



2022 Competitions Events - Explanations & Requirements

Updated January 2022

Handbook for Coaches, Skaters and Judges

“Our future is in the Artistic Development Division. These competitors are the future of Artistic Rollerskating, and it is from these ranks that Western Australia’s champions will come”

SKATE WA

2022 Artistic Development Competitions

Events - Explanations & Requirements

This program was developed by Cobras Rollerskating club to provide a pathway into the sport of artistic rollerskating. The aim is to encourage new skaters to compete in a fun environment alongside skaters of a similar skill level, competing in “what they can do now” for their first or perhaps second year of skating.

The Artistic Development competitions are open to skaters from Learn to Skate classes (non-specializing) and skaters doing artistic specific classes in Development grade.

All Artistic Development competitors must be financial members of their club of choice in either Bunbury RSC, Cobras RSC or Morley Panthers RSC.

Artistic Development skaters are also required to join Skate Australia in Development grade or higher membership if they wish to compete at Artistic Development (rink) competitions and Artistic Development Championship events.

The main points about the Artistic Development Division are.

- Lower Cost - Competitors pay lower event entry fees than Competitive level skaters with no expectation to invest in expensive costumes.
- The aim is to offer Development Level events that are aimed at competitors that primarily learn in group classes or are not yet ready to compete at a higher level.
- To provide a pathway for the development of skills through the Levels and a means of participation without the requirement to specialise in the sport as recommended by the Western Australian Government 'Sport and Recreation' department.
- To provide a rollerskating competition that is inclusive for all skaters including skaters that due to physical or intellectual disabilities would find it difficult to compete at levels above Artistic Development.

Posters will be sent out to all clubs prior to a competition. An online nomination form has been set up and can be accessed by the QR code on posters or links in the Skate WA Artistic Development Facebook page.

Clothing / Costumes

It is intended that competitors do not invest in expensive competition attire. Development is a 'low cost' environment. Borrowed or second-hand costumes etc are best. Black pants for men and boys are preferred but not compulsory. Costumes are not required to be Rollart compliant so long as they are decent. Skaters that do not feel comfortable wearing a traditional skating costume are welcome to wear comfortable active wear. Clothing should be comfortable to skate in and not restrict skaters from performing their skills. Skaters doing Duo's are encouraged to wear costumes reflecting their theme for a better effect.

Eligibility, Levels and Move Up Rules

- A skater may compete at a higher level than Development in a particular discipline and concurrently compete in Development in another discipline if the skater has never competed in that discipline at a higher level. This only applies to Development Freedance, Compulsory Dance, Figures and Freeskate.

Some events are OPEN meaning the event is based on “skill level” regardless of age. Other events are competed in age groups. This is a good opportunity for all age groups to have a chance of doing well. The age limits/groups are: Under 11, Over 11 and Over 18 /Adults.

For events that have age limits the skaters age will be their age on the day of the competition. This method gets more kids moving up during the year to the Over 11 group which tends to have lower numbers than the popular Under 11 group.

Skaters may compete in Artistic Development competitions for 2 years from their first competition entered. The 2-year rule can be extended in circumstances such as a long injury or illness, disability, or extended period away from the sport. Ideally 1 year is a good length of time to remain in Development but if a skater has not developed to a sufficient level to go on to Novice or Masters then they can stay for a second year.

For children under 8 years there is no time limit, and they can continue to compete in Development grade in these competitions until they turn 8 or up to 2 years if they started aged 7.

- **Skaters that place 1st or 2nd in Shoot the Ducks, Spirals and Catchfoot Spirals cannot enter that event again.**
- **Skaters that place 1st or 2nd in a Circuit are required to move up to the next level Circuit at the next competition.**
- **If placing 1st or 2nd in Circuit 3 the skater can no longer do Circuits and should consider more skilled events in future competitions such as Solo Show Routines, Duos, Dance, Freeskate or Figures.**

There are no move up rules for Solo Development Freedance, Duos, Solo Compulsory Dance, Freeskate or Figures and there is no limit to the number of times these events can be re-entered throughout the skating year at future competitions.

Events

1. **Spirals** - Entrants will skate out along the short side of the floor, performing their skill down the long side of the floor. Skaters will be judged on the skill by distance travelled, height of free leg above waist height, strong and correct body position, stability, speed & gracefulness. Score out of 10. E.g. 6.2/10. **This event is open to skaters in either U 11, 11+ or 18+Adults**
2. **Catch foot Spiral** - Entrants will skate out along the short side of the floor and perform their skill down the long side of the floor. Skaters will be judged on distance travelled, height and position of free leg, strong and correct body position, stability, speed & gracefulness. Score out of 10. E.g. 8.8/10. **This event is open to skaters in either U 11, 11+ or 18+Adults**
3. **Shoot the Duck** - Entrants will skate along the short side of the floor and perform their skill down the long side of the floor. Skaters will be judged on distance travelled, entrance and exit, a single leg entry and/or exit will score better, free leg unsupported and fully extended and artistic impression of upper body. Score out of 10. E.g. 5.2/10. **This event is open to skaters in either U 11, 11+ or 18+Adults**
4. **Level 1, 2 and 3 circuit** – This is a set circuit around the floor demonstrating the skater’s skills. Cones may be placed around the floor to indicate where some skills should be performed. Entrants will skate out when directed in an anti-clockwise

direction performing each skill at the designated points. Skaters will be judged on a maximum of 10 points for a circuit on an “overall basis”. There will be a 1-mark deduction for each skill not attempted. **Entrant’s coach should decide the Level of their skater for this event. This event is open and has no age restrictions. Just enter at appropriate level. Skaters that win a first place in a particular level are encouraged to move up a level for the next competition.**

Music will be played while each skater performs their circuit. We have plenty of music to suit any age or gender and will play music to suit the skater. The music is to give the competition a ‘routine feel’ for skaters and spectators alike. Each host club can play the music in a way that best suits them i.e. From the start of a track or simply turning up the volume once a skater commences.

To assist judges, it is important that circuits are performed in the exact order as outlined below. Points will be deducted for any missed skills/elements.

The skills for each level are as follows.

