# SKATE AUSTRALIA Inc REQUIREMENTS' COMMITTEE

# 2025 AUSTRALIAN CHAMPIONSHIP



# ARTISTIC REQUIREMENTS REQUIREMENTS FOR NATIONAL CATEGORIES ADMINISTRATIVE RULES ANNEX TO WORLD SKATE ARTISTIC TECHNICAL COMMITTEE

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# **Version Control**

Version number	Date	Ву	Change made
1	09/10/2024	PIW	
2	18/10/2024	PIW	P24 - Masters Couples Style Dance – footwork to Level 1 and max 40 seconds – highlighted
			P28 – Masters Solo Style Dance – footwork to level 1 and 4 to 7 steps listed for footwork – highlighted
			P31 – Juvenile Free Skating - number of jumps allowed reduced to 10 - highlighted
			P31 – Preliminary Free Skating - number of jumps allowed reduced to 10 – highlighted
3	26/10/2024	PIW	P8 - link to the 2025 Non-World Skate Dance Manual - highlighted
			P13 - Tots category for Figures, Free Skating and Pairs in the Summary of National and International Quad Events - highlighted

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# **Reference Documents**

Discipline	Document name
General information	Rules for Artistic Skating Competitions - General (Official Regulation Artistic - General 2025)  • Age Categories for World Skate ATC Championships
General information	Rules for Artistic Skating Competitions - Artistic Impression (Official Regulation Artistic - Artistic Impression 2025)  • Assessing Artistic Impression
General information	Rules for Artistic Skating Competitions - General (Official Regulation Artistic - General 2025)  • Rules and regulations for World Championships
Dance – Couples and Solo	Rules for Artistic Skating Competitions - Dance and Solo Dance Book (Official Regulation Artistic - Dance and Solo Dance 2025)  AND Rules for Artistic Skating Competitions - Dance (Official Regulation Artistic - Dance 2025)  AND Rules for Artistic Skating Competitions - Solo Dance (Official Regulation Artistic - Solo Dance 2025)
Figures	Rules for Artistic Skating Competitions - Figures (Official Regulation Artistic - Figures 2025)
Free Skating – Solo	Rules for Artistic Skating Competitions – Free Skating (Official Regulation Artistic - Free 2025)
In Line Free Skating	Rules for Artistic Skating Competitions - Inline (Official Regulation Artistic - Inline 2025)
Free Skating – Pairs	Rules for Artistic Skating Competitions - Pairs (Official Regulation Artistic - Pairs 2025)
Precision	Rules for Artistic Skating Competitions - Precision (Official Regulation Artistic – Precision 2025)
Show	Rules for Artistic Skating Competitions - Show (Official Regulation Artistic - Show 2025)
Quartets	Rules for Artistic Skating Competitions - Quartets (Official Regulation Artistic – Quartets 2025)

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- 1. For International events please see the documents as listed in <u>Reference Documents</u> <u>Table</u>.
- 2. Link to <u>Rules for Artistic Skating Competitions General (Official Regulation Artistic General 2025)</u>.
- 3. The draw for Cadet, Youth, Junior and Senior categories of Figures (group and starting foot) will be conducted on the Saturday before State training or as otherwise designated by the AATC.
- 4. One group of Figures (including the starting foot) for all other categories will be drawn and advised to the Chairman of AATC, Chairmen of Chapter Artistic Committees, the Chairman of CAOC and SA Inc office by email one month before the first day of the Australian Championship.
- 5. There will **NOT** be a separate figure draw for men and women.
- 6. If there are 2 or more panels of Figures, it may be necessary to move events to another panel during the competition to have all panels finish at approximately the same time.
- 7. Figures will be skated in the order listed in the requirements.
- 8. Individual skater events National Events:
  - (a) <u>Figure Events</u> Order of skating for male and female events will be drawn separately and skated/calculated as separate events.
  - (b) For events which are calculated using RollArt, male and female skaters will skate in separate events, however Compulsory Dance 1 will be skated by all of the men first, and then by all of the ladies. Compulsory Dance 2 will then be skated by all of the men, and then all of the ladies. Normal rotation of skaters will apply to the men's event and the ladies' event. The two events will be calculated separately. A draw for the skating order for men and ladies will be done separately. Free Dance will be skated by the men and then by the ladies.
- 9. Individual skater events International Events:
  - (a) Male and female skaters will skate in separate events; they are never calculated together in the one event.
- 10. For all events which have two parts, the skating order for the second part will be the reverse order of the placement in the first part, for example:
  - (a) Long Program reverse order of the placement after the short program;
  - (b) Free Dance reverse order of the placement after Compulsory Dance or Style Dance, depending on the event.

