

**RULES FOR
ARTISTIC SKATING COMPETITIONS**

PRECISION

By World Skate Artistic Technical Commission



**WORLD
SKATE**

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1 OWNERSHIP

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2 PRECISION

2.1 General

A precision group is a group of 16 skaters (women and/or men) with a maximum four (4) extras.

2.2 Music

A Senior Precision program is 4:30 minutes +/- 10 seconds.

A Junior Precision program is 4:00 minutes +/- 10 seconds.

At least three (3) well-defined variations of music and tempos are required, vocal music is allowed.

2.3 Competitive warm-up

Each team will be permitted **60 seconds** for positioning before the commencement of the performance. Once the team is ready the team captain must raise their hand to advise the announcer. A later start will be penalized (see deductions).

3 TECHNICAL CONTENT

3.1 Program content

A Senior Precision program **MUST** include the following **nine (9)** technical elements:

1. One (1) **Linear** element - **Line OR Block**
2. One (1) **Traveling** element - **Circle OR Wheel**
3. One (1) **Rotating** element - **Circle OR Wheel**
4. One (1) **Pivoting** element - **Line OR Block**
5. One (1) **Intersection** element (additional feature point of intersection mandatory)
6. One (1) **Intersection** element (creative) different shape to element No. 5
7. One (1) **No hold** element (additional feature step sequence mandatory)
8. One (1) **Move** element (additional feature free skating move mandatory)
9. One (1) **Creative** element - **Lift**.

A Junior Precision program must include the following **eight (8)** technical elements:

1. One (1) **Linear** element - **Line OR Block**
2. One (1) **Traveling** element - **Circle OR Wheel**
3. One (1) **Rotating** element - **Circle OR Wheel**
4. One (1) **Pivoting** element - **Line OR Block**
5. One (1) **Intersection** element (additional feature point of intersection mandatory)
6. One (1) **Intersection** element (creative) different shape to element No. 5
7. One (1) **No hold** element (additional feature step sequence mandatory)
8. One (1) **Combined** element.

The required element shape (if optional) will be communicated by WORLD SKATE ARTISTIC TECHNICAL COMMISSION each year. Precision groups must present the order of the elements of their program, otherwise the first presented element will be considered as the required one.

3.2 General

- Elements that do not meet the **basic requirements** (not applicable if due to a fall, illness or interruption) will be given NO VALUE
- The elements can be performed using features that will be counted only **once** per element
- Features must be executed at the **same time** by **all skaters** to be COUNTED, if not otherwise defined in the element feature
- Set elements may be skated in any order
- Set elements may be repeated
- Additional elements may be used
- Any type of handhold or combination of handholds can be used. However - at least **three (3) different types** of handholds must be shown.
- The following limitations shall be enforced:
 - No jumps exceeding **one (1)** revolution
 - No spins exceeding **three (3)** revolution
 - No lifts are permitted **except** during the Creative Element
 - Kneeling or laying on the floor is allowed maximum of **twice** and for a maximum **five (5) seconds**
 - Stationary (**stopping** or **standing**) positions are not **permitted**; **Stationary is defined as stopping or standing still by a ¼ of the Team or more for two (2) or more seconds**
 - **Acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) in Junior Precision are not permitted.**
 - **Acrobatic movements in Senior Precision are permitted, but must be shown by a pair of group and not a single skater.**

3.3 Steps and turns

Different turns/steps: is a term that includes each of the listed turns and steps plus the four (4) different methods of execution.

Different types of turns/steps: is a term that includes each of the listed turns and steps.

Difficult turns: rocker, counter, bracket, loop and travelling (see definition below).

Listed turns/steps: three-turn, mohawk, choctaw, bracket, counter, rocker, loop, travelling.

Change of direction with change of foot: mohawks, choctaws, inverted mohawks, inverted Choctaws.

Linking steps: all the technical difficulties that are executed keeping the same direction such as, toe steps, chassé, cross chassé, change of edge, cross rolls, cut-step, crosses, runs etc.

Note: half rotation jumps, or one rotation jumps on 1 or 2 feet is not considered a step or turn.

Travelling: a quick turn of at least one rotation in total on the same skating foot in a continuous action without checking and/or changing the rhythm of the single threes. No knee action is allowed during the turns. The free foot can get any position.

3.4 Holds

Different types of connected holds are the following:

- Hand to Hand
- Hand to Wrist
- Hand to Elbow
- Hand to Shoulder

- Hand to Waist/Hip
- Basket Hold
- Catch Hold

A No Hold is NOT considered as one of **the** holds.

4 TECHNICAL ELEMENTS

4.1 LINEAR Elements - BLOCK and LINE

Basic requirements:

1. Block (B) - All Skaters skate in a closed Block with a minimum of three (3) lines; **skaters must be attached during the majority of the element**
2. Line (L) - All Skaters skate in one (1) Line or in two (2) Lines as even as possible
3. Must cover a minimum of twenty meters (20m)

Levels + features

Level Base (BB/LB)	Level 1 (B1/L1)	Level 2 (B2/L2)	Level 3 (B3/L3)	Level 4 (B4/L4)
An element that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Level B AND must include One (1) Feature	Level B AND must include Two (2) Features	Level B AND must include Three (3) Features	Level B AND must include Four (4) Features

General feature requirements

- Stopping is not permitted
- Element must progress along/across the floor before, during and after the Feature(s)
- Features must be executed at the same time by all skaters unless otherwise stated below
- **Features that cannot be executed at the same time (#1 + #2, #1 OR #2 + #8, and #5 + #1, #2, #3, #4, #6)**

Feature requirements (applied to element(s) in brackets)

1. **At least two (2) different configurations (B/L)**
 - The number of Lines must change
 - The Feature is permitted to be executed in any manner
2. **Skaters/Lines change places/positions with another Skater/Line (B/L)**
 - All Skaters and/or lines must participate and change places/positions with another Skater and/or line
 - There is no restriction on how the change of places/positions should be executed
3. **Three (3) different types of connected holds (B/L)**
 - **The same type of hold must be executed at the same time**
 - Holds must be different types (See definition 3.4)
4. **Four (4) different extra features (B/L)**
 - At least four (4) different extra features must be included (may be spaced in between other features). A maximum of two (2) from each group will be counted
 - At least ½ of the Team must execute the extra feature
 - Two (2) different extra features, from the same or different groups, are permitted to be executed at the same time (each by ½ of the Team)

Extra Feature Groups

- I. Free Skating Moves (fm's) such as: Charlotte, Spread Eagle, Hackenmond, Shoot the Duck, Ina Bauer, or any listed fm from the additional feature Free Skating Moves
- II. Toe steps, or small hops, or dance jumps of up to one (1) rotation

III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates

5. Execute four (4) turns/steps while maintaining a hold (B)

- All skaters must execute the same turn/step at the same time
- Choice of: choctaw, rocker, bracket
- The same turn/step may be repeated four (4) times
- The turns/steps must be executed one after the other, no other linking steps may be executed between any of the turns/steps other than one (1) changes of edge or change of foot
- The turns/steps must be skated on recognizable edges/lobes
- A hold must be maintained throughout the four (4) turns/steps

6. Use of Circular pattern (B)

- The block must cover more than 270° on a circular pattern in one (1) rotational direction
- The lines of the block must remain as parallel as possible to the circle's pattern

7. Two (2) Different Axis (L)

- The line must use two (2) distinctly different axis: long axis, short axis and/or a diagonal axis of the floor
- Follow the leader or pivoting will not be counted as a change of axis

8. Release of hold for three (3) seconds (L)

- During the release of hold each skater must turn/rotate OR use both skating directions (forward and backward) i.e. only skating backwards (or forwards) is not permitted
- If Teams choose to turn/rotate
 - Skaters must turn/rotate a minimum of 360°
 - Stepping from backwards to forwards is NOT considered a 180° turn/rotation
- If Teams choose to use both skating directions at least two (2) foot placements in each direction must be performed

4.2 PIVOTING Element - BLOCK

Basic requirements:

1. All Skaters must be in a closed Block with a minimum of three (3) lines; **skaters must be attached for the majority of the element**
2. The Block must cover a minimum of twenty meters (20m)
3. The Block must pivot a minimum of 45°

Levels + features

Level Base - PBB	Level 1 - PB1	Level 2 - PB2	Level 3 - PB3	Level 4 - PB4
A Pivoting Block that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Pivoting Block	Level B AND must include: Pivoting at least 90° with one (1) turn/step and linking steps	Level B AND must include: Pivoting at least 180° with two (2) turns/steps and linking steps. The pivot point must change ends at least once	Level B AND must include: Pivoting at least 180° with a series of three (3) different types of turns, all executed on one (1) foot (choice of: bracket, counter, rocker or 1 ½ or more travelling). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once	Level B AND must include: Pivoting at least 270° with a series of four (4) different types of turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ or more travelling). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once

Pivoting requirements

- Block must progress along/across the floor at all times during pivoting
- Pivoting must be continuous and executed all at once
- Pivoting must occur during only one (1) configuration of a Block
- Pivoting must be executed in only one (1) rotational direction

Pivoting is considered as ended when at least $\frac{1}{4}$ of the Team or more have done the following:

- Stopped/Interrupted pivoting for two (2) seconds or more
- Changed configuration
- Changed rotational directions

Feature requirements

1. Pivoting with turns/steps and linking steps or a series of turns

- All Skaters must execute the same steps/turns/edges/linking steps, in the same skating direction, at the same time during pivoting
- Pivoting must be executed using the required turns/steps on recognizable and correct edges
- PB2: may repeat the same steps/turns or use different steps/turns
- PB3 & PB4: the exit edge of one (1) turn must be the entry edge of the following turn

Errors for Turns/Steps (Any error made by $\frac{1}{4}$ or the Team or more);

- A two (2) footed entry or exit of a turn/step
- A turn/step executed on the spot
- A turn/step that is jumped
- The entry and/or exit of a turn/step is executed on a straight line (is flat)
- Turns/steps that are not clearly on the correct entry or exit edge
- A turn/step not attempted (not due to a fall)

2. Pivoting a Total of 90°, 180° or 270°

- PBB & PB1: the pivoting starts to be counted as soon as the Block begins to pivot once the Skaters have established their own track and ends when the Block stops pivoting
- PB2, PB3, PB4: the measurement for the requirements of the pivoting degrees begins with the entry edge of the first turn/step once the Skaters have established their own track
- PB2: the measurement ends when the Block stops pivoting
- PB3 & PB4: pivoting ends at the completion of the exit edge of the last turn

3. Change of Pivot Point

- Pivot point executed by skating on a circular/looped pattern where the Skaters cross their own track is not permitted
- **PB2 + PB3:** A minimum pivot of 45° is required both before and after the pivot point changes ends.
- **PB4:** A minimum pivot of 90° is required both before and after the pivot point changes ends.