- **Level 1:** Stroking down long side of floor perform a 2 foot Forwards jump followed by 3 – 6 scissor pumps then demonstrating strong horizontal aeroplane arms, perform a Chair about halfway down long end, on short end of floor do 2-Foot slalom through the cones (5 cones about 2 metres apart) down other long side, perform either a bob-down Cabbage or a Shoot the duck to finish. Five elements (include general skating as an element) – score out of 10. E.g. 6.2/10
- **Level 2:** Doing a full circle (about figure circle size or greater) of Cross over’s in a anticlockwise direction around a cone or figure circle and then a 2 Foot jump from forward to backwards continuing down long side of floor backwards do 3 - 6 backwards Scissor pumps and while still rolling do a backwards Chair for 3 - 5 seconds, turn to forwards and skate around end of floor and on the other long side come to a complete stop by way of a T-Stop. Do a 1 revolution Spin. Resume with a T-Start and doing Glides demonstrating good body posture, arms up, AND position, free leg extensions and using outside edges as well as equal timing on each foot. Eight elements - score out of 10. E.g. 4.8/10
- **Level 3:** Skate out to first figure circles and do a LOF 3 Turn to backwards and perform a complete circuit of backwards Cross pulls in an anti-clockwise direction, Mohawk turn to forwards and perform a Waltz jump and Tap Toe Mazurka. Next while on the straight perform a Skaters Own Choice element which could be Eg. a Bunny hop, backwards spiral, coffin, backward shoot the duck, spread eagle etc. and then skate to end and perform either Cross overs or Progressive runs around short end of floor, continue up long side of floor doing a series of 3 – 6 Cross rolls demonstrating outside edges, free leg extension, good body posture, arms up. Eight elements- score out of 10. E.g. 7.6/10

5. **Duo's:** This event is open to 2 skaters of any age, any gender of any level from Development to Advanced skating together to music with a theme. Duos are 'show events' and the aim is to promote the sport of Artistic Rollerskating to our new skaters and audience with a fun, entertaining event as well as encouraging skaters to work as a team, be creative with their routines, costumes and music. Two skaters of different levels may be in a duo together, but they must enter at the level of the higher skater. **This event is open to the following levels: Development (1 minute – 1 minute 30 sec), Novice/ Masters (1 minute 20 sec – 1 minute 50 sec), Advanced/ Advanced Masters Time: 1 minute 30 sec – 2 minutes.**

SCORING FOR - DUO'S

- (a) *Choreography* ---- mark out of 10
 (b) *Skating Skills* ---- mark out of 10
 (c) *Performance* ---- mark out of 10

TOTAL MARKS OUT OF 30. E.g. 21/30

6. **Solo Development Free Dance Routine:** (Formally Short Routine to Music) This event is for skaters to showcase their skills by way of a dance routine to music. This event will be judged on choreography, skating skills and performance. **This event is for Development skaters and has the following levels: U 11, 11+, and 18+/Adults. Time: Up to 2 minutes + 10 seconds.**

Requirements:

Footwork Sequence (30 sec max)	Choreography sequence (30 sec max)
<ul style="list-style-type: none"> • Four turns or steps, chosen by the skater from the 7 listed below, must be confirmed and each type can only be counted twice. <ul style="list-style-type: none"> • Inside Three Turn, • Outside Three Turn, • Cross in front, • Open Mohawk, • Traveling, • Forward to Backward Closed Mohawk • Choctaw (forward to backward). 	<ul style="list-style-type: none"> • The sequence must start from a stopped position or a stop and go. • Sequence of free-choice elements, where the skaters must demonstrate: the ability to skate creatively, choreographic ability, originality, musicality, with body movements, using all the personal space. • The skater must demonstrate the ability to skate on the music and to interpret the music using technical elements such as: steps, turns, arabesque, pivot, in a bauer, spread eagles, (not declared) one rotation jumps, (included in the permitted jumps), quick spins. • There is not a set pattern to follow.

NOTE: Skaters/ Coaches must submit on the nomination form in the space provided the following information: The time at which the Footwork and Choreography sequences begin.

For example: Footwork sequence begins at 22 sec
 Choreography sequence begins at 1 min 34 sec

SCORING FOR - SOLO DEVELOPMENT FREE DANCE

(a) *Choreography sequence* ---- mark out of 10

(b) *Performance (Overall)*---- mark out of 10

(c) *Skating skills/Footwork sequence* --- If skaters achieve all 4 required elements skaters achieve a base level of 4. *mark out of 10*

TOTAL MARKS OUT OF 30. E.g. 21/30

- 7. Development Freeskate Routine** (Previously held at leagues) This event is for skaters that are coached in the discipline of freeskating and the requirements are the same requirements as the First Bronze Bar medal test. This event is for development skaters in the following 2 levels: **Under 18 and Over 18/ Adults. Time: Up to 2 minutes +5 sec**

SCORING FOR – DEVELOPMENT FREESKATE ROUTINE

- *1 Forward Spiral to be a minimum of ½ the length of the skating surface displaying 1 edge*
 - *1 diagonal sequence of primary footwork (to be a minimum of ½ the length of the skating surface)***
 - *1B Upright Spin*
 - *1F Upright Spin*
 - *Heel & Toe*
 - *Waltz Jump*
 - *Toe Loop*
 - *Bunny Hop*
 - *Salchow*
 - *A jump combination of 2 jumps from any of the compulsory jumps.*
- ** (Primary footwork to include any of the following: swings, chasses, cross in fronts, cross behinds, cross rolls, etc.)

For each of the 8 elements, the footwork sequence, plus the combination jump above the skater will be awarded either DONE (1pt) or DONE WELL (2pts)

TOTAL MARKS OUT OF 20. E.g. 12/20

- 8. Development Solo Compulsory Dance (Glide Waltz - 120 bpm):** Club comps 1 ½ circuits, Championships 2 circuits of the Glide Waltz. This event is for development skaters in the following 2 levels: **Under 18 and Over 18/ Adults.**

SCORING FOR – SOLO COMPULSORY DANCE

(a) *Skating Skills* ---- mark out of 10

(b) *Pattern* ---- mark out of 10

(c) *Timing* ---- mark out of 10

TOTAL MARKS OUT OF 30. E.g. 21/30

- 9. Development Figures: FIGURE 1 (RFO-LFO) Circle 8**

2 repetitions to be skated. This event is for development skaters in the following 2 levels: **Under 18 and Over 18/ Adults.**

SCORING FOR – DEVELOPMENT FIGURES

(a) *Take offs* ---- mark out of 10

(b) *Tracing* ---- mark out of 10

(c) *Posture* ---- mark out of 10

TOTAL MARKS OUT OF 30. E.g. 21/30

ALL EVENTS - OUT OF 10 MARKING GUIDE:

0.0	<i>not skated</i>
1.0	<i>very poor</i>
2.0	<i>poor</i>
3.0	<i>defective</i>
4.0	<i>below average</i>
5.0	<i>average</i>
6.0	<i>fair</i>
7.0	<i>good</i>
8.0	<i>very good</i>
9.0	<i>excellent</i>
10.0	<i>perfect</i>

Marshalling & Warmups

Skaters will be required to marshal in at the time stated on program. There will be a 5-minute general warm for all skaters before the competition starts. For the competition to run smoothly and as quickly as possible all entrants are required to remain in the marshalling area for the whole competition until all their events are completed unless changing costumes.

Prior to each event the marshal will line up or seat skaters into skating order and skaters will one at a time or as directed by the marshal when referee signals 'ready' direct skaters to skate out onto the floor and commence their event. It will be at the discretion of the referee to give another go to any skater that has a fall or similar. The aim is to give everyone a fair chance within time restraints.

Judging

Judging to be done by trainee judges (whenever possible) with an advanced level coach on hand for advice.

