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 WORLD SKATE

RULES FOR ARTISTIC SKATING COMPETITIONS BASIC & INTERMEDIATE

BY WORLD SKATE ARTISTIC TECHNICAL COMMISSION

Page, Item	Change/Addition/Removal	Rationale
Pag 5, 2.3 & 2.7, Free Skating	Reduction of number of spins allowed in the programs from three to two	Consistency of required number of spins across all World Skate grades
Page 9, Solo Dance	The compulsory dance and/or pattern dance sequence in the style dance will have a factor of 1.5	Consistency across all World Skate grades Emphasizes the importance of the compulsory/pattern sequence in Style Dance, encouraging greater focus on precision, edge quality, and timing of core dance skills.
Page 9-12 Solo Dance	Removal of time limitation of the cluster sequence	Consistency across all World Skate grades

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1 OWNERSHIP AND GENERAL

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

In general, for costume rules, technical rules and protocol that are not included in this document. The World Skate Official Regulation of each discipline should be referenced.

For all Basic and Intermediate grades components scores will range from 0.25 up to 5.0.

2 FREE SKATING

The competition consists of one long program:

Long program Basic

- Senior, Junior and Youth 2:30 minutes +/- 10 seconds.
- Cadet 2:15 minutes +/- 10 seconds.
- Espoir 2:15 minutes +/- 10 seconds.
- Minis 2:00 minutes +/- 5 seconds.

Long program Intermediate

- Senior, Junior and Youth 3:00 minutes +/- 10 seconds.
- Cadet 2:45 minutes +/- 10 seconds.
- Espoir 2:45 minutes +/- 10 seconds.
- Minis 2:15 minutes +/- 10 seconds.
- Tots 2:00 minutes +/- 5 seconds.

The score for the program will consist of two parts:

- Technical content.
- Artistic components.

2.1 GENERAL

Mandatory Sit not confirmed will be given no value, however if two positions within the combination are confirmed the whole combination will get only 50% of its value.

The same spin (base position, foot and edge) cannot be presented more than two times.

2.2 SENIOR, JUNIOR AND YOUTH - BASIC

Jumps:

- Maximum twelve (12) jumps of one (1) rotation. Within the twelve (12) jumps Axel, double toe loop and double salchow are allowed.
- Maximum two (2) jumps combinations are allowed. The number of jumps within the combination cannot be more than four (4).
- It is mandatory to perform a loop element (single rotation), solo or in combination.
- The same one rotation jump cannot be presented more than three (3) times.
- Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination.

Spins:

- Two (2) spin elements must be performed.
 - One of them **MUST** be a combination spin (maximum three (3) positions) and must include a sit spin
 - One **MUST** be a Camel spin (solo spin).
- Only camel, upright positions and sit positions are allowed.

Footwork sequences:

- One (1) footwork sequence maximum level 2, maximum thirty (30) seconds.

2.3 SENIOR, JUNIOR AND YOUTH - INTERMEDIATE

Jumps:

- Maximum eight (8) jumps are allowed excluding connecting one rotation jumps in the combinations (double axel and triples are not allowed).
- Maximum two (2) jumps combinations are allowed. The number of jumps within the combination cannot be more than four (4) including the connecting jumps.
- It is mandatory to perform an Axel jump (single) that can be presented also in combination.
- It is mandatory to perform a loop, single or double, solo or in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination.
- The same one rotation jump as an item of technical value cannot be presented more than three (3) times.

Spins:

- Maximum two (2) spin elements are allowed.
 - One of them **MUST** be a combination spin (maximum four (4) positions) and must include a sit spin.
 - If two (2) combos are presented, one of maximum four (4) positions and one of maximum three (3) positions. The spins must be different.
- All spins are permitted except Broken and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

Footwork sequences:

- One (1) footwork sequence maximum level 3, maximum thirty (30) seconds.

2.4 CADET - BASIC

Jumps:

- A maximum of twelve (12) jumps are allowed including Waltz jump. Only one (1) rotation jumps, and Axel are allowed.
- Maximum two (2) jumps combinations are allowed. The number of jumps within the combination cannot be more than four (4).
- It is mandatory to perform a loop element (single), solo or in combination.
- Axel cannot be presented more than twice. If presented twice, one must be in combination.
- The same one rotation jump cannot be presented more than three (3) times.

Spins:

- Maximum two (2) spin elements are allowed. One of them **MUST** be a combination spin (maximum three (3) positions) and must include a sit spin and one **MUST** be a solo spin. Only upright and sit positions are allowed.

Footwork sequences:

- One (1) footwork sequence maximum level 1, maximum thirty (30) seconds.

