

**RULES FOR
ARTISTIC SKATING COMPETITIONS
PRECISION 2020**
By World Skate Artistic Technical Commission



Index

1	OWNERSHIP	4
2	PRECISION	4
2.1	GENERAL	4
2.2	MUSIC	4
2.3	COSTUME	4
2.4	COMPETITIVE WARM-UP.....	4
3	TECHNICAL CONTENT	4
3.1	PROGRAM CONTENT	4
3.2	GENERAL	5
3.3	STEPS AND TURNS.....	5
3.4	HOLDS	6
4	TECHNICAL ELEMENTS	6
4.1	LINEAR ELEMENTS – BLOCK AND LINE.....	6
	Levels + Features.....	6
	General Feature requirements	6
	Feature requirements (applied to element(s) in brackets)	6
4.2	PIVOTING ELEMENT – BLOCK	7
	Levels + Features.....	8
	Pivoting requirements	8
	Feature requirements.....	8
4.3	PIVOTING ELEMENT – LINE.....	9
	Levels & Features.....	9
	General requirements.....	9
	Pivoting requirements	9
	Features requirements	9
4.4	ROTATING ELEMENTS – CIRCLE AND WHEEL	10
	Levels + Features.....	10
	General Feature requirements	10
	Feature requirements (applied to element(s) in brackets)	11
4.5	TRAVELING ELEMENT – CIRCLE.....	12
	Levels + Features.....	12
	Travel requirements	12
	General Feature requirements	12
	Feature requirements.....	12
4.6	TRAVELING ELEMENT – WHEEL	13
	Levels & Features.....	13
	Travel requirements	13
	General Feature requirements	14
	Feature requirements.....	14
4.7	INTERSECTION ELEMENT WITH POINT OF INTERSECTION	15
	Levels & Features.....	15
	General Feature requirements	15
	Feature requirements.....	15
	Feature errors made by ¼ of the Team or more	16
	Specific requirements of each type of Intersection.....	16
4.8	ADDITIONAL FEATURE POINT OF INTERSECTION	17

Levels	17
General Additional Feature requirements.....	18
Specific requirements of each type of Intersection.....	18
4.9 INTERSECTION ELEMENT (CREATIVE)	19
4.10 MOVE ELEMENT	19
Levels & Features.....	19
General requirements.....	19
Element requirements.....	20
Feature requirements.....	20
4.11 ADDITIONAL FEATURE FREE SKATING MOVE (MANDATORY FOR MOVE ELEMENT)	21
Levels	21
General Additional Feature requirements.....	22
4.12 NO HOLD ELEMENT	23
Levels & Features.....	23
General Feature requirements	23
Feature requirements.....	23
4.13 ADDITIONAL FEATURE STEP SEQUENCE (MANDATORY FOR NO HOLD ELEMENT)	24
Levels & Features.....	24
General requirements.....	24
4.14 COMBINED ELEMENT	25
4.15 CREATIVE ELEMENT - LIFT	25
5 QUALITY OF EXECUTION.....	25
5.1 KEY ASPECTS/BULLETS.....	26
5.2 ADDITIONAL ASPECTS/BULLETS.....	26
6 ARTISTIC IMPRESSION	28
7 DEDUCTIONS	29

1 OWNERSHIP

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2 PRECISION

2.1 General

A precision group is a group of 16 skaters (women and/or men) with a maximum 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 later start will be penalized (see deductions).

3 TECHNICAL CONTENT

3.1 Program content

A **Senior Precision** program **MUST** include the following **nine (9)** technical elements:

1. One (1) **Linear** element - **Line OR Block**
2. One (1) **Traveling** 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 (additional feature point of intersection mandatory)
6. One (1) **Intersection** element (creative) different shape to element No. 5
7. One (1) **No hold** element (additional feature step sequence mandatory)
8. One (1) **Move** element (additional feature free skating move mandatory)
9. One (1) **Creative** element - **Lift**.

A **Junior Precision** program must include the following **eight (8)** technical elements:

1. One (1) **Linear** element - **Line OR Block**
2. One (1) **Traveling** 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 (additional feature point of intersection mandatory)
6. One (1) **Intersection** element (creative) different shape to element No. 5
7. One (1) **No hold** element (additional feature step sequence mandatory)
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.

3.2 General

- Elements that do not meet the basic requirements (not applicable if due to a fall, illness or interruption) 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, if not 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 three (3) revolution.
 - No lifts are permitted except during the Creative Element.
 - Stationary (stopping or standing) positions are not allowed.
 - It is NOT allowed to include acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) in Junior Precision. However, if acrobatic movements are shown in Senior Precision the movements must be shown by a pair or group and not a single skater.
 - Kneeling or laying on the floor is allowed maximum of twice and for a maximum five (5) seconds.
- Stationary (stopping or standing) positions are not allowed.
- It is NOT allowed to include acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) in Junior Precision. However, acrobatic movements are allowed in Senior Precision only once (outside the creative element). The acrobatic movements must be shown by a pair or group and not a single skater.
- Kneeling or laying on the floor is allowed maximum of twice and for a maximum five (5) seconds.

3.3 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, travelling.

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.

Travelling: 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.

3.4 Holds

Different types of connected holds are the following:

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

A No Hold is NOT considered as one of holds.

4 TECHNICAL ELEMENTS

4.1 LINEAR elements - BLOCK and LINE

Basic requirements:

1. Block (B) - All Skaters skate in a closed Block with a minimum of three (3) lines.
2. Line (L) - All Skaters skate in one (1) Line or in two (2) Lines as even as possible.
3. Must cover a minimum of twenty meters (20m).

Levels + Features

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

General Feature requirements

- Stopping is not permitted.
- Element must progress along/across the floor before, during and after the Feature(s).
- Features must be executed at the same time by all skaters unless otherwise stated below.

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

1. **At least two (2) different configurations (B/L)**
 - The number of Lines must change.
 - The Feature is permitted to be executed in any manner.
2. **Skaters/Lines change places/positions with another Skater/Line (B/L)**
 - 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.
3. **Three (3) different types of connected holds (B/L)**
 - Holds must be different types (See definition 3.4).

4. Four (4) different extra features (B/L)

- At least four (4) different extra features must be included (may be spaced in between other features). A maximum of two (2) from each group will be counted.
- At least ½ of the Team must execute the extra feature.
- Two (2) different extra features, from the same or different groups, are permitted to be executed at the same time (each by ½ of the Team).

