

# FREE SKATE TRIAL JUDGING FORM INTERMEDIATE



Candidate's Name \_\_\_\_\_ Member # \_\_\_\_\_

Host Club \_\_\_\_\_ Date \_\_\_\_\_

Strong, smooth edges and turns, combined with correct posture and effortless flow while utilizing the music and the ice surface are expected of the candidate in all types of free skating elements (jumps, spins, and connecting steps). As specified in rule 6442, the following elements are required:

REQUIRED ELEMENTS		EXECUTED	COMMENTS																																						
JUMP ELEMENTS (6)	One single Axel or double Axel*																																								
	One double or triple jump*																																								
	One two-jump or three-jump combination including at least one double jump or one triple jump																																								
	Three additional jump elements must include at least one listed jump, which may be any single, double or triple jump and may be the same as jumps already performed*																																								
SPINS (2)	One spin combination with at least one change of position and opt. change of foot (minimum 8 revolutions)**																																								
	One spin in one position with no change of foot (minimum 5 revolutions)**																																								
STEPS	One step sequence must be visible and identifiable and should use almost the full ice surface																																								
<b>Duration: 3:00 +/- 10 seconds</b> - For up to every +/- 10 sec in excess: penalty of one point (-1) deduction (6233 A) - For each illegal element/movement: penalty of one point (-1) deduction (6233 B)  *Required jumps may be performed as solo jumps, or as part of the permitted jump combinations or sequences, but no jump element may count for more than one of the jump requirements. **Both spins may have a flying entry.  - Extra elements may be added without penalty; two different elements may be reskated, if necessary.			<table border="1"> <thead> <tr> <th colspan="5">MARK (-3 to +3)</th> </tr> <tr> <th colspan="5">JIC overwrite TJ results in ink</th> </tr> <tr> <th></th> <th>TJ</th> <th>JIC</th> <th>J#2</th> <th>J#3</th> </tr> </thead> <tbody> <tr> <td>Elements</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Skating</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Program</td> <td></td> <td></td> <td></td> <td></td> </tr> <tr> <td>DED</td> <td></td> <td></td> <td></td> <td></td> </tr> </tbody> </table>				MARK (-3 to +3)					JIC overwrite TJ results in ink						TJ	JIC	J#2	J#3	Elements					Skating					Program					DED				
MARK (-3 to +3)																																									
JIC overwrite TJ results in ink																																									
	TJ	JIC	J#2	J#3																																					
Elements																																									
Skating																																									
Program																																									
DED																																									
Circle Test Result	Retry -9 to -1	Pass 0 to +3	Honors +4 to +6	Distinction +7 to +9	Total																																				

TJ: Trial Judge's Signature \_\_\_\_\_ Name \_\_\_\_\_ Mbr# \_\_\_\_\_

Trial Judge's Club \_\_\_\_\_ Current Judging Status \_\_\_\_\_

JIC: Judge-in-Charge Signature \_\_\_\_\_ Name \_\_\_\_\_ Mbr# \_\_\_\_\_

J#2: Judge #2 Name \_\_\_\_\_ Mbr# \_\_\_\_\_

J#3: Judge #3 Name \_\_\_\_\_ Mbr# \_\_\_\_\_