2.5 CADET - INTERMEDIATE

Jumps:

- Maximum twelve (12) jumps of one (1) rotation. Within the twelve (12) jumps Axel, double toe loop and double salchow are allowed.
- Maximum two (2) jumps combinations are allowed. The number of jumps within the combination cannot be more than four (4).
- It is mandatory to perform an Axel that can be presented also in combination.
- It is mandatory to perform a toe loop element (single or double), solo or in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination.
- The same one rotation jump cannot be presented more than three (3) times.

Spins:

- Maximum two (2) spin elements are allowed. All the spins must be different.
 - One of them **MUST** be a combination spin (maximum four (4) positions) and must include a sit spin.
 - If two (2) combos are presented, one of maximum four (4) positions and one of maximum three (3) positions.
- All spins are permitted except Broken, Heel and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

Footwork sequences:

- One (1) footwork sequence maximum level 2, maximum thirty (30) seconds.

2.6 ESPOIR – BASIC

Jumps:

- A maximum of ten (10) jumps are allowed including Waltz jump. Only one (1) rotation jumps, and Axel are allowed.
- Maximum two (2) jumps combinations are allowed. If performing two one can be no more than four (4) jumps and the other combination not more than two (2) jumps.
- It is mandatory to perform a toe loop element (single rotation), solo or in combination.
- Axel cannot be presented more than twice. If presented twice, one must be in combination.
- The same one rotation jump cannot be presented more than three (3) times.

Spins:

- Maximum two (2) spin elements are allowed.
 - One of them **MUST** be a combination spin (maximum three (3) positions) and must include a sit spin.

- One MUST be a solo spin.
- Only upright and sit positions are allowed.
- The same spin (basic position, foot and edge) cannot be presented more than two times.

Footwork sequences:

- One (1) footwork sequence maximum level 1. The four (4) steps and turns that will be counted towards the level include: Inside Three Turn, Outside Three turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level) maximum thirty (30) seconds.

2.7 ESPOIR - INTERMEDIATE

Jumps:

- Maximum twelve (12) jumps of one (1) rotation. Within the twelve (12) jumps Axel, double toe loop and double salchow are allowed.
- Maximum two (2) jumps combinations are allowed. The number of jumps within the combination cannot be more than four (4).
- It is mandatory to perform an Axel that can be presented also in combination.
- It is mandatory to perform a toe loop element (single or double), solo or in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination
- The same one rotation jump cannot be presented more than three (3) times.

Spins:

- Maximum two (2) spin elements are allowed. All the spins must be different.
 - One of them MUST be a combination spin (maximum four (4) positions) and must include a sit spin.
 - If two (2) combos are presented, one of maximum four (4) positions and one of maximum three (3) positions.
- All spins are permitted except Broken, Heel and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

Footwork sequences:

- One (1) footwork sequence maximum level 1, maximum thirty (30) seconds.

2.8 MINIS - BASIC

Jumps:

- A maximum of eight (8) jumps of one (1) rotation are allowed including Waltz jump.
- Maximum two (2) jumps combinations are allowed. The number of jumps within a combination cannot be more than two (2)
- The same jump cannot be presented more than two (2) times.

Spins:

- Two (2) spin elements must be performed.
 - One of them MUST be a combination spin (maximum three (3) positions).
 - One has to be a solo spin.
- Only upright positions are allowed.

Footwork sequences:

- One (1) footwork sequence maximum level 1. The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low), maximum thirty (30) seconds.

2.9 MINIS – INTERMEDIATE

Jumps:

- A maximum of ten (10) jumps are allowed including Waltz jump. Only one (1) rotation jumps and Axel are allowed.
- Maximum two (2) jumps combinations are allowed. If performing two one can be no more than four (4) jumps and the other combination not more than two (2) jumps.
- It is mandatory to perform a toe loop element (single), solo or in combination.
- The same jump cannot be presented more than three (3) times.

Spins:

- Maximum two (2) spin elements are allowed.
 - One of them MUST be a combination spin (maximum three (3) positions) and must include a sit spin.
- Camel, upright and sit positions are allowed (solo or in combination).

Footwork sequences:

- One (1) footwork sequence maximum level 1, maximum thirty (30) seconds. The four (4) steps and turns that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level) maximum thirty (30) seconds.

2.10 TOTS – INTERMEDIATE

Jumps:

- A maximum of eight (8) jumps of one (1) rotation are allowed including Waltz jump.
- Maximum two (2) jumps combinations are allowed. The number of jumps within a combination cannot be more than two (2).
- The same jump cannot be presented more than two (2) times.

Spins:

- Two (2) spin elements must be performed.
 - One of them MUST be a combination spin (maximum three (3) positions).
 - One has to be a solo spin.
- Only upright positions are allowed.

