

## **Violation Entry Process Synchronized Skating**

The purpose of this document is to outline how violations are to be entered via Judge, Referee and Data Input Operator screens.

Reference for value of deductions: Scoring of Skate Canada Competitions – 2.5 Deductions

<https://info.skatecanada.ca/index.php/en-ca/rules-of-sport/52-marking-of-skate-canada-competitions.html#h2-5-deductions>

**Referee violations screen (accessed by pressing on Violations button on main referee screen):**

Program Violations 19.03.00 Position: 10 - Heidi Adams (REF)

**Referee Violations**

Time Violation	
Music Violation	
Late Start	
Excessive Interruption	
Costume/Prop Failure	
Stopping in Excess	
DED3	

**Novice Synchro - Free Program 1**  
**Wellandport Rangers**

Costume/Prop	?	No	Yes	No
Music Requirements	?	No	Yes	No
Choreographic Restrictions	?	No	Yes	No
Separation in Excess	?	No	Yes	No

0 1 2 3 4  
5 6 7 8 9

Return

Referee violations are entered by pressing on the appropriate violation, then the number of violations to be entered. Example: if a time violation is to be taken, press on 'Time Violation', then press on '1'. The number of violations entered will appear in the yellow box to the right of the name of the violation.

If you wish to change the number of violations entered, simply repeat the process with the revised number of violations to be applied.

Please note that if it is determined that the deduction for "Interruption in Performing the Program – Three-minute Allowance" is to be taken, press the Excessive Interruption button and press 5 as this deduction is 5X the value of the standard "Interruption in Performing the Program" deduction.

Return to the main screen by pressing 'Return'.

**Judge violations screen (accessed by pressing on Violations button on main judge screen):**

Program Violations 19.03.00 Position: 1 - Guy Adam (JUDGE-BOTH)

**Novice Synchro - Free Program 1**

**Wellandport Rangers**

Costume/Prop	?	No	Yes	No
Music Requirements	?	No	Yes	No
Choreographic Restrictions	?	No	Yes	No
Separation in Excess	?	No	Yes	No

Return

Violations that are based on a majority decision of the judges plus the referee are input using the buttons on the right-hand side of both the referee and judge violation screen. This is completed by pressing on the appropriate violation, then pressing 'Yes'. This decision will be reflected in the yellow box to the right of the name of the violation.

If you wish to change your decision, simply repeat the process by pressing again the name of the violation and then pressing 'No'.

Return to the main screen by pressing 'Return'.

## Technical panel violations entered by the Data Input Operator

Violations are to be entered using the following processes:

### Falls (in element):

- Enter the name and level of the element, press Fall in upper right-hand corner, then press Add, then add the number of falls by either pressing the +1 button the appropriate number of times, or the FA1 and FA2+ the appropriate number of times. Note that the FA1 button will add 1 fall, and the FA2+ will add two falls.

### Falls (not in element):

- Add the number of falls by either pressing the +1 button the appropriate number of times, or the FA1 and FA2+ the appropriate number of times. Note that the FA1 button will add 1 fall, and the FA2+ will add two falls.

Novice Synchro - Free Program 1

Wellandport Rangers

Elements

Block	Pivoting Block	Artistic Block
Circle	Travelling Circle	Artistic Circle
Wheel	Travelling Wheel	Artistic Wheel
Line	Pivoting Line	Artistic Line
No Hold		
Intersection		
Group Lift		
Move Element		
Sync. Spin		
Pair Element		
Twizzle	Creative	Mixed

Levels:

N/V	Basic		
1	2	3	4

Buttons: Add, Cancel, Fall

Buttons: Insert, Delete, Invalid, Validate Elements, WBP, Finalize

Buttons: -1, +1, Falls, -1, +1, Non-Base, -1, +1, Ill-Els D4

Buttons: FA1, FA2+

Buttons: Help, LogOff

Status: Entry Mode

Skate Timer

## Not According to Requirements (NAR)/Omitted Requirement

- Enter the name and level of the element and D1, then press Add.

Novice Synchro - Free Program 1

Wellandport Rangers

Synchro - Elements

Block	Pivoting Block	Artistic Block
Circle	Travelling Circle	Artistic Circle
Wheel	Travelling Wheel	Artistic Wheel
Line	Pivoting Line	Artistic Line
No Hold		
Intersection		
Group Lift		
Move Element		
Sync. Spin		
Pair Element		
Twizzle	Creative	Mixed

