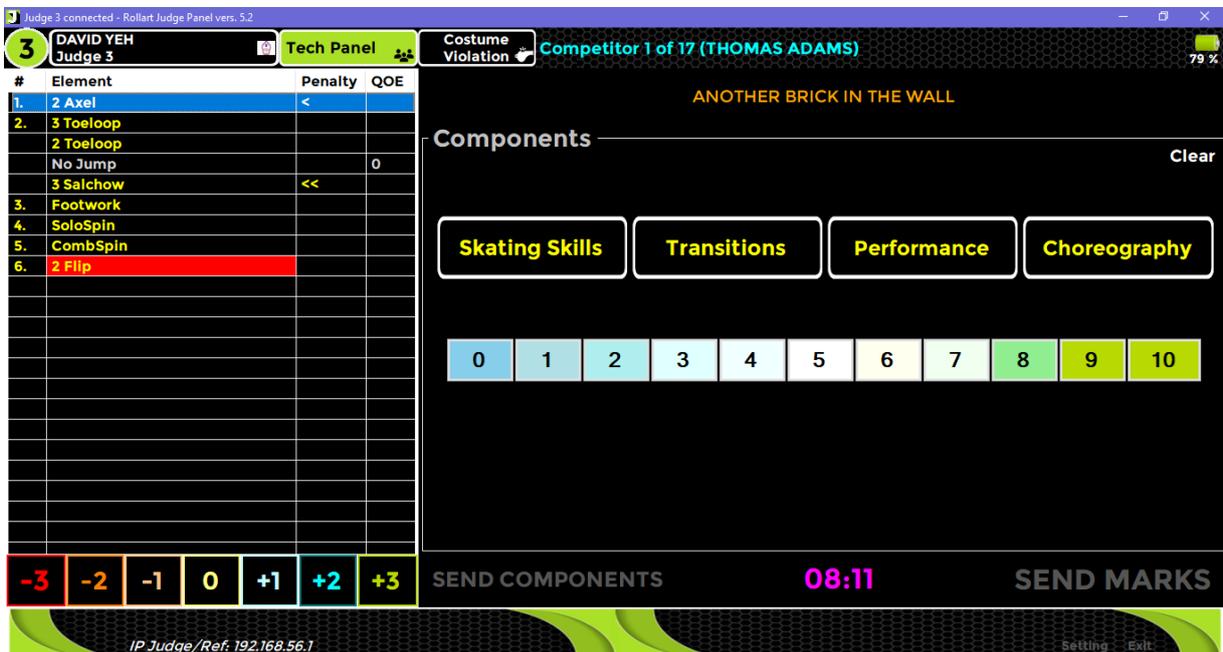


Figure 167. Deductions - Falls

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 the 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.



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.



Figure 168. Referee - Confirm segment

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

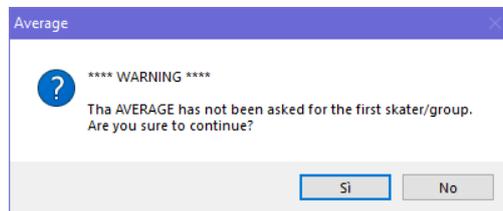


Figure 169. Referee - Confirm segment for the first competitor

[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.



