RULES FOR
ARTISTIC SKATING COMPETITIONS
PRECISION
By World Skate Artistic Technical Commission

Index

1 OWNERSHIP

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2 PRECISION

2.1 General

A precision group is a group of 16 skaters with a maximum four (4) extras.

2.2 Music

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

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

2.3 Entry & Exit on the Floor

- Procedure for Entry:
    - The announcer will call groups onto the floor by club and federation and the team will enter the surface of the floor.
    - The announcer will call the title of the program and from that moment the team will have a maximum of forty (40) seconds to move to their starting positions.
    - Only those skaters who are taking part in the competition are permitted to enter the floor.
    - There will be a penalty of 0.5 from the total score if the entry takes longer than the permitted time.
    - Once located at the starting point of the program the team captain must raise their hand to advise the announcer.
    - Then the music will start.
- No skater is allowed to leave the skating floor during the performance.
- Procedure for Exit:
    - The team must remain on the floor in formation while waiting for the score at the end of a performance.
    - The maximum total time from the announcement of scores until the next team is called will be 40 seconds. A penalty of 0.5 from the total score will be applied if the time to leave the rink is more than 40 seconds after the announcement of the scores.

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 (2025 – Block)**
2. One (1) **Pivoting** element – **Line OR Block (2025 - Line)**
3. One (1) **Rotating** element – **Circle OR Wheel (2025 – Circle)**
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 (2025 – Line)**
2. One (1) **Pivoting** element – **Line OR Block (2025 – Block)**
3. One (1) **Rotating** element –**Circle OR Wheel (2025 – Wheel)**
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 **base level 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 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
    - 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

Base Level 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 or V-Intersection	Level B AND must include: Whip Intersection **OR** Angled Intersection	Level B AND must include: Whip Intersection + Entry Variation **OR** Angled Intersection + Entry Variation

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

Clarifications

- 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. Entry variations do not have to be the same for all members of the team, although all skaters in the same line should execute the same Entry Variation
- Approach phase for the Whip intersection: the entry variations must be executed at least when all skaters are in the half-circle shape (not before they are clearly formed).
- Approach phase for the Angled intersection: the entry variations must be executed when the skaters are approaching to the axis (not when the lines are moving away from each other to begin the approach).

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)):
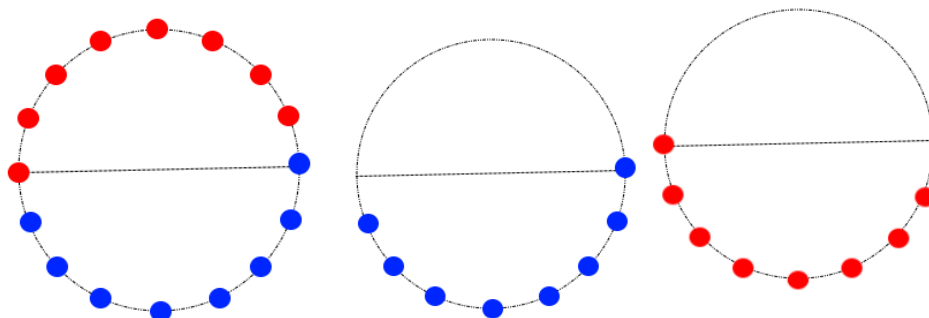
    - Incorrect shapes (diameters too large/small):
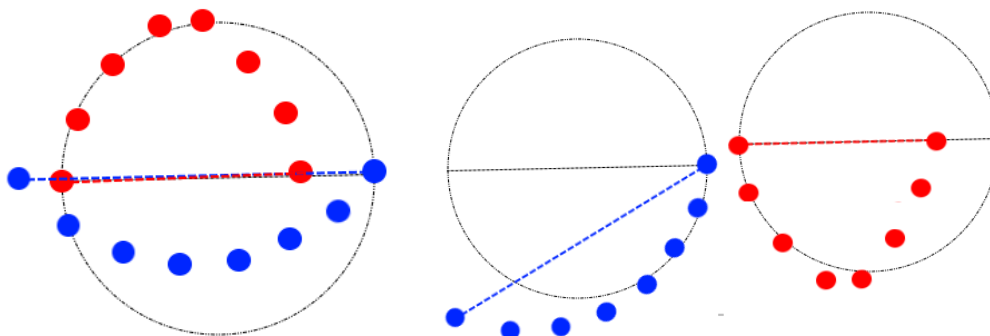
- From the minimum 1/2 Circle shape once the lead Skaters are back-to-back:
The curve must continuously straighten/unroll until the point of intersecting begins (see Extra Feature); skating along the axis of intersection once the semi circles begin to pivot is not permitted.
    - Both lines must straighten/unroll at the same time
- If preforming 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
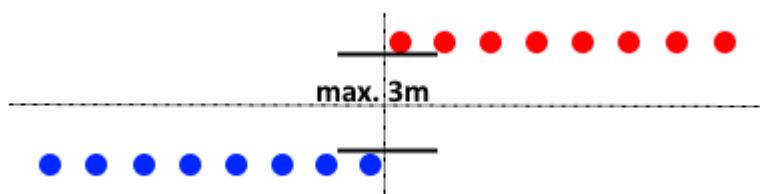
- The 3m corridor cannot be enlarged once the leader skaters begin to overlap
- The Lines must remain parallel to the "axis of intersection" during the approach phase
- If the Lines are not more than approximately three meters (3m) apart, once the overlap has begun a slight pivot (less than 15°) is permitted
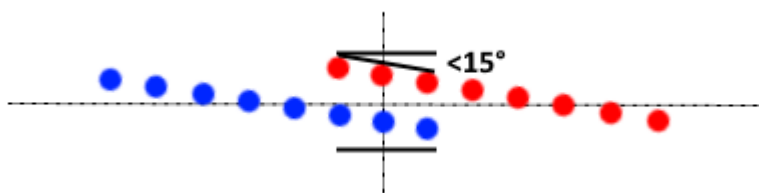
- If preforming Extra Feature Backward Rotations the rotations must start just before or at the latest when the Lines start to overlap
  - A slight (minimal) pause in-between these rotations is permitted