Footwork sequences:

- One (1) footwork sequence maximum level 1. The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one

will be counted toward the level), body movement (high, medium or low), maximum thirty (30) seconds.

3 SOLO DANCE

The solo dance competition consists of one style dance and one free dance for Junior and Senior Basic & Intermediate and Youth Intermediate, and of one compulsory dance and one free dance for the other categories.

The two (2) scores for compulsory dances, style dance and free dance will be:

- Technical content.
- Components.

Style dance will be skated one complete pattern or two if the dance is a half floor pattern.

The compulsory dance and/or pattern dance sequence in the style dance will have a factor of 1.5

For the specific requirements for each year see:

Appendix 1 – Solo Dance

Appendix 2 – Couples Dance.

3.1 SENIOR AND JUNIOR - BASIC

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 3:00 minutes +/- 10 seconds.

The number of required elements in a freedance is five (5) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum level 2, maximum 30 seconds.
- Footwork Sequence, maximum level 2, maximum 30 seconds.
- Artistic Footwork Sequence, maximum level 2, maximum 30 seconds.
- One (1) cluster sequence, maximum level 2.
- One (1) traveling sequence, maximum level 2.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.2 SENIOR AND JUNIOR- INTERMEDIATE

1. One (1) Style Dance of 3:00 minutes +/- 10 seconds.

The number of required elements in a style dance are four (4). There will be always the pattern dance sequence, the others will change each year and will be chosen by ATC between:

- Footwork sequence, maximum level 3, maximum 40 seconds.
- Artistic footwork sequence, maximum level 3, maximum 40 seconds.
- Cluster sequence, maximum level 3.
- Traveling sequence, maximum level 3.

2. One (1) Free Dance of 3:30 minutes +/- 10 seconds.

The number of required elements in a freedance is five (5) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum 30 seconds.
- Footwork sequence, maximum level 3, maximum 40 seconds.
- Artistic footwork sequence, maximum level 3, maximum 40 seconds.
- One (1) cluster sequence, maximum level 3.
- One (1) traveling sequence, maximum level 3.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.3 YOUTH – BASIC

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 2:45 minutes +/- 10 seconds.

The number of required elements in a freedance is five (5) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum 30 seconds.
- Footwork Sequence, maximum level 2, maximum 30 seconds.
- Artistic Footwork Sequence, maximum level 2, maximum 30 seconds.
- One (1) cluster sequence, maximum level 1.
- One (1) traveling sequence, maximum level 2.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.4 YOUTH - INTERMEDIATE

1. One (1) Style Dance of 3:00 minutes +/- 10 seconds.

The number of required elements in a style dance are four (4). There will be always the pattern dance sequence, the others will change each year and will be chosen by ATC between:

- Footwork sequence, maximum level 3, maximum forty (40) seconds.
- Artistic footwork sequence, maximum level 3, maximum forty (40) seconds.
- Cluster sequence, maximum level 2, maximum 20 seconds.
- Traveling sequence, maximum level 3.

2. One (1) free dance of 3:15 minutes +/- 10 seconds.

The number of required elements in a freedance is five (5) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum 30 seconds.
- Footwork Sequence, maximum level 3, maximum 40 seconds.
- Artistic Footwork Sequence, maximum level 3, maximum 40 seconds.
- One (1) cluster sequence, maximum level 2.
- One (1) traveling sequence, maximum level 3.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.5 CADET - BASIC

3. One (1) compulsory dance. Chosen each year by ATC.
4. One (1) free dance of 2:15 minutes +/- 10 seconds.

The number of required elements in a freedance is four (4) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum level 2, 30 seconds.
- Footwork Sequence: maximum level 1, maximum 30 seconds.
- Artistic Footwork Sequence: maximum level 2, maximum 30 seconds.
- One (1) traveling sequence, maximum level 1.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.6 CADET - INTERMEDIATE

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 3:00 minutes +/- 10 seconds.

The number of required elements in a freedance is five (5) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum 30 seconds.
- Footwork Sequence: maximum level 2, maximum 30 seconds.
- Artistic Footwork Sequence: maximum level 2, maximum 30 seconds.
- One (1) cluster sequence, maximum level 1.
- One (1) traveling sequence, maximum level 2.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.7 ESPOIR - BASIC

1. One (1) compulsory dance. Chosen each year by ATC
2. One (1) free dance of 2:15 minutes +/- 10 seconds.

The number of required elements in a freedance is four(4) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum 30 seconds.
- Footwork Sequence: maximum level 1, maximum 30 seconds.
- Artistic Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) traveling sequence, maximum level 1.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

Footwork/Artistic sequences: The four (4) steps and turns that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level).