Extra Feature Groups

- I. Free Skating Moves (fm's) such as: Charlotte, Spread Eagle, Hackenmond, Shoot the Duck, Ina Bauer, or any listed fm from the additional feature Free Skating Moves.
 - II. Toe steps, or small hops, or dance jumps of up to one (1) rotation.
 - III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.
5. Execute four (4) turns/steps while maintaining a hold (B)
- All skaters must execute the same turn/step at the same time.
 - Choice of: choctaw, rocker, bracket.
 - The same turn/step may be repeated four (4) times.
 - The turns/steps must be executed one after the other, no other linking steps may be executed between any of the turns/steps other than one (1) changes of edge or change of foot.
 - The turns/steps must be skated on recognizable edges/lobes.
 - A hold must be maintained throughout the four (4) turns/steps.
6. Use of Circular pattern (B)
- The block must cover more than 270° on a circular pattern in one (1) rotational direction.
 - The lines of the block must remain as parallel as possible to the circle's pattern.
7. Change of axis (L)
- 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 will not be counted as a change of axis.
8. Release of hold for three (3) seconds (L)
- During the release of hold each skater must turn/rotate OR use both skating directions (forward and backward) i.e. only skating backwards (or forwards) is not permitted.
 - If Teams choose to turn/rotate.
 - Skaters must turn/rotate a minimum of 360°
 - Stepping from backwards to forwards is NOT considered a 180° turn/rotation
 - If Teams choose to use both skating directions at least two (2) foot placements in each direction must be performed.

4.2 PIVOTING element - BLOCK

Basic requirements:

1. All Skaters must be in a closed Block with a minimum of three (3) lines.
2. The Block must cover a minimum of twenty meters (20m).
3. The Block must pivot a minimum of 45°.

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	Level B AND must include: Pivoting at least 90° with one (1) turn/step and linking steps	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	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 or more travelling). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once	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 or more travelling). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once

Pivoting requirements

- Block must progress along/across the floor at all times during pivoting.
- 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.

Pivoting is considered as ended when at least ¼ of the Team or more have done the following;

- Stopped/Interrupted pivoting for two (2) seconds or more.
- Changed configuration.
- Changed rotational directions.

Feature requirements

1. Pivoting with turns/steps and linking steps or a series of turns.

- All Skaters must execute the same steps/turns/edges/linking steps, in the same skating direction, at the same time during pivoting.
- Pivoting must be executed using the required turns/steps on recognizable and correct edges.
- PB2: may repeat the same steps/turns or use different steps/turns.
- PB3 & PB4: the exit edge of one (1) turn must be the entry edge of the following turn.

Errors for Turns/Steps (Any error made by ¼ or the Team or more);

- A two (2) footed entry or exit of a turn/step.
- A turn/step executed on the spot.
- A turn/step that is jumped.
- The entry and/or exit of a turn/step is executed on a straight line (is flat).
- Turns/steps that are not clearly on the correct entry or exit edge.
- A turn/step not attempted (not due to a fall).

2. Pivoting a Total of 90°, 180° or 270°.

- PBB & PB1: the pivoting starts to be counted as soon as the Block begins to pivot once the Skaters have established their own track and ends when the Block stops pivoting.
- PB2, PB3, PB4: the measurement for the requirements of the pivoting degrees begins with the entry edge of the first turn/step once the Skaters have established their own track.
- PB2: the measurement ends when the Block stops pivoting.

- PB3 & PB4: pivoting ends at the completion of the exit edge of the last turn.

3. Change of Pivot Point

- Pivot point executed by skating on a circular/looped pattern where the Skaters cross their own track is not permitted.
- 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 PIVOTING element - LINE

Basic requirements:

1. All Skaters may be in one (1) or two (2) Lines as even as possible.
2. The Line must cover a minimum of twenty meters (20m).
3. The Line must pivot a minimum of 45°.

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	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	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 4m OR Pivoting at least 180° - in one (1) line with turns/steps and linking steps - slow end Skater must cover at least 4m	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 6m	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 6m

General requirements

Line(s) must progress along/across the floor at all times.

Pivoting requirements

- Stopping and/or becoming Stationary is not permitted during pivoting.
- Lines must progress along/across the floor at all times during pivoting.
- Pivoting must be continuous and executed all at once.
- Pivoting must be executed in only one (1) rotational direction.

Pivoting is considered as ended when at least ¼ of the Team or more have done the following;

- Stopping or becoming Stationary (Slow end Skater(s)).
- Stopped/Interrupted pivoting for two (2) seconds or more.
- Changed rotational direction.

Features requirements

1. Pivoting with turns/steps and linking steps.

- All Skaters must execute the same steps/turns at the same time during pivoting.
- A minimum of two (2) turns/steps must be attempted (for PL2, PL3, PL4).
- There are no restrictions on the types or number of linking steps (i.e.: crossovers).
- Different linking steps are permitted.

- The same type of turn/step must be executed at the same time.
- Turns are permitted to have different edges and/or skating directions.

Errors for Turns/Steps (Any error made by ¼ or the Team or more);

- A two (2) footed entry or exit of a turn/step.
- A turn/step executed on the spot.
- A turn/step that is jumped.
- A turn/step not attempted (not due to a fall).
- Turns/step that are not the same type of turn/step at the same time.

2. Pivoting a Total of 90° or 180°.

- Pivoting starts to be counted as soon as all Skaters are in a Line(s) and the Line(s) begin to pivot once the Skaters have established their own track.
- If using two (2) Lines, both Lines must pivot at the same time.

3. Change of Pivot Point.

For all levels:

- The slow end Skaters must not stop or become Stationary.
- Change of pivot point executed by skating on a circular/looped pattern where the Skaters cross their own track is not permitted.

PL2 (pivoting in two (2) lines):

- A minimum pivot of 45° is required before and after the pivot point changes ends

PL3:

- A minimum pivot of 90° is required before the pivot point changes ends.
- Pivoting using a combination of one (1) and two (2) Lines.
- There is no specific length of time that each configuration must be held, however it must be recognizable (all Skaters in a hold).
- The change of pivot point is permitted to be executed in either the one (1) or two (2) Lines.

PL4:

- A minimum pivot of 90° is required before the pivot point changes ends.

4.4 ROTATING elements - CIRCLE and WHEEL

Basic requirements:

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

Levels + Features

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

General Feature requirements

- Stopping is not permitted.
- Element must rotate before, during and after the Feature(s).
- Features must be executed at the same time by all skaters unless otherwise stated below.

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

1. **At least two (2) different configurations (C/W)**
 - The number of Circles/Spokes must change (respective to the element).
 - The Feature is permitted to be executed in any manner.
2. **Skaters/Spokes change places/positions with another Skater/Spoke (C/W)**
 - 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.
3. **Three (3) different types of connected holds (W)**
 - Holds must be different types (See definition 3.4) .
4. **Four (4) different extra features (C/W)**
 - At least four (4) different extra features must be included (may be spaced in between other features). A maximum of two (2) from each group will be counted.
 - At least $\frac{1}{2}$ of the Team must execute the extra feature.
 - Two (2) different extra features, from the same or different groups, are permitted to be executed at the same time (each by $\frac{1}{2}$ of the Team).

