

# INLINE TECHNICAL PANEL CLARIFICATIONS

By World Skate Artistic Technical Commission

---

---



- **Page 5: Replace definition**

~~Connecting Jumps (No jumps): These are single-turn jumps within the combo jump, which is why they are called "connecting jumps". They will have no value and will have the code "NJ" (No jump). However, the first and last jump of a combo will be "called" and will therefore count towards the total sum of the combo even if they are single-turn jumps. For example: 1Lo+1Lo or 2T+NJ+1S.~~

Connecting Jumps (No jumps): These are jumps of one rotation within the combo jump, which is why they are called "connecting jumps". They will have no value and will have the code "NJ" (No jump). However, the first and last jump of a combo will be "called" and will therefore count towards the total sum of the combo even if they are a one rotation jumps. For example: 1Lo+1Lo or 2T+NJ+1S. Nonetheless, in categories, Mini and Tots all jumps will be part of the final sum of combo jump.

- **Pages 5 and 6: Replace definition**

~~Position in a spin: The "position" of a spin is defined by its edge, foot and body posture. The basic positions are:~~

~~Upright~~

~~Sit~~

~~Camel~~

~~Heel~~

~~Inverted~~

~~All of them will also have their corresponding foot and edge, which will define them. Any change of foot, edge or body position would mean two different positions. There are also difficult variations of basic positions. If both are presented together (basic + variation), we would be dealing with two (2) different positions. For example: Camel + Camel Forward – 2 positions.~~

Position in a spin: The "position" of a spin is defined by its edge, foot and body posture. The basic positions are:

Upright

Sit

Camel

However, there are other types of positions that also have their own base value, despite they are not considered as a basic spin.

Heel

Broken

Inverted

All of them (basic and spins with base value) will also have their corresponding foot and edge, which will define them. Any change of foot, edge or body position would mean two different positions. There are also difficult variations of basic positions and for the spin with base value. If both are presented together (basic/spins with base value + variation), we would be dealing with two (2) different positions. For example: Camel + Camel Forward = 2 positions.

Page 6: add term to the definition

The same basic position **or spin with base value**, with or without difficult variation and the same foot and edge, cannot be presented more than twice (i.e. Camel Right Backward Outside in a basic position and Camel Right Backward Outside in a difficult variation forward, are counted as twice. If it happens the value of the third spin will not be added to the Technical Content and a symbol \* will appear.

**Page 6: correction of the rule**

~~There will be no penalty if the skater does not carry out one of the compulsory elements.~~  
There will be **a** penalty if the skater does not carry out one of the compulsory elements.

**Page 7: correction of the rule**

~~There will be no penalty if any of the compulsory elements are not performed (not seen or intuited). However, if a skater replaces a compulsory element with a different element, the latter will be invalidated. In this case, if there is any doubt as to which element has been substituted for the one considered "compulsory", the criterion for annulment will be that of invalidating the element of least value. In addition, there will be a penalty for any "Mandatory item not submitted" (see section 7).~~

There will be **a** penalty if any of the compulsory elements are not performed. If a skater replaces a compulsory element with a different element, the latter will be invalidated. In this case, if there is any doubt as to which element has been substituted for the one considered "compulsory", the criterion for annulment will be that of invalidating the element of least value.

**Page 11: Add to regulation**

Tots Footwork Sequence: Maximum level 1. **The four (4) steps and turns that will be counted towards the level include and are limited to: Cross in front, Inside Three Turn, Outside Three turn, Open Mohawk.**

**Page 12: Changes in the rule**

~~All jumps where there is a half-turn anticipation or higher in take-off will be considered Downgrades (e.g. Toe-Walley = Toe-loop downgrade).~~

All jumps where there is **more than a half-turn** anticipation in take-off will be considered Downgrades.

**Page 12: Deletion of a paragraph**

~~Jumps missing less than a quarter turn will receive the full base value, but will be evaluated with a negative QOE by the judging panel.~~

**Page 13: Deletion of a paragraph**

~~Thoren/half Loop/Euler: Whenever a skater makes a Thoren jump (Half Loop) to score (rather than as a linking jump), this will always be called a Loop (1Lo) and will count as such for the purposes of the maximum number of repetitions of the same jump.~~

**Page 20: Changes in values**

Difficult variations in the Upright spin:

- Layback: **+ 1** bonus points
- Sideways: **+ 2 points and 50%** on the value of the spin.

Difficult variations in the Sit spin:

- Sideways: 20% of the base value of the spin
- Forward: 30% of the base value of the spin

Difficult variations in the Heel spin:

- Forward or Sideways: 50% of the value of the spin

#### Page 21: Changes in the rule

Due to the features achieved in each position (see section 4.2.4). The increase will be in the value of each item, before the overall sum. In the case of a difficult entry, the value to be increased will be ~~that of the first position~~ in the whole spin.

#### Page 21: Changes in the table of values

~~More than 6 rotations (only one position spin): 20%~~

More than 5 rotations (only in Solo spin): 20%

Layback: ~~2 points~~ 1 point

~~Sideways: 2 points and 50% (on the basic Sit value)~~

Sideways: 2 points and 50% (on the basic Upright value)

#### Page 22: Changes in the table of values

~~Heel Forward or Sideways (Leg held) 40%~~

Heel Forward or Sideways (Leg held) 50%

#### Page 24: Deletion of a paragraph

~~For the short and long program, the mandatory footwork sequence can include just one (1) jump of maximum one (1) rotation (even if not a recognized jump). An extra jump or more than one (1) rotation jump will be considered an illegal element and will be penalized as such.~~

#### Page 26: Changes in the rule and deletion of a paragraph

~~The sequence must start from a stopped position or a stop and go and must take the whole rink from a short side to the other short side of the skating surface. If the element is not started from a stop position, judges will not have the complete view of the element.~~

The sequence must include a creative jump (maximum half one rotation and must not be recognized) or choreographic leap.