Award Ceremonies

Club Held Rink Comps

All events will have 1st, 2nd and 3rd places for U11, 11+ and 18+ in the Shoot the Duck and Spiral events and for each level in graded events. Winners and placeholders will receive a generic Development medal.

Championships

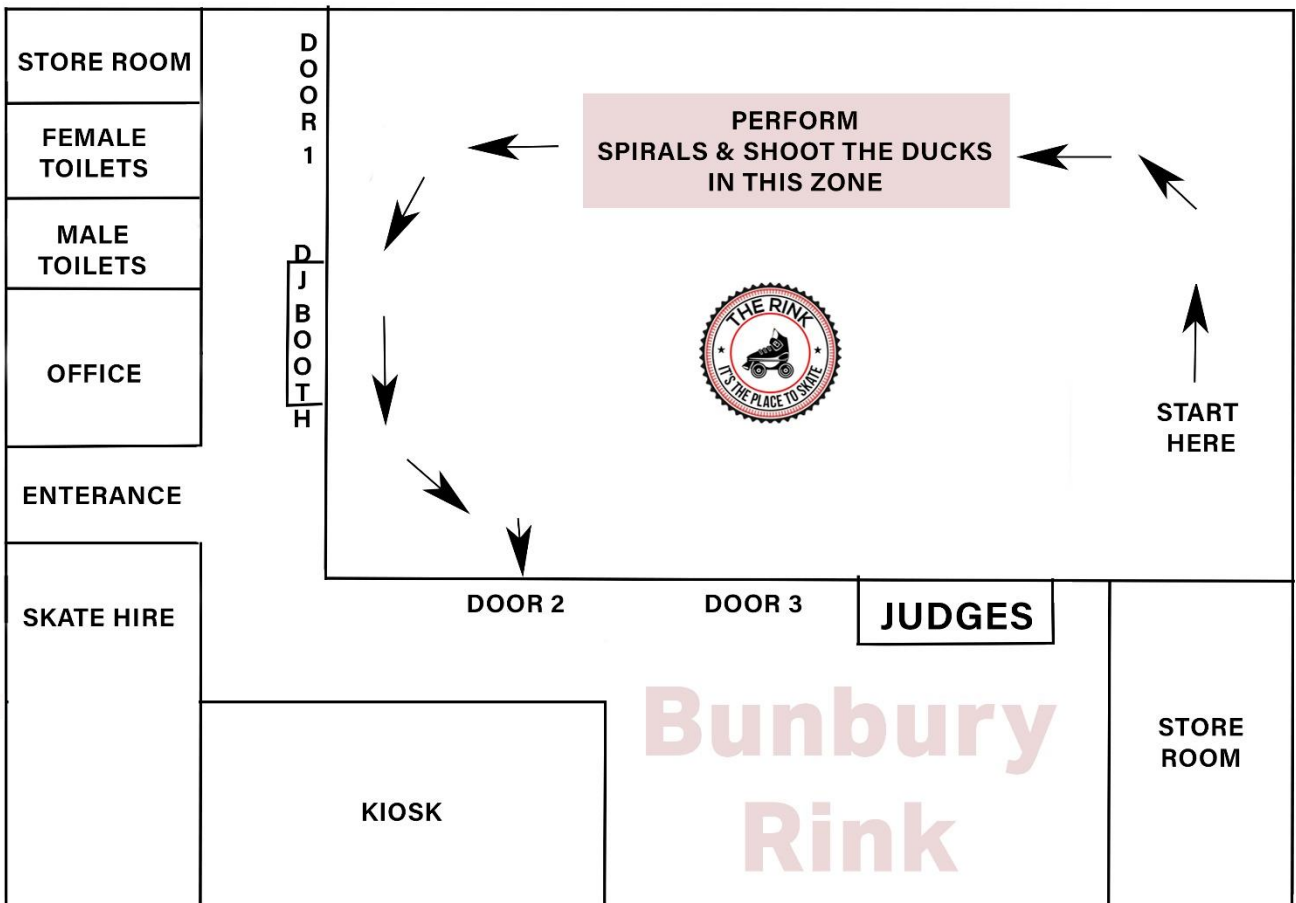
All events will have 1st, 2nd and 3rd places for U11, 11+ and 18+ in the Shoot the Duck and Spiral events and for each level in Circuit events. Winners and placeholders will receive a Skate WA medal.