4.3 PIVOTING Element - LINE

Basic requirements:

4. All Skaters may be in one (1) or two (2) Lines as even as possible; **skaters must be attached for the majority of the element**
 1. The Line must cover a minimum of twenty meters (20m)
 2. The Line must pivot a minimum of 45°

Levels + features

Level Base - PLB	Level 1 - PL1	Level 2 - PL2	Level 3 - PL3	Level 4 - PL4
A Pivoting Line that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Pivoting Line	Level B AND must include: Pivoting at least 90° - in one (1) or two (2) lines with or without turns/steps and linking steps - slow end Skater must cover at least 2m	Level B AND must include: Pivoting at least 180° - in two (2) lines with turns/steps and linking steps - the pivot point must change ends once - each slow end Skater must cover at least 4m OR Pivoting at least 180° - in one (1) line with turns/steps and linking steps - slow end Skater must cover at least 4m	Level B AND must include: Pivoting at least 180° - using a combination of one (1) and two (2) lines with turns/steps and linking steps - the pivot point must change ends once - each slow end Skater must cover at least 6m	Level B AND must include: Pivoting at least 180° - in one (1) line with turns/steps and linking steps - the pivot point must change ends once - each slow end Skater must cover at least 6m

General requirements

- Line(s) must progress along/across the floor at all times

Pivoting requirements

- Stopping and/or becoming Stationary is not permitted during pivoting
- Lines must progress along/across the floor at all times during pivoting
- Pivoting must be continuous and executed all at once
- Pivoting must be executed in only one (1) rotational direction

Pivoting is considered as ended when at least $\frac{1}{4}$ of the Team or more have done the following:

- Stopping or becoming Stationary (Slow end Skater(s))
- Stopped/Interrupted pivoting for two (2) seconds or more
- Changed rotational direction

Features requirements

1. Pivoting with turns/steps and linking steps

- All Skaters must execute the same steps/turns at the same time during pivoting
- A minimum of two (2) turns/steps must be attempted (for PL2, PL3, PL4)
- There are no restrictions on the types or number of linking steps (i.e. crossovers)
- Different linking steps are permitted
- The same type of turn/step must be executed at the same time
- Turns are permitted to have different edges and/or skating directions

Errors for Turns/Steps (Any error made by $\frac{1}{4}$ or the Team or more);

- A two (2) footed entry or exit of a turn/step
- A turn/step executed on the spot
- A turn/step that is jumped
- A turn/step not attempted (not due to a fall)
- Turns/step that are not the same type of turn/step at the same time

2. Pivoting a Total of 90° or 180°

- Pivoting starts to be counted as soon as all Skaters are in a Line(s) and the Line(s) begin to pivot once the Skaters have established their own track
- If using two (2) Lines, both Lines must pivot at the same time

3. Change of Pivot Point

For all levels:

- The slow end Skaters must not stop or become Stationary
- Change of pivot point executed by skating on a circular/looped pattern where the Skaters cross their own track is not permitted

PL2 (pivoting in two (2) lines):

- A minimum pivot of 45° is required before and after the pivot point changes ends

PL3:

- A minimum pivot of 90° is required before the pivot point changes ends
- Pivoting using a combination of one (1) and two (2) Lines
- There is no specific length of time that each configuration must be held, however it must be recognizable (all Skaters in a hold)
- The change of pivot point is permitted to be executed in either the one (1) or two (2) Lines

PL4:

- A minimum pivot of 90° is required before the pivot point changes ends

4.4 ROTATING Elements - CIRCLE and WHEEL

Basic requirements:

1. Circle (C) - All Skaters in a Circle with a maximum of three (3) Circles. At least four (4) Skaters in each Circle (C)
2. Wheel (W) - All Skaters in a Wheel with a maximum of three (3) separate Wheels. At least three (3) Skaters in each Spoke (W)
3. All Skaters must rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used

Levels + features

Level Base (CB/WB)	Level 1 (C1/W1)	Level 2 (C2/W2)	Level 3 (C3/W3)	Level 4 (C4/W4)
An element that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Level B AND must include One (1) Feature	Level B AND must include Two (2) Features	Level B AND must include Three (3) Features	Level B AND must include Four (4) Features

General feature requirements

- Stopping is not permitted
- Element must rotate before, during and after the Feature(s)
- Features must be executed at the same time by all skaters unless otherwise stated below
- **Features that cannot be executed at the same time (#1 + #2, #1 OR #2 + #6, #7, #8)**

Feature requirements (applied to element(s) in brackets)

1. **At least two (2) different configurations (C/W)**
 - The number of Circles/Spokes must change (respective to the element)
 - The Feature is permitted to be executed in any manner
2. **Skaters/Spokes change places/positions with another Skater/Spoke (C/W)**
 - All Skaters and/or spokes must participate and change places/positions with another Skater and/or spoke
 - There is no restriction on how the change of places/positions should be executed
3. **Three (3) different types of connected holds (W)**
 - **The same type of hold must be executed at the same time**
 - Holds must be different types (See definition 3.4)

4. Four (4) different extra features (C/W)

- At least four (4) different extra features must be included (may be spaced in between other features). A maximum of two (2) from each group will be counted
- At least ½ of the Team must execute the extra feature
 - Two (2) different extra features, from the same or different groups, are permitted to be executed at the same time (each by ½ of the Team)

Extra Feature Groups

- I. Free Skating Moves (fm's) such as: Charlotte, Spread Eagle, Hackenmond, Shoot the Duck, Ina Bauer, or any listed fm from the additional feature Free Skating Moves
- II. Toe steps, or small hops, or dance jumps of up to one (1) rotation
- III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates

5. Change of rotational direction (C/W)

- At least ½ of the Team must change rotational direction

6. Weaving (C)

- Weaving must consist of a circle-in-a circle rotating in opposite rotational directions
- All Skaters must weave at least two (2) times
 - The Skaters must change from the outer circle into the center circle and then back to the outer circle OR vice versa depending on where they start
- The two (2) circles must be as even as possible
- Weaving must occur at the same time
- Weaving must be executed separately by each Skater; Pairs are not permitted
- Weaving must be executed while the **skaters** keep their rotational directions

7. Interlocking (C/W)

Circle

- At least ½ of the Team must interlock
- Interlocking consists of at least two (2) separate circles executed in a no hold, which are rotating in opposite rotational directions and are close enough to each other to cause the Skaters of one (1) Circle to interlock with Skaters of the other Circle

Wheel

- All spokes must interlock
- Interlocking consists of at least two (2) separate Wheels rotating in opposite rotational directions and are close enough to each other to cause each spoke of one (1) Wheel to interlock
- Consecutive spokes must interlock at least one (1) time

8. Release of hold for three (3) seconds (W)

- During the release of hold each skater must turn/rotate OR use both skating directions (forward and backward) i.e. only skating backwards (or forwards) is not permitted
- If Teams choose to turn/rotate
 - Skaters must turn/rotate a minimum of 360°
 - Stepping from backwards to forwards is NOT considered a 180° turn/rotation
- If Teams choose to use both skating directions at least two (2) foot placements in each direction must be performed

4.5 TRAVELING Element - CIRCLE

Basic requirements:

1. All Skaters must be in a Circle
2. The traveling Circle element must rotate at least 360° in one (1) rotational direction
3. The Circle must travel a minimum of two meters (2m)

Levels + features

Level Base - TCB	Level 1 -TC1	Level 2 - TC2	Level 3 - TC3	Level 4 - TC4
A Traveling Circle that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Traveling Circle	Level B AND must include: Travel executed with: - one (1) circle or circle inside a circle same or opposite rotational direction - must cover more than 5m	Level B AND must include: Travel executed with: - circle inside a circle same or opposite rotational direction - must cover more than 10m	Level B AND must include: Travel executed with: - circle inside a circle opposite rotational directions - weaving once (1) - must cover more than 10m	Level B AND must include: Travel executed with: - circle inside a circle opposite rotational directions - weaving twice (2) - must cover more than 10m

Travel requirements

- TCB - must have at least four (4) Skaters in each Circle while traveling
- TC1 and TC2 must have a minimum of six (6) Skaters in each Circle while traveling
- TC3 and TC4 - must have eight (8) Skaters in each Circle while traveling
- Skaters must use the same linking steps/turns/steps and skating directions
- Skaters must continue to glide as the Circle travels
- Travel must be continuous and not interrupted
- Circle(s) must rotate during travel
- Traveling must occur during only one (1) configuration of a Circle
- Traveling must be executed in the same rotational direction for each of the Circle

Travel is considered as ended when at least ¼ of the Team or more have done the following:

