



February 27th, 2020

CLARIFICATIONS

GENERAL

1. If you find differences between the General Rules and the Rules of a discipline, always the rules to be found in the Discipline document are the first to follow.
2. For the disciplines that the start time of the element must be in the content sheet, this time will be counted from the first movement of the skater, not from the start of the music.

Costumes

1. Costumes for figures, show, precision, clubs or nations. There is no restriction on stones and/or material for these costumes.
2. Penalization for costumes.

Official trainings: if a skater is violating the costume rule, the referee will call him/her and ask to change the costume immediately; if the skater does not have another one and continues the training, a penalization of 1.0 point will be applied for the competition.

Competition: during the official warm-up, the referee will do the same as for the official training. A penalization will be applied if the skater does not change the costume.

Footwork and artistic sequences

1. The feature “different feet” will be given only from 6 turns (3 right, 3 left) or more.
2. For traveling and loops performed counterclockwise will be considered left foot execution and clockwise will be considered right foot execution.
3. If a skater is attempting a higher level but only achieves only 4 turns and the feature is neither 1 or 2 the sequence will be called Base Level.
4. Body movements (for Footwork sequence)/Skating Elements (for Artistic sequence) should be distributed throughout the sequence with steps/turns in between. Body movements/Skating elements presented one after another will be counted as only one movement/element.

FREE SKATING

Spins

1. A camel position attempt of 'sideways' or 'forward', that does not achieve the technical description, the technical panel will call the position that they recognize as being attempted. Judges should then take the execution of the position into consideration when giving their QOE.
2. If in the short program, the skater falls during the traveling of a spin, it will be considered as an attempt of a Solo or of a Combo and not penalization will be applied. Of course, if a sit spin is not even attempted the penalization of missing element of 1.0 will be applied.
3. In the long program, if there is no solo spin but 2 combo spins, the second combo will be given no value and the penalization of missing element will be applied.
4. The rules about the last upright spin in a combo, will not apply for categories that can only execute upright and sit spins. i.e. the last upright does not need to have a difficult position or artistic position to be counted in those grades.
5. When a skater attempts an upright sideways using the toe stop and the difficult variation is not confirmed but the number of revolutions on upright position is confirmed, even if it is done on the toe stop, it will be confirmed.

Jumps

1. If in a short program, a skater executes 2 of the same type of jumps twice, the Controller with the Data Operator and Assistant will choose the one with less value on the combo to put a star, so the system will not sum this value.
2. If in a short program, a skater falls on the first jump of the combo, it will be considered an attempt so no penalization for missing element will be applied. Nevertheless, if the skater has already performed the others jumps elements, the jump performed will be given a ""

DANCE

General

1. Footwork sequence/cluster sequence. The skater is allowed to do more features than listed for the level of the element.
2. Cluster and traveling sequence. For the time of the elements: the technical panel will begin to time the element as soon as they recognize the start of it. If the skater is performing a difficult entry (cluster/traveling), they will start to time from when they can clearly see the difficult entry. For example, for DE: Cw. The technical panel will start to time from when the foot touches the floor to understand it is a Choctaw.
3. In regard to the timing of elements: the technical panel will allow anywhere up to and within the maximum seconds. For example, for up to 10 seconds, it will be accepted anywhere up to 10.59sec.



Compulsory dances

Please download the new Dance and Solo Dance manual. Updated at 24/02/2020.

Pattern dance

1. Procedure used to deal with irregularities in the bpm: the revision of the BPMs will be carried out during the warm-up with music. In order to do this, the referee will use a chronometer to minute (assign a time code) each one of the elements in such a way that it records the precise moment in which the Pattern Sequence started and ended. Thus, during the first five minutes of the warm-up time of the next group, the fragment will be extracted with the AUDACITY program and analyzed with BPM Analyzer. When the BPM is identified as not correct, the referee will double check manually.

Lifts

1. The difficult position for the lady, full split, ring position etc. must be held without the help of the lifting partner.
2. Upside Down - To be considered a difficult position, the head of the lifted partner must be lower than the hips of the lifting partner.
3. Upside Down - 3 supports are allowed.
4. The change of position between the stationary and rotational part of the lift, is not considered a feature. The COP feature will be called only within the stationary part or within the rotational part.
5. ONE FOOT feature will be confirmed with just one revolution of the lifting partner in the rotational lifts.
6. Change of Position. This feature will be confirmed when:
 - a. there is a real change of hold between partner: contact areas are different.
 - b. different position means the body pose and the body axis change in a significant way (to produce two different photos), as merely changing the position of arm(s) and/or leg(s) do not constitute a "Change of Position" feature.

Footwork sequences

1. The 'timing' of the sequence will continue to be counted until the maximum time of the level allowed for that category is achieved, unless it is clear that the sequence is finished and the skater is transitioning to the next element.
2. The footwork sequence must start from the short side and must REACH the other short side; however, the sequence can FINISH on any part of the skating surface within the given time limit.
3. Hold & No-Hold Footwork sequence, the Body Movements feature should be presented three by the man and three by the woman.



