

WORLD SKATE

RULES FOR ARTISTIC SKATING COMPETITIONS
QUARTETS

BY WORLD SKATE ARTISTIC TECHNICAL COMMISSION

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Page, Item	Change/Addition/Removal	Rationale
Page 7, Senior Quartet	Removal: ~~An extra element to be chosen each year by ATC from the three groups above (2025 – Traveling)~~	Extra element is not necessary.
Page 8, Canon	~~No change of edge is allowed in the first two turns of the cluster.~~ Change of edges are always allowed except after the difficult entry.	Promotes variety in presentation and musicality.
Page 9, Canon Element	Traveling will not count as a turn for the level.	Removing the traveling enhances the technical value of the element, as it is an easy turn often used in an element that is already low in difficulty
Page 9, Line	Change to required number of turns for each level (see changes in red in level table)	Provides challenge for what has become easier to achieve high levels
Page 11. Syncronized Traveling Sequences	Group 1: Difficult entry in the first set of the element: v. Stag Jump or Split. Toe stop is allowed on the landing of the leap.	Increase in spectacular kinds of difficult entries.
Page 13. Syncronized cluster sequences	Spread eagle or Ina Bauer as Skating Element and/or Difficult entry will be confirmed only if presented with a CLEAR torso Move.	Promotes choreographic quality Discourages box ticking to get the levels
Page 20. Penalizations by the referee	Time of the program less than the minimum or more than the maximum. 0.5 point each 10 seconds or part thereof.	Reduces common occurrence of programs going overtime

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1. OWNERSHIP

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2. QUARTETS – GENERAL DEFINITIONS

Timing: all steps, movements, actions must be danced in the timing of the music.

One-foot Turns: turns are all the technical difficulties listed and that involve a change of direction on the same foot: traveling (minimum two (2) rotations must be executed quickly and with no edge to be considered as such otherwise will be considered three turns), three, brackets, loops, counters, rockers.

Cluster: sequence of at least three different turns executed on one foot, the three turn will be counted as a turn for the cluster.

Two feet turns: Mohawks, Choctaws. For the Choctaws, the exit edge will be used to define the direction of the turn (e.g. LFI-RBO, the direction will be considered anticlockwise).

Steps: all the technical difficulties that are executed keeping the same direction e.g. chassé, cross chassé, cross rolls, cut step, crosses, runs etc.

Note: half rotation or one rotation jumps on two feet, or one foot are not considered a step or a turn.

Extra feature: they will be considered choreographic movements and poses and can be inserted in all the levels and towards the level.

Ina Bauer: it is a technical figure like the spread eagle (inside or outside), during which, the skater executing a frontal split keeps the two feet on different parallel tracings. One of the knees bends while the other is kept extended. It must be a clear inside edge.

Body movements: the choreographic movements of the arms, bust, head, free leg, must clearly affect the balance of the skater/s to be considered, during at least three (3) moments of the sequence. At least two parts of the body must be used.

Attitude: free leg stretched in front or behind with respect to the skating foot.

Coupé: free leg bent by the side of the skating leg.

Traveling: multiple continuous rotations (no edge three turns) skated on the same skating foot (minimum two rotations), while the free foot can be in any position. If the rhythm changes, it is not good because it is not a continuous action.

3. QUARTETS

Three different events will be held: Quartets, Junior Quartets and Cadet Quartets.

All participants must belong to a club, which is a member of a National Federation. Quartets may consist of individuals belonging to different clubs. All participants must be approved by their Federation.

- Quartet:

  4 skaters (maximum 1 reserve)
  3:15 minutes +/- 10 seconds

- Junior Quartet:

  4 skaters (maximum 1 reserve)
  3:15 minutes +/- 10 seconds

- Cadet Quartet:

  4 skaters (maximum 1 reserve)
  3:00 minutes +/- 10 seconds

- Time starts with the first movement of one of the skaters.
- A maximum time of fifteen (15) seconds of music is allowed before the first movement of the single skater of a group. The deduction of exceeding the time will be 0.5 from the total score.

3.1. MUSIC

There shall be no restrictions on the choice of music, but skating must be in tune with the music chosen.

3.2 COSTUME REQUIREMENTS

There are no restrictions on costumes. 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.

3.3 ENTRY & EXIT ON THE FLOOR

- A maximum of twenty (20) seconds are allowed for entry onto the rink and the positioning of objects or props (as per 2.6 General rules). The timer will begin from the end of the introduction of the team by the announcer.
- There will be a penalty of 0.5 from the total score if the entry takes longer than the permitted time.
- Only those skaters who are taking part in the performance are permitted to bring objects onto the rink. During the scoring of the previous team the next team may enter onto the rink (occupying minimum space and NOT skating in

front of or disturbing the team awaiting their scores). The Organizers must ensure that this rule is strictly applied.
- While waiting for the score at the end of a performance, and in the shortest time possible, the group must collect all materials used during their show and ensure the smooth flow of the whole competition is not delayed in any way. The floor must be left completely clean for the next performance. The maximum total time from the end of a performance until 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.
- No skater is allowed to leave the skating floor during the performance.

3.4 RINK ILLUMINATION

The Organizers must ensure that the rink has a set standard of Illumination for all Groups.
The illumination around the rink should give the effect of a Stage for the Shows. The remainder of the Hall should be with subdued lighting. It is important that the rink itself is clear for the Judges to always see all skaters.

3.5 GENERAL RULES

- They shall not be made up of two couples, pairs or dance, but four skaters acting as a group.
- All jumps with one rotation plus single axel are allowed. Maximum number of jumps allowed per program two (2) including the jumps performed as features in the technical elements.
    - A jump made in transition by one or more skaters at the same time is considered (1) jump for the purpose of the rule above.
    - A jump made in a technical element as a feature is considered as one (1) jump for the purpose of the rule above, even if the members of the team perform it at a different time within the time of the technical element. For example: In a cluster element, two skaters can use the difficult entry jump on the first set and the other two skaters use the difficult entry jump on the second set, it will only count as one jump if it is made within the time regulated by the cluster element.
- Spins allowed: Upright, Sit or Camel (not allowed: heels, broken ankle and inverted).
- Jumps and Spins will have the value like steps-transitions.

