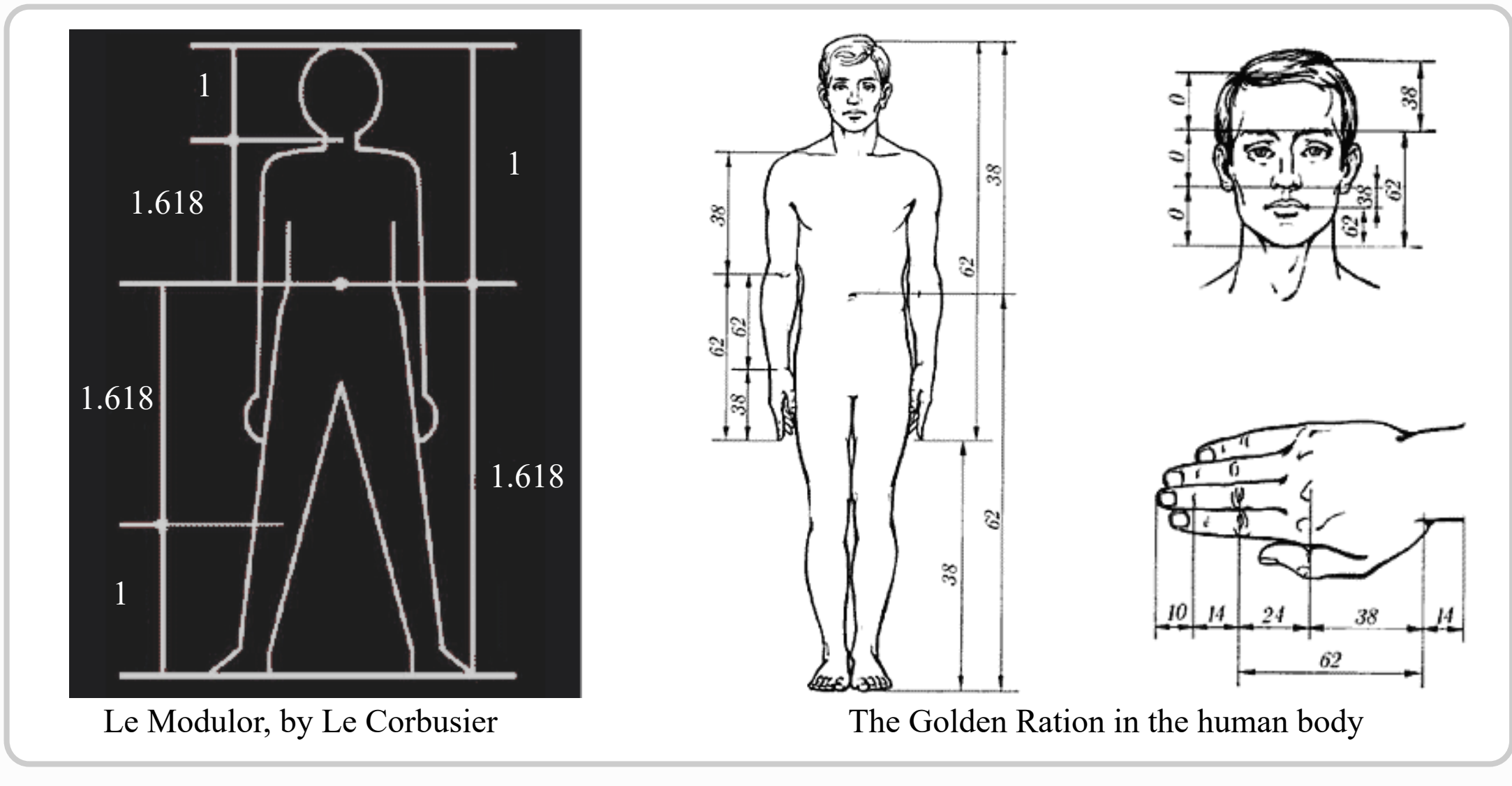


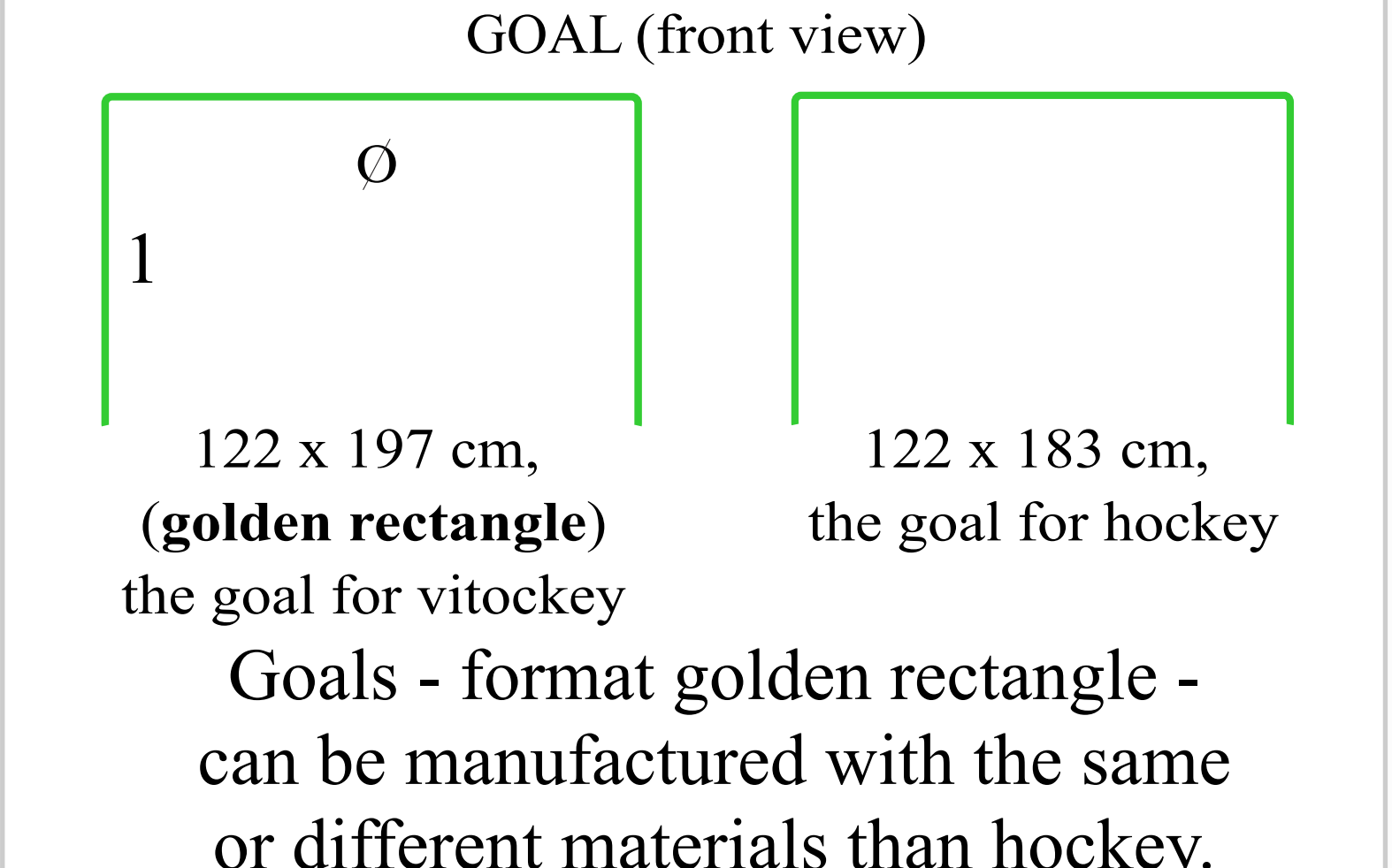
