RULES FOR
ARTISTIC SKATING COMPETITIONS
PRECISION
By World Skate Artistic Technical Commission

WORLD SKATE

Index

1 OWNERSHIP

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

2 PRECISION

2.1 General

A precision group is a group of 16 skaters (women and/or men) with a maximum of four (4) extras.

2.2 Music

A **Senior Precision** program is 4:30 minutes +/- 10 seconds.
A **Junior Precision** program is 4:00 minutes +/- 10 seconds.

At least three (3) well-defined variations of music and tempos are required. Vocal music is allowed.

2.3 Costume

The clothing of the competitors must be modest, dignified and appropriate for athletic competition, not garish or theatrical in design. Costumes may, however, reflect the character of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Accessories, feathers, props and rhinestones adhered to the face are not permitted. Neither portable nor hand-help props shall be used. Changes of the costume during the program belong to show competitions only and therefore are not permitted. Clothing that does not adhere to these guidelines will be penalized by a deduction.

2.4 Competitive warm-Up

Each team will be permitted 30 seconds for positioning before the commencement of the performance. Once the team is ready, the team captain must raise their hand to advise the announcer. A late start will be penalized (see deductions).

3 TECHNICAL CONTENT

A **Senior Precision** program MUST include the following **nine (9)** technical elements:
1. One (1) **Linear** element – **Line OR Block.**
2. One (1) **Travelling** element - **Circle OR Wheel.**
3. One (1) **Rotating** element – **Circle OR Wheel.**
4. One (1) **Pivoting** element – **Line OR Block.**
5. One (1) **Intersection** element (with a point of intersection).
6. One (1) **Intersection** element (creative) different shape to element No. 5.
7. One (1) **No hold** element.
8. One (1) **Combined** element.
9. One (1) **Creative** element.

A **Junior Precision** program must include the following **eight (8)** technical elements:
1. One (1) **Linear** element – **Line OR Block.**
2. One (1) **Travelling** element - **Circle OR Wheel.**
3. One (1) **Rotating** element –**Circle OR Wheel.**

4. One (1) **Pivoting** element – **Line OR Block.**
5. One (1) **Intersection** element (with a point of intersection).
6. One (1) **Intersection** element (creative) different shape to element No. 5.
7. One (1) **No hold** element.
8. One (1) **Combined** element.

The required element shape (if optional) will be communicated by WORLD SKATE ARTISTIC TECHNICAL COMMISSION each year. Precision groups must present the order of the elements of their program, otherwise the first presented element will be considered as the required one.

General:

- Elements that do not meet the basic requirements, due to reasons other than a fall, illness or interruption, such as, using the incorrect number of skaters, lines, spokes, etc. (e.g. less than three (3) lines in a block, less than four (4) skaters in a circle, less than five (5) skaters in a line for the combined intersection, less than three (3) skaters in a spoke for wheel elements etc.) will be given NO VALUE.
- The elements can be performed using features that will be counted only once per element.
- Features must be executed at the same time by all skaters to be COUNTED (unless otherwise defined in the element feature).
- Set elements may be skated in any order.
- Set elements may be repeated.
- Additional elements may be used.
- Any type of handhold or combination of handholds can be used. However – at least 3 different handholds must be shown.
- The following limitations shall be enforced:
    - No jumps exceeding one (1) revolution.
    - No spins exceeding one (1) revolution.
    - No lifts are permitted except during the Creative Element.
- Stationary (stopping or standing) positions are not allowed except during the Creative Element.
- It is allowed to include acrobatic movements (back flips, cartwheel, etc.) in Senior Precision only once (1). The acrobatic movements must be shown by a pair or group and not a single skater.
- Kneeling or laying on the floor is allowed a maximum of once and for a maximum of five (5) seconds.

3.1 Steps and Turns

Different turns/steps: is a term that includes each of the listed turns and steps plus the four (4) different methods of execution.

Different types of turns/steps: is a term that includes each of the listed turns and steps.

Difficult turns: rocker, counter, bracket, loop and travelling (see definition below).

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

Change of direction with change of foot: mohawks, choctaws, inverted mohawks, inverted Choctaws.

Linking steps: all the technical difficulties that are executed keeping the same direction such as; toe steps, chassé, cross chassé, change of edge, cross rolls, cut-step, crosses, runs etc.

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

Traveling: a quick turn of at least one rotation in total on the same skating foot in a continuous action without checking and/or changing the rhythm of the single threes. No knee action is allowed during the turns. The free foot can get any position.

4 TECHNICAL ELEMENTS

4.1 Block – Linear Element

Calling specifications for blocks: all skaters must be in the block formation. The element ends when the formation breaks up and a transition into another element begins.

Basic requirements:

- Must have at least three (3) lines.
- Must cover ¾ of the length of the floor.

Levels + Features

Level Base - BB	Level 1 - B1	Level 2 - B2	Level 3 - B3	Level 4 - B4
A Block that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Block.	Block must meet the basic requirements for Level B AND must include **one (1)** of the following Features (#1 - #6)	Block must meet the basic requirements for Level B AND must include **two (2)** of the following Features (#1 - #6)	Block must meet the basic requirements for Level B AND must include **three (3)** of the following Features (#1 - #6)	Block must meet the basic requirements for Level B AND must include **four (4)** of the following Features (#1 - #6)

Features specification

Features that may **NOT** be executed at the same time is:

- Feature #1 together with Feature #4.
- Feature #5 together with Feature #1, #3, #4 or #6.

1. **At least two (2) different configurations**

- There is no specific length of time that a configuration must be held, however it must be recognizable.
- The change of configuration may be executed in any manner.
- The team is not permitted to stop while changing configurations.