There will be no redraw.

Please note the Masters and Advanced Masters Dance events are stand alone events and not linked one to another so there will be a separate draw for Compulsory Dance, Style Dance and Free Dance.

- 11. Skaters wishing to skate two events in the same discipline must do so in the same category eg Intermediate Solo Style Dance and Intermediate Solo Free Dance is allowed. Intermediate Solo Style Dance and Preliminary Solo Free Dance is not allowed. However, the same skater may skate in the same or a different category in another discipline eg Figures, Couples Dance, Free Skating etc.
- 12. For Pairs and Couples events other than Masters Couples Dance, Advanced Masters Couples Dance, Masters Couples Style Dance and Masters Couples Free Dance, the category will be determined by the age of the oldest partner.
- 13. Masters Couples Dance, Advanced Masters Couples Dance, Masters Couples Style Dance and Masters Couples Free Dance both partners must be born in 1995 or before.

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#### 14. Dance Manuals:

- (a) For all International category Couples Dance and Solo Dance events please refer to the World Skate Dance and Solo Dance Manual <u>Rules for Artistic Skating</u>

  <u>Competitions Dance and Solo Dance Book (Official Regulation Artistic Dance and Solo Dance 2025)</u>.
- (b) For all National category Couples Dance and Solo Dance please refer to the World Skate Dance and Solo Dance Manual <u>Rules for Artistic Skating Competitions Dance and Solo Dance Book (Official Regulation Artistic Dance and Solo Dance 2025)</u>.. If the dance is not in the World Skate manual, please refer to the <u>2025 version of the Non-World Skate Dance Manual</u>.
- 15. The pattern dance section in Style Dance events must begin with the first step of the required section of the dance pattern placed to the left of the judges and finish with the completed first step (correct edge/s and correct number of beats) of the following section or the completed next step (correct edge/s and correct number of beats) of the dance required by the rules. Failure to comply with this requirement will result in a 1.0 penalty.
- 16. Vocal music is permitted for all events.
- 17. Vocal music is allowed. For Free Skating, Pairs, Solo Dance, Couples, Inline, Precision and Quartet, music with spoken word (narration) can only be used a maximum of twice in the program at the beginning and/or end for a maximum of 10 seconds.
- 18. For all disciplines the time from the start of the music and the first movement of the skater, couple or group, cannot be more than 10 seconds, except Show and Quartet, where the maximum time is 15 seconds.
- 19. Precision and Show events will be judged from the long axis of the skating surface.
- 20. The AATC and CAOC reserve the right to modify International requirements for all disciplines, to be in line with any changes made to the requirements by World Skate Artistic Technical Commission at any time. Any changes will be notified to State Artistic Committees, Requirements Committee members, High Performance Coach, AACC Chair and CAOC Panels as soon as possible after the change is made.
- 21. The AATC and CAOC will align all requirements for International categories of Figures, Free Skating, Free Skating Pairs, Inline Free Skating, Dance, Solo Dance, Precision, Show Groups and Quartets with World Skate ATC requirements for these events.
- 22. Skaters wishing to be considered for selection for Oceania Championships and Pacific Cup must refer to rules for Oceania selection in the current version of the AATC rules available from <a href="https://www.sk8info.org.au">www.sk8info.org.au</a>. Skaters wishing selection for Oceania Championship and Pacific Cup must compete at the Australian Championship in the event for which they wish to be considered. Any exemption to this will be on the approval of the AATC.
- 23. The current World Skate Artistic Technical Committee (World Skate ATC) manuals are available from the above web pages, and the World Skate web page worldskate.org/artistic/about/regulations.
- 24. To compete in a World Championship in Junior or Senior, athletes MUST BE 12 years of age or more PRIOR TO 1 January of the SKATING YEAR. -Refer to World Skate <u>Rules for Artistic Skating Competitions General (Official Regulation Artistic General 2025).</u>
- 25. All Cadet and Youth athletes competing in World Skate international events MUST turn 12 years of age during the competitive year.
- 26. A Skater who wishes to compete out of their age group must first obtain permission from the AATC Chair.
- 27. Masters skaters who are under the age of 50 years, and who have competed in any discipline at a Junior or Senior World Championship, must nominate in the Advanced Masters category if available in the discipline. Otherwise they may compete in the Masters category. Dispensation to compete in Masters category when an advanced masters' category

