

ARTISTIC SCHEDULE AND REQUIREMENTS 2014/2015

**This schedule is valid for the competition year 1 August 2014 until conclusion of NZ Roller Sports Championships
– Artistic 2015
Changes are highlighted in red**

FIGURE SKATING

Listed in order of skating

SENIOR INTERNATIONAL

Group 1

20a-b FO-BO Rocker (3 circuits)
 37a-b BO-BI Paragraph Double Threes (2 circuits)
 38a-b FO-FI Paragraph Loop (3 circuits)
 41a-b BO-BI Paragraph Brackets (2 circuits)

Group 2

21a-b FI-BI Rocker (3 circuits)
 36a-b FO-FI Paragraph Double Threes (2 circuits)
 39a-b BO-BI Paragraph Loop (3 circuits)
 40a-b FO-FI Paragraph Brackets (2 circuits)

Group 3

22a-b FO-BO Counter (3 circuits)
 37a-b BO-BI Paragraph Double Threes (2 circuits)
 38a-b FO-FI Paragraph Loop (3 circuits)
 41a-b BO-BI Paragraph Brackets (2 circuits)

Group 4

23a-b FI-BI Counter (3 circuits)
 36a-b FO-FI Paragraph Double Threes (2 circuits)
 39a-b BO-BI Paragraph Loop (3 circuits)
 40a-b FO-FI Paragraph Brackets (2 circuits)

NB: International rulings for number of circuits skated will apply

JUNIOR INTERNATIONAL

Group 1

20 a-b FO-BO Rockers (3 circuits)
 37a-b BO-BI Paragraph Double Threes (2 circuits)
 31a-b BOI-BIO Change Loops (3 circuits)
 40a-b FO-FI Paragraph Brackets (2 circuits)

Group 2

21 a-b FI-BI Rockers (3 circuits)
 36a-b FO-FI Paragraph Double Threes (2 circuits)
 38a-b FO-FI Paragraph Loops (3 circuits)
 40a-b FO-FI Paragraph Brackets (2 circuits)

Group 3

22 a-b FO-BO Counters (3 circuits)
 37a-b BO-BI Paragraph Double Threes (2 circuits)
 31 a-b BOI-BIO Change Loops (3 circuits)
 40 a-b FO-FI Paragraph Brackets (2 circuits)

Group 4

23 a-b FI-BI Counters (3 circuits)
 36a-b FO-FI Paragraph Double Threes (2 circuits)
 38a-b FO-FI Paragraph Loops (3 circuits)
 40a-b FO-FI Paragraph Brackets (2 circuits)

NB: International rulings for number of circuits skated will apply

YOUTH INTERNATIONAL

Group 1

20 a-b FO-BO Rockers (3 circuits)
 33 a-b FIO-BIO Change Brackets (3 circuits)
 17 a-b BI Loops (3 circuits)
 36a-b FO-FI Paragraph Double Threes (2 circuits)

Group 2

23 a-b FI-BI Counters (3 circuits)
 32a-b FOI-BOI Change Brackets (3 circuits)
 30 a-b FOI-FIO Change Loops (3 circuits)
 29a-b BOI-BIO Change Double Threes (3 circuits)

NB: International rulings for number of circuits skated will apply

Group 3

21 a-b FI-BI Rockers (3 circuits)
 32a-b FOI-BOI Change Brackets (3 circuits)
 16 a-b BO Loops (3 circuits)
 36a-b FO-FI Paragraph Double Threes (2 circuits)

NB: International rulings for number of circuits skated will apply

ADVANCED MASTERS INTERNATIONAL**Group 1**

3 a-b BO Circle eight
 5 a-b FOI-FIO Serpentine
 7 a-b FO-FO Threes

NB: International rulings for number of circuits skated will apply

Group 2

5 a-b FOI-FIO Serpentine
 7 a-b FO-FO Threes
 9 a-b FI-BO Threes

MASTERS INTERNATIONAL**Group 1**

1 RFO-LFO Circle eight
 2 a/b FIO-FIO Change eight
 5 a/b FOI-FIO Serpentine

NB: International rulings for number of circuits skated will apply

Group 2

1 a/b FOI-FOI Change eight
 2 RFI-LFI Circle eight
 5 a/b FOI-FIO Serpentine

CADET INTERNATIONAL**Group 1**

12a-b BO Double threes
 22a-b FO-BO Counters
 30a-b FOI-FIO Change Loops

NB: International rulings for number of circuits skated will apply

Group 2

19a-b FI-BO Brackets
 28a-b FOI-FIO Change double threes
 30a-b FOI-FIO Change Loop

ELEMENTARY**Group 1**

9a-b FI-BO Threes
 19a RFI-LBO Bracket
 14 RFO-LFO Loop

Group 2

8a-b FO-BI Threes
 11 RFI-LFI Double Three
 14 RFO-LFO Loop

JUVENILE**Group 1**

2 RFI-LFI Circle eight
 3 RBO-LBO Circle eight
 5a-b FOI-FIO Serpentine

Group 2

2 RFI-LFI Circle eight
 5a-b FOI-FIO Serpentine
 7 RFO-LFO Three

PRIMARY**Group 1**

1 RFO-LFO Circle eight
 2 RFI-LFI Circle eight
 111a RFO-LFO Serpentine eight

Group 2

1 RFO-LFO Circle eight
 1a RFOI-LFOI Change eight
 2 RFI-LFI Circle eight

TINY TOT**Group 1**

1 RFO-LFO Circle eight
 1a RFOI-LFOI Change eight

NB: A rolling start will be accepted. Maximum of 3 steps prior to strike zone on initial strike