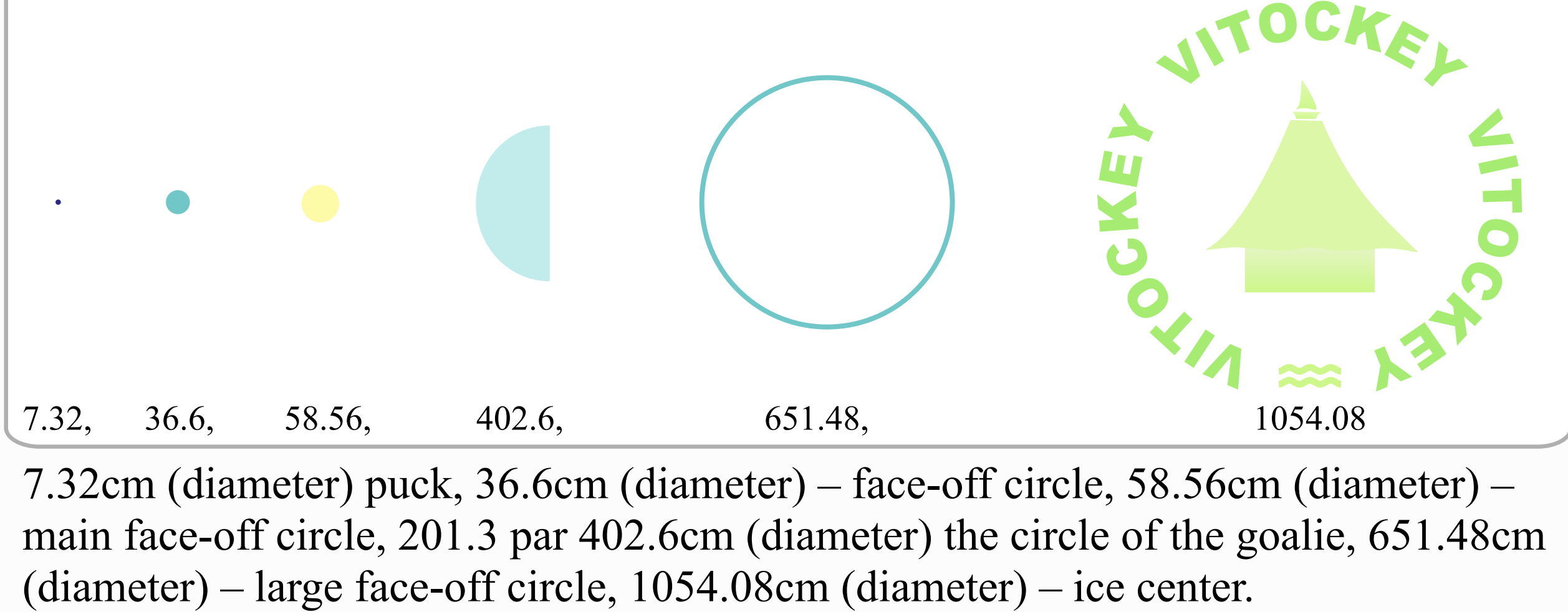
VITOCKEY and the GOLDEN RULE