4. REQUIREMENTS

4.1 SENIOR QUARTETS

The duration of the program will be 3:15 minutes +/- 10 seconds.

Set elements that MUST BE included in the program are:

1. One (1) Combo element (Traveling plus cluster) or One (1) Line element (2026 - Combo).
2. One (1) Cluster sequence, Canon Element and Traveling Sequence (2026 – Canon)
3. One (1) Creative Element.

4.2 JUNIOR QUARTETS

The duration of the program will be 3:15 minutes +/- 10 seconds.

Set elements that MUST BE included in the program are:

- One (1) Line element sequence or One (1) Canon Element (2026 – Canon Element).
- One (1) Traveling sequence or One (1) Cluster Sequence (2026 - Traveling).
- One (1) Creative element.

4.3 CADET QUARTETS

The duration of the program will be 3:00 minutes +/- 10 seconds.

Set elements that MUST BE included in the program are:

- One(1) Line element sequence or One(1) Canon Element (2026 – Canon Element).
- One(1) Traveling sequence or one (1) Cluster Sequence (2026 – Traveling).
- One(1) Creative element.

5. TECHNICAL ELEMENTS

5.1SPREAD EAGLE AND INA BAUER

Spread eagle or Ina Bauer as Skating Element and/or Difficult entry will be confirmed only if presented with a CLEAR torso Move.

5.2 CANON ELEMENT

Calling specifications for canon element: all skaters must participate in the element. The element ends when the last skater has performed his/her turn.

Basic requirements:

- Each skater must present the same turn in the canon, even if the turn will not be considered well executed by the Technical Panel it will still be considered as attempted by the skaters and then a Level Base will be called.
- Must cover the 50% of the floor or comparable size.
- The time allowed is 20 seconds from the start of the element.

Levels

Level Base – CB	Level 1 – CB1	Level 2 – CB2	Level 3 – CB3	Level 4 – CB4
A canon that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Canon sequence.	Canon must meet the basic requirements for Level B AND each skater must perform the same turn (edge, foot direction) and must include one (1) feature.	Canon must meet the basic requirements for Level B AND skater must perform the same turn (edge, foot direction) and must include two (2) features.	Canon must meet the basic requirements for Level B AND skater must perform the same turn (edge, foot direction) and must include three (3) features.	Canon must meet the basic requirements for Level B AND skater must perform the same turn (edge, foot direction) and must include four (4) features.

Features

1. Body movements.
    a. One Body Movement (the same for all the skaters) is required by each skater of the quartet even if this feature is presented with feature 3.
2. Choctaws.
    a. Each skater of the team has to perform one (1) Choctaw (the same for all the skaters) even if this feature is presented with feature 3.
3. Second turn.
    a. The second turn presented must be different from the first.
    b. In between the two turns skaters have to execute one or more skating elements like (choctaw, half rotation jump, spread eagle, ina-bauer, etc.).
4. Crossing Patterns. Skaters in groups of two (2), need to cross each other's path.

Clarifications

- For level 1,2,3,4 is necessary the canon respects the music structure.
- Three turns will not be considered as turn.
- The element can be executed in mirror two by two or individually.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear. Jumped turns will not be counted.
- If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- At least three (3) skaters must perform the turns and features correctly to get the level.
- Stops and go or stops are not allowed in this element.
- Traveling will not count as a turn for the level.

5.3 LINE ELEMENT SEQUENCE

All skaters must be in the line formation. The element ends when the formation breaks up and a transition into another element begins. Maximum duration of the elements is 30 seconds.

Basic Requirements:

- Must cover a minimum of ¾ of the length of the floor or comparable size.
- It is not allowed to have two lines of two (2) skaters each.
- No Cluster are allowed

Levels

Level Base – LB	Level 1 – L1	Level 2 – L2	Level 3 – L3	Level 4 – L4
A line that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Line.	Line must meet the basic requirements for Level B AND must include at least three (3) recognizable turns	Line must meet the basic requirements for Level B AND must include at least four (4) recognizable turns plus one (1) of the following features	Line must meet the basic requirements for Level B AND must include five (5) turns plus two (2) of the following features	Line must meet the basic requirements for Level B must include six (6) turns plus three(3) of the following features

Features

1. Body movements.
    - Body movements are required at least in three moments of the sequence and executed by all the skaters. They must be one from each spatial group: high, medium, low. Body movements can be different between skaters and can be presented in different moments of the element. Body movements executed in a stop position during the sequence or at the beginning or at the end of the sequence will not be counted.
2. Choctaws
    - Each member of the team has to perform two (2) Choctaws.
3. Jumps
    - Jumps of one rotation of any kind. Each skater must present a jump. The jumps can be different and can be presented at the same time or at different time during the execution of the line. If this feature is used, it will count as one of the jumps included in the maximum allowed in the program.
4. Changing skater's place
    - At least three skaters at the end of the maneuver should occupy different position within the line. The change of position must be done while moving.

Clarifications

- None of the types of the turns can be counted more than twice.
- Traveling as a turn can be counted only once.
- Skaters can perform turns not necessary at the same time during the line.
- Three turns will not be considered as turn to be counted to get the level.
- Turns to be considered as such, must show clear edges before and after the change of direction and cusps must be clear. Jumped turns will not be counted.
- If a skater puts the free leg on the floor at the exit of a turn, this turn will not be considered.
- At least three (3) skaters must perform the turns and features correctly to get the level.
- Turns and/or steps must be distributed throughout the sequence. There should be no long sections without turns or steps. If not, the judges will give negative QOE.
- Stops and go (less than 3 seconds) are permitted if they need to characterize the music.

5.4 SYNCHRONIZED TRAVELING SEQUENCES

Base Level Traveling requirements:

- Two (2) sets of two (2) or more rotations
- Maximum duration of the traveling is fifteen (15) seconds.

Levels

Level Base – TrB	Level 1 – Tr1	Level 2 – Tr2	Level 3 – Tr3	Level 4 – Tr4
A traveling sequence that meets the basic requirements and calling specifications.	Level B AND each set must be of at least three (3) rotations and must include one (1) feature.	Level B AND each set must be of at least three (3) rotations and must include two (2) features from two different groups. One of the sets must be in different direction.	Level B AND each set must be of at least three (3) rotations and must include three (3) features, from three different groups. One of the sets must be in different direction.	Level B AND each set must be of at least four (4) rotations and must include four (4) features, from four different groups. One of the sets must be in different direction.