NATIONAL PATHWAY**ESQUIRE****Group 1**

1 RFO-LFO Circle eight
 1 a RFOI-LFOI Change eight
 111a RFO-LFO Serpentine eight

INTERMEDIATE**Group 1**

3 RBO-LBO Circle eight
 12a RBO-LBO Double Three
 32a-b FOI-BOI Change Brackets

Group 2

4 RBI-LBI Circle eight
 19a-b FI-BO Brackets
 28a-b FOI-FIO Change Double Threes

PRELIMINARY	Group 1		Group 2	
	3	RBO-LBO Circle eight	3	RBO-LBO Circle eight
	5a-b	FOI-FIO Serpentine	5a-b	FOI-FIO Serpentine
	7	RFO-LFO Three	9a	RFI-LBO Three
NOVICE	Group 1			
	1	RFO-LFO Circle eight		
	1a	RFOI-LFOI Change eight		
	2	RFI-LFI Circle eight		

LOOP EVENTS

Loop events shall consist of skaters who are not skating Senior Figures in that year

ELEMENTARY LOOPS	Group 1			
	14	RFO-LFO Loop		
	15	RFI-LFI Loop		
	30a-b	FOI-FIO Change Loop		
OPEN LOOPS	Group 1			
	14	RFO-LFO Loop		
	15	RFI-LFI Loop		
	30a-b	FOI-FIO Change Loop		
ADVANCED LOOPS	Group 1		Group 2	
	16	RBO-LBO Loop	17	RBI-LBI Loop
	31a-b	BOI-BIO Change Loop	31a-b	BOI-BIO Change Loop
	38a-b	FO-FI Paragraph Loops	38a-b	FO-FI Paragraph Loops

NB: Skaters competing in Junior International and Youth International grades may also compete in the Advanced Loop grade only.

DRAW

The following will be the procedure for drawing group and starting foot for competitions.

1. Graeme Sheppard Challenge – draw for group and starting foot for figures will be made by the Artistic Committee and published one week prior to competition.
2. Area Championships – draw for group and starting foot for figures and group for dances will be made by the Area Championship Committee and published three weeks prior to competition.
3. New Zealand Championships – Draw for group will be made by the Artistic Committee and published as close as possible after the closing date for New Zealand Championship entries. The starting foot for figures will be published at the Team Managers meeting.

DANCE PAIRS

SENIOR INTERNATIONAL

Quickstep	112 Quickstep
Iceland Tango	100 Tango
Original Dance	Latin Combination
Freedance	3:30 minutes +/- 10 secs

JUNIOR INTERNATIONAL

Rocker Foxtrot	104 Foxtrot
Harris Tango	100 Tango
Original Dance	Latin Combination
Freedance	3:30 minutes +/- 10 secs

YOUTH INTERNATIONAL

Association Waltz	120 Waltz
Keats Foxtrot	96 Foxtrot
Freedance	3 minutes +/- 10 secs

ADVANCED MASTERS INTERNATIONAL

Chase Waltz	120 Waltz
Siesta Tango	100 Tango
Southland Swing	92 Blues

MASTERS INTERNATIONAL

Canasta Tango	100 Tango
Rhythm Blues	92 Blues
Skaters March	108 March

CADET INTERNATIONAL

Kleiner Waltz	138 Waltz
Siesta Tango	100 Tango
Original Dance	Memories of a Grand Ball

ELEMENTARY

Denver Shuffle	100 Polka
Double Cross Waltz	138 Waltz

NATIONAL PATHWAY

INTERMEDIATE

Southland Swing	92 Blues
Imperial Waltz	120 Waltz

PRELIMINARY

City Blues	88 Blues
Canasta Tango	100 Tango

NOVICE

March Sequence	100 March
Glide Waltz	120 Waltz

DANCE PAIRS - ORIGINAL DANCE

2.30minutes (+/- 10 seconds)

Vocal music is permitted

REGULATIONS FOR ORIGINAL DANCE – Cadet International, Junior International, Senior International Dance Pairs

The Original Dance will consist of a dance constructed of two (2) rhythms of the skaters choice, as listed below. Note – a couple can repeat the first rhythm they have chosen as a third change, **but it must have the same melody and tune as the first cut of music..**

Compulsory elements OD – all compulsory elements must be included

- One straight line step sequence, along the long axis of the rink, extending as near as possible to the full length of the rink. Partners **MUST NOT** touch but be no more than one arms length apart

Note: The closer the couple skate this sequence without touching, and the more difficult the steps / turns the more credit will be given.

- Small lift
 - Must be a SMALL LIFT
 - Must have one change of direction
 - Must not have more than ½ rotation
 - Must change direction either change of edge and / or forward to backward or vice versa
 - Lady's waist no higher than man's shoulders
 - During the execution of this element it is not allowed for the lady to assume an upside down position with the legs in a split or semi split position in front of the man's face
- One diagonal step sequence in any dance hold
- One dance spin (one position only)
 - in any dance hold/ position
 - Minimum 2, maximum 5 revolutions

Rhythms for Cadet International, Junior International and Senior International Dance Pairs

For information on Rhythms to be skated please refer to the Dance Couples Technical manual, the Oceania Dance Manuals or information under the CIPA folder available on the Skate NZ website or from the NZ Artistic Committee

If couples understand the "Origin" of a rhythm it gives an understanding of the dance and should help in the construction and choice of music for a particular Rhythm.

REMEMBER – WE ARE AN ARTISTIC SPORT AND THE OD SHOULD BE SKATED TO THE MUSIC WITH STEPS, EDGES, FLOW, RHYTHM AND TOGETHER, NO MATTER WHAT MUSIC IS SELECTED

The original dance and free dance for the Cadet International, Junior International and Senior International Division of Dance Pairs will be skated in accordance with current CIPA regulations for the World and Oceania Championship in the same competitive year. (DS8.04 and 8.26)

FREEDANCE PAIRS

CADET 2.00 to 3.00 minutes

ELEMENTARY 1.30 to 2.30 minutes

Vocal music is permitted

NB: In the YOUTH INTERNATIONAL, JUNIOR INTERNATIONAL, SENIOR INTERNATIONAL grades the Freedance is part of the combined event for Dance pairs and as such is listed in the event under the heading Dance Pairs.