Extra Feature Groups

- I. Free Skating Moves (fm's) such as: Charlotte, Spread Eagle, Hackenmond, Shoot the Duck, Ina Bauer, or any listed fm from the additional feature Free Skating Moves.
 - II. Toe steps, or small hops, or dance jumps of up to one (1) rotation.
 - III. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.
5. **Change of rotational direction (C/W)**
 - At least $\frac{1}{2}$ of the Team must change rotational direction.
 6. **Weaving (C)**
 - Weaving must consist of a circle-in-a circle rotating in opposite rotational directions
 - All Skaters must weave at least 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.
 - The two (2) circles must be as even as possible.
 - Weaving must occur at the same time.
 - Weaving must be executed separately by each Skater; Pairs are not permitted.
 - Weaving must be executed while the circles keep their rotational directions.
 7. **Interlocking (C/W)**
 - Circle**
 - At least $\frac{1}{2}$ of the Team must interlock.
 - 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 the Skaters of one (1) Circle to interlock with Skaters of the other Circle.
 - Wheel**
 - All spokes must interlock.
 - Interlocking consists of at least two (2) separate Wheels rotating in opposite rotational directions and are close enough to each other to cause each spoke of one (1) Wheel to interlock.
 - Consecutive spokes must interlock at least one (1) time.
 8. **Release of hold for three (3) seconds (W)**
 - During the release of hold each skater must turn/rotate OR use both skating directions (forward and backward) i.e. only skating backwards (or forwards) is not permitted.
 - If Teams choose to turn/rotate.
 - Skaters must turn/rotate a minimum of 360°.

- Stepping from backwards to forwards is NOT considered a 180° turn/rotation.
- If Teams choose to use both skating directions at least two (2) foot placements in each direction must be performed.

4.5 TRAVELING element - CIRCLE

Basic requirements:

1. All Skaters must be in a Circle.
2. The traveling Circle element must rotate at least 360° in one (1) rotational direction.
3. The Circle must travel a minimum of two meters (2m).

Levels + Features

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

Travel requirements

- TCB - must have at least four (4) Skaters in each Circle while traveling.
- TC1 and TC2 must have a minimum of six (6) Skaters in each Circle while traveling.
- TC3 and TC4 - must have eight (8) Skaters in each Circle while traveling.
- Skaters must use the same linking steps/turns/steps and skating directions.
- Skaters must continue to glide as the Circle travels.
- Travel must be continuous and not interrupted.
- Circle(s) must rotate during travel.
- Traveling must occur during only one (1) configuration of a Circle.
- Traveling must be executed in the same rotational direction for each of the Circle.

Travel is considered as ended when at least ¼ of the Team or more have done the following;

- Stopped gliding.
- Stopped/Interrupted traveling for two (2) seconds or more.
- Stopped/Interrupted rotation for two (2) seconds or more.
- Changed configuration.
- Changed rotational directions.

General Feature requirements

- Stopping or becoming Stationary is not permitted.
- Feature(s) must be executed during the travel.

Feature requirements

1. Weaving (one (1) or two (2) times depending on the level)

- The Circles must be as even as possible.
- Weaving must be done while traveling.
- Both Circles must clearly travel before, during and after weaving.
- Weaving must occur at the same time.

2. Distance travelled (more than 5m, 10m depending on the level)

- The required distance will be measured using the center point of the Circle(s) and the length of the rink surface.

- Travel begins to be counted as soon as all Skaters are in the Circle and the center point of the Circle begins to move.
- The measurement of travel will stop when traveling has ended or the Circle breaks apart to go into the next transition or Element.

4.6 TRAVELING element - WHEEL

Basic requirements:

1. All Skaters must be in a Wheel.
2. The traveling Wheel element must rotate at least 360° in one (1) rotational direction .
3. The Wheel must travel a minimum of two meters (2m).

Levels & Features

Level Base - TWB	Level 1 - TW1	Level 2 - TW2	Level 3 - TW3	Level 4 - TW4
A Traveling Wheel that does not meet the level 1, 2, 3 or 4 requirements but meets the basic requirements and calling specifications for a Traveling Wheel	Level B AND must include: Travel with or without turns/steps and linking steps: - must cover more than 5m	Level B AND must include: Travel with turns/steps and linking steps: - must cover more than 10m	Traveling 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 Together with one (1) travel extra feature	Traveling 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 Together with two (2) travel extra features

Travel requirements

- Stopping or becoming Stationary is not permitted.
- TWB, TW1 and TW2 - must have at least three (3) Skaters in each spoke while travelling.
- TW3 and TW4 - must have at least four (4) Skaters in each spoke while travelling.
- TW3 and TW4 - a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-Wheel)).
- Skaters must use the same linking steps/turns/steps and skating directions.
- Travel must 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
- All Skaters must continue to glide as the Wheel travels.
- Travel must be continuous and not interrupted.
- All Spokes must rotate during travel.
- Travel must be executed in the same configuration and one (1) rotational direction.
- Travel must be executed during the same rotational direction.

Travel is considered as ended when at least ¼ of the Team or more have done the following;

- Stopped gliding.
- Stopped/Interrupted traveling for two (2) seconds or more.
- Stopped/Interrupted rotation for two (2) seconds or more.
- Changed configuration.
- Changed rotational directions.

General Feature requirements

- Stopping or becoming Stationary is not permitted.
- Feature(s) must be executed during the travel.