Figure 170. Judges -Send Marks

APPENDIX 1 - Rollart/Technical Panel CHECK

FREE SKATING/PAIRS/INLINE

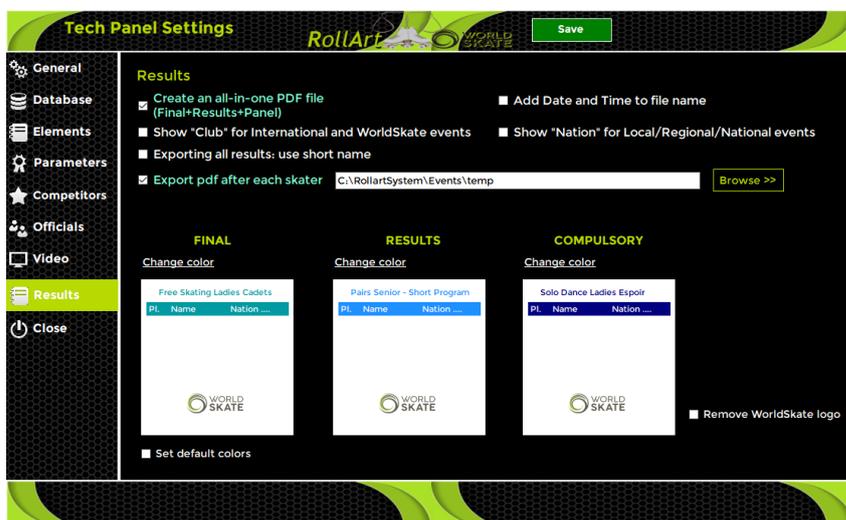
ITEM	WS RULE	CHECK
Jumps	In all the categories above Minis, singles with base value, axel, doubles, and triples can be performed maximum twice. If presented twice, one must be in combination. For example, if the skater falls on the 2F solo jump and then falls again on the 2F supposed to be the first 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.	By Rollart - LIVE
	Every solo jump, including one-rotation jumps, will be called in all the categories.	By Rollart - LIVE
	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
Combo Jumps	For Junior & Senior: If in between the doubles and/or the triples there are more than one connecting jump, the following jump will not have the increase percentage from its value on a combination jump.	By Rollart - LIVE
	No more than two (2) triples allowed. There MUST be at least one connecting jump of one rotation for combinations of three (3) or (4) jumps.	By Rollart - VERIFY
	<ul style="list-style-type: none"> • Espoir to Cadet, one-rotation jumps will be called, credited and count toward the total number of jumps, when they are placed on first or last position of the Combination Jump. • Youth, Junior and Senior, one rotation jumps placed on the first or last position of the combination jump will be called, given NO VALUE and count toward the total number of jumps allowed. 	By Rollart - LIVE
	The same combo cannot be presented more than once, if this happens, the second combo jump will be starred out and given No Value.	By the PANEL
	If the jumps are presented in combination without the use of connecting jumps, the percentages will be: <ul style="list-style-type: none"> 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

Spins	Broken ankle is allowed only for Junior and Senior.	By the PANEL
	ALL difficult positions are only allowed once per program. If presented a second time the basic position (camel, sit, upright, broken, inverted, heel) will be starred out and given NO value.	By the PANEL
	For Cadet to Senior: Entry into a solo spin should be without a long preparation. The maximum allowed will be four (4) three turns. If a skater executes more preparation than is allowed the spin will be starred out and given NO value.	By the PANEL
	A difficult variation or position will be counted just once in the whole program. For example, Sideways position for a sit spin will be considered just once as a difficult position in the whole program.	By the PANEL
	There is no limit to the number of difficult positions/variations used, however only one difficult position can be presented per position	By the PANEL
Combo Spins	In a spin combination, if only one (1) of the positions is confirmed by the technical panel, the whole spin will be starred out and receive no value.	By Rollart - VERIFY
	There cannot be two consecutive changes of foot in between positions of combination spin. For example: from a RBO camel stepping forward to the left foot and then to the right again to do a RBO upright.	By the PANEL
	SIT MANDATORY: If the mandatory sit is starred out, the whole combination (the total of the positions confirmed) will only get 50% of its value.	By Rollart - VERIFY
	SIT MANDATORY: Where a position is mandatory and the skater does not achieve this position, the whole combination will get only 50% of its value. In the long program: if the mandatory sit is attempted in both combinations but never confirmed, then the combination with the lesser value will get only 50% of its value.	By Rollart - VERIFY
	SBC: The percentage bonus applies to the Sit and the positions executed after. It shall be applied whenever there is a sit position between two Camels or two (2) consecutive sit positions between two Camels.	By Rollart - LIVE

APPENDIX 2 - Exporting 'LIVE' Judges Panels pdf

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 each skater’ 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 sub-directories:

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

If the “Export pdf” check is enabled the pdf is saved after the judges/referee have sent QOE's and components.

RollArt - Verify QOE's

1/16 - FARFALLE ROSSE (ITA)										Show Results			
		TP	REF			22.26	38.06	1	38.06				
		Base tech	Final tech	Deductions	Components	Total	Position	Final					
Element	Value	Type	Bonus	T	*	Final Value	Referee	J1	J2	J3	J4		
1 Tr2	6.00	COMBO	Traveling	MIRR		6.00	0	0	0	+1	-2		
2 QCL2	5.00	COMBO	Cluster			4.50	+1	+1	0	-2	-3		
3 QCr1	3.00	Creative				2.80	-1	-1	-3	-1	+2		
4 QCB	2.80	Canon				2.50	-2	-2	-2	0	+2		
COMPONENTS		Final Value	Referee	J1	J2	J3	J4						
1	Skating Skills	7.38	9.25	9.25	6.75	8.00	5.00						
2	Transitions	4.00	4.00	4.00	3.00	4.00	6.00						
3	Performance	4.88	7.25	7.25	3.75	2.25	6.00						
4	Choreography	6.00	9.75	9.75	8.25	1.00	3.75						

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