

Rollart



**NEW JUDGING SYSTEM FOR
ARTISTIC ROLLER SKATING COMPETITIONS**

PRECISION

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1 OWNERSHIP

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2 GENERAL

A precision group is a group of minimum 16 skaters and maximum 24.

The program is 4:30 minutes +/- 10 seconds.

Precision group can insert the following technical elements in their programs:

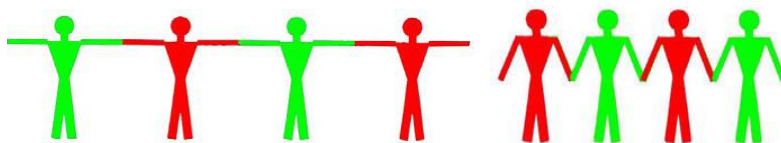
1. Lines: one (1) linear line element.
2. Traveling elements: one (1) travelling circle OR one (1) travelling wheel (it will change each year).
3. Rotating elements: one (1) rotating circle OR one (1) rotating wheel (it will change each year).
4. Blocks: one (1) linear block.
5. Intersections: two (2) intersections.
6. No hold element (Block): one (1).
7. Combined element (fixed value): one (1). All skaters must participate to the elements that MUST interact with each other. Choice of block, circle intersection, line and wheel.
8. Choreographic stop (fixed value): one (1) stop of maximum ten (10) seconds, all the skaters, during which they perform choreographic movements. They can perform a group lift.

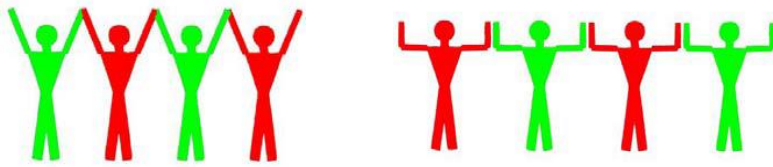
General:

- Elements that do not meet the basic requirements not due to a fall, illness or interruption, such as using the incorrect number of skaters, lines, spokes, etc. (e.g.: less than three (3) lines in a block, less than four (4) skaters in a circle, less than five (5) skaters in a line for the combined intersection, less than three (3) skaters in a spoke for wheel elements etc.) – element will be given NO VALUE.
- The elements can be performed using features that will be counted only once per element.
- Features must be executed at the same time by all skaters, if not, the feature is NOT COUNTED.
- All elements should be performed including steps and precision holds (as defined below).

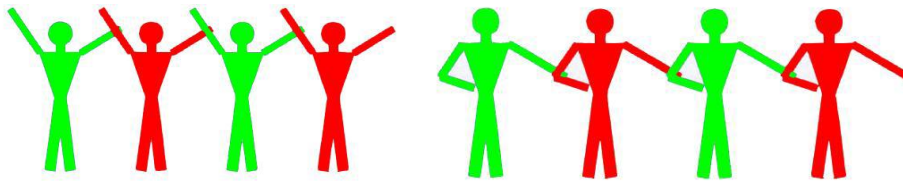
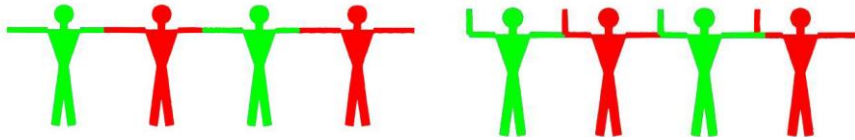
2.1 Holds

- Hand or wrist (or variations).

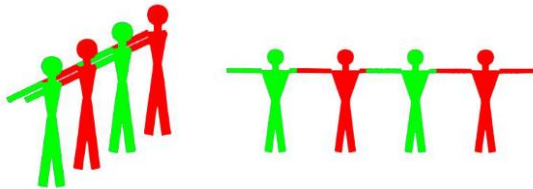




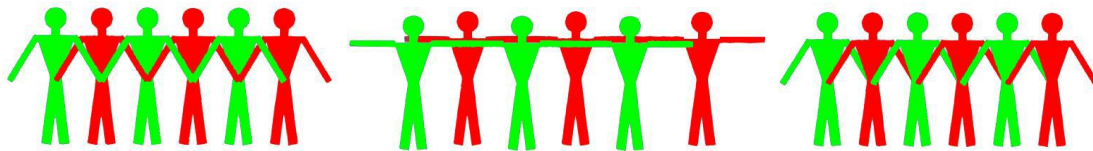
- Hand to elbow.



