

WORLD SKATE

RULES FOR ARTISTIC SKATING COMPETITIONS
SOLO DANCE

BY WORLD SKATE ARTISTIC TECHNICAL COMMISSION

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Page, Item	Change/Addition/Removal	Rationale
Page 10, Technical Elements	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
Pg.11 and 26 Pattern dance	Change of penalty for missing the repeat of step 1 or next step required by the pattern. ~~If this doesn't happen Technical Panel will lower one level.~~ If this doesn't happen Technical Panel will penalize 0.5.	Skaters will be awarded the correct number of Key Points executed. Inconsistencies between element calls and Key Points were detrimental to the clarity and image.
Pg. 16, Choreo Stop	The displacement of the skater from the initial stopped position shall be of no more than an imaginary circle within a range of 5m diameter from the initial place of stop.	Ensures that the Choreographic Stop is used as intended — to pause and interpret the music, not continue skating through it like a Choreographic sequence
Pg. 16, Choreo Stop	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.	Provides definition of the element within the choreography
Pg.18, Cluster	~~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, musicality and choreographic freedom.
Pg. 19. One Set Cluster	New Element. One Set Cluster Sequence (see document for details in red)	Clarifies the distinction between Style and Free Dance, while promoting precision, technical quality, and balanced program structure
Page 20, Traveling	Group 1: Difficult entry in the first set of the element: Stag Jump or Split. Toe stop is allowed on the landing of the leap.	Increase in spectacular kinds of difficult entries.
Pg. 21, Traveling	Group 4 – Extra features (For categories Cadet, Youth, Junior and Senior ONLY)	Promotes quality of other features, encouraging age and developmental appropriate progression
Pg. 21, Traveling	Changes in Group 4 – Extra feature values	Adjusted technical values reflect more appropriately the skaters' actual ability to execute these skills effectively.
Pg. 21, Traveling	All the ~~Group 4 Extra~~ Features presented in the Style Dance will not be taken into consideration in the Free Dance.	Encourages variety and choreographic creativity Enhances technical ability Enhances audience appeal
Page 26, 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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OWNERSHIP

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SOLO DANCE – GENERAL DEFINITIONS

Timing: all steps, movements, actions must be danced in the timing of the music. For the compulsory dance/ pattern dance it is mandatory to achieve the correct timing to reach the relevant level. Timing faults will bring level down of a minimum of one and will be marked down in the components.

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, dropped chasse, crosses, runs etc.

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

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. At least two parts of the body must be used.

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

Coupèe: 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.

SOLO DANCE

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

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

- Technical content.
- Components.

The first required element performed of each type will be the one called by the Technical Panel and evaluated by the judges as the required one for the current year.

For the specific requirements for each year see Appendix 4.

COMPETITIVE WARM-UP

- Competitive warm-up shall be considered part of the event. As such, all interruption of skating rules shall apply.
- For Compulsory Dances, Style Dance, and Free Dance events, there will normally be no more than six (6) contestants assigned to each warm-up group.
- The warm-up for Compulsory Dances is 2 minutes with music or the length of a track of music. The skaters will have 10 seconds to roll down the floor and then the compulsory music will be played.
- The warm-up for Style Dance shall be four and a half minutes (4:30).
- In free dance the warm-up time is based upon the skating time allotted if time allows, plus one minute (1:00). The announcer shall inform the contestants when one minute (1:00) remains in their warm-up period.
- The next skater to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athlete.
- At the conclusion of the warm-up period the first skater will be allowed up to one (1.0) minute before they must take the floor.
- For exceptional situations regarding the number of participants and/or time limitations the ATC may decide not to apply this rule.

STYLE DANCE

- There is no limit to the number of rhythms used.
- One of the selected rhythms must be the rhythm required for the Pattern Dance Sequence. During the Pattern Dance Sequence, a change of music selection is NOT permitted.

JUNIOR AND SENIOR

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

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 40 seconds.
- Artistic sequence, maximum 40 seconds.
- Cluster sequence.
- 1 Set Cluster Sequence.
- Traveling sequence, maximum 15 seconds.
- Choreographic sequence, maximum 30 seconds.
- Choreographic Stop, maximum 15 seconds.

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

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 40 seconds.
- Artistic sequence, maximum 40 seconds.
- Traveling sequence, maximum 15 seconds.
- Cluster sequence.
- 1 Set Cluster Sequence
- Choreographic sequence, maximum 30 seconds.
- Choreographic Stop, maximum 15 seconds.

YOUTH

1. One (1) style dance of 3:00 minutes +/- 10 seconds.

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 40 seconds.
- Artistic sequence, maximum 40 seconds.
- Cluster sequence.
- 1 Set Cluster Sequence
- Traveling sequence, maximum 15 seconds.
- Choreographic Stop, maximum 15 seconds.
- Choreographic sequence, maximum 30 secs.

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

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 40 seconds.
- Artistic sequence, maximum 40 seconds.
- Traveling sequence, maximum 15 seconds.
- Cluster sequence.
- Choreographic Stop, maximum 15 seconds.
- Choreographic sequence, maximum 30 secs.

CADET

1. One (1) style dance of 3:00 minutes +/- 10 seconds.

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 40 seconds.
- Artistic sequence, maximum 40 seconds.

- Cluster sequence.
- 1 Set Cluster Sequence
- Traveling sequence, maximum 15 seconds.
- Choreographic Stop, maximum 15.
- Choreographic sequence, maximum 30 secs.

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

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 40 seconds.
- Artistic sequence, maximum 40 seconds.
- Traveling sequence, maximum 15 seconds.
- Cluster sequence.
- Choreographic Stop, maximum 15 seconds.
- Choreographic sequence, maximum 30 secs.

ESPOIR

1. Two (2) compulsory dances.
2. One (1) free dance of 2:30 minutes +/- 10 seconds.

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

- Footwork sequence, maximum 30 seconds.
- Dance Steps Sequence, maximum 40 seconds.
- Cluster Sequence.
- Traveling sequence, 15 seconds.
- Choreographic sequence, maximum 30 secs.

MINIS

1. Two (2) compulsory dances.
2. One (1) free dance of 2:30 minutes +/- 10 seconds.

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

- Dance Steps Sequence, maximum 40 seconds.
- Footwork sequence, maximum 30 seconds.
- Artistic sequence, maximum 40 seconds.
- Traveling sequence, maximum 15 seconds.
- Cluster sequence.
- Choreographic sequence, maximum 30 seconds.

TOTS

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

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

- Artistic sequence, maximum 30 seconds. To achieve the level the skater must have one of each of four (4) steps and turns confirmed: Inside Three Turn, Outside Three turn, Open Mohawk, traveling (one clockwise and one anticlockwise allowed to be performed, only one will be counted toward the level) maximum 30 seconds.
- Traveling sequence, maximum level 1, 15 seconds.
- Choreographic sequence, maximum 30 seconds.

TECHNICAL ELEMENTS

In the program element content sheet, it is mandatory to write the start time of each element (with the time starting from the first movement of the skater).

SPREAD 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.

COMPULSORY DANCES

Please refer to World Skate Artistic Dance and Solo Dance Manual for compulsory dance specifications.

The number of opening beats to be used for all dances must not exceed 24 beats of music, if this happens 0.5 points penalization will be applied.

During the competitions, the three (3) tracks of each dance must be used.

Pattern Dance Sequence

This element may consist of one or more sections of a compulsory dance, or selected steps of a compulsory dance chosen each year by the World Skate ATC and indicated in the Requirements Document.

General Rules

- Must adhere to the diagram/pattern provided by World Skate ATC.
- The BPM of the piece of music selected for the Pattern Dance Sequence inserted in the Style Dance may vary from that required, within a range of +2 / -2 BPM.
- The pattern sequence must begin to the left side of the judging panel or as indicated in the dance notes.