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is available may be given, on application to AATC, for reasons which compromise an athlete's ability to perform at Advanced Masters' level.

#### 28. Mapping of Events

Every event created in RollArt must be mapped to a World Skate category. However this does not mean that the requirements for the event are the same as those in the World Skate event to which it is mapped. Please refer to the requirements set out in this document for all National stream events.

#### 29. Music

- (a) Certification MUST be on the World Skate Form <u>SD Certificate of Authentication</u>. The music certification must be legible and specific to the skater(s) and the event in question.
- (b) Music MUST be certified by a person who is a qualified musician and/or a certified teacher of music. This means a recognised degree in music or a recognised qualification to teach music professionally and does not include dance teachers, unqualified people who teach music and/or play in a band or orchestra or sound engineers who do not have a qualification in music.
- (c) Music must be submitted in MP3 format together with the <u>SD Certificate of Authentication</u> and clearly labelled with the name of the skater and the event (see below). The exact time that the music for the pattern dance starts and stops must be noted on the Certificate.
- (d) Music should be submitted for checking as soon as finalised and certified so that any issues can be resolved to avoid problems at the competition.
- (e) Labelling of Music
  - (i) Music must be submitted on separate MP3 files for each skater and each event or part thereof labelled as follows:
    - Skater's Name\_Skater's Last Name (and Partner's First Name\_Last Name if Couples or Pairs) Category (junior/senior) Modality (free skating, pairs, dance) short or long program, style dance or free dance or dance certificate or order of the elements. For Show and Precision, include the name of the group and the title of the show.
- (f) Skaters should also have at the competition music in MP3 format on a USB as back up. This does not need to be submitted but must be available if needed.
- (g) The official deadline to change music or certificates is 5 days before the start of the whole Championship and not the day of the actual competition event. Official training is part of the Championship.

# 30. Content Sheets – links to be updated when 2025 versions are uploaded to the World Skate web site

- (a) Content Sheets must be created from the forms on the World Skate website.
- (b) Content Sheets are required for:
  - (i) Couples Dance:
    - A. Style Dance
    - B. Free Dance
  - (ii) Free Skating:
    - A. Short Program
    - B. Free Program