Features

Group 1

a. Difficult entry in the element:
   i. Spread Eagles or Ina Bauer (using a minimum of six (6) wheels): it is not allowed to change the edge before starting rotation and the characteristics must be maintained until the entry of the first set.
   ii. Jump must be of 1 revolution (360°): landing edge must be entry edge to the traveling. If this feature is used, it will count as one of the jumps included in the maximum allowed in the program.
   iii. Choctaw: only Choctaws from forwards to backwards and closed Choctaws from backward to forward will be considered. It is not allowed to change the edge before starting rotation.
   iv. Turns: rocker or counter: it is not allowed to change the edge before starting rotation.
   v. Stag Jump or Split. Toe stop is allowed on the landing of the leap.
b. Different feet: one set must be executed on the right foot and one set on the left foot. If executing a third traveling set the change of foot can be between the second and third set.

Group 2

a. Elbow(s) at least at the same level or higher than the shoulder (hand(s) could be above the head, at the same level as the head, or lower than the head).
b. Significant continuous motion of arms during required number of rotations.
c. Clasped hands behind the back and far from it.
d. Arms, one behind and the other in front like a screw.
e. Straight arms clasped in front & extended away from the body (between the waist and chest level and lower than the level of shoulder).

Group 3

a. Free leg crossed in front or behind under the knee line (pirouettes).
b. Free skate wheels held by one or two hands.
c. High free leg stretched lateral (at least 45-degree angle from the vertical).

Group 4 – Extra features

Confirmed extra features will be awarded a bonus percentage of the value of the element as indicated below.

a. Third traveling set (+0.5 bonus).

I. Must be presented third in the sequence of travelling.
II. Must be of minimum three (3) rotations.
III. Must be executed within the Fifteen (15) seconds allowed.
IV. Features from Group 2 or Group 3 can be presented during the third set of traveling. One of these additional features may be included in the features to get the level.
V. Different feet feature from Group 1 can be executed between the second and third set.
VI. Change of direction required can be executed between the second and third set.

b. Changing formation: Line to Block, Block to line. (+1.0 bonus). The change in formation must happen during the execution of the traveling and not during the connecting steps.

c. Mirror: set of travelings performed side by side two by two rotating in opposite directions (mirror). (+1.5 bonus)

d. Crossing patterns. At least 2 skaters by two skaters should cross their pattern in one of the sets. This must happen during the execution of the rotations and not during the connecting steps. (+2.0 bonus).

Clarifications

- If one (1) of the sets is not correct (e.g. evident execution of three turns) but the rotations and/or features have been performed, the traveling sequence will be called with one (1) level less (e.g. if it was a level 3, it will be called level 2). If two (2) of the sets are executed with clear three turns then the level will be no higher than level Base.
- If the skater falls or there is any interruption or loss of control with additional support (touch down by the free leg/foot and/or hand/s) that completely stops the element (i.e. the skater is not able to continue with the element) the traveling is called for what has been done before the fall or interruption.
- If there is an interruption or a loss of control momentarily and the skater is able to continue the element, the technical panel can consider what was completed before the interruption if two revolutions minimum have been completed and continue to consider what the skater completes after the interruption. i.e. If the skater touches down momentarily after two revolutions in the first set and then continues to complete a second or third set in the element, the technical panel will consider the first set of two revolutions and what was completed after the interruption in the subsequent sets.
- The rotations of the traveling should be fast and demonstrate ability to keep control of the body axis.
- Pushing with toe-stop or stopping before the traveling starts or during the steps-turns in between sets is not allowed and would result in the level being lowered by one (1).
- There must be at least two clear steps between sets of traveling with no pushing from the toe stop to gain speed. If this occurs the traveling will be reduced one (1) level

- Features should be performed correctly and for the entirety of the set to be considered and must be different to be counted towards the level.
- Skaters can use the first half revolution to reach the position required by a feature.
- A jump used as a difficult entry will count toward the number of allowed jumps in the program.
- There is no maximum to the number of revolutions performed, however the features, turns and connecting steps will be timed as part of the allowed time. All the features and turns done after the maximum time is reached will not be counted for the level.
- There is no maximum to the number of features performed, however in the case of the Extra Feature only one will be considered with the bonus. This will the most difficult of the confirmed extra features performed.
- To confirm the level, it must be achieved by all four of the skaters.
- Difficult entries used MUST be different than the ones used for cluster.
- The features must be the same for all the skaters, or two by two from groups 2 and 3.

5.5 SYNCHRONIZED CLUSTER SEQUENCES

Base level Synchronized Cluster requirements:

- All skaters must perform two (2) sets of clusters separated by steps or two feet turns (no one foot turns).
- Each set must be of at least three (3) turns.
- Change of edge/s are always allowed except after the difficult entry.
- Set must be performed at the same time.
- Both sets must be different: it is possible to use the same turns in the two sets but in a different order.
- Any formation can be chosen.

Levels

Level Base – ClSqB	Level 1 – ClSq1	Level 2 – ClSq2	Level 3 – ClSq3	Level 4 – ClSq4
A cluster sequence that meets the basic requirements and calling specifications.	Level B and three (3) confirmed turns in each set AND must include one (1) feature.	Level B and three (3) confirmed turns in each set AND must include two (2) different features.	Level B AND the skater must perform three (3) confirmed turns in one set and four (4) confirmed turns in the other set AND must include three (3) different features.	Level B AND the skater must perform four (4) confirmed turns in the two sets and must include three (3) different features.

Features

1. Body movements: Skaters must present two (2) body movements: one body movement in the first set and one body movement in the second set. The two (2) body movements must be from spatial different groups. Body movements can be different between skaters. They cannot be executed at the end or at the beginning of the sets they must be executed during or between the turns.

