

**RULES FOR  
ARTISTIC SKATING COMPETITIONS**

**PRECISION**

By World Skate Artistic Technical Commission



**WORLD  
SKATE**

# Index

<b>1</b>	<b>OWNERSHIP</b> .....	<b>3</b>
<b>2</b>	<b>PRECISION</b> .....	<b>3</b>
	2.1 GENERAL.....	3
	2.2 MUSIC.....	3
	2.3 COMPETITIVE WARM-UP.....	3
<b>3</b>	<b>TECHNICAL CONTENT</b> .....	<b>3</b>
	3.1 PROGRAM CONTENT.....	3
	3.2 GENERAL.....	4
	3.3 STEPS AND TURNS.....	4
	3.4 HOLDS.....	5
<b>4</b>	<b>TECHNICAL ELEMENTS</b> .....	<b>6</b>
	4.1 INTERSECTION ELEMENT.....	6
	4.2 BONUS EXTRA FEATURE AT THE POINT OF INTERSECTING (OPTIONAL).....	8
	4.2 LINEAR ELEMENTS – BLOCK AND LINE.....	9
	4.3 MOVE ELEMENT.....	10
	4.4 BONUS EXTRA FEATURE - FREE SKATING MOVE (OPTIONAL).....	12
	4.5 NO HOLD ELEMENT.....	12
	4.6 BONUS EXTRA FEATURE - TURNS (OPTIONAL).....	13
	4.7 PIVOTING ELEMENT – BLOCK.....	14
	4.8 PIVOTING ELEMENT – LINE.....	15
	4.9 ROTATING ELEMENTS – CIRCLE AND WHEEL.....	16
	4.10 TRAVELING ELEMENT.....	17
	4.11 CREATIVE ELEMENT - LIFT.....	19
<b>5</b>	<b>QUALITY OF EXECUTION</b> .....	<b>20</b>
<b>6</b>	<b>ARTISTIC IMPRESSION</b> .....	<b>23</b>
<b>7</b>	<b>PENALIZATIONS</b> .....	<b>24</b>
<b>8</b>	<b>GLOSSARY</b> .....	<b>25</b>
<b>9</b>	<b>TECHNICAL PANEL PROTOCOL</b> .....	<b>26</b>
	9.1 TECHNICAL SPECIALIST (TS).....	26
	9.2 ASSISTANT (AS).....	26
	9.3 CONTROLLER (CTR).....	26
	9.4 DATA OPERATOR (DO).....	27
	9.5 REFEREE (REF).....	27
<b>10</b>	<b>APPENDIX A - TECHNICAL PANEL GUIDELINES</b> .....	<b>28</b>

## 1 OWNERSHIP

---

This document has been written and edited by WORLD SKATE ARTISTIC TECHNICAL COMMISSION, so it cannot be copied.

## 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.

### 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 **eight (8)** technical elements:

1. One (1) **Linear** element - **Line OR Block (2024 - Line)**
2. One (1) **Pivoting** element - **Line OR Block (2024 - Block)**
3. One (1) **Rotating** element - **Circle OR Wheel (2024 - Wheel)**
4. One (1) **Creative** element - **Lift.**
5. One (1) **Traveling** element
6. One (1) **Intersection** element
7. One (1) **Move** element
8. One (1) **No hold** element

A Junior Precision program must include the following **seven (7)** technical elements:

1. One (1) **Linear** element - **Line OR Block (2024 - Block)**
2. One (1) **Pivoting** element - **Line OR Block (2024 - Line)**
3. One (1) **Rotating** element - **Circle OR Wheel (2024 - Circle)**
4. One (1) **Traveling** element
5. One (1) **Intersection** element
6. One (1) **Move** element
7. One (1) **No hold** element

The required element shape (if not optional) is set by WORLD SKATE ARTISTIC TECHNICAL COMMISSION each year **and included in the lists above**. 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 LEVEL**
- **Elements that do not meet the general and/or the specific requirements (only for Intersection) will be lowered one level each time the requirements are not met**
- Elements can be performed using **features** that will be confirmed only **once per element on first attempt**
- **Features that do not meet the feature requirements will NOT be CONFIRMED**
- Features must be executed at the **same time** by **all skaters** to be **CONFIRMED**, if not otherwise defined in the element feature
- Set elements may be skated in any order **and/or** repeated; **first attempt will be called if not otherwise declared clearly in the Program Elements Content Sheet (PECS).**
- 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 **Group-Lifts** are permitted in **Junior Precision**
  - Kneeling or laying on the floor is allowed maximum of **twice** and for a maximum **five (5)** seconds at the beginning and at the end of the program
  - Stationary (**stopping or standing**) positions are not permitted during the program; Stationary is defined as stopping or standing still by a  $\frac{1}{4}$  of the Team or more for two (2) or more seconds. At the beginning and at the end of the program, stationary positions are allowed for a maximum of ten (10) seconds
  - Acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) are permitted but must be shown by a pair or group and not a single skater
  - **Free Skating elements like jump and spins are allowed by even single skaters**

## 3.3 Steps and Turns

---

**All steps must be skated in the tune of the music; unison will be evaluated by the judges.**

**Definition of steps and turns including traveling and cluster** refers to the **WORLD SKATE Artistic General Regulations**.

**Different turns:** is a term that includes each of the listed turns (**one-foot or two-feet**) plus the four (4) different methods of execution.

**Different types of turns:** is a term that includes each of the listed turns (**one-foot or two-feet**)

**Difficult turns:** rocker, counter, bracket, loop and traveling **of two or more revolutions**.

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

1. **Two-feet turns:** mohawks, choctaws. **Only Choctaws from forwards to backwards, and closed Choctaws from backward to forward will be considered. Choctaws must demonstrate correct and clear edges.**

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

### 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.

Examples for one (1) type of connected hold (same type), e.g. Hand to Elbow:



Examples for Basket Hold and Catch Hold:



**Basket Hold (weaving)**



**Catch Hold (releaseable)**

## 4 TECHNICAL ELEMENTS

### 4.1 INTERSECTION ELEMENT

#### 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, two (2) Line intersection, L-Intersection or Subsequent Intersection	Level B AND must include:  Box or Triangle <b>or</b> <b>V-Intersection</b>	Level B AND must include:  Whip Intersection <b>OR</b> <b>Angled Intersection</b>	Level B AND must include:  Whip Intersection + <b>Entry Variation</b> <b>OR</b> <b>Angled Intersection + Entry Variation</b>

#### Bonus Extra Feature at the point of intersection (optional) (see 4.2)

#### General element requirements

- Stopping and/or becoming Stationary is not permitted
- All Skaters must be back-to-back **with a hold** during the approach phase (Exception Levels **Base** and 1)
- **Entry variations are movements during the approach phase e.g. but not limited to change of skater's place/order or free skating movements before the point of Intersection**

