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RULES FOR ARTISTIC SKATING COMPETITIONS PRECISION

BY WORLD SKATE ARTISTIC TECHNICAL COMMISSION

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1 OWNERSHIP

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2 PRECISION

2.1. GENERAL

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

2.2. MUSIC

A **Senior Precision** program is 4:45 minutes +/- 10 seconds.

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

2.3. ENTRY & EXIT ON THE FLOOR

- Procedure for Entry:
 - The announcer will call groups onto the floor by club and federation and the team will enter the surface of the floor.
 - The announcer will call the title of the program and from that moment the team will have a maximum of forty (40) seconds to move to their starting positions.
 - Only those skaters who are taking part in the competition are permitted to enter the floor.
 - There will be a penalty of 0.5 from the total score if the entry takes longer than the permitted time.
 - Once located at the starting point of the program the team captain must raise their hand to advise the announcer.
 - Then the music will start.
- No skater is allowed to leave the skating floor during the performance.
 - Procedure for Exit: The team must remain on the floor in formation while waiting for the score at the end of a performance. A maximum of four (4) reserve skaters are allowed to join the team to await the score but only if they are fully dressed in the costume of the team.
 - The maximum total time from the announcement of scores until the next team is called will be 40 seconds. A penalty of 0.5 from the total score will be applied if the time to leave the rink is more than 40 seconds after the announcement of the scores.

3 TECHNICAL CONTENT

3.1. PROGRAM CONTENT

A **Senior Precision** program **MUST** include the following **eight (8)** technical elements:

1. One (1) **Linear** element – **Line OR Block (2026 – Line)**
2. One (1) **Pivoting** element – **Block**
3. One (1) **Rotating** element – **Circle OR Wheel (2026 – Wheel)**
4. One (1) **Creative** element – **Group Lift.**

5. One (1) **Traveling** element
6. One (1) **Intersection** element
7. One (1) **Move** element
8. One (1) **No hold** element

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

1. One (1) **Linear** element – **Line OR Block (2026 – Block)**
2. One (1) **Pivoting** element – **Block**
3. One (1) **Rotating** element – **Circle OR Wheel (2026 – Circle)**
4. One (1) **Traveling** element
5. One (1) **Intersection** element
6. One (1) **Move** element
7. One (1) **No hold** element

The required element shape (if not optional) is set by WORLD SKATE ARTISTIC TECHNICAL COMMISSION each year and included in the lists above. Precision groups must present the order of the elements of their program, otherwise the first presented element will be considered as the required one.

3.2. GENERAL

- Elements that do not meet the **base level requirements** (not applicable if due to a fall, illness or interruption) will be given **NO LEVEL**
- Elements can be performed using **features**; **such features** will be confirmed only **once** per element on its first attempt
- Features that do not meet the feature requirements will NOT be CONFIRMED
- Features must be executed at the **same time** by **all skaters** to be CONFIRMED, if not otherwise defined in the element feature
- Set elements may be skated in any order and/or repeated. The Set Elements will be called according to the time code indicated in the PECS but timing on the clock will only start once the shape of the element is recognized by the Technical Panel.
- Additional elements may be used
- Any type of handhold or combination of handholds can be used. However – at least three (3) **different types** of handholds must be shown
- The following limitations shall be enforced:
 - No Lifts are permitted in **Junior Precision**
 - **No more than two Lifts (including the Creative Element Group Lift) are permitted in Senior Precision**
 - Kneeling or laying on the floor is allowed maximum **twice** and for a maximum of **five (5)** seconds at the beginning and at the end of the program
 - Stationary (**stopping** or **standing**) positions are not permitted during the program; Stationary is defined as stopping or standing still by a $\frac{1}{4}$ of the Team or more for two (2) or more seconds. At the beginning and at the end of the program, stationary positions are allowed for a maximum of ten (10) seconds
 - Acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) are permitted once during the program but must be shown by a pair or group and not a single skater

- Free Skating elements like jump and spins are allowed by even single skaters
-

3.3. STEPS AND TURNS

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

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

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

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

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

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

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

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

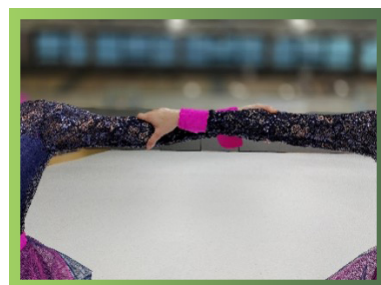
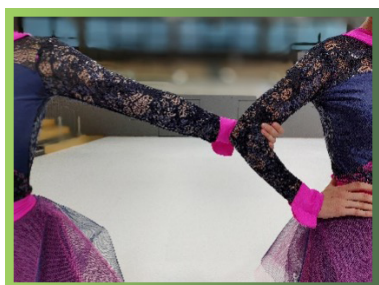
3.4. HOLDS

Different types of connected holds are the following:

- Hand to Hand
- Hand to Wrist
- Hand to Elbow
- Hand to Shoulder
- Hand to Waist/Hip
- Basket Hold
- Catch Hold

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

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



Examples for **Basket Hold** and **Catch Hold**:



Basket Hold (weaving)



Catch Hold (releaseable)

4 TECHNICAL ELEMENTS

4.1 INTERSECTION ELEMENT

Base Level requirements:

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

Levels & Features

Level Base – IB	Level 1 – I1	Level 2 – I2	Level 3 – I3	Level 4 – I4
An Intersection that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Level B AND must include: Any Intersection, two (2) Line Intersection, L-Intersection or Subsequent Intersection	Level B AND must include: Box or Triangle or V-Intersection	Level B AND must include: Whip Intersection OR Angled Intersection	Level B AND must include: Whip Intersection + Difficult Entry OR Angled Intersection + Difficult Entry

Bonus Extra Feature at the point of intersection (optional) (see 4.1.2.)

Clarifications

- Stopping and/or becoming Stationary is not permitted, if this happens, the Element will only be called for what has been executed before such Stopping and/or becoming Stationary.
- All Skaters must be back-to-back in a connected hold during the approach phase (Exception Levels Base and 1) otherwise the Intersection will be lowered by one level but if Base Level requirements are still met reduction is maximum to Level Base.
- Difficult Entries must be executed during the approach phase of the element and are movements e.g. but not limited to change of skater's place/order, Turns or difficult free skating movements before the point of Intersection. Difficult Entries do not have to be the same for all members of the team, although half of the skaters in the same line should execute the same Entry Variation.
- Approach phase of the element for the Whip intersection: the Difficult Entry must be executed at least when all skaters are in the half-circle shape (not before they are clearly formed).
- Approach phase for the Angled intersection: the Difficult Entry must be executed when the skaters are approaching to the axis (not when the lines are moving away from each other to begin the approach) but before the lines start to overlap and the required connected hold is taken.

