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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 Support Music/Theme – Street Art**  • Use of Skating Skills to develop the music/theme  • Treatment of space | |  | | |  | |
| **C Choreographic Process (CP) - Contrast**  • Required process is obvious and dominant  • Process is clearly demonstrated using quality, variety and complexity | |  | | |  | |
|  | | |
| **D Gesture (G) - Release**  • Required gesture is obvious and dominant  • Gesture is clearly demonstrated using quality, variety and complexity | |  | | |  | |
|  | | |
| **E CP and G consistency**  • Required choreographic process, gesture and music/theme become one   * Blending and balance   • Subtlety | |  | | |  | |
| **GENERAL NOTES** | | | | | | |
| **MARKING SCALE** | **2024-2025 CE Elements** | | **ERROR** | **DEDUCTION** | | **APPLIED** |
| 10 Exceptional  9 Superior  8 Very Good  7 Good  6 Above Average  5 Average  4 Fair  3 Weak  2 Low Level  1 Poor  0 Not Skated | **Theme: Revolution**  A dramatic change in something; a movement in a circle or curve around a central point.  **Process: Cascade**  Action, to fall. Sequential movement in which the larger pattern is dependent on the individual movement connecting one to another.  **Gesture: Resistance**  Movements which resist an opposite strength. (For every action there is an equal and opposite reaction.) | | **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. | |  |