2. Different feet: One set must be executed on the right foot and one set on the left foot.

3. Mirror execution (2 skaters by 2 skaters).

4. Difficult entries: The difficult entries for each set must be different. All the skaters must perform the same difficult entry.

    a. Choctaws. Only Choctaws from forwards to backwards and closed Choctaws from backward to forward will be considered.
    b. One rotation jump.
    c. Ina Bauer or Spread eagle.

5. Change of Formation: from a line to an Open Block or Open block to a line. The change in formation must happen during the execution of the cluster and not during the connecting steps.

6. Crossing patterns. At least 2 skaters by two skaters should cross their pattern in one of the sets. This must happen during the execution of the cluster and not during the connecting steps.

Clarifications

- If a skater falls or there is a major loss of control with additional support (touch down by the free leg/foot and/or hand/s) that completely stops the element (i.e. the skater is not able to continue with the element) the cluster is called for what has been done before the fall or interruption.
- If there is an interruption or a loss of control momentarily and the skater is able to continue the element, the technical panel can consider what was completed before the interruption if the minimum number of three (3) turns have been confirmed and continue to consider what the skater completes after the interruption. If the skater touches down momentarily after three confirmed turns in the first set and then continues to complete a second set, the technical panel will consider the first set of three confirmed turns and what was completed after the interruption in the subsequent set.
- The difficult entry should be before the first turn of the set. In the case it is presented before the second sequence, the difficult entry must be the step preceding the first turn of the second sequence.
- One rotation jump used as a difficult entry are counted within the maximum allowed jumps in the program.
- Traveling as a turn for the cluster will only be considered once for the entire element.
- Three turn as a turn for the cluster will only be considered once for the entire element.
- If there is a full stop before the second sequence, the level shall be reduced by one.
- If a loss of control with additional support (touch down by free leg/foot and/or hand/s) occurs after the cluster has started and the execution of the element continues after the touch down, only the part before the touch down will be considered for the level.
- No change of edge is allowed in the first three turns of the cluster.

- If the skater/s executes more turns than required for the maximum level of the category, the level will be lowered by 1, except for categories with maximum level three who may perform a cluster with no more than 4 turns in each set.
- It is not allowed to use the toe stop to get speed in between the 2 sequences of clusters and before the first set. It will decrease one (1) level every toe-stop used.
- Difficult entries used MUST be different than the ones used for traveling.
- A difficult entry may be confirmed even if the first turn is not confirmed.
- At least three (3) skaters must perform the turns and features correctly to get the level.

5.6 Combo Element

All skaters must participate in the element. Two (2) skaters must perform a traveling and two (2) skaters must perform a cluster. The basic of each kind of element will be applied to call a level.

Levels

Same as Cluster Sequence and Traveling. Data Operator will select the level of each sub group for the element presented by that sub groups.

E.g. Two (2) skaters perform a Traveling level 2 and the other two (2) skaters a cluster level 1, data operator will give a level 2 to the traveling element and a level 1 to the cluster element.

Features

Same as Cluster Sequence and Traveling.

Clarifications

Same clarifications as the Traveling and Cluster sequences elements.

- To confirm the turns and features in the cluster two skaters must have them confirmed.
- To confirm the turns and features in the traveling two skaters must have them confirmed.

5.7 CREATIVE ELEMENT

The element begins with the transition from the previous element and ends with the transition into the next element. If performed as the first or last element of the program there must be transitions before and after the element.

Basic requirements:

- The element must last at least five (5) seconds.
- There must be an obvious change of formation or figuration.
- To have the element confirmed (fixed value), all skaters must participate in the element and all the skaters are required to present a creative and innovative movement.

Guidelines for Creative element:

- The use of different levels, and/or highlighting is permitted in order to enhance the choreography and music.

- The chosen movement(s) may be executed at the same time, in syncopation, or at different times, and may be performed as individual skaters, pairs or all the four skaters.
- The skater(s) may stop or become stationary at any time during the element, however this stopping should be reflective and enhancing of the musical structure.
- A lift can be incorporated during the Creative Element. This lift may be performed by a group and not by only 2 skaters.
- There is no minimum requirements or restriction as to the amount of floor coverage the skaters cover while preparing for and executing the Creative Element.

6. LIMITATIONS

Spins: a maximum of one (1) spin, with a minimum of two (2) rotations (less than two rotations is not considered a spin).

Jumps: a maximum of two (2) jumps (including the ones required as features), of one (1) rotation and one (1) single Axel. All the jumps shall not be considered as elements of technical value.

Stop: a stop is considered when one or more skater/s is stopped for more than three (3) seconds up to a maximum of eight (8) seconds.

A maximum of two (2) stops executed during the entire program for a minimum of three (3) seconds to a maximum of eight (8) seconds each (excluding the beginning and the end).

Stationary positions: kneeling/lying down on the floor by one or more skaters is permitted only two (2) times during the entire program for a maximum of five (5) seconds each (including the beginning and end). Hands on the floor (i.e. a cartwheel) shall not be considered as a laydown.

Stationary positions shall not be considered as elements of technical value, but as artistic value.

Beginning and end of the program: the skaters may not exceed eight (8) seconds of being stopped.

7. QOE

Judges will score each technical element with the QOE and will give from -3 to +3 taking into consideration the following guidelines for each technical element.

ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
OPEN BLOCK OR LINE SEQUENCES	-3	-2	-1	Base	+1	+2	+3
Formations	Not clear for the whole sequence	Generally, not clear and missing proportions in spacing	Some of the parts are not clear	Clear	Good space management	Very good shape and space proportion	Excellent shape and space proportion
Edges/sureness	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong, confident	Deep and quite bold
Speed and flow	Struggling, labored, forced	Deteriorates or limited	Inconsistent/Variable	Some speed and some flow	Good speed with variable flow	Considerable speed and constant flow	Considerable speed effortlessly and fluidly
Footwork	Two feet or both toe-pushing	Wide stepping / 1 or 2 feet / toe-pushing	Variable	Generally correct	Correct	Clean and neat	Clean and effortless
Synchronization	Absolutely missing	Some moments	Variable	Correct	Correct and lines matching	Perfectly matching	Like one skater
Musicality	No musicality	Poor in musicality	Some musicality	Moderate musicality	Good musicality	Very good musicality	Clever and exquisite
Turns	Jumped/ awkward	Skidded	Forced	Majority correct	Clean	Clean and neat	Clean and effortless
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
CLUSTER SEQ	-3	-2	-1	Base	+1	+2	+3
Entry/completion	Awkward/ off balance	Hesitant/ lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Spacing	40% or less controlled	50% controlled	60% controlled	75% controlled	80% controlled	90% controlled	100% controlled
Edges	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong confident	Deep and quite bold