REGULATIONS FOR FREE DANCE

Compulsory Elements – Must be included

- One straight line step sequence along the long axis (middle of rink) Partners must not touch
- One step sequence, either diagonal or serpentine, performed together in any dance hold

Lifts in Dance

During any lift in any dance event it is not allowed for the lady to assume an upside down position in front of the man's face with the legs in a split or semi-split position

Free Dance Limitations

In any lift "the man's hands should be no higher than his shoulders".

Maximum number of lifts is 5

Any movement in which the partner is assisted aloft and has both feet off the floor is considered a lift.

Change of position in a lift is permitted

For more information please see the appropriate CIPA rule DS8.26 – 8.32

SOLO DANCE

All contestants shall use the female dance steps where the dance steps differ

SENIOR INTERNATIONAL SOLO	Westminster Waltz	138 Waltz		
	Tango Delancha	100 Tango		
	Freedance – 2.30 minutes +/- 10 seconds with required elements as per CIPA rules			
JUNIOR INTERNATIONAL SOLO	14 Step Plus	108 March		
	Blues	88 Blues		
	Freedance – 2.30 minutes +/- 10 seconds with required elements as per CIPA rules			
YOUTH INTERNATIONAL SOLO	Terenzi Waltz	168 Waltz		
	Keats Foxtrot	96 Foxtrot		
	Freedance – 2.30 minutes +/- 10 seconds with required elements as per CIPA rules			
ADVANCED MASTERS INTERNATIONAL SOLO	Werner Tango	100 Tango		
	Southland Swing	92 Blues		
	CSD – Minimum 1.50 minutes – Maximum 2.40 minutes - Theme – Big Band			
MASTERS INTERNATIONAL SOLO	Dutch Waltz	138 Waltz		
	Bounce Boogie	100 Boogie		
	CSD – Minimum 1.50 minutes – Maximum 2.40 minutes - Theme – Big Band			
CADET INTERNATIONAL SOLO	Kleiner Waltz	138 Waltz		
	Kent Tango	100 Tango		
	Freedance – 2.30 minutes +/- 10 seconds with required elements as per CIPA rules			
ELEMENTARY SOLO	2015		2016	
	Canasta Tango	100 Tango	Academy Blues	92 Blues
	Denver Shuffle	100 Polka	Double Cross Waltz	138 Waltz
JUVENILE SOLO	2015		2016	
	Skaters March	108 March	City Blues	88 Blues
	Glide Waltz	120 Waltz	Progressive Tango	100 Tango
PRIMARY SOLO	2015		2016	
	Beverley Blues	88 Blues	Beverley Blues	88 Blues
	March Sequence	100 March	March Sequence	100 March

NATIONAL PATHWAY

ESQUIRE SOLO	2015	City Blues Progressive Tango	88 Blues 100 Tango	2016	Masters Tango Glide Waltz	100 Tango 120 Waltz
	2015	Monterey Tango Marylee Foxtrot	100 Tango 92 Foxtrot	2016	Casino March Association Waltz	100 March 132 Waltz
PRELIMINARY SOLO	2015	Bounce Boogie Double Cross Waltz	100 Boogie 138 Waltz	2016	Tara Tango Denver Shuffle	100 Tango 100 Polka
	NOVICE SOLO	2015	Glide Waltz March Sequence	120 Waltz 100 March		

CREATIVE SOLO DANCE

Minimum 1.50minutes – maximum 2.40minutes

Vocal music is permitted

INTERMEDIATE	Theme – Ballroom
ELEMENTARY	Theme -Folk

Guidelines for CSD and interpretation of rhythms for Intermediate and Elementary grades can be found in the current NZ Dance manual.

Masters CSD and Advanced Masters CSD are run under International (Oceania rules). The full guidelines are available in the Oceania Solo Dance manual which is available on the Skate NZ website www.skatenz.org.nz or from the Artistic Committee Secretary. The guidelines for themes are also available from this manual.

FREEDANCE SOLO

Vocal music is permitted

REGULATIONS FOR SOLO FREEDANCE

- No more than three (3) revolutions per spin are permitted, the total number of spins must not exceed 2 (two) including the set element
- Small dance jumps are permitted but must not exceed more than one revolution, with the total number of jumps not exceeding 3 (three) including the set jump

Set elements that must be included in the solo free dance

- One spin with 3 revolutions (not more than three revolutions)
- One small jump (not more than one revolution)
- One diagonal step sequence – extending as near as possible to the diagonal of the skating surface
- One straight line step sequence commencing from standing start – along the long axis of the rink extending as near as possible the full length of the skating surface.

Deductions

- Each set element not performed will be penalised by the referee, for each violation 0.5 in the A mark
- A free dance program which contains more than the above number of spins or jumps will be penalised by the judges, for each violation 0.3 from the B mark

FREESKATING

SINGLES

Senior International (short)	2.15 mins (+/- 5 secs) with compulsory footwork sequence Diagonal as per CIPA rules
Senior International (long)	4.00 mins (+/- 10 secs) with compulsory footwork as per CIPA rules
Junior International (short)	2.15 mins (+/- 5 secs) with compulsory footwork sequence Diagonal as per CIPA rules
Junior International (long)	4.00 mins (+/- 10 secs) with compulsory footwork as per CIPA rules
Youth International(short)	2.15 mins (+/- 5 secs) with compulsory footwork sequence Diagonal as per Oceania HOA
Youth International (long)	3.30 mins (+/- 10 secs) with compulsory footwork as per Oceania HOA
Cadet International (short)	2.15 mins (+/- 5 secs) with compulsory footwork sequence Diagonal as per Oceania HOA
Cadet International (long)	3.30 mins (+/- 10 secs) with compulsory footwork sequence as per Oceania HOA
Elementary	2.00 to 2.30 minutes with compulsory footwork sequence diagonal as per page 12
Juvenile	1.30 to 2.15 minutes with compulsory footwork sequence straight line as per page 12
Primary	1.00 to 2.00 minutes
Tiny Tot	1.00 to 1.30 minutes