2. **Use of Circular pattern**

- The block must cover more than 270º on a circular pattern in one (1) rotational direction.
- The lines of the block must remain as parallel as possible to the circle's pattern.

3. **Three (3) different holds**

- There is no length of time that a hold must be held however, they must be recognizable.
- A no hold will not be counted as one of the three (3) different holds.

4. **Skaters/Lines change places/positions with another Skater/Line**

- All Skaters and/or lines must participate and change places/positions with another Skater and/or line.
- There is no restriction on how the change of places/positions should be executed.

5. **Execute four (4) turns/steps while maintaining a hold (choice of: choctaw, rocker, bracket)**

- All skaters must execute the same turn/step at the same time.
- The same turn/step may be repeated four (4) times.

- The turns/steps must be executed one after the other.
- The turns/steps will not be evaluated for correct execution by the technical panel but must be on recognizable edges/lobes.
- No other linking steps may be executed between any of the turns/steps other than one (1) change of edge or change of foot.
- A hold must be maintained throughout the four (4) turns/steps (no release is permitted even to change the hold).

6. Extra features

At least four (4) different Extra features must be included. A maximum of two (2) from each group will be counted towards the level.

- At least ½ of the team must execute the extra feature.
- If two (2) different extra features are executed at the same time (by ½ of the team) then both will be counted if executed correctly, regardless of whether the extra features are from the same or different groups.

Extra Feature Groups

I. Free Skating Moves (fm's) such as: charlotte, spread eagle, hackenmond, shoot the duck, ina bauer, etc.
II. Toe steps, small hops, or dance jumps of up to one (1) rotation.
III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

4.2 Block – Pivoting Element

Calling specifications for Blocks: all skaters must be in the block formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

Basic requirements:

- Must have at least three (3) lines.
- Must cover ¾ of the length of the floor or a comparable distance.
- Must show any recognizable pivoting.

Levels + Features

Level Base - PBB	Level 1 - PB1	Level 2 - PB2	Level 3 - PB3	Level 4 - PB4
A Pivoting Block that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Pivoting Block	Pivoting Block must meet the basic requirements for Level B AND must include: Pivoting at least 90° with one (1) turn/step and linking steps	Pivoting Block must meet the basic requirements for Level B AND must include: Pivoting at least 180° with two (2) turns/steps and linking steps. The pivot point must change ends at least once	Pivoting Block must meet the basic requirements for Level B AND must include: Pivoting at least 180° with a series of three (3) different types of turns, all executed on one (1) foot (choice of: bracket, counter, rocker or 1 ½ rotations or more traveling). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once	Pivoting Block must meet the basic requirements for Level B AND must include: Pivoting at least 270° with a series of four (4) different types of turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ rotations or more traveling). Changes of edge are NOT permitted in between turns. The pivot point

				must change ends at least once

Features specification

Pivoting (applies to ALL Levels, unless otherwise indicated)

- Pivoting must be continuous and executed all at once.
- Pivoting must occur during only one (1) configuration of a block.
- Pivoting must be executed in only one (1) rotational direction (a combination is not permitted).
- **PBB + PB1:** The pivoting starts to be counted as soon as the block begins to pivot and ends when the block stops pivoting.
- **PB2:** The measurement for the requirements of the pivoting begins with the entry edge of the first turn/step when the Skaters have established their own track and ends when the block stops pivoting.
- **PB3 + PB4:** The measurement for the requirements of the pivoting begins with the entry edge of the first turn when the Skaters have established their own track and ends on the exit edge of the last turn. The required degrees of pivoting must be covered during the series of turns.
- All Skaters must execute the same turns/edges (and steps/linking steps for PB1 + PB2), in the same skating direction, at the same time while pivoting.
- Pivoting must be executed using the required turns/steps on recognizable and correct edges.
- The Skaters on the slow end of the block must not become stationary.

Applies to Level 2, Level 3 and Level 4

- Change of pivot point executed by skating in a circular pattern is not permitted. Pivoting (including the slow end Skater) should, at all times, progress along and/or across the floor.
- **PB2 + PB3:** A minimum pivot of 45° is required both before and after the pivot point changes ends.
- **PB4:** A minimum pivot of 90° is required both before and after the pivot point changes ends.

4.3 Circle – Rotating Element

Calling specifications for circles: all skaters must be in the circle formation. The element ends when the formation breaks up and a transition into another element begins.

Basic requirements:

- Must have at least four (4) skaters in each circle for level base, level 1 and level 2 and at least six (6) skaters in each circle for level 3 and level 4.
- If using two (2) or three (3) circles at the same time, the circles may have a different number of skaters.
- The circle must rotate a minimum of 360º in one rotational direction or a comparable distance if both rotational directions are used.

Levels + Features

Level Base - CB	Level 1 - C1	Level 2 - C2	Level 3 - C3	Level 4 - C4
A Circle that does not meet the level	Circle must meet the basic	Circle must meet the basic	Circle must meet the basic	Circle must meet the basic

1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Circle	requirements for Level B AND must include **one (1)** of the following Features (#1 - #6)	requirements for Level B AND must include **two (2)** of the following Features (#1 - #6)	requirements for Level B AND must include **three (3)** of the following Features (#1 - #6)	requirements for Level B AND must include **four (4)** of the following Features (#1 - #6)

Features specification

1. At least two (2) different configurations:

- There is no specific length of time that a configuration must be held, however it must be recognizable.
- The change of configuration may be executed in any manner.
- The skaters must maintain their flow during the change of configuration (stopping is not permitted).

2. Change of rotational direction:

- The change of rotational direction must be executed at the same time by all skaters.
- The change of rotational direction may be executed in any manner.
- The skaters must maintain their flow during the change of direction (stopping is not permitted).