#### Specific requirements of each type of Intersection

##### Two (2) Line Intersection

- A back-to-back or face-to-face approach is permitted
- **Judges:** Both Lines must be straight and parallel to each other as they approach the axis of intersection and all Skaters must intersect at the same time

##### L-Intersection

- A back-to-back or face-to-face approach is permitted

##### Subsequent Intersection

- **A back-to-back or face-to-face approach is permitted**
- There must be at least two (2) subsequent intersections; Example but not limited: A four (4) lines intersection where two (2) lines intersect first, followed by two (2) other lines that intersect subsequently
- The time between first and subsequent intersection(s) must be less than three (3) seconds
- **All skaters must intersect at least twice**

##### V-Intersection

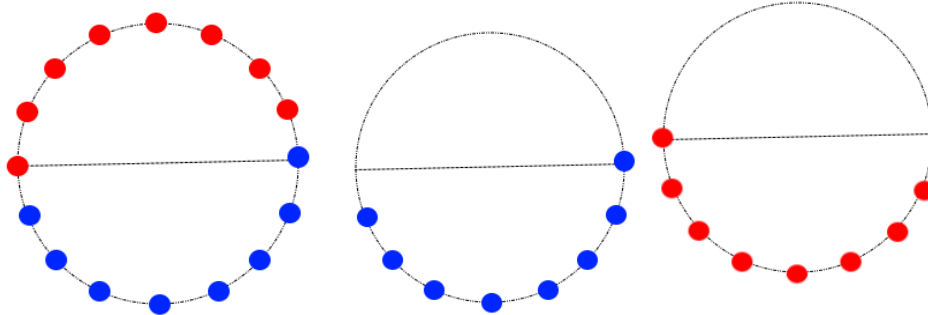
- A pivoting back-to-back entry is required
- **Judges:** Both Lines/all Skaters must intersect at the same time

##### Box or Triangle

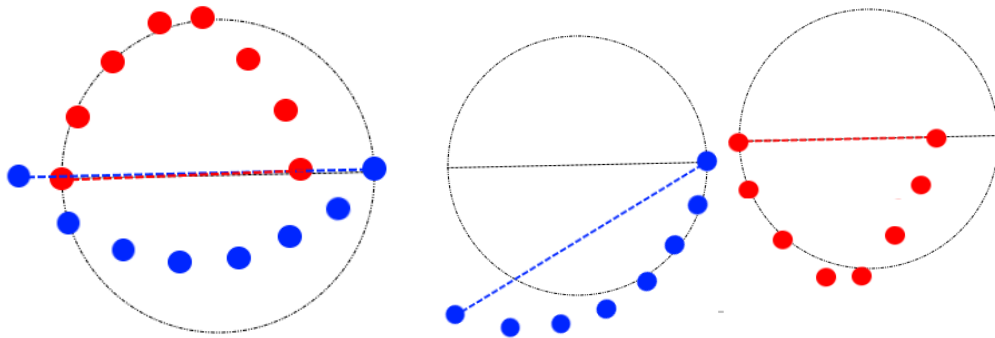
- All Skaters must be back-to-back in any connected hold when starting the approach until the **Extra Feature (if attempted)** begins
- The use of crossovers is not permitted once the corners of the Intersection begin to intersect
- **Judges:** All corners of the collapsing intersection must intersect at the same time

## Whip intersection

- Both Lines must achieve and maintain a curved shape (minimum of a ½ Circle shape) and **pivot** for a minimum of a 90° rotation until the lead skaters become back-to-back
  - The minimum ½ Circle shape will be counted when the distance between the two (2) end Skaters (from the same line) is the diameter of a Circle made of sixteen (16)
  - Correct shape (diameter of a circle made of sixteen (16)):



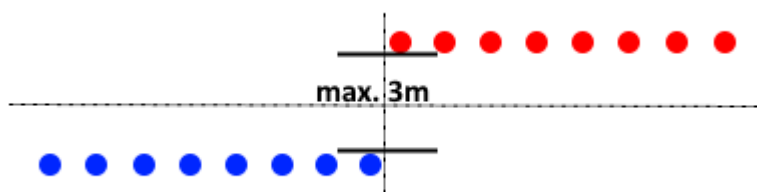
- Incorrect shapes (diameters too large/small):



- From the minimum 1/2 Circle shape once the lead Skaters are back-to-back:
  - The curve must continuously straighten/unroll until the **point of intersecting** begins (see Extra Feature); **skating along the axis of intersection is not permitted**
  - Both lines must straighten/unroll at the same time
- **If performing Extra Feature Backward Rotations they must be in the same rotational direction that their respective Line uses.**
- **Judges:** The goal is for both Lines/all Skaters to straighten and intersect at the same time
- **Judges:** 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

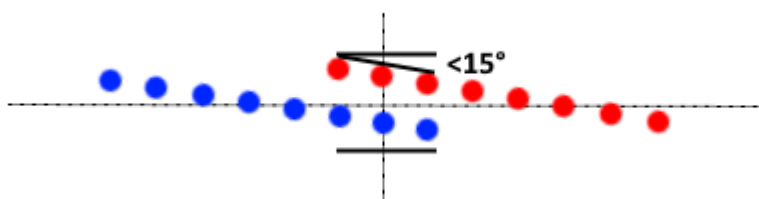
## Angled intersection

- A connected hold must be attained before the lead Skaters overlap, unless the Skaters executing **the Feature Entry Variation**.
- 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



- **The 3m corridor cannot be enlarged once the leader skaters begin to overlap**

- The Lines must remain parallel to the “axis of intersection” 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



- If performing Extra Feature Backward Rotations the rotations must start just before or at the latest when the Lines start to overlap
  - A slight (minimal) pause in-between these rotations is permitted

## 4.2 BONUS EXTRA FEATURE AT THE POINT OF INTERSECTING (optional)

A confirmed extra feature will be awarded a bonus percentage of the value of the element as indicated below.

- Extra features must begin before and continue as the Skaters begin to intersect
- All skaters must attempt the same extra feature.
- All Skaters must perform either
  - the same BM, FM or BR
  - Or half of the team a different BM or FM, however, skaters in the same Line must execute the same BM or FM

### a) Body Movements (BM) +0.5

- A Body Movement (BM) must be held in the correct position before the skaters begin to intersect and continue through the point of intersecting until the exit of the intersection
- A hold is mandatory during the approach phase (See specific requirements for each intersection)
- The release of hold must be in relation with the preparation of the BM (if not otherwise defined on specific requirements)
- The BMs can be executed using a hold

### b) Free Skating Move (FM) +1.0

- At least one (1) **difficult** FM must be executed (see Movement Element 4.3)
- The same FM must be executed by all skaters in the same line
- ALL FMs must be held in a correct recognizable position.
- Skaters are allowed to release the hold to be able to achieve the FM position before they arrive to the axis of intersection (see exception for Angled Intersection)
- The FMs must be executed without a hold

### c) Backward Rotations (BR) +2.0

- There must be at least one revolution (360°) of rotations keeping in mind that they must begin before the point of the first skaters intersecting and until the entire team has completed the intersection.
- The BR must start and end backward
- The BR must rotate quickly and be continuous and uninterrupted.
- The backward rotations are permitted to:
  - consist of turns and/or rotating linking steps
  - be done on one (1) or two (2) feet
  - rotations at the point of intersecting must not be executed on the spot.