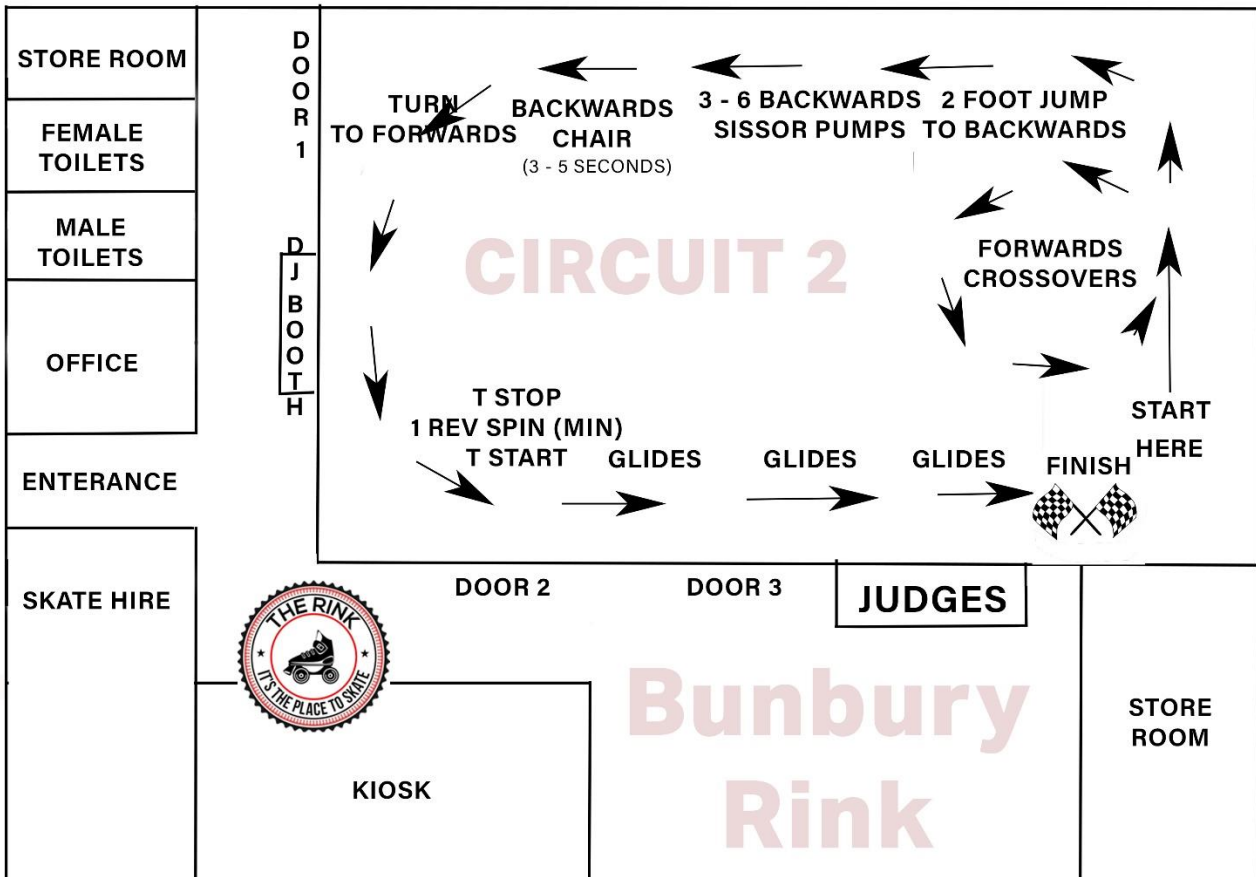
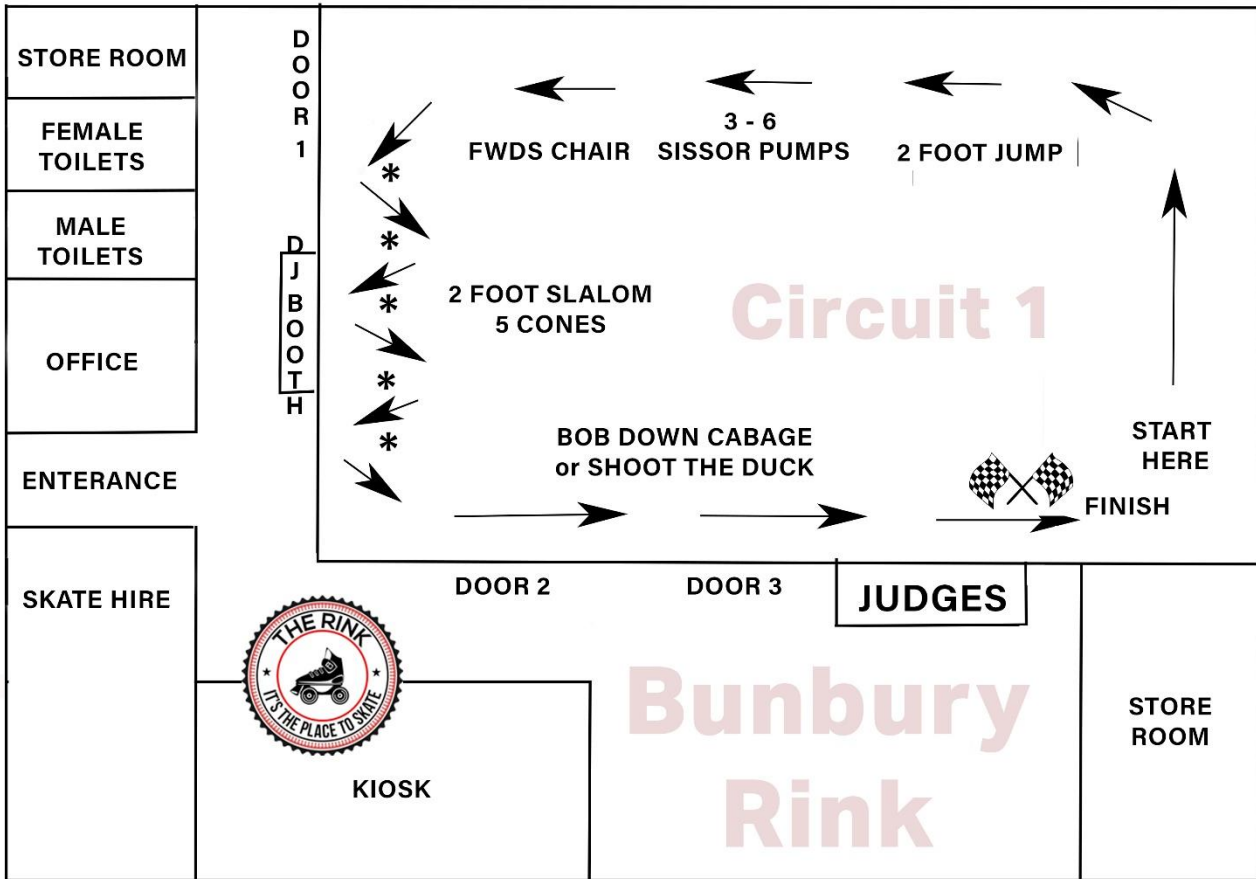
Solo Show Routine, Duo's, Freeskate, Compulsory Dance and Figures are Trophy events. The particular prizes etc can be decided closer to the time.

