

STOCKHOLM TROPHY 2022 – annex 4

Evaluation Swedish Star system:

Warm-up time is 4 minutes. Maximum eight skaters in the warm-up group.

If the skater forgets the program or get hurt, the judges allow the skater to start again.

It can never be an advantage to start again but the goal is to help the skater complete the program and give them a positive experience.

Judging: 2 judges, one acts as referee, the judges work as a team.

The basic principle of judging is the same as in any other category; the program should be well balanced between jumps, spins, steps, transitions and other movements in harmony with the music.

The technical level of the program should be adapted to the level of the skater; technical errors will affect the performance in a negative way and therefore also reflect the marks.

A jump ending with a fall or landed on two feet have no value. If the same jump is executed several times the value decreases each time. Spins that rotate slowly, with few revolutions or poor positions will generate lowest value.

A cleanly skated program with few but perfectly performed technical elements will generate higher score than a program with a difficult technical level executed in a poor way.

The program should be well adapted to the ability of the skater and preferably executed without mistakes. It is important for the skaters to have a connection to the music and render it. Full utilization of the ice and basic skating in both directions are important.

Extension of free leg, arms and hands, posture, the skaters should connect to the music.

The judges evaluate four components in the program:

1. Skating skills (edges, variation in skating, precision in skating, covering of the ice)
2. Transitions and choreographic moves (variation, level of difficulty, execution)
3. Execution (posture, style, musicality, personality, energy to the music)
4. Interpretation (skating to the music, following the beat, timing, expressing the character of the music)

Results: The judges rank the skaters by giving them stars, one to five.

The skaters will receive a protocol with their score after the competition.

The technical elements – the first four jumps and the first two spins will generate stars as well as the four components.

☐ = less good

☐☐ = fairly good

☐☐☐ = good

☐☐☐☐ = very good

☐☐☐☐☐ = super

The stars are added and the skater with most stars win, if there is a tie between two skaters the highest score of the skating skills component generates the advantage.

Further more the judges will give the skaters some motivating and improving comments to help the skater understand their level and what they need to work on.

Half of the competitors will receive individual placings and the rest will share the same place. If there are 16 skaters in the category the first eight skaters will receive individual places, the rest will be in 9:th place. All skaters receive a small price in Kiss & Cry and their individual protocol after the competition has ended.

There will be a separate victory ceremony for the podium.

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