

WORLD SKATE

RULES FOR ARTISTIC SKATING COMPETITIONS
GENERAL

BY WORLD SKATE ARTISTIC TECHNICAL COMMISSION

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FORWARD

This publication represents the official rules for artistic roller-skating competitions and conducted by the WORLD SKATE Artistic Technical Commission.

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Page, Item	Change/Addition/Removal	Rationale
Page 6, 2.3 Categories in International Championships	This rule does not apply to Precision, Couples Dance, or Pairs. In all other disciplines, skaters may still perform and receive a score; however, their results will not be published and no World Skate ranking points will be awarded. Skaters will receive a certificate of participation. If competing in the semifinals, they remain eligible to qualify for the final.	By exempting Precision, Couples Dance, and Pairs, the rule acknowledges the lower global participation in these disciplines while still allowing meaningful competition and showcasing these events to promote them with the goal of building global participation.
Page 7, 2.6 World Skate ranking	Introduction of Ranking for Cadet and Youth Categories	Encourages consistency and participation Provides transparent seeding for events Increase prestige of events with ranking points increasing participation
Page 8 & 9 World Skate Ranking	Increased the points of the AIS and World Cup final competitions for junior and senior.	Provides proportional differentiation between these and other events
Page 19 -21, 2.17 Interruption of Skating	Addition of protocol for interruption during warm ups	Clear protocols Fairness for injured athletes
Page 21 2.2 Costume Requirements: Free skating, inline, dance, solo dance & pairs	Costumes must be constructed as one piece, modest, dignified and appropriate for athletic competition - not garish or theatrical in design. The clothing must not give the effect of excessive nudity.	Emphasizes modesty and dignity Minimizes the risk of costume failure

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1. GENERAL

1.1 RECONCILIATION

Any matters not provided for in these rules, will be in accordance with World Skate Statutes.

1.2 INTERNATIONAL COMPETITIONS

All international events between two or more national federations from at least two different continents must be organized with the rules and supervision of World Skate Artistic Technical Commission (ATC).

Members of World Skate ATC, Continental or Area confederations may request that top-class international events that they organize on a regular basis, be recognized by World Skate ATC. This can be done provided there is no deviation from the rules of ATC or World Skate.

Events that have gained such recognition from World Skate ATC will have priority on the international calendar, enabling the organizing member, Continental or Area confederation to have first choice of dates, providing that such dates and venues are established at least nine (9) months in advance. Once such dates are established, they can only be altered by a formal written request from the organizers.

Organization fee and entry fees should be agreed with World Skate.

2. CHAMPIONSHIPS REGULATIONS

Note: general rules apply for all artistic roller-skating disciplines, including inline.

2.1 CATEGORIES IN INTERNATIONAL CHAMPIONSHIPS

CATEGORY	AGE
Tots	8 and 9 years old
Minis	10 and 11 years old
Espoir	12 and 13 years old
Cadet	14 and 15 years old
Youth	16 years old
Junior	17 and 18 years old
Senior	19 years old on

Note: the AGE column in the table above refers to the age the skater is turning in the year of the competition (that is, in the calendar year begins 1st of January through to and including the 31st of December, in the year of the competition).

For pairs and couple dance, the category will be determined by the age of the oldest partner.

The minimum age for all skaters in categories Cadet and above is turning 12 in the year of the competition.

For Continental Championships: National Federations that enter athletes in the Solo Dance category both in men and ladies, will be required to enter a Dance Couple in the same category. This rule applies to both Junior and Senior events. It is not necessary that the athletes enrolled in Solo Dance are the same as the Couple.

To be eligible to compete in any category, a skater who has competed previously in a higher category in any international or continental World Skate event/s must not compete in a lower one after that. Exception from this rule is granted for skaters in the disciplines Precision and Show.

Each skater can only participate in one age category per discipline during the same competition/championships, so it is not possible for a skater to skate in two age categories during the same competition or championships. Exception is granted to skaters in the disciplines Precision, Show and Quartet. In these disciplines it is allowed for a skater to skate in maximum two (2) age categories during the same competition or championships. This rule applies to a maximum of one quarter of the group. i.e., For quartet it is allowed up to one (1) skater per team to skate in two age categories at the same championship.

For all World Skate Artistic International Series, Continental and World Skate Games or World Championships competitions there must be a minimum of three (3) skaters/teams participating and representation from at least two (2) different National Federations for an event to be contested. Exceptional situations that require an alternate way to manage the events will be taken into consideration by World Skate Artistic Technical Commission.

This rule does not apply to Precision, Couples Dance, or Pairs. In all other disciplines, skaters may still perform and receive a score; however, their results will not be published and no World Skate ranking points will be awarded. Skaters will receive a certificate of participation. If competing in the semifinals, they remain eligible to qualify for the final.

2.2 AGE CATEGORIES FOR WORLD SKATE ATC CHAMPIONSHIPS

CATEGORY	AGE
Junior	12 to 18 years old
Senior	12 years old and above

NOTE: the MINIMUM age for competing at the World Skate ATC Championships is 12. Therefore, skaters MUST be at least 12 years of age before the 1st of January in the year of the event to compete.

Skaters who are at least 12 before the 1st of January and, not yet 19 by and including the 31st of December in the year of the World Skate ATC Championships are eligible to compete in Junior.

Skaters who are at least 12 before the 1st of January in the year of the World Skate ATC Championships will be eligible to skate Senior.

For pairs and couple dance, the category will be determined by the age of the oldest partner.

2.3 WORLD SKATE ATC CHAMPIONSHIPS

World Skate ATC Championships shall be held for the following disciplines: free skating, pairs, dance, solo dance, inline, show and precision skating. In the case of free skating, solo dance, and inline, separate events will be conducted for men and women.

World Cup Figures

For figures, there will be a World Cup every year for categories from Cadet to Senior.

Each member national federation may enter, from Cadet to Senior, a maximum of three (3) skaters.

World Skate OPEN Competitions

For World Skate Open Competitions where clubs can directly enter skaters it is required that the Organizing Committees check that the club is affiliated with a World Skate National Federation. Skaters must be confirmed by the National Federation or directly entered by their National Federation.

2.4 WORLD SKATE RANKING

The World Skate Ranking will be based on results from the previous World Championship and the current season. Competitions taken into consideration are the Artistic International Series (AIS), other World Skate nominated ranking events, the Continental Championships and

the previous year's World Championships. The score is determined by the placement of the skaters and the points designated to each event. The best two results of the current season will be added to the previous seasons World Championships points.

For Cadet and Youth, ranking points will be awarded for the Continental Cups approved by World Skate (e.g., America's Cup, Pacific Cup), Artistic International Series (AIS), and Continental Championships. For the Continental Championships the skating order will be determined based on the rankings.

Points for Senior Ranking

Place	World Championship Senior	Artistic International Series Senior	Artistic International Series Senior Finals	Ranking Event Senior	Continental Championship Senior
1	1500	390	525	293	750
2	1350	351	473	264	675
3	1215	316	426	238	608
4	1094	221	298	214	547
5	985	199	268	193	492
6	887	179	241	174	443
7	798	161	217	157	399
8	718	145	195	141	359
9	646	131	176	127	323
10	581	118	158	114	291
11	523	71		103	262
12	471	64		93	236
13	424	58		84	212
14	382	52		76	191
15	344	47		68	172
16	310	42		61	155
17	279	38		55	140
18	251	34		50	126
19	226	31		45	113
20	203	28		41	102
21	183	25		37	92
22	165	23		33	83
23	149	21		30	75
24	134	19		27	68
25	121	17		24	61
26	109	15		22	55
27	98	14		20	50
28	88	13		18	45
29	79	12		16	41
30	71	11		14	37

Points for Junior Ranking

Place	World Championship Junior	Artistic International Series Junior	Artistic International Series Junior Finals	Ranking Event Junior	Continental Championship Junior
1	600	156	210	117	300
2	540	140	189	105	270
3	486	126	170	95	243
4	437	88	119	86	219
5	393	79	107	77	197
6	354	71	96	69	177
7	319	64	86	62	159
8	287	58	77	56	143
9	258	52	69	50	129
10	232	47	62	45	116
11	209	28		41	104
12	188	25		37	94
13	169	23		33	85
14	152	21		30	77
15	137	19		27	69
16	123	17		24	62
17	111	15		22	56
18	100	14		20	50
19	90	13		18	45
20	81	12		16	41
21	73	11		14	37
22	66	10		13	33
23	59	9		12	30
24	53	8		11	27
25	48	7		10	24
26	43	6		9	22
27	39	5		8	20
28	35	5		7	18
29	32	5		6	16
30	29	5		5	14

Points for Youth Ranking

Place	Artistic International Series Youth	Artistic International Series Youth Finals	Ranking Event Youth	Continental Championship Youth
1	90	150	50	200
2	83	138	46	184
3	75	123	42	166
4	67	107	39	148
5	60	93	36	134
6	54	78	33	120
7	48	63	30	106
8	42	53	27	94
9	37	44	25	82
10	32	38	23	72
11	29		21	64
12	25		19	56
13	23		18	50
14	20		17	44
15	18		16	40
16	16		15	36
17	14		14	32
18	13		13	28
19	12		12	26
20	11		11	24
21	10		10	22
22	9		9	20
23	8		8	18
24	7		7	16
25	6		6	14
26	5		5	12
27	4		4	10
28	3		3	8
29	2		2	5
30	1		1	3

Points for Cadet Ranking

Place	Artistic International Series Cadet	Artistic International Series Cadet Finals	Ranking Event Cadet	Continental Championship Cadet
1	75	120	40	150
2	69	110	37	138
3	62	98	33	125
4	56	85	31	111
5	50	74	28	101
6	45	62	26	90
7	40	50	24	80
8	35	42	22	71
9	31	35	20	62
10	27	30	18	54
11	24		16	48
12	21		15	42
13	19		14	38
14	17		13	33
15	16		12	30
16	14		12	27
17	14		11	24
18	13		10	21
19	12		9	20
20	11		8	18
21	10		8	17
22	9		7	15
23	8		6	14
24	7		5	12
25	6		4	11
26	5		4	9
27	4		3	7
28	3		2	6
29	2		1	4
30	1		1	2

2.5 ENTRY PROCEDURE AT WORLD CHAMPIONSHIPS

The entries will be managed through the World Skate platform.