4.1.1. Specific requirements of each type of Intersection

Two (2) Line Intersection

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

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

L-Intersection

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

Subsequent Intersection

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

V-Intersection

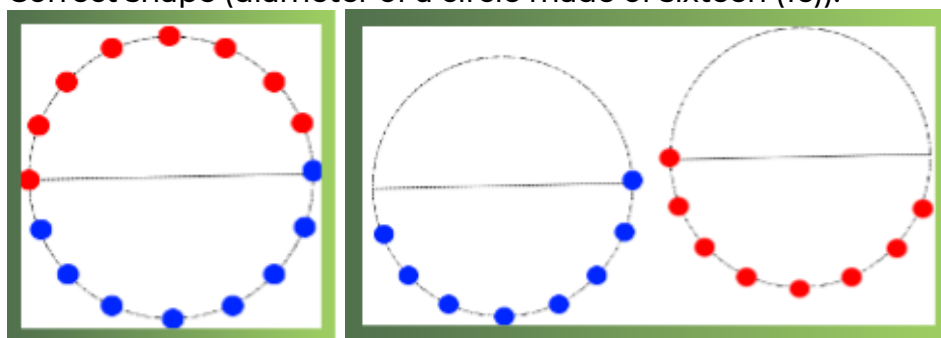
- A pivoting back-to-back entry is required
- **Judges:** Both Lines/all Skaters must intersect at the same time

Box or Triangle

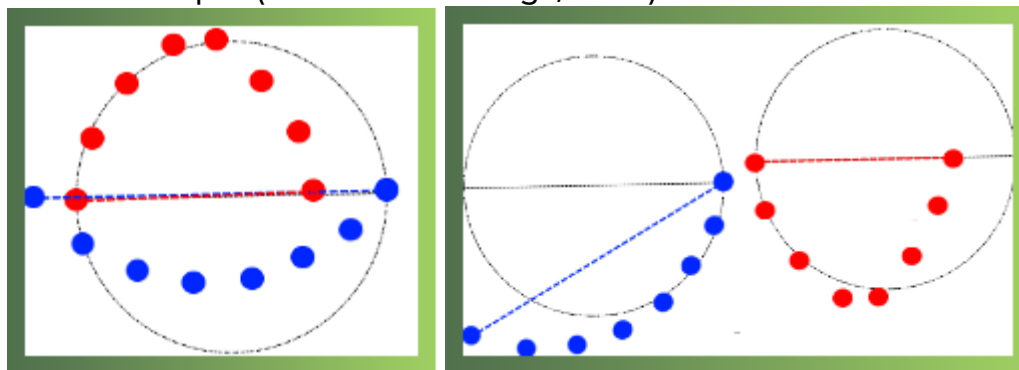
- All Skaters must be back-to-back in any connected hold when starting the approach until the Extra Feature (if attempted) begins
- The use of crossovers is not permitted once the corners of the Intersection begin to intersect
- **Judges:** All corners of the collapsing intersection must intersect at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

Whip intersection

- Both Lines must achieve and maintain a curved shape (minimum of a $\frac{1}{2}$ Circle shape) and pivot for a minimum of a 90° rotation until the lead skaters become back-to-back
 - The minimum $\frac{1}{2}$ Circle shape will be counted when the distance between the two (2) end Skaters (from the same line) is the diameter of a Circle made of sixteen (16)
 - Correct shape (diameter of a circle made of sixteen (16)):



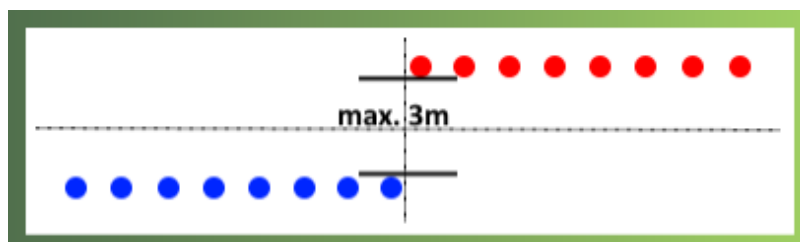
- Incorrect shapes (diameters too large/small):



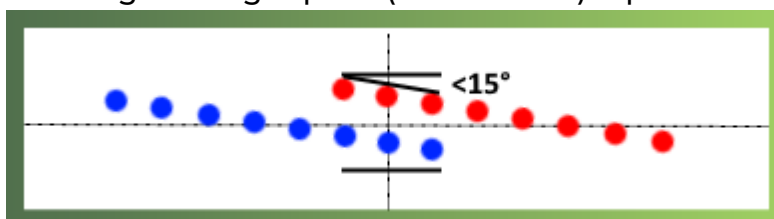
- From the minimum 1/2 Circle shape once the lead Skaters are back-to-back:
- The curve must continuously straighten/unroll until the point of intersecting begins (see Extra Feature); skating along the axis of intersection once the semi circles begin to pivot is not permitted.
- Both lines must straighten/unroll at the same time
- If performing Extra Feature Backward Rotations, they must be in the same rotational direction that their respective Line uses.
- **Judges:** The goal is for both Lines/all Skaters to straighten and intersect at the same time
- **Judges:** During the exit the two (2) to three (3) fast end Skater(s) of each line must have more speed than the rest of their line and therefore a V-formation must be shown. The spacing between the fast end Skaters will increase

Angled intersection

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



- The 3m corridor cannot be enlarged once the leader skaters begin to overlap
- The Lines must remain parallel to the “axis of intersection” during the approach phase
- If the Lines are not more than approximately three meters (3m) apart, once the overlap has begun a slight pivot (less than 15°) is permitted



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

4.1.2. BONUS EXTRA FEATURE AT THE POINT OF INTERSECTING (optional)

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

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

a) Body Movements (BM) +0.5

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

b) Free Skating Move (FM) +1.0

- At least one (1) difficult FM must be executed by the whole team (see Move Element 0).
- All skaters must perform a difficult FM, but the same difficult FM must only be executed by half of the skaters in the same line.
- ALL FMs must be held in a correct recognizable position. A poorly executed FM will NOT be confirmed as a BM bonus.
- Skaters are allowed to release the hold during the approach phase to be able to achieve the FM position before they arrive to the axis of intersection. The FMs must be executed without a hold.
- For the angled intersection the release of hold to achieve the FM position must take place after the two lines have taken the required connected hold and before the lead skaters of the lines start to overlap.