## 4.2 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 <b>One (1) Feature</b>	Level B AND must include <b>Two (2) Features</b>	Level B AND must include <b>Three (3) Features</b> MUST include Features <b>#4</b>	Level B AND must include <b>Four (4) Features</b> MUST include Features <b>#4</b> AND Feature <b>#5 OR #7</b>

### 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, #4, #6)

### Feature requirements (applies to element(s) in brackets)

1. **Different configurations (B/L)**
  - The number of Lines must change
2. **Change of place (B/L)**
  - All Skaters and/or lines must **actively** participate and change places/positions with another Skater and/or line; **slowing down to let other skaters changing places will not be confirmed; e.g. one skaters change from one side of the line to the end will not be confirmed**
  - **Changing places at different times is only allowed if done in canon with attention to correct timing.**
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 extra 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. **Four (4) turns/steps (B)**

- All skaters must execute the same **turn (one-foot or two-feet)** at the same time; **turns executed in mirror image pattern (different feet) are allowed**
  - Choice of: choctaw, rocker, bracket
  - The turns must be executed **quickly** one after the other, no other steps may be executed between any of the turns other than one (1) changes of edge or change of foot
  - The turns must **not be correctly executed but must** be skated on recognizable edges/lobes
  - **Different holds may be used, but** holds must be maintained throughout the four (4) turns
- 6. 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
  - **Other features may be included during the circular pattern**
- 7. Two (2) Different Axis (L)**
- The line must use two (2) distinctly different axes: 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 **using** turns/rotations **a minimum of one complete 360° rotation is required**
    - If **using** both skating directions at least two (2) foot placements in each direction must be performed

### 4.3 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 that does not meet the requirements for level 1, 2, 3 or 4 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

#### **BONUS EXTRA FEATURE - FREE SKATING MOVE (optional) (see 4.4)**

#### General requirements

- All fms must be executed within thirty meters (30m) from each other
- The first fm that each Skater performs will be evaluated
- The fm will be evaluated once all Skaters attain their position
- **At least a ¼ of the Team must**
  - **Execute the same type of fm on the same foot, skating direction and edge**
  - **Execute a change of edge, rotational direction at the same time**
- **Types of fm's see Bonus Extra Feature - Free Skating Move**
- 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

- There must be executed **at least** two (2) different types of fms **on one foot**
- Each type of fm must be executed by at least four (4) Skaters

### 2. Difficult Entry

- **At least ½ of the Team must execute a difficult Entry**
  - The same difficult Entry must be executed by at least four (4) Skaters
- Examples for difficult Entry (not limited to the following):

#### Difficult one-foot turn(s)

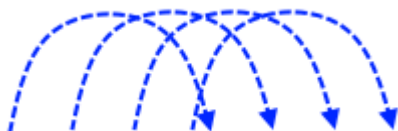
- A recognizable difficult one-foot turns (see definition 3.3)
- The exit edge of the “Difficult one-foot turn” must be the entry edge of the fm

#### Jump or Dance jump

- The landing foot/edge must be the entry foot/edge of the fm

### 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
- An 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

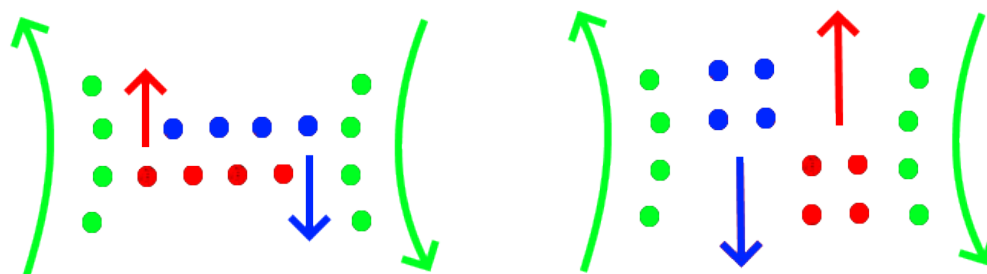


- The correct fm position (of the fm **bonus called if attempted**) must be maintained before, during and after the Change of Position

### 4. Intersecting and/or Passing-through

- At least ½ of the Team must execute an 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 **bonus called if attempted**) must be maintained before, during and after the Skaters Intersect and/or Pass-through (see Example)

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



#### 4.4 BONUS EXTRA FEATURE - FREE SKATING MOVE (optional)

A confirmed extra feature will be awarded a bonus percentage of the value of the element as indicated below.

- All Skaters must attempt a fm
- Fm's must be held in the **correct position and edge** for the **required time** (three (3) seconds for one position / two (2) seconds on each edge/rotation side)

##### a) Simple FM (SFM) +0.5

- **Spread Eagle** (inside or outside) in one or both rotational directions.
- **Ina Bauer** (inside or outside) in one or both rotational directions. Using a minimum of six (6) wheels.
- **Camel** position with the free leg fully extended or in a hold with or without a change of edge

##### b) Difficult FM (DFM) +2.0

- **Camel 135°** position with the free leg held unsupported at the back with or without a change of edge
- **Charlotte 170°** with or without a change of edge. A charlotte is executed in a vertical position with the free leg extended vertically in a split position and the torso is dropped forward as close as possible to the skating leg. It is a fixed position that progresses along the floor.
- **Ring position (vertical)** with or without a change of edge. position with the free leg held. The position must be resembling a “donut”, with the foot and knee of the free leg at the same height as the head.
- **Upright Extension 150°** with or without a change of edge
- **Biellmann position** with or without a change of edge. The skater's free leg is pulled from behind to a position higher than and towards the top of the head, close to the spinning axis of the skater. The degrees between the back and the hamstring of the free leg must be less than 90.
- **Hackenmond 135°** in one or both rotational directions

For Position Descriptions (see appendix 2 - Skating element examples in Solo Dance Manual)

#### 4.5 NO HOLD ELEMENT

**Basic requirements:**

1. All Skaters must be in a **closed Block starting in four (4) lines of four (4) Skaters.**
2. 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 <b>One (1) Feature</b>	Level B AND must include <b>Two (2) Features</b>	Level B AND must include <b>Three (3) Features</b>	Level B AND must include <b>Four (4) Features Including Feature #2</b>

#### BONUS EXTRA FEATURE - TURNS (optional) (see 4.6)

**General feature requirements**

- Stopping is not permitted during any Feature

- Features must be done separately otherwise neither of the features will be confirmed
- Block must continue to progress across/along the floor before, during and after Feature(s)