For example: *in compulsory dances with a required tempo of 100 BPM, the number of beats may be, for the duration of the pattern dance sequence, from a minimum of 98 to a maximum of 102 BPM.*

There can be an introduction before the beginning of the pattern dance sequence, and after the end of the pattern dance sequence, during which the tempo of the piece of music is free, but whilst skating the actual pattern dance sequence the music must keep the same range +/- 2 from the required bpm. Once

the bpm for the pattern dance sequence is decided it MUST remain constant for the entirety of the pattern dance sequence.

For example: *A piece of waltz music has an introduction with a tempo of 148 BPM; but during the skating of the Starlight Waltz the tempo must be within the range of 166 to 170 BPM (168 BPM +/- 2); remaining constant throughout the sequence; and after the pattern dance sequence is completed the tempo changes to 128 BPM.*
Refer to BPM Control Guidelines for further details.

It is mandatory to present, before the Dance competition, a certification from a teacher of music that confirms:

- The rhythms used.
- The number of BPM of the Pattern Dance Sequence(s).
- It should be specified when the music for the compulsory dance starts and when it finishes.

If the dance pattern is not placed to the left of the judges (or as required annually by request of World Skate ATC), the Technical Panel will call NO LEVEL the element.

The dance pattern MUST begin with step one (1) or the first step of the section as indicated in the requirements and MUST finish with the first step of the following section or the next step of the dance required by the rules. *If this doesn't happen Technical Panel will penalize 0.5.*

Must maintain the same steps of the dance and respect the required timing of each step. It is possible to include choreographic movements of the lower/upper body to make the performance of the dance more relevant to the required rhythm. It is important to respect the wording of the dance descriptions (see compulsory dance rules) and without changing the nature of the required movements/steps.

Levels

For the sequence of the compulsory dance inserted in the style dance and for the compulsory dances Espoir and Minis and Tots, there will be five (5) levels depending how the key points have been executed. If the compulsory dance requests two (2) sequences, the levels will be applied twice, once for each sequence.

LEVEL	SEQUENCE / SECTION	INTERRUPTION TIME	KEY POINTS
B	75%	/	/
1	100%	No more than 4 beats	1
2	100%	No more than 4 beats	2
3	100%	Not interrupted	3
4	100%	Not interrupted	4

- Level Base – 75% of sequence/section is completed.
- Level 1 – sequence/section is not interrupted more than four (4) beats in total, either through stumbles, falls or any other reason AND one (1) key point is correctly executed.
- Level 2 – sequence/section is not interrupted more than four (4) beats in total, either through stumbles, falls or any other reason AND two (2) key points are correctly executed.
- Level 3 – sequence/section is not interrupted at all, either through stumbles, falls or any other reason AND three (3) key points are correctly executed.
- Level 4 – sequence/section is not interrupted at all, either through stumbles, falls or any other reason AND four (4) key points are correctly executed.

Timing faults will bring the level down a minimum of one and will be marked down in the components.

If less than 75% of the sequence is completed by the skater, the call by the Technical Panel will be 'No Level'.

If the compulsory sequence is missed or not completed, it will be called “No Level” with no other penalty applied, however the components would not score highly.

If the compulsory sequence is skated completely out of phrase, it will be reduced one level. For example, the skater begins step 1 on beat 3 of a bar in a dance with 4/4 timing.

Pattern Dance music MUST HAVE clear rhythm (patterned recurrence of required beat) from the beginning to the end of the required steps, otherwise it will be called “No level”.

The value of the Pattern Dance Sequence will be factorized by 1.5

DANCE STEP SEQUENCE

A dance step sequence that incorporates the use of steps/skating elements/ artistic movements etc. that are aesthetically pleasing and demonstrates the skater’s natural creative skills and ability to dance to the chosen music.

Base level requirements:

- Skaters must include steps/linking steps.
- The pattern is free. It has a time limit.

Levels

Level Base – StSqB	Level 1 – StSq1	Level 2 – StSq2	Level 3 – StSq3	Level 4 – StSq4
A steps sequence that meets the basic requirements and calling specifications	Level B AND must perform 4 confirmed steps	Level B AND must perform 4 confirmed steps and must include one (1) different feature	Level B AND must perform 6 steps and must include two (2) different features	Level B AND must perform 8 steps and must include three (3) different features

Steps to be considered: cross front, cross behind, cross chassé, cross rolls, change of edge, closed or open mohawks (no heel to heel), closed Choctaws or open Choctaws.

Features

1. Steps Cluster: To be considered as a feature three (3) of the steps presented in the cluster must be confirmed.
2. Creative dance spin of two different body shapes: to be considered as feature each shape must be held for at least 2 rotations. Toe stops are allowed, and one change of foot is allowed.
3. Total of at least 3 Skating Moves to be chosen from Skating elements (a-e from Artistic Sequence) and/or Body Movements. Requirements are the same as specified for the other elements.

Clarifications

- Each kind of step listed can be presented twice but the second time must be different: foot and/or direction. Steps must be executed correctly to be confirmed.
- Change of Edge. To be confirmed the skater must perform a change from one clear edge to a different clear edge with correct inclination.
- Creative Dance Spin: the two shapes should occupy different spacial planes. Skaters are to be creative in presenting original configurations of the body. Free skating basic positions are not encouraged.
- For feature number 3: Body Movements/Skating elements should be distributed throughout the sequence with steps/turns in between. Body movements/Skating element presented one after another will be counted as only one movement/element. Body movements/skating elements performed at the beginning or at the end of the sequence while the skater/s are not skating, will not be counted.
- Jumps presented for feature 3 will be counted toward the total number of jumps allowed.
- Open or closed Choctaws and open or closed mohawks from forward to backward, and closed mohawks and closed Choctaws from backward to forward will be considered.
- Quick stops are permitted if they need to characterize the music.
- The skaters can present as many features as they like.
- There is no restriction on turns used throughout the sequence.
- For Categories with a maximum level: If the skater presents more than one extra step than required for the maximum level of the category the level will be reduced by one (1).
- Crosses and Cross Chassé are considered the same kind of step.
- A steps cluster is the sequence of at least three different kinds of steps performed one immediately after the other. The first three steps of the cluster must be different.

FOOTWORK SEQUENCE

Base level requirements:

- Skaters must include steps/linking steps.
- The pattern is free. It has a time limit depending on the category.

Levels

Level Base – FoSqB	Level 1 – FoSq1	Level 2 – FoSq2	Level 3 – FoSq3	Level 4 – FoSq4
A footwork sequence that meets the basic requirements and calling specifications	Level B AND must perform 4 turns and must include one (1) feature (chosen between feature 1 or 2 only)	Level B AND must perform 6 turns and must include two (2) different features (one of them must be feature 1 or 2)	Level B AND must perform 8 turns and must include three (3) different features	Level B AND must perform 10 turns and must include four (4) different features

Features

1. Body movements: three (3) different body movements are required; they must be one from each spatial group: High, Medium, Low.
2. Choctaws: skaters must add two (2) Choctaws, one clockwise and the other anticlockwise. Choctaws from forwards to backwards, and closed Choctaws from backward to forward will be considered. Choctaws must demonstrate correct and clear edges.
3. Cluster: To be considered as a feature three (3) of the turns presented in the cluster must be confirmed.

4. Turns on different feet: turns confirmed required for the level must be presented both on the right foot and on the left foot, or clockwise and anticlockwise for loops and travelings. They must be evenly distributed between the left foot/anticlockwise and right foot/clockwise. See Clarifications. Applicable from Level 2.

