

Wertungsrichter Formation 2021

Elmar Obermeier



Darum geht es heute...



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Bewertungskriterien und Regeln



Start | Newsarchiv | **Regelwerke** | Meisterschaften | Wettbewerbe | Wertungsrichter | Lehrgänge | Anti-Doping | Links | Kontakt | Datenschutz |

SK Rollkunstlauf im Deutschen Rollsport- und Inlineverband

DRIV-Regelwerke Allgemein

DRIV-Regeln und Beschlüsse
DRIV-Regularien für Trainer
CEPA / CIPA / CERS

DRIV-Regelwerke Allgemein

Wettkampfordnung

 [WOK 2019 final - Stand 2019-05-01.pdf \(3.18MB\)](#)

Wettbewerbskonzept Breitensport

 [WeB 2020 - v1_20200306.pdf \(798.02KB\)](#)

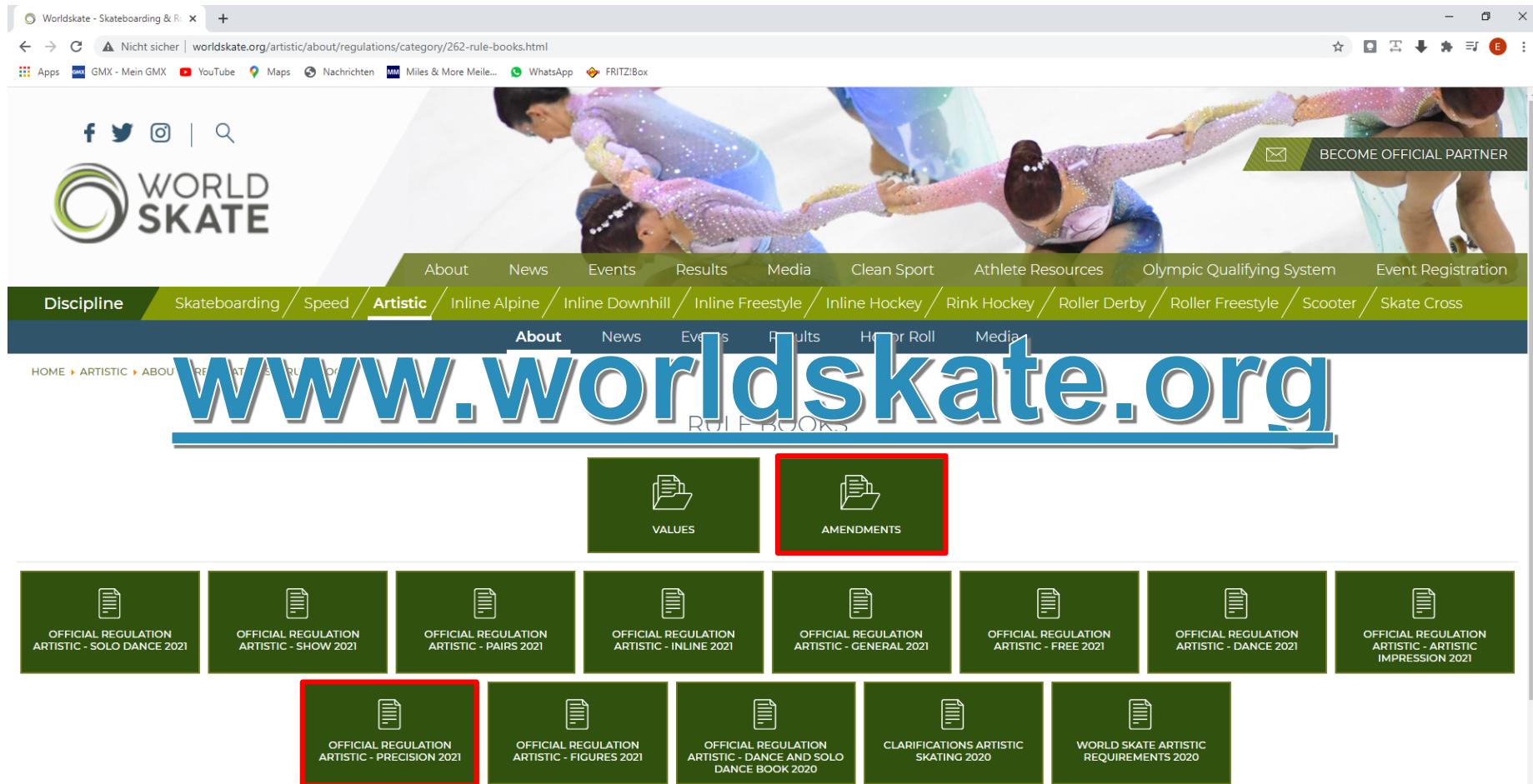
 [WeB 2020 auf 2 Seiten - v1_20200306.pdf \(93.03KB\)](#)

