

# KISS & CRY: THE GAME OF WOMEN'S FIGURE SKATING

## GAME CONTENTS:

COMPLETE SKATER CHARTS FOR 2005-2006 SEASON

ACTION DECK

SCORESHEET

THIS RULEBOOK

MODIFIERS SHEET

## I. THE SKATER CHARTS

EACH SKATER WHO APPEARED IN AT LEAST 2 EVENTS IN THE 05-06 SEASON IS REPRESENTED. THE FOLLOWING INFORMATION APPEARS ON THEIR CHARTS:

A. ELEMENTAL SCORES: THESE APPEAR UNDER THE GREEN "E" COLUMN

B. SKATING SKILL SCORES: THESE APPEAR UNDER THE YELLOW "SS" COLUMN

C. TRANSITIONS SCORES: THESE APPEAR UNDER THE YELLOW "TR" COLUMN.

D. PERFORMANCE/EXECUTION SCORES: THESE APPEAR UNDER THE YELLOW "PE" COLUMN

E. CHOREOGRAPHY SCORES: THESE APPEAR UNDER THE YELLOW "CH" COLUMN.

F. INTERPRETATION SCORES: THESE APPEAR UNDER THE YELLOW "IN" COLUMN

F. DEDUCTION RANGES: THESE APPEAR IN THE RED ROW ACROSS FROM THE SKATER'S NAME

## II. GAME SETUP

DETERMINE THE SKATERS YOU WISH TO USE IN YOUR COMPETITION. ANYWHERE FROM 20 TO 30 SKATERS MAKES FOR A GOOD MIX. ENTER EACH SKATER'S NAME AND COUNTRY OF ORIGIN ON THE SCORESHEET. PRINT OUT THE ACTION DECK AND SHUFFLE IT THOROUGHLY. PLACE THE MODIFIER SHEET NEARBY FOR REFERENCE.

## III. HOW TO PLAY

FIRST, WE GENERATE A SCORE FOR THE SKATER'S ELEMENTALS. DRAW AN ACTION CARD AND REFER TO THE TOP NUMBER. FIND ITS RANGE UNDER THE SKATER'S "E" COLUMN. RECORD THIS NUMBER ON THE SCORESHEET. NOW WE MOVE ON TO THE 5 TECHNICAL COLUMNS; WE GENERATE A SCORE FOR EACH (SS, TR, PE, CH & IN), USING THE SAME PROCEDURE. ENTER EACH SCORE ON ITS APPROPRIATE LINE ON THE SCORESHEET. ENTER THE TOTAL OF THE 5 SCORES UNDER THE "SUB" COLUMN OF THE SCORESHEET. THE NEXT STEP IS TO MULTIPLY THE TOTAL OF THE 5 TECHNICAL SCORES BY .8; (80% OF THE TOTAL). ENTER THIS SCORE

UNDER THE \*.8 COLUMN OF THE SCORESHEET. NOW WE DRAW A CARD AND SEE IF ANY DEDUCTIONS WERE TAKEN. FOR EXAMPLE A RESULT OF 2D MEANS THAT 2 POINTS WILL BE DEDUCTED FROM THE FINAL SCORE. IN THAT CASE, ENTER A "2" UNDER THE "DED" COLUMN. NOW WE CAN OBTAIN THE FINAL SCORE; ADD THE TOTAL UNDER THE "E" COLUMN TO THE TOAL UNDER THE " \*.8" COLUMN, THEN SUBTRACT THE NUMBER IN THE "DED" COLUMN. THAT'S THE PROCEDURE TO BE FOLLOWED IN ALL INSTANCES.

#### IV. OPTIONAL RULES: MODIFIERS & HOMER JUDGES

THE SCORES WHICH APPEAR ON THE PLAYER CHARTS ARE THE ACTUAL SCORES WHICH THE PLAYERS ACHIEVED DURING THE SEASON. USING THE PROCEDURE OUTLINED ABOVE TO GENERATE SCORES, YOU SHOULD HAVE AN AMPLE VARIETY OF SCORING OUTCOMES. IF YOU WISH TO ALTER THE SCORING EVEN MORE, USE THE SUPPLIED MODIFIER TABLE. THE PROCEDURE FOR ITS USE IS AS FOLLOWS:

AFTER A FINAL SCORE HAS BEEN DETERMINED, INSTEAD OF ENTERING IT ON THE SCORE SHEET, DRAW AN ACTION CARD, READING THE BOTTOM NUMBER. FIND THIS NUMBER ON THE MODIFIERS TABLE. THE NUMBER THAT APPEARS IS TO BE ADDED TO THE HUNDREDTHS PLACE OF THE FINAL SCORE. EX: A FINAL SCORE IS 49.83. THE MODIFIER RESULT IS A -3. THE ADJUSTED FINAL SCORE IS 49.8.

ANOTHER OPTIONAL RULE EMULATES THE FACT THAT CERTAIN JUDGES FAVOR THEIR HOME COUNTRY SKATERS. TO IMPLEMENT THIS OPTION, DRAW A CARD BEFORE ENTERING A FINAL SCORE, AS ABOVE. IF THE BOTTOM NUMBER IS A "DOUBLE", (11, 22, 33...99) THEN THE HOMER JUDGE INFLUENCES THE SKATER'S SCORE. IF THE SKATER HAILS FROM THE COUNTRY IN WHICH THE EVENT IS TAKING PLACE, ADD POINTS TO HER SCORE USING THIS SCHEME:

NUMBER DRAWN	POINTS ADDED
1-10	0.02
11-20	0.04
21-30	0.06
31-40	0.10
41-50	0.20
51-70	0.40
71-90	0.60
91-95	0.70
96-99	0.80
100	0.90

## V. LONG PROGRAM SCORING

LONG PROGRAM SCORES ARE OBTAINED BY TAKING THE BASE SCORE, DRAWING A NUMBER, AND APPLYING THE FOLLOWING SCHEME:

NUMBER	MULTIPLY SCORE BY
1-40	1.3
41-50	1.4
51-60	1.5
61-70	1.55
71-80	1.6
81-90	1.7
91-100	1.75