

DATA INPUT OPERATOR TRAINING MANUAL

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DATA INPUT OPERATOR TRAINING MANUAL

Introduction

The data input operator (DIO) is an important position on the officials' stand at any skating event run in the Cumulative Points Calculation (CPC) system. Using a touch screen or similar system, the DIO accurately records all decisions ("calls") made by the technical panel.

The technical panel is composed of three individuals: technical controller (TC), technical specialist (TS) and assistant technical specialist (ATS). The DIO is seated beside the TC and, for communication purposes, is linked to all three technical officials through a headset. The TS, assisted by the ATS, verbally identifies the performed elements and assigns a specific level of difficulty for each one. They may call illegal or additional elements, falls and/or bonuses (illegal elements, additional elements and bonuses are usually identified during the review time by the TC, in collaboration with the technical panel. A fall within an element may or may not be called, depending on the discipline and the category). The TC monitors the DIO while the calls are being recorded and authorizes or corrects all calls upon completion of each performance.



Additionally, an instantaneous video replay system operated by a video replay operator (VRO) supports the technical panel in the identification of the performed elements. The DIO has the ability to operate the video replay function on his/her monitor (Skate Canada system only) when the technical panel requests to review an element. The video replay function has multiple motion viewing options. This allows the technical panel to review elements and ensure that the correct call was made.

DIO Role Defined

The data input operator (Skate Canada Rule Book Competitions 3.1):

- Inputs the elements as called
- Inputs the levels of difficulty of the elements as called
- Inputs the deductions as called
- Provides support to the TC for managing the review process

- Corrects recorded calls as instructed by the TC
- Indicates additional elements identified by the calculation software to the TC
- Inputs the bonus as instructed by the TC or indicates when the bonus is automatically added by the calculation software
- Reads the final list of elements to the TC

Competencies Required:

- 1. Technical Knowledge
 - Is familiar with the various types of elements associated with the event
 - Knows the technical terminology associated with the event (downgraded, underrotated, bonus, well-balanced program, etc.)
 - Uses the input codes accurately to record each call and knows the full name of the element for call-back purposes
 - Is familiar with the layout of the data entry screen specific to each discipline
 - Alternates easily between the methods of data entry: touch-screen or mouse-assisted, as needed
 - Has good comprehension of current element identification codes
- 2. Calling Process
 - Follows the directions of the TC
 - Listens for the pre-call and prepares for the actual call in an attentive manner
 - Inputs the identified element within the time constraints of the live performance, coupling quickness with accuracy
- 3. Review Process
 - Communicates the end of performance/beginning of the review process transition clearly and accurately
 - Follows the directions of the TC regarding how the reviews are to be conducted
 - Uses effective listening and clarification techniques to understand the nature and results of the

reviews

- Inputs, changes, adds, deletes or otherwise modifies an identified element, at the direction of the controller, within the time constraints of the live performance, coupling quickness with accuracy
- 4. Personal Qualities and Teamwork
 - Is a current registrant or member of Skate Canada
 - Respects the Skate Canada Code of Ethics
 - Works within a team environment, acknowledging and accepting each member of the technical panel's individual responsibilities as well as the technical team's

responsibilities

- Maintains a quiet, calm and attentive demeanour during the entire event
- Speaks clearly and concisely
- Uses effective ways to request clarifications or alterations in process from the technical panel when necessary
- Wears appropriate, warm, professional attire
- Acts in a professional, respectful and confidential manner before, during and after the event

*While DIOs and VROs are not officials, it is important that these individuals are informed of the expectations of anyone sitting on a judging panel regarding respecting the confidential nature of discussions held and maintaining the integrity of the sport.

Overview of Onsite Duties

Pre-event

- Meet with the VRO
 - Learn which video replay system is being used for the event. The DIO will play back the video if the event uses the Skate Canada replay system and the VRO will play back the video if the event uses the ISU Cutter system.
- Meet with the technical team.
 - Learn each member's name and become aware of everyone's voices. During the performance, it is not always possible to look at the person speaking; meeting everyone beforehand will help.

During the Warm-up

• Confirm that the correct event category is displayed at the top of the input screen.

Prior to the Performance

- Verbally confirm the skater's/team's name on the screen to ensure that it matches the planned program sheet that the tech panel is preparing to use.
 - DIO confirms verbally, "First skater, _____(first and last name) is on the screen."
 - The DIO continues to verbally confirm each skater/team prior to each subsequent performance.

During the Performance

- Stay calm and quiet.
 - Avoid unnecessary anecdotes, words or comments as these can interfere with the accuracy of the process and the concentration of the technical panel.
- Enter the calls as they are identified.

- Input all the information for an element. It is possible that the identification of an element can take several seconds. The TS will verbalize all the information that he/she wishes to have entered. Do not enter any information that was not stated by a member of the technical panel.
- Indicate any reviews that the technical panel would like to consider using the "Review" button. One or more members of the technical panel will say "Review" generally immediately following the initial call.
- If an input error has been made, say "Review" and identify the request. The TC will make time after the performance for the DIO to make a correction.
- The element does not appear on each judge's screen until the DIO inputs the call, therefore, inputting must be done quickly. Any mistakes made can be corrected after the performance.
- Enter falls as identified.

Conclusion of the Performance

- When the skater/team stops moving and the program is finished the validation process begins.
- Select the "Validate Elements" button.
 - A fresh screen with all the inputted calls will appear.
 - Additional input options will appear: "Add/Change", "Cancel", "Insert", "Delete", "Invalid", "Video Replay" and "Well Balanced".

Reviews

To ease the transition to the review process, follow the script:

DIO: "There are (<u># of elements</u>) elements and (<u># of reviews</u>) reviews. The first review is on element number (<u>say element #</u>); the (<u>say element name</u>)."

These two sentences state the relevant information as well as provide the VRO with direction for the preparation of the video replay (if using ISU Cutter system).

The TC leads the review process and will verbally request that the DIO leaves an element as originally inputted or that the element is altered to reflect the technical panel's decision.

At events using the Skate Canada video replay software, the DIO is responsible for the replay of elements during the review process. To toggle the screen to video replay mode select the "Video" button. Once in video replay mode, available options for replay will include Fast Forward, Slow Forward, Pause, Rewind, Play, and Stop. These options should be used at the direction of the TC.

The technical panel will go through each review, one by one. Some reviews may not need video replay; therefore, it is important to always follow the direction of the TC.

Once an element has been reviewed, the TC will confirm verbally that the call has a) *not* been changed or b) has been changed.

Example a) After review the call has not changed. TC: *"The call stands"* DIO: no verbal confirmation required from the DIO in this scenario.