SK Rollkunstlauf auf Facebook 

Veranstaltungen 

23.04.2021 DM Show/Solotanz
-
24.04.2021 n.n. [mehr](#)

Informationsquellen



The screenshot shows the Worldskate website (www.worldskate.org) with a search bar at the top. The main navigation menu includes About, News, Events, Results, Media, Clean Sport, Athlete Resources, Olympic Qualifying System, and Event Registration. A secondary navigation menu under Discipline lists Skateboarding, Speed, Artistic, Inline Alpine, Inline Downhill, Inline Freestyle, Inline Hockey, Rink Hockey, Roller Derby, Roller Freestyle, Scooter, and Skate Cross. The Artistic link is highlighted. Below the menu, a banner features two female skaters performing a synchronized routine. A large blue banner across the middle of the page reads "www.worldskate.org RULE BOOKS". Below this, there are several green boxes containing links to various rule books. Two specific boxes are highlighted with red borders: "AMENDMENTS" and "OFFICIAL REGULATION ARTISTIC - PRECISION 2021".

- VALUES
- AMENDMENTS
- OFFICIAL REGULATION ARTISTIC - SOLO DANCE 2021
- OFFICIAL REGULATION ARTISTIC - SHOW 2021
- OFFICIAL REGULATION ARTISTIC - PAIRS 2021
- OFFICIAL REGULATION ARTISTIC - INLINE 2021
- OFFICIAL REGULATION ARTISTIC - GENERAL 2021
- OFFICIAL REGULATION ARTISTIC - FREE 2021
- OFFICIAL REGULATION ARTISTIC - DANCE 2021
- OFFICIAL REGULATION ARTISTIC - ARTISTIC IMPRESSION 2021
- OFFICIAL REGULATION ARTISTIC - PRECISION 2021
- OFFICIAL REGULATION ARTISTIC - FIGURES 2021
- OFFICIAL REGULATION ARTISTIC - DANCE AND SOLO DANCE BOOK 2020
- CLARIFICATIONS ARTISTIC SKATING 2020
- WORLD SKATE ARTISTIC REQUIREMENTS 2020

Informationsquellen



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Discipline Skateboarding / Speed / **Artistic** / Inline Alpine / Inline Downhill / Inline Freestyle / Inline Hockey / Rink Hockey / Roller Derby / Roller Freestyle / Scooter / Skate Cross

About News Events Results Honor Roll Media

HOME > ARTISTIC > ABOUT > REGULATIONS > AMENDMENTS

AMENDMENTS



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Informationsquellen

S Worldskate - Skateboarding & R x + Nicht sicher | worldskate.org/artistic/about/regulations/category/260-judges-forms.html Apps GMX - Mein GMX YouTube Maps Nachrichten Miles & More Meile... WhatsApp FRITZ!Box

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Discipline Skateboarding Speed Artistic Inline Alpine Inline Downhill Inline Freestyle Inline Hockey Rink Hockey Roller Derby Roller Freestyle Scooter Skate Cross

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FORMS

[CONTENT SHEET](#)

[REFEREE FORMS 2021](#)

[JUDGES SCORING FORM](#)

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Regeln und Quellen

- Official Regulation Artistic – Precision 2021:
<http://www.worldskate.org/artistic/about/regulations/category/262-rule-books.html?download=4598:official-regulation-artistic-precision-2021>
- Amendment 2021:
<http://www.worldskate.org/artistic/about/regulations/category/790-amendments.html?download=4740:amendments>
- Forms:
<http://www.worldskate.org/artistic/about/regulations/category/260-judges-forms.html>
- Required Elements 2021:
<http://www.worldskate.org/artistic/about/regulations/category/262-rule-books.html?download=3972:world-skate-artistic-requirements-2020>