Theories: The golden rule (high level of communication) increases the performance of the players and the visual participation of the spectators especially when combined with the universal and natural discovery Transition. Being conscious of the importance of the visual environment for the athletes and the spectators, the following aims at helping the athlete to perform better and it introduces visual unified sensory information which lets the thought process proceed toward a superior experience for both the athletes and the spectators. The athletes have the final say in choosing the rules for this new game because they fully experience it. The metric system is being used because of its simplicity. If you find what might seem a personal comment, it is a suggestion.

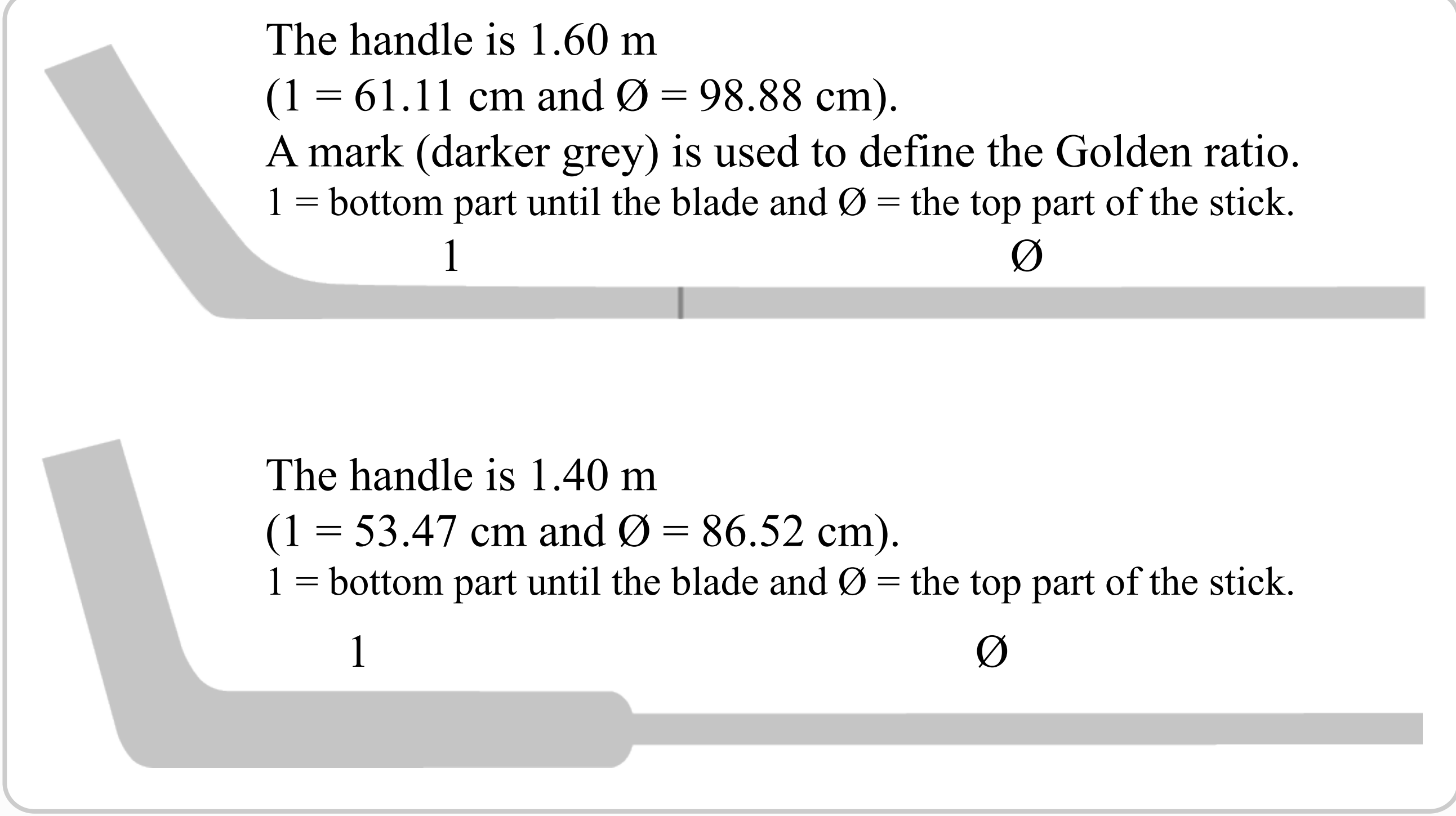
The players and the referee are the key figures in this game because of motion.
According to the four images on the right by Le Corbusier, the HUMAN BODY is a reflection of the golden number with some slight variations.
Theory: Any being capable of improvement expects to be surrounded by items that reflect the same (ø). This explains why the items of this game are organized accordingly.