ARTISTIC SEQUENCE: FOR STYLE AND FREE DANCE

An artistic sequence incorporates the use of steps/turns/skating elements/ artistic movements etc. that are aesthetically pleasing and demonstrates the skater's natural creative skills.

Base level requirements:

- Skaters must include steps/linking steps.
- The pattern is free. It has a time limit depending on the category.

Levels

Level Base – ASqB	Level 1 – ASq1	Level 2 – ASq2	Level 3 – ASq3	Level 4 – ASq4
A footwork sequence that meets the basic requirements and calling specifications	Level B AND perform 4 turns and must include one (1) feature (chosen between feature 1 or 2 only)	Level B AND must perform 4 turns and must include two (2) different features (one of them must be feature 1 or 2)	Level B AND must perform 6 turns and must include three (3) different features	Level B AND must perform 8 turns and must include four (4) different features

Features

1. Skating elements: three (3) of the following should be inserted to be considered towards the level:
   a. Ina Bauer using a minimum of six (6) wheels, spread eagles; hackenmond.
   b. Stag jump, split jump, butterfly, fly camel.
   c. One (1) jump of one (1) rotation. The jump is not required to be in the list of free-skating coded jumps.
   d. Biellmann, inverted, ring (vertical or horizontal).
   e. Charlotte, illusion.
   f. Spin of minimum three (3) revolutions performed on one foot and an edge.

   Features must achieve the correct position to be considered, and the three (3) skating elements must each come from a different subgroup (a-f as listed) to be considered as a feature for the level.
   Appendix 2 – Skating elements

2. Choctaws: skaters must add two (2) Choctaws, one clockwise and the other anti-
   clockwise. Only Choctaws from forwards to backwards and closed Choctaws from backward to forward will be considered. Choctaws must demonstrate correct and clear edges.

3. Cluster: to be considered as a feature three (3) of the turns presented in the cluster
   must be confirmed.

4. Turns on different feet: turns confirmed required for the level must be presented both
   on the right foot and on the left foot or clockwise and anticlockwise for loops and
   travelings. They must be evenly distributed between the left foot/anticlockwise and
   right foot/clockwise. See Clarifications. Applicable from level 3.

Clarifications for Footwork & Artistic Sequence

- Turns to be confirmed and counted for the level must be executed correctly and show clear edges before and after the change of direction and cusps must be clear. Jumped turns, turns executed on the spot or turns where the skater puts the free leg on the floor during or on the exit of the turn will not be counted. Each type of turn can only be counted twice.
- Turns that can be counted toward the level are rocker, counter, bracket, traveling, loop. Each type of turn can only be counted twice.
- Three turns are considered a turn for the cluster feature, but NOT as a turn to be counted for the level.
- For feature number 1: body movements/Skating elements should be distributed throughout the sequence with steps/turns in between. Body movements/Skating element presented one after another will be counted as only one movement/element. body movements/skating elements performed at the beginning or at the end of the sequence while the skater/s are not skating, will not be counted.

- For feature number 4: loops and traveling performed on either foot in an anticlockwise direction will be considered left foot execution and loops and traveling performed on either foot in a clockwise direction will be considered right foot execution for the purpose of counting turns on different feet. It is not mandatory to perform the same type of turns in both directions, or with both feet to be considered towards the level.
- Quick stops are permitted if they need to characterize the music.
- For Categories with a maximum level of three (3) or below: If the skater presents more than one extra turn than required for the maximum level of the category the level will be reduced by one (1).
- The skaters can present as many features as they like.

Choreographic sequence

- The Choreographic sequence will have a fixed value of three (3.0) points.
- Sequence is free, where the skaters must demonstrate: the ability to skate, creativity, choreographic ability, originality, musicality, with body movements, using all the personal space.
- The technical panel will call the element, and the judges will give their QOE.
- Stops are permitted.
- The sequence can last maximum thirty (30) seconds.

Basic Requirements

- The skaters must demonstrate the ability to skate on the music and to interpret the music using technical elements such as steps, turns, arabesque, pivot, Ina Bauer, spread eagles, (not declared) one rotation jumps (included in the permitted jumps), quick spins.
- The sequence must start from a stopped position or a stop and go.

If these two requirements are not fulfilled the technical panel will not confirm the element.

CHOREOGRAPHIC STOP

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.

The Choreographic Stop is an element used by the skaters to interpret, emphasize and perform moves to emphasize the music. The skaters must demonstrate sensitivity to the music and apply their athletic, flexibility and theatrical skills to perform to the audience and judges.

- The Choreographic stop will have a fixed value of three (3.0) points.
- The skater must start from a stopped position.
- The displacement of the skater from the initial stopped position shall be of no more than an imaginary circle within a range of 5m diameter from the initial place of stop.
- The sequence must be maximum of 15 seconds.

- The skaters have all the freedom for using sequences of steps; small jumps; rotational movements; acrobatic movements; aesthetic movements, flexibility movements, dance moves and so on.
- The technical panel will call the element, and the judges will give their QOE.

Clarifications

- The elements used for the Choreographic stop will not count for the dance limitations (like jumps, spins, laying on the floor).
    - Jumps: Choreographic (non-codified jumps) of up to one rotation are allowed. They should not be performed with a prolonged preparation or exit like in free skating.
    - Spins: Creative spins are allowed on the toe stop.
    - Laying on the floor: The skater is free to be in contact on the floor during the execution of the element. Be aware that the more time on the floor, the less time to show a variety of skills.

CLUSTERS SEQUENCES

Base level cluster requirements:

- The skater must introduce two (2) set of clusters separated by steps or two feet turns (no one foot turns). Each set must be of at least three (3) turns (dependent on the category).
- Each set must start with at least three (3) different turns. Change of edges are always allowed except after the difficult entry.
- Both sets must be different: it is possible to use the same turns in the two sets but in a different order.
- For base level the presentation of the element with the above requirements is mandatory, even if the turns are not confirmed.

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. Difficult entries in both sets.
    a. Difficult entries can be Choctaw, Ina Bauer (using a minimum of six (6) wheels) OR Spread Eagle, Jump of one (1) complete rotation.
    b. The difficult entries for each set must be different.
    c. Only Choctaws from forwards to backwards and closed Choctaws from backward to forward will be considered will be considered.

2. 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. They cannot be executed at the end or at the beginning of the sets they must be executed during or between the turns.
3. Different feet: one set must be executed on the right foot and one set on the left foot.

Clarifications

- If the 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 can 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.
  i.e. 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.
- Skaters may execute up to 4 turns in each set.
- The skaters can present as many features as they like.
- Traveling as a turn for the cluster will only be considered once for the entire element.
- Three turns as a turn for the cluster will only be considered once for the entire element.
- One rotation jump used as a difficult entry are counted within the maximum allowed jumps in the program.

For difficult entries:

- The difficult entries must precede immediately the first turn of the set. In the second sequence, the difficult entry must be the step preceding the first turn of the second sequence.
- Spread Eagles/Ina Bauer as difficult entries must maintain the characteristics of the step until the entry of the first turn of the set, otherwise the feature will not be considered. It is not possible to execute a change of edge before the first turn.
- Jumps. They must be very clear to be considered as difficult entries, and the turns of the set must begin immediately after the edge is taken.
- 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.

ONE SET CLUSTER

Base level cluster requirements:

- The skater must introduce one (1) cluster. The set must be of at least three (3) turns.
- The set must start with at least three (3) different turns. Change of edge is allowed in between all the turns except after the difficult entry.
- For base level the presentation of the element with the above requirements is mandatory, even if the turns are not confirmed.