- Hand to shoulder.



- Basket.



- Arm in arm.



- Wave (holding every second skater).
- No hold.



- No pivot hold (for wheels).



Other holds performed will not be acknowledged as fulfilling the basic requirement of a hold.

2.2 Definitions

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

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

Difficult turns: three turn, rocker, counter, bracket, loop and travelling (double three - one full rotation must be executed quickly to be considered as such otherwise will be considered three turns).

Listed turns/steps: three turns, mohawk, choctaw, twizzle, rocker, counter, bracket, loop.

Series of difficult turns: three different difficult turns on the same foot (e.g. bracket from forward inside to the backward outside, rocker from backward outside to forward outside, counter from forward outside to backward outside).

Steps with change of foot: mohawks, choctaws, inverted mohawks, inverted choctaws

Step: all the technical difficulties that are executed keeping the same direction as, steps on toe stops, chassé, cross chassé, change of edges, cross rolls, cut-step, crosses, runs etc.

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

3 ELEMENTS

3.1 Wheels – travelling element

A travelling wheel is a rotating element with one or more lines rotating around a pivot point and the pivot point moves.

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

Basics:

- Must have at least three (3) skaters in a spoke for level base, level 1 and level 2 and at least four (4) skaters in a spoke for level 3 and level 4.
- The wheel element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance when both rotational directions are used.
- Any recognizable traveling must be executed.
- All skaters must skate in the same travel direction (all forward or all backward).

Levels

- Level base – a travelling wheel that only achieve the basics.
- Level 1 –level base + travel with or without turns/steps and must cover more than $\frac{1}{4}$ of the rink.
- Level 2 –level base + travel with turns/steps and linking steps and must cover more than $\frac{1}{2}$ rink.
- Level 3 –level base: a choice between 4-spoke, 3-spoke, parallel or 2-spoke + travel with turns/steps and linking steps, must cover more than $\frac{3}{4}$ of the rink and all the spokes must rotate for one (1) rotational direction.
- Level 4 – level 3 + extra features from:
 - Two (2) 360°rotations one after the other.
 - Change of position of each spoke.
 - Release of hold for three (3) seconds.

Features specifications

- Travel may be executed in one (1) wheel OR two (2) side by side wheels:
 - If executing two (2) side by side wheels, then both wheels must travel at the same time.
 - A change of configuration will end the travel.
- Travel with different turns/steps/linking steps or skating in different skating directions at the same time, as well as executing linking steps/crossovers/turns/steps. The use of toe-stops is not permitted.

The features to achieve level 4:

- Two (2) 360° rotations executed one after the other.
 - The two (2) rotations must both be executed in the same rotational direction.
 - Linking steps that do not rotate and holding in between the rotations are not permitted.
- Change of position of each spoke.
 - The spokes must change position so that the order becomes opposite compared to the start (i.e. skaters starting on the outside of the spoke must end in the middle of the wheel, etc.).
 - All spokes/skaters must change position at the same time.
 - At least two (2) 360° turns and/or rotating linking steps are required during the change of position.

3.2 Wheels – rotating element

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

Basics:

- Must have at least three (3) skaters in a spoke for level base, level 1 and level 2 and at least four (4) skaters in a spoke for level 3 and level 4.
- The wheel element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance when both rotational directions are used.

Levels

- level base – a wheel that only achieve the basics.
- Level 1 – level base + one (1) feature.
- Level 2 – level base + two (2) features, one (1) can be an extra feature.
- Level 3 – level base + three (3) features, one (1) can be an extra feature.
- Level 4 – level base + four (4) features, one (1) MUST be an extra feature.