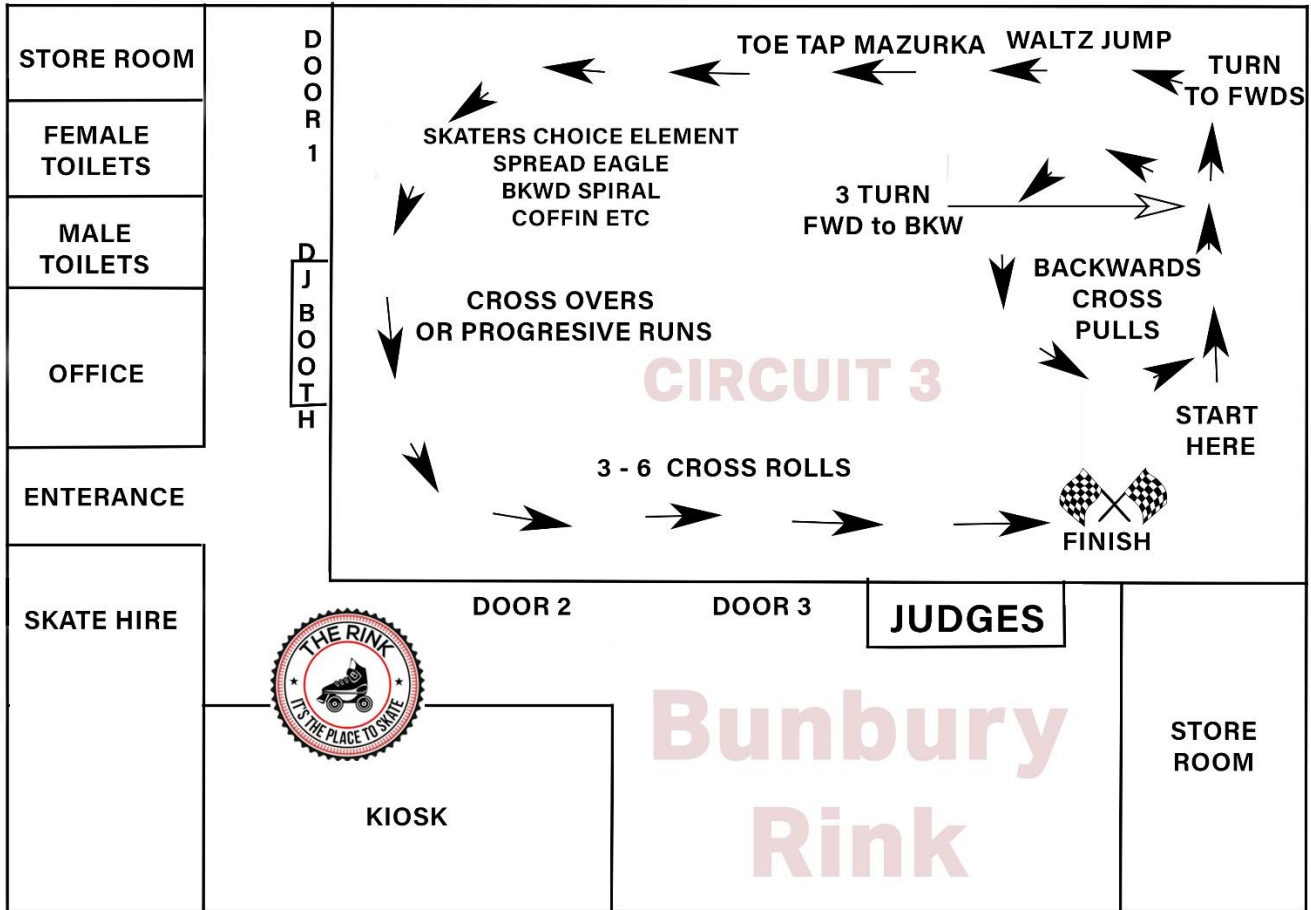
Volunteers

Sporting events would not be possible without the help of volunteers. If you would like to help at a competition with marshalling, calculating, or general helping please see your club Recreational Development coordinator.

Floor plans: See below for floor plans for various events..