3. Weaving:

- There must be eight (8) skaters in each circle.
- The two (2) circles must rotate in opposite directions to execute the weaving.
- The skaters must change from the outer circle into the center circle and then back to the outer circle or vice versa, however all skaters must change circle position twice.
- All skaters must change place at the same time while weaving.
- Circling around another skater will not be considered weaving.

4. Interlocking:

- Interlocking consists of at least two (2) separate circles executed in a no hold, which are rotating in opposite rotational directions and are close enough to each other to cause Skaters of one (1) circle to interlock with Skaters of the other circle.
- At least ½ of the team must interlock.

5. Extra features

At least four (4) different Extra features must be included. A maximum of two (2) from each group will be counted towards the level.

- At least ½ of the team must execute the extra feature.
- If two (2) different extra features are executed at the same time (by ½ of the team) then both will be counted if executed correctly, regardless of whether the extra features are from the same or different groups.

Extra Feature Groups

I. Free Skating Moves (fm's) such as: charlotte, spread eagle, hackenmond, shoot the duck, ina bauer, etc.
II. Toe steps, small hops, or dance jumps of up to one (1) rotation.
III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

6. Skaters change places/positions with another Skater

- All Skaters must participate and change places/positions with another Skater.
- There is no restriction on how the change of places/positions should be executed.
- Weaving is not considered as a change of place/position.

4.4 Circle – Travelling Element

Calling Specifications for Circles: All Skaters must be in the circle formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

Basic requirements:

- Must have at least four (4) Skaters in each circle for TCB, TC1 and TC2 and at least six (6) Skaters in each circle for TC3 and TC4.
- If using two (2) or three (3) circles at the same time, the circles may have a different number of skaters.
- The circle element must rotate at least 360° in one (1) rotational direction or a comparable distance if both rotational directions are used.
- Any recognizable travelling must be executed.

Levels + Features

Level Base - TCB	Level 1 -TC1	Level 2 - TC2	Level 3 - TC3	Level 4 - TC4
A Travelling Circle that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Travelling Circle	Travelling Circle must meet the basic requirements for Level B AND must include: Travel executed with: - one (1) circle or circle inside a circle with the same or opposite rotational direction - must cover more than 2m	Travelling Circle must meet the basic requirements for Level B AND must include: Travel executed with: - circle inside a circle same or opposite rotational direction - must cover more than 5m	Travelling Circle must meet the basic requirements for Level B AND must include: Travel executed with: - circle inside a circle moving in opposite rotational directions - weaving once (1) - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all skaters	Travelling Circle must meet the basic requirements for Level B AND must include: Travel executed with: - circle inside a circle moving in opposite rotational directions - weaving twice (2) - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all skaters

Features specification

Travel (applies to ALL levels, unless otherwise indicated)

- The required distance will be measured using the center point of the circle(s) and the length of the floor (or a comparable distance if travelling on a curve). The travel must be continuous. Only correct travelling will be counted toward the required distance.
- The travelling starts to be counted as soon as the circle(s) begin to travel.
- Travel may be executed with or without a hold or a combination of both (applies to TCB, TC1 and TC2).
- A change of configuration will end the travel.
- Travel with different turns/steps/ linking steps or skating in different skating directions at the same time, as well as executing linking steps/crossovers/turns/steps with use of toe-stop instead of the edge, are not permitted. If travelling is not executed according to the definition by four (4) or more skaters, the travelling will be not counted for this part.
- There are no restrictions/requirements regarding the types or number of turns/steps or linking steps (i.e. crossovers).
- Stepping mostly towards the center (or towards the outside, depending on position) of the circle, instead of stepping along the circular path, is not permitted. If four (4) skaters or more are not stepping on the circular path, travelling will be not counted for this part.

Level 3 + 4: Weaving while travelling

- In a team of 16 skaters there must be eight (8) skaters in each circle.
- The team must clearly travel before, during and after the weaving feature(s) is executed.
- Travel must be executed in a no hold - Weaving one (1) time: the skaters must change from the outer circle into the center circle OR vice versa depending where they start, however all skaters must change position once.
- Weaving two (2) times: the skaters must change from the outer circle into the center circle and then back to the outer circle OR vice versa depending on where they start, however all skaters must change circle position twice.
- All skaters must change place at approximately the same time while weaving.

4.5 Combined Element

Calling specifications: the element begins when at least two (2) different Precision Skating elements are recognized and ends once the transition into another element or transitional element begins.

Basic requirements:
To have the element confirmed (fixed value), all skaters must participate in the element and the chosen basic elements must interact with each other.
Choice of Block, Circle, Intersection, Line, Pair Element and Wheel.

- If using a Block there must be at least three (3) lines and eight (8) skaters.
- If using a Circle there must be at least six (6) skaters.
- If using an Intersection there must be at least eight (8) skaters who intersect.
- If using a Line, there must be at least eight (8) Skaters if doing one (1) line or, in the case of two (2) lines there must be four (4) Skaters in each line.
- If using a Wheel, there must be either at least two (2) spokes with three (3) skaters in each spoke or in the case of a one (1) spoke wheel there must be at least five (5) skaters in the spoke.

Any other listed or unlisted Precision Skating element(s) and Features may also be incorporated into the Combined Element.

Guidelines for the Combined element:

- There is no minimum requirements or restrictions as to the amount of floor coverage the Skaters cover while preparing for and executing the Combined Element.

4.6 Creative Element

Calling specifications: the element begins with the transition from the previous element and ends with the transition into the next element (not at the beginning or at the end of the program).

Basic requirements:
To have the element confirmed (fixed value), all skaters must participate in the element and at least four (4) different skaters are required to present a creative and innovative movement.

Guidelines for Creative element:

- Precision skating program element(s) may be incorporated into the Creative Element.
- The use of different levels, sub-grouping and/or highlighting is permitted in order to enhance the choreography and music.