Feature requirements

- 1. Travel with turns/steps and linking steps (with, or without a hold or a combination of both)**
 - All Skaters must use the same linking steps/turns/steps and skating directions at the same time.
 - Turns/steps and linking steps must be executed during travel.
 - A minimum of two (2) turns/steps must be attempted (for TW2, TW3, TW4).
 - Turns/steps must be executed on one (1) foot.
 - There are no restrictions on the number of linking steps (i.e. crossovers).
- 2. Distance travelled (more than 5m, 10m depending on the level)**
 - The required distance will be measured using the center point of the Wheel(s) and the length of the rink surface.
 - Travel begins to be counted as soon as all spokes and the center point of the Wheel begins to move.
 - The measurement of travel will stop when traveling has ended or when the Wheel breaks apart to go into the next transition or Element.
- 3. Travel Extra Features (Level 3 & 4)**
 - All Skaters and spokes must participate.
 - Travel extra features must be executed one (1) at a time during the travel.
 - Traveling must occur both before, during and after the extra features.
 - All Skaters must have a hold before and after each extra Feature.
 - a. Two (2) continuous backward 360° rotations executed one (1) after the other**
 - Any type of turns/steps or rotating linking steps are permitted.
 - The rotations are permitted to be executed on one (1) or two (2) feet.
 - Stepping from backward to forward is not considered a 180° turn/rotation.
 - A double travelling will not be considered as two (2) continuous 360° rotations.
 - Each 360° rotation must begin on a backward edge.
 - A push is not permitted within a backward 360° rotation.
 - The two (2) rotations must both be executed in the same rotational direction.
 - The two (2) rotations must be executed one (1) after the other.
 - Holding in-between the rotations are not permitted.
 - b. Skaters/Spokes change places/positions with another Skater/Spoke**
 - All Skaters and/or spokes must change places/positions with another Skater and/or spoke.
 - Skaters are permitted to be joined in pairs or small lines.
 - The change of places/position refers to either the spoke in total and/or the individual Skaters.
 - Skaters are permitted to circle another spoke/Skaters and end back in the same place.
 - The shape of the Wheel is permitted to disappear momentarily during this Feature (i.e.: an incorrect number of Skaters for the level is permitted to be visible momentarily in order to encourage creativity).
 - c. Release of hold for three (3) seconds**
 - Timing will begin once all Skaters have released their hold.
 - During the release of hold each Skater must turn / rotate a minimum of 360° OR use both skating directions (forward and backward) i.e. only skating backward (or forward) is not permitted.
 - If Teams choose to turn/rotate a minimum of 360°;

- Stepping from backwards to forwards is NOT considered a 180° turn/rotation.

4.7 INTERSECTION Element with Point of Intersection

Basic requirements:

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

Levels & Features

Level Base - IB	Level 1 - I1	Level 2 - I2	Level 3 - I3	Level 4 - I4
An Intersection that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Level B AND must include: Any Intersection (including Two-Line, "L" Intersection or Combined Intersection) + one (1) Feature	Level B AND must include a choice of: Box or Triangle + one (1) Feature OR Whip Intersection (Line(s) of less than eight (8) Skaters) + one (1) Feature	Level B AND must include a choice of: Whip Intersection (two (2) Lines of eight (8) Skaters) + one (1) Feature OR Angled Intersection (Line(s) of less than eight (8) Skaters) + one (1) Feature	Level B AND must include: Angled Intersection (two (2) Lines of eight (8) Skaters) + one (1) Feature

Additional Feature - POINT OF INTERSECTION is mandatory (This is a feature performed within the intersection element that will be called with a level - see 4.8).

General Feature requirements

- Stopping and/or becoming Stationary is not permitted.
- Combined Intersection;
 - Circle must have a minimum of four (4) Skaters.
 - Wheel must have a minimum of three (3) Skaters in a spoke.
 - Line must have a minimum of four (4) Skaters.

Feature requirements

1. Back-to-back approach

- All Skaters must be back-to-back in any connected hold when starting the approach.
- Back-to-back - when the Skaters shoulders are parallel to the axis of intersection and not twisted during the approach.
- A hold is required throughout the approach phase until the pi rotation begins (unless backward rotations are permitted during the approach).
 - Changes of holds are permitted.

2. Backward rotation(s) during the approach phase

- Backward rotation(s), if executed during the approach phase (not permitted in a Whip Intersection).
 - must be backward, continuous 360°.
 - pushing within a 360° rotation is not permitted.

3. Backward pivoting entry during the approach phase

- If using a backward pivoting entry, each Line must pivot at least 90° before the Skaters intersect.
- A hold is required throughout the approach phase until the pi rotation begins (unless backward rotations are permitted during the approach).
- Changes of holds are permitted.
- The Whip intersection considered to have a backward pivoting entry.

Feature errors made by ¼ of the Team or more

- Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized.
- Skaters do not execute a pivoting entry of at least 90° (for a box or triangle).
- Skaters do not keep their shoulders parallel to the axis of intersection.
- Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back.
- Any backward 360° rotation that is not continuous/pauses.
- Pushes within a backward 360° rotation.

Specific requirements of each type of Intersection

Two (2) Line Intersection

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

Combined intersection

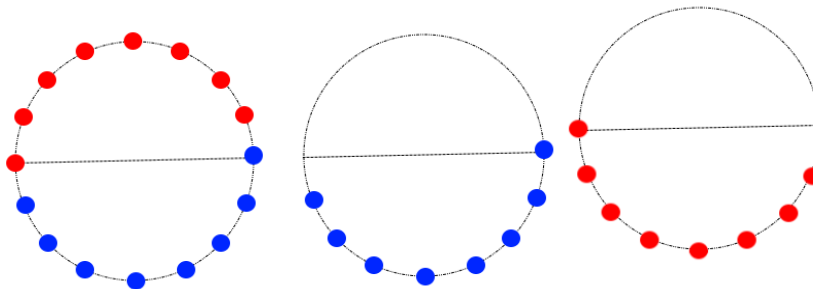
- Multiple Circles, Wheels and Lines are permitted.
- If using a Circle or Wheel: Circle/Wheel must continually rotate.
- If using a Block or Line: Block/Line must continue to glide and progress along the floor.

Collapsing intersection (box, triangle or another feature of a box or triangle):

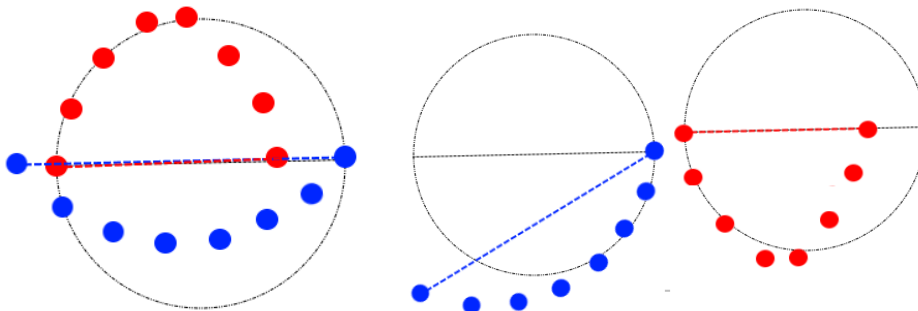
- The use of crossovers is not permitted once the corners of the Intersection begin to intersect.
- Box/Triangle: All corners of the collapsing intersection must intersect at the same time.