Levels

Level Base – 1SClSqB	Level 1 – 1SClSq1	Level 2 – 1SClSq2	Level 3 – 1SClSq3	Level 4 – 1SClSq4
A cluster sequence that meets the basic requirements and calling specifications.	Level B and three (3) confirmed turns AND must include one (1) feature.	Level B and three (3) confirmed turns AND must include two (2) different features.	Level B AND the skater must perform four (4) confirmed turns AND must include three (3) different features.	Level B AND the skater must perform five (5) confirmed turns AND must include three (3) different features.

Features

1. Difficult entry.
    a. Difficult entries can be Choctaw, Ina Bauer (using a minimum of six (6) wheels) OR Spread Eagle, Jump of one (1) complete rotation.
    b. Only Choctaws from forwards to backwards and closed Choctaws from backward to forward will be considered.
2. Body movements: skaters must present two (2) body movements: The two (2) body movements must be from spatial different groups. They cannot be executed at the end or at the beginning of the sets they must be executed during or between the turns. They cannot be executed one after the other without a turn or feature in between.
3. Jump: One (1) rotation jump in between turns. Landing edge must be clear and stable to allow the correct execution of the following turn/s. This feature cannot be used if Jump was performed as difficult entry. Use of the toe-stop is not allowed in take-off or landing.
4. Loop: a confirmed loop execution in a fluid motion.

Clarifications

- If the 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 can 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.
- Skaters may execute up to 5 turns.
- The skaters can present as many features as they like.

- Traveling as a turn for the cluster will only be considered once for the entire element.
- Three turn is not allowed.
- One rotation jump used as a difficult entry or as feature number 3 are counted within the maximum allowed jumps in the program.

For difficult entries:

- The difficult entries must precede immediately the first turn of the set.
- Spread Eagles/Ina Bauer as difficult entries must maintain the characteristics of the step until the entry of the first turn of the set, otherwise the feature will not be considered. It is not possible to execute a change of edge before the first turn.
- Jumps. They must be very clear to be considered as difficult entries, and the turns of the set must begin immediately after the edge is taken.
- 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.

TRAVELING SEQUENCES

Base level traveling requirements:

- Two (2) sets of two (2) 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 of at least two (2) rotations 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 first set of 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.
   iii. Choctaw: only Choctaws from forwards to backwards and closed Choctaws from backward to forward will be considered 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 or bent lateral (at least 45-degree angle from the vertical).

Group 4 – Extra features (For categories Cadet, Youth, Junior and Senior ONLY)
Confirmed extra features will be awarded a bonus percentage of the value of the element as indicated below.

a. Third traveling set (+1.1).
    i. Must be presented third in the sequence of travelling.
    ii. Must be of at least the number of rotations required for the maximum level of the category.
    iii. Must be of minimum three (3) rotations.
    iv. Must be executed within the fifteen (15) seconds allowed.
    v. 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.
    vi. Different feet feature from Group 1 can be executed between the second and third set.
    vii. Change of direction required can be executed between the second and third set.
b. Continuous motion of the free leg (+1.0). Movement needs to start within the first complete revolution and finish during the last revolution.
c. Core of body is shifted from vertical axis laterally or torso twisted at least 45 degrees (+1.7).
d. Free leg in a static position. For this position the free foot should be higher than the hip. The position can be reached with the help of a hold. (+1.3)
e. Changing the level of the skating leg (knee) with a continuous wave motion (+2.0). Movement needs to start within the first complete revolution and finish during the last revolution.

All the Features presented in the Style Dance will not be taken into consideration in the Free Dance.

Appendix 1 – Traveling features.

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.
- Difficult entries used MUST be different than the ones used for cluster.
- Features from groups 2 and 3, will not be considered in the execution of extra features b, c, d and e. Even if the extra feature is attempted but not confirmed.

LIMITATIONS

Dance spin: a maximum of two (2) dance spins, with a minimum of two (2) rotations (less than two rotations is not considered a spin), including the ones presented within technical elements. Spins are not allowed in the Footwork Sequence.

Dance jumps: a maximum of two (2) jumps of one (1) rotation (no more than one rotation in the air), All the jumps shall not be considered as elements of technical value. The required jumps used as features of the technical elements will be counted in the two (2) allowed. Jumps are not allowed in the Footwork Sequence.

Stop: a stop is considered when the skater 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 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.

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
SEQUENCES/ SECTIONS OF PATTERN DANCE	-3	-2	-1	Base	+1	+2	+3
Quality/ correctness of edges/ steps/ turns for the whole pattern dance element	40% or less clean edges/steps/ turns with many errors	50% clean edges/steps/ turns with 2 major errors	60% clean edges/steps/ turns with 1 major error	75% clean edges/steps/ turns with no major error	80% clean edges/steps/ Turns with no major error	90% clean edges/step/ Turns with no major error	100% clean edges/step/ turns
Depth of edges	Very flat	Generally flat	Some flats	Shallow	Good curves	Deep	Very deep
Correct tracking and restart and its repetition (if required)	40%	50%	60%	75%	80%	90%	100%
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
FOOTWORK SEQUENCES INC. ARTISTIC SEQUENCE & DANCE STEPS SEQUENCE	-3	-2	-1	Base	+1	+2	+3
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
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%
Pattern & distribution	Very poor pattern and/or large sections without steps/turns	Poor in pattern and/or multiple errors in distribution	Basic pattern and/or at least one noticeable distribution error	Limited variations in pathways and/or some illogical distribution	Some varied pathways and consistent distribution	Many variations in pathways, and logical distribution	Intricate pattern with logical & even distribution throughout
Musicality	No musicality	Poor in musicality	Some musicality	Moderate musicality	Good musicality	Very good musicality	Clever and exquisite
Management of skating elements (for artistic sequence)	Struggling or uncontrolled	Awkward, some lack of control	Labored/ variable	Generally, correct with some flow and control	Correct and controlled, with flow	Strong, controlled and stylish	Effortless, clever and exquisite
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
CLUSTER/ONE SET 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
Connecting steps footwork	Completely uncontrolled or poor variety	Some lack of control and wide stepping, limited variety	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish	Clever and exquisite
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
Musicality	No musicality	Poor in musicality	Some musicality	Moderate musicality	Good musicality	Very good musicality	Clever and exquisite
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
Connecting steps footwork	Completely uncontrolled	Some lack of control and wide stepping	Labored/ variable	Sure/clean	Smooth/ neat	Very good and stylish and fast transition	Clever and exquisite and fast transition
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 position	Good control and position	Very good control and position	Clever and very controlled position
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 with both sets	Perfect harmonious relationship with music in every turn, step & feature.
ASPECTS	VERY POOR	POOR	MEDIOCRE	ACCEPTABLE	GOOD	VERY GOOD	OUTSTANDING/ EXCELLENT
CHOREO SEQ/STOP	-3	-2	-1	Base	+1	+2	+3
Timing, 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
Steps, turns (Choreo Seq. only)	Very flat, shaky, stumble	Generally flat and hesitant	Some flats and variable stability	Shallow but stable	Good curves and secure	Strong confident	Deep and quite bold
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, movements choreographed with the music.	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
Pattern (Choreo Sequence only)	Straight with minimal coverage	Minimal coverage in a one directional pathway	Adequate coverage with multiple pathways	Adequate coverage, some varied pathways and directions	Good coverage, multidirectional of variety of pathways	Comprehensive coverage, direction, and pathway	Expansive, intricate use of pathways in all directions

Clarifications

- 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.
- For compulsory dance: if the skater changes (i.e. does not attempt the correct execution of the step as described in the dance book and replaces it with any other step) the judges must give negative QOE.
- For footwork sequences 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.
- In addition to the aspects listed in the table above judges should consider the quality of execution of all features and originality in the elements.