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- (iii) Pairs:
  - A. Short Program
  - B. Free Program
- (iv) Precision
- (v) **Quartets**
- (vi) Solo Dance:
  - A. Style Dance
  - B. Free Dance
- (c) The elements in Content Sheets must be in the correct skating order to avoid penalties.
- (d) The timing on Content Sheets must be recorded in "m:ss" format with the time starting from the first movement of the skater.
- (e) Free Skating Content Sheets:
  - (i) must show the time at which the Footwork Sequence (and Choreo Sequence for Inline) will start;
  - (ii) if a Lutz jump is included, it must be declared in the "Notes" section.
- (f) Couples Dance Content Sheets must record the start time for each element.
- (g) Solo Dance Content Sheets must record the start time for each element.
- (h) Pairs Content Sheets:
  - (i) must show the time at which the Footwork sequence will start;
  - (ii) if a Lutz jump is included, it must be declared in the "Notes" section.
- (i) Quartet Content Sheets must record the start time for each element.
- (j) Content Sheets from the World Skate website must be used after entering the required details, click "Download as PDF" to create a pdf version of the document, and then re-name the document as per Item 30(m).
- (k) Please remove the first page of instructions on how to complete the form.
- (I) A Content Sheet in a separate document is to be provided for each part of an event, ie one document for the short program of a Free Skating event (with the section for the long program removed) AND a separate document for the long program of the same event (with the section for the short program removed). Same for Style Dance and Free Dance.
- (m) **Content Sheets** are to be named Skater's First Name\_Skater's Last Name (and Partner's First Name\_Last Name if Couples or Pairs) Category (junior/senior) Discipline (Couples Dance, Free Skating, Pairs, Precision or Solo Dance) short or long program, style dance or free dance.
- (n) The official deadline to change content sheets is 5 days before the start of the whole Championship and not the day of the actual competition event. Official training is part of the Championship.

#### 31. Costume Checking Protocol

Costume checking will take place as per World Skate Rules. At least 10 minutes prior to the commencement of an event, all skaters in the event will be required to report to the Referee (or a technical person appointed by the Referee) for a costume check. All skaters must be wearing their complete competition costume. If a skater/team is found in breach of the costume rules they will be required to change costumes otherwise a costume penalisation will apply. Please refer to the World Skate Costume Checking Protocol for more information.

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This is not a guarantee that a costume penalty will not be imposed by the Referee during the event.

If a skater attends the official practice in a non-compliant costume, they will be asked leave the floor and change into a costume that complies with the Costume Requirements. The skater will not be allowed to return to the floor until their costume is compliant with the rules.

#### 32. Costume Requirements

Please refer to the World Skate General Requirements for Costume Requirements – <u>Rules</u> <u>for Artistic Skating Competitions - General (Official Regulation Artistic - General 2025)</u>.

All World Skate rules apply to all National categories, except in relation to stops in Precision (see *Page 43*). Please refer to the *World Skate Rule Books*.

33. There are no proficiency test requirements for eligibility to compete at 2025 Australian Championships.

# **Description of Ages**

Title	Description
Before	Indicates years prior to the year stated eg '2007 and before' is 2007, 2006, 2005 etc
After	Indicates years more recent than the year stated eg '2011 and after' is 2011, 2012, 2013 etc

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# **Warm Up Times**

For Free Skating, Pairs, Couples Dance, Solo Dance and Inline events, at the conclusion of the warm up period, the first skater will be allowed up to 1 minute before they have to take the floor. For exceptional situations regarding the number of participants and/or time limitations, the AATC or the Competition Director or Manager may decide not to apply this rule.

In compulsory Dance events, skaters will be allowed 5 minutes for a costume change between the first and second compulsory dances if required. The skaters requiring this time must provide this information when nominating.

## **Figures**

Where there are less than 8 skaters in a Figure event containing a Loop Figure there will be
a general 2 min warm up immediately before skating of the Loop figure, followed by a 2 min
warm up for the first 4 skaters before competition for the Loop figure commences. The same
procedure will be applied to any figure immediately following the Loop.

# **Compulsory Dance (Couples and Solo)**

• 10 seconds without music followed by 2 minutes of music.

# Style Dance (Couples and Solo)

4 minutes 30 seconds.

#### **Solo Free Dance**

• Time shall be based on the routine time, excluding maximum time allowance, allotted to the individual routines PLUS 1 minute.

# Free Skating Singles, Pairs, and Couples Free Dance

• Time shall be based on the routine time, excluding maximum time allowance, allotted to the individual routines PLUS 2 minutes.

#### **Precision**

60 seconds for positioning on floor.

Refer World Skate <u>Rules for Artistic Skating Competitions - Precision (Official</u> Regulation Artistic – Precision 2025) for details.