Senior Free Skating:

- Countries in the first 10th places in the previous year can enter three (3) skaters.
- Countries placing 11th to 20th inclusive in the previous year can enter two (2) skaters.
- Countries placing 21st and below in the previous year can enter one (1) skater.
- If the country has not participated in the last World Championships in a particular event, it will be allowed to enter just one (1) skater in that event.

Senior and Junior Solo Dance, Junior Free Skating and Inline Junior and Senior:

- Countries in the first 20th places in the previous year can enter two (2) skaters.
- Countries from 21st and below in the previous year can enter one (1) skater.
- If the country has not participated in the last World Championships, it will be allowed to enter just one (1) skater.

Each member national federation may enter, for Seniors events, a maximum of three (3) teams in each of the following events: pairs skating, dance skating. For junior events, a maximum of two (2) teams of the following: pairs skating, dance skating.

National Federations that enter athletes in the Solo Dance category both in men and ladies, will be required to enter a Dance Couple in the same category. This rule applies to both Junior and Senior events. It is not necessary that the athletes enrolled in Solo Dance are the same as the Couple.

Each member national federation may enter a maximum of three (3) teams for Junior Precision and a maximum of three (3) teams for Senior Precision, three (3) teams for small and large Show events, and a maximum of two (2) teams for Junior Quartets and a maximum two (2) teams for Senior Quartets.

If the hosting National Federation does not qualify for the maximum entries per discipline and category, they will be allowed one additional entry per discipline and category.

There must be at least three (3) skaters/teams participating and representation from less than two (2) different National Federations for an event to be contested.

World championship entry fees must be paid in US dollars or the equivalent in euros, by each participating national federation as follows for single, couples and pairs.

Note: pairs and couples on this information are counted as one.

# OF SKATERS	FEDERATION FEE	# OFFICIAL COACHES
JUNIOR		
1 to 8	$100	1
9 to 16	$200	2
SENIOR		
1 to 7	$115	1
8 to 14	$230	2
15 to 22	$340	3
Junior and senior fee per participant per event		$80
Precision, show team fee per participant (no federation fee)		$60

For precision, small and large show, 1 delegate, 2 coaches and 1 choreographer.

For quartets 1 delegate, 1 coach and 1 choreographer.

All fees for national federations and participants must be paid into the World Skate account within the deadline decided by ATC. The national federations, which have paid through bank transfer, must show the receipt on the accreditation day.

Skaters may enter more than one event but must pay the fee for each event entered. See 2.3 for rules regarding entry.

It is mandatory when completing registration on the platform to attach:

- An image of the first page of the passport in jpg, png.
- For dance, the music certificate in pdf.
- The order of the elements format in pdf.
- The music in mp3, mp4, etc.
- All the files must be named: Skater's Name_Skater's Last Name – Category (junior/senior) – Modality (free skating, pairs, dance) – short or long program, style dance or free dance or dance certificate or order of the elements. For Show and Precision, the name of the group and the title of the show.

2.6 SKATING ORDER RULES FOR WORLD CHAMPIONSHIPS AND CONTINENTAL CHAMPIONSHIPS

Each group shall be composed of no more than six (6) contestants/teams for Free skating, Dance and inline, and no more than four (4) couples for Pairs. For Junior and Senior Couple Dances no more than four (4) couples.

If the technical commission (in exceptional cases) accepts late entries, then the skater(s)/group entered after the order has been done, will skate as first.

If one or more competitors decide to withdraw their participation before publishing of the order of that segment, the groups can be re-organized. If the withdrawal(s) is announced after the publishing of the starting order of the following segment, then the starting order and warm-up groups will not be changed, and the spot of the withdrawn competitor(s) remains empty.

Compulsory dance: Starting order for the first dance will be drawn. The second dance will be as per figures.

For short program and style dance: the groups will be determined by the World Skate ranking. Skaters will skate in reverse order of the ranking. For example, the top ranked skaters will skate in the final groups with the top ranked skater skating last. Any skaters entered who are not listed on the world skate ranking will be placed in the first groups in the order and drawn.

Long program and free dance:

- The order of skating will be established by reversing the placement obtained from the short program/style dance.
- The final group containing the highest placed skaters/teams will consist of no more than ten (10) contestants and shall be composed of two sub-groups of no more than five (5) skaters/teams in each group. If the remaining number of contestants cannot be divided into even groups the first group or, if necessary, the first groups shall contain an extra skater/team. In any case, the group containing the highest place skaters/teams shall constitute the final group.
- It is not necessary for all long program groups to compete on the same day.

2.7 FIGURES

The total of figure contestants will be divided in four (4) groups or three (3) groups for junior and senior, with the first skater skating the first figures and the first contestant in the second group starting the second figure and so on. If the number of participants in the figure event cannot be evenly divided into three/four groups, each group will have an additional contestant.

2.8 SHOW AND PRECISION

The skating order will be determined first by the World Skate ranking. Teams will skate in the reverse order of the ranking. The top ranked team will skate last. Secondly, the top ranked team of each national federation will be drawn to skate immediately prior to the teams with

a World Skate Ranking. Finally, all remaining teams will be drawn to skate in the first groups.

2.9 SKATING SURFACE SIZE REQUIREMENTS

The minimum size of the skating surface for a World Skate ATC Competition event is 25 meters by 50 meters. Any deviation from this size, must be approved by the World Skate Artistic Technical Commission.

3. SPORTS REGULATIONS

3.1 GENERAL

The purpose of these regulations is to control any case that may occur during an official Artistic Roller-Skating competition conducted by World Skate ATC or any international competition hosted by a member national federation.

If any unforeseen event/s should happen during the championships that are not provided for in the written regulations, the matter shall be settled by the referee in the best interests of the sport.

In the best interest of the sport, in real exceptional situations, World Skate ATC can take decisions that are against these rules.

3.2 ANTI-DOPING

For anti-doping World Skate regulations please refer to WADA Anti-Doping specifications published on the World Skate website.

3.3 CONTESTANTS

Contestants must be on the skating surface ready to skate when it is their time to perform.

Any contestant reporting after his or her time to compete has passed shall not be allowed to compete in that event, provided that the contest was commenced at the time advertised.

Dividing the contestants into groups shall be done before the event begins and will not be changed should a contestant withdraw or be missing.

3.4 ENTRY AND EXIT

For Free Skating, Couple Dance, Solo Dance and Pairs, the first skater/team of each competition group can have maximum one (1) minute before entering the floor to compete after the warmup is ended.

All the skaters/teams have thirty (30) seconds to leave the floor to allow the next skater/team to enter.

All skaters/teams following the first of each competition group should take the floor **immediately** when announced.

A penalization of 0.5 will be given to skaters/teams not following these rules.

3.5 COACHES

Shouting and instructing skaters at the side of the rink during any competition is not allowed. If this happens the coach involved will be removed from the rink and the skater may be penalized.

During competition and official trainings, coaches at the rink side must be in official uniform of the country or casual but **ELEGANT** attire. Shorts or skirts, if worn, should be knee length or longer; sleeveless shirts are not allowed.

3.6 INTERRUPTION OF SKATING

The following actions shall be taken into consideration, should a contestant or team encounter an interruption of skating as outlined below.

- When the skater interrupts the performance due an illness, injury, uneasiness, indisposition, referees must be sure that the reason of the interruption is validated by a doctor or ER responsible of the organization.
- Illness or injury: the contestant must be able to skate his or her entire program within a ten (10) minute resting period. Otherwise, a mark of point zero (.0) will be assigned. Judging and technical calling (for Rollart system) shall commence at the point of interruption during the re skate.
- Warm Up: Referee will stop the training for max 10 minutes to give the injured skaters to recover. The warmup will restart from the interruption time.
- Mechanical failure: if the referee finds that the interruption is justified, he or she shall allow the contestant to make the necessary repairs within an acceptable amount of time. Read the note about restart.
- Costume failure: if a costume failure becomes hazardous, indecent, or embarrassing, the referee should stop the contestant. Read the note about restart.
- Outside interference. Read the note about restart.
- Music failure: in pairs skating, free skating, dance skating, show and precision, music failure shall be considered as outside interference. The referee must stop the contestant or team in any case of music failure.
- Official error: if the referee inadvertently stops the contestant or team before their performance has been completed, it shall be considered as outside interference.
- For all events (dance, solo dance, free skating, inline, precision, show), if the skater(s)/team stops or leaves the floor for unjustified reasons (fault of their own) before they have completed the program, there will be no re skate, and the following applies:

  - If the stoppage happens before the middle of the program, the skater(s) will receive a mark of zero (0.0) with no placement in the event.
  - If it happens after the middle of the program, the time violation penalties will be applied, and the components/artistic impression mark must be low.
  - In the case of figures, if a competitor stops or falls on a figure through his/her own fault the penalty is 1.0. If they are unable to continue the figure or leave the floor for unjustified reasons, the skater will receive a mark of zero (0.0) with no placement in the event.
- Order of skating: in case of interruption, the order of skating for the event may be adjusted, if necessary, under the following rules:
  - In figure skating, the next figure will not be started until the affected contestant has completed the figure during which the interruption occurred.
  - In a free skating/pairs final program, no contestant shall skate in a different group from the one into which he or she was originally assigned.
  - In a solo/couples free dance program, no contestant shall skate in a different group from the one into which he or she was originally assigned.