- Stopped gliding
- Stopped/Interrupted traveling for two (2) seconds or more
- Stopped/Interrupted rotation for two (2) seconds or more
- Changed configuration
- Changed rotational directions

General feature requirements

- Stopping or becoming Stationary is not permitted
- Feature(s) must be executed during the travel

Feature requirements

1. Weaving (one (1) or two (2) times depending on the level)

- The Circles must be as even as possible
- Weaving must be done while traveling
- Both Circles must clearly travel before, during and after weaving
- Weaving must occur at the same time

2. Distance travelled (more than 5m, 10m depending on the level)

- The required distance will be measured using the center point of the Circle(s) and the length of the rink surface
- Travel begins to be counted as soon as all Skaters are in the Circle and the center point of the Circle begins to move
- The measurement of travel will stop when traveling has ended or the Circle breaks apart to go into the next transition or Element

4.6 TRAVELING Element - WHEEL

Basic requirements:

1. All Skaters must be in a Wheel
2. The traveling Wheel element must rotate at least 360° in one (1) rotational direction
3. The Wheel must travel a minimum of two meters (2m)

Levels + features

Level Base - TWB	Level 1 - TW1	Level 2 - TW2	Level 3 - TW3	Level 4 - TW4
A Traveling Wheel that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Traveling Wheel	Level B AND must include: Travel with or without turns/steps and linking steps: - must cover more than 5m	Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 10m	Traveling Wheel (a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-wheel) must meet the basic requirements for Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 10m Together with one (1) travel extra feature	Traveling Wheel (a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-wheel)) must meet the basic requirements for Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 10m Together with two (2) travel extra features

Travel requirements

- Stopping or becoming Stationary is not permitted
- TWB, TW1 and TW2 - must have at least three (3) Skaters in each spoke while travelling
- TW3 and TW4 - must have at least four (4) Skaters in each spoke while travelling
- TW3 and TW4 - a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-Wheel))
- Skaters must use the same linking steps/turns/steps and skating directions
- Travel must be executed in one (1) Wheel OR two (2) side by side Wheels
 - If executing two (2) side-by-side Wheels then both Wheels must travel at the same time
- All Skaters must continue to glide as the Wheel travels
- Travel must be continuous and not interrupted
- All Spokes must rotate during travel
- Travel must be executed in the same configuration and one (1) rotational direction
- Travel must be executed during the same rotational direction

Travel is considered as ended when at least ¼ of the Team or more have done the following:

- Stopped gliding
- Stopped/Interrupted traveling for two (2) seconds or more
- Stopped/Interrupted rotation for two (2) seconds or more
- Changed configuration
- Changed rotational directions

General feature requirements

- Stopping or becoming Stationary is not permitted
- Feature(s) must be executed during the travel

Feature requirements

- 1. Travel with turns/steps and linking steps (with, or without a hold or a combination of both)**
 - All Skaters must use the same linking steps/turns/steps and skating directions at the same time
 - Turns/steps and linking steps must be executed during travel
 - A minimum of two (2) turns/steps must be attempted (for TW2, TW3, TW4)
 - Turns/steps must be executed on one (1) foot
 - There are no restrictions on the number of linking steps (i.e. crossovers)

2. Distance travelled (more than 5m, 10m depending on the level)

- The required distance will be measured using the center point of the Wheel(s) and the length of the rink surface
- Travel begins to be counted as soon as all spokes and the center point of the Wheel begins to move
- The measurement of travel will stop when traveling has ended or when the Wheel breaks apart to go into the next transition or Element

3. Travel Extra Features (Level 3 & 4)

- All Skaters and spokes must participate
- Travel extra features must be executed one (1) at a time during the travel
- Traveling must occur both before, during and after the extra features
- All Skaters must have a hold before and after each extra Feature
 - a. **Two (2) continuous backward 360° rotations executed one (1) after the other**
 - Any type of turns/steps or rotating linking steps are permitted
 - The rotations are permitted to be executed on one (1) or two (2) feet
 - Stepping from backward to forward is not considered a 180° turn/rotation
 - A double travelling will not be considered as two (2) continuous 360° rotations
 - Each 360° rotation must begin on a backward edge
 - A push is not permitted within a backward 360° rotation
 - The two (2) rotations must both be executed in the same rotational direction
 - The two (2) rotations must be executed one (1) after the other
 - Holding in-between the rotations are not permitted
 - b. **Skaters/Spokes change places/positions with another Skater/Spoke**
 - All Skaters and/or spokes must change places/positions with another Skater and/or spoke
 - Skaters are permitted to be joined in pairs or small lines
 - The change of places/position refers to either the spoke in total and/or the individual Skaters
 - **Skaters must remain in their spokes when changing place**
 - Skaters are permitted to circle another spoke/Skaters and end back in the same place
 - The shape of the Wheel is permitted to disappear momentarily during this Feature (i.e.: an incorrect number of Skaters for the level is permitted to be visible momentarily in order to encourage creativity)
 - c. **Release of hold for three (3) seconds**
 - Timing will begin once all Skaters have released their hold
 - During the release of hold each Skater must turn / rotate a minimum of 360° OR use both skating directions (forward and backward) i.e. only skating backward (or forward) is not permitted
 - If Teams choose to turn/rotate a minimum of 360°:
 - Stepping from backwards to forwards is NOT considered a 180° turn/rotation

4.7 INTERSECTION Element with Point of Intersection

Basic requirements:

1. All Skaters must pass another Skater
2. The Lines must be as equal as possible

Levels + features

Level Base - IB	Level 1 - I1	Level 2 - I2	Level 3 - I3	Level 4 - I4
An Intersection that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Level B AND must include: Any Intersection (including Two-Line, "L" Intersection or Combined Intersection)	Level B AND must include: Box or Triangle	Level B AND must include: Whip Intersection	Level B AND must include: Angled Intersection

Additional Feature - POINT OF INTERSECTION is mandatory (see 4.8)

General **element** requirements

- Individual Skaters may pass each other simultaneously or separately as long as each Skater is involved in the Intersection
- Stopping and/or becoming Stationary is not permitted
- All Skaters must be back-to-back **during** the approach phase
 - Back-to-back - when the Skaters shoulders are parallel to the axis of intersection and not twisted during the approach
- **Continuous** backward 360° rotation(s) **are permitted** during the approach phase **for all Intersections other than a Whip Intersection**
 - A forward push within a backward 360° rotation is not permitted
- All Skaters must be in any connected hold during the approach phase once the shape of the Intersection is recognized until the pi rotation begins
 - **Exception: In case of continuous backward rotations a hold is not required**
- If using a backward pivoting entry, each Line must pivot at least 90° before the Skaters intersect
 - The Whip intersection **is** considered to have a backward pivoting entry

General errors made by ¼ of the team or more:

- Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized
- Skaters do not execute a pivoting entry of at least 90° (for a box or triangle)
- Skaters do not keep their shoulders parallel to the axis of intersection
- Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back
- Any backward 360° rotation that is not continuous/pauses
- Pushes within a backward 360° rotation

Specific requirements of each type of Intersection

Two (2) Line Intersection

- Both Lines must be straight and parallel to each other as they approach the axis of intersection
- Both Lines/all Skaters must intersect at the same time

Combined intersection

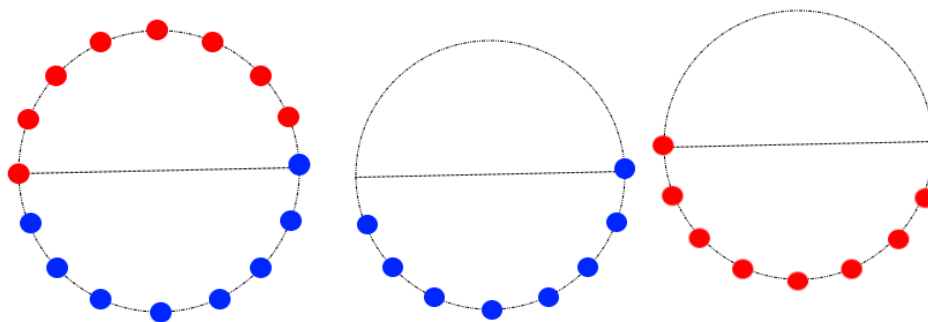
- Multiple Circles, Wheels and Lines are permitted
 - **Circle must have a minimum of four (4) Skaters**
 - **Wheel must have a minimum of three (3) Skaters in a spoke**
 - **Line must have a minimum of four (4) Skaters**
- If using a Circle or Wheel: the Circle/Wheel must continually rotate
- If using a Block or Line: the Block/Line must continue to glide and progress along the floor

Collapsing intersection (Box or Triangle):

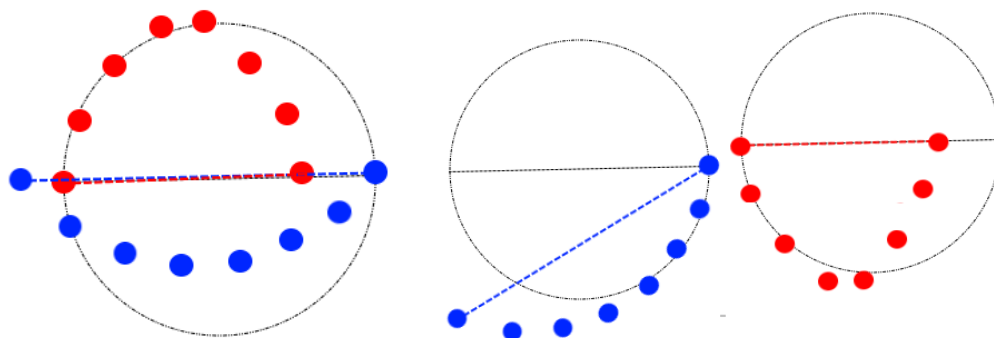
- The use of crossovers is not permitted once the corners of the Intersection begin to intersect
- Box/Triangle: All corners of the collapsing intersection must intersect at the same time