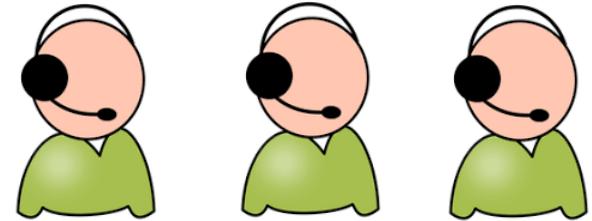
Wertungssystem - Rollart

Wer sitzt im Panel:

1. Technical Panel:

- Spezialist/in (Called die Elemente)
- Techn. Assistent/in (PreCall/Review/Support)
- Controller (Review/Support/Control Data Entry)

Next
Element
Intersection I3+pi2 Review !



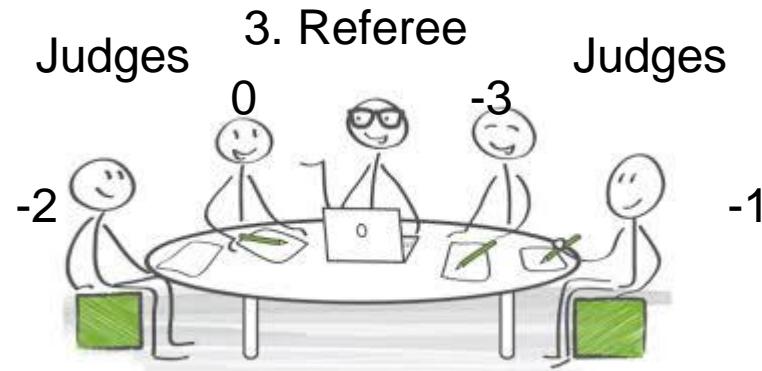
Data Operator:



Aufgabe: **Was** wurde gemacht ?

Wertungssystem - Rollart

2. Judges Panel



Element: Wie wurde es gemacht ? – **QOE**

Komponenten: Skating Skills/Transitions/Performance/Choreography – wie wurden sie gemacht ?

Rollart – Judges Screen Precision

Judge 1 + Referee connected - Rollart Judge Panel vers. 3.0.0.2

Judge 1 + Referee Tech Panel Competitor 1 31 % 

Element	Penalty
1. Linear Block	-2
2. Traveling Wheel	-1
3. Pivoting Line	-3
4. Creative	-1
5. Intersection + point of Int.	-2
6. Move + free sk. Move	-3
7. Rotating Circle	-1
8. No Hold + step	-2

Components Clear Components

Skating Skills	Transitions	Performance	Choreography
1.75	1.50	2.00	2.25

AVERAGE Falls: 2

SEND COMPONENTS 00:37 SEND MARKS

IP.Judge/Ref: 192.168.178.22 2021 WORLD SKATE Settings Exit

Under rotated Half rotated Downgraded Wrong Edge Element out

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

Rollart – Referee Screen Precision



Judge 1 + Referee connected - Rollart Judge Panel vers. 3.0.0.2

The screenshot shows the IP Judge software interface. At the top, there are tabs for 'Judge 1 + Referee' and 'Tech Panel'. On the right, it says 'Competitor 1' and '32 %'. The main area has a red box around the 'Deductions' section. Below the deductions, there's a red box containing three categories of errors. At the bottom, there are buttons for 'SEND COMPONENTS' and 'SEND MARKS', along with a timer at 0:00.

