



Q&A Technical Panel Precision 2019

Q: In the Travelling Circle, what can result in not receiving the planed level?

A: Possible reasons for the lowering of the level in the Traveling Circle can be:

- Traveling not correctly for the required meters **consecutively**,
- missing the **total** rotation in one of the circles (less than 360° in one rotational direction for level 3 and 4) while traveling,
- traveling **stops** for more than 2 seconds (especially before, during or after the weaving)
- weaving was not executed at the same time by **all skaters**,
- or any other error listed in the feature specification of the element.

Q: In the No Hold, what can result in not receiving the planed level?

A: Possible reasons for lowering the level in the No Hold element can be:

- Incorrect execution of the steps/turns (especially **difficult turns**),
- not recognizable features (especially the diagonal axis must contain a **correct executed** difficult turn),
- basic requirement errors (two consecutive crossovers **will end** the No Hold element),
- or any other error listed in the feature specification of the element.

Q: In the Pivoting Block, what can result in not receiving the planed level?

A: Possible reasons for lowering the level can be:

- Pivoting executed with incorrect execution of the steps/turns (see visible error EXAMPLES page 22),
- pivoting does not reach the **total** amount of pivoting regarding the level counted from the point where all skaters establish their own track (**different** for level 1, 2 3 and 4),
- pivoting does not reach the required amount of pivoting **before** and **after** the pivot point change,
- pivoting **stops** for more than 2 seconds,
- or any other error listed in the feature specification of the element.



Q: In the Intersection with point of intersection, what can result in not receiving the planed level?

A: Possible reasons for lowering the level can be:

- Feature specifications regarding the required shape (e. g. **curves** and **timing** for whip intersection) are not met,
- the feature back-to-back was not executed correctly **in a hold** before the point of intersection,
- rotations that did not begin **before** and not continue **thru** the point of intersection,
- rotations that started **forward** instead of backward,
- rotations that where **pausing** in between the execution,
- or any other error listed in the feature specification of the element.

Q: In the traveling Wheel, what is the difference from the basic requirement “Wheel element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance when both rotational directions are used.” and the feature “rotate at least 360° in one (1) rotational direction by all spokes”?

A: The difference between the basic requirement and the feature is, that for level 1 and 2 it is **not required that the wheel is rotating in **one rotational direction**, but for level 3 and 4 it **must rotate 360° in one rotational direction** by all spokes while traveling. E. g. for level 1 and 2 a change of rotational direction, 180° clockwise and 180° counterclockwise, is possible.**

Q: What is considered as different holds?

A: Considered as different holds are **Hand-to Hand, Hand-to-Wrist, Hand-to-Elbow, Hand-to-Shoulder, Hand-to-Waste/Hip, Basket-Hold, Catch-Hold and variations of the mentioned holds. However, holds **must be recognizable** to be considered as different hold (e. g. half team executing a Hand-to-Upper Arm, half team executing a Hand-to-Should is not considered as different holds)**