Whip intersection

- Both Lines must achieve and maintain a curved shape (minimum of a ½ Circle shape) for a minimum of a 90° rotation until the lead skaters become back-to-back.
 - The minimum ½ Circle shape will be counted when the distance between the two (2) end Skaters (from the same line) is no larger than the diameter of a Circle made of sixteen (16).
 - Correct shape (diameter of a circle made of sixteen (16)):



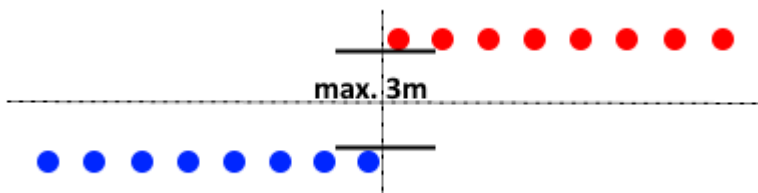
- Incorrect shapes (diameters too large/small):



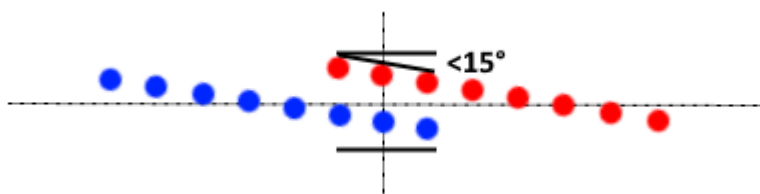
- From the minimum 1/2 Circle shape once the lead Skaters are back-to-back:
 - The curve must continuously straighten/unroll until the pi rotation begins (see Additional Feature).
 - Both lines must straighten/unroll at the same time.
- The goal is for both Lines/all Skaters to straighten and intersect at the same time.
- During the exit the two (2) to three (3) fast end Skater(s) of each line must have more speed than the rest of their line and therefore a V-formation must be shown. The spacing between the fast end Skaters will increase.
- 360° rotations are not permitted during the approach.

Angled intersection

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



- It is NOT required to skate the entire approach phase within the three meters (3m) corridor before the overlap begins.
- Both Lines must continually move towards the axis of intersection once the lead Skaters have overlapped.
- The corridor between the two (2) Lines is permitted to show a minimal reduction as the Lines first overlap and begin to pass each other. The reduction of the corridor is permitted to occur more rapidly as the Skaters' near the axis of intersection.
- The Lines must remain parallel to the “axis of intersection” during the approach phase, no matter where/how the Intersection has been placement on the floor.
- Example: If the “axis of intersection” is parallel to the long axis of the rink, then the Lines must be kept parallel to the long axis of the rink during the approach phase.
- If the Lines are not more than approximately three meters (3m) apart, once the overlap has begun a slight pivot (less than 15°) is permitted.



- Both Lines/all Skaters must intersect at the same time.

4.8 Additional Feature POINT OF INTERSECTION

Mandatory for INTERSECTION element with point of intersection).

Basic requirements:

1. All Skaters must attempt a pi (point of intersection) rotation.

Levels

Level Base - piB	Level 1 - pi1	Level 2 -pi2	Level 3 - pi3
Any pi that does not meet Level 1, 2 or 3 requirements but meets the Basic Requirements	A forward continuous 360° or more rotation Note: See below for specific pi requirements for certain intersections	A backward continuous 360° or more rotation Note: See below for specific pi requirements for certain intersections	A backward continuous 720° or more rotation Note: See below for specific pi requirements for certain intersections

General Additional Feature requirements

- A pi rotation must begin before and continue as the Skaters begin to intersect.
- The pi rotation must not be completed before the Skaters begin to intersect.
- Skaters in the same Line must execute the same pi rotation;
 - all forward or all backward.
 - in the same rotational direction.
- For **pi2 & pi3**: pi rotations must start and end backward.
 - Once all Skaters are through the Intersection it is permitted to exit a pi2/pi3 rotation forward without penalty.
 - **Exception**; pi3 executed during a Whip Intersection must start and end backward.
- A pi rotation must rotate quickly and be continuous and uninterrupted.
 - A push is not permitted within a continuous forward or backward 360° and/or backward 720° pi rotation.
- The pi rotations of 720°/360° are permitted to;
 - consist of turns and/or rotating linking steps.
 - be done on one (1) or two (2) feet.
- pi rotation must not be executed on the same spot.

pi errors: (Any error made by ¼ of the Team or more).

- pi rotation that does not start before the axis of intersection.
- pi rotations that do not continue to rotate as the Skaters go through the axis of intersection.
- Skaters in the same Line executing rotations in opposite directions.
- pi rotations that begin backward and have forward pushes.
- A forward or backward 360° or backward 720° pi rotation that is not continuously executed.
 - pauses in the pi rotation in order to assist Skaters to pass by each other.
 - pauses in the pi rotation due to a stumble/collision.
 - A clear push within a forward or backward 360° and/or backward 720° pi rotation.
- Part of a pi's rotation executed on the same spot.

Specific requirements of each type of Intersection

Collapsing Intersections/Combined Intersections (where all Skaters are intersecting at different times).

- **Level 1 & 2:** Must have at least two (2) rotations from the same level.
- **Level 3:** Must have at least one (1) backward 720° rotation plus two (2) backward 360° (or more) rotations.
- Each of the required rotations must be executed separately, a double travelling will not be counted as two (2) backward 360° rotations.
- The minimum of two (2) or three (3) separate rotations are permitted to be in the same or different rotational directions.
- The correct number of rotations must end within the Intersection in order to achieve a level.
 - **Level 1 & 2:** Two (2) rotations must end within the Intersection.
 - **Level 3:** The backward 720° rotation must start before the Lines begin to intersect, and end inside the Intersection. Two (2) subsequent backward 360° rotations must start within the Intersection however the last (third (3rd)) pi rotation is permitted to end after the Skaters have exited the Intersection.
- A slight (minimal) pause in-between the rotations is permitted in order to allow the Skaters to change feet/change edges or change their rotational direction.

Whip Intersection

- All rotations executed during the Intersection must be in the same rotational direction that the Line uses during the approach phase; i.e. the Skaters in one (1) of the Lines are

skating in a clockwise rotational direction towards the pi, then the pi rotations must also be executed in the clockwise rotational direction.

- **For pi3;** only a maximum of one (1) continuous backward 720° pi rotation is permitted.
 - A maximum of the first 360° of the backward 720° rotation is permitted prior to the axis of intersection.
 - **Exception;** the two (2) fast end Skaters on each line may rotate more than 360° before the axis of intersection and must continue to rotate as they intersect.

Angled Intersection

- pi rotation(s) must start before or at the latest, when the Lines begin to overlap.
- Once the Lines start to overlap the Skater(s) must continuously rotate as they move towards the axis of Intersection.

4.9 INTERSECTION Element (creative)

To have the Element confirmed (fixed value)

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. Additional feature point of intersection is NOT mandatory.