3.8 ESPOIR - INTERMEDIATE

1. One (1) compulsory dance. Chosen each year by ATC
2. One (1) free dance of 2:30 minutes +/- 10 seconds.

The number of required elements in a freedance is four (4) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum 30 seconds.
- Footwork Sequence: maximum level 1, maximum 30 seconds.
- Artistic Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) traveling sequence, maximum level 1.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

3.9 MINIS - INTERMEDIATE

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 2:15 minutes +/- 10 seconds.

The number of required elements in a freedance is four(4) and will change each year and will be chosen by Artistic Technical Commission between:

- Dance Steps Sequence, maximum level 1, maximum 30 seconds.
- Footwork Sequence: maximum level 1, maximum 30 seconds.
- Artistic Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) traveling sequence, maximum level 1.
- One (1) choreographic sequence.
- One (1) Choreographic Stop, maximum 15 seconds.

Footwork/Artistic sequences: The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low).

4 COUPLE DANCE

This event shall be conducted for teams consisting of two (2) contestants, one male, one female.

The couple dance competition consists of one style dance and one free dance for Junior and Senior Intermediate, and Youth Intermediate and of one compulsory dance and one free dance for the other categories.

The two (2) scores for compulsory dances, style dance and free dance will be:

- Technical content.
- Components.

Style dance will be skated one complete pattern or two if the dance is a half floor pattern.

4.1 SENIOR AND JUNIOR - BASIC

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 3:30 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence, maximum level 2, maximum 40 seconds.
- One (1) Dance NO Hold Footwork Sequence, maximum level 2, maximum 30 seconds.
- One (1) Synchronized Traveling sequence. Maximum level 2.
- One (1) Lift chosen each year by ATC from: stationary or rotational, maximum level
- One (1) Choreographic Stop, maximum 15 seconds.

4.2 SENIOR AND JUNIOR - INTERMEDIATE

1. One (1) Style Dance of 3:00 minutes +/- 10 seconds.

The number of required elements in a style dance are four (4). There will be always the pattern dance sequence and the Dance Lift, the others will change each year and will be chosen by ATC between:

- One (1) Dance Hold Footwork Sequence, maximum level 3, maximum 50 seconds.
- One (1) Dance NO Hold Footwork Sequence, maximum level 3, maximum 40 seconds.
- One (1) Hold Cluster Sequence, maximum level 3.
- One (1) NO Hold Cluster Sequence, maximum level 3.
- One (1) Synchronized Traveling sequence, maximum level 3.

Fixed elements:

- One (1) Dance Lift (will be chosen each year by ATC), maximum level 3.
- One (1) pattern dance sequence (compulsory dance – chosen each year by ATC).

2. One (1) Free Dance of 3:30 minutes +/- 10 seconds.

World Skate ATC will require seven (7) elements chosen each year from the following:

- Stationary lift, maximum level 3.

- Rotational lift, maximum level 3.
- Combo lift, maximum level 3.
- Choreographic lift.
- No hold footwork sequence, maximum level 3, maximum 40 seconds.
- Hold footwork sequence, maximum level 3, maximum 50 seconds.
- No hold synchronized cluster sequence, maximum level 3.
- Hold cluster sequence, maximum level 3.
- Synchronized Traveling sequence, maximum level 3.
- One partner footwork, maximum level 3, maximum 25 seconds.
- One (1) Choreographic Stop, maximum 15 seconds.

4.3 YOUTH - BASIC

1. One (1) compulsory dance. Chosen each year by ATC
2. One (1) free dance of 2:45 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence, maximum level 2, maximum 40 seconds.
- One (1) Dance NO Hold Footwork Sequence, maximum level 2, maximum 30 seconds.
- One (1) Traveling sequence, maximum level 2.
- One (1) Lift chosen each year by ATC from: stationary or rotational, maximum level 2.
- One (1) Choreographic Stop, maximum 15 seconds.

4.4 YOUTH - INTERMEDIATE

1. One (1) Style Dance of 3:00 minutes +/- 10 seconds.

The number of required elements in a style dance are four (4). There will be always the pattern dance sequence and the Dance Lift, the others will change each year and will be chosen by Artistic Technical Commission between:

- One (1) Dance Hold Footwork Sequence, maximum level 2, maximum 40 seconds.
- One (1) Dance NO Hold Footwork Sequence, maximum level 2, maximum 30 seconds.
- One (1) Hold Cluster Sequence, maximum level 2.
- One (1) NO Hold Cluster Sequence, maximum level 2.
- One (1) Synchronized Traveling sequence, maximum level 2.

