

INLINE ARTISTIC

GUIDELINES FOR INTERNATIONAL COMPETITIONS & CHAMPIONSHIPS 01/10/2016 to 30/09/2017_

SINGLE FIGURE SKATING ELITE DIVISION

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I. CATEGORY / AGE REQUIREMENTS / PROGRAM LENGTH

Category (birth dates)	Free Program
CHICKS (POUSSIN) <u>Has not reached the age of 9 at 01/ 09/ 2016</u>	Girls and Boys: 2'00'' (+/-10'')
CUBS (AVENIR) <u>Has reached the age of 9 , but not reached the age of 11 at 01/09/ 2016</u>	Girls and Boys: 2'30'' (+/-10'')

	Short program	Free Program
ADVANCE NOVICE <u>Has reached the age of 10, but not reached the age of 15 at 1/09/2016</u>	Ladies and Men : 2'15 (+/- 10'')	Ladies : 3'00'' (+/-10'') Men : 3'30'' (+/-10'')
JUNIOR <u>Has reached the age of 12 , but not reached the age of 19 at 01/09 /2016</u>	Ladies and Men : 2'30'' (+/-10'')	Ladies and Men : 3'30'' (+/-10'')
SENIOR <u>Has reached the age of 15 at 1/09/2016</u>	Ladies and Men : 2'30 (+/- 10'')	Ladies and Men : 4'00'' (+/-10'')

NOVICE COMPETITIONS

Two subgroups offering a different technical package are established:

- **Basic Novice (Basic Novice A and Basic Novice B)**
- **Advanced Novice**

NOVICE A / MINIMES <u>Has reached the age of 10, but not reached the age of 13 at 1/09/2016</u>	Girls and Boys : 2'30'' (+/-10'')
NOVICE B <u>Has reached the age of 13, but not reached the age of 15 at 1/09/2016</u>	Ladies and Men : 3'00 (+/-10'')

ADULT COMPETITIONS

Two subgroups offering a different technical package are established

ADULT MASTER (1, 2, 3...) (31 years and +, 41 years and +, 51 years and +...) at <u>01/09/2016</u>	Ladies and Men: 3'00 (+/- 10'')
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The organizer decides on the disciplines and subgroups to be included in the event. The Member/Club entering skater(s)/team(s) will decide on the subgroup their athletes will participate.

II. SHORT PROGRAM FOR CHAMPIONSHIPS,

Junior and Senior

I - SHORT PROGRAM FOR CHAMPIONSHIPS,

Advanced Novice, Junior and Senior

<p>Advanced NOVICE & JUNIOR & SENIOR JUMPS</p>	<p>Junior/Senior Ladies&men Maximum 2'30 +/-10"</p> <p>Advanced Novice Maximum 2'15 +/-10"</p>	<p>Junior/Senior : a) One Axel Paulsen type jump (single/double/triple) ; b) One double/triple jump immediately preceded by connecting steps and/or other comparable Free Skating movements, may not repeat jump a); c) One Jump combination consisting of a double jump, triple jump or quadruple jump and a single or double or triple jump, may not repeat jump a) or b) ;</p> <p>Advanced Novice : a) One Axel Paulsen type jump (single or double) ; b) One double/triple jump immediately preceded by connecting steps and/or other comparable Free Skating movements, may not repeat jump a); c) One Jump combination consisting of a double jump and a single or double or triple jump, may not repeat jump a) or b) ;</p>
<p>JUNIOR & SENIOR SPINS and STEPS</p>		<p>d) One Flying spin (one position only without change of foot) with a minimum of four (4) revolutions in basic position; e) One spin with only one position, no flying entrance:</p> <ul style="list-style-type: none"> • Men : Camel spin or sit spin with only one change of foot, (the position must be different than the flying spin landing position), minimum of four (4) revolutions per foot in basic position. • Ladies : Lay back (or side ways) spin, minimum of four (4) revolutions in the required positions. No change of foot. <p>f) One Spin combination with only one change of foot and the 3 basic positions, with a minimum of four (4) revolutions per foot ; No flying entrance.</p> <p>g) One Step sequence fully utilizing the floor surface.</p> <p>The 5 Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Transitions • Performance • Composition • Interpretation <p>The factors for the Program Components is</p> <ul style="list-style-type: none"> - for men 0.5 - for Ladies 0.5 <p><u>Deduction : 1.0 by Fall on the Total Program Score (TPS)</u></p>
<p>Advanced NOVICE SPINS And</p>		<p>d) One spin with only one position, no flying entrance:</p> <ul style="list-style-type: none"> • Men : Camel spin or sit spin with only one change of foot, minimum of four (4) revolutions per foot in basic position. • Ladies : Lay back (or side ways) spin, minimum of four (4) revolutions in the required positions. No change of foot <p>e) One Spin combination with only one change of foot and the 3 basic positions, with a</p>

STEPS	<p>minimum of four (4) revolutions per foot ; flying entrance is optional.</p> <p>g) One Step sequence fully utilizing the floor surface.</p> <p>The 4 Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Transitions • Performance • Interpretation <p>The factors for the Program Components is</p> <ul style="list-style-type: none"> - for men 0.5 - for Ladies 0.5 <p><u>Deduction : 0.5 by Fall on the Total Program Score (TPS)</u></p>
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Prohibited elements (from TP):

- o Any kind of Somersault – deduction (2.0), (Novice -1 point)
- o Split on the floor is treated as a fall – deduction 1 point ,(Novice -0,5 point)

The panel's points for each Program Component are then multiplied by a factor as follows (same for Advanced Novice, Junior and Senior):

Men	Short Program	0.5
Ladies	Short Program	0.5

In all spins, short program and long program the required number of rotation is in the required position(s).

