



## **To all Theatre On Ice Coaches, Choreographers and Athletes:**

During this past year, a Component Judging System (CJS) was developed as an alternative to the 6.0 system for use at Theatre On Ice Competitions. The CJS was produced by looking at the criteria that are currently used under both the 6.0 and the French judging system used at Nations Cup; by combining the common threads of both systems, the result is a new judging system that takes into account the best of both worlds.

A formal proposal was written and balloted through the Theatrical Skating and Competitions Committees. Having been approved overwhelmingly by both committees, the proposal was brought before the Board of Directors of USFS. Once having gained their approval, the final hurdle was for the proposal to be validated by the Governing Council. That was achieved over the first weekend in May.

With the CJS approved at all levels, it is the intention to use this system of judging at the upcoming National TOI competition this June in Chicago; Accounting is currently making the necessary adjustments to the IJS software for TOI. In the unexpected case of unforeseen issues in the software adjustments and transition, we will revert back to the 6.0 judging system for one last year; however, we do not anticipate the need to do so.

Please find below a full description of the 5 Component Marks for the CE and FS programs. The marking is based upon a scale of 0.25 to 10.0 in increments of 0.25. Accompanying these descriptions are the percentage factors that will be applied to each mark in producing a Total Mark along with 6 deductions that may be taken either directly by the referee or by a majority of the panel and referee. It is important for all to observe that this system of judging has **NO REQUIRED ELEMENTS** and therefore **NO GOE's ARE AWARDED.**

### **Choreographic Exercise**

- 1.) Skating Skills – 25%
  - Quality of Gliding
  - Quality of edges
  - Use of jumps, spins, steps and turns, lifts, etc.
- 2.) SS Support Music/Theme – 25%
  - Use of Skating Skills to develop the theme
  - Execution of the movement
  - Body positions and placement
- 3.) Choreographic Process – 15%
  - Required Process is obvious and dominant
  - Process is clearly demonstrated using quality, variety and complexity
- 4.) Gesture – 15%
  - Required gesture is obvious and dominant
  - Gesture is clearly demonstrated using quality, variety and complexity
- 5.) Choreographic Process and Gesture Consistency (CP & G Consistency) – 20%
  - Required choreographic process, gesture and theme become 1
  - Blending and Harmony
  - Subtlety



## **Free Performance**

- 1.) Skating Skills – 20%
  - Quality of Gliding
  - Quality of edges
  - Use of jumps, spins, steps and turns, lifts, etc.
- 2.) Choreographic Composition – 15%
  - Use of various choreographic processes and gestures
  - Treatment of space
- 3.) Quality of Groups – 15%
  - Formations and ensembles and their relation to each other
  - Harmony and Cohesion
- 4.) Theatricality – 25%
  - Acting
  - Scenography
  - Costumes
- 5.) Creation of a Universe – 25%
  - Emotion and Feeling
  - Originality and Creativity
  - Intensity and Impact

## **Deductions**

Requiring majority of votes by Judging panel and referee; if 50:50 split deduction not taken:

- 1.) Falls – 1 point for each fall by one skater, or up to a group of three skaters who fall simultaneously
- 2.) Costume/Hair/Make-up Violation – 1 point per occurrence, up to 2 points for three or more skaters
- 3.) Part of Costume or decoration falls on the ice – 1 point per occurrence

Referee deductions – taken solely by the referee

- 1.) Scenery or prop violation – 1 point
- 2.) Time violation – 1 point for each 10 seconds lacking or in excess (Minimum/Maximum Program Time)
- 3.) Scenery set up time – 1 point for each 10 seconds in excess of maximum time allowed.