

Workaround procedures for use of CSS and LTS – 2021/2022 season



This document contains a list of procedures to be used when a known bug is encountered during normal use of CSS and LTS. This document will be updated as procedures are determined and based on submitted reports and follow up testing. Reports can be submitted per normal process to css@skatecanada.ca using the established form.

A changelog has been included at the end of this document to identify updates made throughout the season.

1. CSS - Manual entry of Assessed to Standard Synchronized Skating Categories (Beginner I, II and Elementary):

Following entry of elements, components and associated ratings, and following validation of elements and scoring of team, upon re-accessing the team via the Elements command, error messages will appear with the total of these error messages being exactly 2X the number of elements and components. For example, in Beginner I, there are 4 elements and 2 components assessed. This will lead to the same error message appearing 12 times. Simply say OK to each error message and the team element entry page can then be successfully accessed. This in no way impacts the scoring of these events.

2. Referee screen - Application of Tempo Specification (Ice Dance Only) violation:

If a referee determines that this violation is to be applied, they are not to enter it via their violations screen. They are to report it to the data specialist on panel who will enter it using the 'Tempo Spec.' button on their manual input screen.

3. DIO and judge screens - additional elements showing on judge screen that are not on DIO Screen:

If the DIO attempts to change an element during the live performance of a competitor and prior to the elements being validated, an additional element is created if the DIO attempts to make the change by identifying the new element prior to highlighting the appropriate box in the identified elements column. Proper process to changing an element is to identify the element to be changed first by pressing on the element in the element's column, then entering the new element, then hitting change.

It is strongly recommended to make no changes to elements during a live performance and wait until the review period to make these changes. This ensures that the attention of the DIO remains on the live performance and will lessen the chances of error.

This information is included in the DIO manual.

4. DIO screen - current skater not appearing following Start Skater:

if this occurs, there are two separate solutions:

- DIO is to log out of the DIO interface, exit the program, then re-open and log back in as DIO
- EC can also do the following:
 - Stop run
 - Return
 - Select event
 - Select Category
 - Select Segment
 - Start category
 - Select skater
 - Start skater

Both solutions will resolve the issue with the latter likely taking less time and causing less impact on event management. This will however cause all other LTS terminals (Judges and Referee) to reload.

5. DIO screen – element being entered overwriting last entered element:

If this occurs, DIO will be required to either continue to correct elements as they are being performed by the competitor, or during review.

Once competitor has been scored, and prior to next skater, it is required to re-set the DIO using either of these two procedures:

- DIO is to log out of the DIO interface, exit the program, then re-open and log back in as DIO
- EC can also do the following:
 - Stop run
 - Return
 - Select event
 - Select Category
 - Select Segment
 - Start category
 - Select skater
 - Start skater

Both solutions will re-set the DIO with the latter likely taking less time and causing less impact on event management. This will however cause all other LTS terminals (Judges and Referee) to reload.

6. DIO screen – element being inserted following validation overwriting existing element:

Following validation, if the DIO inserts an element line, it will overwrite the next element instead of inserting a blank element box. DIO is to manually update all elements following the insert to align to what the technical panel has identified as executed by the competitor.

7. Application of well-balanced program – Junior Women Freeskate:

When well-balanced program is applied upon hitting the WBP button, additional bonus is being applied when a skater has executed a triple/double, or double/triple combination. As this is incorrect, technical controllers are to instruct the DIO to remove these incorrectly calculated bonuses.

8. Application of well-balanced program – STAR 6 Freeskate:

Program requirements do not permit a layback spin in this category, however well-balanced program verification does not currently invalidate. TCs are required to instruct the DIO to manually invalidate following application of WBP.

9. Application of well-balanced program – STAR 10 Freeskate:

if a skater executes less than 3 different double jumps, the last executed single jump must be invalidated. Testing indicates that this function works, except when the last executed single is a 1A. 1A is to be invalidated in this case. Technical Controllers are required to manually invalidate the 1A if this condition is met (less than 3 different double jumps and last executed single is a 1A).

Note that this 1A is still noted as the required Axel so invalidation for the reason listed above does not require further invalidation for not having an axel type jump.

10. Application of well-balanced program – Pre-Juvenile, Juvenile, STAR 5 & STAR 6 Singles

If a skater executes a sequence (not permitted in these categories) CSS is currently not scoring this element correctly. The DIO is required to manually input the element correctly and per how it is listed in the appropriate Technical Requirements Guide. For example:

If a skater executes:

- 1Lz+1A+SEQ

The TC is to instruct the DIO will be required to enter it:

- 1Lz+SEQ+1A*

11. Application of well-balanced program – Pre-Juvenile, Juvenile, STAR 5 & STAR 6 Singles

If a competitor executes less than the required number of jump types, and the last repeated jump is identified with a q, and all other conditions for invalidation of this element have been met (5 jump elements including 2 combinations have been executed), CSS is not invalidating this last repeated jump. Technical panels are instructed to manually invalidate this last repeat. Note that CSS is correctly invalidating if the last repeated jump is identified as either fully rotated, under-rotated (<) or downgraded (<<).

Example: Juvenile Singles

- 1A
- 2F
- 2Lo+2Lo
- 2Lz
- 2T+2Tq

Given above noted bug, the DIO is to be instructed to invalidate the 2Tq in the last jump element.

12. Application of well-balanced program – Pre-Novice Pair

With changes made during the 2020/2021 season, permitting repeat of Group 1 lift during the Free Program, CSS will still invalidate the repeat should a team execute 2 Group 1 lifts. The Technical Controller must instruct the DIO or DS (manual entry) to over-ride the computer invalidation from Well Balanced. This is done by re-entering the element after the Well Balanced has been selected.

13. Application of well-balanced program – STAR Introductory Pair

2 solo jumps are currently permitted in this category. CSS is currently adding +SEQ to a second solo jump. For example:

If a team executes:

- 1A
- 1Lz

CSS will add +SEQ to the 1Lz. The TC is to instruct the DIO to remove this.

Changelog

Contains a short summary of all changes to this document including date of change

Date	Summary
March 24, 2021	Addition of 'Application of well-balanced program - Pre-Juvenile and Juvenile Singles' related to last repeated jump identified with q not being invalidated.
Apr 26, 2021	Addition of 'Application of well-balanced program – Pre-Novice Pairs'