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:

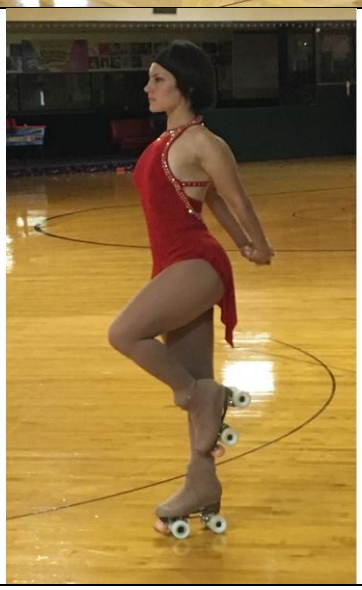
BY THE REFEREE

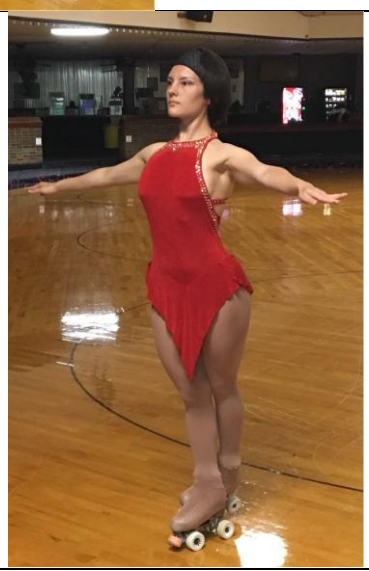
Style dance: wrong rhythm, rules on the music for the compulsory dance not achieved, incorrect theme.	1.0 point
No correct BPM for the Style Dance Pattern sequence	1.0 point
Kneeling or laying on the floor more than twice or more than maximum five (5) seconds (including beginning and end)	1.0 point
Stopping more than twice or for more than maximum eight (8) seconds (excluding beginning and end)	1.0 point
Costume violation (with opinion of judges)	1.0 point
Time of the program less than the minimum or more than the maximum.	0.5 point each 10 secs or part thereof
The time from the start of the music and the first movement is more than 10 seconds	0.5 point
Music with inappropriate or expletive lyrics in any language or spoken words (narration) in violation of the General Rules	1.0 point
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5 point
Entry and exit the floor not respecting the time allowed.	0.5 point
Falls For each fall after the second the penalty will increase by another 0.3 (Tots, Minis) and 0.5 (Espoir to Senior) For example, in Espoir to Senior: 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	1.0 point for first and second fall Incremental penalty increases for each subsequent fall after the second: +0.3 For Tots and Minis +0.5 Espoir to Senior

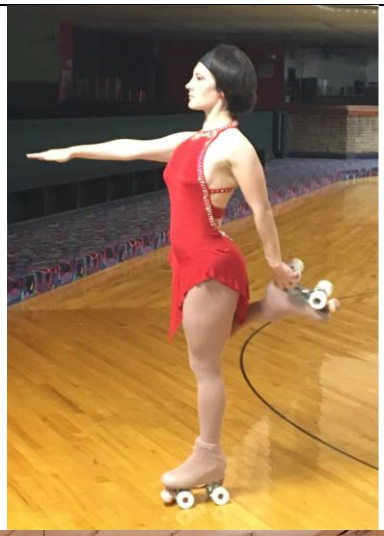
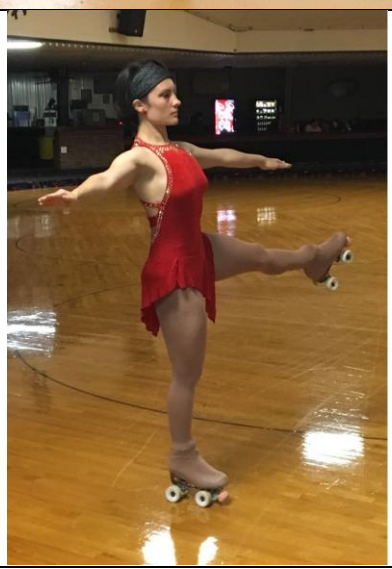
BY THE TECHNICAL PANEL

Missing mandatory element	1.0 point
Illegal elements	1.0 point
Compulsory dance: the number of opening beats to be used for all dances must not exceed 24 beats of music	0.5 point
Pattern Dance: the first step of the following section or the next step of the dance required by the rules is not executed correctly.	0.5 point

APPENDIX 1 - Traveling features examples

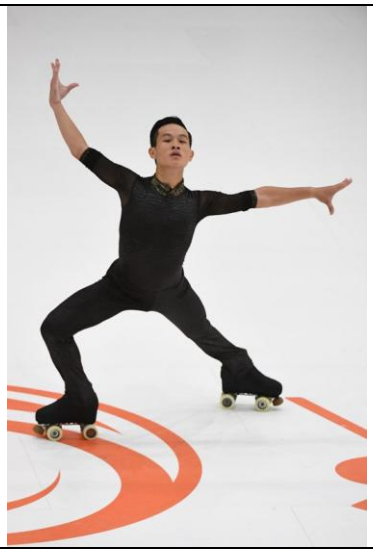
Elbow(s) at least at the same level or higher than the shoulder (hand(s) could be above the head, at the same level as the head, or lower than the head).	 
Clasped hands behind the back and far from it.	

Straight arms clasped in front & extended away from the body (between the waist and chest level and lower that the level of shoulder).	
Arms: one behind and the other infront like a screw.	
Free leg crossed in front or behind under the knee line (pirouettes).	 

Free skate wheels held by one hand.	 
High free leg stretched lateral at least 45-degree angle from the vertical).	

APPENDIX 2 – Skating Elements Examples

A. Ina Bauer using a minimum of six (6) wheels, spread eagles:





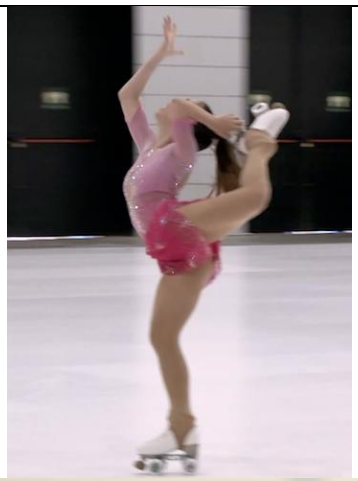
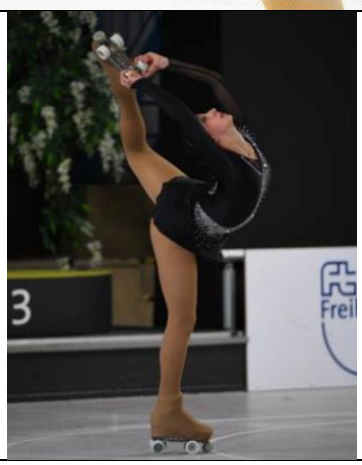
B. Stag Jump, Split Jump, Butterfly, Fly Camel:





C. Jump

D. Biellmann, inverted, ring (vertical or horizontal):

	Inverted: this is Camel position but with the body face up (in inverted position). Shoulders should be at the same distance from the floor and at the same height as the hips. Free leg position must be held in place no lower than the height of the shoulders to create an arched position.
 	Ring position:-position with the free leg held. The position must be resembling a “donut”, with the foot and knee of the free leg at the same height as the head. The position can be vertical or horizontal.
	Biellmann: 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 use of the toe stop is allowed. The degrees between the back and the hamstring of the free leg must be less than 90.

E. Charlotte, Illusion

	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. Illusion: from the camel position the skater drops the torso and lifts the free leg while rotating. The body should remain in a straight line from head to toe.

F. Dance Spin

APPENDIX 3 - TECHNICAL PANEL ROLES (PROTOCOL) AND GUIDELINES

- 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 (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.
- 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 features on the elements.
- 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 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.
- 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.

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 TS 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.

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.

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: "*Cluster Sequence*") that refers to the oral formula that should be used by the TP.