- The chosen movement(s) may be executed at the same time, in syncopation, or at different times, and may be performed as individual skaters, pairs or groups of any size.
- There is no required number of skaters that must present the one (1) type of creative and innovative movement.
- The skater(s) may stop or become stationary at any time during the element, however this stopping should be reflective and enhancing of the musical structure.
- A lift can be incorporated during the Creative Element. This lift may be performed by a group and not by only 2 skaters.
- There is no minimum requirements or restriction as to the amount of floor coverage the skaters cover while preparing for and executing the Creative Element.

4.7 Intersection Element with Point of Intersection

Calling specifications for intersections: the element begins once the skaters begin the preparation phase of the intersection and ends after the exit phase of the intersection and upon the start of the transition into a different element or transitional element.

Basic requirements:

- All skaters must intersect.

Levels & Features

Level Base - IB	Level 1 - I1	Level 2 - I2	Level 3 - I3
An Intersection that does not meet the level 1, 2 or 3 requirements but meets the basic requirements and calling specifications for an Intersection Element. All Intersections with forward preparation and approach	Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include: Any Intersection (including "L" intersection or Combined Intersection) with: - back to back preparation and approach - a forward continuous 360° or more rotation	Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include a choice of: Box or Triangle with: - back to back preparation and approach - a backward continuous 720° rotation plus two (2) 360° rotations **OR** Angled Intersection (may have multiple lines of four (4) Skaters in each line) with: - back to back preparation and approach - a backward continuous 360° rotation or more	Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include a choice of: Whip Intersection with: - back to back preparation and approach - a backward continuous 720° rotation or more **OR** Angled Intersection (two (2) lines of eight (8) Skaters) with: - back to back preparation and approach - a backward continuous 720° rotation or more

Features specification

Back to back preparation and approach OR backward pivoting entry during preparation and approach phase:

- During the preparation phase all skaters must be back to back in a hold before beginning the approach phase.
- If using a backward pivoting entry, each line must pivot at least 90º before the skaters intersect.
- Shoulders must be kept parallel and not twisted during the preparation and approach.
- A hold is required. Any type of hold except a "no hold" is permitted.

Rotation within the intersection

- The rotation(s) must begin before the Skaters begin to intersect and must continue as the Skaters go through the point of intersection.
- A rotation may not be executed on the spot.

- The rotations of 720º / 360° may consist of turns and / or rotating linking steps.
- The rotation may be executed on one (1) foot or two (2) feet.
- Crossovers are not permitted through any intersection (any level).
- The rotation must be continuous and uninterrupted.
- For level 2 and 3 the rotations must both start and end backwards (once through the intersection the rotations may end forward).

Combined intersection:
- An intersection that combines rotating element(s) such as a circle/wheel with a line or another rotating element.
- All skaters may intersect at different times (similar to a collapsing intersection) OR all skaters may intersect at the same time (as in other intersections).
- There must be a minimum of five (5) skaters in a line.
- A circle must have a minimum of six (6) skaters.
- A wheel must have a minimum of two (2) spokes with three (3) skaters in each of the spokes OR in the case of a one (1) spoke wheel there must be a minimum of five (5) skaters in that spoke.
- Rotations must start before Skaters begin to intersect.
- There must be a minimum of two (2) forward 360° rotations within the intersection.

Collapsing intersection (box, triangle or another feature of a box or triangle):
- The lines must be as equal as possible.
- Must have at least one (1) 720° rotation plus two (2) 360° (or more) rotations.
- Each of the required rotations must be executed separately, a double travelling will not be counted as two (2) 360° rotations.
- The minimum of two (2) or three (3) separate rotations may be in the same rotational direction or in different rotational directions.
- The 720° rotation must start before the lines begin to intersect, and end inside the intersection. Two (2) subsequent 360° rotations must start within the Intersection however the last (third (3rd)) of the rotation may end after the Skaters have exited the Intersection.
- There may be a slight (minimal) pause in-between the rotations in order to permit the Skaters to change feet / change edges or change their rotational direction.

Whip intersection:
- Both lines must maintain and keep a TRUE curved shape (½ circle) until the pivot skaters, in each of the lines, become approximately back to back.
- From the ½ circle position, the curve will continuously and gradually straighten until reaching the axis of intersection.
- All skaters must intersect at the same time.
- All rotations executed during the intersection must be in the same rotational direction as the line uses during the approach phase; i.e. the skaters in one (1) of the lines are skating in a clockwise direction towards the point of intersection, then all of the rotations must also be executed in the clockwise direction.

Angled intersection (lines):
- The corridor between the two (2) lines cannot be more than approximately 2.5m apart once the lead skaters of each line begin to overlap.
- Rotation(s) must start before or at the latest, when the lines begin to overlap.
- The rotation(s) must continuously move towards the axis of the intersection.
- The width of the corridor must gradually decrease from the moment the lines begin to overlap and as skaters approach and go through the point of intersection at the axis of the intersection.

- The corridor is permitted to have a minimal decrease as the lines first overlap and begin. to pass each other. The decrease is permitted to occur more rapidly as the Skaters near and go through their spot.
- All skaters must intersect at the same time.
- All rotations must be in the same rotational direction.

4.8 Intersection Element (creative)

Calling Specifications for Intersections: The element begins once the Skaters begin the preparation phase of the intersection and ends after the exit phase of the intersection and upon the start of the transition into a different element or transitional element.

Basic requirements:
To have the element confirmed (fixed value), all Skaters must participate in the element and:

1. All skaters must intersect either at the same time or at different times (i.e. collapsing intersection) or a combination of both.
2. Intersection shape is not limited to 2-Lines, angled, collapsing (box/triangle), whip, combined.
3. The number of skaters in each line (part) of an Intersection do not have to be as equal as possible.