Note about the restart

In case of objective interruption, the restart is allowed. If the interruption is:

- During the first minute of the program, the skater/s must restart from the beginning of the program with judging/technical calling resuming from the point of interruption.
- After the first minute the skater/s is allowed to restart from the point of the interruption with judging/technical calling resuming from the same point of interruption.

The judges shall not observe the contestant during the re-skate until the point of interruption is reached. The referee shall signal when the contestant has reached this point by sounding a whistle.

The referee and assistant referee (where applicable) shall observe the contestant to ensure that he or she performs the movements of the program. If the referee feels that the contestant is unduly changing the program or skating it to be rested for the remaining portion, a mark of zero (0.0) shall be assigned.

If a warm-up is interrupted during a skating competition (e.g., due to floor maintenance, technical issues, injury to a skater or safety concerns), the following procedure must be followed:

- The warm-up will be paused immediately by the referee.
- Skaters must leave the floor if instructed.

- Once the issue is resolved (or in the case of injury 10 minutes has passed), the warm-up will resume with the remaining time or be restarted in full at the discretion of the referee, based on the nature and length of the interruption.
- Skaters will be informed clearly by the announcer or referee about the new start time and duration of the resumed warm-up.
- No skater will be penalized for circumstances related to the interruption.

3.7 FALL

For all disciplines, a fall leading to penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s.

3.8 EQUIPMENT

In all World Skate ATC Junior and Senior events quad skates are permitted, except for inline competitions.

In Show and Precision events each team member must have the same type of skates. They have the choice of either quad or Inline skates for each member or each team.

There are no restrictions on skate frames, wheels, or boots.

3.9 COSTUME REQUIREMENTS

- Penalties resulting from the violation of the costume rules will be 1.0.
- Judges will have the option to push a costume violation button. If most of the officials including Referee agree, the deduction will be applied.
- A deduction for costume violation from the Referee will occur if ANY ITEM falls off the athlete. It is mandatory all items be properly secured.
- Costumes rules apply for anything worn on the body.
- Costumes (all disciplines) and props (show) must NOT contain any copyrighted logos, trademarks, religious or political images, symbolism, symbols or messages. Federation logos are allowed.

Free skating, inline, dance, solo dance, and pairs

- In all artistic competitive roller-skating events, the costumes should be in character with the music but should not be such to cause embarrassment to the skater, judges, or spectators.

- Training costumes are not required to be in character; however, all other costume rules apply in training.
- Costumes must be constructed as one piece, modest, dignified and appropriate for athletic competition - not **garish** or **theatrical** in design. The clothing must not give the effect of excessive nudity.
- Feathers and fringes will be considered a theatrical prop and penalized.
- Any piece of the costume including beads, buttons, crystals, mirrors, studs, pearls, half pearls, rhinestones etc. on the costumes must be very **securely stitched** so as not to cause obstruction to the following contestants. Rhinestones, stones, bigger than 4mm in any dimension ARE NOT PERMITTED. Sequins of any size are allowed. All decorative embellishments must be **securely stitched** to the fabric.
- Accessories and Props of any nature are not permitted.
- Costume remains the same throughout a performance with no additions during the performance, i.e. no use of props of any kind from beginning to the end.
- The painting of any part of the body is considered a “show” and is not allowed.

Show & Quartet

The costume of the competitors must be dignified and appropriate for athletic competition and must not give the effect of excessive nudity inappropriate for the discipline.

Changes of costumes during the program are allowed, but with the same rules as for accessories: nothing to be left on the floor or thrown outside the rink. If parts of the costume should accidentally touch the floor, no penalty will be applied so long as the flow of the program is not interrupted.

Any piece of the costume must be very **securely stitched** so as not to cause obstruction to the following contestants.

Precision

The costume of the competitors must be modest, dignified, and appropriate for athletic competition, not garish or theatrical in design. Costumes may, however, reflect the character of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Accessories, feathers, props and rhinestones adhered to the face are not permitted. Neither portable nor hand-help props shall be used. Changes of the costume during the program belong to show competitions only and therefore are not permitted. Any piece of the costume must be very **securely stitched** so as not to

cause obstruction to the following contestants. Clothing that does not adhere to these guidelines will be penalized by a deduction.

Figures

- Costumes must be modest, dignified and appropriate for athletic competitions. The clothing must not give the effect of excessive nudity inappropriate for the discipline.
- If the costume does not meet the above rule the referee should warn the skater in warm up and request that they change costume. For each figure skated in an inappropriate costume the judges will take 1.0 marks from their score.
- Any piece of the costume including beads, trimmings, etc. on the costumes must be very **securely stitched** so as not to cause obstruction to the following contestants.

3. 10 MUSIC

Vocal music is allowed. For free skating, pairs, solo dance, couples, inline, precision and quartet, music with spoken word (narration) can only be used a maximum of twice in the program at the beginning and/or end for a maximum of 10 seconds.

For all disciplines the penalty for time violation of the program less than the minimum, will be 0.5 point each 10 secs or part thereof.

For all the disciplines the time from the start of the music and the first movement of the skater, couple or group, cannot be more than 10 seconds. A penalty of 0.5 point will be applied.

Music with inappropriate or expletive lyrics in any language is not allowed. A penalty of 1.0 will be applied.

3.11 CONTENT SHEETS, MUSIC AND CERTIFICATES

For Content Sheet, use the editable PDF from the World Skate Website.

Save one version per skater using the correct naming convention.

Coaches should check they have filled out the element list correctly. This will not be checked by administration.

Federations must check content sheets and upload content sheets as indicated by competition organization or World Skate.

The official deadline to change content sheets, music or certificates is five (5) days before the start of the whole championship and not the day of the actual competition event.

World Skate will not send reminders to federations or individuals.

3.12 TECHNICAL OFFICIALS (TOS)

Technical Officials (TOs) are the judges, calculators, referees, technical specialists, assistant specialists, technical controllers, data operators and cutters that conform the judges' panels and technical panels of the events.

All TOs must be ready to officiate thirty (30) minutes prior to the start of the event to which they are assigned.

If a TO is missing prior to the start of an event, the referee shall assign a replacement. In case of competitions judged with the White System the assistant can judge the event.

If a TO is missing after the start of an event, the referee shall temporarily replace or substitute him or her with another TO or, if necessary, with the assistant.

During a competition, referees are free, on their own responsibility, to warn the judges for their marks, if they think the marks are not consistent with the content of the program or figure.

TOs are required to follow specific instructions of the referee in scoring an event where specific written rules require, but they are not otherwise obliged to raise or lower their scores.

TOs who consistently assign equal scores to contestants, which affect their grouping or placement, may lose their commission.

TOs are answerable only to the ATC for their conduct as judges and their judging ability. In case of unacceptable judging, the involved TO may lose, (temporarily or permanently) their commission. In the above case, the involved national federation will not be invited to nominate TOs for a minimum period of two (2) years.

4. SYSTEMS

4.1 WHITE SYSTEM

White system will be used for figures.

Scoring procedures and judges panels for White System

The value of the scores assigned for artistic roller-skating competitions are assigned as follows:

0.0	Not skated	5.0 - 5.9	Average
0.1 -0.9	Extremely bad	6.0 - 6.9	Fair
1.0- 1.9	Very poor	7.0 - 7.9	Good
2.0- 2.9	Poor	8.0 - 8.9	Very good
3.0- 3.9	Defective	9.0 - 9.9	Excellent
4.0- 4.9	Below average	10.0	Perfect

Decimals to one tenth (.1) may be used to indicate a finer degree of comparison.

Each judge will be provided a means of displaying the scores that he or she assigns to the contestants.

This system of score display may be either electrical or manual. The judges shall receive instructions regarding the scoring display system prior to the judging of the event.

All judges are to observe competitors during training sessions, but they must not pre-judge the event.

Each judge will be issued a master list of competitors, in skating order. This list shall also indicate the warm-up groups and the starting order for each new figure.

The judges shall be given a new list for each figure to be skated in the correct order of skating. This list is handed to the assistant referee after each figure, and a new list given for the next figure.

After the first contestant has skated, the judge must register the score for that skater immediately.

The Referee will take out the highest and lowest score and will then inform the judges of the average score. The judges must then adjust their scores to within two-tenths (.2) of the average score.

Referees

- Referees shall in no way attempt to influence the decision of any judge.
- Their control of the event to which they are assigned must never conflict with written regulations.
- Each referee shall be responsible for the smooth and successful conduct of the event to which they have been assigned.
- The referee may make changes in the program in the interest of the sport, but these changes may not be against any World Skate ATC or World Skate regulations.
- The referee may substitute an official if the scheduled official fails to report for the event, or if an official must leave due to illness, disorderly conduct, or other cause.
- The referee shall see that the rules for each specific event to which they have been assigned are followed.
- The referee must inform the judges of all mandatory penalties.
- The referee may allow a contestant to begin a figure a second time without penalty.
- The decision of such a restart is left to the discretion of the contestant.
- The contestant must indicate his or her desire to restart the figure within the first one-third (1/3) of the initial circle.
- The referee may inform a judge of an unusual variance in his or her scores as compared to the scores of the other judges. The referee may permit the judges to adjust those scores accordingly.