4.10 MOVE Element

Basic requirements:

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

Levels & Features

Level Base - MEB	Level 1 - ME1	Level 2 - ME2	Level 3 - ME3	Level 4 - ME4
A Move Element where the fm does not meet the level 1, 2, 3 or 4 requirements but meet the Basic Requirements	Level B AND must include one (1) of the following; At least two (2) different fm's OR at least one (1) fm is executed on one (1) foot	Level B AND must include two (2) of the following; At least two (2) different fm's OR at least one (1) fm is executed on one (1) foot OR At least ½ of the Team execute a change of position	Level B AND must include three (3) of the following; At least three (3) different fm's OR at least one (1) fm is executed on one (1) foot OR At least ½ of the Team execute a change of position OR At least ½ of the Team executes an fm that Intersects/Passes-through	Level B AND must include At least three (3) different fm's AND at least two (2) different fm's are executed on one (1) foot AND At least ½ of the Team executes a change of position with an fm on one (1) foot AND At least ½ of the Team executes an fm that Intersects/Passes-through

Additional Feature - FREE SKATING MOVE is mandatory (This is a feature performed within the move element that will be called with a level see 4.11).

General requirements

- All fm's must be executed within twenty-five meters (25m) from each other.

- The first fm that each Skater performs will be evaluated.
 - The fm will be evaluated once all Skaters attain their position.

Element requirements

All Skaters must execute;

- Up to four (4) different types of fm's.
- The same type of fm must start and end at the same time.
- Teams may choose one (1) of the following options;
 1. All fm's executed at the same time - All fm's must start and end at the same time
 2. All fms must start at the same time and may end at different times
 3. All fms may start at different times and/or must end at the same time

Feature requirements

1. At least two (2) or three (3) different fm's.

- There must be at least two (2) or three (3) different fm's, depending on the ME level.
- Different fm's for this Feature may consist of the following;
 - Different types of fm's are listed in the Difficulty Groups of the Additional Feature Free Skating Moves (each type of fm must be executed by at least four (4) Skaters)
 - The same type of fm executed on a different edges (each must be executed by at least four (4) Skaters).
 - The same type of fm executed in different skating directions (each executed by at least four (4) Skaters).
- fm's must start and/or end at the same time.
 - fm's are considered to start or end at the same time when the Skaters begin to take OR exit the fm position at the same time.

NOTE: When different types of fm's are executed, it may take a different length of time to take and/or exit the various positions for the different types of fm's.

Example (accepted); When using three (3) different types of fm's);

- Starting with the first 32 beats for a Spiral + one (1) change of edge.
- 1st 16 beats of the above 32 beats are used for a Spread Eagle.
- 2nd 16 beats of the above 32 beats are used for a Biellmann.

Example (not accepted); When using four (4) different types of fm's;

- 1st 16 beats used for a Spread Eagle.
- 1st 16 beats also used for a Biellmann.
- 2nd 16 beats are used for a Upright Extension + Spiral (with one (1) change of edge).

2. At Least ½ of the Team Execute a Change of Position

- There must be a change of position executed by at least ½ of the Team while maintaining their fm position.
- At least four (4) consecutive Skaters must have a hold while in their fm position before, during and after a change of position.
- ½ of the Team must be arranged in;
 - A minimum of one (1) Line with eight (8) connected Skaters.
 OR
 - A minimum of two (2) Lines each with a minimum of four (4) connected Skaters
- For ME4 - the change of position must be executed with an fm on one (1) foot.

For All Levels;

- A change of position must be executed at the same time by all Skaters/Lines.
 - The release of hold and re-grasp of hold must be done at the same time.
- Skaters must establish their own track both before and after the change of position.

- Skaters must cross the track of the other Skaters with whom they are changing position.



- At minimum, the level that is called for the Additional Feature (fm) must be maintained before, during and after the change of position.
- 3. **At Least ½ of the Team executes an fm that Intersects/Passes-through**
 - Any fm(s) is permitted to intersect/pass-through any other fm(s).
 - fm's may intersect/pass-through at the same or different times.
 - At minimum, the level that is called for the Additional Feature (fm) must be maintained as the fm's intersect/pass-through.
 - Skaters may be arranged in any manner;
 - Individuals.
 - Pairs.
 - Lines of three (3) or more Skaters.
 - Combination of the above is permitted.
 - Example acceptable (spirals with change of edge (red) passing thru two groups of Biellmann (blue) and Upright Extension 170°; fm's (red/blue) that are intersecting).



4.11 Additional Feature FREE SKATING MOVE (mandatory for MOVE Element)

Basic requirements:

1. All Skaters must attempt a fm.

Levels

Level Base - fmB	Level 1 - fm1	Level 2 -fm2	Level 3 - fm3
Any fm that does not meet Level 1, 2 or 3 requirements but meets the Basic Requirements	<ul style="list-style-type: none"> • Inside Spread Eagle (<i>with or without a change of edge</i>) • Unsupported Spiral • Variation of a Spiral • Inside Ina Bauer 	<ul style="list-style-type: none"> • Spiral: Unsupported Spiral with the free leg held to the back with one (1) change of edge (free leg fully extended) • Spiral with a change of free leg position only (free leg fully extended, unsupported as it changes to a front, side or back position) • Variation of a Spiral with a change of edge • Upright Extension 135° (free leg fully extended to the front, side or behind self-supported or unsupported) • Outside Spread Eagle • Outside Ina Bauer 	<ul style="list-style-type: none"> • Spiral: Unsupported Spiral with the free leg held to the back at no less than 135° with one (1) change of edge • Biellmann Spiral • Upright Extension 170° (free leg fully extended to the front, side or behind self-supported or unsupported) • Upright Extension 135° with one (1) change of edge • Outside Spread Eagle in both rotational directions • Outside Ina Bauer in both rotational directions • Hackenmond 135°

General Additional Feature requirements

- Any fm listed in the above chart will be considered a **different type of fm** than the other fm's in the list.
- The listed fm's will be considered as a **different fm** when that fm is executed using a different edge and/or in a different skating direction. Examples of **different fm's**:
 - A forward inside spiral is considered as different than a forward outside spiral.
 - A backward spiral is considered as different than a forward spiral.
- An fm must be held for at least three (3) seconds in the correct position and on the correct edge/lobe.
- If the team chooses to perform more than one fm, the fm with the lowest level will be the one that determines the call.

fm's with one (1) change of edge and/or fm position(s)

- Must have at least two (2) seconds in each correct position and on each edge/lobe.
- When multiple lines/pairs are executing the same fm, the lines/pairs must change edges at the same time.