## Feature requirements

---

### 1. Change of Place

- All Skaters and/or Lines must participate and **actively** change places/positions with another Skater and/or Line at the same time
- **slowing down to let other skaters changing places will be not confirmed**
- **changing places at different times or in syncopation will be not confirmed**
- **There must be one (1) turn (same skating direction and edge) executed correctly during the change of place**

### 2. Diagonal Axis

- **At least two (2) difficult turns** must be correctly executed on the same diagonal axis
- The diagonal axis is permitted to occur at any time during the NHE

### 3. Pivoting

- All Skaters and lines must pivot at least 90°
- Pivoting must be continuous **and executed in one (1) rotational direction**
- **No other features can be executed during the pivoting**
- **There must be one (1) closed Choctaw executed correctly during pivoting**

### 4. 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

### 5. Jump

- **A jump of one rotation must be executed by all skaters at the same time. The jump is not required to be in the list of free-skating coded jumps.**

## 4.6 BONUS EXTRA FEATURE - TURNS (optional)

---

**A confirmed extra feature will be awarded a bonus percentage of the value of the element as indicated below.**

- All turns must be skated on the same, recognizable edges **and skating direction**
- All Skaters must attempt **the same turn(s) at the same time**
- **Turns executed in mirror image pattern are allowed and will be confirmed if executed correctly**

### a) Traveling (TR) +0.5

- **One (1) traveling of at least two (2) rotations.**

### b) Traveling plus two different turns (TR2) +1.0

- **traveling and two different turns all must be performed at different moments of the sequence (i.e. no clusters)**
- **turns chosen from bracket, counter, rocker.**

### c) Traveling plus three different turns (TR3) +2.0

- **traveling and three different turns must all be performed at different moments of the sequence (i.e. no clusters)**
- **turns chosen from bracket, counter, rocker.**

## 4.7 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) AND **must pivot a minimum of 90°**

### 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: <ul style="list-style-type: none"> <li>• Pivoting at least 90° with at least two (2) different turns</li> <li>- <b>May include other steps</b></li> </ul>	Level B AND must include: <ul style="list-style-type: none"> <li>- Pivoting at least 180° with at least two (2) <b>one-foot</b> turns (without a change of edge) (choice of three-turn, bracket, counter, rocker or traveling)</li> <li>- <b>May include other steps</b></li> <li>- Pivot point must change ends at least once</li> <li>- A minimum pivot of 45° is required before and after the pivot point changes ends</li> </ul>	Level B AND must include: <ul style="list-style-type: none"> <li>- Pivoting at least 180° with a Series of at least two (2) <b>different types of difficult one-foot</b> turns (without a change of edge) (choice of bracket, rocker, counter or traveling)</li> <li>- one (1) <b>difficult one-foot</b> turn (may or may not be part of a series)</li> <li>- <b>May include other steps</b></li> <li>- Pivot point must change ends at least once</li> <li>- A minimum pivot of 45° is required before and after the pivot point changes ends</li> </ul>	Level B AND must include: <ul style="list-style-type: none"> <li>- Pivoting at least 270° with a Series of four (4) <b>different types of difficult</b> turns (without a change of edge) (choice of bracket, counter, rocker and traveling)</li> <li>- <b>May include other steps</b></li> <li>- The pivot point must change ends at least once</li> <li>- A minimum pivot of 90° is required before and after the pivot point changes ends</li> </ul>

### General requirements

- **Stopping and/or becoming Stationary is not permitted**
- **Pivoting must be done with correctly executed turns**

#### For PB1 & PB2

- **All Skaters must use the same skating direction and execute the same steps/turns/edges/ on the same foot, in the same skating direction, during pivoting**

#### For PB3 & PB4

- **If lines within the block are using the same skating direction:** All Skaters must execute the same steps/turns/edges, on the same foot, in the same skating direction, during pivoting
- **If lines within the block are using different skating directions:** All Skaters must use the same edge AND All Skaters within the same line must use the same skating direction, foot, and edge

### Pivoting requirements

### Pivoting must:

- Be continuous and executed all at once
- Occur during only one configuration of a Block
- Be executed in only one rotational direction

## 4.8 PIVOTING ELEMENT - LINE

### Basic requirements:

1. 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
2. The Line must cover a minimum of twenty meters (20m)
3. The Line must pivot a minimum of 90°

### 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: <ul style="list-style-type: none"><li>- Pivoting in one (1) or two (2) parallel lines with or without turns and linking steps</li><li>- May include other steps</li></ul>	Level B AND must include: <ul style="list-style-type: none"><li>- Pivoting in one (1) line or two (2) lines with turns and linking steps</li><li>- May include other steps</li><li>- the pivot point must change ends once</li><li>- A minimum pivot of 45° is required before and after the pivot point changes ends</li></ul>	Level B AND must include: <ul style="list-style-type: none"><li>- Pivoting using a combination of one (1) and two (2) lines with turns/steps and linking steps</li><li>- May include other steps</li><li>- the pivot point must change ends once</li><li>- A minimum pivot of 45° is required before and after the pivot point changes ends</li></ul> <b>PLUS</b> <ul style="list-style-type: none"><li>- One (1) Pivoting Extra Feature</li></ul>	Level B AND must include: <ul style="list-style-type: none"><li>- Pivoting in one (1) line with turns and linking steps</li><li>- May include other steps</li><li>- the pivot point must change ends once</li><li>- A minimum pivot of 45° is required before and after the pivot point changes ends</li></ul> <b>PLUS</b> <ul style="list-style-type: none"><li>- Two (2) Pivoting Extra Feature</li></ul>

### General requirements

- Stopping and/or becoming Stationary is not permitted
- Pivoting must be executed using the required turns (one-foot or to-foot)

#### For PB1 & PB2

- All Skaters must use the same skating direction and execute the same steps/turns/edges/ on the same foot, in the same skating direction, during pivoting

#### For PB3 & PB4

- If lines are using the same skating direction: All Skaters must execute the same steps/turns/edges, on the same foot, in the same skating direction, during pivoting
- If lines are using different skating directions: All Skaters must use the same edge AND All Skaters within the same line must use the same skating direction, foot, and edge

### Pivoting requirements

- Pivoting must:
  - Be continuous and executed all at once
  - Be executed in only one rotational direction

### Pivoting Extra Features requirements

#### 1. Change of place

- All Skaters and/or lines must actively participate and change places/positions with another Skater and/or line; slowing down to let other skaters changing places will be not

confirmed; e.g. one skaters change from one side of the line to the end will not be confirmed

- Changing places at different times will be not confirmed

## 2. Three (3) different types of connected holds

- The same type of hold must be executed at the same time
- Holds must be different types (See definition 3.4)

## 3. Different skating directions

- In a two (2) line configuration one (1) line is skating forward and the other line is skating backward or vice versa
- In a one (1) line configuration one half of the team is skating forward while the other half of the line is skating backward
- A minimum of two (2) foot placement must be executed in the new direction while pivoting