Features specifications

At least two (2) different configurations:

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

Change of rotational direction:

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

Three (3) different holds:

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

Skaters/spokes change places/positions with another skater/spoke:

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

Interlocking:

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

Extra features

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

- Extra features must be distributed throughout the element.
- All skaters must execute the extra features at the same time.
- Half of the team may execute a different extra feature than the other half of the team.
- The same group of extra features must be used at the same time.

Extra feature groups:

- a. Charlotte, spread eagle, hackenmond, lunge, shoot the duck, ina bauer, etc.
- b. Toe steps, or small hops, or dance jumps of up to one (1) rotation.
- c. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

3.3 Circles – rotating element

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

Basics:

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

Levels

- Level base – a rotating circle that only achieve the basics.
- Level 1 – level base + one (1) feature.
- Level 2 – level base + two (2) features, one can be an extra feature.
- Level 3 – level base + three (3) features, one can be an extra feature.
- Level 4 – level base + four (4) features, one MUST be an extra feature.

Features specification

At least two (2) different configurations:

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

Change of rotational direction:

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

Weaving:

- On a team of 16 skaters there must be 8 skaters in each circle.
- The two (2) circles must rotate in opposite directions to execute the weaving.
- The skaters must change from the outer circle into the center circle and then back to the outer circle or vice versa depending on where they start, however all skaters must change circle position twice.
- All skaters must change place at the same time while weaving.
- Circling around another skater will not be considered weaving.

Interlocking:

- Interlocking consists of at least two (2) separate circles executed in a no hold, which are rotating in opposite rotational directions and are close enough to each other to cause each skater of one (1) circle to interlock with each skater of the other circle without missing/skipping their space/spot to interlock.
- Each skater must interlock at least once.

Extra features

At least four (4) different EXTRA features must be included where a maximum of two (2) from each group will be counted towards the level:

- Extra features must be distributed evenly throughout the element.
- All skaters must execute the extra feature at the same time.
- Half of the team may execute a different extra feature than the other half of the team.
- The same group of extra feature must be used at the same time.

Extra feature groups:

- a. Charlotte, spread eagle, hackenmond, lunge, shoot the duck, ina bauer, etc.
- b. Toe steps, or small hops, or dance jumps of up to one (1) rotation.
- c. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

3.4 Circles – travelling element

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

Basics:

- Must have at least four (4) skaters in each circle for level base, level 1 and level 2 and at least six (6) skaters in each circle for level 3 and level 4.
- If using two (2) or three (3) circles at the same time, the circles may have different number of skaters.

- The circle element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used.
- Any recognizable traveling must be executed.

Levels

- Level base – a travelling circle that only achieve the basics.
- Level 1 – level base + travel with or without turns/steps and must cover more than ¼ of the rink. One (1) circle or circle inside a circle, same or opposite rotational direction.
- Level 2 – level base + travel with turns/steps and must cover more than ½ rink. One (1) circle inside a circle, same or opposite rotational direction
- Level 3 – level base + travel with turns/steps and must cover more than ¾ of the rink. One (1) circle inside a circle, opposite rotational direction. Rotate at least 360° in one (1) rotational direction by all skaters + weaving once (1).
- Level 4 – level 3 + weaving twice (2).

Features specification

Travel (applies to all levels, if not otherwise indicated):

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

The feature weaving to achieve level 4:

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

3.5 Line – linear element

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

Basics:

- Must cover a minimum of ¾ of the length of the rink.
- Must have either one (1) or two (2) lines, which must be as even as possible.



- There must be a minimum of eight (8) skaters in one (1) line and if using two (2) lines there must be a minimum of four (4) skaters in each of the lines.

Levels

- Level base – a line that that only achieve the basics.
- Level 1 – level base + one (1) feature.
- Level 2 – level base + two (2) features, one can be an extra feature.
- Level 3 – level base + three (3) features, one can be an extra feature.
- Level 4 – level base + four (4) features, one MUST be an extra feature.