Whip intersection

- Both Lines must achieve and maintain a curved shape (minimum of a $\frac{1}{2}$ Circle shape) for a minimum of a 90° rotation until the lead skaters become back-to-back
 - The minimum $\frac{1}{2}$ Circle shape will be counted when the distance between the two (2) end Skaters (from the same line) is no larger than the diameter of a Circle made of sixteen (16)
 - Correct shape (diameter of a circle made of sixteen (16)):



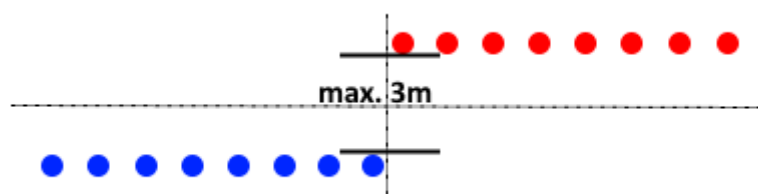
- Incorrect shapes (diameters too large/small):



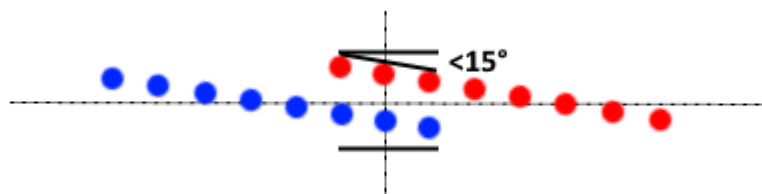
- From the minimum $\frac{1}{2}$ Circle shape once the lead Skaters are back-to-back:
 - The curve must continuously straighten/unroll until the pi rotation begins (see Additional Feature)
 - Both lines must straighten/unroll at the same time
- The goal is for both Lines/all Skaters to straighten and intersect at the same time
- During the exit the two (2) to three (3) fast end Skater(s) of each line must have more speed than the rest of their line and therefore a V-formation must be shown. The spacing between the fast end Skaters will increase
- 360° rotations are not permitted during the approach

Angled intersection

- The corridor between the two (2) Lines cannot be more than approximately three meters (3m) apart once the lead Skaters of each Line begin to overlap



- It is NOT required to skate the entire approach phase within the three meters (3m) corridor before the overlap begins
- Both Lines must continually move towards the axis of intersection once the lead Skaters have overlapped
- The corridor between the two (2) Lines is permitted to show a minimal reduction as the Lines first overlap and begin to pass each other. The reduction of the corridor is permitted to occur more rapidly as the Skaters' near the axis of intersection
- The Lines must remain parallel to the "axis of intersection" during the approach phase, no matter where/how the Intersection has been placement on the floor
- Example: If the "axis of intersection" is parallel to the long axis of the rink, then the Lines must be kept parallel to the long axis of the rink during the approach phase
- If the Lines are not more than approximately three meters (3m) apart, once the overlap has begun a slight pivot (less than 15°) is permitted



- Both Lines/all Skaters must intersect at the same time

4.8 Additional Feature POINT OF INTERSECTION (mandatory for INTERSECTION element with point of intersection)

Basic requirements:

1. All Skaters must attempt a pi (point of intersection) rotation

Levels

Level Base - piB	Level 1 - pi1	Level 2 - pi2	Level 3 - pi3
Any pi that does not meet Level 1, 2 or 3 requirements but meets the Basic Requirements	A forward continuous 360° or more rotation Note: See below for specific pi requirements for certain intersections	A backward continuous 360° or more rotation Note: See below for specific pi requirements for certain intersections	A backward continuous 720° or more rotation Note: See below for specific pi requirements for certain intersections

General additional feature requirements

- A pi rotation must begin before and continue as the Skaters begin to intersect
 - The pi rotation must not be completed before the Skaters begin to intersect
 - Skaters in the same Line must execute the same pi rotation:
 - all forward or all backward
 - in the same rotational direction
 - For pi2 & pi3: pi rotations must start and end backward
 - Once all Skaters are through the Intersection it is permitted to exit a pi2/pi3 rotation forward without penalty
 - **Exception:** pi3 executed during a Whip Intersection must start and end backward
 - A pi rotation must rotate quickly and be continuous and uninterrupted
 - A push is not permitted within a continuous forward or backward 360° and/or backward 720° pi rotation
 - The pi rotations of 720°/360° are permitted to:
 - consist of turns and/or rotating linking steps
 - be done on one (1) or two (2) feet
 - pi rotation must not be executed on the same spot
- pi errors:** (Any error made by ¼ of the Team or more)
- pi rotation that does not start before the axis of intersection

- pi rotations that do not continue to rotate as the Skaters go through the axis of intersection
- Skaters in the same Line executing rotations in opposite directions
- pi rotations that begin backward and have forward pushes
- A forward or backward 360° or backward 720° pi rotation that is not continuously executed
 - pauses in the pi rotation in order to assist Skaters to pass by each other
 - pauses in the pi rotation due to a stumble/collision
 - A clear push within a forward or backward 360° and/or backward 720° pi rotation
- Part of a pi's rotation executed on the same spot

Specific requirements of each type of Intersection

Collapsing Intersections/Combined Intersections (where all Skaters are intersecting at different times)

- **Level 1 & 2:** Must have at least two (2) rotations from the same level
- **Level 3:** Must have at least one (1) backward 720° rotation plus two (2) backward 360° (or more) rotations
- Each of the required rotations must be executed separately, a double travelling will not be counted as two (2) backward 360° rotations
- The minimum of two (2) or three (3) separate rotations are permitted to be in the same or different rotational directions
- The correct number of rotations must end within the Intersection in order to achieve a level
 - **Level 1 & 2:** Two (2) rotations must end within the Intersection
 - **Level 3:** The backward 720° rotation must start before the Lines begin to intersect, and end inside the Intersection. Two (2) subsequent backward 360° rotations must start within the Intersection however the last (third (3rd)) pi rotation is permitted to end after the Skaters have exited the Intersection
- A slight (minimal) pause in-between the rotations is permitted in order to allow the Skaters to change feet/change edges or change their rotational direction

Whip Intersection

- All rotations executed during the Intersection must be in the same rotational direction that the Line uses during the approach phase; i.e. the Skaters in one (1) of the Lines are skating in a clockwise rotational direction towards the pi, then the pi rotations must also be executed in the clockwise rotational direction
- **For pi3:** only a maximum of one (1) continuous backward 720° pi rotation is permitted
 - A maximum of the first 360° of the backward 720° rotation is permitted prior to the axis of intersection
 - **Exception:** the two (2) fast end Skaters on each line may rotate more than 360° before the axis of intersection and must continue to rotate as they intersect

Angled Intersection

- pi rotation(s) must start before or at the latest when the Lines begin to overlap
- Once the Lines start to overlap the Skater(s) must continuously rotate as they move towards the axis of Intersection
- **For pi3:** The continuous backward rotations must each rotate a minimum of 360° (backward pushes are permitted in-between a backward 360°/720° or more rotation(s))
- There may be as many backward 360°/720° rotations as the Team wants with the last rotation, used to intersect, being a backward continuous 720° rotation

4.9 INTERSECTION Element (creative)

To have the Element confirmed (fixed value)

1. **Individual** skaters must intersect either at the same time or at different times (i.e. collapsing intersection) or a combination of both

2. Intersection shape is not limited to 2-Lines, angled, collapsing (box/triangle), whip, combined
3. Eight (8) Pairs intersecting are not considered an Intersection
4. Weaving is not considered an Intersection
5. The number of skaters in each line (part) of an Intersection do not have to be as equal as possible
6. Additional feature point of intersection is NOT mandatory

4.10 MOVE Element

Basic requirements:

1. All Skaters must attempt at least one (1) free skating move (fm)

Levels + features

Level Base - MEB	Level 1 - ME1	Level 2 - ME2	Level 3 - ME3	Level 4 - ME4
A Move Element where the fm does not meet the level 1, 2, 3 or 4 requirements but meet the Basic Requirements	Level B AND must include the following: One (1) Feature	Level B AND must include the following: Two (2) Features	Level B AND must include the following: Three (3) Features	Level B AND must include the following: Four (4) Features

Additional Feature - FREE SKATING MOVE is mandatory (see 4.11)

General requirements

- All fms must be executed within twenty-five meters (25m) from each other
- The first fm that each Skater performs will be evaluated
- The fm will be evaluated once all Skaters attain their position
 - Other fms may be executed following the first fm
- Teams may choose one (1) of the following options:
 1. All fms begin and end at the same time
 2. All fms begin at the same time and fms end at different times
 3. Fms begin at different times and all fms end at the same time

Feature requirements

1. Different Types of fms
2. Fms on one (1) foot
3. Change of Position
4. Intersecting and/or Passing-through

1. Different Types of fms

- At least two (2) Different types of fms must be executed
 - Each type of fm must be executed by at least four (4) Skaters
- See the definition for a type of fm in the **Free Skating Moves Additional Feature**
- Part of the Team (at least four (4) Skaters) is permitted to present one (1) type of fm and the other part of the Team (at least four (4) Skaters) presents a different type of fm
 - Each type of fm is permitted to be executed using different feet, different edges, and/or in different skating directions
 - If using different feet, there must be at least four (4) Skaters executing that fm on the same foot
 - If using different edges, there must be at least four (4) Skaters executing that fm on the same edge
 - If using different skating directions there must be at least four (4) Skaters executing that fm in the same skating direction

- Skaters executing the same type of fm using the same foot, or the same edge or the same skating direction must start and end at the same time and if applicable must change edges at the same time