- The referee must give a report to the ATC concerning any unusual performance by a judge as soon as possible after the conclusion of the event in question.
- If any unforeseen event should happen during the championships, which are not provided for in the written regulations, the matter shall be settled by the referee in the best interests of the sport.

Assistant referees

- The assistant referee has the responsibility to assist the referee in the control of the event.
- Prior to each event, the assistant referee shall distribute to the judges a master list of contestants, listed in the order of skating, indicating the groups for warm-up and the starting order for each new figure.
- Prior to the events, the assistant referee shall distribute a supply of individual scoring sheets to each judge.
- In the figure skating event, the assistant referee must ensure that no more than four (4) contestants are on the warm-up circles at any time. If loops are being contested, no more than five (5) contestants should be on the warm-up circles.

Calculators

- Six (6) months prior to the date of commencement of the World Championships, each national federation shall inform the World Skate ATC of their available calculators.
- At least one (1) calculator may be from a country other than that of the organizing national federation.
- The World Skate ATC reserves the right to question the calculators about their activities at National and International events.
- The names of the contestants, in the order in which they completed the event, shall be listed vertically (top to bottom), with the contestant's country listed across the top of the form.
- The results shall be given to the referee of the event or to ATC.
- Only ATC may release the results for public display.

Draw judges

ATC will always endeavor to have every country represented on the panels. Exceptions can be applied by the ATC when there are unavoidable circumstances. This will be done to benefit the sport in providing an event of the highest quality.

Figures will have panels of 5 or 7 judges, a Referee, and an Assistant.

4.2 ROLLART – THE SYSTEM

Rollart will be used for free skating, inline, dance (solo and couples), pairs, quartets, show and precision.

Six (6) months prior to the date of commencement of the World Championships, each national federation shall inform the World Skate ATC of their available data operators and event managers.

At least one (1) data operator and one (1) event manager must be from a country other than that of the organizing national federation.

The World Skate ATC reserves the right to question the data operators and event managers about their activities at National and International events.

The system will consist of three main parts:

Event manager

There must be a minimum of two (2) event managers for each World Championships event.

The World Skate ATC shall notify the event manager of any withdrawals immediately following the drawing for the starting order of the events.

Functionalities:

- Entering competition information.
- Entering the list of skaters for that competition.
- Entering the number of TOs for that competition.
- Managing the order of skating of the skaters in the competition.
- Creating and printing a list of competitions entered.
- Calculating placements.
- Creating and printing the placements for each competition.
- Creating and printing the details for each competition of each skater: competition score, TC, QOE, AI, elements called and levels.
- Managing to send the information to a video system to publish the event information on the screen or a video output: name of the skater/s, ranking, TC – AI – PE and the Total.
- The names of the contestants, in the order in which they completed the event, shall be listed vertically (top to bottom), with the contestant's country listed across the top of the form.
- The results shall be given to the referee of the event or to ATC. Only ATC may release the results for public display.

Technical panel

Technical specialist, specialist assistant, technical controller, and data operator.

- Each discipline will have its own interface.
- For each discipline, the system will show the technical elements and the levels that can be chosen.
- The system will allow selecting the penalizations.
- Each element/level chosen must be shown in the interface.
- After the judges, will send their QOE and artistic impression the total must be shown on the technical panel interface.
- Watch to start the timing of the program.
- Button to send the total scores to the Event Manager for the placement's calculation.

Data operators

There must be a minimum of two (2) data operators for each World Championships event.

- Enter the elements called by the technical panel.

Judges panel

Referee and judges.

- Show the elements called by the technical panel.
- For each element/level the system will allow to give the QOE: +3 +2 +1 0 -1 -2 -3.
- For each component, the system will allow the judge to define the value with a score that goes from 0.25 to 10 with 0.25 increments (0.25, 0.50, 0.75, 1.00 etc.).
- For the first skater there will be an average and the judges must then adjust their scores to within 0.50 of the average score.

Referee

- The referee will have its own interface.
- Referees shall in no way attempt to influence the decision of any judge.
- Their control of the event to which they are assigned must never conflict with written regulations.
- If any unforeseen event should happen during the championships, which are not provided for in the written regulations, shall be settled by the referee in the best interests of the sport.

Cutter

- The cutter will have its own interface.
- The cutter will record each element of the program to be available for review. If review is needed, the cutter will play back the element at the speed asked.
- Listens to the Technical Panel to record the elements for video review.
- Shall in no way offer any input on the callings or reviews.

Protocols

For detailed protocols, please refer to the rule book of each discipline.

Definitions

QUALITY OF THE ELEMENT – QOE
The value that is assigned by each judge to every single technical element. This value will increase or decrease the technical value of the program.
TECHNICAL VALUE OF THE ELEMENT – TE
The value of the technical element (please refer to Excel sheet).
TECHNICAL CONTENT SCORE – TC
The total technical score that results from the sum of all the values of the technical elements performed by the skater/s.

TECHNICAL VALUE OF THE PROGRAM – TVP
This is the sum of values of the technical elements of the program when correctly executed plus the Components scores.
PENALIZATION – PE
The value of the penalization that will be subtracted from the TVP.
FEATURE
Technical characteristic that, combined with other features, can increase the value / level of the technical element.

QOE and artistic components

The system can work with N judges. The system allows a maximum of 9. It is not important if the number of judges is odd or not.

- For panels with more than three (3) judges the system will eliminate the highest and the lowest QOE and the sum of the QOE will be divided by the number of judges left, the same for each component of the artistic impression.
- For panels with three (3) or less judges the system will divide the sum of QOE by the number of the judges and the same for each component of the artistic impression.

The results will be rounded to two (2) decimals.

Methods to increase the TVP

- To increase the score with the TVE (Technical Value of the Element) of each performed element. The more difficult the elements are, higher the TVP (Total Technical Value) will be.
- To increase the score with the QOE (Quality of the Element) by executing correct and high-quality elements. This value will be added to the TVP.
- To increase the score with the value of each component of the Artistic Impression.

Causes that decrease the TVP

- TVP will decrease with technical elements not performed correctly.
- TVP will decrease with negative QOE given by judges, if the quality of the element is not good (i.e., landing on toe-stop, step out etc.). These will be subtracted from TVP.
- TVP will decrease with penalties like falls, costume violation, timing faults, etc.

Penalizations

Unlike the old system, the philosophy of the new system leads to a reduction of the number of penalties. In fact, the following statements are true:

- If a skater/couple executes more elements than allowed, the excess elements will not be evaluated, and they will not be penalized, except in the case of NOT PERMITTED elements.
- If a skater/couple executes fewer elements, the total will be low, there will be no penalization unless the element not performed is MANDATORY.

Placements

Placements will be decided on the highest total score.
If there are ties: for the short program/style dance/compulsory dance the skater with the highest technical score will win; for the free long /free dance program the skater with artistic impression highest score will win.

For an overall tie: the highest total score in the long/free dance program will win (if the tie remains after this, the highest total score of the short program/style dance will determine the winner).

Rollart panels for international competitions

There will be the following number of panels:

- One or two panels for free.
- One panel for pairs.
- One or two panels for dance.
- One panel for precision.

The same TO can participate in one or two panels.

Technical panel will consist of four (4) people.

Judges panel will consist of a minimum of five (5) people: four (4) judges and one (1) referee.

It will be responsibility of World Skate ATC to create the panels for the competitions.

The Technical Panel and Judges Panel can be different for short/style dance and long/free dance.

5. OFFICIATING REGULATION

5.1 GENERAL

Only World Skate ATC has the authority to commission technical officials such as International Judges, Referees, Technical Specialists, Data Operators and Event Managers.

If required, the ATC Chairman can appoint one (1) member of the Commission to be responsible for all matters concerning examinations and commissioning of technical officials.

National federations must submit annually upon request, the names of their TOs to ATC Chairman if they wish these names to be retained on the international list.

Only TOs nominated by their national federation will be considered by the World Skate ATC to judge an international event in the category of World Games, Pan American Games, Asian Games, European Championships, and all International Artistic events, where at least two skaters are entered from different continents.

Only World Skate ATC may invite TOs to the events over which they have jurisdiction.

A TO must withdraw from a panel if a conflict of interest should arise. Please refer to chapter 6.

The World Skate ATC Chairman has to approve the official's selection for all international events, whether Competitions or Championships in all continents.

5.2 COMMISSION CATEGORIES

The commissions for World Skate ATC technical officials are as follows:

- International Technical Specialist for each discipline.
- International Data Operator.
- International Judge for each discipline.

All commissions are appointed for a period of one (1) year or until January 31 of the following year. See section 5.5 for details on fees and renewal.

World Skate Artistic TOs are responsible to the World Skate ATC.

For international Technical Specialist, a maximum of two (2) disciplines are allowed.

5.3 WORLD SKATE SEMINAR

Each year before the 31st of January, World Skate will organize a seminar (on-site or virtual) with the following subjects:

- Present new rules for the next sporting season.

- Assess results from the last World Championships and make recommendation for the next season.
- Promote sessions with specific technical focus in different areas of our sport.

The seminar is open to all: TOs and coaches.