III. A Free Skating program must contain

The required number of revolution in all spins is in basic position/required position(s)

Categories	Length	Contents
CHICKS	Girls Boys 2'00" (+/- 10")	<p>a) Maximum of 4 jump elements for Girls and Boys. There may be up to two (2) jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. <u>Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence.</u></p> <p>b) There must be a maximum of two (2) spins of a different nature (abbreviation), minimum of four (4) revolutions per spin in basic positions, Change of foot allowed, flying entrance is not allowed.</p> <p>c) There must be a maximum :</p> <p>- One (1) step sequence, with a fixed Base value and evaluated in GOE only. Jumps and spins forbidden.</p> <p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 15 seconds length. This element must be the choreographic highlight of the program</u> as required below :</p> <ol style="list-style-type: none"> 1 At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., <u>or any creative gliding positions...</u>, 2. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <p>Those two requirements must be <u>included in a strong choreography and</u> should be executed according to the character of the music. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end.</u></p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to Level 1 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Performance <p>The Factor of the Program Components is 1.8 Deduction : 0,5 by Fall by Technical Panel</p>
CUBS	Girls Boys 2'30" (+/- 10")	<p>a) Maximum of 4 jump elements for Girls and Boys. There may be up to two (2) jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. <u>Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence.</u> .</p> <p>b) There must be a maximum of two (2) spins as required below, change of foot is allowed,</p>

		<p>flying entrance is not allowed :</p> <ul style="list-style-type: none"> • One of which must be a spin combination with all three (3) basic positions. • And one spin in only one basic position <p>Change of foot is optional, Flying entry forbidden and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum :</p> <p>- One (1) step sequence, with a fixed Base value and evaluated in GOE only.</p> <p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 15 seconds length. This element must be the choreographic highlight of the program</u> as required below :</p> <ol style="list-style-type: none"> 3. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., <u>or any creative gliding positions....</u>. 4. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <p>Those two requirements must be <u>included in a strong choreography and</u> should be executed according to the character of the music. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end.</u></p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to Level 1 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Performance <p>The Factor of the Program Components is 1.8 Deduction : 0,5 by Fall by Technical Panel</p>
<p>BASIC NOVICE A</p>	<p>Ladies Men 2'30" (+/- 10")</p>	<p>a) Maximum of 4 jump elements for Ladies and Men, One of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. <u>Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence.</u> . Triple jumps are not permitted.</p> <p>b) There must be a maximum of two (2) spins as required below, change of foot is allowed,:</p> <ul style="list-style-type: none"> • One of which must be a spin combination with all three (3) basic positions. • And one spin in only one basic position <p>Change of foot and flying entry are optional and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum :</p> <p>- One (1) step sequence with fully utilizing the surface.</p>

		<p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 15 seconds length. This element must be the choreographic highlight of the program</u> as required below :</p> <p>5. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., <u>or any creative gliding positions....</u></p> <p>6. At least one(1) creative jump(s) : small hops does not fullfil the requirement;</p> <p>Those two requirements must be <u>included in a strong choreography</u> and should be executed according to the character of the music. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end.</u></p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to Level 2 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Performance <p>The Factor of the Program Components is 1.8 Deduction : 0,5 by Fall by Technical Panel</p>
<p>BASIC NOVICE B</p>	<p>Ladies Men 3'00" (+/- 10")</p>	<p>a) Maximum of five (5) jump elements for Ladies and Men, One of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. Jump combinations can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only the two most difficult jumps will be counted. Triple jumps are not permitted. Only two (2) jumps with 2 or more revolutions can be repeated. This repetition must be in a jump combination or in a jump sequence. ← <u>Any jump cannot be executed more than twice in total</u></p> <p>b) There must be a maximum of two (2) spins as required below, flying entrance is allowed in all spins :</p> <ol style="list-style-type: none"> 1. <u>One of which must be a spin combination</u> 2. One spin in one basic position only (with no change of position). <p>Flying entrance and change of foot are allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : - One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 15 seconds length . This element must be the choreographic highlight of the program</u> as required below :</p> <p>7. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread</p>

		<p>eagles, Ina Bauers..., or <u>any creative gliding positions</u>....,</p> <p>8. At least one(1) creative jump(s) : small hops does not fulfil the requirement;</p> <p>Those two requirements must be <u>included in a strong choreography</u> and should be executed according to the character of the music. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end</u>.</p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to Level 2 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Performance • Interpretation <p>The Factor of the Program Components is</p> <ul style="list-style-type: none"> - for men 1.6 - for ladies 1.6 <p>Deduction : 0,5 by Fall by Technical Panel</p>
<p>ADVANCE NOVICE</p>	<p>Ladies 3'00" Men 3'30" (+/- 10")</p>	<p>a) A Maximum of five (5) jump elements for Girls and six (6) jump elements for Boys , One of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. One jump combinations can contain up to three (3) jumps and the other can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only the two most difficult jumps will be counted. Any jump cannot be executed more than twice in total .</p> <p>Only two (2) jumps with 2 or more revolutions can be repeated. This repetition must be in a jump combination or in a jump sequence. ← <u>Any jump cannot be executed more than twice in total</u></p> <p>b) There must be a maximum of two (2) spins as required below :</p> <ol style="list-style-type: none"> 3. <u>One of which must be a spin combination</u>, Flying entrance is not allowed. 4. <u>One Flying spin with only one landing basic position (no change of the landing basic position)</u> <p>Change of foot is allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : - One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 15 seconds length</u>. This element must be the <u>choreographic highlight of the program</u> as required below :</p> <p>9. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or <u>any creative gliding positions</u>....,</p>

		<p>10. At least one(1) creative jump(s) : small hops does not fulfil the requirement;</p> <p>Those two requirements must be <u>included in a strong choreography and should be executed according to the character of the music</u>. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end</u>.</p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>Levels explanations: For Advanced Novice, in all elements which are subject to Levels, only features up to Level 3 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Transitions • Performance • Interpretation <p>The factors for the Program Components is</p> <ul style="list-style-type: none"> - for men 1.4 - for ladies 1.6 <p>Deduction : 0,5 by Fall by Technical Panel</p>
<p>JUNIOR</p>	<p>Ladies & Men 3'30'' (+/- 10'')</p>	<p>a) Maximum of six (6) jump elements for ladies and men, One of which must be an Axel type jump. There may be up to three (3) jump combinations or sequences. One jump combinations can contain up to three (3) jumps and the other can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only the two most difficult jumps will be counted.</p> <p>Only two (2) jumps with 2 or more revolutions can be repeated. This repetition must be in a jump combination or in a jump sequence. ← <u>Any jump cannot be executed more than twice in total</u></p> <p>b) There must be a maximum of three (3) spins of a different nature (different name):</p> <ol style="list-style-type: none"> 5. <u>One of which must be a spin combination</u> 6. <u>One Flying spin or spin with a flying entrance.</u> 7. One spin in one basic position only (with no change of position). <p>Flying entrance and change of foot are allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 15 seconds length. This element must be the choreographic highlight of the program</u> as required below :</p> <p>11. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., <u>or any creative gliding positions.....</u></p>