Level

N/V	Basic		
1	2	3	4

Deductions

D1	D2	D3	D4
----	----	----	----

Add Cancel Fail

Insert Delete

Invalid

Validate Elements

WBP

Finalize

-1 +1 Falls

-1 +1 Non Per D3

-1 +1 Ill-Els D4

FA1 FA2+

Help LogOff

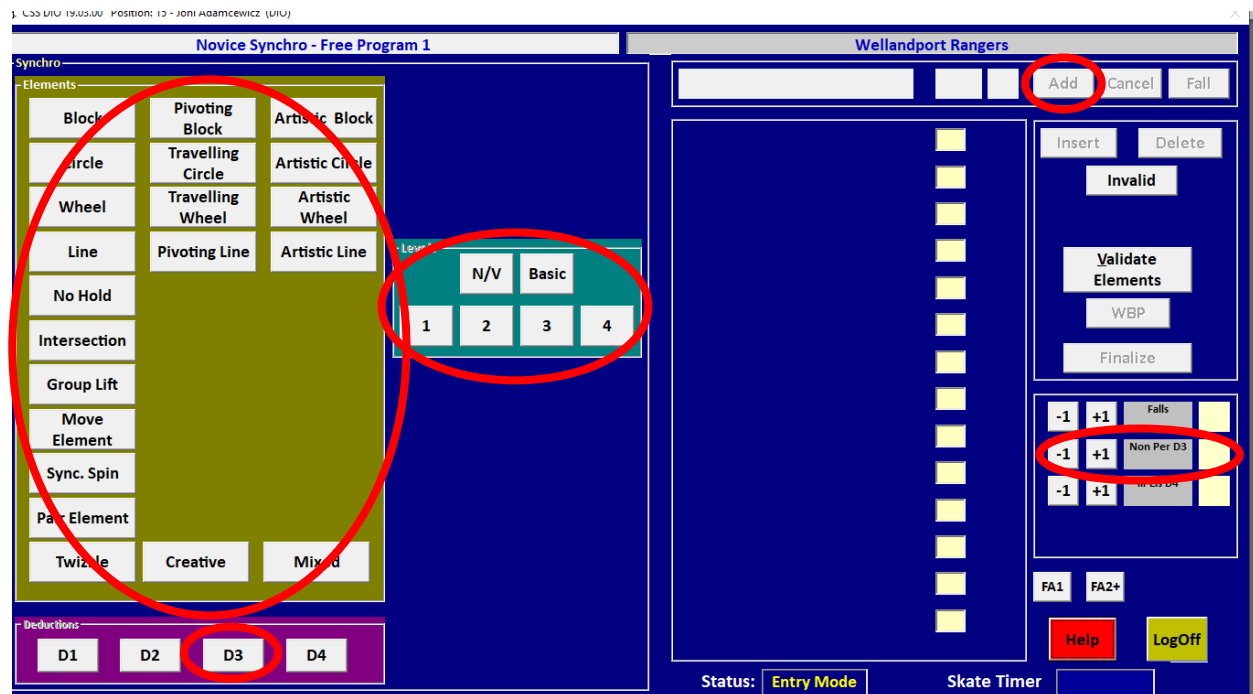
Status: Entry Mode Skate Timer

### Non-permitted Elements/Features/Extra Features or Additional Features/Movements (in element):

- Enter the name and level of the element and D3, then press Add, then press the Non Per D3 button.

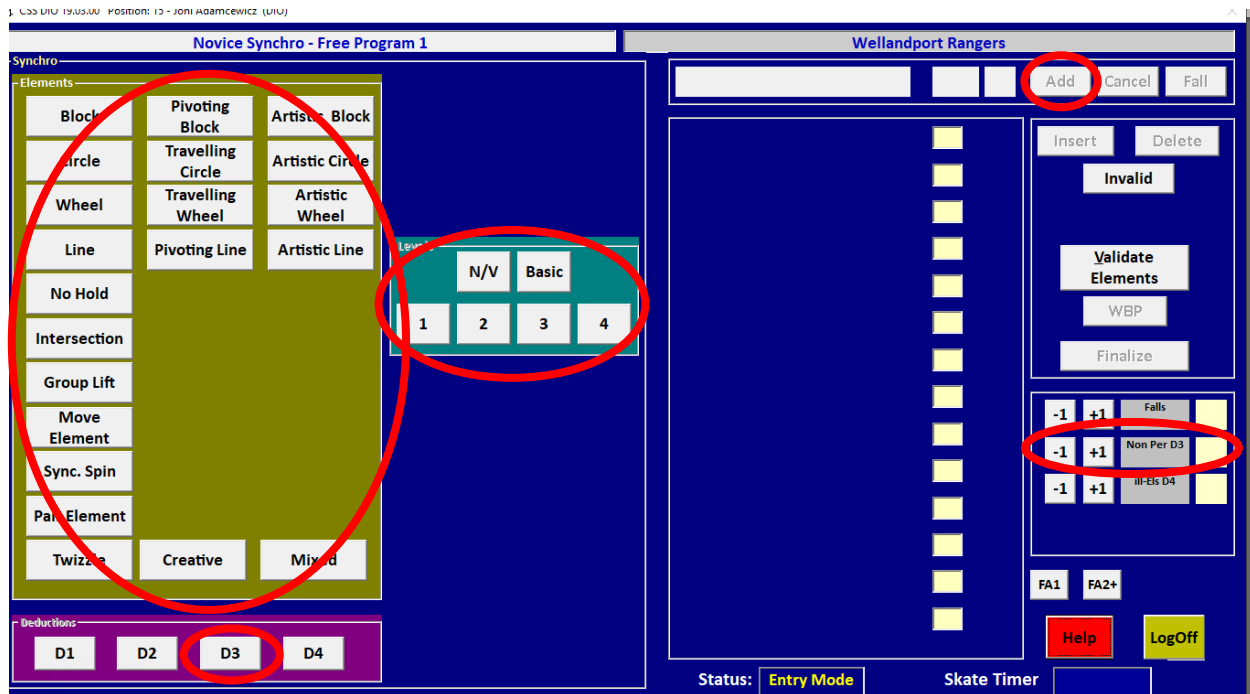
### Non-permitted Elements/Features/Extra Features or Additional Features/Movements (not in element):