Synchronization	Absolutely missing	Some moments	Variable	Correct	Correct and lines matching	Perfectly matching	Like one skater
Musical Relationship	Absolutely no musical relevance	Some musical reasoning	Element makes sense in its musical placement	Beginning of the element matches musical nuance	Musical relationship in at least one set	Musical Relationship in both sets	Perfect harmonious relationship with music in every turn, step & feature.
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
TRAVELING SEQUENCES	-3	-2	-1	Base	+1	+2	+3
Entry/completion	Awkward/off balance	Hesitant/lack of control	Abrupt	Sure/stable	Sure and smooth	With ease	Seamless
Spacing	40% or less controlled	50% controlled	60% controlled	75% controlled	80% controlled	90% controlled	100% controlled
Connecting steps footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Rotational speed	Very Slow	Slow	Variable	Normal	Good	Fast	Very Fast
Position of the free leg	Completely uncontrolled	Some lack of control and aestheticall y wrong	Aesthetically wrong	Controlled and basic positions	Good control and position	Very Good control and position	Clever and very controlled position
Synchronization	Absolutely missing	Some moments	Variable	Correct	Correct and lines matching	Perfectly matching	Like one skater
Musical Relationship	Absolutely no musical relevance	Some musical reasoning	Element makes sense in its musical placement	Beginning of the element matches musical nuance	Musical relationship in at least one set	Musical Relationship in both sets	Perfect harmonious relationship with music in every turn, step & feature.
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
Antiphon or Canon	-3	-2	-1	Base	+1	+2	+3
Formations	Not clear for the whole sequence	Generally, not clear and missing proportions in spacing	Some of the parts are not clear	Clear	Good space management	Very good shape and space proportion	Excellent shape and space proportion
Edges/sureness	Very flat and shaky	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong, confident	Deep and quite bold
Speed and flow	Struggling, labored, forced	Deteriorates or limited	Inconsistent/Variable	Some speed and some flow	Good speed with variable flow	Considerable speed and	Considerable speed effortlessly and fluidly

						constant flow	
Musical Relationship	Absolutely no musical relevance	Some musical reasoning	Element makes sense in its musical placement	Beginning of the element matches musical nuance	Musical relationship in the turns	Musical Relationship throughout the element	Perfect harmonious relationship with music in every turn, step & feature.
Turns	Jumped/ awkward	Skidded	Forced	Majority correct	Clean	Clean and neat	Clean and effortless
Timing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
CREATIVE ELEMENT	-3	-2	-1	Base	+1	+2	+3
Musicality, phrasing	40% or less	50% clean	60% clean	75% clean	80% clean	90% clean	100%
Variety, originality, musicality	No variety, no originality, no musicality	Poor in variety, originality and musicality	Some variety and original parts, no musicality	Some variety and original parts, some music match.	Good variety and originality, musicality	Very good variety and originality, musicality	Clever and exquisite
Energy, control	Completely uncontrolled, no energy	Some lack of control and energy	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
Involvement, movement and poses.	Completely lack of involvement and movements	Lack of involvement and movements	Some lack of involvement and movements	Basic movements and some involvement	Good movements and involvement	Very good movements and involvement	Completely involved and fine movements

In addition to the aspects listed above the judge must consider the management and quality of features, and the pattern and use of the floor.

Falls: in addition to the deduction to the sum at the end of the program, the judges should apply a QOE of -3 for the fall of the skater.

8. ARTISTIC COMPONENTS

Score for the Artistic components will be the sum of four (4) components. For each one of the components judges should award a score between 0.25 and 10.

- Skating skills.
- Transition-Group Technique.
- Performance
- Choreography/Composition.

Categories and Components

- Senior: four (4) components from a minimum of 0.25 to a maximum of 10.0.
- Junior: four (4) components from a minimum of 0.25 to a maximum of 9.0.

- Quartet: four (4) components from a minimum of 0.25 to a maximum of 7.0.

See Show document for details on components

If there is a tie: The highest score in the component Choreography will win.

9. PENALIZATIONS

A deduction of one point (1.0) (unless otherwise specified) will be applied to the sum of technical content and artistic impression each time one of the following is executed:

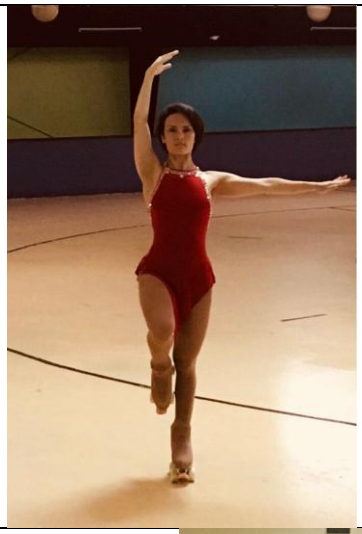
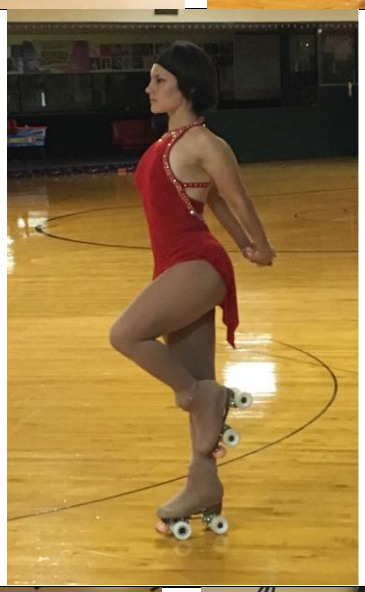
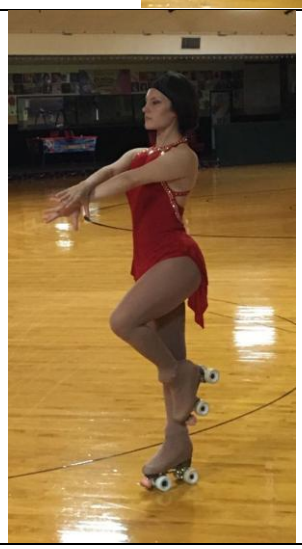
9.1 BY THE REFEREE