		<p>12. At least one(1) creative jump(s) : small hops does not fulfil the requirement;</p> <p>Those two requirements must be <u>included in a strong choreography and should be executed according to the character of the music</u>. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end</u>.</p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>The Program Components are on judged in</p> <ul style="list-style-type: none"> • Skating Skills • Transitions • Performance • Composition • Interpretation <p>The factors for the Program Components is</p> <ul style="list-style-type: none"> - for men 1.4 - for ladies 1.2 <p>Deduction : 1.0 by Fall by Technical Panel</p>
<p>SENIOR</p>	<p>Ladies and Men 4'00" (+/- 10"</p>	<p>a) Maximum of 7 jump elements for ladies and Men, one of which must be an Axel type jump. There may be up to three (3) jump combinations or sequences. Only one (1) Jump combination can contain up to three (3) jumps and the others Jump combinations can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. A same jump with a different number of rotation will count as an other jump.</p> <p>Only two (2) jumps with 2 or more revolutions can be repeated. This repetition must be in a jump combination or in a jump sequence.</p> <p>← <u>Any jump cannot be executed more than twice in total</u></p> <p>b) There must be a maximum of three (3) spins of a different nature (different name):</p> <ul style="list-style-type: none"> 8. <u>One of which must be a spin combination</u> 9. <u>One Flying spin or spin with a flying entrance.</u> 10. One spin in one basic position only (with no change of position). <p>Flying entrance and change of foot are allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : The Choreographic Sequence must fully utilizing the rink surface <u>for a minimum of 20 seconds length (senior)</u>. <u>This element must be the choreographic highlight of the program as required below :</u></p> <ul style="list-style-type: none"> 13. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., <u>or any creative gliding positions....</u> 14. At least one(1) creative jump(s) : small hops does not fulfil the requirement; <p>Those two requirements must be <u>included in a strong choreography and should be executed</u></p>

		<p>according to the character of the music. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end</u>.</p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> • Skating Skills • Transitions • Performance • Composition • Interpretation <p>The factors for the Program Components is</p> <ul style="list-style-type: none"> - for men 1.4 - for ladies 1.2 <p>Deduction : 1.0 by Fall by Technical Panel</p>
<p>ADULTS MASTER</p>	<p>Ladies Men 3'00 (+/- 10'')</p>	<p>a) There must be a maximum of 5 jump elements, one of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. Only one (1) Jump combination can contain three (3) jumps and the other Jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted.</p> <p>Only two (2) jumps with 2 or more revolutions can be repeated. This repetition must be in a jump combination or in a jump sequence.</p> <p>← <u>Any jump cannot be executed more than twice in total</u></p> <p>b) There must be a maximum of two (2) spins, change of foot and flying entrance are allowed:</p> <ul style="list-style-type: none"> • One of which must be a spin combination with all three (3) basic positions. The spin combination can be executed with a change of foot then a minimum of six (6) revolutions is required in total ; or without a change of foot then a minimum of four (4) revolutions is required in total. <p>c) Maximum of 1 step sequence <u>fully utilizing the surface</u> ;</p> <p>d) There must be :</p> <p>The Choreographic Sequence must fully utilizing the rink surface <u>for 15 seconds length</u>. <u>This element must be the choreographic highlight of the program</u> as required below :</p> <ol style="list-style-type: none"> 1. At least two (2) gliding elements : 1 on each foot and/or each rotational curve (like the pattern of a « s »), like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., <u>or any creative gliding positions....</u> 15. At least one(1) creative jump(s) : small hops does not fullfil the requirement; <p>Those two requirements must be <u>included in a strong choreography and</u> should be executed according to the character of the music. Listed jump(s) included in the Choreographic Sequence will not be called and will not occupy a jump box element. The pattern is not restricted, but the sequence must be clearly visible <u>with a beginning and an end</u>.</p> <p>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p>

		<p>The Program Components are only judged in</p> <ul style="list-style-type: none">• Skating Skills• Transitions• Performance• Composition• Interpretation <p>The factors for the Program Components is 1.4</p> <p><u>Deduction : 1.0 by Fall</u></p>
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Prohibited elements:

- o Any kind of Somersault – deduction (1.0)

IV. LEVELS OF DIFFICULTY, SINGLE SKATING

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Step Sequences

- 1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (**compulsory**)
- 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction
- 3) Use of body movements for at least 1/3 of the pattern
- 4) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed with a clear rhythm within the sequence (for level 4 the two combinations must be on different feet).

6 Difficult Turns and step : twizzle, brackets, loops , counters, rockers and choctaws.

6 Easy Steps : three turn, toe steps, chasses, Mohawks, change of edge, cross rolls .

- Minimum variety : must include 5 Difficult turns and steps , none of the types can be counted more than twice.

- Simple variety : must include 7 Difficult turns and steps , none of the types can be counted more than twice .

- Variety : must include 9 difficult turns and steps , none of the types can be counted more than twice .

- Complexity : must include 11 difficult turns and steps , none of the types can be counted more than twice. 5 types of turns and steps must be executed in both directions.

All Spins

- 1) Difficult variations (count as many times as performed with limitations specified below)
- 2) Change of foot executed by jump
- 3) Jump within a spin without changing feet
- 4) Difficult change of position on the same foot
- 5) Difficult entrance into a spin (**any kind of traveling entrance can be executed only once per program with more than 2 full rotations prior the spin**)
- 6) Heel spin or Clear change of edge in all basic positions
- 7) All 3 basic positions on the second foot
- 8) Both directions immediately following each other in sit or camel spin
- 9) Clear increase of speed in the same basic positions, except non difficult upright
- 10) At least 5 rev. without changes in the same position/variation, in all positions except non difficult upright.
- 11) *Flying entry in flying spins/spins with a flying entrance*

Additional features for the Layback spin:

12) One clear change of position backwards-sideways or reverse, at least 1 rev. in each position (counts also if the Layback spin is a part of any other spin)

13) Biellmann position after Layback spin, after 4 revolutions in layback spin in short program and 2 rev. in free program.