Judge 1 + Referee Tech Panel Competitor 1 32 %

#	Element	Penalty	QOE
1.	Linear Block	-2	
2.	Traveling Wheel	-1	
3.	Pivoting Line	-3	
4.	Creative	-1	
5.	Intersection + point of int.	-2	
6.	Move + free sk. Move	-3	
7.	Rotating Circle	-1	
8.	No Hold + step	-2	

Deductions

Falls 2

Music requirement violations 0

Separations in excess, Non-permitted 0,0

Costume/Prop violation 0

Late Start (61-120 seconds), after 120 seconds team is withdrawn 0

Time violations for every five (5) seconds in excess or lacking 0

Costume failure 0

Interruption in excess, more than ten (10) seconds (caused by a stumble or fall) 0,0

Stopping in excess, Non-permitted, exceeding 2 seconds within free program 0,0

Illegal element/movement/features 0
Missing/Omitted element 1
Non-permitted element 0,0

<: Under rotated <<: Half rotated <<<: Downgraded !: Wrong Edge *: Element out

SEND COMPONENTS 0:00 **SEND MARKS**

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

IP Judge/Ref: 192.168.178.22

2021 ©WORLD SKATE

Settings Exit

Technical Content

A **Senior Precision** program MUST include the following **nine (9)** technical elements: <http://www.worldskate.org>

1. One (1) **Linear** element – **Block**
2. One (1) **Traveling** element – **Wheel**
3. One (1) **Rotating** element – **Circle**
4. One (1) **Pivoting** element – **Line**
5. One (1) **Intersection** element (additional feature point of intersection mandatory)
6. One (1) **Intersection** element (creative) different shape to element No. 5
7. One (1) **No hold** element (additional feature step sequence mandatory)
8. One (1) **Move** element (additional feature free skating move mandatory)
9. One (1) **Creative** element – **Lift.**

2021

Technical Content

A **Junior Precision** program must include the following **eight (8)** technical elements: <http://www.worldskate.org>

1. One (1) **Linear** element – **Line**
2. One (1) **Traveling** element – **Circle**
3. One (1) **Rotating** element – **Wheel**
4. One (1) **Pivoting** element – **Block**
5. One (1) **Intersection** element (additional feature point of intersection mandatory)
6. One (1) **Intersection** element (creative) different shape to element No. 5
7. One (1) **No hold** element (additional feature step sequence mandatory)
8. One (1) **Combined** element.

2021

Ausführung der Elemente (QOE)



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3 Key Aspects



Shape

Roundness; straightness; alignment or spacing symmetry maintained throughout the Element

Unison

Performing as one; precise body lines; in step or time; concurrent or syncopated

Speed & Flow

Pace and velocity maintained or accelerated throughout the Element & Movement within, between or across the Element with effortless progression

5 Additional Aspects/Bullets

- Variety and quality of Steps, Turns and Movements
- Variety and quality of Holds
- Entry and/or exit of the Element performed with originality or creativity
- Seamless execution and quality of features
- Reflects the timing, tempo or character of the music

Kalkulation des QOE

-3	-2	-1	0	+1	+2	+3
Very Poor	Poor	Weak	Fair	Average	Good	Superior
-	-	-	1 bullet	2-3 bullets	4-5 bullets	6+ bullets

The final QOE is calculated considering first the **key aspects/bullets** and the **additional aspects/bullets** of the Element that result in a starting QOE.

The QOE is then increased and/or reduced according to the positive and negative criteria for the Element.

Final QOE = Starting QOE – Adjustment Criteria (AC)

Fehler in der Ausführung

- **Minor errors** do not fully impact the integrity/continuity and fluidity of the Element and **should not be over penalized** when awarding a Grade of Execution
- A **major error** impacts the **integrity/continuity** and **fluidity** of the Element and/or its **relation to the music**
- **Each error** occurring within the **same Element** will be reflected in the final marks for **QOE** and **Program Components**
- **Required for an Element to achieve +3:** the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with **superior** execution and must contain no errors or/and Major errors
- **Required for an Element to achieve +2:** two (2) of the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with **good** execution and must contain no **MAJOR** errors

Wesentliche Merkmale (Features)



Weaving (Circle)



Weaving (Traveling Circle)



Whip Action



Whip Action



Anpassungskriterien (CA)