c) Backward Rotations (BR) +1.5

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

4.2. LINEAR ELEMENTS – BLOCK AND LINE

Base level requirements:

1. Block (B) – All Skaters skate in a closed Block with a minimum of three (3) lines; skaters must be attached during most of the element
2. Line (L) – All Skaters skate in one (1) Line or in two (2) Lines as even as possible
3. Must cover a minimum of twenty meters (20m)
4. The Element must not be longer than 40 seconds

Levels + Features

Level Base (BB/LB)	Level 1 (B1/L1)	Level 2 (B2/L2)	Level 3 (B3/L3)	Level 4 (B4/L4)
An element that does not meet the level 1, 2, 3 or 4 requirements but meets the Base level requirements	Level B AND must include One (1) Feature	Level B AND must include Two (2) Features	Level B AND must include Three (3) Features MUST include Features #4 OR Feature #5 OR #7	Level B AND must include Four (4) Features MUST include Features #4 AND Feature #5 OR #7

Clarifications

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

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

1. **Different configurations (B/L)**
 - The number of Lines must change
2. **Change of place (B/L)**
 - All Skaters and/or lines must actively participate and change places/positions with another Skater and/or line; slowing down to let other skaters changing places will not be confirmed, e.g. one skater change from one side of the line to the end will not be confirmed
 - Changing places at different times is not allowed.
3. **Three (3) different types of connected holds (B/L)**
 - The same type of hold must be executed at the same time
 - Holds must be different types (See definition 0)
4. **Four (4) different extra features (B/L)**
 - At least four (4) different extra features must be included (may be spaced in between other features). A maximum of two (2) from each group will be counted
 - At least $\frac{1}{2}$ of the Team must execute the extra feature
 - Two (2) different extra features, from the same or different groups, are permitted to be executed at the same time (each by $\frac{1}{2}$ of the Team)

Extra Feature Groups

- I. Free Skating Moves (fm's) such as: Charlotte, Spread Eagle, Hackenmond, Shoot the Duck, Ina Bauer, or any listed fm from the extra feature Free Skating Moves
 - II. Toe steps, or small hops, or dance jumps of up to one (1) rotation
 - III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates
- 5. Four (4) Turns (B)**
- All skaters must execute the same turn (one-foot or two-feet) at the same time; turns executed in mirror image pattern (different feet) are allowed
 - Choice of: choctaw, rocker, bracket
 - The turns must be executed quickly one after the other, no other steps may be executed between any of the turns other than one (1) changes of edge or change of foot
 - The turns must not be correctly executed but must be skated on recognizable edges/lobes
 - Different holds may be used, but holds must be maintained throughout the four (4) turns
- 6. Circular pattern (B)**
- The block must cover more than 270° on a circular pattern in one (1) rotational direction
 - The lines of the block must remain as parallel as possible to the circle's pattern
 - Other features may be included during the circular pattern
- 7. Two (2) Different Axis (L)**
- The line must use two (2) distinctly different axes: long axis, short axis and/or a diagonal axis of the floor
 - Follow the leader or pivoting will not be counted as a change of axis
- 8. Release of hold for three (3) seconds (L)**
- During the release of hold each skater must turn/rotate OR use both skating directions (forward and backward) i.e., only skating backwards (or forwards) is not permitted
 - If using turns/rotations a minimum of one complete 360° rotation is required
 - If using both skating directions at least two (2) foot placements in each direction must be performed

4.3. MOVE ELEMENT

Base level requirements:

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

Levels & Features

Level Base – MEB	Level 1 – ME1	Level 2 – ME2	Level 3 – ME3	Level 4 – ME4
A Move Element that does not meet the requirements	Level B AND must include the following:	Level B AND must include the following:	Level B AND must include the following:	Level B AND must include the following:

for level 1, 2, 3 or 4 but meet the Base level requirements	One (1) Feature	Two (2) Features	Three (3) Features	Four (4) Features
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BONUS EXTRA FEATURE – FREE SKATING MOVE (optional) (see)

Clarifications

- All fms must be executed within thirty meters (30m) from each other
- The first fm that each Skater performs will be evaluated
- The fm will be evaluated once all Skaters attain their position
- At least a $\frac{1}{4}$ of the Team must
 - Execute the same type of fm on the same foot, skating direction and edge
- Types of fm's see Bonus Extra Feature – Free Skating Move
- Teams may choose one (1) of the following options:
 1. All fms begin and end at the same time
 2. All fms begin at the same time and fms end at different times
 3. Fms begin at different times and all fms end at the same time

4.3.1. FEATURE REQUIREMENTS

1. Different types of fms

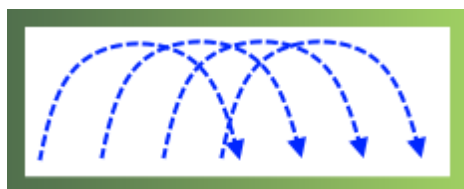
- At least two (2) different types of fms on one foot must be executed
- Each type of fm must be executed by at least four (4) Skaters

2. Difficult Entry

- At least $\frac{1}{2}$ of the Team must execute a difficult Entry
- The same difficult Entry must be executed by at least four (4) Skaters
- Difficult Entries can be: Choctaw, Jump of one (1) complete rotation or a one-foot turn. Only Choctaws from forward to backwards and closed Choctaw from backward to forward will be considered. The Difficult Entry must be presented immediately as entry of the element; no change of foot or edge allowed.

3. Change of Position

- Must be executed at the same time by at least $\frac{1}{2}$ of the Team
 - At least $\frac{1}{2}$ the Team must be arranged with a minimum of two (2) Lines and each line must have a minimum of four (4) connected Skaters
- Skaters must have a hold before and after the Change of Position
 - The release of hold and re-grasp of hold must be done at the same time
- Skaters must establish their own track both before and after the Change of Position
- An fm must be on an edge before and after the Change of Position
- Skaters must cross the track of the other Skaters with whom they are changing position