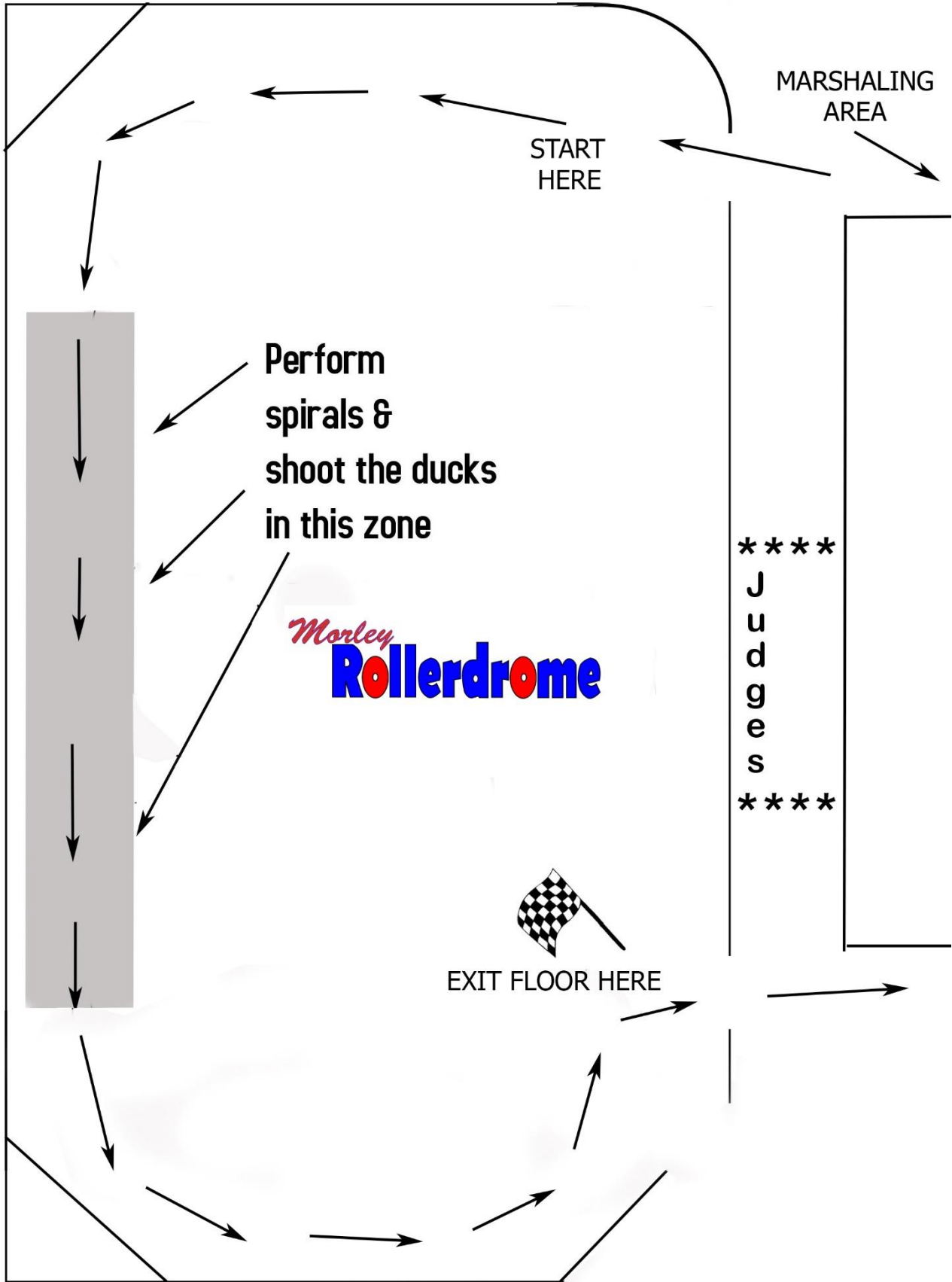




KIOSK

SKATE HIRE

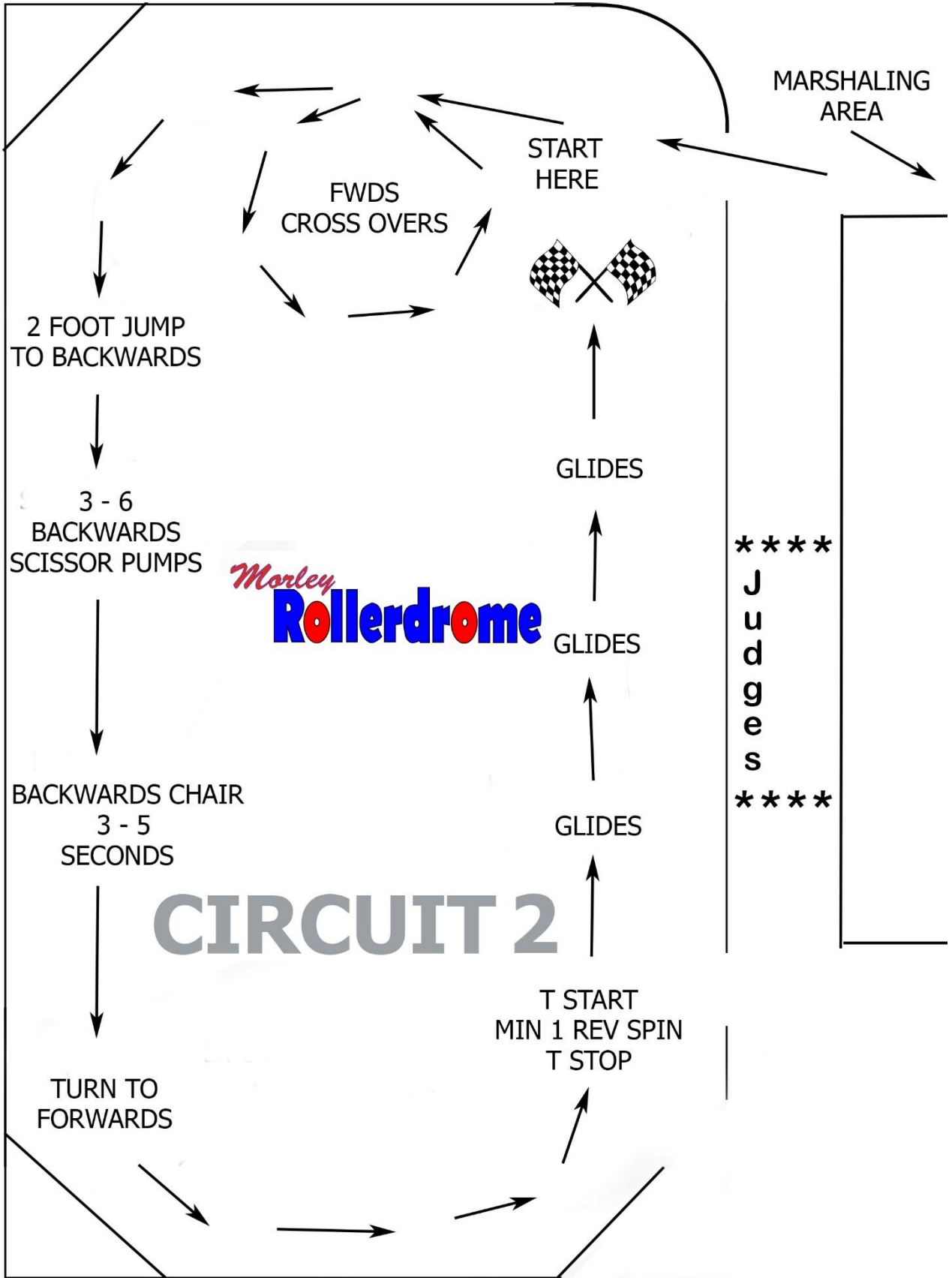
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SKATE HIRE

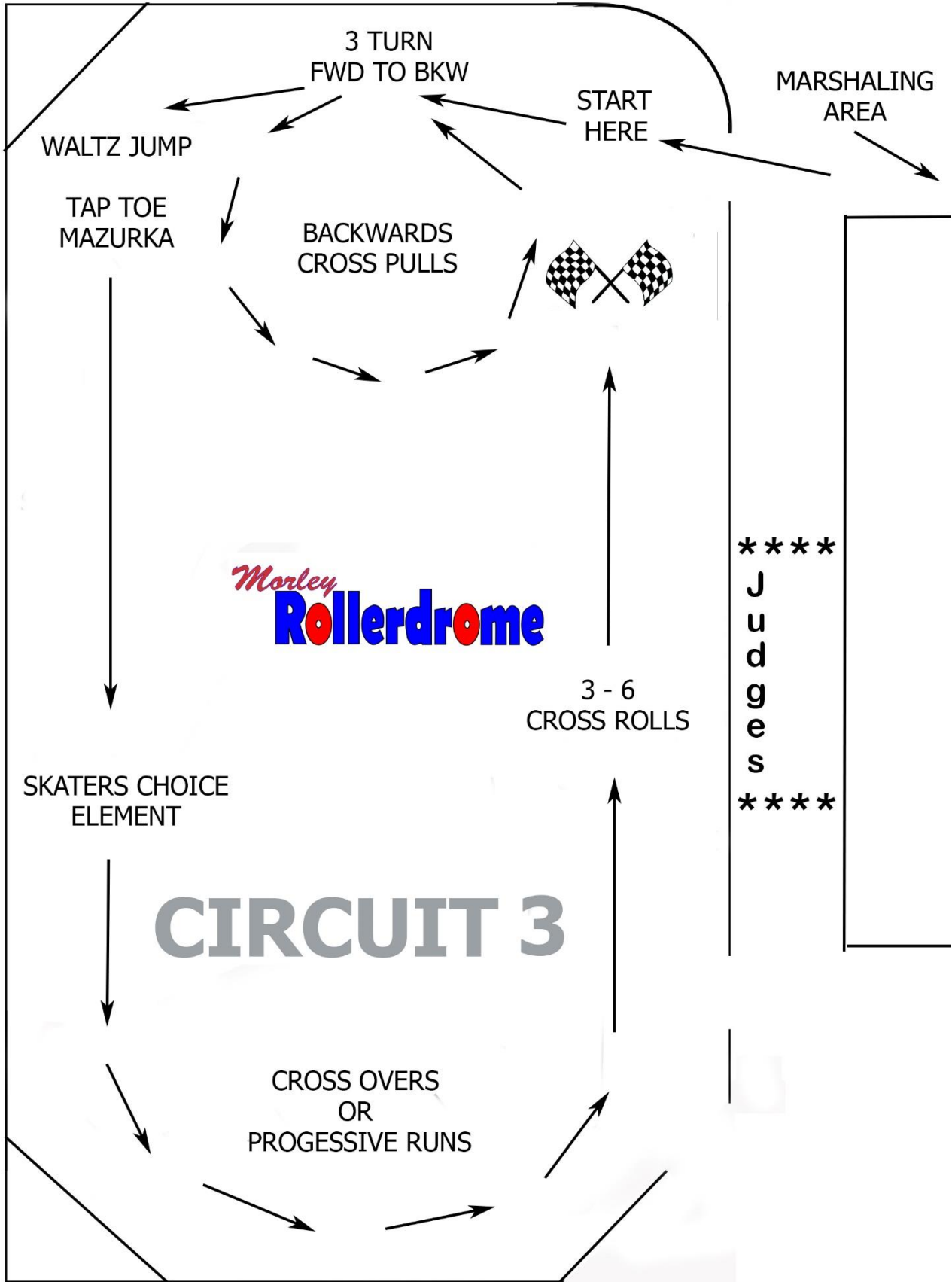
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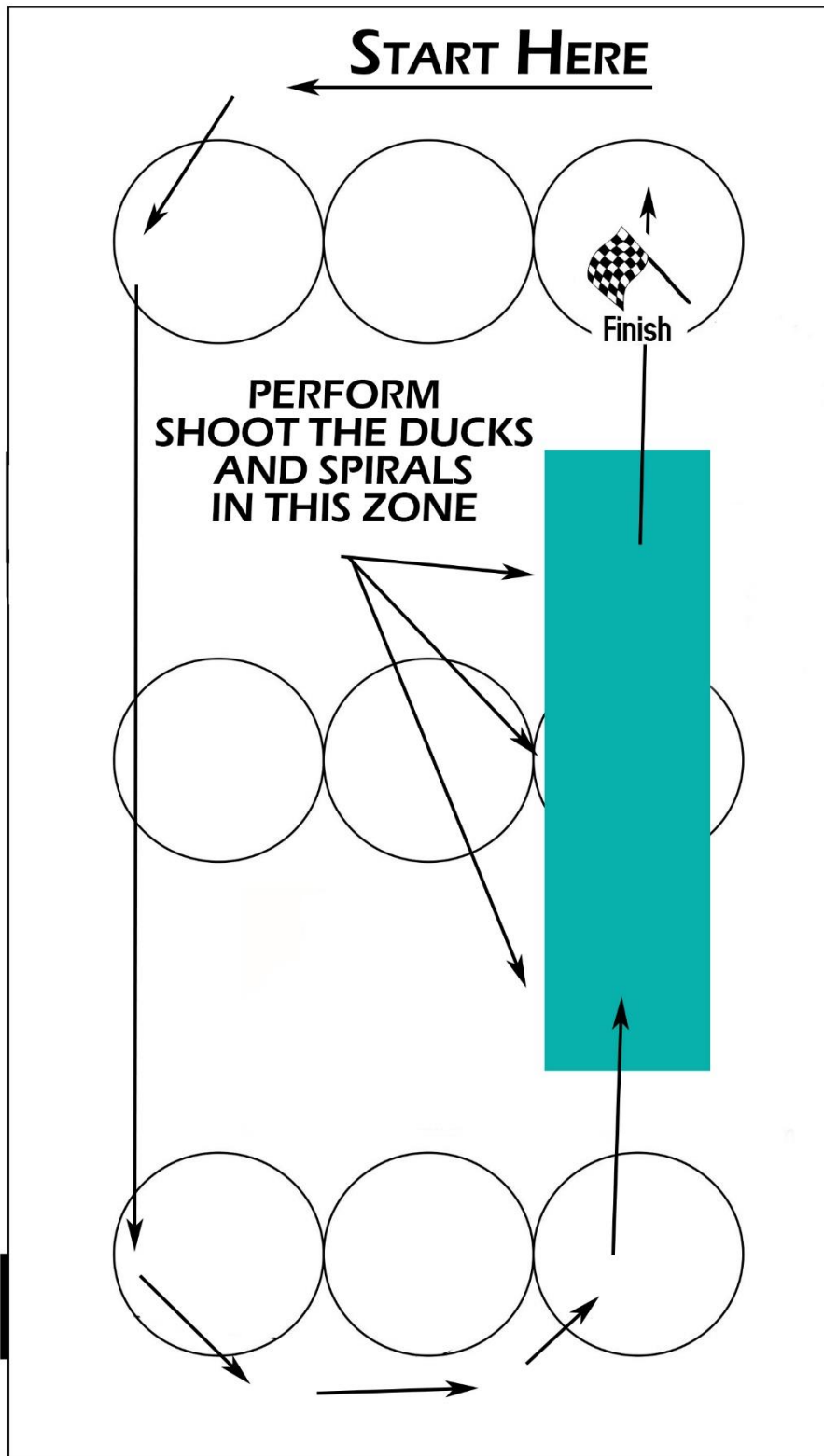
SKATE HIRE