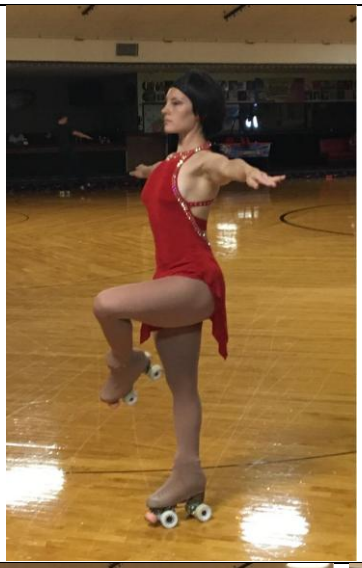
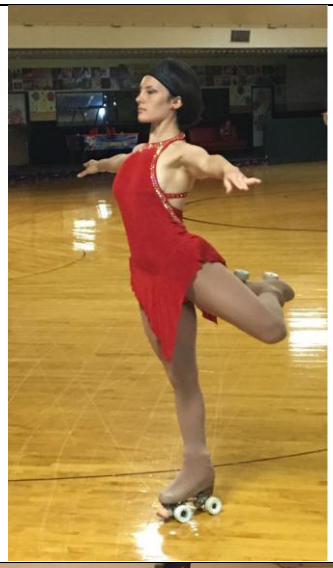
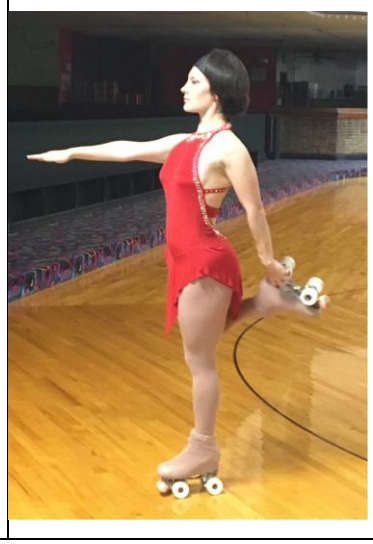
More than twenty (20) seconds for entry onto the rink and the positioning of objects or props	0.5
More than forty (40) seconds total time from the end of a performance to clear the floor and leave the rink	0.5
More than the maximum allowed jumps or spins	1.0
Kneeling or laying on the floor more than twice or more than maximum five (5) seconds (including beginning and end).	1.0
Stopping more than twice or more than maximum eight (8) seconds (excluding beginning and end).	1.0
Props not correctly used	0.5 per incorrect use
Costume violation (with opinion of judges). See 2.3	1.0
Time of the program less than the minimum or more than the maximum.	0.5 each 10 secs or part thereof
The time from the start of the music and the first movement is more than 15 seconds	0.5
Music with inappropriate or expletive lyrics in any language or spoken words (narration)	1.0
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5
Entry and Exit the floor not respecting the time allowed.	0.5
Falls for each skater	1.0

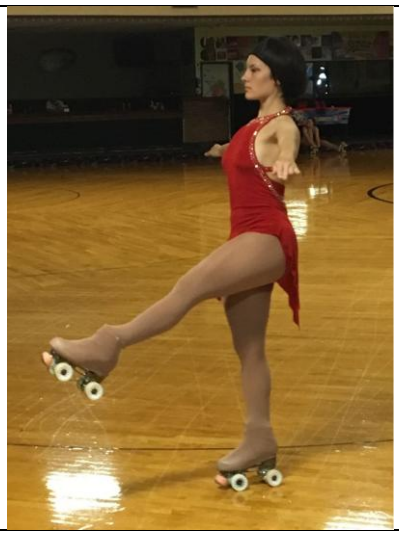
9.2 BY THE TECHNICAL PANEL

Missing mandatory element	1.0
Illegal elements	1.0

APPENDIX 1 – TRAVELING FEATURES EXAMPLES

A. At least one hand above the head or on its line	 
B. Crossed hands behind the back and far from it	
C. Arms crossed in front of the body between shoulders and waist (can be also one behind and the other in front like a screw)	 

D. Free leg crossed in front or crossed behind over the knee line	 
E. Free leg crossed in front or behind under the knee line (pirouettes)	 
F. Free skate wheels held by one hand	 

G. High free leg stretched lateral or forward	 

APPENDIX 2 - TECHNICAL PANEL PROTOCOL AND GUIDELINES FOR QUARTETS COMPETITONS

- 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.

TECHNICAL SPECIALIST (TS)

- Says "*Start*" with the first movement of the skater(s).
- Calls the elements.
- Calls the falls.
- Calls review *"Review on …"* if the TS wants to be assured on the call.
- Calls the start of the elements and at the end calls the level (or confirm it for elements with fixed values).
- 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.

ASSISTANT SPECIALIST (AS)

- Pre-calls the element and the time it is due to start as per the content sheet 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.
- If the AS wants a review, 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 calls made by the specialist, the features confirmed etc.
- Checks details of features as listed under the element headings below.
- Helps to double check the elements inserted in the system during the manual checking with the Controller and Data Operator.

CONTROLLER (CTR)

- In general, does the same as the TS.
- Has a copy of the program element content sheets and writes down the calls.
- If the CTR wants a review, writes down next to the TS call an 'R' and the element he/she would call.
- Calls "review" with no other comment after the call of the TS and after waiting for the AS to do it first.
- Times elements using a stopwatch. Starting the stopwatch when the specialist calls *'start element'* and calling *'time'* when the maximum time for the category is reached.
- 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 calls made by the specialist, the features confirmed etc.
- Checks details of features as listed under the element headings below.

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 each 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 TS asks to be reviewed.
- At the end of the performance, reads the list of the elements so that the CTR and AS 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.

REFEREE (REF)

- Checks the average of the components of the first team and can change them.
- Checks time of programs, props 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.