## **Show Groups**

40 seconds for positioning on the floor for Large, Small, Junior and Open Show Groups.
 Refer Word Skate <u>Rules for Artistic Skating Competitions - Show (Official Regulation Artistic - Show 2025)</u> for details.

#### Quartets

20 seconds positioning on the floor for all categories of Quartet.

Refer Word Skate <u>Rules for Artistic Skating Competitions - Quartets (Official Regulation Artistic – Quartets 2025)</u> for details.

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# **Summary of National and International Quad Events and National Inline Events**

National Events – blue shading						International Events – yellow shading							
	Figures		Solo Dance			Couples Dance			Free Skating		Free Skating Pairs		
Reference D	Reference Documents		Rules for Artistic Skating Competitions – Solo Dance 2025			Rules for Artist	Competitions -	Rules for Artistic Skating Competitions - Free Skating 2025		Rules for Artistic Skating Competitions - Pairs 2025			
	Year of birth	Competition - Figures 2025	Free Dance	Comp.	Style	Free Dance	Comp.	Style	Short	Long	Short	Long	
Promotional	2016 and after	Yes								Yes		Yes	
Promotional Tots	2016 and after		Yes	Yes		Yes	Yes						
Tots	2016 and 2017	Yes								Yes		Yes	
Primary	2014 to 2016	Yes	Yes	Yes		Yes	Yes			Yes		Yes	
Minis	2014 and 2015	Yes	Combined event – 2 Compulsories and Free Dance		Combined event – 2 Compulsories and Free Dance				Yes		Yes		
Espoir	2012 and 2013	Yes	Combined ever Compulsorie Free Dan	s and		Combined event – 2 Compulsories and Free Dance		Combined event – Short and Long Program		Combined event – Short and Long Program			
Juvenile	2012 to 2014	Yes	Yes	Yes		Yes	Yes			Yes		Yes	
Preliminary	2012 and before	Yes	Yes	Yes		Yes	Yes			Yes		Yes	
Intermediate	2011 and before	Yes	Choose Intermediate Solo Style Dance <b>and/or</b> Intermediate Solo Free Dance			Choose Intermediate Couples Style Dance <b>and/or</b> Intermediate Couples Free Dance				Yes		Yes	
Cadet	2010 and 2011	Yes	Combined event – Style Dance and Free Dance			Combined event – Style Dance and Free Dance			Combined event – Short and Long Program		Combined event – Short and Long Program		
Advanced	2010 and before	Yes			lo Style Dance o Free Dance	Choose Advanced Couples Style Dance <b>and/or</b> Advanced Couples Free Dance				Yes		Yes	

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# **Summary of National and International Quad Events and National Inline Events**

National Events – blue shading						International Events – yellow shading							
Figures		Figures	Solo Dance			Couples Dance			Free Skating		Free Skating Pairs		
Reference Documents		Rules for Artistic Skating	Rules for Artista Sol	ic Skatino o Dance 2	Competitions – 2025		Competitions -	<b>Skating C</b>	for Artistic competitions - cating 2025	Rules for Artistic Skating Competitions - Pairs 2025			
	Year of birth	Competition - Figures 2025	Free Dance	Comp.	Style	Free Dance	Comp.	Style	Short	Long	Short	Long	
Youth	2009	Yes	Combined event – Style Dance and Free Dance			Combined event – Style Dance and Free Dance			Combined event – Short and Long Program		Combined event – Short and Long Program		
Junior	2007 and 2008	Yes	Combined event – Style Dance and Free Dance			Combined event – Style Dance and Free Dance			Combined event – Short and Long Program		Combined event – Short and Long Program		
Senior	2006 and before	Yes		Combined event – Style Dance and Free Dance			Combined event – Style Dance and Free Dance			Combined event – Short and Long Program		Combined event – Short and Long Program	
Masters	Free Skating 2004 and before Other 1995 and before	Yes	Choose either Masters Solo Style Dance or Masters	Yes	Choose either Masters Solo Style Dance or Masters	Choose either Masters Couples Style Dance	Yes	Choose either Masters Couples Style Dance		Yes			
Advanced Masters	1995 and before	Yes	Solo Free Dance – but not both	Yes	Solo Free Dance – but not both	or Masters Couples Free Dance – but not both	Yes	or Masters Couples Free Dance – but not both					
Open Short	2014 and before								Yes				
Open Inline	2016 and before									Yes			
Masters Inline	2004 and before									Yes			