5.4 OFFICIATING EXAMINATIONS

Candidates for TOs examinations must be nominated by the national federation of which he or she is a member. The national federation must be in good standing with World Skate.

International exams will be done only on-site.

International TOs examinations may take place during the World Skate Seminar if this is done on-site.

International TOs examinations could take place continentally once per year, but two (2) members of the ATC must be involved in the examination commission.

National TOs examinations can take place at different seminars organized by national federations or Continental Organizations.

National federations will present, 1 month before the commencement of the seminar, the names of the TOs proposed to World Skate ATC.

No more than two Technical Specialists, or two judges per discipline and per nation and no more than two Data Operators per nation can be nominated.

The proposed Technical Specialist must have already passed the examination as an international judge.

The exam will consist of a written and a practical part.

The questions on the written examination are the property of the examiners and must be returned to them at the conclusion of the examination.

The only information to be disclosed after the test papers have been graded is whether the candidate passed or failed.

Candidates for TOs examinations must be a minimum of twenty (20) years of age, but not more than fifty-five (55) years of age. After passing the examination the candidate shall not skate in a competition of any kind.

International TOs under the age of twenty five (25) or who reach the age of seventy (70) at the 1st of January of the year, may be registered on the World Skate Artistic list and may continue to judge all international events, except for the World Championships, World Skate Games, Pan American Games, Asian, Oceania, European Championships, World Games, World Cup, Artistic International Series as long as they remain active in their national federation. Officials that

have reached the age of 75 on the 1st of January of the year, cannot be registered in the World Skate Artistic Officials list.

Commissions will not be issued to anyone who is still actively competing in roller skating competitions or who is teaching roller skating.

Commissions will not be issued to anyone who has not judged at a national level artistic roller-skating events in their own nation for at least five (5) years. A Curriculum Vitae should be issued by the national federation presenting the TO.

Candidates who fail the test may take the test again after a period of one (1) year, during the annual World Skate seminar.

5.5 COMMISSION FEES

The commission fee for a new TO shall be US$100.00.

The renewal fee is US$50.00 for judges and DO and 100 US$ for TS. The fee will be paid into the World Skate account, and a copy of the payment will be sent to the World Skate Artistic Chairman by 31 of January and can only be paid through the national federation.

Renewal fees are due annually. If payment of the appropriate renewal fee is not made the official will not be invited to officiate in a competition until the fee is paid.

To retain active commissions, all TOs must renew their credentials by remaining active in the sport of competitive roller skating and:

- TS must participate in the World Skate annual seminar at least once every two years and must have been active in their own Federation.
- International judges must participate in the World Skate annual seminar at least once every two years and must have been active in their own Federation.
- The World Skate ATC may refuse a commission for a cause.

If credentials are not updated in a two year period the official will not be invited to officiate in a competition until they have met the above requirements.

TOs who have not renewed their credentials and paid the appropriate fees for four (4) consecutive years will be required to pass a new test before reinstatement.

A national federation must advise World Skate ATC Chairman in writing when they remove one of their international officials.

World Skate Head Office must advise the ATC by the end of February of each year, of the complete list of officials each Federation has registered and paid for.

Each year on the first day of April, the World Skate ATC Chairman shall issue a list of all TOs who have renewed their commissions and paid

their fees. Only those officials will be permitted to officiate at events of an international nature, which require a World Skate TO.

5.6 TOS FOR WORLD CHAMPIONSHIPS AND INTERNATIONAL CHAMPIONSHIPS

The World Skate ATC is totally responsible for the selection of all the TOs for the Junior and Senior World Championships in all disciplines.

All TOs will be invited directly by World Skate ATC Chairman, through the national federation; once the national federation confirms it, the invitation will be sent to the TO. TOs who are selected and cannot accept their invitation will be replaced by the World Skate ATC.

Nominated TOs may not have judged at the prior World Championships (i.e., two consecutive world championships), exceptions can be applied by ATC, in circumstances that are unavoidable or for the benefit of the sport in providing an event of the highest quality.

The World Skate ATC Chairman will select the number of TOs required.

Although this is not always possible or feasible, when selecting the TOs, the World Skate ATC will consider inviting one TO from each participating national federation. This is a decision, which will be made by the World Skate ATC, which will be guided by funds available for the TOs.

In selecting TOs for a World Championship panel, there will never be a majority from any one continent or geographical area, with the exception that is when the World Skate ATC is aware that a geographical area does not have experience and knowledge in a particular discipline or for logistic reasons.

The World Skate ATC reserves the right to question judges about activities at National and International events.

A country's participation at international seminars is a mandatory requirement to have an international TO invited.

If a national federation is organizing an event (competition, seminar or promotional) and requires an official from another country, they must ask permission in writing from World Skate, copying in the World Skate Continental Chairman. World Skate will then (after talking to the federation of the official requested) arrange an official for the organizing Federation. National Federations can ask for a maximum of two (2) officials from another country for maximum two (2) events in each calendar year.

5.7 UNIFORM

All TOs shall wear a navy-blue blazer with navy-blue skirt or trousers, with a white blouse/shirt or t-shirt. If a Judge decides to wear trousers, they must be part of a tailored suit, which must be elegant. Black or blue shoes.

In general, jeans, casual trousers, cotton trousers, bootleg trousers, half-cut trousers, shorts, etc. WILL NOT be accepted.

Under exceptional climatic conditions, the referee shall have the right to modify the dress code for the TOs.

6. CODE OF ETHICS

Please refer to World Skate code of conduct and code of ethics rules.

6.1 COMPETITION SCORES AND RESULTS MANAGEMENT

Possible corrections to Artistic Skating competition scores and results and the time frame allowed to apply such corrections.

- No protests against evaluations by TOs of skaters' performances are allowed.
- Protests against results are permitted only in the case of incorrect mathematical calculation. A wrong identification of an element or of a level of difficulty, although it results in a lower or higher score, is a human error and not an incorrect mathematical calculation.
- However, if the Referee learns
  a. Prior to the beginning of the award ceremony or prior to the official announcement of results (if there is no award ceremony) that a human error relating to a wrong data input by the Data Operator occurred, the Referee may correct the error provided that the Technical Controller, Technical Specialist, Assistant Specialist and the Data Operator all agree that there was an error.
  b. That an incorrect mathematical calculation occurred, the Referee may correct the calculation (even without a protest) provided that the Technical Controller, Technical Specialist, Assistant Specialist and the Data Operator all agree that there was such an incorrect calculation. If such correction results in a change of the final placements of the skaters, the corresponding results shall be changed accordingly.
  c. If the situation under paragraph a) and b) arises the Referee shall make a short record in writing which must be signed by all the officials concerned.

Only corrections as outlined above (wrong data input by Data Operator and/or incorrect mathematical calculation) can be accepted within the said timelines.

If by correcting these errors, the result of the short program changes but the draw for order of skating for long program has been done, the draw must be redone.

Consequently, corrections of Technical Panel calls and/or Judges scores which are not in line with the above-mentioned Rule cannot be made once the score of a competitor has been announced by the official speaker and/or displayed on the score board or video screen of the competition.

It is not allowed for any reason or any circumstances to change QOE or Components scores after they have been sent by the judge. If this happens the results of the competition will be unvalidated.

The above-mentioned clarification is in line with the generally accepted principles of applying "Field of Play" decisions.

Time limits for filing a protest

- Protests against incorrect mathematical calculation may be filed until 24 hours after the completion of the competition concerned.

6.2 IMPROPER PUBLIC COMMENTS OR BEHAVIOR

- Competitors and team officials who, either directly or through a third party, openly express themselves in an improper manner regarding the Officials or their decisions, namely for Artistic Skating competitions in particular but not limited to the calling of elements and/or levels of difficulty by the Technical Specialist, Assistant Specialist and the Technical Controller or regarding the markings of the Judges may be sanctioned.
- Competitors, coaches and team officials who behave in a manner that contradicts World Skate and/or competition protocols, procedures, by-laws and codes of conduct and ethics may be sanctioned.
- TOs cannot discuss a competition with any member of any delegation during the event, if this happens, the ATC is allowed to remove that judge official out of the panel.
- Coaches are not allowed to send comments, questions or complaints via messages through any kind of chat, direct messaging or social media apps to officials involved in competition. If this happens the coach's skaters will be eliminated from the competition.
- The use of mobile phones on the technical or judges panel for personal purposes is prohibited whilst an event is in progress.
- World Skate would like to remind all officials their responsibility:

  TOs are refrained to take photos with skaters and/or coaches of any nationality, upload, and post on any social media.

  Encouragement or advice of any kind, especially prompting during skating, by officials, is not permitted.

Any of the above misconducts will result in a suspension of credential for a period of time or removal from the panel upon ATC decision.

6.3 TOS CODE OF ETHICS

The TOs Code of Ethics and Conflict of Interest Policy applies to all individuals appointed by World Skate to serve as officials on a Technical or Judges Panel. Officials subject to this policy include technical controller, technical specialist, assistant specialist, data operator, video replay operator, referee, judges.

The purpose of this policy is to:

- Reinforce that the highest standards of ethics, fairness, honesty, and integrity must govern all officials eligible to serve on technical panels at World Skate sanctioned events.
- Ensure that all such officials comply with the fundamental policies and values of World Skate.