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 by the whole team (see Movement Element 4.3).
- The same difficult FM must be executed by all skaters in the same line.
- ALL FMs must be held in a correct recognizable position. A poorly executed FM will NOT be confirmed as a BM bonus.
- Skaters are allowed to release the hold during the approach phase to be able to achieve the FM position before they arrive to the axis of intersection. For angled intersection the release of hold to achieve the FM position must happen after the two lines begin to overlap in the approach phase and before the point of 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

Base level 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 Base level 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 #4 OR Feature #5 OR #7	Level B **AND** must include **Four (4) Features** MUST include Features #4 AND Feature #5 OR #7

Clarifications

- 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 270º 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 360º rotation is required
    - If using both skating directions at least two (2) foot placements in each direction must be performed

4.3 MOVE ELEMENT

Base level 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 Base level 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)

Clarifications

- 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**
    - At least two (2) different types of fms on one foot must be executed
        - 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)
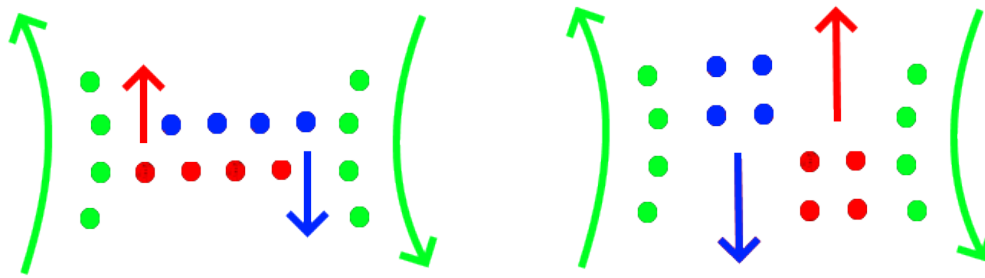
4.4   BONUS EXTRA FEATURE - FREE SKATING MOVE (optional)

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 heels of one skate close to the head and as such describing a full ring
- **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

Base level 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 **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 Including** Feature #2

BONUS EXTRA FEATURE – TURNS (optional) (see 4.6)

Clarifications

- 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 Body Movement by all skaters 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
- Turns may be performed during the execution of features.

a) Traveling (TR) +0.5
    - One (1) traveling of at least two (2) rotations.

b) Traveling plus two different types of turns (TR2) +1.0
- traveling and two different types of turns all must be performed at different moments of the sequence (i.e. no clusters)
- turn types chosen from bracket, counter, rocker.

c) Traveling plus three different types of turns (TR3) +2.0
- traveling and three different types of turns must all be performed at different moments of the sequence (i.e. no clusters)
- turn types: bracket, counter, rocker.

