

DANCE TECHNICAL PANEL CLARIFICATIONS
By World Skate Artistic Technical Commission



**WORLD
SKATE**

For all categories in solo dance, there will be a different competition for men and ladies, including Minis and Espoir.

- **Pattern Sequence.** If the whole sequence or section of Compulsory Dance (considering also the Pattern Sequence in the Style Dances) is out of time it will be called NO LEVEL.
- **Pattern Sequence.** If no Key point are confirmed the section or the sequence is still Level 1 if the requirements of Level 1 are still fulfilled.

- **General on Step Sequence/Cluster sequence.** Steps will not be called and considered if:
 - **JUMPED.**
 - **FLAT ENTRY AND OR FLAT EXIT:** Technical Specialist hunts to understand which turn the skater is trying to perform.
 - **EXECUTION ON THE SPOT.**

- **Step Sequence.**
 - If the skater/s present more turns than the limit for their category, depending how these turns are executed, the level can be lowered of one (1).
 - For traveling and loops to be considered for the level 3, 4 and 5 it is not necessary to be executed in different feet but the direction of rotation is enough.

- **Dance Hold Step Sequence.**
 - The Body Movements are not going to be taken into consideration.
 - To consider the holds, at least one turn required for the level must be performed during its execution.
 - Kilian and Kilian Reverse must be considered two different holds.

- **Cluster Sequence:**
 - If the skater/s executes more turns than required for the maximum level of the category, the level will be lowered by 1.
 - If there are more than three (3) steps in between the two sets the level will be lowered of one (1) each step added.
 - Pushing with Toe-Stop during the three steps allowed in between set will lowered the level of one (1)
 - Spread Eagles/Ina Bauer as difficult entries must maintain the characteristics of the step until the entry of the first turn of the set.
 - Choctaw will be considered a difficult entry if the edges are clear and correct and feet are very close.
 - Hops and Jumps. They must be very clear to be considered as difficult entries and the turns of the set must begin immediately after the edge is taken.
 - All the difficult entries must precede immediately the first turn of the set otherwise will not be counted towards the level.
 - If there are two Difficult Entries confirmed but some of the four (4) turns are not confirmed, the level will go down. E.G. Difficult Entry 4 Turns confirmed - Difficult Entry 3 Turns confirmed -> Level 3. If two (2) turns in one of the set will be confirmed than the element will be No Level.

- **Travelling.**
 - Features must be clear and kept for the whole set.

- Feature: At least one hand above the head or on its line -> the hand must be stretched on the body axis above the head.
 - Executing clear three turns will bring the level going down. If both of the sets are executed with clear three turns than the level will be no higher than one (1).
 - Pushing with Toe-Stop during the three steps-Turns allowed in between set will lowered the level of one (1).
 - If there are more than three (3) steps in between the two sets the level will be lowered of one (1) each step added.
 - If the skater/s present more features required by their level the level will be lowered by one (1).
 - If the skater/s will execute more revolutions required by the maximum level of their category, the turns in excess in the first set will be considered in counting the three steps/turns they are allowed in between the two sets. If the excess of revolutions is in the second set, if it is just $\frac{1}{2}$ revolution it will be accepted as an exit from the element, if it is more it will lower the level by one (1).
- **Lifts.**
- Please check seconds for the stationary positions (TP) and for the whole lift (Referee). If the whole lift duration is higher than the maximum, review the element to re-check the level called.
 - Difficult positions must be clear to be called.
 - For Rotational the half rotation in the beginning and at the end, if used in the ascendant and descendant phase, will not be considered in the number of revolutions.
 - The difficult position of the lady to be considered must not be helped in anyway by the man (e.g ring where the man holds the leg close to the woman's head).
 - Biellmann position can be performed also with the skater holding the leg with two (2) hands and can also be on the horizontal axis and not just on vertical.
 - **Leg Lift** with the lady completely laying on the man as support will not be considered a difficult position.
 - **Layback:** the woman is in a supine position (defined by the position of the hips, torso and chest facing upwards while the back is arched) without being supported by the lifting partner above the thigh. Maximum three points of contact allowed.