Fixed elements:

- One (1) Dance Lift, maximum level 2 (will be chosen each year by ATC).
- One (1) pattern dance sequence (compulsory dance, chosen each year by ATC).

2. One (1) free dance of 3:15 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence, maximum level 2, maximum 40 seconds.
- One (1) Dance NO Hold Footwork Sequence, maximum level 2, maximum 30 seconds.

- One (1) Traveling sequence OR no hold cluster sequence, maximum level 2.
- Two (2) Lifts will be chosen each year by Artistic Technical Commission (selected from: stationary, rotational or combo). Maximum level 2.
- One (1) Choreographic Stop, maximum 15 seconds.

4.5 CADET - BASIC

1. One (1) compulsory dance. Chosen each year by ATC
2. One (1) free dance of 2:30 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 1, maximum 40 seconds.
- One (1) No Hold Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) Traveling sequence. Maximum level 1.
- One (1) Lift chosen each year by ATC from: stationary or rotational, maximum level 1.
- One (1) Choreographic Stop, maximum 15 seconds.

4.6 CADET - INTERMEDIATE

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 3:00 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 2, maximum 40 seconds.
- One (1) No Hold Footwork Sequence: maximum level 2, maximum 30 seconds.
- One (1) Traveling sequence. Maximum level 2.
- Two (2) Lifts. One (1) Combo Lift maximum level 1 and One (1) Lift chosen each year by ATC from: stationary or rotational, maximum level 2.
- One (1) Choreographic Stop, maximum 15 seconds.

4.7 ESPOIR - BASIC

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 2:15 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 1, maximum 40 seconds.
- One (1) No Hold Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) Traveling sequence. Maximum level 1.
- One (1) Stationary Lift. Maximum level 1.
- One (1) Choreographic Stop, maximum 15 seconds.

Footwork sequences: The four (4) steps and turns that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level).

4.8 ESPOIR - INTERMEDIATE

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 2:45 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 1, maximum 40 seconds.
- One (1) No Hold Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) Traveling sequence. Maximum level 2.
- One (1) Lift will be chosen each year by ATC (selected from: stationary or rotational). Maximum level 1.
- One (1) Choreographic Stop, maximum 15 seconds

4.9 MINIS - BASIC

1. One (1) compulsory dance. Chosen each year by ATC.
2. One (1) free dance of 2:00 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 1, maximum 40 seconds.
- One (1) Dance No Hold Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) Choreo lift or choreo pose or choreo stop.

Footwork sequences: The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low).

4.10 MINIS - INTERMEDIATE

3. One (1) compulsory dance. Chosen each year by ATC.
4. One (1) free dance of 2:30 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 1, maximum 40 seconds.
- One (1) Dance No Hold Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) Traveling sequence. Maximum level 1.
- One (1) Choreo lift or choreo pose or choreo stop.

Footwork sequences: The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low).

4.11 TOTS - INTERMEDIATE

1. One (1) free dance of 2:00 minutes +/- 10 seconds.

Set elements that MUST BE included in free dance program are:

- One (1) Dance Hold Footwork Sequence: maximum level 1, maximum 40 seconds. Minimum one (1) hold is required to confirm the level.
- One (1) Dance No Hold Footwork Sequence: maximum level 1, maximum 30 seconds.
- One (1) Choreo pose (same value as Choreo Lifts).

Footwork sequences: The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low), maximum thirty (30) seconds.

5 PAIRS

This event shall be conducted for teams consisting of two contestants, one male and one female.

Pairs competitions consist of one long program and the times of the programs are as follows:

Long program Basic

- Senior, Junior and Youth 3:15 minutes +/- 10 seconds.
- Cadet 2:30 minutes +/- 10 seconds.
- Espoir 2:00 minutes +/- 10 seconds.
- Minis 2:00 minutes +/- 10 seconds.

Long program Intermediate

- Senior, Junior and Youth 3:30 minutes +/- 10 seconds.
- Cadet 3:00 minutes +/- 10 seconds.
- Espoir 2:30 minutes +/- 10 seconds.
- Minis and Tots 2:00 minutes +/- 10 seconds.

The score for the program will consist of two parts:

- Technical content.
- Artistic components.

5.1 SENIOR AND JUNIOR - BASIC

- One (1) Throw Jump OR one (1) Twist Jump of maximum two (2) revolutions.
- One (1) side by side jump, Solo or Combo of Maximum four (4) jumps including the connecting jumps. Only single jumps, single Axel and double jumps are allowed. Single rotation connecting jumps will be called as NJ and receive no value.
- One (1) contact spin (one (1) position). Impossible Camel, Impossible Sit and Reverse Layover are not allowed.
- One (1) side by side one position spin. All spins are permitted except Broken and Inverted.
- One (1) Spiral: angel (camel) BO or Death Spiral (outside).
- One (1) lift: one (1) position lift (no more than four (4) rotations of the man. Reverse Cartwheel (all types) and Spin Pancake are not allowed.
- One (1) footwork sequence maximum level 2 (Max. 30 seconds).