4.7 PIVOTING ELEMENT – BLOCK

Base level 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 base level requirements and calling specifications for a Pivoting Block	Level B AND must include: ● Pivoting at least 90° with at least two (2) different turns - May include other steps	Level B AND must include: - Pivoting at least 180° with at least two (2) one-foot turns (choice of three-turn, bracket, counter, rocker or traveling) - May include other steps - Pivot point must change ends at least once - A minimum pivot of 45° is required before and after the pivot point changes ends	Level B AND must include: - Pivoting at least 180° with a series of at least two (2) different types of difficult one-foot turns (without a change of edge between the turns) - (choice of bracket, rocker, counter or traveling) - one (1) difficult one-foot turn (may or may not be part of a series of turns) - May include other steps - Pivot point must change ends at least once - A minimum pivot of 45° is required before and after the pivot point changes ends	Level B AND must include: - Pivoting at least 270° with a Cluster of three (3) different types of difficult turns (without a change of edge between the first and second turn) (choice of bracket, counter, rocker and traveling) - May include other steps - The pivot point must change ends at least once - A minimum pivot of 90° is required before and after the pivot point changes ends

Clarifications

- 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 execute the same steps/turns/edges 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

Base level 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 base level requirements and calling specifications for a Pivoting Line	Level B AND must include: - Pivoting in one (1) line or two (2) parallel lines with turns and/or linking steps - May include other steps	Level B AND must include: - Pivoting in one (1) line or two (2) parallel lines with at least one (1) confirmed turn and linking steps - May include other steps PLUS EITHER the pivot point must change ends once - A minimum pivot of 45° is required before and after the pivot point changes ends OR One (1) Feature	Level B AND must include: - Pivoting in one (1) line or two (2) parallel lines with at least two (2) confirmed turns and linking steps - May include other steps - the pivot point must change ends once - A minimum pivot of 45° is required before and after the pivot point changes ends PLUS - One (1) Feature	Level B AND must include: - Pivoting in one (1) line with at least three (3) confirmed turns and linking steps - May include other steps - the pivot point must change ends once - A minimum pivot of 45° is required before and after the pivot point changes ends PLUS - Two (2) Feature

Clarifications

- Stopping and/or becoming Stationary is not permitted
- Pivoting must be executed using the required turns (one-foot or to-foot)
- The required turns for level 2-4 must be recognizable turns with a recognizable edge before and after the turn by at least ¾ of the team to be confirmed; each type of turn can only be counted twice. Jumped turns or turns where the skater puts the free leg on the floor will not be counted.

Pivoting requirements

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

Feature 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

Base level 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

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 Base level 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, #7 OR #8	Level B **AND** must include **Four (4) Features** MUST include Features #6 OR #8 AND Feature #7

Clarifications

- 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/Centerpoints 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

Base level 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

Clarifications

- 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 Place (Feature #1) may NOT be executed at the same time as the following features:
    - #2 Change of Relative Position only if Intersecting
    - #4 Different Element Shape
    - #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)

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:

WORLD SKATE

- Start in an element shape and change into a different shape
- Participate in both element shape(s)
- A total of 360° of rotation must be completed in each element shape

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
  - Both shapes must rotate in opposite rotational directions

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 when rotating in the same direction will not be confirmed

  - If using one wheel, the spokes must rotate in different rotational directions.
  - If using two wheels, it is allowed to use the same rotational direction to be able to come from opposite sides and intersect.

8. Weaving (Circle only)
- All Skaters must weave
- Weaving must:
  - Occur at least once
  - Be continuous

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.

GENERAL (relevant to all elements)
• Maintenance of Shape throughout
• Very good unison throughout
• Maintenance of speed & flow
• Entry and/or exit of the Element performed with originality or creativity
• Seamless execution and quality of features
• Matching the execution of the element with the music structure
• Originality

LINEAR ELEMENTS
• Good floor coverage
• Variety of formations with smooth transitions between
• Variety and quality of Steps, Turns, Movements and Holds

PIVOTING ELEMENTS
• Strong, Controlled pivoting
• Even & logical distribution of steps/turns throughout

ROTATING ELEMENTS
• Consistent speed and flow of rotation throughout the element
• Variety and quality of Steps, Turns, Movements and Holds