The puck (2.79 x 7.32 cm, to be verified by the players) defines the circles on the rink when we put into practice the rule of **Fibonacci** (1, 1, 2, 3, 5, 8, 13, 21, 34):
7.32 (the puck), 14.64, 21.96, 36.6, 58.56, 95.16, 153.72, 248.88, 402.6, 651.48, 1054.08



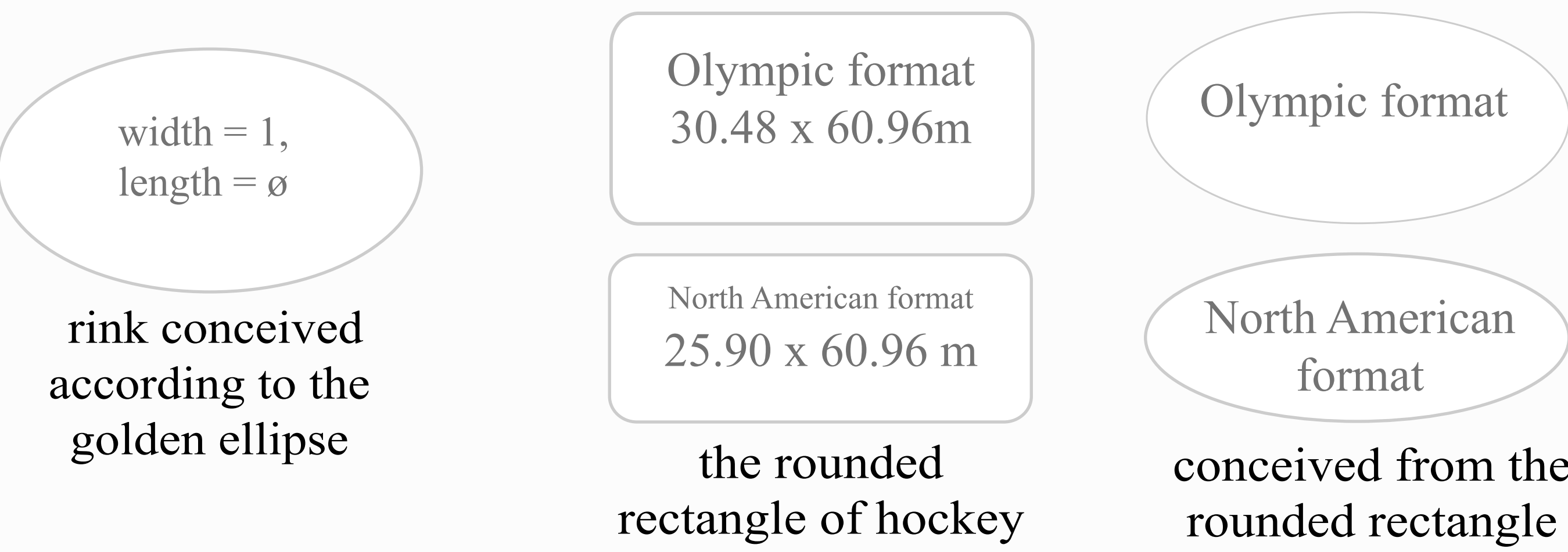
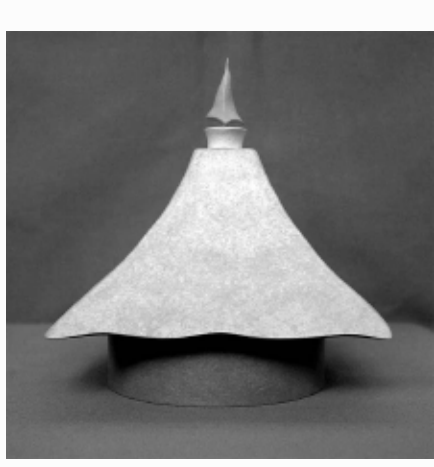
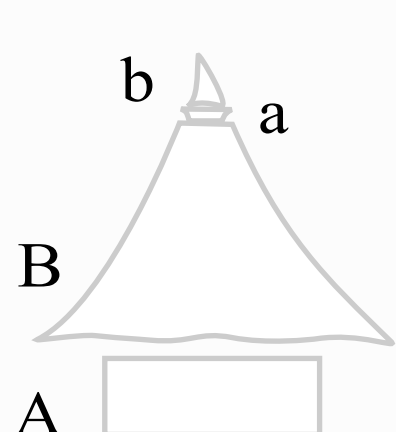
Stick for the players:
The width and length of the blade:
7.49 cm x Ø = 12.1 cm / 12.1 cm x Ø = 19.62 cm /
19.62 cm x Ø = **31.75 cm = 7.49, 12.1, 19.62, 31.75 cm**
7.49 cm for the width and **31.75 cm** for the length of the bottom of the blade.