## 4.9 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 MUST include Features #6 OR #8	Level B AND must include Four (4) Features MUST include Features #6 OR #8 AND Feature #7

### 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 (applies to element(s) in brackets)

#### 1. Different configurations (C/W)

- The number of Circles/Spokes must change (respective to the element)

#### 2. Change of place (C/W)

- All Skaters and/or spokes must participate and actively change places/positions with another Skater and/or spoke; slowing down to let other skaters changing places will be not confirmed
- Changing places at different times or in canon will be not confirmed

#### 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 extra 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)**
- All Skaters must weave
  - Weaving must:
    - Occur at least twice
    - Be continuous and done one after the other
- 7. Interlocking (C/W)**
- Circle**
- At least ½ of the Team must interlock
- Wheel**
- All spokes must 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 using turns/rotations a minimum of one (1) complete 360° rotation is required
    - If using both skating directions at least two (2) foot placements in each direction must be executed

## 4.10 TRAVELING ELEMENT

### Basic requirements:

1. All Skaters must be in an Element Shape (Circle or Wheel)
2. Element Shape must rotate at least 360°
3. The Element must attempt to travel

### Levels + Features

Level Base - TrEB	Level 1 - TrE1	Level 2 - TrE2	Level 3 - TrE3	Level 4 - TrE4
A Traveling Element that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Must include: - One (1) Feature	Must include: - Two (2) Features	Must include: - Three (3) Features	Must include: - Four (4) Features

### General Element requirements

- Stopping or becoming Stationary is not permitted (Choreographed)
- Travel must be executed in one circle/wheel, two circles/wheels
- If using two circles then the two circles must be as equal as possible

- If using two wheels, it must have at least four Skaters in each spoke while traveling
- Travel must be continuous
- Element must rotate during travel

### General feature requirements

---

- Element must continue to rotate and travel when executing Features
- Configuration must clearly travel before, during and after a Feature

### Feature requirements

---

- Features not permitted to be executed at the same time:
    - Change of Position (Feature #1) may NOT be executed at the same time as the following
  - Features:
    - #2 Change of Relative Position only if Intersecting
    - #6 Interlocking
    - #7 Intersecting
    - #8 Weaving
- 1. Change of place (Circle/Wheel)**
    - All Skaters and/or spokes must actively participate and change places with another Skater and/or spoke; slowing down to let other skaters changing places will be not confirmed
    - Changing places at different times or in syncopation will be not confirmed
    - May be done in any manner using individual Skaters, pairs, and/or lines
  - 2. Change of relative position (Circle/Wheel)**
    - In a two circle/wheel configuration, when one or both shapes change their relative position on the rink (change places or orbit like a satellite)
    - All Skaters must participate
    - May be done in any manner by Intersecting or passing
    - Individual Skaters may change (one Skater at a time, skating a figure 8 pattern) from one relative position to another.
  - 3. Two continuous backward 360° rotations (Circle/Wheel)**
    - Must be executed by all Skaters
    - The backward rotations are permitted to:
      - consist of turns and/or rotating linking steps
      - be done on one (1) or two (2) feet
    - Backward 360° Rotations may be done separately and if so must be done one after the other
    - The two 360° rotations must each be executed in the same rotational direction
    - Holding in-between the two backward 360° rotations is not permitted
  - 4. Different element shape (Circle/Wheel)**
    - All Skaters must:
      - Start in an element shape and change into a different shape
      - Participate in both element shape(s)
  - 5. Different configuration (Circle/Wheel)**
    - All Skaters must participate in both configurations of the same element shape
      - Skaters must move from their original place in order to form the new configuration
      - Other Features may be included in either the first or second configuration
  - 6. Interlocking (Circle/Wheel)**
    - Circle** - At least ½ of the team must Interlock at least one time
    - Wheel** - All spokes must interlock at least one time
    - Interlocking must:
      - Occur at least once

- Be continuous and done one after the other

### **7. Intersecting (Wheel only)**

- At least ½ of the team must intersect
- Intersecting must:
  - Occur at least once
  - Be done at the same or at different times
- One spoke passing through another spoke rotating in the same direction intersecting will not be confirmed

### **8. Weaving (Circle only)**

- All Skaters must weave
- Weaving must:
  - Occur at least twice
  - Be continuous and done one after the other

## **4.11 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 Quality of Execution

Judges must score the QOE for each technical element called. To determine the final QOE, judges should consider the good features of the element and decrease in case of errors.

Following are some of the guidelines for the judges to determine the right QOE to score.

### Positive Bullets

Judges should score their QOE using the following guidelines:

- 0 when skaters achieve the basic characteristics of the element.
- +1 when skaters fulfill 1 - 2 features.
- +2 when skaters fulfill 3 - 4 features.
- +3 when skaters fulfill 5 - 6 features.

<b>GENERAL (relevant to all elements)</b>
<ul style="list-style-type: none"> <li>• Maintenance of Shape throughout</li> <li>• Very good unison throughout</li> <li>• Maintenance of speed &amp; flow</li> <li>• Entry and/or exit of the Element performed with originality or creativity</li> <li>• Seamless execution and quality of features</li> <li>• Matching the execution of the element with the music structure</li> <li>• Originality</li> </ul>
<b>LINEAR ELEMENTS</b>
<ul style="list-style-type: none"> <li>• Good floor coverage</li> <li>• Variety of formations with smooth transitions between</li> <li>• Variety and quality of Steps, Turns, Movements and Holds</li> </ul>
<b>PIVOTING ELEMENTS</b>
<ul style="list-style-type: none"> <li>• Strong, Controlled pivoting</li> <li>• Even &amp; logical distribution of steps/turns throughout</li> </ul>
<b>ROTATING ELEMENTS</b>
<ul style="list-style-type: none"> <li>• Consistent speed and flow of rotation throughout the element</li> <li>• Variety and quality of Steps, Turns, Movements and Holds</li> </ul>
<b>TRAVELING ELEMENTS</b>
<ul style="list-style-type: none"> <li>• Good floor coverage</li> <li>• Consistent speed and movement of travel across the floor</li> <li>• Variety and quality of Steps, Turns, Movements and Holds</li> </ul>
<b>INTERSECTING ELEMENTS</b>
<ul style="list-style-type: none"> <li>• Outstanding speed and intersecting at the same time</li> </ul>
<b>MOVE ELEMENT</b>
<ul style="list-style-type: none"> <li>• Outstanding flexibility and body lines in fm's</li> <li>• Intricate and/or creative pattern</li> <li>• Good control and involvement of the whole body</li> </ul>
<b>NO HOLD ELEMENT</b>
<ul style="list-style-type: none"> <li>• Block size maintained within two arm lengths</li> <li>• Intricate and/or creative pattern</li> <li>• Good balance between turns/steps and linking steps throughout</li> </ul>

<ul style="list-style-type: none"> <li>• New steps, new steps sequence</li> <li>• Variety and quality of Steps, Turns and Movements</li> </ul>
<b>CREATIVE ELEMENT - LIFT</b>
<ul style="list-style-type: none"> <li>• Musicality.</li> <li>• Good floor coverage throughout</li> <li>• Creative: Innovative position or pattern</li> <li>• Good control and involvement of the whole body</li> </ul>

## Negative QOE

The following table shows on the left-hand side errors for which the QOE MUST be the one listed and on the right-hand side errors for which the judges must decrease their score if the error described occurs.

Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
<b>General</b>			
Fall of one (1) Skater in an Element, depending on disruption	<b>NHT 0</b>	Stumbles, collisions or touchdown of free foot or hand(s)	-1
Fall of two (2) Skaters in an Element	<b>-2 or -3</b>	Breaks in holds or poor quality of holds	-1
Fall of three (3) or more Skaters in an Element	<b>-3</b>	Long preparation into Element	-1
		Errors in shape/spacing	-1 to -2
		Lack of speed and flow	-2
		Errors in unison	-1 to -3
		Lack of musicality	-1 to -3
		Poor in energy	-1 or -2
		Visible Errors - Not listed	-1
<b>PIVOTING ELEMENTS</b>			
Lack or stop of pivoting	<b>-2 or -3</b>	Speed not maintained throughout pivoting	-1
		Curved lines during pivoting	-2
<b>INTERSECTION ELEMENTS</b>			
Collision during Intersection	<b>-2 or -3</b>	Not intersecting at the same time	-2
		Approach and/or exit shape not maintained	-1 or -2
<b>ROTATING/TRAVELLING ELEMENTS</b>			
Lack or stop of rotating and/or traveling	<b>-2 or -3</b>	<b>Wheel:</b> Spokes far away from center point	-1
		No centrifugal force at all	-2
		<b>Circle:</b> Weaving not at the same time	-2
<b>CREATIVE ELEMENT</b>			
Collapse during lift	<b>-2 or -3</b>	Poor quality in execution/position of the lifted skater(s)	-1
<b>MOVE ELEMENT</b>			
		Feature execution errors (see descriptions of individual intersections and features).	-1

		COP: not executed at the same time/release of hold and re-grasp not at the same time	-1
--	--	--	----

- Minor errors do not fully impact the integrity/continuity and fluidity of the Element and should not be over penalized when awarding a Quality of the Element (QOE)
- Major error impacts the integrity/continuity and fluidity of the Element and/or its relation to the music and should be reflected accordingly.
- Each error occurring within the same Element will be reflected in the final marks for QOE and Program Components
- Required for an Element to achieve +3: Must contain at least 5 or more positive bullets and **contain no errors from the table**

## 6 Artistic Impression

The result of the Artistic Impression score will be multiplied by a factor of 1.2 for Senior and 1.3 for Junior.

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

<b>Referee and Judges*</b>		<b>Penalty</b>
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
<b>Referee</b>		
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	
<b>Technical Panel**</b>		
<b>Falls</b>	<b>One (1) skater</b> (each time)	-1.0
	<b>Two (2) or more skaters at one (1) time</b>	-2.0
	<b>Maximum Fall Deduction per Element</b>	-3.0
<b>Non-permitted</b> e.g. Stationary or Stopping position exceeding two (2) seconds within free program OR exceeding ten (10) seconds at the begin or the end (see Appendix A for details)		-1,5
<b>Illegal Elements/Features</b> (acrobatic movements with a risk of physical damage)		-2.0
<b>Omitted Elements</b> (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 Appendix A for specific errors and deduction)*



## 8 Glossary

---

### Extra Features

A term used for describing technical content that increases the difficulty of an Element

### Change of Pivot Point

A continuous action where the pivot point changes from one side of a line/block to the other side of the line/block; no retrogression or skating in circular pattern is allowed

### Configuration

A Configuration is the number of lines, spokes or circles in the Element

### Features

A term used for describing technical content that increases the difficulty of an Element which may become part of the Level of an Element

### Free Skating Element

A general term used for describing skating elements such as jumps, spins, lifts, pair pivot and other movements

### Free Skating Move

Any movement in artistic skating that is skated on an edge (Camel positions/variations, Biellmann, Upright Extension, Spread Eagle, Ina Bauer, Hackenmond)

### Intersection

Individual Skaters may pass each other simultaneously or separately as long as each Skater is involved in the Intersection

### Group-Lift

A lift is defined by lifting one (1) or more skaters from the floor to any height by two (2) or more supporting skaters for three (3) or more seconds

### Pair Lift

A Pair Lift is defined by lifting one (1) skater from the floor to any height by one (1) supporting skater

### Pivoting

An action where Skaters near a center point of a line/spoke skating a sharper curve causing the outside Skater increasing their speed

### Series of Turns

Consists of at least two different types of turns executed on one foot where the exit edge of one turn is the entry edge of the next turn

### Shape

A certain form of a formation like line, block, circle

### Sustained

A movement or position held for 3 seconds or longer

### Traveling (Element)

A rotational element that progresses over of the floor while continuing to rotate

### Two (2) Foot Placement

Skating in one skating direction using the right and left skate

## Weaving

Circle-in-a-circle opposite rotational direction, when individual Skaters changing position form the outside circle into the inside circle or vice versa

## Whip Action

An action that occurs when the lead Skaters in one (1) line, apply a force (commonly by curving sharply) causing the end Skaters of their line to increase their speed.

## 9 Technical Panel Protocol

---

- Members of the Technical Panel (TP) must be focused on their respective task during the program.
- Talking is not allowed during the program, this can confuse the Data Operator and the other people of the Technical Panel.

### 9.1 Technical Specialist (TS)

---

- Says “*Start*” with the first movement of the skater(s).
- Calls the start of the elements once the shape is recognized. i.e. “*start pivoting line*” and at the end calls the levels and any bonus features if performed.
- Calls the features on all elements.
- Calls relevant errors including falls
- Calls review “*Review on ...*” if they want to be assured on the call.
- Says “*Stop*” when the program ends.
- Does not have any paper and does not write anything, his/her concentration is all the time on the rink.

### 9.2 Assistant (AS)

---

- Pre-calls the elements and the time it is due to start based on the list provided with the order and advises when there is 5 seconds to the start of the element.
- Has a copy of the program element content sheets and writes down the calls of the TS.
- Requests a “review” firstly, and writes down next to the TS call an ‘R’ and the element he/she would call.
- Writes down all the details of the element, for example: the features on the elements.
- Checks the degree of rotation on the elements (if required)
- Checks length of floor coverage on elements (if required)
- Check for the correct degrees of pivoting on elements (if required)
- Splits work on sub-groups with specialist and controller.
- Helps to double check the elements inserted in the system during the manual checking with the Controller and Data Operator.