Example b) After review the call has been changed. TC: *"Please change element number 4 to camel spin level 2."* DIO: *"Changed"*

Read-back and Finalize

When the reviews are complete, the TC will instruct the DIO to press the "Well Balanced Program" button. This may change some elements (e.g., a combination or jump might change to a sequence or an element might be invalidated). The DIO must notify the TC any time an element has been changed by the "Well Balanced Program" button (changes will be highlighted in pink).

Finally, upon instruction from the TC, verbally confirm the following:

- 1. Read back all the elements listed on the screen to ensure accuracy of inputs. Use the full name of the element including the level or any additional notes rather than the abbreviation.
- 2. Number of falls (if no falls say "no falls").
- 3. Number of bonuses (if any appear when *"Well Balanced"* has been selected).
- 4. Number of illegal elements (if any appear when "Well Balanced" has been selected).

An example of a singles free program read-back: *"12 elements:* Triple Salchow Double Axel, double toe, combination Triple toe Flying sit spin, level 1 Double Axel Double flip Triple toe, downgraded, double toe, combination Double Lutz, attention edge Flying, change, combo spin, level 3, V Choreographic sequence, level 1 Double loop Change combo spin, level 3 One fall No bonus"

Once confirmed by the TC that all elements have been entered properly, the DIO will be advised to "finalize elements." The DIO will press the "Finalize Elements" button and prepare for the next competitor.

SINGLES

Prior to Performance

The data entry screen, before a skater begins, appears as follows:

XPanel - cssDIO File Options Help					
					Novice Men-Free Program 15 DIO CAN DIO. DIO John Test Call for Help Video Message
+ Fall	s –	+	il	Els -	
Jumps					Add Cancel Spins
Axel	1	2	3	4	Sit
Тоеlоор	1	2	3	4	Layback
Loop	1	2	3	4	1 Elements Upright
Flip	1	2	3	4	2 Camel Fly Change
Lutz	1	2	3	4	4 5 Combo
Salchow	1	2	3	4	6 7 Steps
					8 9 Step Seq.
					10 Ch. Seq.
					12 Spiral Seq.
					15 16
Review 2:	30			Halfwav	17 Validate Elements

Notice that the screen is divided by element type. The elements will appear in the column in the middle of the screen after they are entered.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the skater's name that is displayed.

DIO: "The first skater, John Tester, is on the screen."

Prior to each subsequent performance, the DIO will continue to verify the skater's name that is displayed on the screen.

DIO: "_____(skater's name), is on the screen."

During Performance

If a planned program sheet has been provided, the ATS will pre-call each element. This will give the DIO time to prepare for the anticipated call by the TS. The entry of data requires a few steps depending on the element.

<u>Jumps</u>

To enter a jump:

- 1. Select the number of rotations to the right of the jump type
- 2. Press "Add"

To enter a jump combo:

- 1. Select the first jump
- 2. Select the second jump
- 3. Press "Combo"
- 4. Press "Add"

To enter a jump sequence:

- 1. Select the first jump
- 2. Select the second jump
- 3. Press "Sequence"
- 4. Press "Add"

To enter a downgraded jump:

- 1. Select the jump
- 2. Press "Downgrade" (<<)
- 3. Press "Add"

To enter an under-rotated jump:

- 1. Select the jump
- 2. Press "Under Rot." (<)
- 3. Press "Add"

Jumps Continued

To enter an incorrect take-off edge (applies to Lutz and flip jumps only):

- 1. Select the jump
 - When a flip or Lutz jump is selected, the screen option for attention edge "Edge (!)" and "Clear (!)" will automatically appear.
- 2. If the TS calls "edge", select "Edge (e)"
- 3. If the TS calls "attention edge", select "Edge (!)"
- 4. Press "Add"

To enter an incorrect take-off edge in a jump combo or sequence (applies to Lutz and flip jumps only):

- 1. Select the first jump
- 2. Enter the (e) or (!) immediately after the jump with the error
- 3. Select the second and/or third jumps (once the second jump is selected the edge error buttons disappear)
- 4. Press "combo" or "sequence"
- 5. Press "Add"



Jumps Continued

To enter jump combinations where the second jump is invalid: Short program: Called "Double Lutz, combination, double toe invalid"

- 1. Select the first jump
- 2. Press "Combo"
- 3. Select the second jump
- 4. Press "Add"
- 5. Computer will invalidate second jump automatically

Free program: Called "Double Lutz, sequence, double toe invalid"

- 1. Select the first jump
- 2. Press "SEQ"
- 3. Select the second jump
- 4. Press "Add"
- 5. Computer will invalidate second jump automatically



<u>Spins</u>

To enter a flying spin:

- 1. Select "Fly"
- 2. Select the spin type
- 3. Select the level
- 4. Press "Add"

Note: When the "Fly" button is selected, it will disappear. In a flying spin, the "Fly" must be entered first.

To enter a spin with a change of foot:

- 1. Select "Change"
- 2. Select the spin type
- 3. Select the level
- 4. Press "Add"



Spins Continued

To enter a combination spin:

- 1. Select "Combo"
- 2. Select "Change" (if applicable)
- 3. Select the level
- 4. Select "V" (if applicable)
- 5. Press "Add"

Note: If the combination spin has a flying entry, the "Fly" button must be selected first.



Steps/Spirals

To enter a step sequence:

- 1. Select "Step Seq."
- 2. Select the level called
- 3. Press "Add"



For choreographed sequence:

- 1. Select "Ch. Seq."
- 2. Select "No level" or "level 1" (depending on what is called)
- 3. Press "Add"



To enter spirals:

- 1. Select "Spiral Seq."
- 2. Select "No level" or "Basic" (depending on what is called)
- 3. Press "Add"

Reviews

File	Panel - cssDIO Options Help								
						No	ovice Men-Free Program John Test	Call	15 DIO CAN DIO. DIO for Help Video Message
+	- Fall	s -	+	i i	Els -				
Ju	mps						Add Cancel	Spins	
	Axel	1	2	3	4			Sit	
	Toeloop	1	2	3	4			Layback	
	Loop	1	2	3	4		Elements 2F	Upright	
	Flip	1	2	3	4	2	FLSp2 StSq1	Camel	Fly Change
	Lutz	1	2	3	4	4 5	ChSq	Combo	(V)
	Salchow	1	2	3	4	6 7		Steps	
						8 9		Step Seq.	
						10 11		Ch. Seq.	
						12 13		Spiral Seq.	
						14 15		Ľ	
						16 17			
Rev	view 2:	30			Halfway		Validate Elements		

When a review is called highlight the element by selecting the corresponding number.

Falls/Illegal Element

When a fall or illegal element is called select the "+" button beside the word "Fall" or "Illegal element" on the screen. To remove a fall or an illegal element, at the direction of the TC, select the "-" button.

Halfway

In Junior and Senior singles short and free programs, the "Halfway" bonus is indicated by a yellow line in the list of elements. All elements entered after this yellow line appears receive a bonus. When the yellow line appears, indicate its presence to the technical controller.