GENERAL PROCEDURE FOR TECHNICAL PANEL

To evaluate a program, the procedure for the TP is as follows:

- Pre-calls and calls.
- Request and visualize reviews.
- Data input.
- Checking.
- Confirmation.

In this document, when some sentences are capped with quotes and italicized (for example: "*line element*") that refers to the oral formula that should be used by the TP.

Any element attempted will occupy the corresponding box of its group. In this way, when the number of boxes allowed for each group is exceeded, the system will remove the extra ones with the symbol *.

Pre-calls

- It is the act of announcing the group of the element that the skater will execute next. These pre-calls will be listed in order on the program element content sheets.
- Pre-calls will be made after the previous item has been completed and after verifying that no review has been requested.
- For the first element, the pre-call is made after the start of the program once the TS has announced *"Start"*.
- When the program element content sheet has not been delivered it is recommended that the TS anticipate (as far as possible) the group of the element the call belongs and call 'start' and the 'element name' as soon as they

recognize the element. This will help the DO's function. Examples: "Start line element".

- When the program element content sheet does not match the order of execution of the elements, it is recommended to stop making the pre-calls. The Technical panel will begin to count when they recognize the element has started. The Technical panel should not review for content missed if the content sheet is not provided or out of order.

The groups of items that should be pre-called and the acronym they have on the program element content sheets are the following:

ELEMENT	ACRONYM
Line	L
Canon	Ca
Traveling	Tr
Cluster	Cl
Creative	Cr
Combined	Co

There are some ways to make a pre-call:

- "*First Element … Travelling… starting at …*".
- "*Next element… Cluster…. Starting at*".

Calls

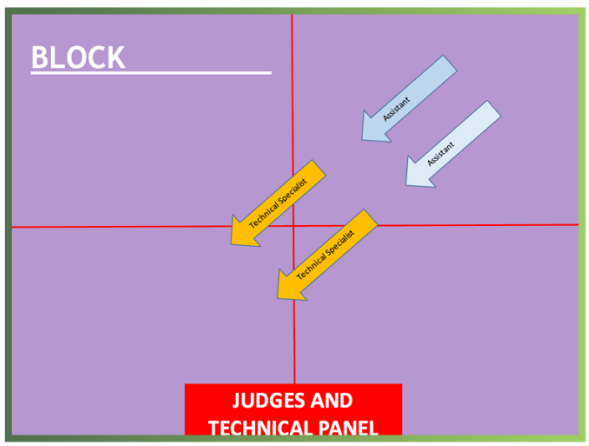
This is the validation of an element by the TS. The action of validating an item will therefore be known as "calling".

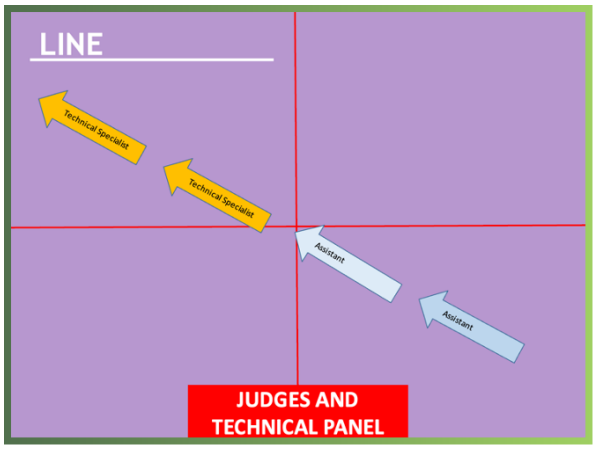
There are two methods that the TP can use to slit the work. Whatever the method chosen, it should be consistent and communicated with the data operator and panel prior to the beginning of the event/competition.

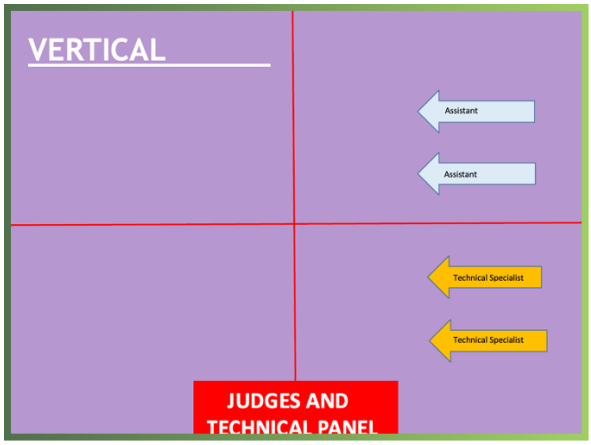
The first method is that described under each element heading below.

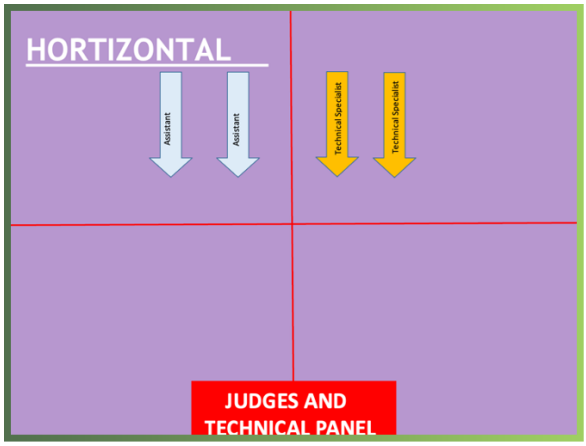
The alternate methods is where the TP splits the four skaters into 2 and 2. This would be beneficial especially in the case of elements with features such as path crossing, mirror execution or when the formation chosen by the team means that there is a large amount of separation between skaters.

In this method, the TS would observe the two skaters at the front for follow the leader lines or blocks such as in the canon element, on the right side of the formation where the element begins with skaters lined up horizontally, or the closest to the panel in the case of skaters lined up vertically. The Assistant would observe the two skaters at the back in the case of a follow the leader line or block, on the left-hand side of the formation for horizonal placement and the furthest from the panel for vertical placement. See diagrams below for further clarification.









When the TS and AS split the work, the TS will call the level confirmed and the AS will only call the level of the other two skaters if it is lower than the level called by the TS.

