

SENIOR TECHNICAL PATTERN SKILLS TEST

Venue: Date: Candidate:

Number of Judges Required: Two (2) Singles/Pair or Dance Judges

The following considerations in evaluating the patterns should be used:							
Requirements	Pattern	GOE	Comments/Repeats				
Pattern #1 Backward Outside Power Double Three Turns to Power Double Inside Rocker Mastery of each singular element Clean execution of all turns Must maintain diagonal axis Rockers should be quicker than 3 turns Change of edge executed with deep edges Entire pattern should be effortless Refined performance & strong body positions	PRIMARY FOCKS. PRIMARY FOCKS.						
Pattern #2 Backward Inside Power Double Three Turns to Power Double Outside Rocker _ Mastery of each singular element _ Clean execution of all turns _ Must maintain diagonal axis _ Rockers should be quicker than 3 turns _ Change of edge executed with deep edges _ Entire pattern should be effortless _ Refined performance & strong body positions	PRIMARY FOCUS. SECONDARY FOCU						
Pattern #3 Sustained Edge Step – Right & Left Maximum stetch of body lines Stable and clear positions Bilateral power Clear, controlled, correct Rocker turns Mastery of each singular element Clean execution of all turns Refined performance & strong body positions Full ice coverage Effortless execution and presentation	AND THE STORY OF T						
Pattern #4 Part A Serpentine Step Sequence A Mastery of each singular element Clean execution of all turns Maintain serpentine patter Refined performance & strong body positons Full ice coverage Effortless execution & presentation	TO THE TOTAL AND						
Pattern #4 Part B Serpentine Step Sequence B Mastery of each singular element Clean execution of all turns Maintain serpentine patter Refined performance & strong body positons Full ice coverage Effortless execution & presentation	THE STATE OF THE S						
Pattern #5 Choctaw, Twizzle and Rocker Sequence Mastery of each singular element Clean execution of all turns & steps Even timing maintained throughout Excellent edge quality Refined performance/ strong body position Lobes throughout skated on deep edges Full ice coverage Effortless execution & presentation	WINDS STEPS ARE OFFERENCE WHITE STEPS ARE OFFER						





Repeats:

In the case of a fall in any one of the patterns, the entire pattern or half of the pattern where the fall occurred may be repeated at the Judges' discretion. A maximum of one entire pattern or two half patterns (from any of the patterns skated) may be repeated once at the judges discretion in order for the skater to obtain the minimum overall GOE of Base Value (0) for the respective individual pattern.

Pass Mark: Each Technical Pattern is evaluated individually.

All patterns must receive a minimum overall GOE of Base Value (0) for the overall test to Pass. Patterns can contain -GOE sections and

+GOE sections as long as the final	GOE is at least Base Value (0).				
Test Result	Pass	Fail 🗌			
Judge's Name: (please print)				State:	
Judge's Signature:					
Probationary Judge Assessment (Please tick appropriate box) Test Referee's Signature:	Poor	Fair	Good	Very Good	Excellent



SENIOR TECHNICAL PATTERN SKILLS TEST GENERAL TEST STANDARD and COMMON ERRORS

General Senior Test Standard: Demonstration of a masterful and refined performance, with efficiency of energy, seamless flow, effortless rhythmic movement, and an ability to execute all required movements in a true bilateral fashion with a graceful carriage.

<u>Posture/Carriage Expectations:</u> Skater should demonstrate a mastery of proper carriage and posture integrated seamlessly into all required elements, creating an aura of a Gold Medal presence on the ice. Innovative upper body movements which compliment or enhance the various Senior Technical Pattern Skills, but do not hamper their masterful execution, would be an optional opportunity for personal expression by the skater.

masterful execution, would be an option	'''	*	Mind
Common Errors	Turn Diagram	Turn Diagrams/Definitions	Notes
Pattern #1 Backward Outside Power Double Three Turns to Power Double Inside Rocker X Inability to accelerate and maintain flow and edge quality throughout X Shallow changes of edge X Loss of upper body control X Loss of diagonal axis X Scraping of turns	3-TURN turn point direction of travel	ROCKER turn point direction or travel FISURE SKATING GALLARY	
Pattern #2	3-TURN	ROCKER	
Backward Inside Power Double Three Turns to Power Double Outside Rocker X Inability to accelerate and maintain flow and edge quality throughout X Shallow changes of edge X Loss of upper body control X Loss of diagonal axis X Scraping of turns	direction of travel	discrition of travel FIGURE SKATING GALLARY	
Pattern #3	3-TURN	ROCKER	
Sustained Edge Step – Right & Left X Inability to maintain flow and edge quality throughout X Incomplete ice coverage X Poor upper body line and extension X Incorrect edges before or after rocker turns (thus doing 3 turns) X Inability to create power X Inability to skate both directions of equal quality	direction of travel	direction of travel Figure scaling Gallally	
Pattern #4 Part A/Pattern # 4 Part B	ROCKER	BRACKET	
Serpentine Step Sequence A and B X Inability to maintain flow and edge quality throughout X Loss of upper body control X Incorrect edges on turns and steps X Twizzles becoming double 3-turns X Inability to skate both directions of equal quality	furn point direction of travel Figure Skating Gallary	direction of travel	
Pattern #5	CHOCTAW	ROCKER	
Choctaw, Twizzle and Rocker Sequence X Lack of flow during sequence X Lack of body control during the change of edge X Inability to maintain flow & edge quality throughout X Inability to maintain the diagonal pattern X Loss of upper body control X Incorrect edges on turns and steps X Twizzles becoming double three turns X Inability to skate both directions of equal quality	turn with change foot points. direction of travel	discrition of travel FIGURE SKATING GALLARY	