Features specification

At least two (2) different configurations:

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

Change of axis:

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

Release of hold for three (3) seconds:

- The release must occur while the skaters are keeping the line configuration and will not be counted if executed together with feature 1 (at least two (2) different configurations) or 4 (skaters/lines change places with another skater/line).
- During the release of hold each skater must turn/rotate or use both skating directions (forward and backward) i.e. only skating backward (or forward) are not permitted.
- The team is not permitted to stop during the release of hold.

Skaters/lines change places with another skater/line:

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

Extra features

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

- Extra features must be distributed throughout the element.
- All skaters must execute the extra features at the same time.
- Half of the team may execute a different extra feature than the other half of the team.
- The same group of extra features must be used at the same time.

Extra feature groups:

- a. Charlotte, spread eagle, hackenmond, lunge, shoot the duck, ina bauer, etc.
- b. Toe steps, or small hops, or dance jumps of up to one (1) rotation.
- c. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

3.6 Block – linear element

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

Basics:

- Must have at least three (3) lines.
- Must cover $\frac{3}{4}$ of the length of the floor.

Levels

- Level base – a block that only achieve the basics.
- Level 1 – level base + one (1) of the following features.
- Level 2 – level base + two (2) of the following features.
- Level 3 – level base + three (3) of the following features.
- Level 4 – level base + four (4) of the following features.
 - At least two (2) different configurations, or;
 - Use of circular pattern, or;
 - Three (3) different holds, or;
 - Extra features, or;
 - Skaters/lines change places/positions with another skater/line, or;
 - Execute four (4) turns/steps while maintaining a hold (choice of: chocktaw, rocker, bracket).

Features specification

At least two (2) different configurations:

- There is no specific length of time that a configuration must be held, however it must be recognizable.
- The change of configuration may be executed in any manner.
- May not be executed on the spot.

Use of circular pattern:

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

Three (3) different holds:

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

Skaters/lines change places/positions with another skater/line:

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

Execute four (4) turns/steps while maintaining a hold (choice of: chocktaw, rocker, bracket):

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

Extra features

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

- Extra features must be distributed throughout the element.
- All skaters must execute the extra features at the same time.
- Half of the team may execute a different extra feature than the other half of the team. In this case neither extra feature can be repeated to be counted towards the level.
- The same group of extra features must be used at the same time.

Extra feature groups:

- a. Charlotte, spread eagle, hackenmond, lunge, shoot the duck, ina bauer, etc.
- b. Toe steps, or small hops, or dance jumps of up to one (1) rotation.
- c. Body movement: the core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the skates.

3.7 Intersections

- An intersection is an element where each skater of the team passes/crosses another skater.
- The skaters crossing each other are side by side in lines or circle and the crossing is in the same time. Intersections with more than two (2) lines could intersect fluently one after each other as short as possible.
- The difficulty of intersections comes from the direction (forward or backward), the difficulty of steps or free skating moves in the preparation and in the point of intersection.
- The quality of intersections consists on the quality of the configuration (line), steps, free skating moves and holds, the equal distance between all skaters and the speed of all skaters before, during and after the crossing.

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

Basics:

- All skaters must intersect.

Levels

- Level base – an intersection that only achieve the basics. All Intersections with forward preparation and approach.
- Level 1 – basics and MUST include any intersection (like L or combined intersection) with back to back preparation and approach.
- Level 2 –
 - Box or triangle with back to back preparation and approach, or;
 - Angled intersection (can have multiple lines of four (4) skaters each) with back to back preparation and approach.
- Level 3 –
 - Level 2 with jumps during the intersection and/or clear steps before and after, the moment of intersection skaters MUST be back to back, or;
 - Whip intersection with back to back preparation and approach, or;
 - Angled intersection with two (2) lines of eight (8) skaters with back to back preparation and approach.

Features specification

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

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

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

- The lines must be as equal as possible.

Combined intersection:

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

Whip intersection:

- Both lines must maintain and keep a TRUE curved shape ($\frac{1}{2}$ circle) until the pivot skaters, in each of the lines, becomes back to back.
- From the $\frac{1}{2}$ circle position, the curve will continuously and gradually straighten until reaching the axis of intersection.
- All skaters must intersect at the same time.

Angled intersection (lines):

- The corridor between the two (2) lines cannot be more than approximately 2.5m apart once the lead skaters of each line begin to overlap.