NOTE: fms in a follow the leader pattern are permitted as long as the first Skater in each line (if multiple lines/pairs) change their edge/rotational direction at the same time.

fms that use both clockwise and anti-clockwise directions

- Must have at least two (2) seconds in each correct position and on each edge/lobe.
- When multiple lines/pairs are executing the same fm, the lines/pairs must change edges at the same time.

NOTE: fms in a follow the leader pattern are permitted as long as the first Skater in each line (if multiple lines/pairs) change their edge/rotational direction at the same time.

- When changing from clockwise to anti-clockwise directions (or vice versa).
 - Additional steps, turn(s) or linking steps are NOT permitted other than those required to quickly change the direction (may be executed using either one (1) foot or two (2) feet) for the following fm's:
 - Outside Spread Eagle in both rotational directions.
 - Outside Ina Bauer in both rotational directions.

For fm3: Spiral: Unsupported Spiral with the free leg held to the back at a minimum of 135° with one (1) change of edge:

- The measurement of the 135° is considered using the angle between the supporting leg and free leg.
- The upper body of the Skater must be held not lower than parallel to the surface.
- The correct position must be held on the correct edges/lobes before, during and after the change of edge.

For fm3: Hackenmond 135°

- The measurement of the 135° is considered using the angle between the two legs.
- The upper body of the Skater must be held upright balanced in the centre.
- The correct position must be held for a minimum of three (3) seconds.

fm errors: (Any type of error executed by ¼ of the Team or more).

- fm that is not held in the correct position for a minimum of three (3) seconds.
- fm that is not executed on a clear edge/lobe for a minimum of three (3) seconds.
 - fm with change of position, change of edge or change of rotational direction must be held for at least two (2) seconds in each position, edge/lobe and/or rotational direction.

4.12 NO HOLD element

Basic requirements:

1. All Skaters must be in a closed Block.
2. The Block must begin in four (4) lines of four (4) Skaters.
3. The Block must cover a minimum of twenty meters (20m).

Levels & Features

Level Base - NHB	Level 1 - NH1	Level 2 - NH2	Level 3 - NH3	Level 4 - NH4
No Hold Element that does not meet the level 1, 2, 3, or 4 requirements but meets the Basic Requirements	Level B AND must include One (1) Feature	Level B AND must include Two (2) Features	Level B AND must include Three (3) Features	Level B AND must include Four (4) Features

Additional Feature - STEP SEQUENCE is mandatory (This is an additional feature that will be called with a level - see 4.13).

General Feature requirements

- Stopping is not permitted during any Feature.
- Features must be done separately.
- Block must continue to progress across/along the floor before, during and after Feature(s).

Feature requirements

1. Pivoting at least 90°

- All Skaters and lines must participate.
- 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.
- All Skaters must execute the same steps/turns/edges/linking steps, in the same skating direction, at the same time during pivoting.
- The pivoting starts to be counted as soon as the Block begins to pivot once the Skaters have established their own track and ends when the Block stops pivoting.

Pivoting is considered as ended when $\frac{1}{4}$ of the team or more have done the following;

- Stopped/Interrupted pivoting for two (2) seconds or more.
- Changed configuration.
- Changed 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 shape of the NHE is permitted to “disappear” during the Feature (i.e. an incorrect number of Lines are permitted, momentarily, to encourage creativity).

3. Two (2) different configurations

- The number of Lines must be different in each configuration.
- 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 (2nd) configuration.
- Configuration must be recognizable.

4. Diagonal Axis

- One (1) Series of at least two (2) difficult turns without a change of edge in between the turns, correctly executed on the same diagonal axis.
- The diagonal axis is permitted to occur at any time during the NHE.

4.13 Additional Feature STEP SEQUENCE (mandatory for NO HOLD Element)

Basic requirements:

1. All Skaters must attempt at least two (2) turns/steps.

Levels & Features

Level Base - sB	Level 1 - s1	Level 2 - s2	Level 3 - s3	Level 4 - s4
A Step Sequence that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements	Four (4) turns/steps (two (2) different types of turns/steps) and linking steps	Six (6) turns/steps (three (3) different types of turns/steps) AND a choice of: One (1) series/combination consisting of; • Three (3) different types of difficult turns executed on one (1) foot OR - Two (2) different series/combinations (one (1) on each foot) consisting of: - Two (2) different types of difficult turns	Eight (8) turns/steps (four (4) different types of turns/steps) AND Two (2) different series/combinations consisting of; - One (1) series/combination of three (3) different types of difficult turns executed on one (1) foot PLUS - One (1) series/combination of two (2) different types of difficult turns executed on the other foot	Eight (8) turns/steps (six (6) different types of turns/steps) AND Two (2) different series/combinations (one (1) on each foot) consisting of; - Three (3) different types of difficult turns executed on one (1) foot

General requirements

- All steps and turns must be skated on the same, recognizable edges and lobes.
- Mirror image pattern is permitted during a Step Sequence, but the turns/steps executed in a mirror image pattern are not counted towards the level of the Step Sequence.

Turn/Step Errors (Any error made by ¼ or the Team or more)

- A two (2) footed entry or exit of a turn/step (except travelling).
- A turn/step executed on the same spot (except loop).
- Part of a travelling's rotation executed on the same spot.
- A turn/step that is jumped.
- The entry and/or exit of a turn/step is executed on a straight line (is considered flat).
- Turns/steps that are not clearly on the correct entry or exit edge and lobe.
- A turn/step not attempted (not due to a fall).
- Turns/steps that are not the same type of turn/step at the same time.

Series/Combination of Different/Difficult Turns

- One (1) series/combination of difficult turns; consists of two (2) or three (3) different types of difficult turns executed on one (1) foot where the exit edge of one turn is the entry edge of the next turn.
 - Two (2) series/combination of difficult turns; consists of two (2) or three (3) different types of difficult turns (depending on the level) each executed on each foot where the exit edge of one (1) turn is the entry edge of the next turn.
 - The same series of turns is not permitted to be repeated on the opposite foot.
 - Two (2) series/combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and in the same skating direction.
- Example 1** (permitted, showing turns with different skating direction):
- 1st series - backward outside rocker, forward outside bracket, backward inside counter.

- 2nd series - forward outside rocker, backward outside bracket, forward inside counter.

Example 2 (permitted, showing different entry edges):

- 1st series - backward outside rocker, forward outside counter, backward outside loop.
- 2nd series - backward inside rocker, forward inside counter, backward inside loop.
- Changes of edge(s) are NOT permitted in between the turns.
- Other turns are allowed but must be executed either before or after the series of difficult turns.

4.14 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 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.

4.15 CREATIVE Element - Lift

Senior Precision Program - Season 2019-2020:

To have the Element confirmed (fixed value).