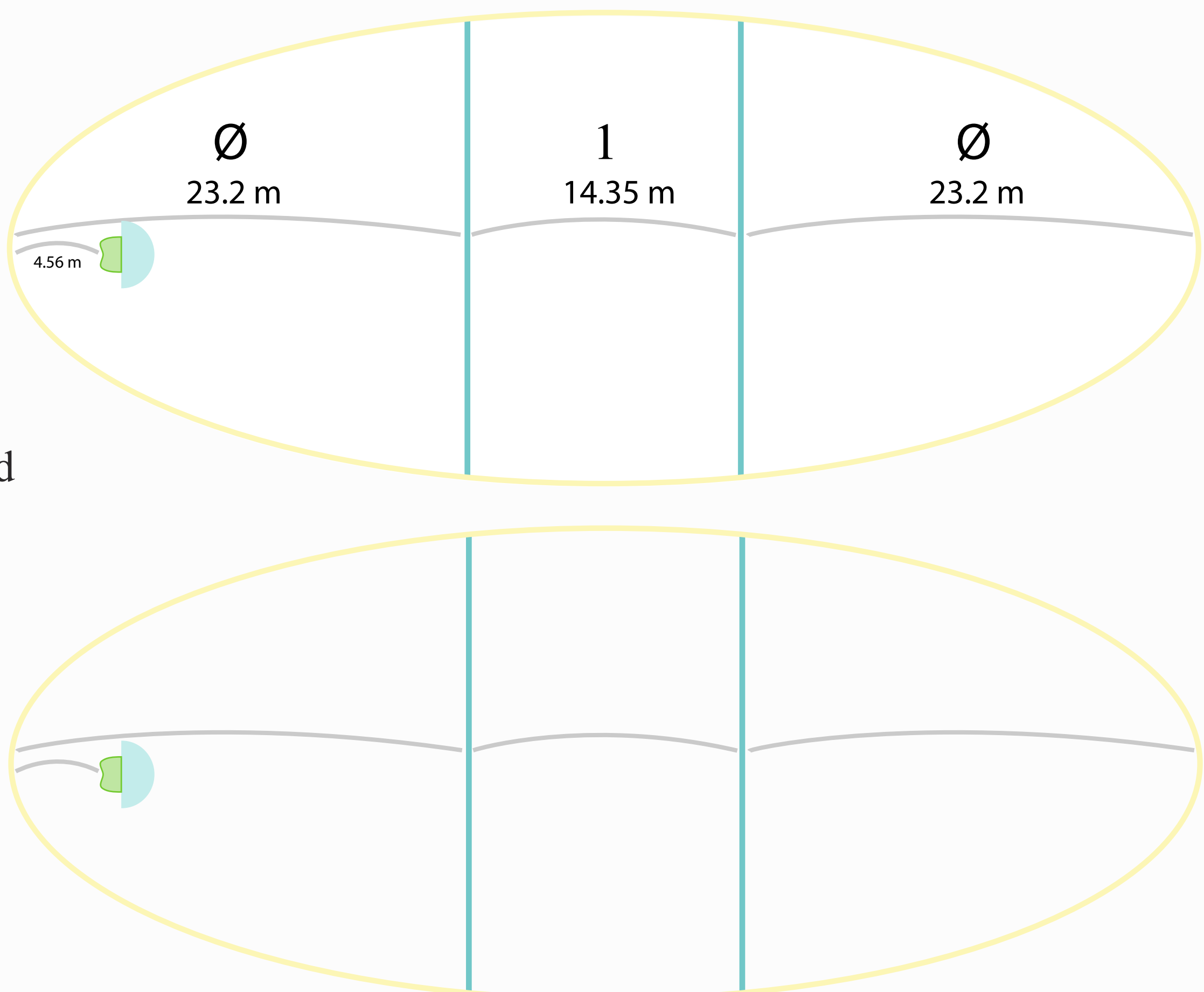
Stick for the goalies:
The width of 1 and the width and length of the blade:
9.29 cm x Ø = 15 cm / 15 cm x Ø = 24.33 cm /
24.33 cm x Ø = **39.37 cm = 9.29, 15, 24.33, 39.37 cm**
9.29 cm for the width of the blade and of 1, **39.37 cm** for the length of the bottom of the blade.

