

SKATER _____

PROGRAM _____

DATE _____

TIME _____

| Element | Executed | GOE | 2nd Half | Fall |
|---------|----------|-----|----------|------|
| 1 | | | | |
| 2 | | | | |
| 3 | | | | |
| 4 | | | | |
| 5 | | | | |
| 6 | | | | |
| 7 | | | | |
| 8 | | | | |
| 9 | | | | |
| 10 | | | | |
| 11 | | | | |
| 12 | | | | |
| 13 | | | | |
| 14 | | | | |
| 15 | | | | |

SKATING SKILLS - Is about the ability of the skater to skate on each foot, on each edge, both forwards and backwards, with the ability to turn both clockwise and counter-clockwise. It is about the ability to skate with power, extension, quickness of blade movement and edge quality.

TRANSITIONS - Is about the quantity, difficulty, variety and quality of the steps and movements that link the elements (other than crossovers and stroking).

PERFORMANCE / EXECUTION - Is about the ability of the skater to relate to the purpose of the program, to connect with the audience and to communicate the purpose to the audience. It is about the variety, quality and control of the positions and movements executed, performed with a coherent style.

CHOREOGRAPHY - Is about the purpose of the program, the structure of the program (in time and space) used to achieve the purpose of the program (consistent with the structure of the music), and the originality shown in achieving the purpose.

INTERPRETATION - Is about skating in time to the music and expressing the style and character of the music.

| Program Component | Mark |
|-------------------|------|
| Skating Skills | |
| Transitions | |
| Performance | |
| Choreography | |
| Interpretation | |

| Deduction | Value |
|-----------------|-------|
| Fall | |
| Over Time | |
| Costume | |
| Music | |
| Illegal Element | |

For Long Programs use the "2nd Half" column to record jumps executed in the second half of the program.