2. Fms on one (1) foot

- There must be two (2) types of fms on one (1) foot for Level 1 and 2, three (3) types of fms on one (1) foot for Level 3 and 4
 - Each type of fm must be executed by at least four (4) Skaters
- See the definition for a type of fm in the **Free Skating Moves Additional Feature**
- Skaters executing the same type of fm using the same foot, or the same edge or the same skating direction must start and end at the same time and if applicable must change edges at the same time

3. Change of Position

- **Must be executed at the same time** by at least ½ of the Team
 - At least ½ the Team must be arranged with a minimum of two (2) Lines and each line must have a minimum of four (4) connected Skaters
- Skaters must have a hold before and after the Change of Position
 - The release of hold and re-grasp of hold must be done at the same time
- Skaters must establish their own track both before and after the Change of Position
- **A fm must be on an edge before and after the Change of Position**
- Skaters must cross the track of the other Skaters with whom they are changing position



- The correct fm position (of the fm level called) must be maintained before, during and after the Change of Position

For ME4 - the Change of Position must be executed with a FM using one (1) foot

4. Intersecting and/or Passing-through

- **At least ½ of the Team must execute a FM that is Intersecting and/or Passing-through**
- fms may Intersect and/or Pass-through at the same or different times
- **The correct fm position and edge (of the fm level called) must be maintained before, during and after the Skaters Intersect and/or Pass-through**

Intersecting: Is a movement which occurs when there are only individual/solo Skaters involved. The movement refers to an individual/solo Skater intersecting in-between two (2) other individual/solo Skaters

All Skaters intersecting will be counted towards the Feature

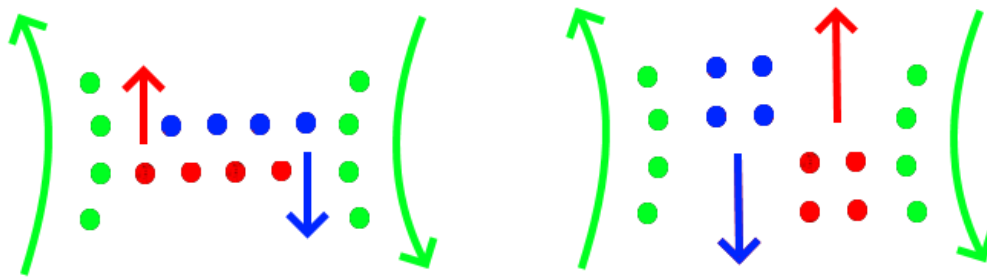
Passing through: Is a movement which occurs when there are pair(s) or group(s) of Skaters involved. The movement refers to;

- a) A Skater (individual/solo, pair(s) or group(s)) passing in-between two (2) other pair(s) and/or group(s) of Skaters

and/or

- b) A pair(s) or group(s) of Skaters passing in-between two (2) individual/solo Skaters
Only the Skater(s) passing through other Skaters will be counted towards the Feature

Example acceptable: **left side:** fm's (red/blue) that are intersecting / **right side:** two groups of fm's (red and blue) passing thru two lines of fm's (green)



4.11 Additional Feature FREE SKATING MOVE (mandatory for MOVE Element)

Basic requirements:

1. All Skaters must attempt a fm

Levels

Level Base - fmB	Level 1 - fm1	Level 2 -fm2	Level 3 - fm3
Any fm that does not meet Level 1, 2 or 3 requirements but meets the Basic Requirements	<ul style="list-style-type: none"> - Inside Spread Eagle (with or without a change of edge) - Camel position with the free leg unsupported (knee and foot higher than hip-level) - Variation of a Camel position with the free leg supported or unsupported (knee and foot higher than hip-level) - Inside Ina Bauer 	<ul style="list-style-type: none"> - Camel position with the free leg held unsupported to the back with one (1) change of edge (free leg fully extended) - Camel position with a change of free leg position only (free leg fully extended, unsupported as it changes to a front, side or back position) - Variation of a Camel position with a change of edge - Upright Extension 135° (free leg fully extended to the front, side or behind self-supported or unsupported) - Outside Spread Eagle - Outside Ina Bauer 	<ul style="list-style-type: none"> - Camel position with the free leg held unsupported to the back at no less than 135° with one (1) change of edge - Biemann Camel - Upright Extension 170° (free leg fully extended to the front, side or behind self-supported or unsupported) - Upright Extension 135° with one (1) change of edge - Outside Spread Eagle in both rotational directions - Outside Ina Bauer in both rotational directions - Hackenmond 135°

General additional feature requirements

- Any fm listed (Inside Spread Eagle, Camel Position with the free leg unsupported..., etc.) in the above chart will be considered a **"TYPE of fm"** and are considered different than the other fms listed within the chart
 - Each "type of fm" must be executed by at least four (4) Skaters
- A "different fm" is considered to be one "type of fm" (e.g. Camel position with the free leg unsupported) executed by at least four (4) Skaters using either different feet, different edges or different skating directions
 - Examples of "different fms":
 - A Right forward inside Camel is considered as a "different fm" than a Right forward outside Camel
 - A Left backward Camel is considered as a "different fm" than a Left forward Camel
 - A Camel executed on the right foot is considered as a "different fm" than a Camel executed on the left foot

- A clockwise Spread Eagle/Ina Bauer/Hackenmond is considered as a “different fm” than a counter-clockwise Spread Eagle/Ina Bauer/Hackenmond

fms with one (1) position executed on one (1) edge/lobe

- A FM must be held for at least three (3) seconds in the correct position and on the correct edge/lobe

fms with one (1) or several changes of edge and/or change of free leg/fm position(s)

- Must have at least two (2) seconds in each correct position(s) and on each edge/lobe
- When multiple lines/pairs are executing the same **type of fm**, the lines/pairs must change edges at the same time

NOTE: fm’s in a follow the leader pattern are permitted as long as the first Skater in each line (if multiple lines/pairs) change their edge at the same time

fms that use both clockwise and anti-clockwise directions

- Must have at least two (2) seconds in the correct position and on each edge/lobe
- When multiple lines/pairs are executing the same **type of fm**, the lines/pairs must change direction at the same time

NOTE: fm’s in a follow the leader pattern are permitted as long as the first Skater in each line (if multiple lines/pairs) change their rotational direction at the same time

- When changing from clockwise to anti-clockwise directions (or vice versa)
 - Additional steps, turn(s) or linking steps are NOT permitted other than those required to quickly change the direction

For fm3: Camel position with the free leg held unsupported to the back at a minimum of 135° with one (1) change of edge:

- The measurement of the 135° is considered using the angle between the supporting leg and free leg
- The upper body of the Skater must be held not lower than parallel to the surface
- The correct position must be held on the correct edges/lobes before, during and after the change of edge

For fm3: Hackenmond 135°

- The measurement of the 135° is considered using the angle between the two legs
- The upper body of the Skater must be held upright balanced in the centre
- The correct position must be held for a minimum of three (3) seconds

fm errors: (Any type of error executed by ¼ of the Team or more)

- fm that is not held in the correct position for a minimum of three (3) seconds
- fm that is not executed on a clear edge/lobe for a minimum of three (3) seconds
 - fm with change of position, change of edge or change of rotational direction must be held for at least two (2) seconds in each position, edge/lobe and/or rotational direction

4.12 NO HOLD Element

Basic requirements:

1. All Skaters must be in a closed Block
2. The Block must begin in four (4) lines of four (4) Skaters
3. The Block must cover a minimum of twenty meters (20m)

Levels + features

Level Base - NHB	Level 1 - NHE1	Level 2 - NHE2	Level 3 - NHE3	Level 4 - NHE4
No Hold Element that does not meet the level 1, 2, 3, or 4 requirements but meets the Basic Requirements	Level B AND must include One (1) Feature	Level B AND must include Two (2) Features	Level B AND must include Three (3) Features	Level B AND must include Four (4) Features

Additional Feature - STEP SEQUENCE is mandatory (see 4.13)

General feature requirements

- Stopping is not permitted during any Feature
- Features must be done separately
- Block must continue to progress across/along the floor before, during and after Feature(s)

Feature requirements

1. Pivoting at least 90°

- All Skaters and lines must participate
- Pivoting must be continuous and executed all at once
- Pivoting must occur during only one (1) configuration of a Block
- Pivoting must be executed in only one (1) rotational direction
- All Skaters must execute the same steps/turns/edges/linking steps, in the same skating direction, at the same time during pivoting
- The pivoting starts to be counted as soon as the Block begins to pivot once the Skaters have established their own track and ends when the Block stops pivoting

Pivoting is considered as ended when $\frac{1}{4}$ of the team or more have done the following:

- Stopped/Interrupted pivoting for two (2) seconds or more
- Changed configuration
- Changed rotational direction

2. Skaters/Lines change places with another Skater/Line

- All Skaters and/or Lines must participate and change places/positions with another Skater and/or Line
- The shape of the NHE is permitted to “disappear” during the Feature (i.e. an incorrect number of Lines are permitted, momentarily, to encourage creativity)

3. Two (2) different configurations

- The number of Lines must be different in each configuration
- There must be a minimum of three (3) lines
 - Eight (8) Lines of two (2) Skaters is not permitted
- A different closed Block configuration is required for the second (2nd) configuration
- Configuration must be recognizable

4. Diagonal Axis

- One (1) Series of at least two (2) difficult turns without a change of edge in between the turns, correctly executed on the same diagonal axis
- The diagonal axis is permitted to occur at any time during the NHE

4.13 Additional feature STEP SEQUENCE (mandatory for NO HOLD Element)

Basic requirements:

1. All Skaters must attempt at least two (2) turns/steps

Levels + features

Level Base - sB	Level 1 - s1	Level 2 - s2	Level 3 - s3	Level 4 - s4
A Step Sequence that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Two (2) turns/steps and linking steps	Four (4) turns/steps (two (2) different types of turns/steps)	Six (6) turns/steps (three (3) different types of turns/steps) AND One (1) series/combination consisting of: - Two (2) different types of difficult turns executed on one (1) foot	Eight (8) turns/steps (four (4) different types of turns/steps) AND Two (2) different series/combinations (one (1) on each foot) consisting of: - Two (2) different types of difficult turns executed on one (1) foot

General requirements

- All steps and turns must be skated on the same, recognizable edges and lobes
- **Turns included in the series will be counted toward the level of the step Sequence if executed correctly**
- Mirror image pattern is permitted during a Step Sequence, but the turns/steps executed in a mirror image pattern are not counted towards the level of the Step Sequence
- **Short fm's can be used to enhance the step sequence, but each fm must not be held longer than three (3) seconds. If this occurs the sequence will be considered ended.**

Turn/Step Errors (Any error made by ¼ or the Team or more)

- A two (2) footed entry or exit of a turn/step (except travelling)
- A turn/step executed on the same spot (except loop)
- Part of a travelling's rotation executed on the same spot
- A turn/step that is jumped
- The entry and/or exit of a turn/step is executed on a straight line (is considered flat)
- Turns/steps that are not clearly on the correct entry or exit edge and lobe
- A turn/step not attempted (not due to a fall)
- Turns/steps that are not the same type of turn/step at the same time

Series/Combination of Different/Difficult Turns

- One (1) series/combination of difficult turns; consists of two (2) different types of difficult turns executed on one (1) foot where the exit edge of one turn is the entry edge of the next turn
 - Two (2) series/combination of difficult turns; consists of two (2) different types of difficult turns (depending on the level) each executed on each foot where the exit edge of one (1) turn is the entry edge of the next turn
 - The same series of turns is not permitted to be repeated on the opposite foot
 - Two (2) series/combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and in the same skating direction
- Example 1** (permitted, showing turns with different skating direction):
- 1st series - backward outside rocker, forward outside bracket
 - 2nd series - forward outside rocker, backward outside bracket
- Example 2** (permitted, showing different entry edges):
- 1st series - backward outside rocker, forward outside counter
 - 2nd series - backward inside rocker, forward inside counter
- Changes of edge(s) are NOT permitted in between the turns
 - Other turns are allowed but must be executed either before or after the series of difficult turns

4.14 COMBINED Element

Calling specifications: the element begins when at least two (2) different Precision Skating elements are recognized and ends once the transition into another element or transitional element begins.

Basic requirements:

To have the element confirmed (fixed value), all skaters must participate in the element and the chosen basic elements must interact with each other.

Choice of Block, Circle, Intersection, Line and Wheel.

- If using a Block there must be at least three (3) lines and eight (8) skaters.
- If using a Circle there must be at least six (6) skaters.
- If using an Intersection there must be at least eight (8) skaters who intersect.
- If using a Line, there must be at least eight (8) Skaters if doing one (1) line or in the case of two (2) lines there must be four (4) Skaters in each line.
- If using a Wheel, there must be either at least two (2) spokes with three (3) skaters in each spoke or in the case of a one (1) spoke wheel there must be at least five (5) skaters in the spoke.

Any other listed or unlisted Precision Skating element(s) and Features may also be incorporated into the Combined Element.

Guidelines for the Combined element:

- There is no minimum requirements or restrictions as to the amount of floor coverage the Skaters cover while preparing for and executing the Combined Element

4.15 CREATIVE Element - Lift

Senior Precision Program

To have the Element confirmed (fixed value)

1. All Skaters must participate in creating the picture of the Creative Element - Lift
2. Lifted Skater(s) must be held off the floor for at least three (3) seconds
3. The lift(s) must glide at all times
4. Stopping and/or become Stationary is not permitted

Guidelines for the Creative element:

- There is no required number of lifted skaters, but at least one (1) skater must be lifted
- The lifted skater(s) may be lifted to any height

5 QOE

-3	-2	-1	0	+1	+2	+3
Very poor	Poor	Weak	Fair	Average	Good	Superior
6+ bullets	4-5 bullets	2-3 bullets	1 bullet	2-3 bullets	4-5 bullets	6+ bullets

The final QOE is calculated considering first the key aspects/bullets and the additional aspects/bullets of the Element that result in a starting QOE. The QOE is then increased and/or reduced according to the positive and negative criteria for the Element.

KEY ASPECTS/BULLETS

Elements are evaluated considering three (3) key aspects/bullets of equal importance:

- **Shape:** Roundness; straightness; alignment or spacing symmetry maintained throughout the Element
- **Unison:** Performing as one; precise body lines; in step or time; concurrent or syncopated
- **Speed & Flow:** Pace and velocity maintained or accelerated throughout the Element & Movement within, between or across the Element with effortless progression

ADDITIONAL ASPECTS/BULLETS

Elements are also evaluated considering these additional aspects/bullets:

- Variety and quality of Steps, Turns and Movements
- Variety and quality of Holds
- Entry and/or exit of the Element performed with originality or creativity
- Seamless execution and quality of features
- Reflects the timing, tempo or character of the music

Errors:

- **Minor errors do not fully impact the integrity/continuity and fluidity of the Element and should not be over penalized when awarding a Grade of Execution**
- A major error impacts the integrity/continuity and fluidity of the Element and/or its relation to the music
- **Each error occurring within the same Element will be reflected in the final marks for GOE and Program Components**
- Required for an Element to achieve +3: the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with excellent execution and must contain **no errors or/and Major errors**
- Required for an Element to achieve +2: two (2) of the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with excellent execution and must **contain no MAJOR errors**

2021 Criteria Adjustments to the Quality of Execution

Major Errors		Reduce	NHT	Minor Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2		Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Fall of two (2) Skaters in an Element			-2	Breaks in holds or poor quality of holds		-1 each	
Fall of three (3) or more Skaters in an Element			-3	Visible Errors		-1 each	
Collision during an Intersection			-1	Excessive use of Space or Distribution over the floor		-1	
Lacking all three (3) Key Aspects			-2	Long preparation into Element		-1	
Increase	Element Criteria	Reduce	NHT	Increase	Element Criteria	Reduce	NHT
Pivoting Elements (Block, Line)				Linear Elements (Block/Line)			
+1	Pivoting: Strong, controlled pivoting			+1	Creative: Original variety of the features		
	Pivoting: Speed not maintained through pivoting	-1		+1	Quick execution of the features		
	Block/Line: Curved lines during pivoting	-2			Poor spacing of the lines	-1 to -2	
	Interrupted pivoting (less than two (2) seconds)	-1					
Rotating/Traveling Elements (Circle, Wheel)				Move Element			
+1	Traveling: Good floor coverage			+2	Outstanding flexibility and body lines in fm's		
	Weaving: Not weaving at the same time	-1		+1	Creative pattern across the floor		
	Rotating/Traveling: No centrifugal force at all		-1		Poor or Incorrect body position in one or more of the fm's		-1
	Wheel: Spokes far away from center point	-1			Lines/Pairs change edges/fm position/rotational direction at different times	-1	
Intersection Elements				No Hold Element			
+2	Outstanding Speed and Intersecting at the same time at Point of Intersection			+2	Block size maintained within two arm lengths distance		
	Not Intersecting at the same time	-2		+1	Good balance between turns/steps and linking steps throughout		
	Approach or Exit shape not maintained	-1 each		+1	Exit of the turns with running edge maintained		
	Whip: no whip action		-2		Inability to maintain Speed during execution		-1
	Collision during intersection		-2				
Creative Element - Lift				Combined Element			
+2	Good floor coverage throughout			+2	Creative: Innovative combination of elements		
+1	Creative: Innovative position or pattern			+1	Quick execution of the elements		
	Poor quality in execution/position of the lifted skater(s)	-1 each			Inability to maintain Speed during execution		-1
	Collapse during Lift		-2				

Artistic Impression

6 ARTISTIC IMPRESSION

SKATING SKILLS		TRANSITIONS		Performance	Choreography
The overall cleanness and sureness, edge control and flow over the skating surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc.), the clarity of technique and the use of effortless power to accelerate and vary speed		The varied and purposeful use of intricate footwork, positions, movements, holds and formations that link all Elements		Involvement of the Teams physically, emotionally and intellectually as they deliver the intent of the music and composition	An intentionally developed and/or original arrangement of all types of movements, according to the principles of musical phrase, space, pattern and structure
Use of deep edges, steps and turns		Continuity of movements from one Element to another		Physical, emotional and intellectual involvement	Purpose (idea, concept, vision, mood)
Balance, rhythmic knee action and precision of foot placement		Variety, including variety of holds		Projection	Pattern and floor coverage
Flow and glide		Difficulty		Carriage and Clarity of movement	Multi-dimensional use of space and design of movements; use of holds
Varied use of power, speed and acceleration		Quality		Variety and contrast of movement and energy	Phrase and form (movements and parts structured to match the musical phrase)
Use of multi-directional skating				Individuality/personality	Originality of the composition
Use of one (1) foot skating				Unison and “oneness”	Movement and steps in time to the Music/Timing
				Spatial awareness between Skaters; management of the distance between Skaters; changes of holds	Use of finesse to reflect the details and nuances of the music
Category	Range	Definition	If there is a/ are...	Impact for Precision Skating	
Platinum	10.00	Outstanding	Fall or Major Error	10.00 cannot be awarded for any Component	
Diamond	9.00 - 9.75	Excellent	Falls or Major Errors	9.25 or higher cannot be awarded for any Component	
Gold	8.00 - 8.75 7.00 - 7.75	Very Good Good			
Green	6.00 - 6.75 5.00 - 5.75	Above Average Average			
Orange	4.00 - 4.75 3.00 - 3.75	Fair Weak			
Red	2.00 - 2.75 1.00 - 1.75 0.25 - 0.75	Poor Very Poor Extremely Poor			

7 PENALIZATIONS



Referee and Judges*		Penalty
Costume / prop violation (feathers not allowed anywhere, rhinestones or sequins not allowed on the face)		-1.0
Separations in excess, Non-permitted (separating longer than necessary before resuming skating together as a unit)		-1.5
Referee		
Costume failure		-1.0
Late Start (61-120 seconds), after 120 seconds team is withdrawn		-1.0
Music requirement violations		-1.0
Time violations for every five (5) seconds in excess or lacking		-1.0
Interruption in excess, more than ten (10) seconds (caused by a stumble or fall)		
11-20 seconds		-0.5
21-30 seconds		-1.0
31-40 seconds		-1.5
more than 40 seconds by one or several skaters		-2.0
more than 40 seconds by the Team	Team is withdrawn	
Stopping in excess, Non-permitted, exceeding two (2) seconds within free program		-1,5
Technical Panel**		
Falls	One (1) skater (each time)	-1.0
	Two (2) or more skaters at one (1) time	-2.0
	Maximum Fall Deduction per Element	-3.0
Non-permitted (see Appendix A for details)		-1.5
Illegal Elements/Features (acrobatic movements with a risk of physical damage)		-2.0
Omitted Elements (missing set element)		-1.0
* Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the concerned deduction.		
** Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction asked for by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands.		