4.9 Line – Linear Element

Calling specifications for lines: all skaters must be in the line formation. The element ends when the formation breaks up and a transition into another element begins.

Basic Requirements:

- Must cover a minimum of ¾ of the length of the floor.
- Must have either one (1) or two (2) lines, which must be as even as possible.
- There must be a minimum of eight (8) skaters in one (1) line and if using two (2) lines there must be a minimum of four (4) skaters in each of the lines.

Levels & Features

Level Base - LB	Level 1 - L1	Level 2 - L2	Level 3 - L3	Level 4 - L4
A Line that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Line	Line must meet the basic requirements for Level B AND must include **one (1)** of the following Features (#1 - #6)	Line must meet the basic requirements for Level B AND must include **two (2)** of the following Features (#1 - #6)	Line must meet the basic requirements for Level B AND must include **three (3)** of the following Features (#1 - #6)	Line must meet the basic requirements for Level B AND must include **four (4)** of the following Features (#1 - #6)

Features specification

Features that may **NOT** be executed at the same time are:

- Feature #1 together with Feature #4 or #5.
- Feature #4 together with Feature #5.

1. **At least two (2) different configurations:**

- There is no specific length of time that a configuration must be held, however it must be recognizable.
- The change of configuration may be executed in any manner.

- The team is not permitted to stop when changing configurations.

2. Three (3) different holds
- There is no length of time that a hold must be held however, they must be recognizable.
- A no hold will not be counted as one of the three (3) different holds.

3. Change of axis:
- The line must use two (2) distinctly different axis: long axis, short axis and/or a diagonal axis of the floor.
- Follow the leader or pivoting may be used to change axis but will not be counted as a change of axis.
- There is no floor coverage requirement for each axis but they must be easily identified.

4. Release of hold for three (3) seconds:
- The release must occur while the skaters are keeping the line configuration and will not be counted if executed together with features; at least two (2) different configurations or skaters/lines change places with another skater/line.
- During the release of hold, each skater must turn/rotate or use both skating directions (forward and backward) i.e. only skating backward (or forward) are not permitted.
- The team is not permitted to stop during the release of hold.

5. Skaters/lines change places with another skater/line:
- All skaters/lines must participate and change places with another skater/line.
- There is no restriction on how the change of places should be executed.

6. Extra features

At least four (4) different Extra features must be included. A maximum of two (2) from each group will be counted towards the level.
- At least ½ of the team must execute the extra feature.
- If two (2) different extra features are executed at the same time (by ½ of the team) then both will be counted if executed correctly, regardless of whether the extra features are from the same or different groups.

Extra Feature Groups

I. Free Skating Moves (fm) such as: charlotte, spread eagle, hackenmond, shoot the duck, ina bauer, etc.
II. Toe steps, small hops, or dance jumps of up to one (1) rotation.
III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

4.10 Line – Pivoting Element

Calling specifications for Lines: all skaters must be in the line formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

Basic requirements:
- Must cover at least ¾ of the length of the floor or comparable distance.
- Must have either one (1) or two (2) lines, which must be as even as possible.
- There must be at least eight (8) skaters in one (1) line and if using two (2) lines, there must be at least four (4) skaters in each of the lines (during creativity).
- Must show any recognizable pivoting.

Levels & Features

Level Base - PLB	Level 1 - PL1	Level 2 - PL2	Level 3 - PL3	Level 4 - PL4

A Pivoting Line that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Pivoting Line	Pivoting Line must meet the basic requirements for Level B AND must include: Pivoting at least 90° - in one (1) or two (2) lines with or without turns/steps and linking steps - slow end Skater must cover at least 2m	Pivoting Line must meet the basic requirements for Level B AND must include: Pivoting at least 180° - in two (2) lines with turns/steps and linking steps - the pivot point must change ends once - each slow end Skater must cover at least 5m **OR** Pivoting at least 180° - in one (1) line with turns/steps and linking steps - slow end Skater must cover at least 5m	Pivoting Line must meet the basic requirements for Level B AND must include: Pivoting at least 180° - using a combination of one (1) and two (2) lines with turns/steps and linking steps - the pivot point must change ends once - each slow end Skater must cover at least 10m	Pivoting Line must meet the basic requirements for Level B AND must include: Pivoting at least 180° - in one (1) line with turns/steps and linking steps - the pivot point must change ends once - each slow end Skater must cover at least 10m

Features specification

Pivoting in one (1) or two (2) Lines - General:

- The pivot requirements must occur in only one (1) rotational direction (a combination is not permitted).
- The pivoting starts to be counted as soon as the line(s) begin to pivot.
- Pivoting must be continuous and executed all at once.
- There are no restrictions on the types or number of linking steps (i.e. crossovers).
- The same type of turn/step must be executed at the same time – may be different edges and/or skating directions.
- Linking steps may be different.
- The slow end Skater may not become stationary.
- If using two (2) lines then both lines must pivot at the same time.

Change of Pivot Point (all levels) - General:

- A minimum pivot of 90º is required before the pivot point changes ends.
- Change of pivot point executed by skating in a circular pattern is not permitted. Pivoting (including the slow end Skater) should, at all times, progress along and/or across the floor.

Level 3: Pivoting using a combination of one (1) and two (2) lines

- There is no specific length of time that a configuration must be held, however it must be recognizable.
- The change of pivot point may be executed in either the one (1) or two (2) lines.

4.11 No Hold Element

Calling specifications for the No Hold Element: the element starts when the skaters form a closed block consisting of four (4) lines with four (4) skaters in each line and are in no hold, no matter where the block is placed on the floor. The element ends at any place on the floor when the block formation breaks up and a transition into another element begins or when all or some Skaters deliberately touch each other and/or take a hold.