It is highly recommended that when using this method, a *review* call is made to check that the required number of skaters have completed the requirements.

Line Element

The start will be called by the TS saying "*start element*" or "*start line*"

During the element:

- The TS will count but not call the confirmed turns of the 4 skaters
- The Assistant will check and confirm the features Body Movement, Jump and Choctaw
- The Controller will check and confirm the features Changing Skater's Places and will say "*time*" when the time of the element is over.

At the end of the element:

- The TS will say how many turns have been confirmed and will announce the level

Canon Element

The start will be called by the TS saying "*start element*" or "*start canon*"

During the element:

- The TS will call each confirmed turn executed by the 4 skaters by specifying type, foot and direction or by using the formula "*yes*" or "*no*". They will check and confirm the feature Second turn.
- The Assistant will check and confirm the features Body Movement and Choctaw
- The Controller will check and confirm the feature Path crossing and will say "*time*" when the time of the element is over.

At the end of the element:

- The TS will announce the level

Syncronized Traveling

The start will be called by the TS saying "start element" or "start Traveling"

During the element:

- The TS will call the features of Groups 1, 2 and 3, count the number of rotations and check the different direction.
- The Assistant will call the extra Feature and inform the TS about the use of toe-stops
- The Controller will double check the number of rotations and inform the TS about the execution with three turns and will say "*time*" when the time of the element is over.

At the end of the element:

- The TS will announce the level.

Syncronized Cluster

The start will be called by the TS saying "*start element*" or "*start Cluster*"

During the element:

- The TS will call each confirmed turn executed by the 4 skaters by specifying type, foot and direction or by using the formula "*yes*" or "*no*", the features Difficult entries and Different feet.
- The Assistant will check and confirm the features Body Movements.
- The Controller will check and confirm the feature Mirror, Change of Formation and Crossing Patterns.

At the end of the element:

- The TS will say how many turns of each set have been confirmed and will announce the level.

Combo Element

The start will be called by the TS saying "*start element*" or "*start Combo*"

During the element:

- The TS will call the level of the Traveling.
- The ASS will call the level of the Cluster.
- The CTR will check both elements and say "time traveling" when the maximum time for the traveling has been reached.

At the end of the element:

- The TS will announce the level for the traveling.
- The Assistant will announce the level for the cluster.

For the feature Crossing Patterns:

- Cross patterns can be executed either within the individual element (only traveling or only cluster) or between the skaters performing the traveling and the skaters performing the cluster.
- In the first example the feature will count in the individual element within which it is performed.
- In the second example the crossing patterns can count as a feature for both the traveling and the cluster.

Creative Element

The start will be called by the TS saying "*start element*" or "*start Creative*"

During the element:

- The TS will call the change of formation or figuration
- The ASS will confirm the presence of the transitions before and after the element
- The CTR will say "*time ok*" after 5" and inform the TS if some of the skaters have not participated in the element

At the end of the element:

- The TS will say confirm or not confirmed

Request and visualize reviews

- The request for a review must be made to avoid overlapping. Immediately after the announcement of the levels, the ASS can call "Review" first then the CTR can call it too but in both cases the reason of the request must be declared.
- To request a review, it is necessary to wait until the skaters finish the element and it must be called before the next element is pre-called.
- The reason for the review and the affected part of the element should be called, if it is a combination element, the part the review is on must be said.
- When there is a doubt in the identification of an element, the review must be requested for the whole item "*for the calling*".

- No other comments are allowed. The discussion about the reviews will be at the end and not during the program.

Examples:

- "*Review on combo for rotations in traveling*".
- "*Review on line for body movement*".
- "*Review for the calling*".

Managing reviews

The CTR manages the reviews. Therefore, once the program is finished, he must indicate to the Video Operator the number of the element, the affected area, the reason, and the speed to be used. The assistant will also be able to specify the review speed if it is required slower or faster.

Example: "*element number 3, review on the traveling element for rotations, normal speed, please.*"

Rules for visualizing the reviews

- Only the part of the element where the review has been requested may be reviewed and therefore it can be changed. The call of any previous or subsequent elements cannot be modified, even if the visualization of the video reveals other incorrect calls.
- It is not allowed to identify an error not previously warned during the review. For example: review on traveling rotations cannot be for quality of turns, unless it was announced during the program.

Speed for the reviews

- N*ormal speed*.
- S*low* (50% of the normal speed).
- *Very slow* (20% of the normal speed).

The speed to be used for the reviews, according to the type of element, will be:

- Frame by frame revisions cannot be performed.
- Traveling: *normal speed and slow*.
- All other elements in quartet: *normal speed*.
- Falls: *normal speed.*
- Full calling: *normal speed.*

Data input

The data input will be done in specific boxes assigned to each item group that will be pre-called by the AS: Line, Traveling, Cluster, Combo, Canon and Creative. Each group of boxes has an area assigned on the computer screen to which the DO will direct the mouse when the pre-call is made.

- During the program, the DO will enter the elements as these have been called.

- The DO, with assistance from the CTR, should enter the elements five (5) seconds prior to when they are deemed to begin according to the content sheet, so the judges can be informed of the element starting.
- The bonus features may be inserted during the performance, or at the end of the program under the supervision of the CTR and once all revisions have been made.

Checking and confirmation

This is the last part of the TP scoring process before the program results are displayed. It consists of a detailed reading out loud of all the elements inserted by the DO. The CTR, the TS, and the AS will listen carefully.

Recommended way to read the elements to avoid possible data input errors:

a. Box number: "*one*"
b. Item Group: "*Combined element*"
c. Element called with bonuses or deductions: "*traveling with bonus for mirror*", or "*traveling level 2 reduced to level 1 for three turns*".
d. Possible increments or cancellations of the box (*) which are indicated in the rightmost column.

It is necessary to check the automatic warnings made by the system and modify the * if needed. If this does not correspond to the rules or what the TP said, the DO must press the "stop" immediately to solve it. For this reason, it is recommended to ask the judges to wait five (5) seconds since the "elements authorized" signal appears on their screen until they press, "send marks".

Finally, the CTR gives the order to press "Confirm". The system applies the particularities of the rules and eliminates what is not confirmed.

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