Note: The *"Halfway"* function only applies to Junior and Senior men's and women's short and free programs.

DIO: "Halfway"



Conclusion of Performance

When the performance has ended immediately press the "Validate Elements" button. This will activate additional element entry options including "Change" and "Delete".

Initiate the call back/review process.

DIO: "There are 7 elements and 1 review. The first review is on element number 2, the double Lutz."

XPanel - cssDIO					
+ Bont	ıs –				Novice Men-Free Program 15 DIO CAN DIO DIO John Test Call for Help Video Message
+ 2 Fal	ls –	+) (iii	Els -	
Jumps					Add Cancel Spins
Axel	1	2	3	4	Insert Delete Sit
Тоеlоор	1	2	3	4	Invalid
Loop	1	2	3	4	1 Elementer Upright
Flip	1	2	3	4	2 FLSp2 Camel Fly Change
Lutz	1	2	3	4	4 ChSq Combo (V)
Salchow	1	2	3	4	6 2T+2T+COMBO 7 Stans
					8 Steps Steps
					10 11 Ch. Seq.
					12 Spiral Seq.
_					17
Review 2:	30			Halfway	Well Bal Program

Change Element

To change an element: Select the element (it will appear in yellow), enter the new element then select "Change".

Insert Element

To insert an element: Select the element box in which the TC has indicated the inserted element should appear (selecting will highlight the element box), then press "Insert" and wait for the program to refresh (this will take a few seconds). Select the new blank element box and enter the new element.

Delete Element

To delete an element: Select the element, then select "Delete". The element box will be left blank; it is not necessary to then move all the elements up a box.

Halfway

In Junior and Senior singles short and free skate programs, it may be necessary to move the yellow bar indicating the halfway bonus. The computer automatically applies the bonus but it may need to be moved at the discretion of the TC. To move the halfway bonus, select the first element on which the bonus applies, then select "Halfway". For example, if element 6 is the first element onto which the bonus applies select element 6, then select "Halfway".

Video Replay

At events using the Skate Canada video replay software, the DIO is responsible for the replay of elements during the review process. To toggle the screen to Video Replay mode, select the "Video" button. In Video Replay mode, available options include *Fast Forward, Slow Forward, Pause, Rewind, Play* and *Stop* and should be used at the direction of the TC. Once the panel completes the review, select "Return" to return to the data input screen.



Read-Back and Finalize

When the reviews and alterations are complete, the TC will instruct the DIO to select the "Well Bal Program" button. If any elements have changed when "Well Bal Program" is selected, they will appear in pink. The DIO must immediately report these changes to the TC.



Upon request from the TC, the DIO will read back the elements, falls, bonuses and illegal elements. Once the TC has confirmed that all information has been entered properly, the DIO will be advised to finalize elements. The DIO will press the "Finalize Elements" button and prepare for the next competitor.

DIO: "Elements finalized."

PAIR

Prior to Performance

The data entry screen before a team begins appears as follows:

XPanel - cssDIO			
	Novice Pair-Free Program J Testee/J Test	Call for	15 DIO CAN DIO, DIO Help Video Message
+ Falls - + ill Els -		Sit	
Axel 1 2 3 4	Add Cancel	Layback	
Toeloop 1 2 3 4		S P Upright	
Loop 1 2 3 4		i Camel	Fly Change
J Flip 1 2 3 4	Elements	s Combo	
n Lutz 1 2 3 4	2	Pair Spin	
Salchow 1 2 3 4	4		(3) Hand to (4) Hand
	5	(1) Armpit (2) \	Naist Hip Press to Hand
Throw	7	(5S) Step (5T) Lasso	Toe (5A) Axel (5R) Rev Lasso Lasso Lasso
	8	f (5B) Back t Lasso	
	10	s	
ch. Seq. Spiral Seq	12		
P	13	Twists 1T	N 2TW 3TW 4TW
Death Spirals FI FO BI BO SF	15		
	17		
Review 2:30	Validate Elements		

Notice that the screen is divided by element type. The elements will appear in the column in the middle of the screen after they are entered.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the skaters' names that are displayed.

DIO: "The first team, Jane Doe and John Tester, are on the screen."

Prior to each subsequent performance, the DIO will continue to verify the skaters' names that are displayed on the screen.

DIO: " and (skaters' names) are on the screen."

During Performance

If a planned program sheet has been provided, the ATS will pre-call each element. This will give the DIO time to prepare for the anticipated call by the TS. The entry of data requires a few steps depending on the element.

<u>Jumps</u>

The entry of jump elements is consistent with the singles inputting process (Appendix A).

Throw Jumps

To enter a throw jump:

- 1. Select the jump
- 2. Select the "Throw" button
- 3. If under-rotated or downgraded, select "Under Rot" or "Downgrade"
- 4. Press "Add"



Death Spirals

To enter a death spiral:

- 1. Select edge or spiral figure
- 2. Select the level
- 3. Press "Add"



<u>Lifts</u>

To enter a lift:

- 1. Select the take-off group (1, 2, 3, 4, 5S, 5T, 5A, 5R or 5B)
- 2. Select the level
- 3. Press "Add"



<u>Twists</u>

To enter a twist:

- 1. Select the number of rotations (1TW, 2TW, 3TW or 4TW)
- 2. Select the take-off type (if not called select Lutz/Flip/Toeloop)
- 3. Select level
- 4. If downgraded, select "Downgrade" (<<)
- 5. Press "Add"

