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| **JUDGE:** | **TEAM:** |

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| **COMPONENT** | | **NOTES** | | | | **MARK** | |
| **A Skating Skills (SS)**  • Quality of gliding  • Quality of edges  • Use of jumps, spins, steps and turns, lifts, etc. | |  | | | |  | |
| **B Choreographic Composition**  • Use of various choreographic processes and gestures  • Treatment of space | |  | | | |  | |
| **C Quality of Groups**  • Formations and ensembles and their relation to each other  • Balance and Cohesion | |  | | | |  | |
| **D Theatricality**  • Acting  • Scenery and/or Props (if used)  • Costumes | |  | | | |  | |
| **E Creation of a Universe**  • Emotion and Feeling  • Originality / Creativity  • Intensity and Impact | |  | | | |  | |
| **GENERAL NOTES** | | | | | | | |
| **CHOREOGRAPHIC PROCESSES** | **GESTURES** | | **MARKING SCALE** | **ERROR** | **DEDUCTION** | | **APPLIED** |
| * Accumulation * Auto Reverse * Call and Response * Canon * Cascade * Choreography Form-ABA * Contrast * Counterpoint * Decrease / Diminution * Drop and Catch * Flocking * Imitation * Mirroring * Repetition * Retrograde (auto-reverse) | * Adagio / Slow * Allegro / Fast & Lively * Acceleration * Amplitude Variation * Asymmetrical Movement * Density Variation * Double Time * Percussive * Release * Resistance * Robotic Movement * Round Movement * Symmetrical Movement * Swinging * Vibratory | | 10 Exceptional  9 Superior  8 Very Good  7 Good  6 Above Average  5 Good  4 Fair  3 Weak  2 Low Level  1 Poor  0 Not Skated | **Fall** by one skater or up to three skaters simultaneously | **-1.0**  per fall of 1 to 3 skaters at the same time | |  |
| **Clothing**: Anything not according to requirements including costume items/accessories falling on the ice. | **-2.0**  Once per program. | |  |
| **Music and Themes**: Use of explicit or inappropriate lyrics or sounds and use of Themes considered to be inappropriate or offensive to the general public. | **-2.0**  Once per program. | |  |