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# **Summary of National Group Events**

Reference D	ocuments	Rules for Artistic Skating Competition - Precision 2025 Rules for Artistic Skating Competition - Show 2025 Rules for Artistic Skating Competition - Quartets 2025					
	Year of birth	Event	Discipline				
	2016 and before 2000 and before	Open Precision Masters Precision	Precision				
Groups	2016 and before	National Large Show Groups National Small Show Groups	Show				
	2016 and before	National Open Quartets	Quartet				

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# **Summary of International Inline Events**

Event	Year of birth	Short	Long	Reference Document
Tots	2016 and 2017		Single event	
Minis	2014 and 2015		Single event	
Espoir	2012 and 2013		Single event	
Cadet	2010 and 2011	Combined event – Short Program and Long Program		Rules for Artistic Skating Competitions - Inline (Official Regulation Artistic - Inline 2025)
Youth	2009	Combined event – Short Program and Long Program		rtogardion / in dotto / in mile 2020/
Junior Inline Free Skating	2007 and 2008	Combined event – Short Program and Long Program		
Senior Inline Free Skating	2006 and before		event – Short Program I Long Program	

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# **Summary of International Group Events**

Event	Year of birth	Reference Document							
Precision									
Senior	2012 and before	Rules for Artistic Skating Competitions -							
• Junior	2007 to 2012	Precision (Official Regulation Artistic – Precision 2025)							
Show Groups									
Large Groups	2012 and before								
Small Groups	2012 and before	Rules for Artistic Skating Competitions - Show (Official Regulation Artistic – Show 2025)							
Junior Groups	2007 To 2012	2023)							
Quartets									
Junior Quartets	2007 to 2012								
Senior Quartet	2012 and before	Rules for Artistic Skating Competitions - Quartets (Official Regulation Artistic - Quartets 2025)							
Cadet Quartet	2010 to 2012	Quarters 2023							

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# **National Figures**

<b>Pro</b> Gro	omotiona	al				Gro	up 2				
1 2	1a/b 5a/b	FO FOI	-	FO FIO	Eight Change Eight	1 2	2a/b 5a/b	FI FOI	- -	FI FIO	Eight Change Eight
Primary Group 1						Gro	up 2				
1 2 3	3a/b 5a/b 9a/b	BO FOI FI	- - -	BO FIO BO	Eight Change Eight Three	1 2 3	3a/b 5a/b 8a/b	BO FOI FO	-	BO FIO BI	Eight Change Eight Three
<b>Juv</b> Gro	venile*					Gro	up 2				
1 2 3	4a/b 11a/b 26a/b	BI FI FOI	- - -	BI FI BOI	Eight Double Three Change Three	1 2 3	4a/b 10a/b 22a/b	BI FO FO	- - -	BI FO BO	Eight Double Three Counter
	14a/b the drawn e time	FO group,	- Fi	FO gure 1	Loop 4 will be constant and	4 d two	14a/b of the oth	FO er thre	- ee F	FO igures	Loop will be drawn at the
Pre Gro	eliminary	′				Gro	up 2				
1 2 3	19a/b 28a/b 14a/b	FI FOI FO	- - -	BO FIO FO	Bracket Change Dbl Three Loop	1 2 3	12a/b 22a/b 14a/b	BO FO FO	-	BO BO FO	Dbl Three Counter Loop
	ermediat	te – C	d	d Ye	ars	Cro	O				
Gro 1 2 3 4	23a/b 28a/b 28a/b 19a/b 15a/b	FI FOI FI FI	- - -	BI FIO BO FI	Counter Change Dbl Three Bracket Loop	1 2 3 4	oup 2 20a/b 29a/b 18a/b 30a/b	FO BOI FO FOI	- - -	BO BIO BI FIO	Rocker Change Dbl Three Bracket Change Loop
	ermediat	<del>ie –</del> E	V€	<del>n Y</del> e	ears	Cro	un 4				
<del>₩</del>	<del>up 3</del> <del>21a/b</del> <del>28a/b</del>	<del>FU</del> <del>FOI</del>	-	BI FIO	Rocker Change Dbl Three	<del>⊊10</del> 2 2	<del>up 4</del> <del>22a/b</del> <del>29a/b</del>	FO BOI	=	<del>BO</del> <del>BIO</del>	Counter Change Dbl Three
<del>3</del> 4	<del>19a/b</del> <del>15a/b</del>	타	=	<del>BO</del> <del>El</del>	Bracket Loop	<del>3</del> 4	<del>18a/b</del> <del>30a/b</del>	FOI	=	BI FIO	Bracket Change Loop
	vanced	– Od	d`	Year	s	Cro	up 2				
Gro	up 1 42a/b	FO	-	FI	Counter combined with Bracket and Inside Counter	1	oup 2 43a/b	FO	-	ВО	Rocker combined with Outside Dbl Three
2	36a/b 16a/b	FO BO	-	FI BO	Para Dbl Three Loop	2	32a/b 31a/b	FOI BOI	-	BOI BIO	Change Bracket Change Loop