NATIONAL PATHWAY

Intermediate	2.30 to 3.00 minutes with compulsory footwork sequence Diagonal as per page 13
Preliminary	2.00 to 2.30 minutes
Novice	1.30 to 2.00 minutes

INLINE

International (short)	2.15 mins (+/- 5 secs) with compulsory footwork sequence Diagonal as per CIPA rules
International (long)	3.30 mins (+/- 10 secs) with compulsory footwork sequences as per CIPA rules
National Inline	2.00 to 2.30 minutes

PAIRS

Senior International (short)	2.45 minutes (+/- 5 secs) with compulsory footwork sequence Diagonal as per CIPA rules
Senior International(long)	4.30 minutes (+/- 10 secs) with compulsory footwork sequences as per CIPA rules
Junior International (short)	2.45 minutes (+/- 5 secs) with compulsory footwork sequence Diagonal as per CIPA rules
Junior International (long)	4.30 minutes (+/- 10 secs) with compulsory footwork sequences as per CIPA rules
Cadet	2.30 to 3.30 minutes
Intermediate	2.30 to 3.30 minutes
Elementary	2.00 to 3.00 minutes

To gain full credit the rotation revolution in a jump single, double or triple must be executed in the air. To gain full credit each position in a spin must have three (3) revolutions.

FREESKATING REQUIREMENTS (NATIONAL) 2014.

For National grades of Freeskating there are no compulsory point deductions for falls. Falls will be taken into account by the judges and marked appropriately. Compulsory point deductions for falls apply to **International grades only**, as stated in their requirements.

JUVENILE FREESKATING

COMPULSORY FOOTWORK - STRAIGHTLINE

Footwork step sequence must be executed according to the character of the music using Primary and/or secondary footwork Must also include the following; a series of "Loop Turns" (referred to as Loop Steps in Europe)

Loop Turns are a series of three turns, starting on an OB, done consecutively, for as long as the skater can do. Suggested minimum of 4 x 1/2 turns. The free leg is in a low wrap below the knee.

This is introduced to teach at an early stage the correct position for jumping, as it will teach a skater to rotate backwards (OB threes) with a low wrap

Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted.

ELEMENTARY FREESKATING

COMPULSORY FOOTWORK - DIAGONAL

Footwork step sequence must be executed according to the character of the music using at least secondary footwork Must also include the following; a series of "Loop Turns" (referred to as Loop Steps in Europe)

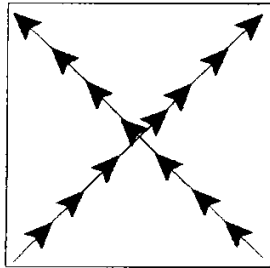
Loop Turns are a series of three turns, starting on an OB, done consecutively, for as long as the skater can do. Suggested minimum of 4 x 1/2 turns. The free leg is in a low wrap below the knee.

This is introduced to teach at an early stage the correct position for jumping, as it will teach a skater to rotate backwards (OB threes) with a low wrap

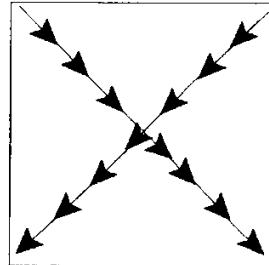
Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted.

INTERMEDIATE FREESKATING

Compulsory footwork sequence must be included.



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor. Must cover at least three quarters (3/4) of the floor with secondary and/or advanced footwork.

Footwork step sequence must be executed according to the character of the music using secondary and/or advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

FREESKATING REQUIREMENTS (INTERNATIONAL) 2015.

GENERAL RULES FOR SET ELEMENTS - SHORT PROGRAM – ALL GRADES

1. The single elements listed may also be skated in combination jumps or spins.
2. The elements must be skated in the listed order. Elements skated out of order will carry a penalty of 0.5 from the “B” Mark
3. The six listed elements must not be repeated. No additional elements may be skated. Each additional element attempted will carry a penalty of 0.5 from the "B" mark with no credit given to the "A" mark.
4. An element not attempted will carry a penalty of 0.5 taken from the "A" mark.
5. More than 5 jumps in the jump combination will attract a penalty of 0.5 from the “A” mark.
6. Any single spin with more than one position will be given a deduction of 0.5 from the “A” mark
7. Any spin combination with more than three positions will be given a deduction of 0.5 from the “A” mark.
8. Jumps in the step sequence in any short program are NOT allowed.
9. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and

Final July 2014

Updated with CIPA dances 16/8/14

ADDITIONAL PENALTIES – SHORT PROGRAMME – ALL GRADES

1. All spins performed with additional hitching (entrance, change of position or change of foot) of the employed foot (pumping) will be considered a poor quality spin, and therefore any spin performed this way will be penalised by the referee 0.3 in the “A” mark for each executed spin.
2. If the skater falls during the travelling for the spin, the spin (both single and combination) is considered attempted. It cannot be repeated because it would be considered an additional element.
3. Please read CIPA information with regard to execution of the mapes (toe-loop) as the toe assisted jump or the Combination jump in the short program (CIPA manual 6.10.03 Toe-Loop/Mapes)
4. Poorly executed (mapes) toe loop, presented as the toe assisted jump or in the combination jump, will be downgraded by the judges in accordance with CIPA rule 6.10.03 and penalized by the referee, 0.5 from the A mark. This also refers to the Combination jump.

CIPA Freeskating rule FR 6.10.03

TOE-LOOP (MAPES)

The **GOOD** execution of the element:

A toe Loop (Mapes) performed with a turn of the toe stop of no more than one-quarter of a rotation or less, whilst the employed foot is on the floor and the body position is a maximum of one-quarter turned without opening the left arm/shoulder. This will be given full value and considered a good execution.