Major Errors		Reduce	NHT	Minor Errors		Reduce	NHT
Increase	Element Criteria	Reduce	NHT	Increase	Element Criteria	Reduce	NHT
+1	Pivoting Elements (Block, Line)			+1	Linear Elements (Block/Line)		
+1	Pivoting: Strong, controlled pivoting			+1	Creative: Original variety of the features		
	Pivoting: Speed not maintained through pivoting	-1		+1	Quick execution of the features		
	Block/Line: Curved lines during pivoting	-2			Poor spacing of the lines	-1 to -2	
	Interrupted pivoting (less than two (2) seconds)	-1					
+1	Rotating/Traveling Elements (Circle, Wheel)			+2	Move Element		
+1	Traveling: Good floor coverage			+2	Outstanding flexibility and body lines in fm's		
	Weaving: Not weaving at the same time	-1		+1	Creative pattern across the floor		
	Rotating/Traveling: No centrifugal force at all		-1		Poor or Incorrect body position in one or more of the fm's		-1
	Wheel: Spokes far away from center point	-1			Lines/Pairs change edges/fm position/rotational direction at different times	-1	
+2	Intersection Elements			+2	No Hold Element		
+2	Outstanding Speed and Intersecting at the same time at Point of Intersection			+2	Block size maintained within two arm lengths distance		
	Not Intersecting at the same time	-2		+1	Good balance between turns/steps and linking steps throughout		
	Approach or Exit shape not maintained	-1 each		+1	Exit of the turns with running edge maintained		
	Whip: no whip action		-2		Inability to maintain Speed during execution		-1
	Collision during intersection		-2				
+2	Creative Element - Lift			+2	Combined Element		
+2	Good floor coverage throughout			+2	Creative: Innovative combination of elements		
+1	Creative: Innovative position or pattern			+1	Quick execution of the elements		
	Poor quality in execution/position of the lifted skater(s)	-1 each			Inability to maintain Speed during execution		-1
	Collapse during Lift		-2				

Künstlerischer Eindruck (AI)

SKATING SKILLS		TRANSITIONS	Performance	Choreography
The overall cleanliness and sureness, edge control and flow over the skating surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc.), the clarity of technique and the use of effortless power to accelerate and vary speed		The varied and purposeful use of intricate footwork, positions, movements, holds and formations that link all Elements	Involvement of the Teams physically, emotionally and intellectually as they deliver the intent of the music and composition	An intentionally developed and/or original arrangement of all types of movements, according to the principles of musical phrase, space, pattern and structure
Use of deep edges, steps and turns		Continuity of movements from one Element to another	Physical, emotional and intellectual involvement	Purpose (idea, concept, vision, mood)
Balance, rhythmic knee action and precision of foot placement		Variety, including variety of holds	Projection	Pattern and floor coverage
Flow and glide		Difficulty	Carriage and Clarity of movement	Multi-dimensional use of space and design of movements; use of holds
Varied use of power, speed and acceleration		Quality	Variety and contrast of movement and energy	Phrase and form (movements and parts structured to match the musical phrase)
Use of multi-directional skating			Individuality/personality	Originality of the composition
Use of one (1) foot skating			Unison and “oneness”	Movement and steps in time to the Music/Timing
			Spatial awareness between Skaters; management of the distance between Skaters; changes of holds	Use of finesse to reflect the details and nuances of the music
Category	Range	Definition	If there is a/ are...	Impact for Precision Skating
Platinum	10.00	Outstanding	Fall or Major Error	10.00 cannot be awarded for any Component
Diamond	9.00 - 9.75	Excellent	Falls or Major Errors	9.25 or higher cannot be awarded for any Component
Gold	8.00 - 8.75 7.00 - 7.75	Very Good Good		
Green	6.00 - 6.75 5.00 - 5.75	Above Average Average		
Orange	4.00 - 4.75 3.00 - 3.75	Fair Weak		
Red	2.00 - 2.75 1.00 - 1.75 0.25 - 0.75	Poor Very Poor Extremely Poor		

Abzüge (Penalizations)

<u>Referee and Judges*</u>	<u>Penalty</u>
Costume / prop violation (feathers not allowed anywhere, rhinestones or sequins not allowed on the face)	-1.0
Separations in excess, Non-permitted (separating longer than necessary before resuming skating together as a unit)	-1.5
Referee	
Costume failure	-1.0
Late Start (61-120 seconds), after 120 seconds team is withdrawn	-1.0
Music requirement violations	-1.0
Time violations for every five (5) seconds in excess or lacking	-1.0
Interruption in excess, more than ten (10) seconds (caused by a stumble or fall)	
11-20 seconds	-0.5
21-30 seconds	-1.0
31-40 seconds	-1.5
more than 40 seconds by one or several skaters	-2.0
more than 40 seconds by the Team	Team is withdrawn
Stopping in excess, Non-permitted, exceeding two (2) seconds within free program	-1,5
* Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the concerned deduction.	