Features 2 – 9, 11 – 13 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 5 revs are executed on both feet, any one of these executions can be taken in favor of the skater).

Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).

In any spin with change of foot the maximum number of features attained on one foot is two (2).

V. CLARIFICATIONS Single Inline Figure Skating

A competitor can compete in only one single category per event.

A competitor can downgrade from a category any time if the age requirement is respected, with those exceptions :

- Being on an international championship podium in the previous category, during the year or the year before.

CHOREOGRAPHIC SEQUENCE

Minimum length of 20 seconds for seniors, 15 seconds for the other categories

A minimum of two(2) Gliding positions

- Any position is permitted like spirals, spread eagles, Ina Bauer If those positions are clear and on deep edges it is deserves credit from the judges.
- One on each foot and/or one on each directional curve (clockwise and anti-clockwise)

A minimum of one(1) creative jump (not just a hop)

- Any kind of creative jumps.
- Listed Jumps up to 1,5 rotations will not be called during the Choreo Sequence as long as they are part of the ChSq requirement
- Listed jumps of at least 2 rotations and listed spins will be called and will be the end of the choreo Sequence.

A strong choreography, matches with the music and theme, must include those elements.

The base score of the Choreo Sequence and the GOE are between 0,9 and 6,0 points !

SPINS

Sign V is applied for :

1) **Flying spins** (only 1 position and no change of foot) of both Short Program and Free Skating, all categories, if at least one of the following requirements is not fulfilled :

- a) a clear visible jump;
- b) basic landing position reached within the first 2 revs;
- c) basic landing position Not held for at least **one (1)** revs when riched.

2) **Spin combination** when there is only 2 different basic positions instead of the Three basic positions required
Exemple :

- Camel + upright =2 basic Positions of one full rotation each, In that case if the upright is in final there must be at least a simple variation of upright to count the position for a combination spin ,

- Camel+Sit+ Upright =3 basic Positions. In that case no variation of the upright in final is required.

Abreviation examples : CoSp2V (combo spin level 2 with only 2 basic positions) , CCoSpB (change combo spin 3 positions base level).

VI. Scale of Values 2016-2017

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Choreographique Sequences (for Seniors and Adult Master)										
Choreo Sequence	ChSq1	3,0	2,0	1,0	3,0			-0,7	-1,4	-2,1

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Choreographique Sequences (for all other categories)										
Choreo Sequence	ChSq1	1,5	1,0	0,5	2,0			-0,7	-1,4	-1,7

		+3	+2	+1	BASE	V	V1	-1	-2	-3
JUMPS FOR 3d and 4th DIVISION only										
Waltz Jump	1AV1	0,2	0,1	0,1	0,2			0,1		
half Toeloop	1TV1	0,4	0,3	0,2	0,3			-0,1	-0,2	-0,2
half Salshow	1SV1				0,3					
half Loop	1LoV1				0,4					
half Flip	1FV1				0,4		0,3			
half Lutz	1LzV1				0,5		0,4			

		+3	+2	+1	BASE	V	V1	-1	-2	-3
SINGLE AND PAIR SKATING										
Jumps										
Single Toeloop	1T	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Salshow	1S				0,4	0,3				
Single Loop	1Lo				0,5	0,4				
Single Flip	1F				0,5	0,4	0,3			
Single Lutz	1Lz				0,6	0,5	0,4			

Single Axel	1A	0,6	0,4	0,2	1,1	0,8		-0,2	-0,4	-0,6
Double Toeloop	2T				1,3	0,9				
Double Salshow	2S					0,9				
Double Loop	2Lo	0,6	0,6	0,3	1,8	1,3		-0,3	-0,6	-0,9
Double Flip	2F				1,9	1,4	1,3			
Double Lutz	2Lz				2,1	1,5	1,4			

Double Axel	2A	1,5	1,0	0,5	3,3	2,3		-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	4,3	3,0		-0,7	-1,4	-2,1
Triple Salshow	3S				4,4	3,1				
Triple Loop	3Lo				5,1	3,6				
Triple Flip	3F				5,3	3,7	3,2			
Triple Lutz	3Lz				6,0	4,2	3,6			

Triple Axel	3A	3,0	2,0	1,0	8,5	5,9		-1,0	-2,0	-3,0
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		+3	+2	+1	BASE	V	V1	-1	-2	-3
One position Spins attempt, Combo spin 2 positions attempt For 3d and 4th division only										
Level Base mandatory (the poor basic position cannot bring any features)										
Upright 2 feet level B	USpBV1	0,4	0,3	0,2	0,5			-0,2	-0,3	-0,4
(C)Sit level B	(C)SSpBV1				0,7					
(C)Camel level B	(C)CSpBV1				0,7					
Layback level B	LSpBV1				0,7					
(C)CoSp 2 positions level B	(C)CoSpBV1				0,7					

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Spins (solo spins for pairs)										
Spin in one position and no change of foot (upright, layback, camel or sit)										
Upright level B	USpB				1,0					