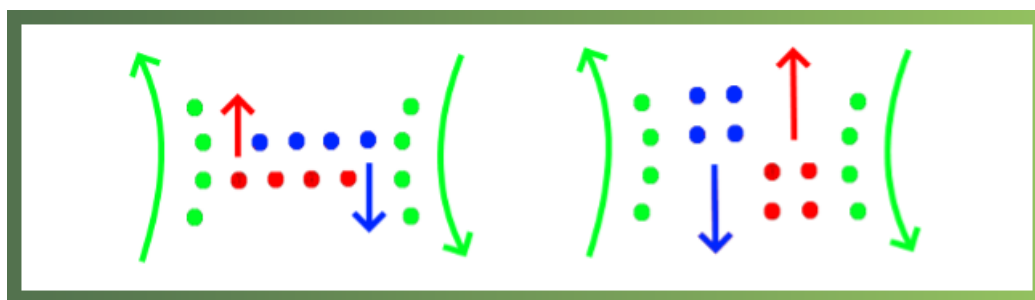


- The correct fm position (of the fm bonus called if attempted) must be maintained before, during and after the Change of Position

4. Intersecting and/or Passing-through

- At least $\frac{1}{2}$ of the Team must execute an fm that is Intersecting and/or Passing-through
- fms may Intersect and/or Pass-through at the same or different times
- The correct fm position and edge (of the fm bonus called if attempted) must be maintained before, during and after the Skaters Intersect and/or Pass-through (see Example)

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



4.3.2. BONUS EXTRA FEATURE - FREE SKATING MOVE (optional)

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

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

a) Simple FM (SFM) +0.5

- **Spread Eagle** (inside or outside) in one or both rotational directions.
- **Ina Bauer** (inside or outside) in one or both rotational directions. Using a minimum of six (6) wheels.
- **Camel** position with the free leg fully extended or in a hold with or without a change of edge
- **Ring position (vertical)** with or without a change of edge. position with the free leg held. The position must be resembling a "donut" with the heels of one skate close to the head and as such describing a full ring

b) Average FM (AFM) +1.0

- Half of the team holds a difficult FM and the other half of the team a simple FM

c) Difficult FM (DFM) +2.0

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

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

4.4. NO HOLD ELEMENT**Base level requirements:**

1. All Skaters must be in a **closed** Block starting in four (4) lines of four (4) Skaters.
2. The Block must cover a minimum of twenty meters (20m)
3. Maximum duration: 40 seconds

Levels & Features

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

BONUS EXTRA FEATURE – TURNS (optional) (see 4.4.2)**Clarifications**

- Stopping is not permitted during any Feature
- Features 1,2 and 3 must be done separately otherwise neither of the features will be confirmed.
- Feature #4 and the Extra Feature Turns can be executed at any time during the element
- Block must continue to progress across/along the floor before, during and after Feature(s)

4.4.1. FEATURE REQUIREMENTS

1. Change of Place

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

2. Diagonal Axis

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

3. Pivoting

- All Skaters and lines must pivot at least 90°
- Pivoting must be continuous and executed in one (1) rotational direction
- No other features can be executed during the pivoting
- There must be one Body Movement by all skaters executed correctly during pivoting

4. Jump

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

4.4.2. BONUS EXTRA FEATURE - TURNS (optional)

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

- All turns must be skated on the same, recognizable edges and skating direction
- All Skaters must attempt the same turn(s) at the same time
- Turns executed in mirror image pattern are allowed and will be confirmed if executed correctly
- Turns may be performed during the execution of any features and counted to the Bonus Extra Feature (e.g., turns executed in the feature "Diagonal Axis" are counted towards the Bonus Extra Feature -Turns.

a) Traveling (TR) +0.5

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

b) Traveling plus two different types of turns (TR2) +1.0

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

c) Traveling plus three different types of turns (TR3) +1.5

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

4.5. PIVOTING ELEMENT – BLOCK

Base level requirements:

1. All Skaters must be in a closed Block with a minimum of three (3) lines; skaters must be attached for most of the element
2. The Block must cover a minimum of twenty meters (20m) AND must pivot a minimum of 90°

Levels + Features

Level Base – PBB	Level 1 – PB1	Level 2 – PB2	Level 3 – PB3	Level 4 – PB4
A Pivoting Block that does not meet the level 1, 2, 3 or 4 requirements but meets the base level requirements and calling specifications for a Pivoting Block	Level B AND must include: <ul style="list-style-type: none"> - Pivoting at least 90° with at least two (2) different turns - May include other steps 	Level B AND must include: <ul style="list-style-type: none"> - Pivoting at least 180° with at least two (2) one-foot turns (choice of three-turn, bracket, counter, rocker or traveling) - May include other steps - Pivot point must change ends at least once - A minimum pivot of 45° is required before and after the pivot point changes ends 	Level B AND must include: <ul style="list-style-type: none"> - Pivoting at least 180° with a series of at least two (2) different types of difficult one-foot turns (without a change of edge between the turns) (choice of bracket, rocker, counter or traveling) - one (1) difficult one-foot turn (may or may not be part of a series of turns) - May include other steps - Pivot point must change ends at least once - A minimum pivot of 45° is required before and after the pivot point changes ends 	Level B AND must include: <ul style="list-style-type: none"> - Pivoting at least 270° with a Cluster of four (4) different types of difficult turns (without a change of edge between the first and second turn) (choice of bracket, counter, rocker and traveling) of which at least three (3) must be confirmed by the TP - May include other steps - The pivot point must change ends at least once - A minimum pivot of 90° is required before and after the pivot point changes ends

Clarifications

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

For PB1 & PB2

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

For PB3 & PB4

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

Pivoting requirements:**Pivoting must:**

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

4.6. ROTATING ELEMENTS – CIRCLE AND WHEEL**Base level requirements:**

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

Levels

Level Base (CB/WB)	Level 1 (C1/W1)	Level 2 (C2/W2)	Level 3 (C3/W3)	Level 4 (C4/W4)
An element that does not meet the level 1, 2, 3 or 4 requirements but meets the Base level requirements	Level B AND must include One (1) Feature	Level B AND must include Two (2) Features	Level B AND must include Three (3) Features MUST include Features #6, #7 OR #8	Level B AND must include Four (4) Features MUST include Features #6 OR #8 AND Feature #7

Clarifications

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

Feature requirements (applies to element(s) in brackets)**1. Different configurations (C/W)**

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

2. Change of place (C/W)

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

3. Three (3) different types of connected holds (W)

- The same type of hold must be executed at the same time
- Holds must be different types (See definition 0)

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

- At least four (4) different extra features must be included (may be spaced in between other features). A maximum of two (2) from each group will be counted

- At least $\frac{1}{2}$ of the Team must execute the extra feature
 - Two (2) different extra features, from the same or different groups, are permitted to be executed at the same time (each by $\frac{1}{2}$ of the Team)

Extra Feature Groups

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

5. Change of rotational direction (C/W)

- Circle: At least $\frac{1}{2}$ of the Team must change rotational direction at the same time
- Wheel: All skaters must change rotational direction at the same time