DJ BOOTH



SKATE HIRE

KIOSK



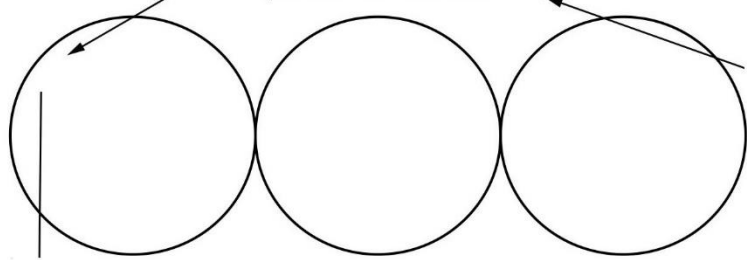
SKATE HIRE

Circuit 1

Marshalling Area

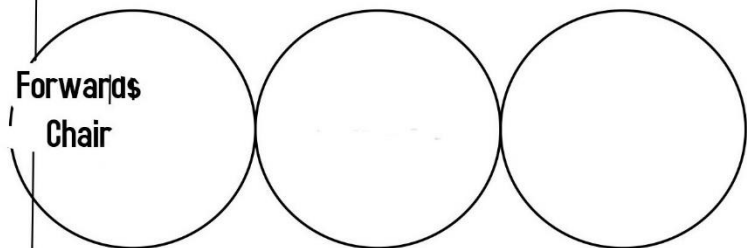
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Rollerzone Floor Plan