Upright level 1	USp1	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Upright level 2	USp2				1,5					
Upright level 3	USp3				1,9					
Upright level 4	USp4				2,4					
Layback level B	LSpB	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Layback level 1	LSp1				1,5					
Layback level 2	LSp2				1,9					
Layback level 3	LSp3				2,4					
Layback level 4	LSp4				2,7					
Camel level B	CSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Camel level 1	CSp1				1,4					
Camel level 2	CSp2				1,8					
Camel level 3	CSp3				2,3					
Camel level 4	CSp4				2,6					
		+3	+2	+1	BASE	V	V1	-1	-2	-3
Sit level B	SSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Sit level 1	SSp1				1,4					
Sit level 2	SSp2				1,6					
Sit level 3	SSp3				2,1					
Sit level 4	SSp4				2,5					
Spin with a change of foot and no change of position (upright, layback, camel or sit)										
Upright level B	CUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright level 1	CUSp1				1,7	1,2				
Upright level 2	CUSp2				2,0	1,4				
Upright level 3	CUSp3				2,4	1,7				
Upright level 4	CUSp4				2,9	2,0				
Layback level B	CLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback level 1	CLSp1				2,0	1,4				
Layback level 2	CLSp2				2,4	1,7				
Layback level 3	CLSp3				2,9	2,0				
Layback level 4	CLSp4				3,2	2,2				
Camel level B	CCSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Camel level 1	CCSp1				2,0	1,4				
Camel level 2	CCSp2				2,3	1,6				
Camel level 3	CCSp3				2,8	2,0				
Camel level 4	CCSp4				3,2	2,2				
Sit level B	CSSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Sit level 1	CSSp1				1,9	1,3				
Sit level 2	CSSp2				2,3	1,6				
Sit level 3	CSSp3				2,6	1,8				
Sit level 4	CSSp4				3,0	2,1				
		+3	+2	+1	BASE	V	V1	-1	-2	-3
Flying Spin (any position upright, layback, camel or sit)										
Upright level B	FUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright level 1	FUSp1				1,7	1,2				
Upright level 2	FUSp2				2,0	1,4				
Upright level 3	FUSp3				2,4	1,7				
Upright level 4	FUSp4				2,9	2,0				
Layback level B	FLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback level 1	FLSp1				2,0	1,4				
Layback level 2	FLSp2				2,4	1,7				
Layback level 3	FLSp3				2,9	2,0				
Layback level 4	FLSp4				3,2	2,2				
Camel level B	FCSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Camel level 1	FCSp1				1,9	1,3				
Camel level 2	FCSp2				2,3	1,6				
Camel level 3	FCSp3				2,8	2,0				
Camel level 4	FCSp4				3,2	2,2				
Sit level B	FSSpB				1,7	1,2				

Sit level 1	FSSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Sit level 2	FSSp2				2,3	1,6				
Sit level 3	FSSp3				2,6	1,8				
Sit level 4	FSSp4				3,0	2,1				
		+3	+2	+1	BASE	V	V1	-1	-2	-3

Spin Combination with change of position and no change of foot (two positions)

level B	(F)CoSp2pB	1,5	1,0	0,5	1,1	1,0		-0,3	-0,6	-0,9
level 1	(F)CoSp2p1				1,3	1,1				
level 2	(F)CoSp2p2				1,5	1,3				
level 3	(F)CoSp2p3				1,8	1,5				
level 4	(F)CoSp2p4				2,1	1,7				

Spin Combination with change of position and no change of foot (three positions)

level B	(F)CoSp3pB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
level 1	(F)CoSp3p1				1,7	1,2				
level 2	(F)CoSp3p2				2,0	1,4				
level 3	(F)CoSp3p3				2,5	1,8				
level 4	(F)CoSp3p4				3,0	2,1				

Spin Combination with change of position and change of foot (two positions)

level B	(F)CCoSp2pB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
level 1	(F)CCoSp2p1				1,7	1,2				
level 2	(F)CCoSp2p2				2,0	1,4				
level 3	(F)CCoSp2p3				2,5	1,8				
level 4	(F)CCoSp2p4				3,0	2,1				

Spin Combination with change of position and change of foot (three positions)

level B	(F)CCoSp3pB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
level 1	(F)CCoSp3p1				2,0	1,4				
level 2	(F)CCoSp3p2				2,5	1,8				
level 3	(F)CCoSp3p3				3,0	2,1				
level 4	(F)CCoSp3p4				3,5	2,5				
		+3	+2	+1	BASE	V	V1	-1	-2	-3

Step Sequences

level B	StSqB	1,5	1,0	0,5	1,7			-0,3	-0,6	-0,9
level 1	StSq1				2,0					
level 2	StSq2				2,5			-0,5	-1,0	-1,5
level 3	StSq3				3,0			-0,7	-1,4	-2,1
level 4	StSq4				3,5			-0,7	-1,4	-2,1

VII. GENERAL TECHNICAL RULES

DEDUCTIONS – Who is responsible ?

VIOLATIONS :	POINTS	Who responsible ?
Program time	- 1.0 for every 15 seconds lacking or in excess	Referee
Illegal element/movement	-2.0 per violation (-1 up to Novice)	TP
Costume violation	-1 per program Majority of the judges	
Costume drops and props	-1 per violation	Referee
Fall	▪ -Single Skating: -1.0 for every Fall (0,5 up to Novice)	TP
Late start	<p style="text-align: center;"><u>20 seconds from the call to start to get into starting position</u></p> <p>-1.0 point for start between 1 and 20 seconds late (0,5 up to Novice)</p> <p>Passed 40 seconds late from the call to start without explanation to the referee, the skater is considered as withdrawn.</p> <p>-3.0 points for the allowance to skate at the end of the group (from the Referee) ; -1,5 points up to Novices</p>	Referee
Referee Interruption in performing the program	<p>For every Interruption Junior and Senior of:</p> <p>□□□ more than 10 seconds up to 20 seconds: - 1.0 □□□ more than 20 seconds up to 30 seconds: - 2.0 □□□ more than 30 seconds up to 40 seconds: - 3.0</p> <p>For every Interruption up to Novice categories of:</p> <p>□□□ more than 10 seconds up to 20 seconds: - 0,5 □□□ more than 20 seconds up to 30 seconds: - 1.0 □□□ more than 30 seconds up to 40 seconds: - 1.5</p>	Referee
<p>- 4.0 per program Junior/Senior</p> <p>- 2.0 per program up to Novice</p> <p>- Interruption of the program with Referee's allowance of up to three (3) minutes to resume from the point of interruption or of a total restart at the end of the group.</p>		

Program Content Sheet

Each Skater, shall present a Program Content Sheet (an official form indicating the planned elements for each Part of the competition).

Call to the start

- I. Prior to each performance, the names of those about to compete must be clearly called on the rink.

Each Skater/Pair/Couple must take the starting position of each Part of the competition (Short Program, Free Skating) at the latest **twenty (20) seconds** after she/he/they are called to the start. If this time has expired and the skater/s has/have not yet taken the starting position, the Referee shall apply a deduction (deducted from the final score). **Passed 41 seconds from the call to start without explanation to the referee and the skater/s has/have not yet taken the starting position, he/they will be considered as withdrawn.**

Procedure : The skater has 40 seconds to go to the Referee and explain the problem. If not, the Referee shall wissle and the speaker announce the Referee decision. A 2 minutes break is given before the next skater is called. In the case of correct explanation before the 41 seconds, the referee might allow the skater to skate at the end of the group. 2 minutes break must be given before the call of the next skater, a general announcement must be done. The Referee shall apply a deduction.