The **FAIR** execution of the element:

A toe loop (Mapes) performed with a turn of the toe stop of more than one-quarter of a rotation whilst the employed foot is on the floor, and the body position is a maximum of one-quarter turned without opening the left arm/shoulder. This will be given half the value of No 1 above.

The **BAD** execution of the element (Open Toe Loop)

A toe loop (Mapes) performed with a turn of the toe stop of more than one-quarter of a rotation whilst the employed foot is on the floor and the body position is turned more than one-quarter and the left arm/shoulder is open

CIPA Freeskating rule FR6.10.01 SPINS

General

All spins performed with additional hitching (entrance, change of positions or change of foot) of the employed foot (“pumping”) will be considered poor quality spin.

CADET FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds)
 Long Program 3 minutes 30 seconds (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. **JUMP ELEMENT (Axel, Combination Jump, or Toe-assisted Jump)**
2. **JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)**
3. **SPIN ELEMENT (Single Spin or Combination Spin)**
4. **JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)**
5. **STEP SEQUENCE**
6. **SPIN ELEMENT (Single Spin or Combination) (alternate to 3)**

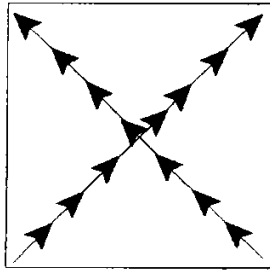
To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.
 No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed

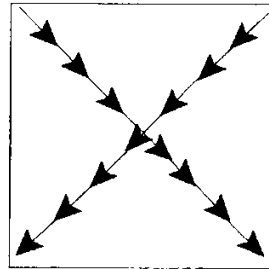
NOTES ON SET ELEMENTS

1. **AXEL**
Must be single
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, to include at least one axel and/or one jump with two (2) revolutions. (**NO MORE THAN TWO REVOLUTIONS**)
3. **TOE ASSISTED JUMP**
Single or Double
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
 A Class Inverted Camel (any edge)
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Jump Camel
 Jump Sit
 Broken ankle camel is not allowed
 B Class OB Camel
 IB Camel
 OB Sit Spin
 C Class IB Sit Spin
 OF Sit Spin
 Cross foot spin
 OF Camel
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

6 STEP SEQUENCE – DIAGONAL PATTERN “A” or “B” SECONDARY or ADVANCED FOOTWORK



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor. Must cover at least three quarters (3/4) of the floor with advanced footwork. Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

CADET LONG PROGRAM SET ELEMENTS (see after Inline)

YOUTH FREESKATING SINGLES

Short Program	2 minutes 15 seconds (+/- 5 seconds)
Long Program	3 minutes 30 seconds (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
2. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
3. SPIN ELEMENT (Single Spin or Combination Spin)
4. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
5. STEP SEQUENCE
6. SPIN ELEMENT (Single Spin or Combination) (alternate to 3)

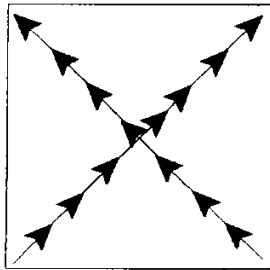
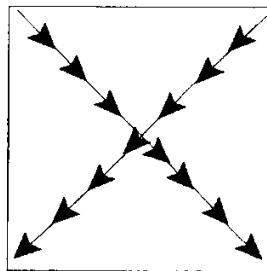
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All the above elements must be performed

NOTES ON SET ELEMENTS

1. **AXEL**
Must be single
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, including one jump with two (2) revolutions.
(NO MORE THAN TWO REVOLUTIONS)
3. **TOE ASSISTED JUMP**
Single or Double
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
A Class Inverted Camel (any edge)
Heel Camel (forward or backward)
Layover Camel (any edge)
Jump Camel
Jump Sit
Broken ankle camel is not advised for young skaters
B Class OB Camel
IB Camel
OB Sit Spin
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

6 STEP SEQUENCE – DIAGONAL PATTERN “A” or “B” SECONDARY or ADVANCED FOOTWORK**“A” Pattern****“B” Pattern**

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor. Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

YOUTH LONG PROGRAM SET ELEMENTS (see after Inline)

JUNIOR & SENIOR FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds)
Long Program 4 minutes (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
2. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
3. SPIN ELEMENT (Single Spin or Combination Spin)
4. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump) STEP SEQUENCE
6. SPIN ELEMENT (Single or Combination Spin)

To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.
No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

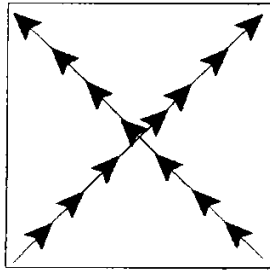
All the above elements must be performed

NOTES ON SET ELEMENTS

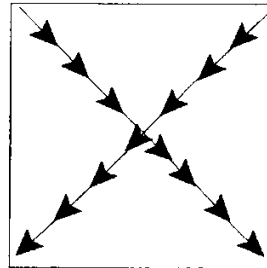
1. **AXEL**
Can be single, double or triple
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, including one jump with two (2) revolutions.
(NO MORE THAN TWO REVOLUTIONS)
3. **TOE ASSISTED JUMP**
Single, Double or Triple
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
A Class Inverted Camel (any edge)
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Jump Camel
 Jump Sit
 Broken ankle camel (forward or backward)

Broken ankle camel is not advised for young skaters
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

6 STEP SEQUENCE – DIAGONAL PATTERN “A” or “B” ADVANCED FOOTWORK



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor. Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

JUNIOR/ SENIOR LONG PROGRAM SET ELEMENTS (see after Inline)

INLINE FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds)

Long Program 3 minutes 30 seconds (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
2. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
3. SPIN ELEMENT (Single Spin or Combination Spin)
4. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
5. STEP SEQUENCE
6. SPIN ELEMENT (Single or Combination Spin)

To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.