Basic requirements:

- Must be a closed block formation.
- Must start in four (4) lines of four (4) skaters.

- Must cover at least ¾ of the length of the floor or a comparable distance.
- Must have at least one (1) turn/step correctly executed.
- Two consecutive cross-over will end the NHE (first part will be counted).

Levels & Features

Level Base - NHEB	Level 1 - NHE1	Level 2 - NHE2	Level 3 - NHE3	Level 4 - NHE4
A No Hold Element that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements for the No Hold Element	No Hold Element must meet the basic requirements for Level B AND must include: - one (1) turns/steps **plus** one (1) type of difficult turn **AND** one (1) feature	No Hold Element must meet the basic requirements for Level B AND must include: - two (2) turns/steps **plus** two (2) types of difficult turns **AND** two (2) features	No Hold Element must meet the basic requirements for Level B AND must include: - three (3) turns/steps **plus** three (3) types of difficult turns **AND** three (3) features	No Hold Element must meet the basic requirements for Level B AND must include: - four (4) turns/steps **plus** four (4) types of difficult turns **AND** four (4) features

Features specification

Steps and turns

- The same type of turn/step can be repeated only once.
- They must be clear and with good edges to be called by the panel.
- Must be the same type, on the same foot, direction and edge at the same time by all skaters to be counted toward the level.

Features that may **NOT** be executed at the same time are:

- Feature #1 together with Feature #2.
- Feature #1 together with Feature #3.
- Feature #2 together with Feature #3.

1. Pivoting at least 90°

- The pivoting must be executed all in one (1) movement in the same rotational direction
- Pivoting may be executed in any manner, however no one (1) Skater is allowed to become stationary at any time during pivoting.
- Pivoting is considered as ended when;
    - Pivoting has stopped for two (2) seconds or more.
    - There is a change of configuration or a change of rotational direction.

2. Skaters/lines change places with another skater/line

- All skaters and/or lines must participate and change places/positions with another Skater and/or line.
- The NHE must continue both before and after the change of place/position.
- The Feature is permitted to be executed in any manner except stopping is not permitted.
- The shape of the NHE is permitted to "disappear" during the Feature (i.e. an incorrect number of Lines are permitted to be visible momentarily to encourage creativity).

3. Two (2) different configurations

- The number of Lines must change.
- There must be a minimum of three (3) lines.
- Eight (8) Lines of two (2) Skaters is not permitted.
- A different closed block configuration is required for the second configuration.
- Configurations must be recognizable.

4. Diagonal Axis

- At least one (1) difficult turn is executed on a diagonal axis.
- The diagonal axis is permitted to occur at any time during the NHE.

4.12 Wheels – rotating element

Calling specifications for wheels: all skaters must be in the wheel formation. The element ends when the formation breaks up and a transition into another element begins.

Basic Requirements:

- Must have at least three (3) Skaters in a spoke for WB, W1 and W2 and at least four (4) Skaters in a spoke for W3 / W4.
- Wheel element must rotate at least 360° in one rotational direction or a comparable distance when both rotational directions are used.

Levels & Features

Level Base - WB	Level 1 - W1	Level 2 - W2	Level 3 - W3	Level 4 - W4
A Wheel that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Wheel	Wheel must meet the basic requirements for Level B AND must include **one (1)** of the following Features (#1 - #6)	Wheel must meet the basic requirements for Level B AND must include **two (2)** of the following Features (#1 - #6)	Wheel must meet the basic requirements for Level B AND must include **three (3)** of the following Features (#1 - #6)	Wheel must meet the basic requirements for Level B AND must include **four (4)** of the following Features (#1 - #6)

Features specifications

Features that may **NOT** be executed at the same time is:

- Feature #1 together with Feature #4 or #5.
- Feature #4 together with Feature #5.

1. **At least two (2) different configurations:**

- There is no specific length of time that a configuration must be held, however it must be recognizable.
- The change of configuration may be executed in any manner.
- The skaters must maintain their flow during the change of configuration (stopping is not permitted).

2. **Three (3) different holds**

- There is no length of time that a hold must be held however, they must be recognizable.
- A no hold will not be counted as one of the three (3) different holds.

3. **Change of rotational direction:**

- The change of rotational direction must be executed at the same time by all skaters.
- The change of rotational direction may be executed in any manner.
- The skaters must maintain their flow during the change of direction (stopping is not permitted).

4. **Skaters/Spokes change places/positions with another Skater/Spoke**

- All skaters and/or spokes must participate and change places/positions with another skater and/or spoke.
- There is no restriction on how the change of places/positions should be executed.
- In the case the change of place is executed using only Skaters within each spoke where all skaters change place so that the order becomes opposite compared to their starting place (i.e. skaters starting on the outside (fast end) of the spoke end as the center (slow end) of the spoke etc.), the middle skater is allowed to remain in the same place in the case of an odd number of skaters within the spoke.

5. **Interlocking:**

- Interlocking consists of at least two (2) separate wheels, which are rotating in opposite rotational directions and are close enough to each other to cause each spoke of one (1) wheel to interlock with each spoke of the other wheel without missing/skipping their space/spot to interlock.
- Each spoke must interlock at least once.

6. Extra features

At least four (4) different Extra features must be included. A maximum of two (2) from each group will be counted towards the level.

- At least ½ of the team must execute the extra feature.
- if two (2) different extra features are executed at the same time (by ½ of the team) then both will be counted if executed correctly, regardless of whether the extra features are from the same or different groups.

Extra Feature Groups

I. Free Skating Moves (fm) such as: charlotte, spread eagle, hackenmond, shoot the duck, ina bauer, etc.
II. Toe steps, small hops, or dance jumps of up to one (1) rotation.
III. Body Movement: The core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

4.13 Wheels – travelling element

Calling specifications for wheels: all skaters must be in the wheel formation. The element ends when the formation breaks up and a transition into another element begins.