← **Eligibility for skaters to participate**

← Is eligible to take part in an international championship, governed by FIRS members, any skater who is selected by his/her own national federations. If such national federation ruling artistic roller skating does not exist (is in process), the skater can get a special autorisation from the FIRS President to represent his/her country.

← This skater must follow and respect the new rules governing Inline artistic skating.

← **Judges and technical panel**

Any judge/technical panel member eligible to take part in international competitions or championships, governed by FIRS must be approved by the Inline FIRS Coordinator or his continental delegate.

As much as possible, all the Judges of a panel must be from different countries (and continents for world standing events). In the Technical Panel (TP), the specialist(s), the assistant and the controller must be from different countries as well as the data operator if acting as assistant specialist. A coach cannot be an official if his skater(s) are in any category of the event.

In general, ISU level and International ISU level judges/TP (not before 2010) have the knowledge and skills to officiate for Inline after a short meeting on the place of the event. For the other official candidates a formal training must be followed and an examination must be passed. In any case, the number of ice officials must be over 50% of the panel members.

At national level, local seminars can be organized by the federations with moderators who are trained ice judges and technical panel (TP) at a minimum of national level. It is recommended to respect the balance of more than 50% of officials having a position as judge/TP in the ice federation or the WIFSA association (World Inline Figure Skating Association witch is at the origin of this new Inline judging system). The technical panel must have a *perfect* knowledge and experience for any competition levels.

The age limit for judges and technical panel is 75 years old. A dispensation could be given.

← This judge/technical panel must follow and respect the new rules governing Inline artistic skating and have a fairplay conduct at any time.

The surface

Before an Inline event the dedicated floor surface must be cleaned carefully as much as necessary.

Skates

The wheels are placed on a straight line at the central long axis of the foot.

The number of wheels is free.

At the top of this wheel axis, there can be a toe stopper.

Clothing

← At International Competitions, the clothing of the Competitors must be appropriate for athletic competition – not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Men must wear full length trousers (mens legs must be covered). Accessories and props are not permitted. Clothing that does not adhere to these guidelines will be penalized by a deduction from the majority from the judges. The decorations on costumes must be non-detachable. Part of the costume or decoration falling on the ice will be penalized by a deduction from the referee.

← **Duration of skating**

The time must be reckoned from the moment the Skater begins to move or to skate until arriving at a complete stop at the end of the program.

The Skater is allowed to finish the Short Program, Free Skating within ten (10) seconds plus or minus the required time. If the

Skater fails to finish his/her program within the allowed range of time, there should be a deduction for up to every fifteen (15) seconds lacking or in excess. Any element started after the required time (plus the ten (10) seconds allowed) must not be identified by the Technical Panel and will have no value. The timekeepers must inform the Referee. The Referee must inform the Controller. If the duration of the program is thirty (30) seconds or more under the required time range, no marks will be awarded.

← **Draws for starting orders**

The draw for starting order of the Competitors for each Segment of the event shall be conducted as follows:

1. Short Program

The draw is made by the computer in the presence of the Referee or the Controller;

← 2. Free Skating draw can be made by computer or :

- 0 a) The starting order is determined from the result of the Short Program
- 1 b) As soon as possible after the determination of the results of the preceding Segment, the Referee/Controller, in the presence of at least one Competitor, shall divide the Competitors into the smallest possible number of equal groups, in the order in which they finished the preceding Segment;
- 2 c) If the number of Competitors is not equally divisible, the last group to skate (and as many preceding groups as necessary) must contain one more Competitor than the first group. The lowest placed group must skate first, the next lowest second and so on;
- 3 d) The draw in each group is then made by the computer;
- 4

← 3. If one or more Competitors decide to withdraw their participation before the draw of that Segment, the groups can be re-organized. If the withdrawal(s) is announced after the draw for the starting order of the following Segment, then the starting order and the warm-up groups will not be changed and the spot of the withdrawn Competitor(s) remains empty.

Warm-up periods

← Warm-up periods must be allotted to all Competitors.

← The duration and maximum size of each warm-up is:

Single Skating –Short Program, Free Skating – six (6) minutes duration – maximum six (6) Competitors but could be up to seven (7) for Chiks and Cubs ;

← Warm-ups must immediately precede the competitive skating of those in that warm-up group. In case of an interruption in Segment due to unforeseen circumstances of more than ten (10) minutes, the Competitors concerned will be permitted a second warm-up period, depending on the Segment.

Allowance of a delayed start or restart

← If the tempo or quality of the music is deficient, the Competitor/s may restart the program from its beginning, provided the Referee is informed within 30 seconds after the start of the program.

← If an interruption or stop in the music or any other adverse condition unrelated to the Competitor/s or his/their equipment, such as lighting, floor condition etc. occurs, the Competitor/s must stop skating at the whistle of the Referee. The Competitor/s shall continue from the point of interruption immediately after the problem has been solved. If, however, the interruption lasts longer than ten minutes, there shall be a second warm-up period.

← If a Competitor gets injured during the performance or another adverse condition related to him or his equipment (such as health problems or unexpected damage to his/their clothing or equipment) impedes his/their skating, the Competitor/s must stop skating. If he/they don't stop, they will be ordered to do so by an acoustic signal of the Referee.

0 a) If the adverse conditions can be remedied without delay and the Competitor resumes skating his/her program without reporting to the Referee, the Referee will apply a deduction for interruption, depending on the duration of the interruption. This time period commences immediately after the Competitor stops performing the program or is ordered to do so by the Referee, whichever is earlier. During this time period, the Competitor's music will continue playing. If the Competitor does not resume skating his/her program within forty (40) seconds, he/her shall be considered withdrawn;

1 b) If the adverse conditions cannot be remedied without delay and the Competitor reports to the Referee within forty (40) seconds, the Referee will allow an additional up to three (3) minutes period for the Competitor to resume skating or end of the group. Then the Referee commands to stop the music. The additional time period commences at the moment the Competitor reports to the Referee. The Referee will apply a deduction for the whole interruption. If the Competitor does not report to the Referee within forty (40) seconds or does not resume skating his/her program within the additional three (3) minutes period, he/they shall be considered withdrawn.