No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed

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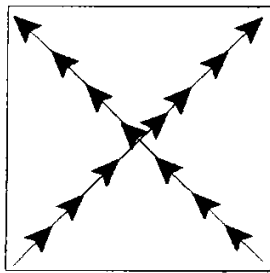
Updated with CIPA dances 16/8/14

NOTES ON SET ELEMENTS

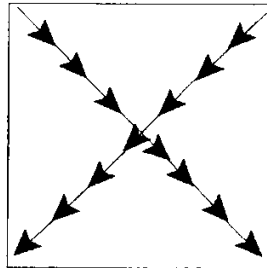
1. **AXEL**
Can be single OR double
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, including one jump with two (2) revolutions.
(NO MORE THAN TWO REVOLUTIONS)
3. **TOE ASSISTED JUMP**
Single or Double
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)

A Class	Inverted Camel (any edge)
	Heel Camel (forward or backward)
	Layover Camel (any edge)
	Jump Camel
	Jump Sit
	Broken ankle camel (forward or backward)
Also	
	Camel (any edge)
	Sit Spin (any edge)

Broken ankle camel is not advised for young skaters
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional
6. **STEP SEQUENCE – DIAGONAL PATTERN “A” or “B” ADVANCED FOOTWORK**



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor. Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

NO TRIPLE JUMPS TO BE INCLUDED IN ANY ELEMENT. DOUBLE AXEL IS NOT ALLOWED IN THE COMBINATION JUMP FOR MEN OR WOMEN.

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

LONG PROGRAM CADET, YOUTH, JUNIOR, SENIOR & INLINE

1. In the long program skaters MUST include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine
 - For each step sequence not performed will be given a deduction of 0.5 from the A Mark
2. A jump of the same kind (type and rotation) with the exception of one revolution jumps or less, can be performed no more than three (3) times in the whole program
 - If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied
3. All combination jumps MUST be different
 - If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied
4. There MUST be at least two (2) spins, one of which MUST be a combination
 - If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark
 - If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark
5. All spins MUST be evenly distributed throughout the program, this means that between two spin elements in the long program there should be at least two other different elements (at least (minimum) one (1) step sequence AND (minimum) one (1) jump element). A deduction of 0.5 in general will be deducted by the referee in the B mark for a program that is not well-balanced. The steps type must be either the diagonal, circular or serpentine. No other element of any type can replace the steps sequence and the jump (meaning not even a sequence of arabesques). The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn.
6. All spins performed with additional hitching (entrance, change of position or change of foot) of the employed foot (pumping) will be considered a poor quality spin, and therefore any spin performed this way will be penalised by the referee 0.3 in the "A" mark for each executed spin.
7. If the skater falls during the travelling for the spin, the spin is considered attempted. If immediately repeated would go against the well balanced programme rule.
8. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall

PRECISION SKATING

Male and female may skate on the same team.

Each team may have reserves, listed as such on the team entry, the maximum being four (4). All reserves must take the floor during the warmup and be capable of skating as a replacement at the time of the event.

The grading of a Precision team is determined by the age of the majority of the skaters. Where the team is evenly split it is to skate in the higher grade. 4.00.03

MINI PRECISION

There will be 5 grades of MINI PRECISION teams

NOVICE

- a) a team of 4 – 8 skaters of any age
- b) music up to 2 ½ minutes
- c) Maximum length of stay in this grade for majority of members in a Novice team is 2 years

JUVENILE

- a) a team of 4 – 8 skaters aged under 12 years
- b) music up to 2 ½ minutes

YOUTH

- a) a team of 4 – 8 skaters 11 years of age and over
- b) music up to 3 minutes

SENIOR

- a) a team of 4 - 8 skaters of 12 years of age or over
- b) music up to 3 minutes

MASTERS

- a) a team of 4 – 8 skaters 25 years of age and over
- b) music up to 3 minutes

PRECISION

There will be 4 NATIONAL GRADES of Precision Skating Teams

NOVICE

- a) A team of 8 – 16 skaters of any age
- b) Music up to 3 minutes
- c) Maximum length of stay in this grade for majority of members in a Novice team is 2 years

YOUTH

- a) a team of 8 – 16 skaters 11 years and over.
- b) music up to 3 minutes

SENIOR

- a) a team of 8 – 24 skaters aged 12 years and over
- b) music 4 - 5 minutes + 10 seconds
- c) Compulsory elements as per CIPA requirements

MASTERS

- a) a team of 8 – 20 skaters 25 years of age and over
- b) music up to 3 minutes

SMALL SHOW GROUPS

- a) Group of 6 – 12 skaters of any age
- b) Music 4 – 5 minutes +/-10 seconds

LARGE SHOW GROUPS

- a) Group of 16 – 30 skaters of any age
- b) Music 4 – 5 minutes +/- 10 seconds

CLUB SHOW CHALLENGE

- a) Group minimum of 4 skaters of any age
- b) Music 4 -5 minutes +/- 10 seconds

REGULATIONS FOR CLUB SHOW CHALLENGE

The main emphasis for the Club Show skating challenge will be skating and entertainment value. Participants must be members of the Affiliated Club that is being represented, and a registered member of the Federation. This membership may be the Class 5 Supporters membership if not already an NZFRS member.

Entry is allowed direct to Nationals, ie there is no requirement for teams to qualify through Areas.

A team name must be provided on the entry form.

At the New Zealand National Championships a Challenge trophy will be awarded to the winning team.

TECHNICAL REGULATIONS

1. Duration of performance – minimum 4 minutes, maximum 5 minutes +/- 10 seconds. Time to start with the first movement.
2. A minimum of 4 skaters of any age.
3. Freeskating and Pairs skating are allowed. However, skating will be assessed on the performance of the whole group.
4. There will be will be no restriction on the choice of music, but skating must be in tune with the music chosen.
5. Movements or steps performed in stationary positions are allowed. However, programmes with excessive stationary movements will be given less credit. Choreography must commence within 10 seconds after the music has started.