2 Foot Jump

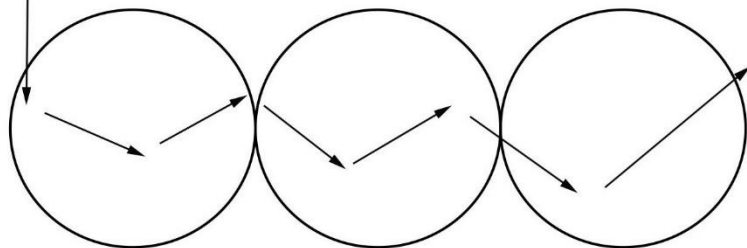
3 - 6 Scissor Pumps



Bob down Cabbage or Shoot the Duck

Stroking

2 Foot Slalom 5 cones



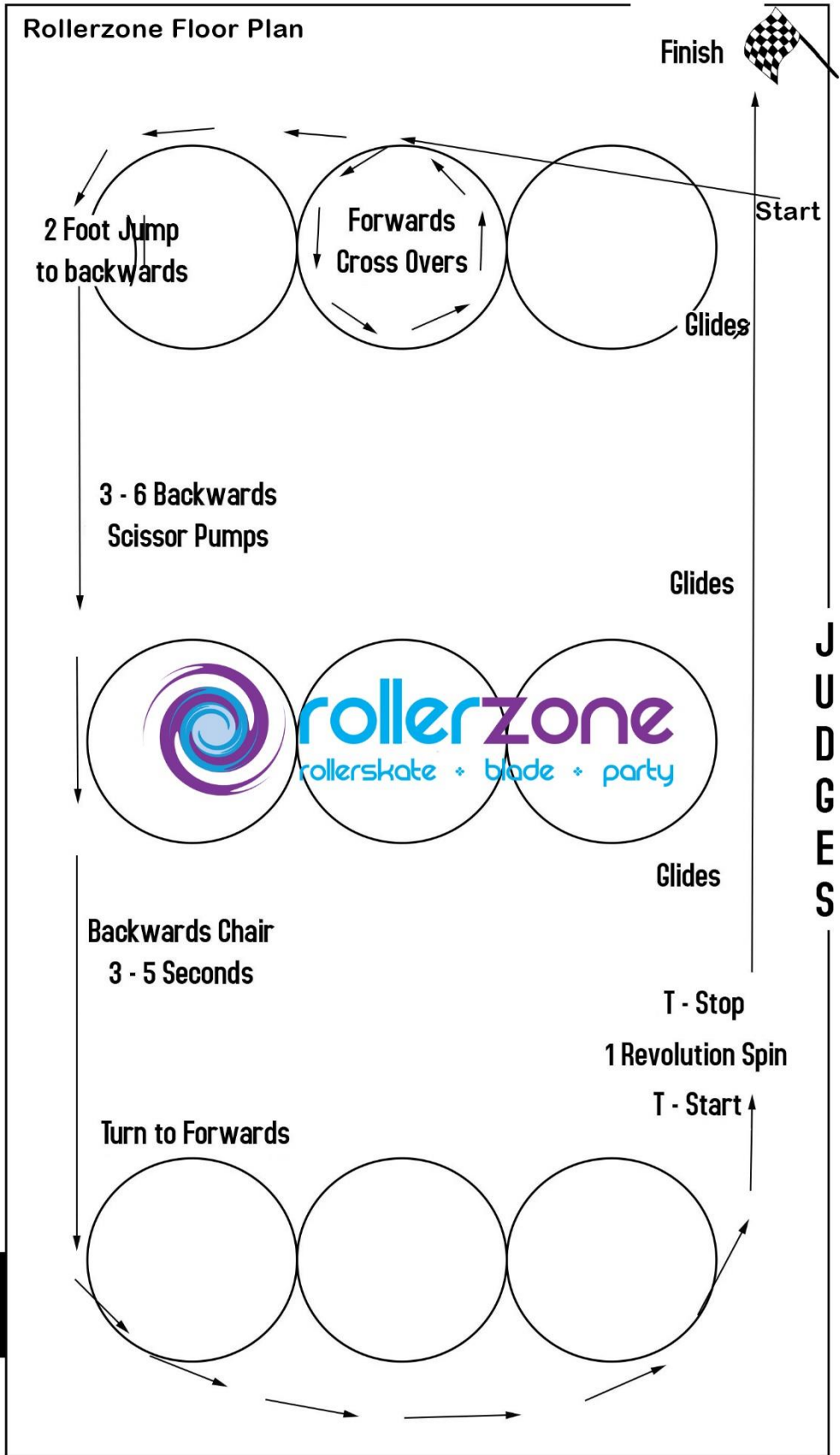
JUDGES

GRAND STAND

SKATE HIRE

Circuit 2 Marshalling Area

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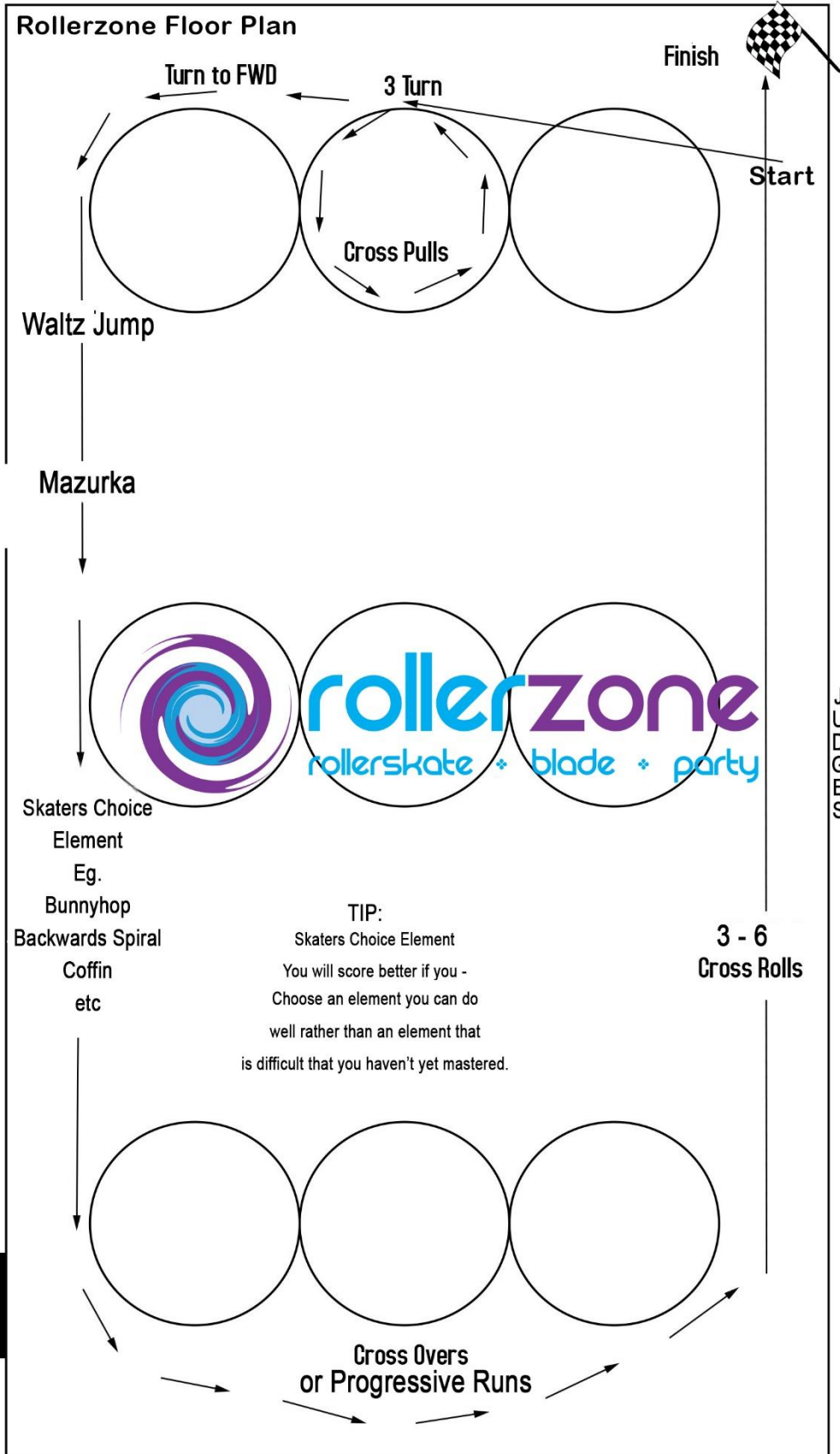


SKATE HIRE

Circuit 3

Marshalling Area

KIOSK



Volunteers
MAKE IT HAPPEN