File Options Help	
	Novice Pair-Free Program 15 DIO CAN DIO, DIO J Testee/J Test Call for Help Video Message
+ Falls - + III Els -	2Tw Sit
Axel 1 2 3 4	Add Cancel Layback
Toeloop 1 2 3 4	P Upright
Loop 1 2 3 4	n Camel
Flip 1 2 3 4	1 2A Combo
	2 FiDs1 Pair Spin
Salchow 1 2 3 4	4 5 (1) Armpit (2) Waist (3) Hand to (4) Hand to Hand
Throw	6 7 7
	8 (6B) Back
t Step Seq. Ch. Seq. Spiral Seq	
P	13 17 17W 27W 37W 47W
Death Spirals FI FO BI BO SF	15 Lutz/Flip/Toeloop Axel
	17 Basic
Review 2:30	Validate Elements
NPanel - cssDIQ	
-	
File Options Help	Novice Pair-Free Program 15 DIO CAN DIO, DIO
File Options Help	Novice Pair-Free Program 15 DIO CAN DIO, DIO S Testee2/J Test1 Call for Help Video Message
File Options Help + Falls - + ill Els - Axel 1 2 3 4	Novice Pair/Free Program 15 DIO CAN DIO, DIO S Testee2/J Test1 Call for Help Video Message
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4	Novice Pair-Free Program S Testee/J/ Test 15 DIO CAN DIO, DIO Message 11W2 Add Cancel Layback Upright
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4	Novice Pair-Free Program S Testee2/J Test1 Call for Help Video Message 1Tw2 Sit Layback p Upright n Camel Fly
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Filp 1 2 3 4	Novice Pair-Free Program S Testee2/J Test 15 Dio CAN Dio, Dio Message 11 W2 Add Cancel S Upright Camel Camel Combo (V)
File Options Help + Falls - + ill Els Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Flip 1 2 3 4 Lutz 1 2 3 4	Novice Pair-Free Program S Testee2/J Test1 Add Cancel Elements 2 1 1 1 2 1 1 1 1 1 1 1 1 1 1 1 1 1
File Options Help + Falls + III Els Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Flip 1 2 3 4 Loop 1 2 3 4 Lutz 1 2 3 4 Salchow 1 2 3 4	Novice Pair-Free Program S Testee2/J Test 15 Dio CAN Dio, Dio Call for Help Wessage 11w2 Sit Add Cancel Layback 5 Upright Fly 1 1A Combo 2 Bir Combo 3 (d) Americ (a) Hand to (d) Hand
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Filip 1 2 3 4 Filip 1 2 3 4 Salchow 1 2 3 4	Novice Pair-Free Program S Testee2/J Test1 Add Cancel I Tw2 Sit Layback Upright Camel S Combo Pair Spin (1) Armpit (2) Waist (3) Hand to (4) Hand to Hand (65) Step (6T) Toe (6A) Aval (6P) Pay
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Filp 1 2 3 4 Filp 1 2 3 4 Salchow 1 2 3 4 Throw	Invice Pair-Free Program 15 DIO CAN DIO, DIO S Testee2/J Test 11 W2 Add Call for Help Video Message 11 W2 Add Call for Help Video Message Upright n Camel S Upright 1 1A 2 Ombo 1 No 2 Ombo Pair Spin (1) Armpit (2) Waist (3) Hand to (4) Hand to Hand (SS) Step (5S) Step 6 (SS) Eack
File Options Help + Falls - + ill Els Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Flip 1 2 3 4 Lutz 1 2 3 4 Salchow 1 2 3 4 Throw - - - -	Novice Pair-Free Program S Testee2/J Test1 15 Dio CAN Dio, Dio Call for Help 11w2 Sit Add Cancel 1 Layback Upright 6 Upright 1 1A Camel 9 (1) Armpit (2) Waist (3) Hand to (4) Hand (5) Step (67) Toe (5) Step (67) Toe (5) Step (67) Toe (5) Step (57) Toe (58) Back Lasso
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Filp 1 2 3 4 Filp 1 2 3 4 Salchow 1 2 3 4 Throw	Novice Pair-Free Program S Tostee2/J Test 15 DIO CAN DIO, DIO Call for Help Message 11w2 Sit Add Cancel 1 Layback 2 Upright 1 Camel 2 Order 1 1A 2 Order 3 Order 4 (1) Armpit 5 Upright 1 1A 2 Order 3 Order 4 (1) Armpit 5 (2) Waist 10 Image: Combo 10 Image: Combo 11 Image: Combo 12 Order 13 Order 14 Image: Combo 15 Order 16 (1) Armpit 17 Order 18 Order 19 Image: Combo 10 Image: Combo 11 Image: Combo 12 Image: Combo 13 Image: Combo 14 Image: Combo 15 Image: Combo 16 Image: Combo 17 Image: Combo 18 Image: Combo
File Options Help + Falls - + ill Els Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Flip 1 2 3 4 Lutz 1 2 3 4 Salchow 1 2 3 4 Throw 5 Step Seq. Ch. Seq. Spiral Seq	Unvice Pair-Free Program 15 DIO CAN DIO, DIO Message 11W2 Add Cancel Fly Wessage 1 1A 9 Fly (V) 1 1A Combo Pair Spin (V) 1 1A Pair Spin (V) 14 5 (1) Armpit (2) Waist (3) Hand to (4) Hand 6 (5) Step (57) Toe (5A) Axei (5R) Rev 10 11 Lasso Lasso Lasso (5B) Back 13 Twistz 1TW 2TW 3TW 4TW
File Options Help + Falls - + ill Els - Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Filp 1 2 3 4 Filp 1 2 3 4 Filp 1 2 3 4 Salchow 1 2 3 4 Throw S step Seq. Ch. Seq. Spiral Seq p	Invice Program S Testee2/J Test 11 DIO CAN DIO. DIO Video Message 11 Tw2 Sit Add Cancel Fly I Upright 1 1A Camel (V) 2 Upright Fly Image: Combo (V) 1 1A Pair Spin (1) Armpit (2) Waist (3) Hand to (4) Hand 5 10 13 14 15 15 15 15 15 17 16 (58) Back 5 5 16 17 18 16 17 17 14 15 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 18 10 11 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 17 <td< th=""></td<>
File Options Help + Falls - + III Els Axel 1 2 3 4 Toeloop 1 2 3 4 Loop 1 2 3 4 Flip 1 2 3 4 Loop 1 2 3 4 Lutz 1 2 3 4 Salchow 1 2 3 4 Throw 5 Step Seq. Ch. Seq. Spiral Seq 5 p Express Fi FO Bi BO SF	Invice Pair-Free Program 15 DIO CAN DIO, DIO Call for Help Video Message 11W2 Add Cancel 1 14 2 Upright 1 Elements 2 0 4 Combo 9 0 10 (1) Armpit (2) Waist (3) Hand to (4) Hand 6 (5) Step 10 (5) Step 11 (5) Step 12 Twistz 13 Twistz 14 No Level 15 16 17 No Level

<u>Spins</u>

The entry of spin elements is consistent with the singles inputting process (Appendix A)

except: To enter a pair spin:

- 1. Select "Pair Spin"
- 2. Select the level
- 3. Press "Add"

To enter a pair combo spin:

- 1. Select "Pair Spin"
- 2. Select "Combo"
- 3. Select the level
- 4. Select "V" (if applicable)
- 5. Press "Add"



Steps/Spirals

The entry of step, spiral and choreographic sequences is consistent with the singles inputting process (Appendix A).

Reviews

The entry of reviews called is consistent with the singles inputting process (Appendix A).

Falls/Illegal Elements

The entry of falls and illegal elements is consistent with the singles inputting process (Appendix A).

Halfway

The "Halfway" function does not apply to pair events.

Conclusion of the Performance/ Read-Back and Finalize

Upon conclusion of the performance, the DIO will follow the same process as outlined in singles (Appendix A) for validating, changing, inserting and/or deleting elements, video replay, well- balanced program and finalizing elements.