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6. The main performance of a show group must be Show, not Precision. If there are Precision elements they must be performed in the character of a show.
7. All participants must be on skates.
8. Only hand held or portable props are permitted.
9. Fog machines, water or personal spotlights are not permitted.
10. In all show competitive roller skating events (including official trainings), the costumes for both women and men should be in character with the music, but should not cause embarrassment to the skaters, judges or spectators. Womens costumes must be constructed so they completely cover the tights (pants), hips and posterior. French cut leotards are strictly prohibited, ie leotards which are cut higher than the hips.

MARKING

The event will be judged by 2 commissioned judges and 1 invited judge and their decision will be final. Criteria for evaluation will be:

- a) Creativity
- b) Entertainment

Entry & Exit on the floor:

A maximum of Forty (40) seconds are allowed for entry onto the rink.

A penalty of up to 0.3 from "A" mark if the entry takes longer than the permitted time may be applied.

It is Optional to provide:

A short explanation of not more than 25 words may be attached to the entry describing the performance. These descriptions will be given to the judges and announced as the group is entering the floor.

If you do wish to submit this description it is to be done at the Team Managers Meeting, along with skater's names.

INTERNATIONAL SHOW :SMALL AND LARGE GROUPS **CIPA RULES**

TECHNICAL REGULATIONS

1. Duration minimum 4 minutes, maximum 5 minutes +/- 10 seconds. Timing starts with the first movement.
2. Small groups - Each group must be composed of a minimum of 6 and maximum of 12 skaters.
Large groups - Each group must be composed of a minimum of 16 and maximum of 30 skaters.
3. Pairs Skating elements are not allowed. However, skating will be assessed depending on the performance of the whole group.
4. Movements or steps performed in stationary positions are allowed. However, programs with constant movement and choreography will receive more credit than programmes with excessive stationary movements. The Referee will advise the judges if this happens and a deduction from "A" mark and from "B" mark will be made by the referee, depending on the length during the whole of the programme. Choreography must commence within 15 seconds after the music has started.
5. A Show performance may not include more than **4 typical precision elements**: e.g. a circle, a wheel is allowed; or from each mentioned manoeuvre are 4 allowed: e.g. 4 circles, etc!

- Circle : a group of skaters standing or revolving about a common centre each equidistant from the centre: the circle can rotate either clockwise or counter clockwise, forward or backward. There are open circles (the skaters do not have contact with one another) and closed circles (the skaters hold onto each other in a variety of ways such as hand to hand, shoulder to shoulder or catch waist as in a train).
 - Closed circles with more than 1 rotation are recognized as a typical precision element.
 - Wheel: a straight line revolving about a common axis in the centre of the line: usually there is an equal number of skaters on each side of the axis, the wheel can rotate clockwise or in a counter clockwise direction.
 - The quantity of spokes goes from two spokes to six or more; the variation in wheels are recognized in Parallel-Pinwheels, S-Pinwheels, Step-in-Wheels and Travelling-Wheels: any of these mentioned wheels with more than 1 rotation are recognized as typical precision element.
 - Line manoeuvres & Blocks in all forms have no limitations.
 - Combination of elements will be counted like one element.
6. The main performance of a show group must be "Show", not "Precision". Show teams give in their performance expression of show elements; so audience and judges are aware of a theme matching the title of a performance; (Precision teams give in their performance expression of a technical standard).
 7. There shall be no restrictions on the choice of music but skating must be in tune with the music chosen.
 8. Participants not on roller skates shall not be allowed. At the start of the programme ALL skaters MUST be on the floor. No Skater is allowed to leave the floor during the performance.
 9. THEATRICAL PROPS: No set decorations are permitted. No frames, panels, carpets, scenery, independent theatrical wings, flats or structures of any size, kind of materials, will be permitted, even if carried by skaters themselves.
 10. ACCESSORIES AND OBJECTS: Accessories which can be carried by an individual skater are permitted. It is also permitted to position objects or props quickly, along the side of the rink, but only just before the start of the performance. In order to avoid disorder and confusion, once they are picked up they must not be left, abandoned or thrown outside the rink. It is important that skaters should demonstrate their ability to use the accessories appropriate and skate well at the same time. It is permitted for skaters to pass objects from one to another and place them on the skating surface, but only so long as the skater maintains physical contact with any skater is allowed only once during the programme for maximum of 10 seconds.
 11. Costume rules for show competitions: In all show competitive roller skating events (including official training), the costume for both women and men should be in character with the music, but should not be so as to cause embarrassment to the skaters, judges or spectators. Women's costumes must be constructed so that it completely covers the tights (pants), hips and posterior. French-cut leotards are strictly prohibited, i.e. leotards which are cut higher than the hipbone. Please see rules for Costumes for full regulations
 12. Show team skating will be for skaters who are at least 12 years of age or older as of January 1 of the year of the Championships.
 13. Referee's deduction: 0.5 from the "A" mark for each time a prop is not used correctly. If an object falls on the floor no penalty will be incurred, but will be considered as a negative point in the general impression of the programme. If an object falls on the floor no penalty will be incurred, but it will be considered as a negative point in the general impression of the programme.
 14. Fog machines and personal spotlights are not allowed
 15. A short explanation of not more than 25 words must be attached to the entry describing the performance. These descriptions will be given to the judges and announced as the group is entering the floor.

Entry & Exit on the floor

A maximum of Forty (40) seconds are allowed for entry onto the rink and positioning of objects or props (as per the above rules).

A penalty of 0.3 from "A" mark if the entry takes longer than the permitted time.

Only skaters who are taking part in the performance are permitted to bring objects onto the rink, and then only when their group is called: (NOT for example, while the marks of the preceding group are being announced). The Organisers must ensure that this rule is strictly applied.

While waiting for marks at the end of a performance, and in the shortest time possible, the group must collect all materials used during their show and ensure the smooth flow of the whole competition is not delayed in any way. The floor must be left absolutely clean for the next performance until the next one team is called will be 40 seconds.