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# **National Figures**

Ad	Advanced - Even Years										
Gre	<del>ир 3</del>					Gre	<del>up 4</del>				
4	44a/b	<del>Fl</del>	=	₽I	Recker combined with Inside Dbl Three	4	<del>45a/b</del>	<del>BO</del>	=	₽I	Counter combined with Bracket and Inside Counter
2	<del>40a/b</del>	<del>FO</del>	=	뒤	Para Bracket	2	<del>37a/b</del>	<del>BO</del>	=	BI	Para Dbl Three
3	<del>17a/b</del>	₽l	=	₽l	<del>Loop</del>	3	<del>31a/b</del>	BOI	=	BIO	<del>Change Loop</del>
	sters					•	0				
Gro	•					Gro	up 2				
1	1a/b	FO	-	FO	Eight	1	1c/d	FOI	-	FOI	Half Change Eight
2	2c/d	FIO	-	FIO	Half Change Eight	2	2a/b	FI	-	FI	Eight
3	5a/b	FOI	-	FIO	Change Eight	3	5a/b	FOI	-	FIO	Change Eight
Advanced Masters Group 1 Group 2											
1	3a/b	во	_	во	Eight	1	5a/b	FOI	_	FIO	Change Eight
2		FOI	-	FIO		2	9a/b	FI	-	BO	Three
_	5a/b		-		Change Eight	_			-		
3	9a/b	FI	-	ВО	Three	3	114a/b	FO	-	FO	Loop Circle

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# **Couples Dance and Solo Dance – General Rules**

- For International Couples Dance and International Solo Dance categories the pattern published by World Skate for the current year of competition MUST be used for compulsory dance.
- Dance Manuals for National categories refer to General Rule 14.
- Tots wishing to compete in a World Skate event must have done both Free Dance and compulsories and must be able to do the World Skate footwork requirements.
- For compulsory dance a set pattern compulsory dance will be skated for 2 circuits of the skating surface.
- All compulsory dances will start to the left of the Judges as indicated in the manual.

#### Opening for Compulsory Dances

 The number of beats of music to be used for the opening sequence of all compulsory dances must not exceed 24. The timing will begin with the first movement of the skater/skaters.

#### Entry and Exit Dance

 All dance requirements – skaters may use the competition floor during the exhibition of the scores of the previous athlete.

#### Definition of Movement

A movement is defined as any movement of the arm/head/leg/foot.

#### Vocal Music

• Vocal music is permitted for all events including compulsory dance and compulsory solo dance.