TRAVELING ELEMENTS
• Good floor coverage
• Consistent speed and movement of travel across the floor
• Variety and quality of Steps, Turns, Movements and Holds

INTERSECTING ELEMENTS
• Outstanding speed and intersecting at the same time

MOVE ELEMENT
• Outstanding flexibility and body lines in fm's
• Intricate and/or creative pattern
• Good control and involvement of the whole body

NO HOLD ELEMENT
• Block size maintained within two arm lengths
• Intricate and/or creative pattern
• Good balance between turns/steps and linking steps throughout
• New steps, new steps sequence
• Variety and quality of Steps, Turns and Movements

CREATIVE ELEMENT - LIFT
• Musicality.
• Good floor coverage throughout
• Creative: Innovative position or pattern
• Good control and involvement of the whole body

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
General			
Fall of one (1) Skater in an Element, depending on disruption	NHT 0	Stumbles, collisions or touchdown of free foot or hand(s)	-1
Fall of two (2) Skaters in an Element	-2 or -3	Breaks in holds or poor quality of holds	-1
Fall of three (3) or more Skaters in an Element	-3	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
PIVOTING ELEMENTS			
Lack or stop of pivoting	-2 or -3	Speed not maintained throughout pivoting	-1
		Curved lines during pivoting	-2
INTERSECTION ELEMENTS			
Collision during Intersection	-2 or -3	Not intersecting at the same time	-2
		Approach and/or exit shape not maintained	-1 or -2
ROTATING/TRAVELLING ELEMENTS			
Lack or stop of rotating and/or traveling	-2 or -3	**Wheel:** Spokes far away from center point	-1
		No centrifugal force at all	-2
		Circle: Weaving not at the same time	-2
CREATIVE ELEMENT			
Collapse during lift	-2 or -3	Poor quality in execution/position of the lifted skater(s)	-1
MOVE ELEMENT			
		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

Referee and Judges*	Penalty
Costume / prop violation	-1.0
(feathers not allowed anywhere, rhinestones or sequins not allowed on the face)	
Separations in excess, Non-permitted	-1.5
(separating longer than necessary before resuming skating together as a unit)	

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
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program; or, too many skaters on the floor	-0.5

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 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
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 Appendix A for specific errors and deduction)

8 Glossary

BLOCK	A configuration with all skaters of the team lined up in parallel lines (lined up or staggered) with a minimum of three (3) lines. Can be performed as a closed block that is outlined and filled in with skaters in line or as an open block that is only outlined with skaters (skaters only draw the perimeters of the shape. Open Blocks are only recognized as transition and will not count as a Block element as defined in the Precision Elements.
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
CLUSTER	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 turns
CONFIGURATION	A Configuration is the number of lines, spokes or circles in the Element
CHANGE OF CONFIGURATION	When the number of spokes, circles, lines or center points within the same element change.
EXTRA FEATURE	A term used for describing technical content that increases the difficulty of an 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)
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
INTERLOCKING	Interlocking consists of at least two (2) separate circles/wheels, which are rotating in opposite rotational directions and are close enough to each other to cause the Skaters/spokes of one (1) Circle/wheel to interlock with Skaters/spokes of the other Circle/wheel. Circle: Two or more circles. A skater in one circle must pass in between at least two Skaters of the other circle; number of skaters to interlock as described in the Feature. Wheel: Two or more wheels. A spoke of a wheel must pass in between at least two spokes of the other wheel(s).
INTERSECTION	Individual Skaters may pass each other simultaneously or separately as long as each Skater is involved in the Intersection
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
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 'base level 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 **Missing Element (DED -1.0)** for each missing set element.
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: - No group Lifts are permitted in Junior 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**
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	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
Stationary (**stopping** or **standing**) 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 **Non-Permitted (DED -1.5)**
If Stopping OR becoming Stationary is not permitted during an Element and ¼ of the Team or more Stops OR becomes Stationary	Element is **lowered one (1)** level IF there are no specific requirements stated for the Element + **Non-Permitted (DED -1.5)**
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 + **Non-Permitted (DED -1.5)**