- Press the Non Per D3 button



### Ice Coverage Restriction Not Met (in element):

- Enter the name and level of the element and D3, then press Add, then press the Non Per D3 button.

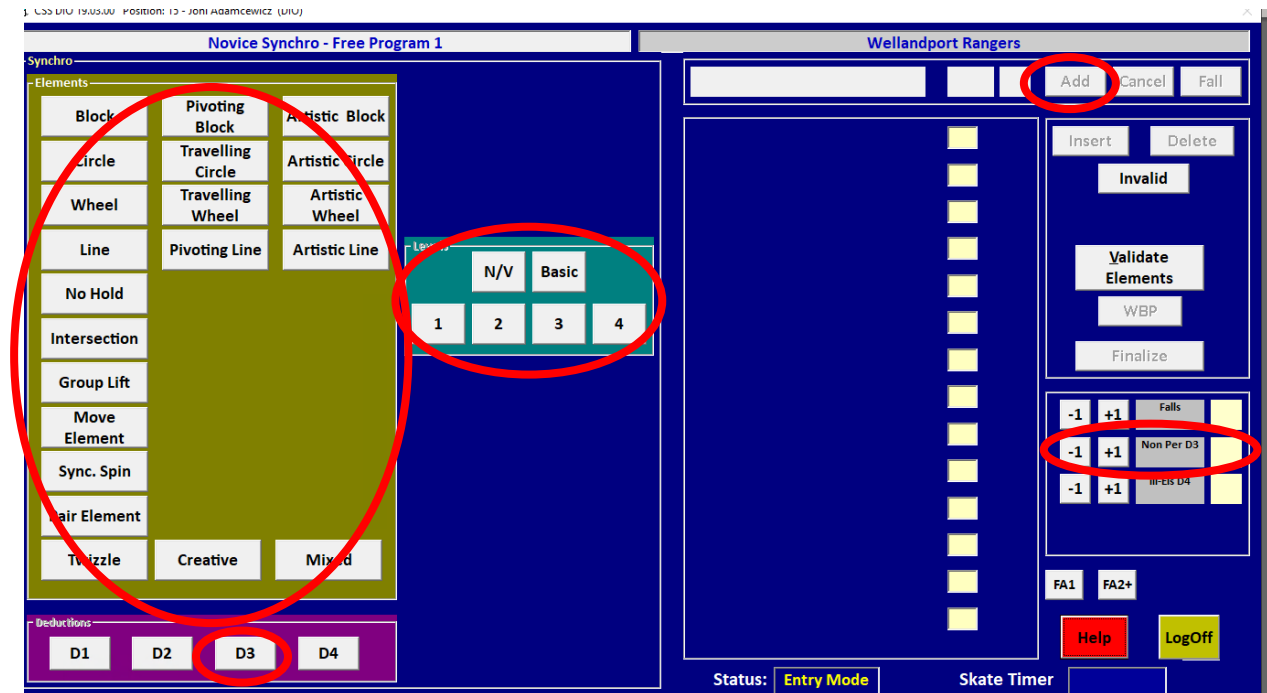


### Un-prescribed or Additional Element/repeated Element Shape in Short Program (in element):

- Enter the name and level of the element and D3, then press Add, then press the Non Per D3 button.

### Un-prescribed or Additional Element/repeated Element Shape in Short Program (not in element):

- Press the Non Per D3 button



### Illegal Elements/Features or Additional Features/Movements (in element):

- Enter the name and level of the element and D4, then press Add, then press the ill-Els D4 button.

### Illegal Element/Features or Additional Features/Movements (not in element):

- Press the ill-Els D4 button