6. Weaving (C)

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

7. Interlocking (C/W)

Circle

At least $\frac{1}{2}$ of the Team must interlock **Wheel**

- All spokes must interlock
- Consecutive spokes must interlock at least one (1) time

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

- During the release of hold each skater must turn/rotate OR use both skating directions (forward and backward) i.e. only skating backwards (or forwards) is not permitted
 - If using turns/rotations a minimum of one (1) complete 360° rotation is required
 - If using both skating directions at least two (2) foot placements in each direction must be executed

9. Dance Traveling (C)

Two sets of Dance Travelling (minimum two (2) rotations each set) including one feature #a or #b:

- Feature #a: Either (i) Elbow (s) at least with or higher than the shoulder, (ii) significant continuous motion of arms during required number of rotations, (iii) clasped hands behind the back and far from it; (iv) Arms, one behind and one in front like a screw; (v) straight arms clasped in front & extended away from the body (see dance book)
- Feature #b: Either (i) free leg crossed in front, or (ii) free skate wheels held by one or two hands

The travelling directions and feet are optional. Change of direction or change of foot during the two travelling sets is not considered a feature.

4.7. TRAVELING ELEMENT

Base level requirements:

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

Levels + Features

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

Clarifications

- Stopping or becoming Stationary is not permitted (Choreographed)
- Travel must be executed in one circle/wheel, two circles/wheels
- If using two circles then the two circles must be as equal as possible
- If using two wheels, it must have at least four Skaters in each spoke while traveling
- Travel must be continuous
- Element must rotate during travel

General feature requirements

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

Feature requirements

- Features not permitted to be executed at the same time:
 - Change of Place (Feature #1) may NOT be executed at the same time as the following features:
 - #2 Change of Relative Position only if Intersecting
 - #4 Different Element Shape
 - #6 Interlocking
 - #7 Intersecting
 - #8 Weaving
- 1. **Change of place (Circle/Wheel)**
 - All Skaters and/or spokes must actively participate and change places with another Skater and/or spoke; slowing down to let other skaters changing places will be not confirmed
 - Changing places at different times or in syncopation will be not confirmed
 - May be done in any manner using individual Skaters, pairs, and/or lines
- 2. **Change of relative position (Circle/Wheel)**
 - In a two circle/wheel configuration, when one or both shapes change their relative position on the rink (change places or orbit like a satellite)

- All Skaters must participate
- May be done in any manner by Intersecting or passing
- 3. Individual Skaters may change (one Skater at a time, skating a figure 8 pattern)**
- 4. Two continuous backward 360° rotations (Circle/Wheel)**
 - Must be executed by all Skaters
 - The backward rotations are permitted to:
 - consist of turns and/or rotating linking steps
 - be done on one (1) or two (2) feet
 - Backward 360° Rotations may be done separately and if so must be done one after the other
 - The two 360° rotations must each be executed in the same rotational direction
 - Holding in-between the two backward 360° rotations is not permitted
- 5. Different element shape (Circle/Wheel)**
 - All Skaters must:
 - Start in an element shape and change into a different shape
 - Participate in both element shape(s)
 - A total of 360° of rotation must be completed in each element shape
- 6. Different configuration (Circle/Wheel)**
 - All Skaters must participate in both configurations of the same element shape
 - Skaters must move from their original place in order to form the new configuration
 - Other Features may be included in either the first or second configuration
- 7. Interlocking (Circle/Wheel)**

Circle – At least ½ of the team must Interlock at least one time

Wheel – All spokes must interlock at least one time

 - Interlocking must:
 - Occur at least once
 - Be continuous and done one after the other
- 8. Intersecting (Wheel only)**
 - At least ½ of the team must intersect
 - Intersecting must:
 - Occur at least once
 - Be done at the same or at different times
 - One spoke passing through another spoke when rotating in the same direction will not be confirmed
 - If using one wheel, the spokes must rotate in different rotational directions.
 - If using two wheels, it is allowed to use the same rotational direction to be able to come from opposite sides and intersect.
- 9. Weaving (Circle only)**
 - All Skaters must weave
 - Weaving must:
 - Occur at least once
 - Be continuous

4.8. CREATIVE ELEMENT – GROUP LIFT

Senior Precision Program

To have the Element confirmed (fixed value)

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

Guidelines for the Creative element:

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

5 QUALITY OF EXECUTION

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

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

Positive Bullets

Judges should score their QOE using the following guidelines:

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

GENERAL (relevant to all elements)
<ul style="list-style-type: none"> • Maintenance of Shape throughout • Very good unison throughout • Maintenance of speed & flow • Entry and/or exit of the Element performed with originality or creativity • Seamless execution and quality of features • Matching the execution of the element with the music structure • Originality
LINEAR ELEMENTS
<ul style="list-style-type: none"> • Good floor coverage • Variety of formations with smooth transitions between • Variety and quality of Steps, Turns, Movements and Holds
PIVOTING ELEMENTS
<ul style="list-style-type: none"> • Strong, Controlled pivoting • Even & logical distribution of steps/turns throughout
ROTATING ELEMENTS
<ul style="list-style-type: none"> • Consistent speed and flow of rotation throughout the element • Variety and quality of Steps, Turns, Movements and Holds

TRAVELING ELEMENTS
<ul style="list-style-type: none"> • Good floor coverage • Consistent speed and movement of travel across the floor • Variety and quality of Steps, Turns, Movements and Holds
INTERSECTING ELEMENTS
<ul style="list-style-type: none"> • Outstanding speed and intersecting at the same time
MOVE ELEMENT
<ul style="list-style-type: none"> • Outstanding flexibility and body lines in fm's • Intricate and/or creative pattern • Good control and involvement of the whole body
NO HOLD ELEMENT
<ul style="list-style-type: none"> • Block size maintained within two arm lengths • Intricate and/or creative pattern • Good balance between turns/steps and linking steps throughout • New steps, new steps sequence • Variety and quality of Steps, Turns and Movements
CREATIVE ELEMENT – GROUP LIFT
<ul style="list-style-type: none"> • Musicality. • Good floor coverage throughout • Creative: Innovative position or pattern • Good control and involvement of the whole body