The Referee shall first decide and indicate to the Technical Controller where the point of interruption is. If the Technical Panel decides that the interruption occurred at the entrance to or during an element, the Technical Panel shall call the element according to the usual principles of calling, and the Technical Controller shall inform the Referee of those decisions. The point from where the Competitor has to continue the program shall be decided and communicated to the Competitor, the Judges and the Technical Panel by the Referee: it is either the point of interruption, or, if the Technical Panel has decided that the interruption occurred at the entrance to or during an element, the point immediately following this element.

- ← If a Competitor with the first starting number in the group gets injured or any other adverse condition related to him or his equipment impeding his/their skating occurs during the warm-up period and time before the start of the program is not sufficient to remedy the adverse condition, the Referee shall allow the Competitor up to three (3) additional minutes before he/they is/are called to the start. No deduction applies.
- ← If any Competitor between entering the competition floor and being called to the start is/ injured or any other adverse condition related to him/her or his/her equipment impeding his/their skating occurs and time before the start of the program is not sufficient to remedy the adverse condition, the Referee shall allow the Competitor up to three (3) additional minutes before he/her is called to the start. The Referee will apply a deduction as per paragraph « deductions ».
- ← The Referee can decide a total restart at the end of the group with the appropriate deduction.
- ← With respect to adverse conditions related to a Competitor or his equipment, only one restart per program is allowed. In case of a second stop of the performance due to an adverse condition related to the Competitor or his/her equipment, the Competitor concerned shall be considered withdrawn.
- ← If Competitor does not complete the program, no marks are awarded and the Competitor is withdrawn.

Interruptions

An Interruption is defined as the time elapsed between the moment a Skater stops performing the program until the moment he resumes performing the program. For every Interruption of more than ten (10) seconds, there shall be a deduction. If an Interruption lasts more than forty (40) seconds, an acoustic signal is produced by the Referee and the Skater is withdrawn. For cases of interruption due to adverse conditions unrelated to the Skater or related to the Skater's health or equipment, as per paragraph « deductions ».

Falls

A Fall is defined as loss of control by a Skater with the result that the majority of his/her own body weight is on the floor supported by any other part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm. For every Fall there shall be a deduction from the Technical Panel.

MUSIC

Music with voice and lyrics is allowed. The lyrics must not contain swearing or sexual connotations.

VIII. JUDGING SYSTEM

Usage of the International Judging System

The international judging system will be used at :

- ← All international Championships
- ← World Open
- ← All international competitions whenever it is possible (the light system, called paper system, may be used as well)
- ←

The international judging system is based on cumulative points, which are awarded for a technical score and five additional program components - skating skills, transitions, performance, composition and interpretation.

If a skater performs more than the defined "well-balanced program" elements, there are no deductions, but the values of additional elements will not be calculated into the skater's score. If a skater performs less than the required elements, they receive fewer points, not deductions.

Officials

There are two panels of officials - the technical panel and the judging panel.

The technical panel is generally made up of four to five persons: technical specialist, assistant technical specialist, technical controller, data operator and video replay operator. This panel works in direct communication with each other as each skater performs a program. In real time as the skater performs, the **technical specialist** identifies the elements the skater performs with the appropriate level of difficulty, based on published pre-set criteria. The work of the technical specialist allows the judge to concentrate on marking the quality of each element.. When an element is identified by the technical specialist it is also referred to as the "call".

The **assistant technical specialist** and the **technical controller** support the technical specialist to ensure that any potential mistakes are corrected immediately. The technical controller is the leader of the technical panel. Any element can be reviewed by the technical controller, the technical specialist or the assistant technical specialist. When the 2 specialists are not agree, the controller opinion makes the final decision. The elements are available for review after a skater's performance and calls can be changed accordingly. Calls and scores are final once they are posted, any protests for calculation errors resolved, and results are announced to the public.

The 2 Specialists and the Controller should be, from 3 different countries.

The **video replay operator** does exactly what it seems! If a video system is being utilized at a competition, this person tags each element on the video while a program is being performed. This allows the technical panel to go right to the beginning of an element during review without having to fast forward or rewind, speeding up the process significantly. The video is available to the technical panel for their review of any element to ensure that the correct assessment of the element was made. If there is video replay available to the judges, this videotape can be viewed by the judges for their analysis of the quality and/or errors made on any given element.

The **data operator** enters all the coding for the elements onto either paper or the computer as they are performed and the levels of difficulty are assigned.

The **judging panel** is made up of a referee and multiple judges. There can be as few as three or as many as seven judges on a panel. As much as possible all continents must be represented.

The judges focus totally on scoring the quality of each element and the program components. Their marks are based on specific criteria for each element and provide a comprehensive assessment of each skater's skills and performance. A computer is used to keep track of the elements and scores, record results and calculate totals to determine the order of finish.

The **referee** is the leader of the judging panel and is in charge the event. In this role, the referee is responsible for making sure rules are followed, taking the time of the program as skated, and deciding on any protests with respect to the event. The referee is also responsible for taking certain deductions.

Technical Score

In the Technical Score, each element of a skater's program is assigned a base value. These element base values give the skaters credit for every element they perform. A group of experts, including experienced skaters and coaches, has determined the element base value of each technical element. These base values are published as part of the scale of values (SoV).

Some elements such as spins and step sequences have been assigned a level of difficulty. These elements are assigned their base value depending on their level of difficulty as determined by the technical panel. After results are posted, skaters receive a scoring detail for their performance (typically called a 'protocol') that shows the elements and levels called by the technical panel and the marks given by the judges. This can be made on a paper or through internet.

During the program, judges evaluate the quality of the elements and give a grade of execution (GOE) to each within a

range of +3 to -3. These GOEs are not necessarily worth 1, 2 or 3 points, but rather they are a quality "grade" that impacts the value of elements through the scale of values. To determine the point value of an element, the point value for the GOE is taken from the scale of values and added to the base value for the element.