5.2 SENIOR AND JUNIOR - INTERMEDIATE

- One (1) Throw Jump of maximum two (2) revolutions.
- One (1) Twist Jump of maximum two (2) revolutions.
- One (1) side by side jump, Solo or Combo of Maximum four (4) jumps including the connecting jumps. Only single jumps, single Axel and double jumps are allowed. Single rotation connecting jumps will be called as NJ and receive no value.
- One (1) contact spin (one (1) position OR combo of two (2) positions). Impossible Camel, Impossible Sit and Reverse Layover are not allowed.
- One (1) side by side one position spin or combo of maximum two (2) positions. All spins are permitted except Broken and Inverted.
- One (1) death spiral (outside).
- Maximum two (2) lifts: one (1) one position lift (no more than four (4) rotations of the man) and one combination with no more than ten (10) rotations of the

man and no more than two (2) changes of positions of the lady (3 positions). Reverse Cartwheel (all types) and Spin Pancake are not allowed.

- One (1) footwork sequence maximum level 3 (Max. 30 seconds).

5.3 YOUTH - BASIC

- One (1) Throw Jump OR one (1) Twist Jump of maximum two (2) revolutions.
- One (1) side by side jump (solo, not in combo). Only single jumps, single Axel and double jumps are allowed.
- One (1) contact spin (one (1) position). Impossible Camel, Impossible Sit and Reverse Layover are not allowed.
- One (1) side by side one position spin. Heel, Broken and Inverted are not allowed.
- One (1) Spiral: angel (camel) BO or Death Spiral.
- One (1) lift: one (1) position lift (lifts under the head or press allowed. No more than four (4) rotations of the man).
- One (1) footwork sequence maximum level 2 (Max. 30 seconds).

5.4 YOUTH - INTERMEDIATE

- One (1) Throw Jump of maximum two (2) revolutions.
- One (1) Twist Jump of maximum two (2) revolutions.
- One (1) side by side jump, Solo or Combo of Maximum four (4) jumps including the connecting jumps. Only single jumps, single Axel and double jumps are allowed. Single rotation connecting jumps will be called as NJ and receive no value.
- One (1) contact spin (one position or combo of maximum two (2) positions). Impossible Camel, Impossible Sit and Reverse Layover are not allowed.
- One (1) side by side one position spin. Heel, Broken and Inverted are not allowed.
- One (1) Spiral: angel (camel) BO or Death Spiral.
- Maximum two (2) lifts: two (2) one position lifts (lifts under the head or press allowed. No more than four (4) rotations of the man).
- One (1) footwork sequence maximum level 3 (Max. 30 seconds).

5.5 CADETS - BASIC

- One (1) Throw Jump OR one (1) Twist Jump of maximum one (1) revolution.
- One (1) side by side jump (solo, not in combo). Only single jumps, single Axel and double jumps are allowed.
- One (1) contact spin (one (1) position). Impossible Camel, Impossible Sit and Reverse Layover are not allowed.
- One (1) side by side one position spin. Heel, Broken and Inverted are not allowed.
- One (1) Spiral: angel (camel) BO.
- One (1) lift: one (1) position lift (No overhead lifts allowed. No more than four (4) rotations of the man).
- One (1) footwork sequence maximum level 1 (Max. 30 seconds).

5.6 CADETS - INTERMEDIATE

- One (1) Throw Jump of maximum two (2) revolutions.
- One (1) Twist Jump of maximum one (1) revolution.
- One (1) side by side jump (solo, not in combo). Only single jumps, single Axel and double jumps are allowed.
- One (1) contact spin (one (1) position). Impossible Camel, Impossible Sit and Reverse Layover are not allowed.
- One (1) side by side one position spin. Heel, Broken and Inverted are not allowed.
- One (1) Spiral: angel (camel) BO.
- One (1) lift: one (1) position lift (lift Axel, lift flip, low press, low kennedy, low militano. No overhead lifts allowed. No more than four (4) rotations of the man).
- One (1) footwork sequence maximum level 2 (Max. 30 seconds).

5.7 ESPOIR - BASIC

- One (1) side by side jump (solo, not in combo). Only single jumps are allowed including the Waltz Jump.
- One (1) contact spin (one (1) position) selected from uprights.
- One (1) side by side one position spin. Selected from uprights and sit positions.
- One contact figure with base value of 2.0. LIFTS ARE NOT ALLOWED.
- One (1) footwork sequence maximum level 1 (Max. 30 seconds). The four (4) steps and turns that will be counted towards the level include: Inside Three Turn, Outside Three turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed).