PRE-CALLS AND CALLS

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. This will help the DO's function.
- 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 groups of items that should be pre-called and the acronym they have on the program element content sheets are the following:

ELEMENT	ACRONYM
Pattern dance sequence	Depends on the dance
Cluster sequence 1 Set Cluster sequence	ClSq 1SClSq
Traveling sequence	Tr
Footwork sequence	FoSq
Artistic sequence	ASq
Dance Step Sequence	DStSq
Choreographic sequence	ChSt
Choreographic pose	ChP

There are some ways to make a pre-call:

- "*First Element ... Traveling sequence"*.
- "*Next element... Cluster sequence*".

Calls

This is the validation of an element by the TS. It may be complete, partial, increased or devalued, in accordance with the provisions of the regulations. The action of validating an item will therefore be known as "calling".

The TP will call the start of the element and begin to count in accordance with the time as transcribed on the program element content sheet or once the TS recognizes that the sequence has begun. The TS will stop calling when the CTR

calls *'Time'* or when it is evident that the element is complete and a transition to another element has begun.

Regarding the timing: the TP will allow anywhere up to and within the maximum seconds. For example, for up to 40 seconds, it will be accepted anywhere up to 40.59sec.

Pattern dance sequence

To call the patter dance sequence:

For compulsory dances the specialist will call *"start"* at the first movement of the skater.

For compulsory and style dance: "*start sequence"* (when the step number 1 is executed) + "yes" (correct execution of the KP) / "no" (not correct execution of the KP) for each one of the four (4) key points of the first sequence + "*level xx*" + "yes" (correct execution of the KP) / "no" (not correct execution of the KP) for each one of the four (4) key points of the second sequence + "*level xx*".

Note: to confirm a KP, all the KP must be confirmed, this means turns, edges, timing, number of beats and location on the pattern.

PART OF THE CALL	DETAILS
Number of the sequence	• 1 • 2
Key points executed	• Yes • No
Level of the sequence	• NL • 1 • 2 • 3 • 4

Examples

- QSS1L1: "*sequence 1, Yes, No, No, No, Level 1*"
- TDS2L3: "*sequence 2, Yes, No, Yes, Yes, Level 3*"

Footwork Sequences

Footwork sequence: start + level.

The start is called: "*start element*" or *"start footwork"* (if no pre-call it might be helpful to use the name of the element). At the end, the level is called: "*level …"*.

During the element, it is possible to confirm the features and call the turns, but be consistent, if you start to do it, do it for all programs and the whole competition.

To call a footwork sequence, the first step is to organize with your TP who is going to check what.

For the turns executed by the skater the TS has options depending on their experience:

- Calls the turns confirmed: type, foot, direction.
- Calls “yes” for turns confirmed and “no” for turns not confirmed.

For the features, the TP calls the feature + confirmed.

Whatever the method chosen, it should be consistent and communicated with the DO and the TP prior to the beginning of the event/competition.

TURN/FEATURES	ACRONYM
Counter	CT
Rocker	RK
Bracket	BK
Three turn	3T
Loop	Lo
Travelling	Tr
Choctaw	Cw
Right / clockwise	R
Left / anti clockwise	L
Body movement	BM
Cluster	Cl
Different feet	DF
Confirmed	C
Not confirmed	NC
Fall	X

PART OF THE CALL	DETAILS
Turns + feet	• Three turn (only if it is in a cluster) • Bracket • Counter • Rocker • Left • Right
Turns + direction	• Loop • Traveling • Clockwise • Anti-clockwise (anti)
Features	Will be called once the characteristics are achieved. For example, 2 Choctaws are performed, from forward to backwards, one clockwise and the other anticlockwise; 3 body movements from different groups, etc. • Choctaw • Body movements • Cluster • Different feet

	• Skating Elements • Steps Cluster • Creative Dance Spin • Skating Moves/Body Movements
Confirmation	• Confirmed: the turn / feature meets the mandatory characteristics to be confirmed. • Not confirmed: the turn / feature characteristics / required number have not been reached.

Artistic Sequence

Artistic sequence: start + level.

The TS uses the same protocol as the footwork sequence changing feature body movements to skating elements.

The start is called: "*start element*" or *"start artistic sequence"* (if no pre-call it might be helpful to use the name of the element). At the end, the level is called: "*level …"*.

During the element, it is possible to confirm the features and call the turns, but be consistent, if you start to do it, do it for all programs and the whole competition.

Dance Step Sequence

Dance Step sequence: start + level.

The TS uses the same protocol as the footwork sequence

The start is called: "*start element*" or *"start dance steps sequence"* (if no pre-call it might be helpful to use the name of the element). At the end, the level is called: "*level …"*.

During the element, it is possible to confirm the features and call the turns, but be consistent, if you start to do it, do it for all programs and the whole competition.

Choreographic sequence / Pose/ Stop

Choreographic sequence: start + confirmed/not confirmed.

The start is called: "*start element*" or *"start choreo"* (if no pre-call it might be helpful to use the name of the element). At the end, the element is confirmed or not confirmed with the oral transcription: "*choreo confirmed*".

Cluster sequence / 1 Set Cluster Sequence

Cluster sequence: start + level.

The start is called: "*start element*" or *"start cluster"* (if no pre-call it might be helpful to use the name of the element). At the end, the level is called: "*level …"*.

During the element, it is possible to confirm the features and call the turns, but be consistent, if you start to do it, do it for all programs and the whole competition.

Traveling sequence

Traveling sequence: start + level.

The start is called: "*start element*" or *"start traveling"* (if no pre-call it might be helpful to use the name of the element). At the end, the level is called: "*level …"*.

During the element, it is possible to confirm the features and count the rotations, but be consistent, if you start to do it, do it for all programs and the whole competition.

REQUEST AND VISUALIZE REVIEWS

- The request for a review must be made to avoid overlapping. First, the AS can ask for a review and then, if not requested, the CTR can do it if he/she has doubts or if the AS calls review on a particular part of the element and the CTR wishes to review a different part.
- To request a review, it is necessary to wait until the skater finishes the item 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.
- 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 cluster sequence for difficult entry*"
- "*Review on pattern dance sequence 1 for timing*"
- "*Review for the calling*"
- "*Review for checking body movements*".

Managing the 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 second set of the cluster sequence for the turns, normal speed, please."*

Rules to Visualize 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: traveling with a review for three turns, cannot end up being a review on number of revolutions, 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 or slow speed.
- All the other elements in dance: *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. 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. However, there is the possibility that a pre-call does not correspond to the element group that the skater performs. In this case, the TS or the CTR must correct such pre-call. Example: when a pre-call is 'cluster sequence' but the skater performs a 'traveling sequence', and there is no correction on the group of elements, the CTR must alert the DO pointing on the screen in the correct box group or saying, "*this is a traveling sequence*".
- The DO, with assistance from the CTR, should enter the dance element 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.

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: "*cluster sequence*"
c. Element called with level or confirmation: "*traveling sequence level 2*" or "choreographic *sequence confirmed*".
d. Possible cancellations of the box (*) which are indicated in the rightmost column.

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

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".

SPECIFIC PROCEDURE FOR COMPULSORY DANCE

Procedure used to deal with irregularities in the bpm

The BPM control process will be carried out using three methods that will be executed during the warm-ups with music:

1. Digital beat measurement
2. Computerized speed control
3. Manual beat measurement (metronome).

For more information, please consult the BPM control guidelines document hosted on the World Skate website.

Note: To increase the speed of a song to adapt it to the rhythm of the compulsory dance selected each season, it is recommended that the speed change does not exceed 10% of the original value to ensure optimal audio quality.