### 9.3 Controller (CTR)

---

- Has a copy of the program element content sheets and writes down the calls.
- Calls “review” with no other comment after the call of the TS and after waiting for the AS to do it first and writes down next to the TS call an ‘R’ and the element he/she would call.
- Times the elements using a stopwatch. Starting the stopwatch when the specialist calls ‘*start element*’ and calling ‘*time*’ when the maximum time is reached. A larger sized timer is beneficial.
- Splits work on sub-groups with the Specialist and the Assistant
- Checks the ‘basic requirements’ on all elements
- Checks the ‘extra features’ on elements (if required)

- At the end of each program, goes through the reviews first.
- Once everything is decided, checks the elements inserted in the system with the Data Operator.
- Writes down all the details of the element, for example: the difficult positions on the lifts (couples), the features.

#### 9.4 Data Operator (DO)

---

- Before the competition starts, checks the connections on the judge's monitors and on the technical panel monitor. If time permits, the DO can do a test with a competition of one or two skaters.
- Clicks on 'Start' and "Stop" when the TS calls it.
- Inputs the elements, the levels and the falls called by the TS.
- Five (5) seconds before the element is due to begin, enters it into the system so the judges know the start of the element.
- Selects the 'Review' button for each element that the panel asks to be reviewed.
- For the first skater before going through the elements, clicks the Average button and the referee approves and confirms it; so, the DO sends the average to the judges.
- At the end of the performance, reads the list of the elements so that the CTR, the AS and the referee can double check.
- After checking the elements, if the system does not automatically exclude an element because it is not accepted by the rules, the DO must highlight the element and press the \* button.

#### 9.5 Referee (Ref)

---



- Checks the average of the components of the first skater(s) and can change them.
- Checks time of programs, costume and other penalties as per the referee control sheet.
- Confirms the falls and has the last word if there is a doubt on a fall called by the TS.
- Performs referee tasks as per the general rules and control sheet.

## 10 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 <b>Missing Element (DED -1.0)</b> for each missing set element.
Any type of handhold or combination of handholds can be used. However - at least 3 <b>different types</b> of connected handholds must be shown	Call <b>Missing Element (DED -1.0)</b> if not at least three (3) <b>different types of connected</b> handholds are shown in the program
The following limitations shall be enforced: - No Lifts are permitted in Junior Precision	Call <b>Non-Permitted (DED -1.5)</b> 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 <b>three (3) or more seconds</b>
Kneeling or laying on the floor is allowed maximum of twice and for a maximum five (5) seconds <b>at the beginning and at the end of the program</b>	Call <b>Non-Permitted (DED -1.5)</b> for kneeling or laying on the floor for more than five (5) seconds by one (1) or more skaters when shown more than twice
Stationary ( <b>stopping</b> or <b>standing</b> ) positions are not permitted during the program; Stationary is defined as stopping or standing still by a ¼ of the Team or more for two (2) or more seconds. At the beginning and at the end of the program, stationary positions are allowed for a maximum of ten (10) seconds.	Call <b>Non-Permitted (DED -1.5)</b>
If Stopping OR becoming Stationary is not permitted during an Element and ¼ of the Team or more Stops OR becomes Stationary	Element is <b>lowered one (1) level</b> IF there are no specific requirements stated for the Element + <b>Non-Permitted (DED -1.5)</b>
If Stopping OR becoming Stationary is not permitted during a Feature and ¼ of the Team or more Stops OR becomes Stationary	Feature is not counted + <b>Non-Permitted (DED -1.5)</b>

<b>General Elements</b>	
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 <b>OR</b> any acrobatic movement in Senior Precision executed by only one (1) skater (e.g. a single cartwheel) call <b>Non-Permitted (DED -1.5)</b>
If the basic requirements of an Element are not met (not due to a fall)	Element is called <b>no level</b>
If the restriction of an Element (e.g. maximum coverage ME) are not met	Element is called + <b>Non-Permitted (DED -1.5)</b>
If the basic requirements of an Option Extra Feature are not met (not due to a fall)	Extra Feature is called <b>no level</b>
If the requirements for a Feature or Extra Feature are not met by ¼ of the Team or more	Feature is <b>not confirmed</b>
If a Feature is not executed at the same time by all Skaters (if not otherwise state in the Feature requirements)	Feature is <b>not confirmed</b>
<b>Linear Elements - Block and Line</b>	
If a Block/Line does not progress along/across the floor before, during or after the Feature	Feature is <b>not confirmed</b>
Features that cannot be executed at the same time (#1 + #2, #1 OR #2 + #8 and #5 + #1, #2, #3, #4, #6)	Features are <b>not confirmed</b>
<b>Line</b> - 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 <b>counted</b>
<b>Block</b> - If Skaters are not attached during the majority of the element	Element is called <b>no Level</b>

<b>Pivoting Elements - Block and Line</b>	
If ¼ of the Team or more are not attached during the majority of the Element	Element is called <b>no Level</b>
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
<b>Pivoting with turns/steps and linking steps or a series of turns</b>	
<b>Block</b> - 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
<b>Line</b> - 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 <b>not be counted</b>
<b>Errors for Turns/Steps</b> (Any error made by ¼ 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 - <b>PB:</b> The entry and/or exit of a turn/step is executed on a straight line (is flat) - <b>PB:</b> 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 <b>not be counted</b>
<b>Pivoting a Total of 90°, 180° (PL/PB) or 270° (PB)</b>	
<b>Block</b> - 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)
<b>Line</b> - 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)
<b>Change of pivot point</b>	

<p>Change of pivot point executed by skating on a circular/looped pattern (blue) where the Skaters cross their own track is not permitted</p> <p>correct pattern (red)</p>  	<p>Feature is <b>not confirmed</b></p> <p><b>PB1/PL1</b> (option 2) is the highest call</p>
<p><b>PB2+PB3/PL2 + PL3 + PL4:</b> A minimum pivot of 45° is required both <u>before</u> and <u>after</u> the pivot point changes ends</p>	<p><b>PB1/PL1</b> is the highest call if not according to the requirement</p>
<p><b>PB4:</b> A minimum pivot of 90° is required both <u>before</u> and <u>after</u> the pivot point changes ends</p>	<p><b>PB3</b> is the highest call if not according to the requirement</p>
<p><b>Rotating Elements - Circle and Wheel</b></p>	
<p>If a Circle/Wheel does not rotate before, during or after the Feature</p>	<p>Feature is <b>not confirmed</b></p>
<p>Features that cannot be executed at the same time (#1 + #2, #1 OR #2 + #6, #7, #8)</p>	<p>Features are <b>not confirmed</b></p>
<p><b>Weaving (C)</b></p>	
<p>If skaters do not keep their rotational direction (circling around each other)</p>	<p>Feature is <b>not confirmed</b></p>
<p><b>Traveling Elements - Circle and Wheel</b></p>	
<p>Travel is considered as ended when at least ¼ of the Team or more have done the following</p> <ul style="list-style-type: none"> <li>- Stopped gliding</li> <li>- Stopped/Interrupted traveling for two (2) seconds or more</li> <li>- Stopped/Interrupted rotation for two (2) seconds or more</li> <li>- Changed rotational directions</li> </ul>	<p>Travel is considered as ended</p> <p>Call the level accordingly before travel was ended</p>
<p>If the Element stops traveling for two (2) seconds or more during the Feature</p>	<p>Feature is <b>not confirmed</b>, and travel is considered as ended</p>