5.8 ESPOIR - INTERMEDIATE

- One (1) Throw Jump of maximum one (1) revolution.
- Maximum two (2) side by side jumps. One solo jump and one combo of maximum three (3) jumps. Only single jumps are allowed including the Single Axel (solo).
- One (1) contact spin (one (1) position) selected from uprights and sit positions.
- One (1) side by side one position spin. Selected from uprights and sit positions.
- One position lift allowed from Axel, Flip, Around the back.
- Maximum one (1) Spiral: angel (camel) BO.
- One (1) footwork sequence maximum level 1 (Max. 30 seconds).

5.9 MINIS - BASIC

- One (1) side by side jump (solo, not in combo). Only single jumps are allowed including the Waltz Jump.
- One (1) contact spin (one (1) position) selected from uprights.
- One (1) side by side one position spin. Selected from uprights.
- One contact figure with base value of 2.0. LIFTS ARE NOT ALLOWED.
- One (1) footwork sequence maximum level 1. The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will

be counted toward the level), body movement (high, medium or low), maximum thirty (30) seconds.

5.10 MINIS - INTERMEDIATE

- One (1) side by side jump (solo, not in combo). Only single jumps are allowed.
- One (1) contact spin (one (1) position) selected from uprights.
- One (1) side by side one position spin. Selected from uprights and sit positions.
- One contact figure with base value of 2.0. LIFTS ARE NOT ALLOWED.
- One (1) footwork sequence maximum level 1. The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low), maximum thirty (30) seconds.

5.11 TOTS - INTERMEDIATE

- One (1) side by side jump (solo, not in combo). Only single jumps are allowed including the Waltz Jump.
- One (1) contact spin (one (1) position) selected from uprights.
- One (1) side by side one position spin. Selected from uprights.
- LIFTS ARE NOT ALLOWED.
- One (1) footwork sequence maximum level 1. The different skating elements (four (4) different to be confirmed to achieve level 1) that will be counted towards the level include: Inside Three Turn, Outside Three Turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level), body movement (high, medium or low), maximum thirty (30) seconds.

APPENDIX 1 – 2026 WORLD SKATE BASIC & INTERMEDIATE SOLO DANCE REQUIREMENTS

SENIOR BASIC					
Compulsory	Roller Samba				
Free Dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 2	Max. Level 2	-	Max. Level 2	Yes	Max. Level 2

SENIOR INTERMEDIATE					
Style Dance					
Rhythm	Footwork Sequence	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Musical Medley	-	Max. Level 3	Max. Level 3	Max. Level 3	Italian Foxtrot
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 3	Max. Level 3	-	Max. Level 3	Yes	Max. Level 3

JUNIOR BASIC					
Compulsory	Olympic Foxtrot				
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 2	Max. Level 2	-	Max. Level 2	Yes	Max. Level 2

JUNIOR INTERMEDIATE					
Style Dance					
Rhythm	Footwork Sequence	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Rock Medley		Max. Level 3	Max. Level 3	Max. Level 3	Sweet Tango
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 3	Max. Level 3	-	Max. Level 3	Yes	Max. Level 3

YOUTH BASIC					
Compulsory	Skaters March				
Free Dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 2	Max. Level 2	-	Max. Level 2	Yes	Max. Level 1

YOUTH INTERMEDIATE					
Style Dance					
Rhythm	Footwork Sequence	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Classic Medley	-	Max. Level 3	Max. Level 3	Max. Level 2	Terenzi Waltz
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 3	Max. Level 3	-	Max. Level 3	Yes	Max. Level 2

CADET BASIC					
Compulsory	City Blues				
Free Dance	Footwork Sequence	Dance Steps Sequence	Travelling	Choreo. Sequence	
	Max. Level 1	Max. Level 2	Max. Level 1	Yes	

CADET INTERMEDIATE					
Compulsory	Roller Samba				
Free Dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence	Cluster
Max. Level 2	Max. Level 2	-	Max. Level 2	Yes	Max. Level 1

ESPOIR BASIC				
Compulsory	Glide Waltz			
Free Dance				
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence
Max. Level 1	-	Max. Level 1	Max. Level 1	Yes

ESPOIR INTERMEDIATE				
Compulsory	Olympic Foxtrot			
Free Dance				
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Travelling	Choreo. Sequence
Max. Level 1	-	Max. Level 1	Max. Level 1	Yes

MINI INTERMEDIATE				
Compulsory	City Blues			
Free Dance	Dance Steps Sequence	Artistic Sequence	Travelling	Choreo. Sequence
	Max. Level 1	Max. Level 1	Max. Level 1	Yes