The crease is a format of 201.3 par 402.6cm (diameter).
To be verified by the players.
A) The goalie stays in his crest because the distance to the end board behind the goal is twice 4.56 m,
B) The goal becomes slightly lower - golden rectangle (113 x 183 cm) - because the goalies are busy trying to follow the plays behind (curve passes) and in front of the goals (straight line and oblique passes). Suggestion: because of this and the game being played at an almost constant fast pace, the crease becomes a protected area so that the goalie is allowed to move freely.
C) Vitockey is a synonym of Pass and Score, the players concentrate on playing and not blocking the view of the goalie. Shooting at the net and hoping that it goes in has nothing in contradiction with the fluidity of the game.

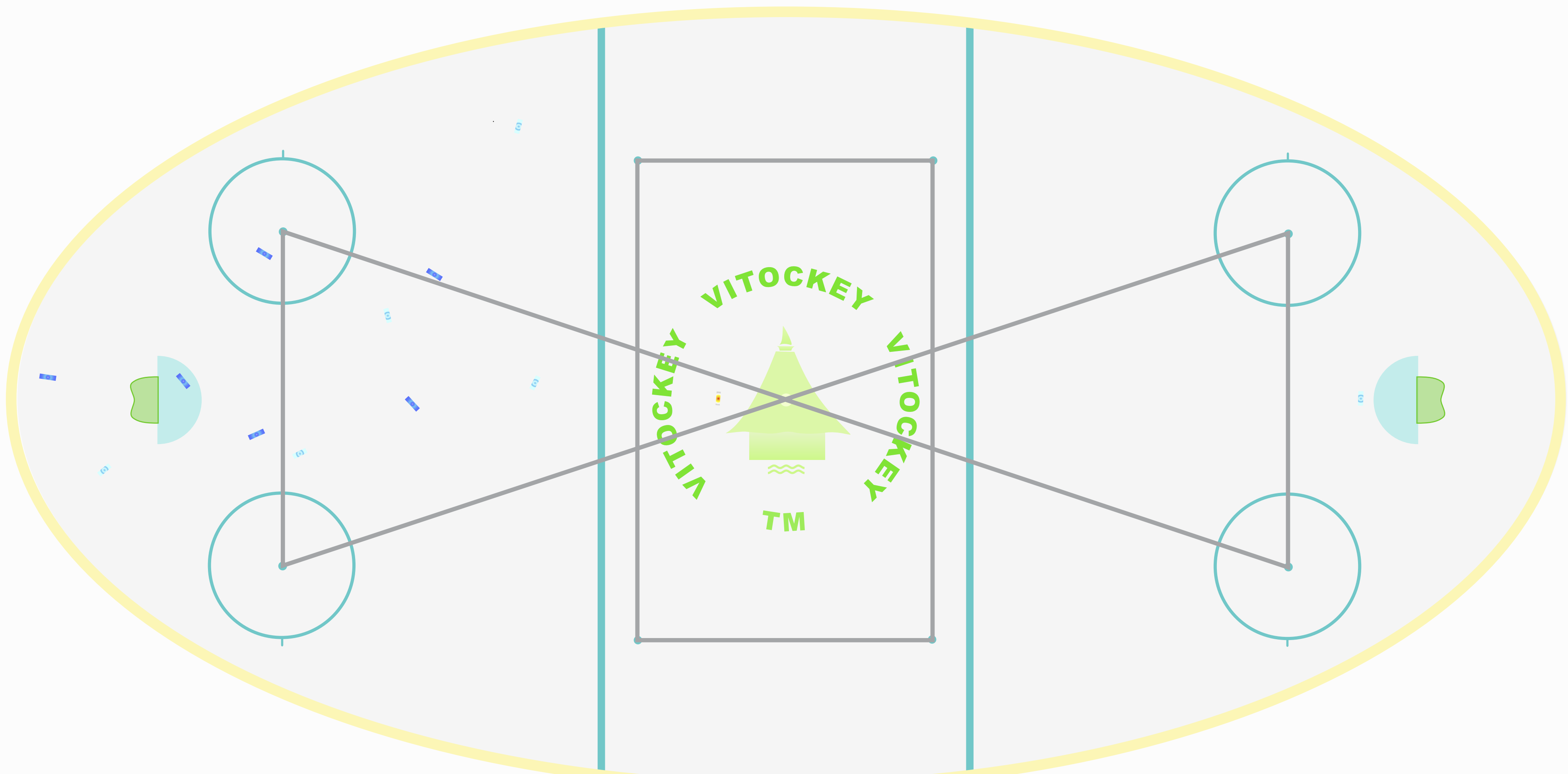
TROPHY (suggestion)
A= puck
B= triangle equilateral completed by
a = rink and b = a golden triangle (the participants including the spectators).
Bottom of B = ~~~~~ = ~~~~~