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

5 Quality of Execution

-3	-2	-1	0	+1	+2	+3
Very poor	Poor	Weak	Fair	Average	Good	Superior
6+ bullets	4-5 bullets	2-3 bullets	1 bullet	2-3 bullets	4-5 bullets	6+ bullets

The final QOE is calculated considering first the key aspects/bullets and the additional aspects/bullets of the Element that result in a starting QOE. The QOE is then increased and/or reduced according to the positive and negative criteria for the Element.

5.1 Key aspects/bullets

Elements are evaluated considering three (3) key aspects/bullets of equal importance:

- **Shape:** Roundness; straightness; alignment or spacing symmetry maintained throughout the Element.
- **Unison:** Performing as one; precise body lines; in step or time; concurrent or syncopated.
- **Speed & Flow:** Pace and velocity maintained or accelerated throughout the Element & Movement within, between or across the Element with effortless progression.

5.2 Additional aspects/bullets

Elements are also evaluated considering these additional aspects/bullets:

- Variety and quality of Steps, Turns and Movements.
- Variety and quality of Holds.
- Entry and/or exit of the Element performed with originality or creativity.
- Seamless execution and quality of features.
- Reflects the timing, tempo or character of the music.

Errors:

- A major error impacts the integrity/continuity and fluidity of the Element and/or its relation to the music.
- Required for an Element to achieve +3: the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with excellent execution and must contain **no errors or/and Major errors**.
- Required for an Element to achieve +2: two (2) of the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with excellent execution and must contain **no MAJOR errors**.

2020 Criteria Adjustments to the Quality of Execution

Major Errors		Reduce	NHT	Minor Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2		Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Fall of two (2) Skaters in an Element			-2	Breaks in holds or poor quality of holds		-1 each	
Fall of three (3) or more Skaters in an Element			-3	Visible Errors		-1 each	
Collision during an Intersection			-1	Excessive use of Space or Distribution over the floor		-1	
Lacking all three (3) Key Aspects			-2	Long preparation into Element		-1	
Increase	Element Criteria	Reduce	NHT	Increase	Element Criteria	Reduce	NHT
Pivoting Elements (Block, Line)				Linear Elements (Block/Line)			
+1	Pivoting: Strong, controlled pivoting			+1	Creative: Original variety of the features		
	Pivoting: Speed not maintained through pivoting	-1		+1	Quick execution of the features		
	Block/Line: Curved lines during pivoting	-2			Poor spacing of the lines	-1 to -2	
	Interrupted pivoting (less than two (2) seconds)	-1					
Rotating/Traveling Elements (Circle, Wheel)				Move Element			
+1	Traveling: Good floor coverage			+2	Outstanding flexibility and body lines in fm's		
	Weaving: Not weaving at the same time	-1		+1	Creative pattern across the floor		
	Rotating/Traveling: No centrifugal force at all		-1		Poor or Incorrect body position in one or more of the fm's		-1
	Wheel: Spokes far away from center point	-1					
Intersection Elements				No Hold Element			
+2	Outstanding Speed and Intersecting at the same time at Point of Intersection			+2	Block size maintained within two arm lengths distance		
	Not Intersecting at the same time	-2		+1	Good balance between turns/steps and linking steps throughout		
	Approach or Exit shape not maintained	-1 each		+1	Exit of the turns with running edge maintained		
	Whip: no whip action		-2		Inability to maintain Speed during execution	-1	
	Angled: no reducing corridor		-2				
Creative Element - Lift				Combined Element			
+2	Good floor coverage throughout			+2	Creative: Innovative combination of elements		
+1	Creative: Innovative position or pattern			+1	Quick execution of the elements		
	Poor quality in execution/position of the lifted skater(s)	-1 each			Inability to maintain Speed during execution	-1	

Artistic Impression

6 Artistic Impression

SKATING SKILLS		TRANSITIONS		Performance	Choreography
The overall cleanness and sureness, edge control and flow over the skating surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc.), the clarity of technique and the use of effortless power to accelerate and vary speed		The varied and purposeful use of intricate footwork, positions, movements, holds and formations that link all Elements		Involvement of the Teams physically, emotionally and intellectually as they deliver the intent of the music and composition	An intentionally developed and/or original arrangement of all types of movements, according to the principles of musical phrase, space, pattern and structure
Use of deep edges, steps and turns		Continuity of movements from one Element to another		Physical, emotional and intellectual involvement	Purpose (idea, concept, vision, mood)
Balance, rhythmic knee action and precision of foot placement		Variety, including variety of holds		Projection	Pattern and floor coverage
Flow and glide		Difficulty		Carriage and Clarity of movement	Multi-dimensional use of space and design of movements; use of holds
Varied use of power, speed and acceleration		Quality		Variety and contrast of movement and energy	Phrase and form (movements and parts structured to match the musical phrase)
Use of multi-directional skating				Individuality/personality	Originality of the composition
Use of one (1) foot skating				Unison and “oneness”	Movement and steps in time to the Music/Timing
				Spatial awareness between Skaters; management of the distance between Skaters; changes of holds	Use of finesse to reflect the details and nuances of the music
Category	Range	Definition	If there is a/ are...	Impact for Precision Skating	
Platinum	10.00	Outstanding	Fall or Major Error	10.00 cannot be awarded for any Component	
Diamond	9.00 - 9.75	Excellent	Falls or Major Errors	9.25 or higher cannot be awarded for any Component	
Gold	8.00 - 8.75 7.00 - 7.75	Very Good Good			
Green	6.00 - 6.75 5.00 - 5.75	Above Average Average			
Orange	4.00 - 4.75 3.00 - 3.75	Fair Weak			
Red	2.00 - 2.75 1.00 - 1.75 0.25 - 0.75	Poor Very Poor Extremely Poor			

7 Deductions

Referee and Judges*		Penalty
Costume / prop violation (feathers not allowed anywhere, rhinestones or sequins not allowed on the face)		-1.0
Separations in excess, Non-permitted (separating longer than necessary before resuming skating together as a unit)		-1.5
Referee		
Costume failure		-1.0
Late Start (31-60 seconds), after 60 seconds Team is withdrawn		-1.0
Music requirement 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		-0.5
21-30 seconds		-1.0
31-40 seconds		-1.5
more than 40 seconds by one or several skaters		-2.0
more than 40 seconds by the Team	Team is withdrawn	
Stopping in excess, Non-permitted, exceeding five (5) seconds within free program more than twice (2)		-1,5
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 (acrobatic elements are permitted in Senior Precision only)		-1.5
Illegal Elements/Features (acrobatic movements with a risk of physical damage)		-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.		

(See Technical Handbook for specific errors and deductions)