3.8 No hold element

The no hold element is an element that consists of steps, free skating moves and small jumps with no more than $\frac{1}{2}$ of revolution skated in box formation. Changes of configurations are allowed.

Calling specifications for the no hold element: the element starts when the skaters form a block consisting of four (4) lines with four (4) skaters (if 16) in each line and are in a no hold, no matter where the block is placed on the rink.

The element must start from a standing position of maximum three (3) seconds and ends at any place on the floor when the block formation breaks up and a transition into another element begins or when all or some skaters deliberately touch each other and/or take a hold.

Basics:

- The lines should be as equal as possible, e.g. should have four (4) lines of four (4) skaters (on a team of 16 skaters).

Levels

- Level base – a no hold element that only achieve the basics.
- Level 1 – level base and must include one (1) change of edge and one (1) type of difficult turns AND one (1) of the following choices:
 - One (1) change of edge and two (2) different turns.
 - Change of axis.
 - Skaters/lines change places with another skater/line.
- Level 2 – level base and must include one (1) change of edge, one (1) choctaw and two (2) different types of difficult turns AND two (2) of the following choices:
 - One (1) travelling series (both travelling must be at least double).
 - One (1) choctaw, one (1) change of edge and three (3) different turns.
 - Change of axis.
 - Skaters/lines change places with another skater/line.
- Level 3 – level base and must include one (1) change of edge, one (1) choctaw and three (3) different types of difficult turns AND two (2) of the following:
 - Change of axis.
 - Skaters/lines change places with another skater/line.
 - One (1) travelling series. One (1) must be at least triple and the other can be double.
- Level 4 – level base and must include one (1) change of edge, one (1) choctaw and four (4) different types of difficult turns AND the following:
 - One travelling series (both at least triple).
 - Change of axis.
 - Skaters/lines change places with another skater/line.

Features specification

Travelling series:

Teams must include the prescribed number of rotations for the travelling according to the requirements of the level (single, double and/or triple or more rotations)

- The series consists of two (2) travellings; one (1) travelling clockwise + one (1) travelling anti-clockwise (or vice versa).
- All skaters must execute the same travelling; including the same entry edge, in the same skating direction, at the same time.
- The rotation of the travelling must be executed while on one (1) foot.
- A maximum of three (3) foot placements are permitted in-between the travelling.
- Different hand, free leg positions are permitted.

Change of axis

- The team must use two (2) distinctly different axis.
- Teams may choose either the long axis, short axis or a diagonal axis of floor.
- There is no floor coverage requirement for each axis but must be easily identified.

Skaters/lines change places with another skater/line

- All skaters/lines must participate and change places with another skater/line.
- There is no restriction on how the change of places should be executed other than the change of change place must occur at the same time by all skaters.

Steps and turns

- They must be clear and with good edges to be called by the panel.
- Can be presented in any direction.

3.9 Extra features examples

Charlotte



Sideways



Spread eagle



Ina Bauer



Inverted



Shoot the Duck



Lunge



Hackenmond



4 POSITIVE QOE

Judges will give positive QOE following the guide lines:

- 0 when group fulfil 1 - 2 of the features listed.
- +1 when group fulfil 3 - 4 of the features listed.
- +2 when group fulfil 5 - 6 of the features listed.
- +3 when group fulfil 7 - 8 of the features listed.

WHEELS, CIRCLES, LINE, INTERSECTION, BLOCKS, CHOREOGRAPHIC STOP	<ul style="list-style-type: none"> • Good shape (line up, roundness). • Close and even spacing between skaters / lines throughout (block, intersection, line, wheel). • Even spacing between skaters / lines throughout (circle, choreographic). • Flow, power and speed throughout. • Variety and quality of turns, steps, edges, skating on one foot throughout. • Creativity and/or originality. • Element fits to the phrasing of the music. • Unison and clarity. • Effortless execution throughout.
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5 NEGATIVE QOE