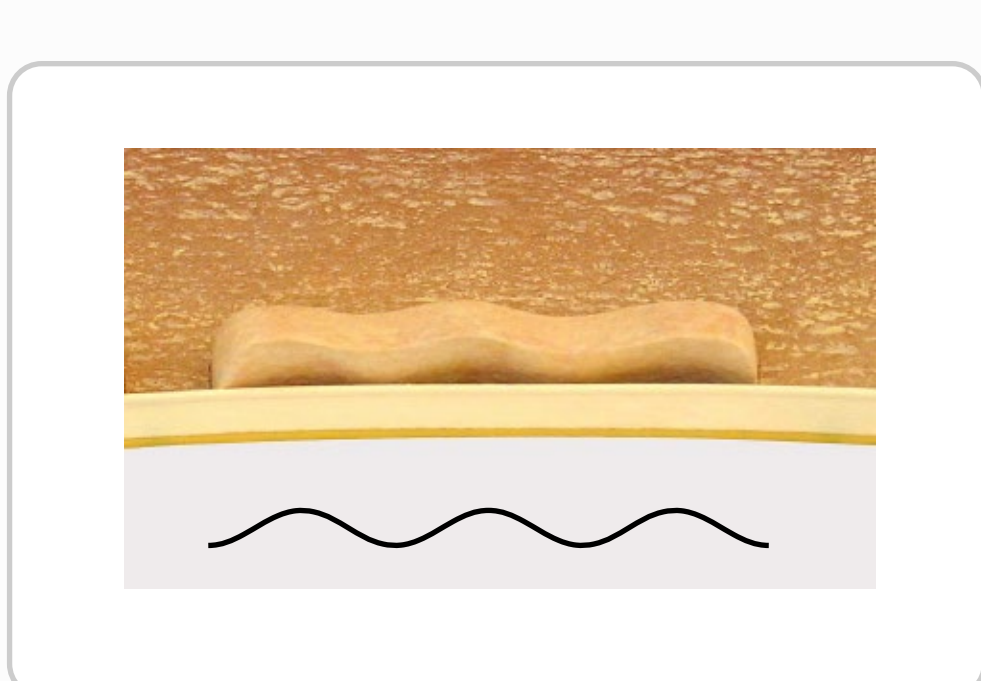
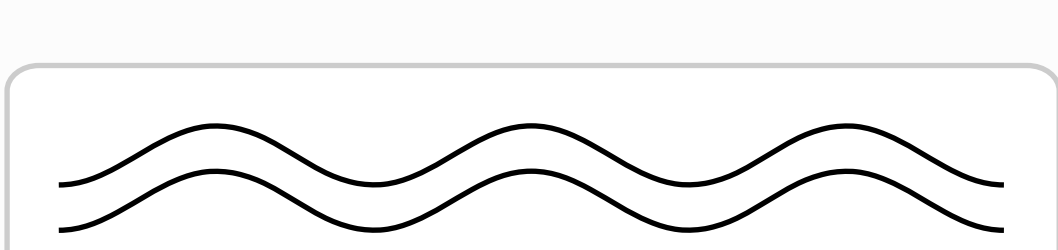
These new rinks make the play more even because of the continuous curve caused by the ellipse. Please see the Power Point.



North American or Olympic format:
The distance of the goals from the board is 4.56 meters. The players are the best qualified to choose.