Artistic sequences

1. The three skating elements must each come from a different subgroup (a-f as listed) to be considered as a feature for the level.
2. 'Camel Position' to be counted as a feature, must be done in one of the three options listed being biellmann, inverted & ring.
3. 'Camel Position' Ring can be done in a horizontal or vertical position.
4. The spin as a feature in the artistic footwork sequence performed on two feet or the toe-stop will not be considered as a feature.
5. If a skater performs a spin in a biellmann, ring or inverted position, only the feature of the spin will be given.

Traveling

1. Traveling Level 1 - it is okay for the skater to perform 2 features from the same group.
2. Difficult entry in the element needs to be at the beginning of the first set.
3. If the skater is attempting level 4 traveling and the features attempted are DE, Arm Feature, Leg Feature, Arm Feature and the one that is not confirmed is the Leg feature the technical panel will keep the level 3 even if there are two features from the same group.
4. The features from groups 2 and 3 to achieve the level, can be executed on the third set (if used), as the change of direction.

Cluster

1. Body Movements in the Cluster Sequence performed at the end of each set WILL NOT be considered toward the level.
2. When performing a difficult entry followed by a body movement the edge cannot be changed. The body movement should follow immediately from the difficulty entry and immediately precede the first turn of the cluster for the difficult entry to be considered.
3. The timing of the cluster sequence will be to the maximum level allowed for the category, not for the level executed.
4. If the skater executes a turn during the 4 steps allowed in between the two sets in the cluster sequence, the technical panel will consider it the start of the second set.

PAIRS

1. 'Change of rotational direction' will be considered a feature for one position lifts.
2. When the skaters present a 'change of rotational direction' and therefore a clockwise rotation, they will only get the 'clockwise rotation' feature if it is presented before the change of rotational direction.



PRECISION

1. ADDITIONAL FEATURE - the series/combinations are included in the total number of turns/steps required for the level.
2. NO HOLD ELEMENT - Two consecutive crossovers will not end the step sequence, however in general excessive use of crossovers especially in step sequences will be reflected in the QOE.
3. NO HOLD ELEMENT - The Diagonal Axis Feature can be executed in any configuration of the No Hold Element (there are more options to create a closed block maneuver), however the series of turns must be executed correctly on the same diagonal axis for the feature to be counted.
4. MOVE ELEMENT - All the movements should be executed within a 25 meters shape, but the shape is permitted to move over the floor while the element is executed.
5. MOVE ELEMENT - All the fm's listed in the level groups are considered different as well as the different methods of execution (samples given in the General Additional Feature requirements).
6. SPIRAL - A spiral is a semi-like camel position executed on an edge with knee and foot of the free leg at least higher than hip level (more than 90°).
7. No changes for Precision Costume.
8. CREATIVE MOVEMENT(lift) - All skaters must participate in creating the picture, meaning all skaters have to be involved in one or multiple lifts. Once the lifted skaters are in position for the 3 seconds there can be free movements by the lifting skaters.
9. UNSUPPORTED SPIRAL - It means that the free leg is maintained at the back without an additional support such as holding it with the hands.
10. MOVE ELEMENT expectations - Watch these examples:
https://www.youtube.com/watch?v=e_g_kaVRYAc.
11. MOVE ELEMENT - Features can be done at the same time. For ME 3 there must be 3 features of: 3 different fm's OR 1 fm on one foot OR change of position OR intersecting/passing thru. Don't mix up element features with the additional feature free skating move. The youtube video will make it clear.
12. DEDUCTIONS "not allowed separations" - The main purpose of precision is skating together as a unit so 'not allowed separations' can be considered if the team is separating longer than necessary. E.g. for the move element separating for the preparation is necessary.
13. "DIFFERENT FM" versus "DIFFERENT TYPE OF FM" - As written in the Additional Feature Free Skating Move General Feature Requirements:
 - Any fm listed in the above chart will be considered a different type of fm than the other fm's in the list.
14. HACKENMOND - As we consider direction, edge (and time) as parameters a Hackenmond can be skated in two (2) different directions, so there are two (2) different fm positions possible.



FREE SKATING

Spins

6. A camel position attempt of 'sideways' or 'forward', that does not achieve the technical description, the technical panel will call the position that they recognize as being attempted. Judges should then take the execution of the position into consideration when giving their QOE.
7. If in the short program, the skater falls during the traveling of a spin, it will be considered as an attempt of a Solo or of a Combo and not penalization will be applied. Of course, if a sit spin is not even attempted the penalization of missing element of 1.0 will be applied.
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4. Footwork sequence/cluster sequence. The skater is allowed to do more features than listed for the level of the element.
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