Ice Dance – Pattern Dance without Key Points

Prior to Performance

The data entry screen before a couple begins a <u>Pattern Dance without Key Points</u> event looks like this:

XPanel - cssDIO File Options Help + Falls -	Juvenile Dance-Pattern Dance S Testee2/J Test	Call for Help Video
	Elements WLW11 WLW12 WLW12 WLW12 WLW23 WLW33 WLW33 WLW33 WLW34 WLW35 WLW35 WLW36 WLW37 WLW38 WLW39 WLW39 WLW31 WLW31	

Notice that in a pattern dance event there are no element groupings to select and the sequences are already listed in the elements column.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the skaters' names that are displayed.

DIO: "The first couple, Joanne Tester and John Tester, are on the screen."

Prior to each subsequent performance the DIO will continue to verify the skaters' names that are displayed on the screen.

DIO: " and (skaters' names), are on the screen."

During the Performance

During the pattern dance, the DIO is not required to input any element calls.

Reviews

The entry of reviews called is consistent with the singles inputting process (Appendix A).

Falls

The entry of falls is consistent with the singles inputting process (Appendix A).

Conclusion of the Performance

Upon conclusion of the performance, the DIO will follow the TC's instructions for reviews, video replay and/or invalidating a sequence.

Invalidating a Sequence

- 1. Select the sequence (in the middle elements column)
- 2. Press "Invalid"

Read-Back and Finalize

When the reviews and alterations are complete, the TC will instruct the DIO to read back the number of sequences, invalid sequences and falls.

DIO: "Four sequences, no falls"

Once the TC has confirmed that all information has been entered properly, the DIO will be advised to "finalize elements". The DIO will press the "Finalize Elements" button and will prepare for the next competitor.

DIO: "Elements finalized"

Ice Dance – Pattern Dance with Key Points

Prior to Performance

The data entry screen before a couple begins a <u>Pattern Dance with Key Points</u> appears as follows:



Notice that the screen is pre-populated with the pattern dance sequences. The elements will appear in the column in the middle of the screen after they are entered.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the skaters' names that are displayed.

DIO: "The first couple, Joanne Tester and John Tester, are on the screen."

Prior to each subsequent performance the DIO will continue to verify the skaters' names that are displayed on the screen.

DIO: " and (skaters' names), are on the screen."

During the Performance

During the pattern dance with key points, the DIO is required to input the sequence and level called.

To enter a pattern dance sequence with key points:

- 1. Select the pattern step sequence (1, 2, 3 or 4)
- 2. Select the Key Points (Yes, No, Timing)
- 3. Select any errors in the "Information" box, if applicable (i.e. <, <<, etc.)
- 4. Select the level
- 5. Press "Add"

Tanel - cssDIO	
File Options Help	
	Novice Dance-Pattern Dance (KP) 15 DIO CAN DIO. DIO S Testee2/J Test Call for Help Video
	KPPDS1
	Add Cancel
KP Pattern Dance	
KP Pattern Dance Element 1	Flements
KP Pattern Dance Element 2	2
KD Battern Dance Element 2	3
Kr Pattern Dance Element 3	
KP Pattern Dance Element 4	5
	6
	7
	8
	9
	10
	11 Key Points
Notevel	12 Yes No Timing CLR
NOLEVEI	
1 2 3 4	14 Information
	15
	16 Interruption (<) Incomplete (!) CLR
	17
Review 2:30	Validate Elements

Reviews

The entry of reviews called is consistent with the singles inputting process (Appendix A).

Falls

The entry of falls is consistent with the singles inputting process (Appendix A).

Conclusion of the Performance / Read-Back and Finalize

Upon conclusion of the performance, the DIO will follow the same process as outlined in singles (Appendix A) for validating, changing, inserting and/or deleting elements, video replay, read-back and finalizing elements.

DIO: "Pattern Dance sequence 1, segment 1, Level 3, yes, yes, no, , etc."

Ice Dance – Short Dance

Prior to Performance

The data entry screen before a couple begins a <u>Short Dance</u> looks like this:

* XPanel - cssDIO File Options Help + Falls - + ill Els -	Junior Dance-Short Dance J Testee/J Test1	15 DIO CAN DIO, DIO Call for Help Video
+ Add Els - Steps Pattern Step 1 Pattern Step 2	Add Cancel	
Mid Line No Touch Circular No Touch Diagonal	2 2 3 4 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5 5	Straight Line Curve
Serpentine No Touch Pat. Dance Type Step Sequence	8 9 10 11 12 13 14	Rotational
Twizzle	15 16 17 Validate Elements	

Notice that the screen is divided by element type. The elements will appear in a column in the middle of the screen after they are entered.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the skaters' names that are displayed.

DIO: "The first competitors, Joanne Tester and John Tester, are on the screen."

Prior to each subsequent performance the DIO will continue to verify the skater's names that are displayed on the screen.

DIO: " and (skaters' names), are on the screen."

During Performance

If a planned program sheet has been provided, the ATS will pre-call each element. This will give the DIO time to prepare for the anticipated call by the TS. The entry of data requires a few steps depending on the element.

<u>Steps</u>

To enter a pattern step:

- 1. Select the pattern step sequence (1 or 2)
- 2. Select the Key Points (Yes, No, Timing)
- 3. Select any errors in the "Information" box, if applicable (i.e. <, <<, etc.)
- 4. Select the level
- 5. Press "Add"



Steps Continued

To enter a step sequence:

- 1. Select the sequence pattern
- 2. Select the level
- 3. Press "Add"



<u>Twizzles</u>

To enter a twizzle:

- 1. Select "Twizzle"
- 2. Select level
- 3. Press "Add"

Tanel - cssDIO		
File Options Help	Junior Dance-Short Dance J Testee/J Test1	15 DIO CAN DIO, DIO Call for Help Video
+ Falls - + ill Els -	STw	
Steps Pattern Step 1	Add	
Pattern Step 2 Mid Line	Elements 1 1CC1 2 NtMiSt1	Lifts Stationary
No Touch Circular	4 5 6 7	Straight Line Curve
Serpentine No Touch Pat. Dance Type	8 9 10	Rotational
Step Sequence	11 12 13 14	
Twizzle 1 2 3 4	15 16 17	
Review 2:30	Validate Elements	

<u>Lifts</u>

To enter a lift:

- 1. Select the type of lift
- 2. Select level
- 3. Press "Add"



Reviews

The entry of reviews called is consistent with the singles inputting process (Appendix A).

Falls/Illegal Elements

The entry of falls and illegal elements is consistent with the singles inputting process (Appendix A).

Conclusion of the Performance/Read-Back and Finalize

Upon conclusion of the performance, the DIO will follow the same process as outlined in singles (Appendix A) for validating, changing, inserting and/or deleting elements, video replay, well- balanced program and finalizing elements.

