

### JUNIOR PATTERN SKILLS TEST

Candidate: Venue: Date:

Number of Judges Required: Two (2) Single/Pair or Dance Judges (By-Law 208.2)

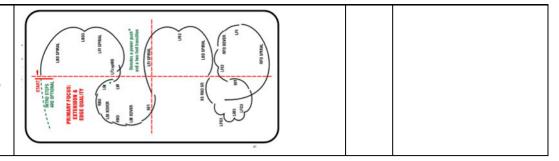
The following considerations in evaluating the patterns should be used: Comments/Repeats GOE Requirements Pattern Pattern #1 Forward & Backward Outside Rockers Controlled, clean Rockers - true edges Turns pointed down ice - on axis Excellent knee rhythm, good posture Refined performance & strong body positions Lobes throughout skated on deep edges on tight lobes Full ice coverage Effortless execution and presentation Pattern #2 Forward & Backward Inside Rockers Controlled, clean Rockers - true Turns pointed down ice – on axis Excellent knee rhythm, good posture Forward inside rolls are open strokes Clean execution of all turns Refined performance & strong body position Lobes throughout skated on deep edges on tight lobes Full ice coverage Effortless execution and presentation Pattern #3 Bracket/Back Loop Pattern Controlled, clean, correct Brackets Controlled, correctly shaped Loops Majority of Loops at top of lobe Demonstrate bi-lateral symmetry Maintain continuous axis All lobes of similar size Refined performance & strong body positions Full ice coverage Effortless execution & presentation Pattern #4 **Backward Twizzles** Effortless execution of twizzles Controlled, balanced transitions Controlled extension on exit of twizzles Maintain axis and lobe size Refined performance & strong body positions Effortless execution & presentation Pattern #5 Spiral Sequence - Right Maintain edge control Sustained free leg above hip level Refined presentation Effortless execution & presentation



#### Pattern #5

Spiral Sequence – Left

- Maintain edge control
- Sustained free leg above hip level
- Refined presentation
- Effortless execution & presentation



## 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 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) Judge's Signature:				State:	
Probationary Judge Assessmen (Please tick appropriate box)	Poor	Fair	Good	Very Good	Excellent
Test Referee's Signature:					



# JUNIOR PATTERN SKILLS TEST GENERAL TEST STANDARD and COMMON ERRORS

*General Junior Test Standard:* Demonstration of an accomplished performance, with sureness of presentation, a mature and consistent maintenance of speed through rhythmic movement, a clarity of body movement and strong flow with the use of the knee and ankle.

<u>Posture/Carriage Expectations</u>: Skater should demonstrate an accomplished and undisturbed upper body control regardless of rhythm or movement of the lower body; total integration of skating carriage.

Common Errors	Turn Diagram	Turn Diagrams/Definitions	Notes
Pattern #1	ROCKER		
Forward & Backward Outside  Rockers  Skated too slowly  Lack of control after Rocker  Lack of edge quality on connecting steps  Obvious change of edge before or after turn (thus doing 3 turn)  Weak cross strokes or connecting steps  Problems executing back turns  Edge after turn not back to axis  Inability to maintain flow and edge quality throughout  Inability to skate both directions of equal quality  Pattern #2	furn point direction of travel  Figure Skatting Gallarry  ROCKER		
Forward & Backward Inside Rockers  Skated too slowly  Lack of control after Rocker  Lack of edge quality for connecting steps  Obvious change of edge before or after turn (thus doing 3 turn)  Weak cross strokes or connecting steps  Problems executing back turns  Edge after turn not back to axis  Inability to maintain flow and edge quality throughout  Inability to skate both directions of equal quality	turn point		
Pattern #3  Bracket/Back Loop Pattern  ⊗ Skated move with too much speed ⊗ Lack of control ⊗ Misshapen Loops ⊗ Change of edge not on continuous axis ⊗ Inability to maintain flow and edge quality throughout ⊗ Inability to skate both directions of equal quality	BRACKET  turn point  direction of travel		
Pattern #4  Backward Twizzles  ⊗ Double three turn action ⊗ BO Twizzles not initiated on BO edge ⊗ Shallow lobes ⊗ Incomplete ice coverage ⊗ Inability to maintain flow and edge quality throughout  Pattern #5  Spiral Sequence – Right/Left ⊗ Inability to maintain ⊗ Incorrect pattern ⊗ Inability to skate both directions of equal quality ⊗ Flats or forced edges			