APPENDIX 2 – 2025 WORLD SKATE BASIC & INTERMEDIATE COUPLE DANCE REQUIREMENTS

SENIOR BASIC					
Compulsory		Roller Samba			
Free Dance					
Hold	No Hold	Travelling	Choreo. Stop	Stationary Lift	Rotational Lift
Max. Level 2	Max. Level 2	Max. Level 2	Yes	-	Max. Level 2

SENIOR INTERMEDIATE								
Style Dance								
Rhythm	Hold	No Hold	Travelling	Compulsory	Stationary Lift	Rotational Lift	Combo . Lift	One- Set Cluster
Musical Medley	Max. Level 3	-	-	Italian Foxtrot	Max. Level 3	-	-	No Hold Max. Level 3
Free Dance								
One Partner Footwork	Hold	No Hold	Travelling	Choreo. Stop	Stationary Lift	Rotational Lift	Combo . Lift	Cluster
Max. Level 3	-	Max. Level 3	Max. Level 3	Yes	-	Max. Level 3	-	-

JUNIOR BASIC					
Compulsory		Olympic Foxtrot			
Free Dance					
Hold	No Hold	Travelling	Choreo. Lift	Stationary Lift	Rotational Lift
Max. Level 2	Max. Level 2	Max. Level 2	Yes	-	Max. Level 2

JUNIOR INTERMEDIATE								
Style Dance								
Rhythm	Hold	No Hold	Travelling	Compulsory	Stationary Lift	Rotational Lift	Combo . Lift	One- Set Cluster
Rock Medley	Max. Level 3	-	-	Easy Paso	Max. Level 3	-	-	No Hold Max. Level 3
Free Dance								
One Partner Footwork	Hold	No Hold	Travelling	Choreo. Stop	Stationary Lift	Rotational Lift	Combo . Lift	Cluster
Max. Level 3	-	Max. Level 3	Max. Level 3	Yes	-	Max. Level 3	-	-

YOUTH BASIC					
Compulsory		Skaters March			
Free Dance					
One Partner Footwork	No Hold	Travelling	Choreo. Stop	Stationary Lift	Rotational Lift
Max. Level 2	Max. Level 2	Max. Level 2	Yes	-	Max. Level 2

YOUTH INTERMEDIATE								
Style Dance								
Rhythm	Hold	No Hold	Travelling	Compulsory	Stationary Lift	Rotational Lift	Combo . Lift	One- Set Cluster
Classic Medley	Max. Level 2	-	-	Tudor Waltz	Max. Level 2	-	-	No Hold Max. Level 2
Free Dance								
One Partner Footwork	No Hold	Travelling	Choreo. Stop	Stationary Lift	Rotational Lift	Combo. Lift	Cluster	
Max. Level 2	Max. Level 2	Max. Level 2	Yes	-	Max. Level 2	-	-	

CADET BASIC					
Compulsory		City Blues			
Free Dance					
One Partner Footwork	No Hold	Travelling	Choreo. Stop	Stationary Lift	Rotational Lift
Max. Level 1	Max. Level 1	Max. Level 1	Yes	-	Max. Level 1

CADET INTERMEDIATE					
Compulsory		Roller Samba			
Free Dance					
One Partner Footwork	No Hold	Travelling	Choreo. Stop	Combo Lift	Rotational Lift
Max. Level 2	Max. Level 2	Max. Level 2	Yes	-	Max. Level 2

ESPOIR BASIC				
Compulsory	Glide Waltz			
Free Dance				
One Partner Footwork	No Hold	Travelling	Choreo. Stop	Stationary Lift
Max. Level 1	Max. Level 1	Max. Level 1	Yes	Max. Level 1

ESPOIR INTERMEDIATE				
Compulsory	Olympic Foxtrot			
Free Dance				
One Partner Footwork	No Hold	Travelling	Choreo. Stop	Rotational Lift
Max. Level 1	Max. Level 1	Max. Level 2	Yes	Max. Level 1

MINI BASIC		
Compulsory	And Foxtrot	
Free Dance		
Hold	No Hold	Choreo. Lift or Choreo. Pose or Choreo. Stop
Max. Level 1	Max. Level 1	Yes

MINI INTERMEDIATE			
Compulsory	City Blues		
Free Dance			
Hold	No Hold	Travelling	Choreo. Lift or Choreo. Pose or Choreo. Stop
Max. Level 1	Max. Level 1	Max. Level 1	Yes

TOTS BASIC		
Free Dance		
Hold	No Hold	Choreo. Pose
Max. Level 1	Max. Level 1	Yes



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