Basic requirements:

- Must have at least three (3) Skaters in a spoke for TWB, TW1 and TW2 and at least four (4) Skaters in a spoke for TW3 and TW4.
- Wheel element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance when both rotational directions are used.
- Any recognizable travelling must be executed.

Levels & Features

Level Base - TWB	Level 1 - TW1	Level 2 - TW2	Level 3 - TW3	Level 4 - TW4
A Travelling Wheel that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Travelling Wheel	Travelling Wheel must meet the basic requirements for Level B AND must include: Travel with or without turns/steps and linking steps: - must cover more than 2m	Travelling Wheel must meet the basic requirements for Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 5m	Travelling Wheel (a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-wheel) must meet the basic requirements for Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all spokes **Together with one (1)** travel extra feature out of #1 - #3	Travelling Wheel (a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-wheel)) must meet the basic requirements for Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all spokes **Together with two (2)** travel extra features out of #1 - #3

Features specifications

Travel with turns / steps and linking steps (with, or without a hold or a combination of both) (ALL levels)

- The required distance will be measured using the center point of the wheel(s) and the length of the floor (or comparable distance if travelling on a curve) and must be continuous. Only correct travelling will be counted toward the required distance.
- The travelling starts to be counted as soon as the wheel(s) begin to travel.
- Travel may be executed in one (1) wheel OR two (2) side by side wheels.
- If executing two (2) side by side wheels, then both wheels must travel at the same time
- A change of configuration will end the travel.
- There are no restrictions on the number of linking steps (i.e. crossovers).
- Travel with different turns/steps/linking steps or skating in different skating directions at the same time, as well as executing linking steps/crossovers/turns/steps with use of toe stop instead of the edge, are not permitted. If the travelling is not executed according to the definition by four (4) or more skaters, the travelling will be not counted for this part.
- Stepping mostly towards the center of the wheel or towards the outside (fast end) of a spoke(s), (depending on position) instead of stepping along the circular path is not permitted. If four (4) skaters or more are not stepping on the circular path, travelling will be not counted for this part.

Level 3 + 4: Travel Extra Features - must be executed during the travelling
Level 4: the two (2) travel extra features may be executed at the same time as long as the requirements are fulfilled for each of them.

1. **Two (2) 360° rotations executed one after the other**

- Any type of turns/steps or rotating linking steps may be used.
- The rotations may be executed on one (1) or two (2) feet.
- The two (2) rotations must both be executed in the same rotational direction.
- Linking steps that do not rotate and holding (breaks in the travelling) in between the rotations are not permitted.

2. **Skaters/Spokes change places/positions with another Skater/Spoke**

- All Skaters and/or spokes must participate and change places/positions with another Skater and/or spoke.
- There are no restriction on how the change of places/positions should be executed.
- In the case the change of place is executed using only skaters within each spoke where all skaters change place so that the order becomes opposite compared to their starting place (i.e. skaters starting on the outside (fast end) of the spoke end as the center (slow end) of the spoke etc.), the middle skater is allowed to remain in the same place in the case of an odd number of skaters within the spoke.

3. **Release of hold for three (3) seconds**

- During the release of hold each skater must turn / rotate or use both skating directions (forward and backward) i.e. only skating backward (or forward) is not permitted.

5 Quality of Execution

The final QOE of a performed element is based on the combination of both positive and negative aspects and is calculated considering firstly the positive aspects of the element that result in a starting QOE.

Following this, the Judge reduces the QOE according to the guidelines of possible errors. The result is the final QOE of the element.

POSITIVE BULLETS

For Base 0: 1 bullet	For + 1: 2 to 3 bullets	For + 2: 4 bullets	For + 3: 5 bullets

Block, Intersection, Line

- Good shape (line up, roundness…).
- Close / even spacing between skaters / lines throughout.
- Flow, power and speed throughout.
- Variety and quality of turns, steps, edges, skating on one foot.
- Unison, clarity, effortless execution throughout.

Circle, Wheel

- Good shape (line up, roundness…).
- Close / even spacing between skaters / lines throughout.
- Flow, power and speed throughout.
- Centrifugal force recognizable.
- Unison, clarity, effortless execution throughout.

Creative Element

- Even spacing, shape, symmetry, placement, distribution on the floor.
- Quality of entry and exit during all elements and fm.
- Aesthetically pleasing body positions and flexibility in all elements/moves.
- Elements/fm's fit to the phrasing of the music.
- Unison, clarity, effortless execution throughout.

Combined Element

- Good shape (line up, roundness…).
- Close / even spacing between skaters / lines throughout.
- Flow, power and speed throughout.
- Elements fits to the phrasing of the music.
- Unison, clarity, effortless execution throughout.

Elements containing Turns / Steps for evaluation (Pivoting Block, NHE)

- Variety and quality of edges, lobes, turns and steps and linking steps (forward, backward, inside, outside, right/left foot), multi-directional skating, one-foot skating.
- Flow, power and speed throughout.
- Unison of the free foot placement and bodyline positions.
- Unison, clarity, effortless execution throughout.
- Element fits to the phrasing and reflects the character of the music.

Visible error EXAMPLES for Turns and Steps:

- Jumped turn.
- Flat entry and/or exit edge.
- Turn or Step executed on the spot.
- Two Footed entry and/or exit.
- Free foot touches down.
- Turn or Step not attempted.