Ice Dance – Free Dance

Prior to Performance

The data entry screen before a couple begins a <u>Free Dance</u> looks like this:

The Options Help	Junior Dance-Free Dance J Testee/J Test1	15 DIO CAN DIO, DIO Call for Help Video
+ Falls - + ill Els - + Add Els -	ChSp Add Cancel	Spins
Steps Mid Line		Spin Combo
Diagonal	Elements 2	Lifts
Serpentine Mid Line No Touch	3 4 5	Stationary Straight Line
Diagonal No Touch Circular No Touch	7	Curve Rotational
Serpentine No Touch	10 11 12	Choreographic Elements
Twizzles Twizzle	13 14 15 16 17	Ch. Lift No Level Ch. Spin Ch. Twizzle
Review 2:30	Validate Elements	

Notice that the screen is divided by element type. The elements will appear in a column in the middle of the screen after they are entered.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the skaters' names that are displayed.

DIO: "The first competitors, Joanne Tester and John Tester, are on the screen."

Prior to each subsequent performance the DIO will continue to verify the skater's names that are displayed on the screen.

DIO: " and (skaters' names), are on the screen."

During Performance

If a planned program sheet has been provided, the ATS will pre-call each element. This will give the DIO time to prepare for the anticipated call by the TS. The entry of data requires a few steps depending on the element.

<u>Spins</u>

To enter a choreographic spin:

- 1. Select "Ch. Spin"
- 2. Press "Add"

Note: No level option will appear when the "Ch. Spin" is selected



To enter a spin or spin combo:

- 1. Select spin type "Spin" or "Combo"
- 2. Select level
- 3. Press "Add"

VPanel - cssDIO	
	Junior Dance-Free Dance 15 DIO CAN DIO, DIO J Testee/J Test1 Call for Help Video
+ Falls - + ill Els -	Sp
+ Add Els -	Add Cancel Spins
Steps Mid Line	Spin 1 2 3 4
Diagonal	Elements
Circular	1 ChSp Lifts
Serpentine	3 Stationary
Mid Line No Touch	5 Straight 6 Line
No Touch	7 Curve
No Touch Serpentine	9 Rotational
No Touch	11 Choreographic Elements
Twizzles	13 Ch. Lift
Twizzle	15 Ch. Spin
	17 Ch. Twizzle
Review 2:30	Validate Elements

<u>Lifts</u>

The entry of lift elements is consistent with the short dance inputting process (Appendix D)

except: To To enter a choreographic lift:

- 1. Select "Ch. Lift"
- 2. Press "Add"

Note: No level options will appear when the "Ch. Lift" is selected

Tanel - cssDIO		
File Options Help	Junior Dance-Free Dance	15 DIO CAN DIO, DIO
	J Testee/J Test1	Call for Help Video
+ Fails - + III Els -	ChLi	
+ Add Els -	Add Cancel Spins	
Steps		Spin
Mid Line		
	C	ombo
Diagonal	1 ChSn	
Circular	2 Sp2 Lifts	
Serpentine	3 Sta	tionary
Mid Line	4 St	raight
No Touch	6	
No Touch	7	Curve
Circular No Touch	8 Rot	ational
Serpentine	10	
No louch	11 Chore	ographic Elements
		Ch. Lift
Twizzles	14	No Level
Twizzle		>h. Spin
	16CI	n. Twizzle
	Malidata Elamonta	
	validate Elements	

To enter a combination lift:

- 1. Select the first type of lift
- 2. Select level
- 3. Select the second type of lift
- 4. Select level
- 5. Press "Add"

<u>Steps</u>

The entry of step sequences is consistent with the short dance inputting process (Appendix D).

Twizzles

The entry of twizzles is consistent with the short dance inputting process (Appendix D) except:

To enter choreographic twizzling movement:

- 1. Select "Ch. Twizzle"
- 2. Press "Add"

Note: No level options will appear when the "Ch. Tw" is selected



Reviews

The entry of reviews called is consistent with the singles inputting process (Appendix A).

Falls/Illegal Elements

The entry of falls and illegal elements is consistent with the singles inputting process (Appendix A).

Conclusion of the Performance/Read-Back and Finalize

Upon conclusion of the performance, the DIO will follow the same process as outlined in singles (Appendix A) for validating, changing, inserting and/or deleting elements, video replay, well- balanced program and finalizing elements.

Synchronized Skating

Prior to Performance

The data entry screen before a team begins appears as follows:

Tanel - cssDIO	- 0 🔀
File Options Help	hrs Free Program 15 DIO CAN DIO DIO
+ Falls - FA1 FA2+ Camden	Synchro Team Call for Help Video Transition
+ ill Els -	+ Add Eis -
Add	Cancel
B B 1 2 3 4 No Value	I B 1 2 3 No Value
PB B 1 2 3 4 No Value	PI
E	lements
C B 1 2 3 4 Value 2	GL B 1 2 3 4 Value
TC B 1 2 3 4 Value 4	ME B 1 2 3 No Value
5	
L B 1 2 3 4 Value 7	
PL B 1 2 3 4 Value 9	Spin B 1 2 3 No Value
W B 1 2 3 4 No 10	Pair B 1 2 3 4 Value
	Creative Combined
TW B 1 2 3 4 Value 13	Element Element
	Deductions
NHE B 1 2 3 4 Value 16	
Step 17	DED3
Validat	e Elements Review 2:30

Notice that the screen is divided by element type. The elements will appear in the column in the middle of the screen after they are entered.

During the warm-up, the DIO will verify that the correct event is on the screen. Prior to the start of the first performance, the DIO will verbally make note of the team's name that is displayed.

DIO: "The first team, Synchro Test Team, is on the screen."

Prior to each subsequent performance the DIO will continue to verify the team's name that is displayed on the screen.

DIO: "_____(team's name) is on the screen."

During Performance

If a planned program sheet has been provided, the ATS will pre-call each element. This will give the DIO time to prepare for the anticipated call by the TS. The entry of data requires a few steps depending on the element.

Blocks

To enter a pivoting block:

- 1. Select the "PB" level
- 2. Press "Add"

To enter a linear block:

- 1. Select the "B" level
- 2. Press "Add"



Circles

To enter a circle:

- 1. Select the "C" level
- 2. Press "Add"

To enter a travelling circle:

- 1. Select the "TC" level
- 2. Press "Add"



<u>Lines</u>

To enter a line:

- 1. Select the "L" level
- 2. Press "Add"

To enter a pivoting line:

- 1. Select the "PL" level
- 2. Press "Add"



Wheels

To enter a wheel:

- 1. Select the "W" level
- 2. Press "Add"

To enter a travelling wheel:

- 1. Select the "TW" level
- 2. Press "Add"



No Hold Elements

To enter a no hold element:

- 1. Select the element ("NHE") level
- 2. Select the feature (Step) level
- 3. Press "Add"