TOs agree on the following:

- To always conduct with independence and neutrality, giving example of high standards of ethical behavior.
- To display no favoritism for, or prejudice against, any skater, coach, judge, official, volunteer, or other individuals involved in a World Skate event.
- Conduct and comments should stimulate trust and confidence among all skaters and coaches. Appearance of misconduct or impropriety can be damaging.
- Not to accept cash or other benefits and favors for the participation in any World Skate competition.
- The failure to abide by the Code of Ethics and Conflict of Interest Policy for Technical & Judges Panel officials will result in the suspension for a definite period of time, or may forever exclude the official, from all World Skate events and activities under the applicable eligibility rules.

Judges scores:

- Each judge's component score should not differ from the average score for that component by 1.5 marks or more.
- Each judge's QOE should not differ from the average QOE for that element by two (2) or more integers.
- ATC will analyze the results to monitor judge's performance and could decide to send a letter of admonition to the federation of the judge in question. A second admonition letter would result in the judge losing their international accreditation. To reinstate the title of international judge the judge would then need to take the exam again if the requirements allow (i.e. age, etc.)
- If a judge is observed to be consistently awarding higher than the allowed difference from the average to skaters of their own national federation it will be considered failure to abide by the Code of Ethics for Technical & Judges Panel officials and will result in the suspension for a definite period of time, or may forever exclude the official, from all World Skate Events and activities under the applicable eligibility rules.
- If a judge or technical specialist is seen to be unfair to skaters in any way, the official in question will be removed from the panel, and the Federation involved will not have any official invited by World Skate Artistic for the next year.
- Any Federation, which tries to influence judges from its own, or any other Federation, to judge in favor of any particular skater/s either before or during a competition, will be suspended.
- This influence must not be either to Federation Delegates or directly to judges themselves.
- If this happens, the judges of the Federation attempting to do this will be removed from the competition. The offending Federation will not have judges at the next World Championships.
- Such action by any Federation is an embarrassment to World Skate, to ATC, and to the sport of roller skating as whole. Politics cannot and must not be part of this sport.

6.4 CONFLICT OF INTEREST

A conflict of interest occurs when a technical official is assigned to an event in which one or more of the competitors are:

- A relative.
- A student of a relative.
- A former student.
- A former competitive partner.

A two-year period must elapse between skating with a partner, or teaching a pupil, who you are likely to judge.

- A direct conflict of interest exists when the official (or a parent, sibling, child, spouse, skating or life partner) have been teaching, choreographing, or consulting any competitor in an event, in the previous one year.
- An indirect conflict of interest could arise through any personal, family, or financial relationship that could be perceived as a conflict of interest. This includes any situation that has the potential to undermine the impartiality of a person.
- Officials must agree on the following:
  - Not to participate in any event (i.e., senior ladies free skating) in which there is a direct conflict of interest.
  - If a conflict is discovered after the invitation has been accepted, the Referee should be immediately notified.
  - To disclose all direct and possible indirect conflicts when submitting the availability of the official to serve at qualifying competitions. If a conflict is discovered after the assignment to a qualifying competition, it is necessary to notify the Referee immediately.
  - If those officials agree that a conflict exists, the official will be removed from the panel. If those officials do not agree, the referee will make the final decision.

6.5 CRITIQUES, FEEDBACK, AND MONITORING

Technical Controllers, Technical Specialists, Assistant Specialists and Judges can critique and provide feedback to skaters throughout the year with the following stipulations:

Officials may not critique skaters from the 1st of March to the end of the World Championships. If an official is rostered to judge a World Skate event between the end of the World Championship and the 1st of March the following year, they must not critique skaters who will be competing in the event to which the official is assigned for a period of 2 months prior.

Officials found in breach of this rule will be banned from being involved in any World Skate competition for 1 year.

6.6 CONDUCTING CLUB AND RINK SEMINARS

Technical Controllers, Technical Specialists, Assistant Specialists and Judges who are asked by rinks or clubs to conduct a seminar for skaters may do so if it is announced and is available to all skaters who wish to participate.

7. GLOSSARY OF SKATING TERMS

A	In figure skating, alpha character is used to denote a right foot start.
ACCENT	A musical term, the emphasized beats of a musical rendition.
ADAGIO	A form of team skating incorporating acrobatics, carries, pivots, and other specialized movements not acceptable in competitive pairs skating. *Note*: Adagio type movements at the end of a lift are not allowed. This means that the man's shoulders or any other part of his body (except for the arms) cannot be used to assist the lady in her landing. The lady's descent cannot be interrupted from the highest point of the lift to the final landing position.
AIM	The starting direction of a step or sequence of steps on the same lobe.
AND POSITION	A parallel relation of the free foot to the tracing foot through which or from which the free foot passes while stroking.
ANGULAR	When the employed skate takes the floor on an arc or flat divergent to the arc or flat being skated.
ARC	The circumference or portion of the circumference of a circle.
ARCH	A position of the body in which the spine is tensed backwards.
ARTISTIC IMPRESSION	A score that is made up of the sum of 4 components: Skating Skills, Transitions, Performance, and Choreography. For more information see Official Regulation - Artistic Impression Manual
ASSISTED JUMP	In dance skating, a jump in which the partner gives passive assistance in a non-supportive role. In this action, there is one continuous ascending and descending movement.
AXIS	In dance skating, the angle at which steps crosses the baseline, also the baseline of rotation for turns. See also: continuous axis. In figure skating, imaginary lines of symmetry. See also: long axis, transverse axis. In free skating, the baseline of rotation for a spin or jump.
B	In figure skating, a beta character denoting a left foot start.
BACKWARD	A direction of travel in which the tracing of the employed skate is led by the heel.
BALLROOM STEPS	Steps executed in Closed position (Tango Delanco) where partners rotate going from backward to forward and vice versa directly on the outside edge.
BAR	The apparent count of a single musical unit as employed by the skater in timing a dance. The bar is usually commenced with an accented beat.
BARRIER	The perimeter of the skating surface.
BASELINE	A real or imaginary line of reference. a. A POSTURE baseline refers to the imaginary line from the center of the skating foot through the hip and shoulder line. b. A TEAM baseline is an imaginary line forming the axis around which the members of a team skate. c. A DANCE baseline is an imaginary line on the skating surface, around which the steps of a dance are patterned, and which separates the center and barrier lobes.
BEAT	A basic unit of time or pulse of the music.

BODY MOVEMENTS	A body movement is a position or movement that places the skater in a divergent position regarding the spatial dimensions around the body, using head, torso and/ or legs. It must clearly affect the balance of the skater/s.
BRACKET	A one foot turn from a forward edge to an opposite backward edge (or vice versa) with rotation in a direction contrary to the initial edge.
CARRIAGE	The manner in which the body is held while skating.
CENTER	The center point of the rink, the center of the circle, which the tracing curve, is an arc.
CHANGE OF EDGE	A change of curve from outside to inside (or vice versa) on the employed skate, done without a change of direction.
CHASSE	A step that does not pass the old tracing foot. Completed chasse does not involve or permit a trailing position of the unemployed foot. The five type of Chasse are: a. CROSSED a Chasse for the execution of which the new tracing foot crosses the old; b. DROPPED a Chasse during the execution of which the new free foot is moved against or into the line of travel; c. SWING DROPPED a dropped Chasse where the free foot moves past the employed foot to the leading position before becoming the employed foot at the AND position; d. RAISED a chasse during the execution of which the new free foot is raised vertically from the skating surface.
CHOCTAW	A two-foot turn from a forward edge to the opposite backward edge (or vice versa). a. CLOSED, executed with the free leg in front of the body after the turn. In this type of turn the free foot, upon becoming employed, strokes past the other foot, which moves the leg into a closed position. b. OPEN, a Choctaw with the free leg in front of the body turn. Both back to forward and forward to back turns of this type are in use. In the forward to back variety, the turn is executed heel to heel, with the new free foot moving into the line of travel as the old free foot takes the floor. In the back to forward variety, the turn is executed from behind the heel, with the free leg trailing after the turn. In either variety, the new free foot, knee, and leg are rotated outward as the turn is made, with the leg moving into the open position; c. DROPPED, executed either open or closed, where the second, or turn edge, is not held longer than one beat; d. HELD, executed either open or closed, where the second, or turn stroke, is held longer than one beat of music: (i.e. A turn where the feet are crossed in front or behind and the tracings do not cross each other.)
CLOSED	A position of the free leg in front of the body after a turn; hip rotation of the free leg inward; a face-to-face positioning of partners; a method of scoring in which the judges' grades are tabulated by the scoring officials without prior public display or announcement of grades or placement ordinals; a competition requiring prior qualification.
CLUSTER	Sequence of at least three (3) different turns executed on one foot. Change of edge is allowed after the 3rd turn if a skater chooses to perform a cluster with more than three (3) turns.
COMPONENTS	The four parts that constitute the Artistic Impression score. These are Skating skills, transitions, performance, choreography. See Official Regulation – Artistic Impression for detailed descriptions of each.