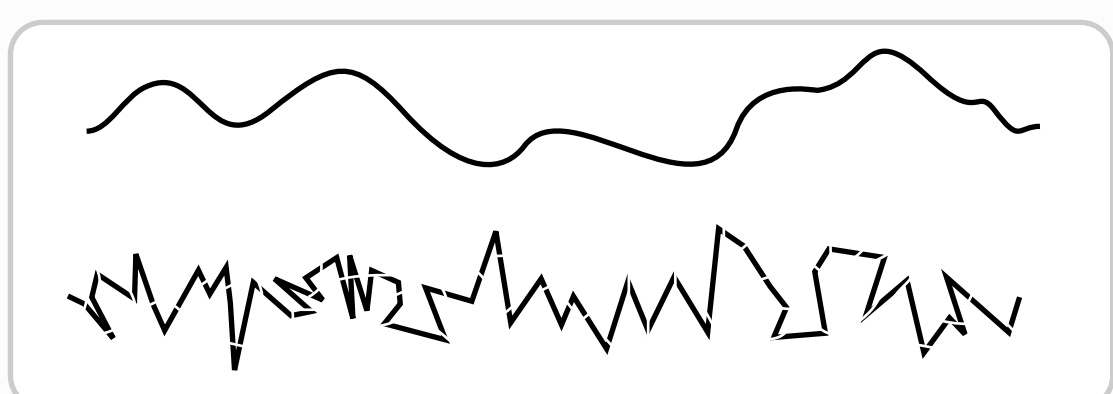
THE AQUARIUS SYMBOL is reproduced
a) at the center of the ice,
b) for the cover of the players' bench (close up of the model to the right),
c) for the logo of the puck, example above,
d) for the bottom of the equilateral triangle of the trophy, example above. Please, view Vitockey / list / animation 2D (flash) "Le départ du non parallèle" and the PDF Vitockey.



Suggestion: In order to obtain continuous unified sensory information, each item used must complement the others for unity. For example: The drink bottles, the towels, the score board, the zamboni are designed according to the combination of the Golden Rule and transition 8.

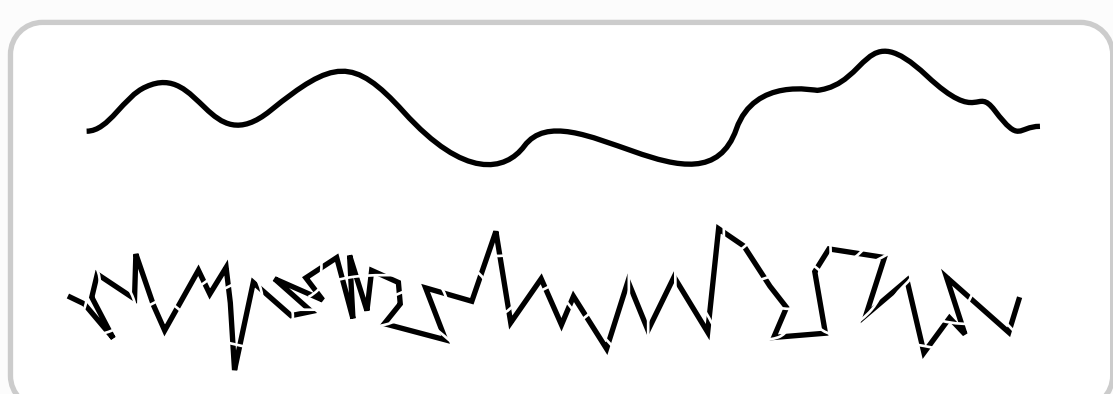
Theory: This continuity makes it possible not only for the athletes to improve their game, but also for the spectator to solve various problems while watching.

UNIFIED SENSORY INFORMATION



DISCONNECTED SENSORY INFORMATION

the current sporting world, ETC.



Theory: In a parallel environment only one referee - on the ice - is necessary because its role is to start the play. On the other hand in a non parallel environment – disconnected sensory information which obliges the thought process to constantly try to find the missing parts of the oppositions - there is deep frustration. This frustration is released in various forms, for example; discrimination, physical confrontations, etc. It is necessary to have 3 to 4 referees –on the ice– to control the game. The larger Olympic format is more suitable for multiple referees on ice than the North American format.

Suggestions: 6-8 referees outside the skating rink = 1 referee and 6 players for each team on the ice for either the North American or the Olympic format.

A) 4 referees on the sides to call the outsides and the rare penalties in a parallel environment,
B) 2-4 referees at the ends of the rink can call the outsides, the rare penalties and the goals,
C) the referee on the ice can also make the same calls as A, B.
The seats of the players for each team are on opposite sides of the center of the rink. If it is necessary to have dungeons, each team has one right next to its seat, etc.

The ice surface of a north American rounded rectangular 25.9 meters in width by 60.96 meters in length is 1579 square meters and if divided by 16 (12 players + 4 referees) = **98.679** square meters per person on the ice.

The ice surface of a north American ellipse 25.9 meters in width x 60.96 meters in length is 1240.3 square meters (approximately) and if divided by 13 (12 players + 1 referee) = **95.41** square meters per person on the ice.
The ice surface of an Olympic ellipse 30.48 meters in width x 60.96 meters in length = 1459.2 square meters (approximately) and if divided by 13 (12 players + 1 referee) = **112.246** square meters per person on the ice.
The ellipse's surface, being smaller than the rounded rectangle, makes it important to reduce the number of participants on the ice as demonstrated above and to free the game even more.

The elliptical Olympic format with 112.246 square meters per person on the ice is ideally the most suitable.