XPanel - cssDIO		
File Options Help		
+ Falls - FA1 FA2+	Junior Synchro-Free Program Camden Synchro Team	15 DIO CAN DIO, DIO Call for Help Video Transition
+ ill Els -		+ Add Els -
	Add Cancel	
B B 1 2 3 4 No Value		I B 1 2 3 No Value
PB B 1 2 3 4 No Value		PI
	Elements	
C B 1 2 3 4 No Value	1	GL B 1 2 3 4 Value
TC B 1 2 3 4 No Value	3	ME B 1 2 3 No
	5	
L B 1 2 3 4 Value	6	fin
PL B 1 2 3 4 No Value	8	Spin B 1 2 3 No Value
W P 1 2 3 4 No	10	Pair B 1 2 3 4 No
	11	
TW B 1 2 3 4 Value	13	Element Element
	14	Deductions
NRE B I Z 3 4 Value	15	
Step	.7	+ DED3 -
	Validate Elements	Review 2:30



Intersections

To enter an intersection:

- 1. Select the element ("I") level
- 2. Select the feature ("PI") level
- 3. Press "Add"

YPanel - cssDIO		
File Options Help	Junior Synchro-Free Program	15 DIO CAN DIO, DIO
+ Falls - FA1 FA2+	Camden Synchro Team	Call for Help Video Transition
+ ill Els -		+ Add Els -
	Add Cancel	
B B 1 2 3 4 Value		I B 1 2 3 Value
PB B 1 2 3 4 No		PI
Value		
	Elements	
c B 1 2 3 4 No Value	2	GL B I Z 3 4 Value
	3	
IC B I Z 3 4 Value	4	ME B 1 2 3 No Value
	5	
L B 1 2 3 4 Value	7	
PT P 1 2 3 4 No	8	
Value	9	Spin B 1 2 3 Value
	10	Pair B 1 2 3 4
W B 1 2 3 4 Value	11	Value
TW B 1 2 3 4 No Value	12	Creative Combined Element Element
	14	
NHE B 1 2 3 4 No	15	Deductions
Value Value	16	
Step	17	+ DED3 -
	Validate Elements	Review 2:30



Group Lifts

To enter a group lift:

- 1. Select the level
- 2. Press "Add"



Moves Elements

To enter a moves element:

- 1. Select the element ("ME") level
- 2. Select the feature ("fm") level
- 3. Press "Add"

Tanel - cssDIO		- • -
File Options Help	Junior Synchro-Free Program	15 DIO CAN DIO, DIO
+ Falls - FA1 FA2+	Camden Synchro Team	Call for Help Video Transition
+ ill Els		+ Add Els -
	Add Cancel	
B B 1 2 3 4 Value		I B 1 2 3 No Value
		PI
PB B 1 2 3 4 Value		<u></u>
	Elements	
C B 1 2 3 4	1	GL B 1 2 3 4 No Value
	2	
TC B 1 2 3 4 Value	3	
	5 (1)	ME B I 2 3 Value
T P 1 2 3 4 No	6	fm
	7	
PL B 1 2 3 4 Volue	8	Snin P 1 2 3 No
	9	-r. B 1 2 3 Value
W B 1 2 3 4 No	0	Pair B 1 2 3 4 Volue
	2	Creating
TW B 1 2 3 4 Value	3	Element Element
	4	
NHE B 1 2 3 4 No 1	5	Deductions
	16	
Step	7	+ DED3 -
<u> </u>	Validate Elements	Review 2:30



Spins and Pair Elements

To enter a spin or pair element:

- 1. Select the level
- 2. Press "Add"



Creative and Combined Elements

To enter a creative element:

- 1. Select "creative element"
- 2. Press "Add"

To enter a combined element:

- 1. Select "combined element"
- 2. Press "Add"



Reviews

The entry of reviews called is consistent with the singles inputting process (Appendix A).

Falls/Illegal Elements

The entry of falls and illegal elements is consistent with the singles inputting process (Appendix A). The only exception is if there is a "fall by two(+)" called. In this case, select the "FA2+" button.

Deductions

The entry of deductions may occur within an element. Select the element level, select the deduction value and then press "Add".



Halfway

The "Halfway" function does not apply to synchro events.

Conclusion of the Performance/ Read-Back and Finalize

Upon conclusion of the performance, the DIO will follow the same process as outlined in singles (Appendix A) for validating, changing, inserting and/or deleting elements, video replay, well- balanced program and finalizing elements.

APPENDIX H

	Jumps (Singles and	Pair Skat	ing)
Code	Verbal Read-Back	Code	Verbal Read-Back
1	Single	W	Waltz
2	Double	Т	Тое
3	Triple	S	Salchow
4	Quad	Lo	Loop
<	Under-rotated	F	Flip
<<	Downgraded	Lz	Lutz
!	Attention edge	А	Axel
е	Edge	+COMB	Combination
		+SEQ	Sequence
Examples: 1Lz – "Sing 2F e – "Dou 3 T < – "Tri	le Lutz" uble Flip, edge" ple Toe, under-rotated"		
	Spins (Singles and	Pair Skati	ing)
Code	Verbal Read-Back	Code	Verbal Read-Back
USp	Upright spin	В	Basic
SSp	Sit spin	1	Level one
CSp	Camel spin	2	Level two
LSp	Layback spin	3	Level three
F	Flying	4	Level four
С	Change	V	Vee
CoSp	Combo spin		
	Pair Spins (Pair	Skating)	
Code	Verbal Read-Back	Code	Verbal Read-Back
PSp	Pair spin	В	Basic
PCoSp	Pair combo spin	1	Level one
		2	Level two
		3	Level three
		4	Level four
		V	Vee

Singles and Pair - Element Codes and Full Names for Read-Back

Examples:			
USpB – "Up	right spin, basic"		
CSSp1 – "Cł	nange sit spin, level 1"		
FCCoSp2V –	- "Flying, change, combo spin, level	2 <i>,</i> Vee"	
PCoSp4 – "F	Pair combo spin, level 4"		
	Step/Spiral (Single a	nd Pair Sk	ating)
Code	Verbal Read-Back	Code	Verbal Read-Back
StSq	Step sequence	В	Basic
ChSq	Choreographic sequence	1	Level one
SpSq	Spiral sequence	2	Level two
		3	Level three
		4	Level four
Examples:			
StSq4 – "Ste	ep sequence, level 4"		
ChSq1 – "Cł	noreographic sequence, level 1"		
SpSqB – "sp	orral sequence, level B"		
0 a da	Lifts (Pair Si	kating)	
Code	Verbal Read-Back	Code	
		B	Basic
2LI		1	Level one
3LI		2	Level two
4LI	Lift Group 4	3	Level three
5SLi	Lift Group 5, step lasso	4	Level four
5TLi	Lift Group 5, toe lasso		
5Ali	Lift Group 5, Axel lasso		
5BLi	Lift Group 5, backward lasso		
5RLi	Lift Group 5, reverse		
Examples:			
1Li1 – "Lift (Group 1, level 1"		
5BLI2 – "LIT	t Group 5, backward lasso, level 2"	. (5	
Codo	Death Spirals and Spiral F	igures (Pa	Air Skating)
	Verbal Read-Back	Code	
	Forward outside death spiral	D 1	DdSIC
FODS	Porward outside death spiral		Level one
BIDS	Back inside death spiral	2	Level two
RODS	Back outside death spiral	3	Level three
SpFi	Spiral tigure	4	Level tour

