

Virtual Testing

Following are guidelines to ensure the successful conduct of virtual test sessions. The guidelines are divided into sections by type of participant, but all participants are encouraged to read all guidelines.

General Guidelines

Virtual test sessions are organized and conducted by U.S. Figure Skating member clubs. No virtual test can be submitted directly to U.S. Figure Skating.

There may not be more than eight other skaters on the ice during a skater's test. Even if eight skaters or less are on the ice, the video must not be submitted if any skater disrupts the testing skater or prevents the testing skater from being the focus of the video. Judges must contact the test chair with any video concerns – this may result in the video not being acceptable for virtual testing. If the video is questionable, it is probably best to not submit it.

It is the responsibility of each judge to determine if the video for a test they have been assigned is of sufficient quality to evaluate the skater. If the judge does not feel the video is of sufficient quality, the judge must contact the test chair with their concern and withdraw from judging the test. This applies only to the quality of the video recording, and not to the quality of the skating.

Skater Guidelines

In moves in the field tests, there is a mandatory deduction of one point (-1) for not executing the correct introductory steps (Rule 5036). "Each element (in moves in the field tests) must be commenced from a standing, stationary position with a maximum of seven introductory steps unless specified otherwise in (the) rules (U.S. Figure Skating Rulebook, 5021)." In virtual testing, while the video must be a continuous recording, skaters do not need to be continuously skating (short breaks between elements are allowed). It is important that one element in a moves in the field test does not run into another.

Skaters may stop briefly between moves in a moves in the field test, but the stop must be brief (10 seconds or less). The video must continue recording the entire time. If stops between moves become too long, a new video may be required.

There is to be no coaching of the skater during the performance of their test (with the exception of brief breaks between moves in moves in the field tests and breaks between partnered and solo portions of a pattern dance test) (Rule 4302). Violation of this rule may disqualify the video.

Because there are no reskates in virtual testing, it is in the skater's best interest to not submit videos with missing elements or other major errors (such as moves out of order, less than the required number of patterns in a pattern dance, etc.).

Video Guidelines

Videos must be recorded in landscape mode and must be of the highest quality possible (at least 720p). It is important that the skater is framed from head to toe during the entire test. The video must be of a high enough quality that the judges can clearly make out the skater's expression and feet while the skater is testing. The video must be as stable as possible with minimal "jittering" of the camera. Please refer to the "Virtual Testing Video Requirements" document for more details. If a judge does not feel the video is of sufficient quality to evaluate the skater, they must inform the test chair of their concern and withdraw from judging the test.

If a competition video meets the requirements for virtual testing as provided in Rule 4104 (C) and is of acceptable quality, it can be used for a virtual test.

See the "Virtual Testing Video Requirements" document for more details and examples.