# **Artistic impression / Components**

The score for artistic impression will be the sum of 4 components. For each component the judges should award a score between 0.25 and 10, allowing for increments of 0.25.

### Ranges of scoring per category

0	Seniors	Up to 10
0	Juniors	Up to 9
0	Youth	Up t0 8
0	Cadets, Espoirs, Minis, Tots	Up to 7
0	All Promotional categories	Up to 5

## **Skating skills**

Overall ability to rollerskate well

#### Errors

- o Stiff knees
- o Bending too much foreward
- Skating on toes / toe stops
- o Balancing on the wrong part of the skate
- o Incomplete pushes
- Too many short jerky steps

### Quality

Did the skater make you forget that he is on skates?

- o One foot skating
- o Deep edges
- o Precision of foot placement
- o Flow
- o Acceleration / deceleration
- o Effortless
- o Limited cross overs

### Difficulty

#### Multidirectional

### Carriage

- Body control
- Extension lines (head, arms, fingers, legs, feet)
- Movement range

### Transitions

Connections of all parts of the program, movements linking all elements with a minimum use of simple cross-pulls.

### Quality

### Difficulty

o Body use in edges

### Variety

- o Multidirectional
- One foot turns

### Complexity

o Intricate footwork

### Performance

Evident errors and falls must affect the performance score.

#### Personality

- o Communication of emotions throughout the use of the whole body
- Personal commitement to the choreography

### Projection

• Do I feel involved in the performance?

#### **Movement skills**

o Threedimensional aspects of the body

### **Emotional and intellectual involvement**

### **Choreography / Composition**

#### Pattern / design

- o Layout of the program
- o Limited long preparations
- o Change of directions
- o Balanced distribution of jumps and spins during the program

### **Body design and dimensions**

o Movements in space to complete the program in connection with the music

### **Choreographic intent**

o Theme, idea, story

#### **Musical relationship**

- o Use of phrasing of the music
- o Using of nuances
- o Movements make sense to the music
- o Ideal relationship: skater and music appear as one

## **Detailed ranges**

- Diamond
  Outstanding, superior
- Golden Very good, good
- Green Above average, average
- o Orange Fair, weak
- Red
  Poor, very poor, extremely bad