	Throw Jumps	(Pair Skating)	
Code	Verbal Read-Back	Code	Verbal Read-Back
1	Single	WTh	Waltz
2	Double	TTh	Тое
3	Triple	STh	Salchow
4	Quad	LoTh	Loop
<	Under-rotated	FTh	Flip
l l		1 71	1
<<	Downgraded	LZIN	Lutz
< <pre>xamples:</pre>	Downgraded	ATh	Axel
<< xamples: STh – "Throw FTh< - "Throw	Downgraded v double salchow" v triple flip, under-rotated" Twist Lifts (ATh Pair Skating)	Axel
< <pre>xamples: STh – "Throw FTh< - "Throw Code</pre>	Downgraded v double salchow" v triple flip, under-rotated" Twist Lifts (Verbal Read-Back	Pair Skating)	Axel Verbal Read-Back
< <pre><</pre> xamples: STh – "Throw FTh< - "Throw Code 1Tw	Downgraded v double salchow" v triple flip, under-rotated" Twist Lifts (Verbal Read-Back Single twist	Pair Skating) Code B	Axel Verbal Read-Back Basic
<< xamples: STh – "Throw FTh< - "Throw Code 1Tw 2Tw	Downgraded v double salchow" v triple flip, under-rotated" Twist Lifts (Verbal Read-Back Single twist Double twist	Pair Skating) Code B 1	Axel Verbal Read-Back Basic Level one
< <pre><</pre> xamples: STh – "Throw FTh< - "Throw Code 1Tw 2Tw 3Tw	Downgraded v double salchow" v triple flip, under-rotated" Twist Lifts (Verbal Read-Back Single twist Double twist Triple twist	L2Th ATh Pair Skating) Code B 1 2	Axel Axel Verbal Read-Back Basic Level one Level two
<< xamples: STh – "Throw FTh< - "Throw Code 1Tw 2Tw 3Tw 4Tw	Downgraded v double salchow" v triple flip, under-rotated" Twist Lifts (Verbal Read-Back Single twist Double twist Triple twist Quad twist	Lz In ATh Pair Skating) Code B 1 2 3	Axel Axel Verbal Read-Back Basic Level one Level two Level three

Ice Dance - Element Codes and Full Names for Read-Back

	Lifts				
Code	Verbal Read-Back	Code	Verbal Read-Back		
StaLi	Stationary lift	1	Level one		
SILi	Straight line lift	2	Level two		
CuLi	Curve lift	3	Level three		
RoLi	Rotational lift	4	Level four		
ChLi	Choreographic lift	+C	Combination		
Examples: StaLi1 – "S CuLi3 – "Cu SILi2+RoLi2	Examples: StaLi1 – "Stationary lift, level 1" CuLi3 – "Curve lift, level 3" SILi2+RoLi2+C – "Straight line lift level 2, rotational lift level 2, combination"				
	Spins				
Code	Verbal Read-Back	Code	Verbal Read-Back		
Sp	Spin	1	Level one		
CoSp	Combo spin	2	Level two		
ChSp	Choreographic spinning movement	3	Level three		
		4	Level four		
Examples: Sp2 – "Spin ChSp1 – "Cl	level 2" noreographic spinning movement"				
	Twizzles	S			
Code	Verbal Read-Back	Code	Verbal Read-Back		
STw	Synchronized twizzle	1	Level one		
ChTw	Choreographic twizzle	2	Level two		
		3	Level three		
		4	Level four		
Example: STw1 – "Synchronized twizzle, level 1" ChTw1 – "Choreographic twizzle, level 1"					
	Step Seque	nces			
Code	Verbal Read-Back	Code	Verbal Read-Back		
CiSt	Circular step in hold	В	Basic		
SeSt	Serpentine step in hold	1	Level one		
DiSt	Diagonal step in hold	2	Level two		

MiSt	Midline in hold	3	Level three		
NtDiSt	Diagonal line not touching	4	Level four		
NtMiSt	Midline not touching	<<	Interruption		
NtCiSt	Circular not touching	!	Incomplete		
PSt	Partial step sequence	Y	Yes		
1SS	Pattern step one	N	No		
255	Pattern step two	Т	Timing		
Examples:	Examples:				
DiSt3 – "Diagonal step in hold, level 3"					
NtMiSt4 – "Midline no touch, level 4"					

1SS2-kpYTN – "Pattern step one, level 2, Yes Timing No"

Elements			
Code	Verbal Read-Back	Code	Verbal Read-Back
В	Block	В	Base
PB	Pivoting block	1	Level one
С	Circle	2	Level two
TC	Travelling circle	3	Level three
L	Line	4	Level four
PL	Pivoting line		No Value
W	Wheel	DED	Ded
TW	Traveling wheel		
GL	Group lift		
Sp	Spin		
Ра	Pair element		
Pa – "Pair element, no value" Elements with features			
	Elements with	features	
Code	Elements with Verbal Read-Back	features Code	Verbal Read-Back
Code NHE	Elements with Verbal Read-Back No hold element	features Code B	Verbal Read-Back Base
Code NHE S	Elements with Verbal Read-Back No hold element Step	features Code B 1	Verbal Read-Back Base Level one
Code NHE S	Elements with Verbal Read-Back No hold element Step Intersection	features Code B 1 2	Verbal Read-Back Base Level one Level two
Code NHE s I pi	Elements with Verbal Read-Back No hold element Step Intersection pi (point of intersection)	features Code B 1 2 3	Verbal Read-Back Base Level one Level two Level three
Code NHE S I pi ME	Elements with Verbal Read-Back No hold element Step Intersection pi (point of intersection) Moves element	features Code B 1 2 3 4	Verbal Read-Back Base Level one Level two Level three Level four
Code NHE S I pi ME fm	Elements with Verbal Read-Back No hold element Step Intersection pi (point of intersection) Moves element fm (Free move)	features Code B 1 2 3 4	Verbal Read-Back Base Level one Level two Level three Level four No Value
Code NHE S I pi ME fm Examples: NHE2 + s1 - I3 + pi2 - "I MEB + fmB	Elements with Verbal Read-Back No hold element Step Intersection pi (point of intersection) Moves element fm (Free move) - "No hold element, two, step, one" ntersection, three, pi, two" – "Moves element, base, fm, base"	features Code B 1 2 3 4	Verbal Read-Back Base Level one Level two Level three Level four No Value
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Synchronized Skating - Element Codes and Full Names for Read-Back