Scoring / Judging compulsory tricks

The system for judging the compulsory tricks is depicted below in a text diagram and flowchart.

Milestones	Score	Result	
In Flight	0 =NOK	Result 1 = points $(0 - 1)$	
_	1 = OK		
Trick	0 = Bad	Result 2 = Result 1 + points $(0 - 6)$	
	2 = Average	Result 2 lies between 0 - 7	
	4 = Good		
	6 = Excellent		
Out Flight	0 =NOK	Result 3 = Result 2 + points $(0 - 1)$	
_	1 = OK	Result 3 lies between 0 - 8	
Risk	0 = Low	Result 4 = Result 3 + points $(0 - 1)$	
If Result 3 < 5	1 = Average	Result 4 lies between 0 - 5	
Risk	0 = Low	Result 4 = Result 3 + points $(0 - 2)$	
If Result 3 >= 5	1 = Average	Result 4 lies between 5 - 10	
	2 = High		



Scoring / Judging ballet tricks

The system for judging the compulsory tricks can also used with a small addition. Compare result 4 wit 4 thresholds to determine the result Bad, Average, Good or Excellent.

The system for judging the ballet tricks is depicted below in a text diagram and flowchart.

Result 4	Ballet
0 - 4	Bad
5 - 6	Average
7 - 9	Good
10	Excellent



Scores Style points

- 1. Diversity
- 2. Risk
- 3. Fluidity
- 4. Artist icy
- 5. Readability

Maes Theory

His formula is depicted below in straight text and an Excel table.

Nr. Bad * 5 + Nr. Average * 10 + Nr. Good * 15 + Nr. Excellent * 20Start score =Nr. Tricks

High Limit is start score + 4 but limited until 20. Low Limit is start score - 4.

Trick		Bad		
1	Axel	Х		
2	Fade			
3	Flic-flac			
4	Axel			
5	Fade			
6	Flic-flac			
7	Comete	Х		
•	V			



The maximal en minimal start scores and their limits are depicted below.

	Start score	High Limit	Low Limit
Maximal	20	20	16
Minimal	5	9	1

<u>Remarks</u>

1. Are there any style points that are opposite linked? If so then their sum cannot be higher then 20. See diagram below.



2. Instead using the formula maybe this can be used Fluidity = 20 - (number faults/stops * constant). Constant (0,5 - 1 - 2) to be determined.