FIGURES	A discipline of Artistic Skating which involves prescribed movements traced on two or three adjoining circles. See Official Regulation – Figures for detailed descriptions of figures.
CONTENTS SHEET	The list of items in a program, prepared in advance and provided by the skater.
CORNER STEPS	The steps of a dance, which are to be skated only on the corners of the skating surface.
COUNT	In music, the numerical reference to the beats of each measure of music
COUNTER	A one-foot turn without a change of edge, with the rotation counter to the direction of the initial edge.
CROSSED FOOT	The foot to be employed moved across the old in such a manner that the next step will be made past the in-line position.
CROSS PULL/STROKE	A primary source of momentum in which the free foot is pulled or forced across the tracing foot.
CUSP	The two small curves comprising the deviation from the arc and the point of intersection of any one-foot turn. The point of any one-foot turn.
DANCE HOLDS	Method of body contact between partners of a dance team. Basic holds as listed for each dance must be adhered to, with changes executed on the required step. The method of change will be left to the discretion of the skaters, provided one-hand remains in contact throughout. Holds are firm but not stiff, and the man should have close hold and have control over his partner at all times (See Leading Partner). The hold is defined by the placement of the man's right arm/hand with respect to the woman (or by the man's left arm/hand for Reverse Kilian position). For detailed descriptions of each type of dance hold see Official Regulation – Dance.
DIAGRAM	A drawn or printed pattern. The official print of a dance or figure.
DIRECTION	Direction can refer to the position toward which someone or something moves or faces. In skating it can refer to direction of edge, of rotation, of skate, of travel, of a turn. The direction is defined using the orientations: forward or backward, clockwise or anticlockwise.
DOUBLE THREE	In figures, two three turns on the same circle on one foot, with the placement of the turns dividing the circles into thirds. Also, two consecutive three turns on the same foot and the same arc.
DOUBLE TRACKING/TRACING	An error in figure skating where the skater rolls parallel two feet when executing a take-off.
DRAWING PROCEDURE	The method by which the skating order of the contestants is to be determined, as prescribed by rule.
DROPPED	Not held longer than one beat of music. (see choctaw, mohawk, three and three turn for specific classifications). Free leg moved against the line of travel into a leading position (see chasse).
EDGE	A curve traced by the employed skate. A hooked edge is an abruptly deepened curve. Change of edge is a change of curve from outside to inside or vice-versa on one foot without a change of direction of the skate.
SKATING OR EMPLOYED	In use, the tracing skate. Term is also used to refer to parts of the body on the same side as the employed foot.
EVENT	Any part of a contest making up the competition. Usually broken up by discipline, grade or age and sometimes gender.
FALL	For all disciplines, a fall leading to penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s.

FLAT	A straight tracing, not on an edge or curve.
FOOTWORK	Specialized intricate steps and turns used as interpretive ingredients in a program.
FOOTWORK TYPES SEQUENCES	A technical element that involves a sequence of steps, turns, linking steps, and features that covers a specific area of the skating surface over a specific period of time as defined by the rules of each discipline.
FORCED EDGE	Tracing made with the weight outside the arc, or with the ankle dropped.
FORM	Posture, carriage, and movement.
FORWARD	The tracing foot moving in the direction of the toe.
FREE	Not in use. Not in contact with the skating surface, unemployed. The foot not employed or tracing on the skating surface. Term is also used to refer to parts of the body on the same side as the free foot.
GLIDE	An uninterrupted flowing motion.
GRIP	The method of hand contact in the various dance hold positions.
HELD	A step held for longer than one beat of music.
HITCHING	An incorrect movement of the employed skate that involves skidding the leading wheels in order to assist a take-off, execute a turn, or conform to a designated pattern.
HOLD	The relationship of man and woman to each other in partnership without regard to method of hand contact.
INSIDE EDGE	A curve wherein the inside of the employed foot is toward the center of the arc being skated.
INTERPRETATION OF THE MUSIC / TIMING:	A display of understanding of the music used by the skater. The personal and creative translation of the music to movement. Criteria: effortless movement in time with music, expression of the music's style and character, feeling and rhythm, use of finesse to reflect the nuances of the music, relationship between the partners reflecting the character of the music (pairs, dance).
LANDING	The concluding and final segment of any jump o elevation. a. EDGE - the edge traced by the landing foot. b. FOOT - the foot of the landing skate. c. POSITION - the form of the body during a landing.
LEADING	a. In the direction to be traced. b. In position to control or having control of the movement being executed. Applies only to team skating. c. The act of controlling the movement being executed.
LEADING PARTNER	The member of a team in position to control the movement skated.
LEAN	The inclination of the body to either side of the vertical. Double – a lean with incorrect or contrasting angles of one or more parts of the body.
LEAP	A free skating movement not involving a turn that carries the entire body and skate off the skating surface. Split – a leap where during the elevated part the legs are extended in a split position. Stag – a leap where in the elevated part the legs are extended in a split position, with the knee of one or both leg(s) bent to tuck the foot under the body.
LIFT	In pair skating, a movement in which a partner is assisted aloft. In dance skating, an action whereby one partner is elevated to a higher level (the lifted partner's waist not higher than the lifting partner's shoulder), sustained, and set down, with the impetus of the lift provided mainly by the partner remaining on the skating surface.
LINK STEPS	Steps used to connect the items of a program (see also Footwork).

LOBE	In dance skating, any step or sequences of steps on one side of the continuous axis, approximating a semi-circle in shape. A curved portion of a dance pattern beginning and ending at the baseline. a. BARRIER - any lobe belonging to the barrier side of the baseline. CENTER - any lobe belonging to the center side of the baseline.
LONG AXIS	An imaginary line which bisects the length of the skating surface. In figure skating, an imaginary straight line which passes through the centers of the figure circles.
LONG SIDE	The area of the skating surface permitting the greatest linear dimension parallel to a barrier. The skating area of greatest length.
LOOP	An edge, which spirals in, half circles around, and spirals out across itself. In figure skating, a consecutive pair of matched spirals centered on the long axis of a circle.
LUNGING	An incorrect movement wherein the upper part of the body is thrown forward in an effort to increase momentum.
MARK	The numerical value assigned to an individual competition requirement by an individual judge.
METRONOME	A mechanical device employed by a musician which produces a regular pulse or beats to assist him in maintaining a constant rhythm. In skating, the setting of such a device indicating the number of beats per minute.
MOHAWK	A two-foot turn from a forward edge to a similar backward edge, or vice versa. a. CLOSED - a mohawk with the free leg in front of the body after the turn completion. In this type of turn the free foot upon becoming employed strokes past the other foot, which moves with the leg into a closed position. Turns of this type are sometimes referred to as progressive mohawks. b. OPEN - an open mohawk is one in which the free foot is aimed approximately heel to instep (along the inner edge side of the skating foot). Following the weight transference, the position of the new free foot is trailing the heel of the new skating foot. The open free hip after the turn gives this mohawk its name. c. DROPPED - a mohawk, either open or closed, after which the second or turn edge is not to be held longer than one beat. HELD - a mohawk, either open or closed, the second turn or stroke of which is held longer than one beat of music.
OFFICIAL	Bearing approval or authority. Any person commissioned to administer, execute, or apply rules and regulations.
OPEN	The carriage of the free leg behind the body with the knee and leg rotated outward.
OPTIONAL	Permitted but not required. Subject to choose.
OPENING STEPS	In dance skating, the preliminary edges or flats used to gain or build momentum for the execution of the required edges or flats of a dance.
ORDINAL	A number indicating an individual judge's placement of a contestant.
OUTSIDE EDGE	A curve wherein the outside of the employed foot is towards the center of the curve being skated.
OVERHEAD LIFT	A lift where the woman is held aloft (above the man's head) by using one or both arms extended above his head in a locked position.
PAIRS SKATING	A skating event in which a team of a man and a woman perform a series of spins, lifts, jumps, and connecting footwork in unison with a musical selection.
PARAGRAPH FIGURE	A figure using two circles, which requires the completion of both circles on each take-off. May or may not involve one-foot turns.
PARALLEL	POSITION - relationship of partners wherein hips and shoulders are parallel to each other.

	TAKE OFF - both feet directly alongside each other and on the same arc at the same instant of weight transfer.
PATTERN	A course of travel. In dance skating, the prescribed relationship of the steps of a dance to a dance baseline. a. BORDER - Steps of a dance having a prescribed relationship as above without a prescribed location on the skating surface. a. SET - Steps of a dance having a prescribed relationship as above AND with certain steps that are required to be executed at the ends of the skating surface.
PERFORMANCE	A component of artistic impression. The physical, emotional and intellectual involvement of the skater/couple/teams to the intent of the music and choreography. Execution is the quality of movement and precision in delivery. It includes harmony of movements in pairs and dance. Criteria: carriage, clarity of movement, style, personality and individuality, clarity of movements, variety and contrast, projection, unison (pairs, dance), balance in performance, spatial awareness between partners (pairs, dance).
PHRASE	A short musical expression or group of measures. The number of measures to each phrase varies with the type of music. In dance skating "in phrase" refers to the skater beginning the prescribed first step of the dance correctly on the prescribed count in a bar of music and then remaining in time.
PIVOT	In figure skating: a movement during the change of feet at circle intersections to facilitate the thrust required for sufficient momentum, and still allows the required tight closure of the circle. The trailing wheels of the thrusting skate hold the weight while the skate holds the line into the strike zone. The leading wheels slide until the skate is in a position not quite parallel to the long axis, stop, and thrust sharply (but not violently) from the outside of the thrusting skate.
PLACEMENT	In competition, the rank achieved by a contestant or team. In figure skating, the location of turns and take-offs of a specific figure.
POSTURE	Body position used by a skater, which will create a vertical baseline through the body.
PROGRAM	The presentation by a skater or team of a routine of movements to music.
PROGRESSIVE	A step that passes the old skating foot.
PROGRESSION	Movement of a skater or skates on the surface from one location to another in a continuous manner.
PURE EDGE	An arc of a given circle. An edge without variation in the degree of curvature.
QOE (Quality of the element)	Refer to Rollart, the System.
REFEREE	A commissioned official appointed to discharge the duties as required by rule and prescribed for the contests to be skated.
RHYTHM	In music, the regularly repeated long and short, as well as strong and offbeat notes which give a type of music its own individual character. In skating, the movement of the skater's body in harmony with the music, or in harmonious relation with the movement being skated.
ROCKER	A one-foot turn from a forward edge to a similar backward edge, or vice versa, with the rotation continuous with the initial edge, and with the cusp inside the original circle.
ROCKOVER	A preparatory body weight shift from one side to a flat to the other to permit a parallel relationship of the skates at the point of take-off, necessary when moving from an edge on one foot to a similar edge on the other foot.