(See Technical Handbook for specific errors and deduction)

8 APPENDIX A - TECHNICAL PANEL GUIDELINES

General	Call by the Technical Panel
Any Technical Element that is not presented as per the World Skate Requirements.	Call Missing Element (DED -1.0) for each missing set element.
If the shape of the Intersections is not different.	Call Missing Element (DED -1.0)
Any type of handhold or combination of handholds can be used. However - at least 3 different types of connected handholds must be shown	Call Missing Element (DED -1.0) if not at least three (3) different types of connected handholds are shown in the program
The following limitations shall be enforced: <ul style="list-style-type: none"> - No jumps exceeding one (1) revolution - No spins exceeding three (3) revolution - No lifts are permitted; only in the Creative Element (Senior Precision) 	Call Non-Permitted (DED -1.5) each time a limitation is exceeded A lift is defined by lifting one (1) or more skaters from the floor to any height by one (1) or more supporting skaters for three (3) or more seconds
Including acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) in Junior Precision is not permitted Acrobatic movements in Senior Precision are permitted, but must be shown by a pair or group and not a single skater	Any acrobatic movement in Junior Precision OR any acrobatic movement in Senior Precision executed by only one (1) skater (e.g. a single cartwheel) call Non-Permitted (DED -1.5)
Kneeling or laying on the floor is allowed maximum of twice and for a maximum five (5) seconds	Call Non-Permitted (DED -1.5) for kneeling or laying on the floor for more than five (5) seconds by one (1) or more skaters when shown more than twice
General Elements	
Call the level of an Element/Additional Feature if the requirement for the level are met	
If the basic requirements of an Element are not met (not due to a fall)	Element is called no level
If an Additional Feature is mandatory, but not attempted	Element is called no level

If the restriction of an Element (e.g. maximum coverage) are not met (ME)	Element is called + Non-Permitted (DED -1.5)
If the basic requirements of an Additional Feature are not met (not due to a fall)	Additional Feature is called no level
If a Feature or Additional Feature is repeated within an Element	(Additional) Feature is counted once per element at first attempt
If the requirements for an Feature or Additional Feature are not met by ¼ of the Team or more	Feature is not confirmed
If a Feature is not executed at the same time by all Skaters (if not otherwise state in the Feature requirements)	Feature is not confirmed
Linear Elements - Block and Line	
If a Block/Line does not progress along/across the floor before, during or after the Feature	Feature is not confirmed
Features that cannot be executed at the same time (#1 + #2, #1 OR #2 + #8 and #5 + #1, #2, #3, #4, #6)	Features are not confirmed
Line - All Skaters must be in one (1) line or in two (2) as even as possible; however during a change of configuration the number of lines may be more than two (2)	Element is counted
Block - If Skaters are not attached during the majority of the element	Element is called no Level
Pivoting Elements - Block and Line	
If ¼ of the Team or more are not attached during the majority of the Element	Element is called no Level
If ¼ of the Team or more have done the following: - stopped pivoting for two (2) seconds or more - changed configuration - changed rotational direction	Pivoting is considered as ended Call the level accordingly before pivoting ended
If any line stops progressing along or across the floor for two (2) seconds or more	Pivoting is considered as ended

Pivoting with turns/steps and linking steps or a series of turns	
Block - Pivoting must be executed using the required turns/steps on recognizable and correct edges	Element is called according to the number of correctly executed turns/steps together with the degrees of pivoting
Line - Turns/steps that are not clearly executed on one foot or not at the same time by a ¼ of the Team or more	Turn(s)/step(s) will not be counted
Errors for Turns/Steps (Any error made by ¼ or the Team or more) <ul style="list-style-type: none"> - A two (2) footed entry or exit of a turn/step - A turn/step executed on the spot - A turn/step that is jumped - PB: The entry and/or exit of a turn/step is executed on a straight line (is flat) - PB: Turns/steps that are not clearly on the correct entry or exit edge - A turn/step not attempted (not due to a fall) - Turns/Steps that are not the same type of the turn/step at the same time 	Turn(s)/step(s) will not be counted
Pivoting a Total of 90°, 180° (PL/PB) or 270° (PB)	
Block - If the level for the number of degrees and the level for the number of correctly executed turns are different	Call the lowest level (number of degree or turns)
Line - If the level for the number of degrees and the level for pivoting with turns/steps are different	Call the lowest level (number of degree or steps/turns)
Change of pivot point	
Change of pivot point executed by skating on a circular/looped pattern (blue) where the Skaters cross their own track is not permitted correct pattern (red)	Feature is not confirmed PB1/PL2 (option 2) is the highest call
 	

PB2+PB3/PL2: A minimum pivot of 45° is required both <u>before and after</u> the pivot point changes ends	PB1/PL1 is the highest call if not according to the requirement
PB4: A minimum pivot of 90° is required both <u>before and after</u> the pivot point changes ends	PB3 is the highest call if not according to the requirement
PL3+PL4: A minimum pivot of 90° is required <u>before</u> the pivot point changes ends	PL2 is the highest call if not according to the requirement
Rotating Elements - Circle and Wheel	
If a Circle/Wheel does not rotate before, during or after the Feature	Feature is not confirmed
Features that cannot be executed at the same time (#1 + #2, #1 OR #2 + #6, #7, #8)	Features are not confirmed
Weaving (C)	
If weaving does not occur at the same time	Feature is counted , but will be reflected in QOE
If skaters do not keep their rotational direction (circling around each other)	Feature is not confirmed
Traveling Elements - Circle and Wheel	
Travel is considered as ended when at least ¼ of the Team or more have done the following; - Stopped gliding - Stopped/Interrupted traveling for two (2) seconds or more - Stopped/Interrupted rotation for two (2) seconds or more - Changed configuration - Changed rotational directions	Travel is considered as ended Call the level accordingly before travel was ended
If the Element stops traveling for two (2) seconds or more during the Feature	Feature is not confirmed and travel is considered as ended
Weaving (TC)	
If weaving does not occur at the same time	Feature is counted , but will be reflected in QOE

Skaters/Spokes change places/positions with another Skater/Spoke (TW)	
The Skaters must remain in their spokes when changing place	Feature is not confirmed ; if the skaters do not remain in their spokes when changing places
Intersection Element	
If an Intersection is executed with eight (8) Pairs	Element is called no level
If weaving is meant to be the intersection	Element is called no level
If the Additional Feature Point of Intersection is mandatory	Element is called no level , if no pi has been attempted
Back-to-Back Approach	
If any of the following types of errors for back-to-back feature are made by ¼ of the Team or more; <ul style="list-style-type: none"> - Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized - Skaters do not execute a pivoting entry of at least 90° (for a box or triangle) - Skaters do not keep their shoulders parallel to the axis of intersection - Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back - Any backward rotation that is not continuous/pauses - Pushes within a 360° rotation 	Intersection is lowered one (1) level for each type of error IB is the lowest call
Errors for Specific Intersections	
If ¼ of the Team does not intersect at the same time as required	Element is called , but will be reflected in QOE
Combined Intersection <ul style="list-style-type: none"> - Circle/Wheel (if included) must rotate during all phases (the shape is permitted to form without rotation) 	Intersection is lowered one (1) level

Whip intersection - The lines do not maintain a curved shape (minimum of a ½ Circle shape) during the required 90° pivot - If either line does not pivot a minimum of 90° until the lead Skaters of each line, become back-to-back to each other - If lead Skaters do not become back-to-back to each other	Intersection is lowered one (1) level for each type of error IB is the lowest call
Angled Intersection - Corridor wider than 3m - Lines pivot more than 15° - Corridor of both lines is not reducing once the lead Skaters have overlapped	Intersection is lowered one (1) level for each type of error I1 is the lowest call
Point of Intersection - Additional Feature	
If ¼ of the Team or more does not attempt at least one (1) pi rotation	pi is called no level
If a ¼ of the Team or more complete the pi rotation before intersecting	pi is called no level
If ½ of the Team executes a different pi level than the other ½ of the Team	The lowest level pi is called
If a ¼ of the Team within the same line executes different pi's than the rest of the Team	pi is called no level
If the backward 360° or 720° rotation (turns/steps) ends forwards	pi is lowered one (1) level if a pi rotation ends forwards before completing a pi and if done during a Whip Intersection