A maximum time of fifteen (15) seconds of music is allowed before the first movement of a single skater of a group. The deduction of exceeding the time will be 0.2 from "B" mark.

No skater is allowed to leave the skating floor during performance.

JUDGING SHOW

Two marks will be awarded. The first mark for programme contents. The following aspects shall be considered by the judges for the programme:

- a. Technical difficulties: skating skills, steps, speed, lifts, jumps, spins
- b. The Theme of the programme and its design: its composition and programme style, technical structure of the programme, its use of space, the use of skating elements and their variety, compatibility, coherence and unit, originality, rhythm and its variation.
- c. Group technique: group manoeuvres, formations, blocks, ranks, changes and transitions, intersections, harmony of movement and unison.

The second mark for Presentation. The following aspects shall be considered by judges:

- a. Expressiveness and interpretation: artistic and kinaesthetic ability, quality and control of movements, the varied, use of energy, theatricality
- b. The accomplishment of the Theme: costumes, make-up, hairstyles and props. The effectiveness of performance, the involvement of the skaters in the programme, the projection to the judges and public.
- c. General impression: precision, harmony, synchronisation and rhythmic flow

Judging for Show skating will always take place on the LONG SIDE OF THE RINK.

Please see the current CIPA rules for further rules on Show skating or contact the Artistic Secretary for a copy. Also see the "Show Guidelines" issued by CIPA. All are available on the SkateNZ website www.skatenz.org.nz Under Artistic – Downloads – Current CIPA rules otherwise an electronic copy can be obtained via the Artistic secretary

INTERNATIONAL MINI PRECISION **OCEANIA RULES**

Program of up to 3 minutes
No compulsory requirements

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Updated with CIPA dances 16/8/14

INTERNATIONAL PRECISION

CIPA RULES

GENERAL RULES

1. A team will consist of 12 minimum/ 24 maximum skaters
2. Each team will be permitted 30 seconds for the positioning before the commencement of the performance. Once the team is ready for the music to commence the team captain must raise their hand to advise the announcer.
3. Neither portable or hand held props shall be used
4. The following limitations shall be enforced:
No jumps exceeding half a revolution
No spins exceeding one revolution
No lifts
5. Vocal music shall be permitted
6. At least one change of tempo in the music must be done
7. Stationary (stopping or standing) positions during the performance are not allowed.
8. Costume rules – see Artistic rules and regulations

JUDGING PRECISION

1. Two marks are awarded on a scale of 0-10 as for artistic skating. The full values indicate the general ability of the team. Additional marks of point 9 may be added to further differentiate between the Teams.
The first mark (A) is for COMPOSITION.
The second mark (B) is for PRESENTATION.

A COMPOSITION

In the marking for composition the following shall be considered:

- i) Originality of elements
- ii) Difficulty of the programme
- iii) Difficulty of connecting steps and their suitability to the music
- iv) Variety of the elements and formations, overall balance of choreography and utilization of the entire floor
- v) Placement of the manoeuvres and formations in the utilization of the surface

B PRESENTATION

In the marking of presentation the following shall be considered:

- i) Unison and synchronization of elements by team members
- ii) Ability of team members to sustain the same level of performance throughout the programme
- iii) Carriage and style
- iv) Cleanness and sureness
- v) Speed and flow using strong edges
- vi) Smoothness of transitions without hesitation
- vii) Interpretation of character and rhythm of the music
- viii) Variety of music, correct selection in relation to skaters
- ix) Orderly entry and exit from floor
- x) Neatness of appearance, including costumes

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- xi) Harmonious composition of programme and conformity to the music

SCORING PRECISION

Judging for Precision will always take place on the LONG SIDE of the rink.

The following five elements MUST be included in the programme. These elements may be repeated without penalty:

1. CIRCLE MANOEUVRE
The circle manoeuvre must consist of only one (1) circle revolving in either a clockwise or counter clockwise direction, or may be a combination of both directions. A minimum of two (2) revolutions is required.
2. LINE MANOEUVRE
The line MUST be a Single line along the short axis and move down the long axis for at least $\frac{3}{4}$ of the length of the rink.
3. BLOCK MANOEUVRE
The number of lines in the block MUST NOT exceed six (6) and MUST NOT be less than four (4).
At least two (2) different axes must be used.
4. WHEEL MANOEUVRE
This MUST consist of a three (3) or more spoke pinwheel revolving in either a clockwise or counterclockwise direction. A minimum of two (2) revolutions is required.
5. INTERSECTING MANOEUVRE
Any type of intersection is permitted (splicing or pass through). In the manoeuvre each skater must pass through any intersecting point only once.

GENERAL RULES FOR SET ELEMENTS

1. Set elements may be skated in any order.
2. Any type of handhold or combination of handholds can be used.
However - at least 3 different handholds must be shown
3. All elements may incorporate forward and/or backward skating.
4. Footwork is permitted during any element.
5. Set elements may be repeated.
6. Additional elements may be used.

PRECISION – COMPULSORY DEDUCTIONS			
1	Set Elements not attempted	1.0	By the Referee - A mark
2	Set elements attempted but not performed correctly	0.5	By the Judge – A mark
3	Jumps of more than ½ revolution or spins with more than 1 revolution	0.4	By the Judge - A mark per element
4	Lifts of any kind	0.4	By the Judge - A mark per lift
5	Break in execution of manoeuvres	0.2-0.4	By the Judge - A mark
6	Stumble during manoeuvres	0.2	By the Judge - A and B mark
7	Less than 3 different handholds	0.4	By the Referee – A mark
8	Falls		
	Small Down and right up for one skater	0.2	By the Judge - B mark
	Medium Either one skater down for a prolonged time or down and up for more than one skater	0.6	By the Judge - B mark
	Major More than one skater for a prolonged time	0.8 – 1.0	By the Judge - B mark

Rules and deductions in accordance with CIPA regulations for World Championship in the same competitive year