ADJUSTMENTS FOR QOE				
ELEMENT	EXECUTION	Reduced by	No higher than	Increase by
BLOCK	Loss of speed and flow during pivoting	1		
	Excessive use of crossovers	1		
	Poor floor covering during pivoting	1		
	Spacing of the lines in the block, not maintained between lines and does not look like a block (e.g.: 3 lines + 1 line out of the shape)		0	
	Interrupted pivoting		+1	
	No pivoting action		-1	
	Excellent floor coverage			1
	Skating with good speed and flow			1
	Good pivoting action			1
CIRCLE, WHEEL	Inability to maintain speed during change of configuration and/or change of direction	1 each		
	Inability to maintain speed during travel	1		
	Excessive use of crossovers during travelling	1		
	Interrupted travel		+1	
	Great speed of rotation maintained or accelerated during element			1
	Good travel distance skated during element			1
	Good variety and quality of the turns and linking steps during travel			1
INTERSECTION	Pre and/or post shape not attained	1 each		
	Stopping before and /or after intersection	1 each		
	Tight, close shape before, during and/or after intersection not achieved (same distance)	1 to 2		

	Inability to maintain speed during approach, point of intersection, exit phases		0	
	Intersection executed at great speed			1
	Intersections with jumps			1
	Intersections with fast rotations			1
	Intersections with fast rotations using turns and/or steps			1
LINE	Inability to maintain speed during pivoting	1		
	Excessive use of crossovers during pivoting	1		
	Poor floor coverage	1		
	Interrupted pivoting		1	
	Good variety and quality of the steps and linking steps during pivoting			1
	Skating with good speed and flow			1
	Excellent floor covering			1
ALL ELEMENTS	Lack of flow, power and speed	1 to 3		
	Lack of unison	1 to 3		
	Poor element shape/symmetry/spacing	1 to 3		
HOLDS	Break in hold or poor quality of hand holds	1		
STUMBLES AND FALLS	Stumble or collision with no fall	1		
	Fall of one skater in an element	1 to 2		
	Fall of two skaters in an element	2	-1	
	Fall of three or more skaters in an element		-3	
CHOREOGRAPHIC STOP	No timing		-1	
	Good interpretation and musicality			1
	Intricacy and interesting visual effect			2
	Not definition of the movements and lack of choreographic meaning	2		
COMBINED ELEMENT	Interaction of the selected elements is short, poor, not enough skaters involved	1 to 3		
	Something creative unexpected happens in the element			2

6 ARTISTIC IMPRESSION

Score for the artistic impression will be the sum of 4 components. For each one of the components judges should award a score between 0.25 and 10.

- Skating skills.
- Transitions.
- Performance
- Choreography/composition.

6.1 Skating skills

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

Criteria:

- Posture.
- Good bending knee action and stroke.
- Correct use of lean.

- Cleanness and sureness of deep edges, steps, and turns.
- Relationship between skaters reflecting the nature of the performance.

6.2 Transitions

The varied and or intricate footwork, positions, movements and holds that link all elements and constitute the distinct technical content of the performance.

Criteria:

- Variety.
- Difficulty.
- Intricacy.
- Quality.
- Fluidity.
- Balance of workload between skaters.
- Variety of holds.

6.3 Performance

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.

Criteria:

- Interpretation.
- Personality.
- Theatricality.
- Physical and emotional involvement.
- Sureness, clear and energy use of the lines and movements and good use of the energy variations.
- Balance in performance between skaters.
- Expression of the character of the rhythm by using body moves, steps and holds to reflect the character of the music.
- Unison.

6.4 Choreography/Composition

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

Criteria:

- Quality of the design of a program.
- Pattern and floor coverage.
- Utilization of personal space.
- Originality.
- Match between skater and choreography chosen.
- Shared responsibility in achieving purpose by all the skaters.
- Conformity to pattern and stop requirements.
- Timing.

7 ILLEGAL ELEMENTS

A deduction of one point (1.0) will be applied to the sum of technical content and artistic impression each time one of the following is executed:

General

- Costume violation.
- Time of the program less than the minimum.
- Falls.
- Mandatory element not presented.
- Mandatory element characteristics not presented.
- Violation of the characteristics of the mandatory elements.