<p>pi errors: (Any error made by ¼ of the Team or more)</p> <ul style="list-style-type: none"> - pi rotation that does not start before the axis of intersection - pi rotations that do not continue to rotate as the Skaters go through the axis of intersection - Skaters in the same Line executing rotations in opposite directions - pi rotations that begin backward and have forward pushes - A forward or backward 360° or backward 720° pi rotation that is not continuously executed - pauses in the pi rotation in order to assist Skaters to pass by each other - pauses in the pi rotation due to a stumble/collision - A clear push within a forward or backward 360° and/or backward 720° pi rotation - Part of a pi's rotation executed on the same spot 	<p>pi is lowered one (1) level for each error (same type)</p> <p>piB will be the lowest call if all Skaters attempt a pi rotation</p>
<p>If there is a ¼ of the Team or more making multiple types of errors</p>	<p>pi is lowered one (1) level. This reduction will only be utilized when there have been no other reduction(s)</p>
<p>Point of Intersection - Collapsing Intersections and Combined Intersections</p>	
<p>If there are crossovers during any pi level</p>	<p>pi is called no level</p>
<p>Level 1: If there is only one (1) 360° rotation executed correctly and is ended within the Intersection</p>	<p>piB is called</p>
<p>Level 3:</p>	
<p>If the 720° rotation is completed before intersecting through one (1) corner</p>	<p>720° rotation is counted</p>
<p>If the 720° rotation is completed before intersecting through two (2) or more corners</p>	<p>720° rotation is not counted</p>
<p>If there are only two (2) rotations executed correctly</p>	<p>pi2 is the highest call</p>
<p>If only one (1) correctly executed rotation occurs within the Intersection</p>	<p>pi1 is the highest call</p>
<p>If there are no correctly executed pi rotations within the Intersection</p>	<p>piB is the lowest call</p>

Point of Intersection - Whip Intersection	
If pi rotations are executed in the opposite rotational direction respective to the Skater's line during the approach	pi is lowered one (1) level
pi3	
If pi rotation rotates in total more than the required 720° by ¼ of the Team or more	piB is called
If the required 720° pi rotation rotates more than 360° prior to the axis of the intersection by ¼ of the Team or more	pi is lowered one (1) level
Point of Intersection - Angled Intersection	
If the rotation does not begin before or at the latest when the lines begin to overlap	pi is lowered one (1) level
Move Element	
If fms are not executed within twenty-five meters (25m) from each other	Element is called as executed + Non-Permitted (DED -1.5)
If ¼ of the Team or more does not attempt at least one (1) fm	ME is called no level
If executing up to four (4) different types of fms and all or some of the fms have different levels	The lowest fm level is called
If there are up to four (4) different types of fms and there are not at least four (4) Skaters executing each types of fm not due to a fall	MEB + fmB is called
If there are not at least four (4) Skaters executing the same fm at the same time not due to a fall	fm is not counted
Teams may choose one (1) of the following options: 1. All fms begin and end at the same time 2. All fms begin at the same time and fms end at different times 3. Fms begin at different times and all fms end at the same time	ME is lowered one (1) level if the requirements for the options are not met (choreographic error)
For ME4; If the change of position is not executed with a FM on one (1) foot	ME3 will be the highest level called if the change of position is executed correctly

Feature: Different types of fms	
If the correct fm position is not maintained (by ¼ of the Team or more)	Feature will not be confirmed
Feature: Fms on one (1) foot	
If the correct fm position is not maintained (by ¼ of the Team or more)	Feature will not be confirmed
Feature: Change of Position	
If a fall occurs and the Skaters executing the Change of Position are less than half of the Team; Two (2) spaces without a re-grasp	Feature is not counted even if the fallen Skater is the cause + DED for Fall
If a Change of Position is not executed at the same time - release of hold and re-grasp of hold is done not at the same time (execution error)	Feature is called as executed; Reflected in QOE
If a Change of Position is not executed at the same time - release of hold and re-grasp of hold is done not at the same time due to choreographic errors	Feature will not be confirmed
If the correct fm position is not maintained before, during and after the Change of Position (by ¼ of the Team or more)	Feature will not be confirmed
Feature: Intersecting and/or Passing-through	
If the correct fm position is not maintained before, during and after the Change of Position (by ¼ of the Team or more)	Feature will not be confirmed
If at first, four (4) Skater pass thru each other and later another four (4) Skaters pass thru each other; fms may intersect/pass-through at the same or different times	Feature will be counted
FREE SKATING MOVES (fm) - Additional Feature	
If ¼ of the Team or more does not attempt at least one (1) fm; not including any Skater(s) who fall or unsuccessfully “attempt” a FM	ME is called no level + fm is called no level

<p>fm errors (any type of error made by $\frac{1}{4}$ of the Team or more)</p> <ul style="list-style-type: none"> - fm position is not correct - fm that is not executed on a clear lobe/edge for a minimum of three (3) seconds - fm that is not held in the correct position for a minimum of three (3) seconds (if choosing a FM with change of position or edge/direction then each position and/or edge/direction must be held for two (2) seconds) 	<p>fm is lowered one (1) level for each error (same type); $\frac{1}{4}$ of the Team or more make the same type of error</p> <p>fmB; will be the lowest call if all Skaters attempt a FM</p>
<p>If there are more than the required number of changes of edges/positions included for a FM (i.e. a camel position that has two (2) changes of edge)</p>	<p>fm is evaluated using the required lobes/edges/positions; The additional lobes/edges/positions are not counted towards the fm level or Feature(s)</p>
<p>If there is a $\frac{1}{4}$ of the Team or more making multiple types of errors</p>	<p>fm is lowered one (1) level; This reduction will only be utilized when there have been no other reduction(s)</p>
<p>fms with a change of edge or a change of rotational direction</p>	
<p>If a FM with a change of edge/fm position/change of rotational directions, in multiple lines/pairs, do not change edges/fm position/rotational direction at the same time as the rest of the lines/pairs (error in choreography)</p>	<p>fm is lowered one (1) level</p>
<p>If a FM with a change of edge/fm position/change of rotational directions, in multiple lines/pairs, do not change edges/fm position/rotational direction at the same time as the rest of the lines/pairs (error in execution)</p>	<p>Fm is called as executed; Reflected in QOE</p>
<p>If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to ccw direction (or vice versa) for a Spread Eagle or Ina Bauer executed in both cw and ccw directions (or vice versa)</p>	<p>fm is lowered one (1) level</p>
<p>For fm3; If the correct position is held on the correct edges/lobes only before and after the change of edge (not held during the change of edge)</p>	<p>fm is lowered one (1) level</p>

NO HOLD ELEMENT (NH)	
If the NHE does not start in four (4) lines of four (4) Skaters on a Team that requires sixteen (16) Skaters	Element will begin to be evaluated when: - there are four (4) lines
If the Additional Feature Step Sequence is mandatory	Element is called no level , if no turns/steps have been attempt
If skaters deliberately touch each other or maintain a hold	Element ends
Two (2) Different Configurations	
If there is an open Block as any part of the NHE	Element ends
If the two (2) different configurations are not recognized; Technical Panel must consider the configuration from all angles & decide in favour of the Team	Feature is not called if not recognized
If executing two (2) different configurations and other Features are done in the second (2nd) configuration; Any Feature may be executed in either configuration but must not be done at the same time when changing configuration	Features are counted (unless done at the same time when changing configurations)
Diagonal axis	
If the series of two (2) difficult turns is correctly executed on a diagonal axis; The two (2) turns are permitted to be either the same or a different type. Example of the same type; RFI Rocker + RBI Rocker	Feature is counted and the turns will be counted towards the level of the Step Sequence
If the series of two (2) difficult turns is executed on a diagonal axis and has a change of edge in between the two (2) turns; The turns must be consecutive and without a change of edge in-between	Feature is not counted but the turns will be counted towards the level of the Step Sequence
STEP SEQUENCE (s) - Additional Feature	
If one (1) Skater falls before the Step Sequence begins and does not catch up to the Team and therefore misses all turns/steps of that Step Sequence	Step Sequence is called as executed by the rest of the Team (with the missing Skater not participating) + DED for the fall
If ¼ of the Team or more do not attempt at least two (2) turns/steps; Not including any Skater(s) who falls or unsuccessfully “attempt” a turn/step	Step Sequence is called a no level

If there are not at least two (2) turns/steps correctly executed but are both attempted	Step Sequence level base is called
If there are two (2) crossovers or more in a row after the Step Sequence has begun; Step Sequence begins with the entry edge of the first turn/step executed in the NHE	Step Sequence is called including all turns/steps done during the NHE
If there is a FM that is held longer than three (3) seconds	Step Sequence ends
If any of the following errors for Step Sequence are made by ¼ or the Team or more; - A two (2) footed entry or exit of a turn/step (except travelling) - A turn/step executed on the same spot (not including loop) - Part of a travelling's rotation executed on the same spot - A turn/step that is jumped - The entry and/or exit of a turn/step is executed on a straight line (is considered flat) - Turns/steps that are not clearly on the correct entry or exit edge and lobe- A turn/step not attempted (not due to a fall) - Turns/Steps that are not the same type of the turn/step at the same time	turn/step is not counted
Series of Turns - General	
If there is only one (1) correctly executed turn in a series of two (2) difficult turns	Series of two (2) turns is not counted
If there is a change of edge in-between the two (2) turns in a series of two (2) turns	Series of two (2) turns is not counted
Two (2) different series (one (1) on each foot) of Three (3) different types of difficult turns executed on one (1) foot	
If the same series is repeated on the opposite foot; Same series consists of; the same turns executed in the same order, on the same edge and in the same skating direction	The second series is not counted
Errors during the Series	
If the free foot touches down between any of the two (2) correctly executed turns in a series of two (2) difficult turns by 1/4 of the Team or more	Series is not counted