<b>Skaters/Spokes change places/positions with another Skater/Spoke (TW)</b>	
The Skaters must remain in their spokes when changing place	Feature is <b>not confirmed</b> , if the skaters do not remain in their spokes when changing places
<b>Intersection Element</b>	
If an Intersection is executed with eight (8) Pairs	Element is called <b>no level</b>
If weaving is meant to be the intersection	Element is called <b>no level</b>
<b>Back-to-Back Approach</b>	
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"> <li>- Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized</li> <li>- Skaters do not execute a pivoting entry of at least 90° (for a box or triangle)</li> <li>- Skaters do not keep their shoulders parallel to the axis of intersection</li> <li>- Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back</li> <li>- Any backward rotation that is not continuous/pauses</li> <li>- Pushes within a 360° rotation</li> </ul>	Intersection is lowered <b>one (1) level</b> for each type of error  <b>IB</b> is the lowest call
<b>Errors for Specific Intersections</b>	
<b>Combined Intersection</b> <ul style="list-style-type: none"> <li>- Circle/Wheel (if included) must rotate during all phases (the shape is permitted to form without rotation)</li> </ul>	Intersection is lowered <b>one (1) level</b>
<b>Whip intersection</b> <ul style="list-style-type: none"> <li>- The lines do not maintain a curved shape (minimum of a ½ Circle shape) during the required 90° pivot</li> <li>- If either line does not pivot a minimum of 90° until the lead Skaters of each line, become back-to-back to each other</li> <li>- If lead Skaters do not become back-to-back to each other</li> </ul>	Intersection is lowered <b>one (1) level</b> for each type of error  <b>IB</b> is the lowest call



<b>Angled Intersection</b> - 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 <b>one (1) level</b> for each type of error  I1 is the lowest call
<b>Option Extra Feature at the Point of Intersection</b>	
If ¼ of the Team or more does not attempt at least one (1) BR/BM/FM	Extra Feature is called <b>no level</b>
If a ¼ of the Team or more complete the extra feature before intersecting	Extra Feature is called <b>no level</b>
If ½ of the Team executes a different BM or FM than the other ½ of the Team	The lowest level is called
If a ¼ of the Team within the same line executes different extra features, body movements or free moves	Extra feature is called <b>no level</b>
If the backward rotation (turns/steps) ends forwards	Extra Feature is called <b>no level</b>
Extra Feature Error (Any error made by ¼ of the Team or more) - Extra Feature that does not start before the axis of intersection - Extra Features do not continue as the Skaters go through the axis of intersection - Skaters in the same Line executing BR in opposite directions or different BM or FM - A BR that is not continuously executed - pauses in the BR in order to assist Skaters to pass by each other - pauses in the BR due to a stumble/collision - Part of an extra feature executed on the same spot - A BM that is not held clearly in the correct position.	Extra Feature is called <b>no level</b>
If there is a ¼ of the Team or more making multiple types of errors	Extra Feature is called <b>no level</b>
<b>Point of Intersection BR - Collapsing Intersections and Combined Intersections</b>	
If there are cross pulls during backward rotations	Extra Feature is called <b>no level</b>
If the backward rotation is completed before intersecting through one or more corner/s	Extra Feature is called <b>no level</b>

<b>Point of Intersection BR - Whip Intersection</b>	
If backward rotations are executed in the opposite rotational direction respective to the Skater's line during the approach	Extra Feature is called <b>no level</b>
<b>Point of Intersection BR - Angled Intersection</b>	
If the rotation does not begin before or at the latest when the lines begin to overlap	Extra Feature is called <b>no level</b>
<b>Move Element</b>	
If fms are not executed within <b>thirty</b> meters (30m) from each other	Element is called as executed + <b>Non-Permitted (DED -1.5)</b>
If ¼ of the Team or more does not attempt at least one (1) fm	ME is called <b>no level</b>
If executing up to four (4) different types of fms and all or some of the fms have different levels for the bonus.	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	<b>MEB is called and no Extra feature is awarded.</b>
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 <b>one (1) level</b> if the requirements for the options are not met (choreographic error)
<b>Feature: Different types of fms</b>	
If the correct fm position is not maintained (by ¼ of the Team or more)	Feature will <b>not be confirmed</b>
<b>Feature: Fms on one (1) foot</b>	
If the correct fm position is not maintained (by ¼ of the Team or more)	Feature will <b>not be confirmed</b>
<b>Feature: Change of Position</b>	
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 <b>not counted</b> even if the fallen Skater is the cause + DED for Fall

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 <b>not be confirmed</b>
<b>Feature: Intersecting and/or Passing-through</b>	
If the correct fm position is not maintained before, during and after the <b>Intersecting and/or Passing-through</b> (by ¼ of the Team or more)	Feature will <b>not be confirmed</b>
<b>FREE SKATING MOVES (fm) - Extra Feature</b>	
fm errors (any type of error made by ¼ of the Team or more) - 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 clearly in the correct position for a minimum of three (3) seconds (if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for two (2) seconds) - ¼ of the Team or more making multiple types of errors	<b>Extra feature will not be confirmed</b>
<b>NO HOLD ELEMENT (NH)</b>	
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 skaters deliberately touch each other or maintain a hold	Element ends
<b>Two (2) Different Configurations</b>	
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 <b>not called</b> 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 <b>counted</b> (unless done at the same time when changing configurations)

<b>Diagonal axis</b>	
At least two (2) difficult turns are 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 confirmed and turns are counted toward the extra feature.
<b>URNS - Extra Feature</b>	
If one (1) Skater falls before the turn begins and does not catch up to the Team and therefore misses the turn	The turn is called as executed by the rest of the Team (with the missing Skater not participating) + DED for the fall
If any of the following errors for Turns are made by ¼ or the Team or more; <ul style="list-style-type: none"> <li>- A two (2) footed entry or exit of a turn/step (except traveling)</li> <li>- A turn/step executed on the same spot</li> <li>- A turn/step that is jumped</li> <li>- The entry and/or exit of a turn/step is executed on a straight line (is considered flat) (except traveling)</li> <li>- Turns/steps that are not on the correct entry or exit edge and lobe</li> <li>- A turn/step not attempted</li> <li>- Turns/Steps that are not the same type of the turn/step at the same time</li> </ul>	Extra feature is not confirmed
<b>Creative Element - LIFT</b>	
The lift(s) must roll at all times (including take-off and landing)	Element is called no level if stopping or becoming stationary by a ¼ of the Team or more at any time