Let's look at some examples:

- ← The technical specialist identifies a jump as a double Axel. The judge grades the quality of the jump and assigns a GOE of +1. The base value for a double Axel is 3.3 points, and a GOE of +1 for a double Axel has a value of 0.5 points, so the point value for the element is 3.8 points.
- ← The technical specialist identifies a jump as a double Lutz. The judge grades the quality of the jump and assigns a GOE of -1. The base value for a double Lutz is 2.1 points, and a GOE of -1 for a double Lutz has a value of -0.3 points, so the point value for the element is 1.8 points.
- ← The technical specialist identifies a spin as a level 2 combination spin with a change of foot and two positions. The judge then grades the quality of the spin and assigns a GOE of +3. The base value for a level 2 combination spin with a change of foot two positions 1.5 points, and a GOE of +3 for a combination spin with a change of foot two positions has a value of 1.5 points, so the point value for the element is 3.0 points.

The sum of the point values for all the performed elements together (base value + GOE) is the Total Element Score (TES), or the Technical Score.

Program Components

In addition to the Technical Score, the judges award program component marks on a scale from 0.25 to 10 with increments of 0.25 to express the overall presentation and technical mastery of figure skating. The **Program Component Score (PCS)** is calculated and factored by specified percentages.

In ladies, men's, pairs, the following five components are scored in the short program and the free skate.

Skating Skills

Definition: Overall skating quality: edge control and flow over the floor surface demonstrated by a command of the skating vocabulary (edges, steps, turns, etc.), the clarity of technique and use of effortless power to accelerate and vary speed.

Criteria:

- ← Balance, rhythmic knee action and precision of foot placement
- ← Flow and effortless glide
- ← Cleanness and sureness of deep edges, steps, turns
- ← Power/energy and acceleration
- ← Mastery of multi-directional skating
- ← Mastery of one-foot skating
- ← Equal mastery of technique by both partners shown in unison (pairs and dance)
- ←

Transitions/Linking Footwork & Movement

Definition: The varied and/or intricate footwork, positions, movements and holds that link all elements. In singles, pairs, this also includes the entrances and exits of technical elements.

Criteria:

- ← Variety
- ← Difficulty
- ← Intricacy
- ← Quality (including unison in pairs, dance and synchronized skating)
- ← Balance of workload between partners (pairs and dance)
- ← Variety of holds (not excessive side by side and hand in hand in dance)
- ← Variation of speed and linking steps (synchronized)
- ← Variation of changes of direction and hold (synchronized)
- ←

Performance

Definition: Performance is the involvement of the skater/couple/teams physically, emotionally and intellectually as they translate the intent of the music and choreography. Execution is the quality of movement and precision in delivery. This includes harmony of movement in pairs, dance.

Criteria:

- ← Physical, emotional and intellectual involvement
- ← Carriage
- ← Style and individuality/personality
- ← Clarity of movement

- ← Variety and contrast
- ← Projection
- ← Unison and "oneness" (pairs, dance)
- ← Balance in performance (pairs, dance)
- ← Spatial awareness between partners - management of the distance between partners and management of changes of hold (pairs, dance)

Composition

Definition: An intentional, developed and/or original arrangement of all types of movements according to the principles of proportion, unity, space, pattern, structure and phrasing.

Criteria:

- ← Purpose (idea, concept, vision)
- ← Proportion (equal weight of parts)
- ← Unity (purposeful threading)
- ← Utilization of personal and public space
- ← Pattern and ice coverage
- ← Phrasing and form (movements and parts structured to match the phrasing of the music)
- ← Originality of purpose, movement and design
- ← Shared responsibility in achieving purpose (pairs, dance)

Interpretation

Definition: The personal and creative translation of the music to movement.

Criteria:

- ← Effortless movement in time to the music
- ← Expression of the music's style, character, rhythm
- ← Use of finesse* to reflect the nuances of the music
- ← Relationship between the partners reflecting the character of the music (pairs, dance)
- ← Appropriateness of music in dance, short dance and free dance

*Finesse is the skater's/team's refined, artful manipulation of nuances. Nuances are the personal artistic ways of bringing variations to the intensity, tempo and dynamics of the music made by the composer and/or musicians.

Dance exception, pattern dance:

In dance, the pattern dance(s) are scored on only four program components: skating skills, performance/execution, interpretation (see above), as well as a unique component: timing.

Timing

Definition: The ability of the couple to skate strictly in time with the music and to reflect the rhythm patterns and prescribed beat values of the pattern dance.

Criteria:

- ← Skating in time to the music
- ← Skating on the strong beat
- ← Skating the prescribed beat values for each step
- ← Introductory steps (dance starting on the correct measure of the music)
- ←

Totaling the Competition Score

Technical Score (TES) + Program Components Score (PCS) = **Segment Score**

Ladies, Men, Pairs

Short Program Segment Score + Free Skate Segment Score = **Competition Score**

Totaling the competition score

The Total Element Score is added together to the Program Components Score, which are factored differently for the different disciplines (see below). Deductions are taken for rule violations. The result is the segment score.

The sum of all segment scores (for example, short program plus free skate), is the Total Competition Score (TCS). In most events segment scores are not weighted; they are simply added together to obtain the competition score.. The skater with the highest competition score is declared the winner.

Factoring the Program Components

Ladies, Men, Pairs, Dance and Synchronized

In the events, the program components used are factored equally, then added together. In pattern dance, four program components are used, while five are used in the short dance, free dance, and all segments for ladies, men, pairs and synchronized. The factored sum of the program component marks is called the Program Components Score. The idea behind factoring is to make the Program Components Score level with the Technical Score, hence granting equal importance to each. Since the perfect Program Components Score is always 50, this number is factored to roughly equal what each discipline is capable of scoring in the Technical Score. For example, in the ladies short program,

women today are capable of scoring around 25 in the Technical Score. So the program components are factored by 0.5, lowering the 50 down to a 25, leveling the importance of the Technical Score and the Program Components Score. In the men's free skate, men today are capable of scoring around 60 in the Technical Score. So the program components are factored by 1.4, raising the 50 up to 60, and again leveling the Technical Score and the Program Component Score.

The following chart illustrates how each discipline factors program components for the juniors and seniors of the Silver and Elite divisions:

Discipline	Short Program	Free Skate
Ladies	0.5	1.2
Men	0.5	1.4

Conclusion

The international judging system allows for all the elements performed to have a score and a numerical value that is published. The particular value is impacted by the judges' evaluation of the quality of the element as performed. At the end, the entire performance is assessed through the five program components. The skater, at the end of the competition, is given a piece of paper (or published through internet) which tells the skater exactly what the evaluation was on each aspect of the program - the technical elements and the program components.