Beispiele



Beispiele Traveling Wheel

Major Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2	
Fall of two (2) Skaters in an Element			-2
Fall of three (3) or more Skaters in an Element			-3
Lacking all three (3) Key Aspects			-2
Minor Errors		Reduce	NHT
Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Breaks in holds or poor quality of holds		-1 each	
Visible Errors		-1 each	
Excessive use of Space or Distribution over the floor		-1	
Long preparation into Element		-1	
Rotating/Traveling Elements (Circle, Wheel)			
+1	Traveling: Good floor coverage		
	Weaving: Not weaving at the same time	-1	
	Rotating/Traveling: No centrifugal force at all		-1
	Wheel: Spokes far away from center point	-1	

Beispiele Traveling Wheel



Beispiele Traveling Wheel



Beispiele Pivoting Line

Major Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2	
Fall of two (2) Skaters in an Element			-2
Fall of three (3) or more Skaters in an Element			-3
Lacking all three (3) Key Aspects			-2
Minor Errors		Reduce	NHT
Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Breaks in holds or poor quality of holds		-1 each	
Visible Errors		-1 each	
Excessive use of Space or Distribution over the floor		-1	
Long preparation into Element		-1	
Pivoting Elements (Block, Line)			
+1	Pivoting: Strong, controlled pivoting		
	Pivoting: Speed not maintained through pivoting	-1	
	Block/Line: Curved lines during pivoting	-2	
	Interrupted pivoting (less than two (2) seconds)	-1	

Beispiele Pivoting Line



Beispiele Pivoting Line



Beispiele Intersection + Point of Intersection

Major Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2	
Fall of two (2) Skaters in an Element			-2
Fall of three (3) or more Skaters in an Element			-3
Lacking all three (3) Key Aspects			-2
Minor Errors		Reduce	NHT
Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Breaks in holds or poor quality of holds		-1 each	
Visible Errors		-1 each	
Excessive use of Space or Distribution over the floor		-1	
Long preparation into Element		-1	
Intersection Elements			
+2	Outstanding Speed and Intersecting at the same time at Point of Intersection		
	Not Intersecting at the same time	-2	
	Approach or Exit shape not maintained	-1 each	
	Whip: no whip action		-2
	Collision during intersection		-2

Beispiele Intersection



Beispiele Intersection



Beispiele No Hold

Major Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2	
Fall of two (2) Skaters in an Element			-2
Fall of three (3) or more Skaters in an Element			-3
Lacking all three (3) Key Aspects			-2
Minor Errors		Reduce	NHT
Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Breaks in holds or poor quality of holds		-1 each	
Visible Errors		-1 each	
Excessive use of Space or Distribution over the floor		-1	
Long preparation into Element		-1	
No Hold Element			
+2	Block size maintained within two arm lengths distance		
+1	Good balance between turns/steps and linking steps throughout		
+1	Exit of the turns with running edge maintained		
	Inability to maintain Speed during execution		-1

Beispiele No Hold



Beispiele No Hold



Beispiele Move Element

Major Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2	
Fall of two (2) Skaters in an Element			-2
Fall of three (3) or more Skaters in an Element			-3
Lacking all three (3) Key Aspects			-2
Minor Errors		Reduce	NHT
Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Breaks in holds or poor quality of holds		-1 each	
Visible Errors		-1 each	
Excessive use of Space or Distribution over the floor		-1	
Long preparation into Element		-1	
Move Element			
+2	Outstanding flexibility and body lines in fm's		
+1	Creative pattern across the floor		
	Poor or Incorrect body position in one or more of the fm's		-1
	Lines/Pairs change edges/fm position/rotational direction at different times	-1	

Beispiele Move Element



Beispiele Move Element



Künstlerischer Eindruck (AI)

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Red	2.00 - 2.75 1.00 - 1.75 0.25 - 0.75	Poor Very Poor Extremely Poor		

Beispiel Kürporgram



Noch Fragen?



Vielen Dank und Frohe Ostern!