SPECIFIC PROCEDURE FOR STYLE AND FREE DANCE

- If a mandatory element is omitted or it has not even been attempted, the skater will be penalized by the TP for “missing mandatory element”.
- All items executed after the program maximum time is reached will be called by the TP but if the Ref blows their whistle, the elements called afterwards will be invalidated with symbol (*).
  - If the whole element was performed out of time limit: ClS*.
  - If a part of the element was performed out of time limit, the TP must stop counting features and give the level based on the executed before the end of the time.

TECHNICAL SPECIFICATIONS FOR CLUSTER SEQUENCE

A Cluster sequence is made up of two sets of a minimum of three (3) one-foot turns per set executed on the same foot. The skater is allowed to do steps, or two feet turns between the two sets of clusters that make up the Sequence.

A One (1) Set Cluster Sequence is made up of a minimum of three (3) one-foot turns. A Jump of one (1) complete revolution is permitted throughout the sequence.

- Change of edges are always allowed except after the difficult entry.
- Turns to be confirmed, must show clear edges before and after the change of direction and cusps must be clear. Jumped turns or turns executed on the spot will not be counted.
- If the 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.
  i.e. 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.
- If the turn limit is reached the technical panel will not consider excess turns.
- Technical Panel is not allowed to review the cluster element in slow motion.

CLUSTER FEATURES

Difficult entries: for the feature of difficult entry to be confirmed the position must have a significant impact on the balance, control, and execution, so that in effect, it makes the element more difficult to achieve. If there is a change of foot, prolonged rolling on one or two feet or other correction of balance between the difficult position and the commencement of the cluster the difficult entry will not be confirmed.

- The difficult entries must precede immediately the first turn of the set. In the second sequence, the difficult entry must be the step preceding the first turn of the second sequence.
- Spread Eagles OR Ina Bauer as difficult entries must maintain the characteristics of the step until the entry of the first turn of the set, otherwise the feature will not be considered. It is not possible to execute a change of edge before the first turn.
- Difficult entries do not have a 'time' that they must be held, but they must be clearly recognizable by the technical panel.
- Difficult entries must be different to those used in traveling. If the skater repeats the same type of difficult entry the specialist will call the entry with the word "used" and the feature will not be counted.

Body movements: They cannot be executed at the end or at the beginning of the sets, they must be executed during or between the turns.

- They must be from different spatial groups as outlined in the Artistic Impression doc.

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

- For loops and travelings in the cluster, rotational direction is not important rather the right or left foot.

REASONS TO REDUCE THE LEVEL OF THE CLUSTER

The technical specialist may reduce the level of the call by one in the following circumstances:

- If there is a full stop before the second sequence.
- Pushing with toe-stop to gain speed during the steps-turns in between sets.

Note: Regardless of the number of cumulative errors noted above, the Technical Panel cannot reduce the element lower than level Base.

CLUSTER SEQUENCE "NO LEVEL"

A cluster sequence is to be called no level if the technical specifications are not met, reasons for a cluster to be called no level:

- A cluster with less than 3 turns executed on each set.
- A cluster where the same turns are repeated in the same order in both sets regardless of the foot, edge or direction they are executed.

TECHNICAL SPECIFICATIONS FOR TRAVELING SEQUENCE

A traveling sequence is made up of two sets of rapid, continuous, multirotational one-foot turns. Each set is minimum of two (2) rotations (720 degrees)

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 can 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.
- 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. The controller will time the sequence and call *'time'* when the maximum time is reached.
- Features from Group 2 or Group 3 can be presented during the third set of traveling (Group 4a). One of these additional features may be included in the features to get the level.
- For features Group 3c (High free leg stretched lateral) & 4e (Changing the level of the skating leg (knee) with a continuous wave (up/down) motion): The technical panel should be more lenient on reducing the level for the presence of three turns.

TRAVELING FEATURES

- 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.
- If the skater repeats in the free dance a feature used in the style dance the technical panel will call the feature with the word 'used' and the feature will not be counted

Difficult entries: difficult entries must immediately precede the entry of the traveling.

- The feature difficult entry is to be considered just for the first set.
- Spread Eagles OR Ina Bauer as difficult entries must maintain the characteristics of the step until the entry of the first turn of the set.

- If there is a change of foot, prolonged rolling on one or two feet or other correction of balance between the difficult entry and the commencement of the traveling the difficult entry will not be confirmed.
- Difficult entries do not have a 'time' that they must be held, but they must be clearly recognizable by the technical panel.
- Difficult entry used MUST be different than those used for cluster sequence. If the skater repeats the same type of difficult entry the specialist will call the entry with the word "used" and the feature will not be counted.

REASONS TO REDUCE THE LEVEL OF THE TRAVELING

The technical specialist may reduce the level of the call by one (1) in the following circumstances:

- 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 Level Base.
- If there is a full stop in between the sets.
- Pushing with toe-stop before the traveling starts or during the steps-turns in between set.
- Not executing at least 2 steps in between sets.

TRAVELING SEQUENCE "NO LEVEL"

A traveling sequence is to be called no level if the technical specifications are not met. Reasons for a traveling to be called no level:

- A traveling with less than 2 revolutions in any or both sets.
- A traveling on 2 feet.

TECHNICAL SPECIFICATIONS FOR FOOTWORK AND ARTISTIC

TECHNICAL PANEL PROTOCOL DURING THE FOOTWORK SEQUENCE

- TS: calls the start of the sequence with the formula "*start element*". During the development of the element the TS count the number of turns performed and the foot/direction in which they have been executed. If one turn is confirmed, it will be counted on one hand or another (as appropriate) but if not confirmed it will not be marked. If a skater executes the same turn three times and all three are confirmed, only the first two will be considered. In addition, the TS will call the "cluster" as soon as it is seen with the oral code: "*cluster confirmed*". At the end of the element the TS will call the level considering the contributions that CTR and the AS can make about the features they have to monitor during the item.
- CTR: activate the stopwatch at the same moment the TS calls the start of element. The CTR will check all the turns and the foot/direction in which have been executed and check the presence of all kinds of features. When the stopwatch has exceeded the time allowed, the CTR will announce it with the oral code: "*time*". At that point, the Footwork Sequence will stop being evaluated.

- AS: will call the start of the element if the TS has not. During the execution of the item, must confirm features 1 and 2 (Choctaw and body movements) as soon as it is executed with oral code: "Choctaws confirmed" and "body movements confirmed".
- Technical Panel is not allowed to review the element in slow motion.

CONFIRMING TURNS

Turns that can be counted towards the level are rockers, counters, brackets, loops, and traveling's except in Tots where the turns/steps that can be counted towards the level are: inside three turns, outside three turns, open mohawks, and cross in front. To be confirmed and counted towards the level the following must be met:

- Turns/steps must be recognizable, executed correctly and on clear and correct entry and exit edges.
- Jumped turns will not be counted.
- Turns executed on the spot will not be counted.
- Each type of turn/step can only be counted twice.
- If the skater puts the free leg on the floor during or at the exit of a turn, this turn will not be counted.

FOOTWORK FEATURES

Body movements (footwork sequence): it is necessary to present three (3) confirmed body movements for the feature to be granted.

- The three body movements presented must be clear and come from different spatial groups (High, Medium & Low) as outlined in the Artistic Impression document.
- Body movements performed at the beginning or end of the sequence whilst the skaters are stationary are not to be considered.
- The body movements should be spaced throughout the sequence with at least one (1) step or turn in between. Body movements presented one after the other are to be counted as one movement, and in this case the spatial category of the movement can be determined as the one that favors the skaters for confirmation of the feature.

Skating elements (artistic sequence): features must achieve the correct position to be considered.