Negative QOE

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

Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
General			
Fall of one (1) Skater in an Element, depending on disruption	NHT 0	Stumbles, collisions or touchdown of free foot or hand(s)	-1
Fall of two (2) Skaters in an Element	-2 or -3	Breaks in holds or poor quality of holds	-1
Fall of three (3) or more Skaters in an Element	-3	Long preparation into Element	-1
		Errors in shape/spacing	-1 to -2
		Lack of speed and flow	-2
		Errors in unison	-1 to -3
		Lack of musicality	-1 to -3
		Poor in energy	-1 or -2
		Visible Errors – Not listed	-1
PIVOTING ELEMENTS			
Lack or stop of pivoting	-2 or -3	Speed not maintained throughout pivoting	-1
		Curved lines during pivoting	-2

INTERSECTION ELEMENTS			
Collision during Intersection	-2 or -3	Not intersecting at the same time	-2
		Approach and/or exit shape not maintained	-1 or -2
ROTATING/TRAVELLING ELEMENTS			
Lack or stop of rotating and/or traveling	-2 or -3	Wheel: Spokes far away from center point	-1
		No centrifugal force at all	-2
		Circle: Weaving not at the same time	-2
CREATIVE ELEMENT			
Collapse during lift	-2 or -3	Poor quality in execution/position of the lifted skater(s)	-1
MOVE ELEMENT			
		Feature execution errors (see descriptions of individual intersections and features).	-1
		COP: not executed at the same time/release of hold and re-grasp not at the same time	-1

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

6 ARTISTIC IMPRESSION

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

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

Green	6.00 – 6.75 5.00 – 5.75	Above Average Average		
Orange	4.00 – 4.75 3.00 – 3.75	Fair Weak		
Red	2.00 – 2.75 1.00 – 1.75 0.25 – 0.75	Poor Very Poor Extremely Poor		

7 PENALIZATIONS

<u>Referee</u>	<u>Penalty/Points</u>
Costume / prop violation (with opinion of judges)	- 1.0
Separations in excess, non-permitted	- 1.0
Kneeling or laying in the floor more than twice or more than maximum 5 (five) seconds (incl. beginning and end)	- 1.0
Late Start (more than 40 seconds)	- 0.5
Music requirement violations	- 1.0
Time of the program less than the minimum	- 0.5 point each 10 seconds or part thereof
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	- 0.5
Too many skaters on the floor	- 0.5
<u>Technical Panel**</u>	
Falls	
One (1) skater (each time)	- 1.0
Two (2) or more skaters at one time	- 2.0
Max. Deduction per Element	- 3.0
Non-permitted e.g. Stationary or Stopping position exceeding two (2) seconds within free program OR exceeding ten (10) seconds at the begin or the end (see Appendix A for details)	- 1.0
Illegal Elements/Features	- 1.0
Missing Elements	- 1.0

8 GLOSSARY

BLOCK	A configuration with all skaters of the team lined up in parallel lines (lined up or staggered) with a minimum of three (3) lines. Can be performed as a closed block that is outlined and filled in with skaters in line or as an open block that is only outlined with skaters (skaters only draw the perimeters of the shape. Open Blocks are only recognized as transition and will not count as a Block element as defined in the Precision Elements.
CHANGE OF PIVOT POINT	A continuous action where the pivot point changes from one side of a line/block to the other side of the line/block; no retrogression or skating in circular pattern is allowed
CONFIGURATION	A Configuration is the number of lines, spokes or circles in the Element
CHANGE OF CONFIGURATION	When the number of spokes, circles or lines within the same element change.
EXTRA FEATURE	A term used for describing technical content that increases the difficulty of an Element
FEATURES	A term used for describing technical content that increases the difficulty of an Element which may become part of the Level of an Element
FREE SKATING ELEMENT	A general term used for describing skating elements such as jumps, spins, lifts, pair pivot and other movements
FREE SKATING MOVE	Any movement in artistic skating that is skated on an edge (Camel positions/variations, Biellmann, Upright Extension, Spread Eagle, Ina Bauer, Hackenmond)
GROUP-LIFT	A Group lift is defined by lifting one (1) or more skaters from the floor to any height by two (2) or more supporting skaters for three (3) or more seconds
INTERLOCKING	<p>Interlocking consists of two (2) separate circles/wheels, which are rotating in opposite rotational directions and are close enough to each other to cause the Skaters/spokes of one (1) Circle/wheel to interlock with Skaters/spokes of the other Circle/wheel.</p> <p>Circle: Two circles. A skater in one circle must pass in between at least two Skaters of the other circle; number of skaters to interlock as described in the Feature.</p> <p>Wheel: Two wheels. A spoke of a wheel must pass in between at least two spokes of the other wheel(s).</p>
INTERSECTION	Individual Skaters may pass each other simultaneously or separately if each Skater is involved in the Intersection
LIFTS	A lift is defined by lifting one (1) or more skaters from the floor to any height by one (1) or more supporting skaters for three (3) or more seconds

<i>PIVOTING</i>	An action where Skaters near a center point of a line/spoke skating a sharper curve causing the outside Skater increasing their speed
<i>SHAPE</i>	A certain form of a formation like line, block, circle, wheel or intersection shape
<i>SUSTAINED</i>	A movement or position held for 3 seconds or longer
<i>TRAVELING (ELEMENT)</i>	A rotational element that progresses over of the floor while continuing to rotate
<i>TWO (2) FOOT PLACEMENT</i>	Skating in one skating direction using the right and left skate
<i>WEAVING</i>	Circle-in-a-circle opposite rotational direction, when individual Skaters changing position from the outside circle into the inside circle or vice versa
<i>WHEEL</i>	An element where one or more lines are rotating around one center point. The lines do not have to be straight, e.g. S-Wheel
<i>WHIP ACTION</i>	An action that occurs when the lead Skaters in one (1) line, apply a force (commonly by curving sharply) causing the end Skaters of their line to increase their speed.

9 TECHNICAL PANEL PROTOCOL

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

9.1. TECHNICAL SPECIALIST (TS)

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

9.2. ASSISTANT (AS)

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

- Helps to double check the elements inserted in the system during the manual checking with the Controller and Data Operator.

9.3. CONTROLLER (CTR)

- Has a copy of the program element content sheets and writes down the calls.
- Calls “review” with no other comment after the call of the TS and after waiting for the AS to do it first and writes down next to the TS call an ‘R’ and the element he/she would call.
- Times the elements using a stopwatch. Starting the stopwatch when the specialist calls ‘*start element*’ and calling ‘*time*’ when the maximum time is reached. A larger sized timer is beneficial.
- Splits work on sub-groups with the Specialist and the Assistant
- Checks the ‘base level requirements’ on all elements
- Checks the ‘extra features’ on elements (if required)
- At the end of each program, goes through the reviews first.
- Once everything is decided, checks the elements inserted in the system with the Data Operator.
- Writes down all the details of the element, for example: the features.