	A preparatory change of lean or edge from one lobe to the next lobe.
ROLL	a. REGULAR - a natural movement of the skates and the body from one edge to a similar edge. b. CROSS - a stroke from one edge to a similar edge with the free leg moved across the employed leg before the stroke. c. IRREGULAR - a change of edge at the beginning of a stroke wherein the initial edge is held for less than one beat of music.
ROTATION	A circular motion of the torso in a horizontal plane. A movement of the torso around the posture baseline. a. CONCENTRIC - rotation of partners at the same time around the same team posture baseline. Rotation of partners at the same time on the same arc. b. NON-CONCENTRIC - rotation of one partner while the other continues in the initial direction. Rotation of both partners at the time when each member of the team turns on a diverging arc. c. CLOCKWISE – in the same direction as the way in which the hands of a clock move round. d. COUNTERCLOCKWISE (or anticlockwise) – in the opposite direction to the way in which the hands of a clock move around.
RUN	A movement in which the free foot, during the period of becoming the skating foot, passes the original skating foot, thus bringing the new free foot off the skating surface, trailing the new skating foot. Also, called a PROGRESSIVE.
SCORE	The total of the marks given to a skater for the requirements of a contest.
SEQUENCE	A related series of steps and/or turns.
SERPENTINE FIGURE	A figure employing three circles, one and one-half circles being executed on each take-off with a change of edge after the first half circle, with or without turns.
SHADOW SKATING	Skating movements done simultaneously by all partners without contact.
SHOOT THE DUCK	A forward or backward movement on any edge or flat with the body bent in sitting position.
SHORT AXIS	See Transverse Axis.
SHORT SIDE	The area of the skating surface with the smallest linear dimension parallel to a barrier. The skating area of least length.
SKATE LENGTH	In figure skating, the measurement of the skate from axle to axle used to determine the depth of turns, strike zones, etc. Axles are used to determine skate length since it is at that point where the wheel makes contact with the skating surface.
SKATING ORDER	The order in which the contestants perform in a contest.
SLIDE	In dance skating, a step wherein the free foot (four wheels) is kept on the surface and moved to a leading position.

SPIN	In free skating, a series of continuous rotations around an axis which passes through a portion of the body. For credit as an item in a free skating test program, a spin must have at least three rotations on each required edge and position. a. TWO FOOT SPIN: a spin where both feet are rotating around a body axis simultaneously. It can be performed using the heel wheels of one skate and the toe wheels of the other or the heel wheels on both skates. b. UPRIGHT: a spin where the body axis is almost perpendicular to the ground. c. SIT: a spin where the hips are no higher than the skating knee. d. CAMEL: a spin executed in an arabesque position (the torso slightly arched, the free leg forms a parallel line to the ground with the knee at least at hips height and the skating leg is perpendicular to the ground). e. HEEL: a spin executed on the back wheels of the skate. f. BROKEN: a spin executed on the wheels of the same edge of the skate. g. INVERTED: a camel spin that involves a rotation of the body 180 degrees. The position has the shoulders and hips facing up. h. COMBINATION SPIN: a spin where one or more change of edge, foot, position are performed.
SPIRAL	A curve, which constantly approaches or recedes from the center around which it revolves. A movement in which the body is arched strongly in a continuous line from the head through free foot, while gliding on any edge or flat.
SPLIT	In dance, a forward or backward movement with both employed skates on the surface. It can be accomplished in one of two ways: with all eight wheels on the surface, or with the leading wheels of the leading skate and trailing wheels of the trailing skate raised from the surface. A leap in which the legs are extended front and back as far as possible. A position where the legs are in line with each other and extended in opposite directions at a minimum of 180 degrees.
START	The beginning of a movement from a stationary position.
STARTING STEPS	See Opening Steps.
STEPS	All the technical difficulties that can be executed keeping the same direction or changing direction also changing the foot: toe steps, chasses, cross rolls. Note: half rotation jumps, or one rotation jumps on two feet or one foot is not considered a step. Skating forward and skating backward is not a change of rotational direction.
STRIKE OFF	The starting or initial edge of a compulsory figure.
STRIKING FOOT	The new tracing foot taking the floor during a take-off.
STROKE	A step executed to impart momentum. CROSSED – a stroke where the new skating foot is place on the skating surface across the tracing of the employed foot.
STYLE	The individual expression of the skater or team. In free skating, expression without requirement.
SUB CURVE	An unintentional deviation from the arc required.

SWING	In dance skating, a stroke in which the free foot leaves the floor in a trailing position and is swung in the direction of travel to an extended position and then returned to the skating foot in preparation for the next step. A controlled movement of the free leg from trailing to leading position or vice versa. Strictly defined for skating purposes, a swing of the free leg should be from a trailing position to the leading position (or vice versa) with both positions matched as to height from the skating surface, relation to the body, and relation to the employed skate.
TAKE OFF	The beginning of a new edge or flat from another edge or flat. a. CORRECT - a take-off employing a smooth transition from one foot to the other without placing, hitching, jumping or any other stiff, unnatural movement. A clean take-off. b. TWO FOOT - an incorrect movement during which the skater rides both skates for a noticeable distance. c. TOE STOP - an incorrect movement where the toe stop is used to help impart momentum. d. INITIAL - a Strike-Off. The leaving from the floor on any jump or lift.
TEMPO	e. In music, the pace and speed of a musical composition. In skating, the number of skater's counts per minute.
THREE	A one-foot turn from a forward edge to an opposite backward edge or vice versa, with the rotation in the direction of the initial edge, and with the cusp inside the circle. DROPPED - a three turn in which the concluding edge is held for less than one beat of music, with the next step stroked on the next succeeding beat of music. HELD - a three turn in which the concluding edge is held for more than one beat of music.
THROW JUMP	In pair skating, a movement in which the woman performs a recognized jump, being assisted by her partner in the take-off.
THRUST	A lunge with both feet together on the floor; one knee is very bent and pushed forward, the other leg is stretched back WITH THE TWO INSIDE WHEELS ON THE SKATING SURFACE (Castel March - step n°28b).
THRUSTING FOOT	The old tracing foot on which pressure is exerted to produce momentum during take-off.
TIME	The time indicated by the stop watches and recording of the appropriate official. Can be the elapsed time used by a skater or team.
TIMING	The relationship between the accent of the music and the steps skated.
TRACE - TRACING	The real or imaginary mark showing the path of the employed skate.
TRACKING	The superimposition of tracings of partners.
TRANSITION	A component of Artistic Impression. Criteria: Variety, Difficulty, Complexity, Seamless Quality and Team Skating (See Official Regulation - Artistic Impression for more info. Transition is the time between one technical element and the next. Transitions are the movement/s that link elements and can include the entry and exit of technical elements.
TRANSVERSE AXIS	In figure skating, also called a short axis. Imaginary straight lines which cross the long axis at right angles to the point of tangents of the circles. On the skating surface, an imaginary line which bisects the width of the skating surface.

TRAVELING	In a step sequence, a set of at least two consecutive rotations on one foot starting and ending with an edge and rotating with no edge three turns while the free leg remains in any position. For spins, a set of consecutive no edge three turns used as an entrance of a spin.
TRAVELING SEQUENCE	Two (2) sets of a minimum of two (2) rotations with a maximum of three (3) steps or turns in between
TURN	A change of direction of skate or skates. a. ONE FOOT - a turn without a change of feet. Bracket, Counter, Rocker, Three. b. TWO FOOT TURN - a turn produced with both feet by changing from one foot to another. See Choctaw and Mohawk. c. OPEN - a turn with the free leg behind the body after the turn. See Choctaw and Mohawk. d. CLOSED - a turn with the free leg in front of the body after the turn. See Choctaw and Mohawk. e. HELD -a turn of which the concluding edge is held longer than one beat of music. See Choctaw, Mohawk, and Three. f. DROPPED - a turn of which the concluding edge is held less than one beat of music, with the next succeeding step occurring on the first beat of the music after the turn. See Choctaw, Mohawk, and Three. g. PULLED - An incorrect movement wherein the skater uses some part of his body to increase the momentum of the tracing skate during the execution of a one-foot turn. h. JUMPED - an incorrect movement during which more than one wheel of the employed skate leaves the skating surface during the execution of a one-foot turn. i. LOOP - refer to loop. NOTE: Turns must show clear edges before and after the change of direction. Cusps must be clear. Difficult steps and turns are twizzles, brackets, loops, counters, rockers, choctaws. Steps and turns must be executed on one foot. Half rotations or one rotation jumps on one foot or two feet are not considered a turn or a step. Skating forward then turning backward is not a change of direction. In addition, if a turn is jumped, it will not be counted as performed.
TWIZZLE	A complete revolution one-foot turn comprising, in one movement, a short counter followed by a halfback three turn.
TWIZZLE–TANGO DELANCO	A complete revolution one-foot turns comprising, in one movement, a short inside three turn followed by a halfback three turn.
UNISON	The harmonious performance of identical or compatible skating movements by partners or teams.

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