General Elements	
Acrobatic movements are permitted, but must be shown by a pair or group and not a single skater	Any acrobatic executed by only one (1) skater (e.g. a single cartwheel) call **Non-Permitted (DED -1.5)**
If the base level requirements of an Element are not met (not due to a fall)	Element is called **no level**
If the restriction of an Element (e.g. maximum coverage ME) are not met	Element is called + **Non-Permitted (DED -1.5)**
If the base level requirements of a Feature are not met (not due to a fall)	Extra Feature is called **no level**
If the requirements for a Feature or Extra 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 stated 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 (as defined in the Elements)	(Both) 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 and linking steps or a cluster or series of turns	
Block - Pivoting must be executed using the required turns on recognizable and correct edges	Element is called according to the number of correctly executed turns together with the degrees of pivoting
Line - Turns that are not clearly executed on one foot or not at the same time by a ¼ of the Team or more	Turn(s) will **not be counted**
Errors for Turns/ Any error made by ¼ or the Team or more) - A two (2) footed entry or exit of a turn/step - A turn executed on the spot - A turn that is jumped - **PB:** The entry and/or exit of a turn is executed on a straight line (is flat) - Turns that are not clearly on the correct entry or exit edge - A turn/step not attempted (not due to a fall) - Turns that are not the same type of the turn at the same time	Turn(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 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/PL1** (option 2) is the highest call
PB2+PB3/PL2 + PL3 + PL4: 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
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	Features are **not confirmed**
Weaving (C)	
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	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

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**
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; - 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	Intersection is lowered **one (1) level** for each type of error **IB** is the lowest call
Errors for Specific Intersections	
Combined Intersection - 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

Option Extra Feature at the Point of Intersection	
If ¼ of the Team or more does not attempt at least one (1) BR/BM/FM	Bonus Extra Feature **is not confirmed**
If ¼ of the Team or more complete the extra feature before intersecting	Bonus Extra Feature **is not confirmed**
If ¼ of the Team starts the Feature BM too early	Bonus Extra Feature **is not confirmed**
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	Bonus Extra feature **is not confirmed**
If the backward rotation (turns/steps) ends forwards	Bonus Extra Feature **is not confirmed**
Extra Feature Error (Any error made by ¼ of the Team or more) - Bonus Extra Feature that does not start before the axis of intersection - Bonus 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.	Bonus Extra Feature **is not confirmed**
If there is a ¼ of the Team or more making multiple types of errors	Bonus Extra Feature **is not confirmed**
Point of Intersection BR - Collapsing Intersections and Combined Intersections	
If there are cross pulls during backward rotations	Bonus Extra Feature **is not confirmed**
If the backward rotation is completed before intersecting through one or more corner/s	Bonus Extra Feature **is not confirmed**

Point of Intersection BR – Whip Intersection	
If backward rotations are executed in the opposite rotational direction respective to the Skater's line during the approach	Bonus Extra Feature **is not confirmed**
Point of Intersection BR - Angled Intersection	
If the rotation does not begin before or at the latest when the lines begin to overlap	Bonus Extra Feature **is not confirmed**
<mark>**Move Element**</mark>	<mark></mark>
If fms are not executed within thirty meters (30m) 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 for the bonus.	The lowest fm level is called Bonus
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 is called and no Extra feature is awarded.**
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)
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	

WORLD SKATE

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 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 Intersecting and/or Passing-through (by ¼ of the Team or more)	Feature will **not be confirmed**
FREE SKATING MOVES (fm) – Optional Extra Feature	
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	**Extra feature will not be confirmed**
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 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 favor 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	
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.
Change of places If the one-foot turn is not executed at the same time by all the skaters (construction error) If the one-foot turn is executed before or after the change of places If the one-foot turn is not correctly executed by ¼ of the team or more.	Feature is not confirmed
Pivoting 90° If the turn (bracket or three turn) is not correctly executed by ¼ of the team or more If the block stops pivoting during the execution of the turn If the turn is executed before or after the team executes the pivoting	Feature is not confirmed
Jump If ¼ or more of the team does not attempt a jump If ¼ or more of the teams executes a jump with less than one rotation	Feature is not confirmed

TURNS – Optional Extra Feature	
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; - A two (2) footed entry or exit of a turn/step (except traveling) - A one-foot turn executed on the same spot - A one-foot turn that is jumped - The entry and/or exit of a one-foot turn is executed on a straight line (isconsidered flat) (except traveling) - one foot turns that are not on the correct entry or exit edge and lobe - A turn not attempted - Turns that are not the same type of the turn at the same time	Extra feature is **not confirmed**
Creative Element - LIFT	
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**