9.4. DATA OPERATOR (DO)

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

9.5. REFEREE (REF)


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

10 APPENDIX A - TECHNICAL PANEL GUIDELINES

General	Call by the Technical Panel
Any Technical Element that is not presented as per the World Skate Requirements.	Call Missing Element (DED -1.0) for each missing set element.
Any type of handhold or combination of handholds can be used. However – at least 3 different types of connected handholds must be shown	Call Missing Element (DED -1.0) if not at least three (3) different types of connected handholds are shown in the program
The following limitations shall be enforced: - No Lifts are permitted in Junior Precision	Call illegal Element (DED -1.0) each time a limitation is exceeded
Stationary (stopping or standing) positions are not permitted during the program; Stationary is defined as stopping or standing still by a $\frac{1}{4}$ of the Team or more for two (2) or more seconds. At the beginning and at the end of the program, stationary positions are allowed for a maximum of ten (10) seconds.	Call Non-Permitted (DED -1.0)
If Stopping OR becoming Stationary is not permitted during an Element and $\frac{1}{4}$ of the Team or more Stops OR becomes Stationary	Element is lowered one (1) level IF there are no specific requirements stated for the Element + Non-Permitted (DED -1.0)
If Stopping OR becoming Stationary is not permitted during a Feature and $\frac{1}{4}$ of the Team or more Stops OR becomes Stationary	Feature is not counted + Non-Permitted (DED -1.0)
General Elements	Call by the Technical Panel
Acrobatic movements are permitted, but must be shown by a pair or group and not a single skater	Any acrobatic executed by only one (1) skater (e.g. a single cartwheel) will get a deduction of 1.0 as illegal element
If the base level requirements of an Element are not met (not due to a fall)	Element is called no level
If the restriction of an Element (e.g. maximum coverage ME) are not met	Element is called + One Level will be deducted (maximum deduction to Level Base)

If the base level requirements of a Feature are not met (not due to a fall)	Extra Feature is called not confirmed
If the requirements for a Feature or Extra Feature are not met by $\frac{1}{4}$ of the Team or more	Feature is not confirmed
If a Feature is not executed at the same time by all Skaters (if not otherwise stated in the Feature requirements)	Feature is not confirmed
Linear Elements – Block and Line	Call by the Technical Panel
If a Block/Line does not progress along/across the floor before, during or after the Feature	Feature is not confirmed
Features that cannot be executed at the same time (as defined in the Elements)	(Both) Features are not confirmed
Line - All Skaters must be in one (1) line or in two (2) as even as possible; however, during a change of configuration the number of lines may be more than two (2)	Element is counted
Block - If Skaters are not attached during the majority of the element	Element is called no Level

Pivoting Element - Block	Call by the Technical Panel
If $\frac{1}{4}$ of the Team or more have done the following: - stopped pivoting for two (2) seconds or more - changed configuration - changed rotational direction	Pivoting is considered as ended Call the level accordingly before pivoting ended
If any line stops progressing along or across the floor for two (2) seconds or more	Pivoting is considered as ended
Pivoting with turns and linking steps or a cluster or series of turns	
Block - Pivoting must be executed using the required turns on recognizable and correct edges	Element is called according to the number of correctly executed turns together with the degrees of pivoting
Block: If there is an open Block as any part of the Block Element	Block Element is considered as ended

Errors for Turns/ Any error made by $\frac{1}{4}$ or the Team or more) <ul style="list-style-type: none"> - A two (2) footed entry or exit of a turn/step - A turn executed on the spot - A turn that is jumped - The entry and/or exit of a turn is executed on a straight line (is flat) - Turns that are not clearly on the correct entry or exit edge - A turn/step not attempted (not due to a fall) - Turns that are not the same type of the turn at the same time 	Turn(s) will not be counted
Pivoting a Total of 90°, 180° (PL/PB) or 270° (PB)	
If the level for the number of degrees and the level for the number of correctly executed turns is different	Call the lowest level (number of degree or turns)
Change of pivot point	
Change of pivot point executed by skating on a circular/looped pattern (blue) where the Skaters cross their own track is not permitted correct pattern (red) 	Feature is not confirmed PB1 (option 2) is the highest call
PB2+PB3/PL2 + PL3 + PL4: A minimum pivot of 45° is required both <u>before and after</u> the pivot point changes ends	PB1 is the highest call if not according to the requirement
PB4: A minimum pivot of 90° is required both <u>before and after</u> the pivot point changes ends	PB3 is the highest call if not according to the requirement
Rotating Elements - Circle and Wheel	Call by the Technical Panel
If a Circle/Wheel does not rotate before, during or after the Feature	Feature is not confirmed
Features that cannot be executed at the same time	Features are not confirmed
Weaving (C)	
If skaters do not keep their rotational direction (circling around each other)	Feature is not confirmed

Traveling Elements - Circle and Wheel	Call by the Technical Panel
Travel is considered as ended when at least $\frac{1}{4}$ of the Team or more have done the following <ul style="list-style-type: none"> - Stopped gliding - Stopped/Interrupted traveling for two (2) seconds or more - Stopped/Interrupted rotation for two (2) seconds or more 	Travel is considered as ended Call the level accordingly before travel was ended
If the Element stops traveling for two (2) seconds or more during the Feature	Feature is not confirmed , and travel is considered as ended
Intersection Element	Call by the Technical Panel
If an Intersection is executed with eight (8) Pairs	Element is called no level
If weaving is meant to be the intersection	Element is called no level
Back-to-Back Approach	
If any of the following types of errors for back-to-back feature are made by $\frac{1}{4}$ of the Team or more; <ul style="list-style-type: none"> - Skaters do not have a connected hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized - - Skaters do not keep their shoulders parallel to the axis of intersection - Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back - Any backward rotation that is not continuous/pauses 	Intersection is lowered one (1) level for each type of error IB is the lowest call
Errors for Specific Intersections	
Whip intersection <ul style="list-style-type: none"> - The lines do not maintain a curved shape (minimum of a $\frac{1}{2}$ Circle shape) during the required 90° pivot - If either line does not pivot a minimum of 90° until the lead Skaters 	Intersection is lowered one (1) level for each type of error IB is the lowest call