PLEASE PAY ATTENTION TO NUMBER OF SKATERS MAKING MISTAKES/ERRORS				
Element		**Reduce by**	**No higher than**	**Increase by**
All elements	• Major loss of the shape during an element		-2	
	• Team not acting as one unit during an element	1 to 3 grades		
	• Poor quality in execution	1 to 3 grades		
	• Lack of Flow, Power and Speed and/or Unison	1 to 3 grades		
	• Excessive use of crossovers	1 grade		

	• Element reflects the character of the music			1 grade
Holds	• Break in hold or poor quality of hand holds	1 grade		
	• Good variety and quality of holds			1 grade
Stumble, Collision, Fall(s)	• Stumble or collision with no fall	1 grade		
	• Fall of one (1) skater in an element	1 to 2 grades		
	• Fall of two (2) skaters in an element	2 grades	-1	
	• Fall of three (3) or more skaters in element		-3	
Creative Element	• Poor quality of execution of the free skating move or free skating element	1 to 3 grades		
	• Entry/exit of free skating move, or free skating element is unexpected and/or creative			1 grade
	• Element does not reflect the rhythm and character of the music		-1	
Intersection (I+pi) and Intersection with no pi(I)	• Pre and/or post shape not attained	1 grade each		
	• Stopping before and/or after intersection	1 grade each		
	• Poor speed during intersection		-1	
	• **Whip:** all skaters not intersecting at the same time (the two fast-end skaters in each line may intersect slightly after)		-1	
	• **Whip:** no whip action		-2	
	• **I+pi:** Point of Intersection (pi) executed with fast rotations			1 to 2 grades
	• **I:** Creative composition with good execution			2 grades
No Hold (NHE)	• Poor spacing of the lines	1 to 3 grades		
Pivoting Block/Line (PB/PL)	• Poor spacing of the lines	1 to 3 grades		
	• Interrupted pivoting (less than two (2) sec)	1 grade		
	• **PB:** No pivoting action		0	
	• **PL:** Line(s) not straight 90% of the time		-2	
Travelling/ Rotating Circle/Wheel (TC/TW/C/W)	• Speed not maintained during travel/change of configuration/ change of direction	1 to 2 grades		
	• Interrupted travel (less than two (2) seconds)	1 grade		
	• **TW/W:** Spokes too far apart from the center/pivot point	1 grade		
	• No centrifugal force during the Element		-1	
	• Great speed of rotation maintained or accelerated			1 grade
	• Fast Travelling			1 grade
Turns/Steps and Step Sequences, Pivoting Block (PB) and No Hold Element (NHE)	• Visible errors for Turns/Steps	1 to 3 grades		
	• Inability to maintain Speed during execution	1 grade		
	• Good balance between turns/steps and linking steps throughout			1 grade
	• Deep edges throughout			1 grade
	• Exit of the turns with running edge maintained			1 grade
	• Step sequence skated to the rhythm and character of the music			2 grades

6 Artistic Impression

Skating Skills

Defined by overall cleanness and sureness, edge control and flow over the floor demonstrated by a command of the skating vocabulary (edges, steps, turns etc), the clarity of technique and the use of effortless power to accelerate and vary speed.
In evaluating Skating Skills, the following must be considered:

- Use of deep edges, steps and turns
- Balance, rhythmic knee action and precision of foot placement
- Flow and glide
- Varied use of power, speed and acceleration
- Use of multi directional skating
- Use of one-foot skating

Transitions

The varied and purposeful use of intricate footwork, positions, movements, holds and formations that link all Elements.
In evaluating the Transitions, the following must be considered:

- Continuity of movements from one element to another (all disciplines)
- Variety **(including variety of holds) (*)**
- Difficulty
- Quality

Performance

Involvement of the Teams physically, emotionally and intellectually as they deliver the intent of the music and composition.
In evaluating the Performance, the following must be considered:

- Physical, emotional and intellectual involvement, projection
- Interpretation
- Carriage and Clarity of movement
- Variety and contrast of movement and energy
- Individuality / personality
- Unison, and "oneness"
- Spatial awareness between Skaters - management of the distance between Skaters and **management of changes of holds.**

**Finesse is the Skater's refined, artful manipulation of music details and nuances through movement. It is unique to the skater / skaters and demonstrates an inner feeling for the music and the composition. Nuances are the personal ways of bringing subtle variations to the intensity, tempo and dynamics of the music made by the composer and/or musicians.

Choreography

An intentionally developed and/or original arrangement of all types of movements, according to the principles of musical phrase, space, pattern and structure.
In evaluating the Choreography/Composition, the following must be considered:

- Purpose (idea, concept, vision, mood)
- Pattern, floor coverage
- Multidimensional use of space and design of movements
- Phrase and form (movements and parts structured to match the musical phrase)
- Originality of the composition; **NOTE: including the holds**
- Timing

7 Deductions

Referee and Judges*		**Penalty**
Costume / prop violation		-1.0
(feathers not allowed anywhere, rhinestones or sequins not allowed on the face)		
Referee		
Costume failure		-1.0
Music violations		-1.0
Time violations for every five (5) seconds in excess or lacking		-1.0
Interruption in excess, more than ten (10) seconds (caused by a stumble or fall)		
	11-20 seconds	-1.0
	21-30 seconds	-2.0
	31-40 seconds	-3.0
	more than 40 seconds by one or several skaters	-4.0
	more than 40 seconds by the Team	Team is withdrawn
Interruption of the program three (3) minutes with allowance of referee		-5.0
Late Start (31-60 seconds), after 60 seconds Team is withdrawn		-1.0
Technical Panel**		
Falls	One (1) skater (each time)	-1.0
	Two (2) or more skaters at one (1) time	-2.0
	Maximum Fall Deduction per Element	-3.0
Non-permitted (Lifts are allowed in the Choreo Stop in Senior Category only)		-1.5
Illegal Elements/Features (dangerous)		-2.0
Omitted Elements (missing set element)		-1.0
* Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the concerned deduction.		
** Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction asked for by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands.		