- The three (3) skating elements must each come from a different subgroup (a-f as listed) to be considered as a feature for the level.
- Skating elements performed at the beginning or end of the sequence whilst the skaters are stationary are not to be considered.
- The skating elements should be spaced throughout the sequence with at least one (1) step or turn in between. Skating elements presented one after the other are to be counted as one, and in this case the category of the element can be determined as the one that favors the skater for confirmation of the feature.
- There is no set 'time' that the skating element must be held, although the position needs to be clearly recognizable and in the correct position to be considered.

Choctaws: skaters must have confirmed (2) Choctaws.

- One Choctaw must be clockwise and the other anticlockwise. Rotational direction is determined by the exit edge of the Choctaw.
- Only Choctaws from forward to backward and closed Choctaws from backward to forward will be considered.
- Choctaws MUST have a clear edge on entry and exit to be considered.

Cluster:

- It is not necessary to present three consecutive turns. Example: if the skater performs a cluster with 4 turns and the third is not confirmed but the other three are confirmed then the cluster will be confirmed.
- The turns of the cluster are included in the ones required for the level.

Different feet:

- There must be a balance, depending on the level of the element, in the number of turns made with the right foot or clockwise direction (only for loops and travelings) and the left foot or anticlockwise direction (only for loops and travelings).
- Example: if a skater executes 4 turns with the right foot/clockwise direction and 3 turns with the left foot/anticlockwise direction, the feature "different feet" will be considered for level 2, but not for level 3 as they would be needed 4 and 4.
- For Footwork and Artistic sequence this feature will not be effective with a 2-2 formula because for level 1 and level 2, feature type 1 or type 2 (body movements/skating element or Choctaws) is mandatory.
- Loops and traveling performed on either foot in an anticlockwise direction will be considered left foot execution and loops and traveling performed on either foot in a clockwise direction will be considered right foot execution for the purpose of counting turns on different feet.
- It's not mandatory to perform the same type of turns in both directions (except for level 4), or with both feet to be considered towards the level.

REASONS TO REDUCE THE LEVEL OF FOOTWORK

The TS may reduce the level of the call by one (1) in the following circumstances:

- For Categories with a maximum level of three (3) or below: If the skater presents more than one extra turn than required for the maximum level of the category.

Note: regardless of the number of cumulative errors noted above, the TP cannot reduce the element lower than level Base.

FOOTWORK SEQUENCE/ARTISTIC/CHOREO SEQUENCE 'NO LEVEL'

A Footwork, Artistic or Choreo sequence is to be called no level if the technical specifications are not met. Reasons for a no level call:

- For Choreo Sequence: if the sequence does not start with a stop or a stop and go.
-

TECHNICAL SPECIFICATIONS FOR DANCE STEPS SEQUENCE

TECHNICAL PANEL PROTOCOL DURING THE DANCE STEPS SEQUENCE

- TS: calls the start of the sequence with the formula "*start element"*. During the development of the element the TS count the number of steps performed by calling the name of the type of step and confirmed or not confirmed. In addition, the TS will call the features as soon as they are seen. The TS may call upon the assistant to help with checking of features. At the end of the element the TS will call the level considering the contributions that CTR and the AS can make about the directional rules and features, they must monitor during the item.
- CTR: activate the stopwatch at the same moment the TS calls the start of element. The CTR will check all the steps and the foot/direction in which have been executed and check the presence of all kinds of features. Remember Choctaws and mohawks forward to backward and backward to forward are different or other steps performed both backward and forward are different. Cross rolls, Crosses and crossed chasses will be considered by the foot that strikes the exit edge of the step (like how the steps are written in the dance book i.e. XR RFO). When the stopwatch has exceeded the time allowed, the CTR will announce it with the oral code: "*time*". At that point, the dance steps sequence will stop being evaluated.
- AS: will call the start of the element if the TS has not. During the execution of the item, confirms body movements/skating elements feature as soon as it is executed with oral code: "elements confirmed".
- Technical Panel is not allowed to review the element in slow motion.

CONFIRMING STEPS

Steps that can be counted towards the level are: cross chassé, cross rolls, cross in front and cross behind, change of edge, closed or open mohawks (no heel to heel), closed Choctaws or open Choctaws.
To be confirmed and counted towards the level the following must be met:

- Steps must be recognizable, executed correctly and on clear and correct entry and exit edges.
- Steps executed on the spot will not be counted.
- Each type of step can only be counted twice.
- If the skater puts the free leg on the floor during or at the exit of a turn, this turn will not be counted.
- Cross rolls: should be clear and not tightly crossed like a cross front. Rather they should roll with clear change of inclination on correct edges.
- Change of edge: Can be fast but there should be a clear change of inclination to confirm.

REASONS TO REDUCE THE LEVEL OF FOOTWORK

The TS may reduce the level of the call by one (1) in the following circumstances:

- For Categories with a maximum level of three (3) or below: If the skater presents more than one extra step than required for the maximum level of the category.

Note: regardless of the number of cumulative errors noted above, the TP cannot reduce the element lower than level Base.

PENALIZATIONS

MISSING MANDATORY ELEMENT

When the skater has not included in his program a mandatory element.

ILLEGAL ELEMENT

An illegal element is when a skater includes an element that is expressly prohibited in the program.

These elements will be, technical elements not included in the elements of the year of competition and the elements mentioned on chapter 5, limitations.

Example: for the footwork sequence ONLY: one (1) rotation jumps and/or spins are not allowed in this sequence and will be considered an illegal element. If this happens the technical panel will apply a deduction of 1.0.

Example: for the artistic sequence and one foot cluster: an extra jump, in respect to a selected jump as a feature, will be considered an illegal element and will be penalized with a deduction of 1.0.

OPENING BEATS

Compulsory dance: the number of opening beats to be used for all dances must not exceed 24 beats of music.

APPENDIX 4 - 2026 WORLD SKATE SOLO DANCE REQUIREMENTS

SENIOR					
Style Dance					
Rhythm	Choreo Stop	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Swing Medley	Yes	Yes	Yes	Yes	Quickstep
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Choreo Sequence	Cluster	Travelling
Yes	Yes	-	Yes	Yes	Yes

JUNIOR					
Style Dance					
Rhythm	Choreo Stop	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Musical	Yes	Yes	Yes	Yes	Italian Foxtrot Steps 16-32
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Choreo Sequence	Cluster	Travelling
Yes	Yes	-	Yes	Yes	Yes

YOUTH					
Style Dance					
Rhythm	Yes	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Rock Medley	Choreo Stop	Yes	Yes	Yes	Sweet Tango Steps 1-20
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Choreo Sequence	Cluster	Travelling
Yes	Yes	-	Yes	Yes	Yes

CADET					
Style Dance					
Rhythm	Choreo Stop	Artistic Sequence	Travelling	One Set Cluster	Compulsory
Classic Medley	Yes	Yes	Yes	Yes	Terenzi Waltz Steps 1-19
Free dance					
Dance Steps Sequence	Footwork Sequence	Artistic Sequence	Choreo Sequence	Cluster	Travelling
Yes	Yes	-	Yes	Yes	Yes

	ESPOIR				
Compulsory	Swing Foxtrot	Roller Samba			
Free Dance	Dance Steps Sequence	Cluster Sequence	Travelling	Choreo Stop	Choreo Step
	Max. Level 2	Max. Level 2	Max. Level 3	-	Yes

	MINIS				
Compulsory	Skaters March	Olympic Foxtrot			
Free Dance	Dance Steps Sequence	Cluster Sequence	Travelling	Choreo Stop	Choreo. Step
	Max. Level 2	Max. Level 1	Max. Level 2	-	Yes

	TOTS			
Compulsory	City Blues			
Free Dance	Artistic Sequence	Travelling	Choreo Stop	Choreo. Step
	Max. Level 1	Max. Level 1	-	Yes



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