of each line, become back-to-back to each other - If lead Skaters do not become back-to-back to each other	
Angled Intersection - Corridor wider than 3m - Lines pivot more than 15° - Corridor of both lines is not reducing once the lead Skaters have overlapped	Intersection is lowered one (1) level for each type of error IB is the lowest call
Option Extra Feature at the Point of Intersection	Call by the Technical Panel
If ¼ of the Team or more does not attempt at least one (1) BR/BM/FM	Bonus Extra Feature is not confirmed
If ¼ of the Team or more complete the extra feature before intersecting	Bonus Extra Feature is not confirmed
If ¼ of the Team starts the Feature BM too early	Bonus Extra Feature is not confirmed
If ½ of the Team executes a different BM or FM than the other ½ of the Team	The lowest level is called
If a ¼ of the Team within the same line executes different extra features, body movements or free moves	Bonus Extra feature is not confirmed
If the backward rotation (turns/steps) ends forwards	Bonus Extra Feature is not confirmed
Extra Feature Error (Any error made by ¼ of the Team or more) - Bonus Extra Feature that does not start before the axis of intersection - Bonus Extra Features do not continue as the Skaters go through the axis of intersection - Skaters in the same Line executing BR in opposite directions or different BM or FM - A BR that is not continuously executed - pauses in the BR in order to assist Skaters to pass by each other - pauses in the BR due to a stumble/collision - Part of an extra feature executed on the same spot - A BM that is not held clearly in the correct position.	Bonus Extra Feature is not confirmed
If there is a ¼ of the Team or more making multiple types of errors	Bonus Extra Feature is not confirmed

Point of Intersection BR - Collapsing Intersections and Combined Intersections	
If there are cross pulls during backward rotations	Bonus Extra Feature is not confirmed
If the backward rotation is completed before intersecting through one or more corner/s	Bonus Extra Feature is not confirmed

Point of Intersection BR – Whip Intersection	
If backward rotations are executed in the opposite rotational direction respective to the Skater's line during the approach	Bonus Extra Feature is not confirmed
Point of Intersection BR - Angled Intersection	
If the rotation does not begin before or at the latest when the lines begin to overlap	Bonus Extra Feature is not confirmed
Move Element	Call by the Technical Panel
If fms are not executed within thirty meters (30m) from each other	Element is called as executed but will be lowered one (1) level maximum to ME LEVEL BASE
If $\frac{1}{4}$ of the Team or more does not attempt at least one (1) fm	ME is called no level
If executing up to four (4) different types of fms and all or some of the fms have different levels for the bonus.	The lowest fm level is called as a Bonus
If there are up to four (4) different types of fms and there are not at least four (4) Skaters executing each type of fm not due to a fall	ME LEVEL BASE is called, and no Extra feature is awarded.
Teams may choose one (1) of the following options: 1. All fms begin and end at the same time 2. All fms begin at the same time and fms end at different times 3. Fms begin at different times and all fms end at the same time	ME is lowered one (1) level if the requirements for the options are not met (choreographic error)
Feature: Different types of fms	
If the correct fm position is not maintained (by $\frac{1}{4}$ of the Team or more)	Feature will not be confirmed

Feature: Fms on one (1) foot	
If the correct fm position is not maintained (by $\frac{1}{4}$ of the Team or more)	Feature will not be confirmed
Feature: Change of Position	
If a fall occurs and the Skaters executing the Change of Position are less than half of the Team; Two (2) spaces without a re-grasp	Feature will not be confirmed +DED for Fall
If the correct fm position is not maintained before, during and after the Change of Position (by $\frac{1}{4}$ of the Team or more)	Feature will not be confirmed
Feature: Intersecting and/or Passing-through	
If the correct fm position is not maintained before, during and after the Intersecting and/or Passing-through (by $\frac{1}{4}$ of the Team or more)	Feature will not be confirmed
FREE SKATING MOVES (fm) – Optional Extra Feature	
fm errors (any type of error made by $\frac{1}{4}$ of the Team or more) - fm position is not correct - fm that is not executed on a clear lobe/edge for a minimum of three (3) seconds - fm that is not held clearly in the correct position for a minimum of three (3) seconds (if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for two (2) seconds) - $\frac{1}{4}$ of the Team or more making multiple types of errors	Extra feature will not be confirmed
NO HOLD ELEMENT (NH)	Call by the Technical Panel
If the NHE does not start in four (4) lines of four (4) Skaters on a Team that requires sixteen (16) Skaters	Element will begin to be evaluated when: - there are four (4) lines
If skaters deliberately touch each other or maintain a hold	Element ends
Two (2) Different Configurations	
If there is an open Block as any part of the NHE	Element ends

If the two (2) different configurations are not recognized; Technical Panel must consider the configuration from all angles & decide in favor of the Team	Feature is not called if not recognized
If executing two (2) different configurations and other Features are done in the second (2nd) configuration; Any Feature may be executed in either configuration but must not be done at the same time when changing configuration	Features are counted (unless done at the same time when changing configurations)
Diagonal axis	
At least two (2) difficult turns are correctly executed on a diagonal axis; The two (2) turns are permitted to be either the same or a different type. Example of the same type; RFI Rocker + RBI Rocker	Feature is confirmed and turns are counted toward the extra feature.
Change of places If the one-foot turn is not executed at the same time by all the skaters (construction error) If the one-foot turn is executed before or after the change of places If the one-foot turn is not correctly executed by $\frac{1}{4}$ of the team or more.	Feature is not confirmed
Pivoting 90° If the BM is not correctly executed by $\frac{1}{4}$ of the team or more If the block stops pivoting during the execution of the BM If the BM is executed before or after the team executes the pivoting	Feature is not confirmed
Jump If $\frac{1}{4}$ or more of the team does not attempt a jump If $\frac{1}{4}$ or more of the teams executes a jump with less than one rotation	Feature is not confirmed
URNS – Optional Extra Feature	
If one (1) Skater falls before the turn begins and does not catch up to the Team and therefore misses the turn	The turn is called as executed by the rest of the Team (with the missing Skater not participating) + DED for the fall

<p>If any of the following errors for Turns are made by $\frac{1}{4}$ or the Team or more;</p> <ul style="list-style-type: none"> - A two (2) footed entry or exit of a turn/step (except traveling) - A one-foot turn executed on the same spot - A one-foot turn that is jumped - The entry and/or exit of a one-foot turn is executed on a straight line (isconsidered flat) (except traveling) - one foot turns that are not on the correct entry or exit edge and lobe - A turn not attempted - Turns that are not the same type of the turn at the same time 	Extra feature is not confirmed
Creative Element – GROUP LIFT	Call by the Technical Panel
The lift(s) must always roll (including take-off and landing)	Element is called no level if stopping or becoming stationary by a $\frac{1}{4}$ of the Team or more at any time



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