#### Special notes

- Style Dance, Free Dance, and Solo Free Dance can be started at any place on the floor.
- A <u>SD Certificate of Authentication</u> of rhythms and tempo is required for the pattern dance segment of Style Dance. Refer to <u>Item 29(c)</u> under General Rules.
- Skaters wishing to skate two events in the same discipline must do so in the same category
  eg Intermediate Solo Style Dance and Intermediate Solo Free Dance is allowed.
  Intermediate Solo Style Dance and Preliminary Solo Free Dance is not allowed. However,
  the same skater may skate in the same or a different category in another discipline
  eg Figures, Couples Dance, Free Skating etc.

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# **National Couples Dance – Compulsory**

Promotional Tots And Foxtrot Masters Tango	104	Foxtrot	4 sequences
	100	Tango	4 sequences
Primary City Blues Canasta Tango	88	Blues	4 sequences
	100	Tango	4 sequences
Juvenile Swing Foxtrot G Reggae	104	Foxtrot	4 sequences
	84	Reggae	4 sequences
Preliminary  Australian Foxtrot  Denver Shuffle	96	Foxtrot	4 sequences
	100	Polka	4 sequences
Intermediate - See Style Dance and Fi	ree Dan	ce	
Advanced – See Style Dance and Free	e Dance	)	
Masters Double Cross Waltz Rhythm Blues	138	Waltz	4 sequences
	92	Blues	4 sequences
Advanced Masters Werner Tango Hickory Hoedown	100	Tango	4 sequences
	104	Hoedown	4 sequences

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# **National Couples Dance - Free Dance/Style Dance**

## **General Rules for Couples Style Dance/Free Dance**

- All rules for Couples Free Dance and Couples Style Dance apply as per World Skate <u>Rules</u> for Artistic Skating Competitions - Dance (Official Regulation Artistic - Dance 2025).
- Refer to General Rule 28 Mapping of Events.
- Masters skaters who are under the age of 50 years, and who have competed in any discipline at a Junior or Senior World Championship, must nominate in the Advanced Masters category if available in the discipline. Otherwise they may compete in the Masters category. Dispensation to compete in Masters category when an advanced masters' category is available may be given, on application to AATC, for reasons which compromise an athlete's ability to perform at Advanced Masters' level.
- Provided skaters meet the requirements in the previous point, they can choose to skate either Masters Couples Style Dance or Masters Couples Free Dance, but not both.
- Masters Couples Dance, Advanced Masters Couples Dance, Masters Couples Style Dance and Masters Couples Free Dance will not be combined events. Skaters can choose to skate Compulsories only, Style Dance only or Free Dance only, if they wish.

## **Promotional Tots Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes +/- 10 seconds

Trough	No Hold Footward	Charas Bassa
Travel	No Hold Footwork Sequence	Choreo Poses
Max Level 1	Max Level 1	4
Max 15 secs	Max 30 secs	<b>'</b>

- No Hold Footwork: To achieve level 1 each skater must have 1 of each of 4 steps and turns confirmed: Inside Three Turn, Outside Three turn, Open Mohawk, Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level).
- Features are not required for level 1.
- Any number of features can be presented.

#### **Primary Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 30 seconds +/- 10 seconds

Hold Footwork Sequence	No Hold Footwork Sequence	Travel	Stationary Lift	Choreo Stop
Max Level 1 Max 40 secs	Max Level 1 Max 30 secs	Max Level 1 Max 15 secs	Max Level 1	Yes Max 15 secs

- No Hold Footwork: To achieve level 1 each skater must have 1 of each of 4 steps and turns confirmed: Inside Three Turn, Outside Three turn, Open Mohawk, Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level).
- Features are not required for level.
- Any number of features can be presented.

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# **National Couples Dance – Free Dance/Style Dance**

# **Juvenile Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

2 minutes	15	ahnooa	<b>_/_ 10</b>	speconds
z minutes	40 3	seconas	+/- 10	seconas

Hold Footwork Sequence	No Hold Footwork Sequence	Travel	Rotational Lift	Choreo Stop	
Max Level 2 Max 40 secs	Max Level 2 Max 30 secs	Max Level 2 Max 15 secs	Max Level 2	Yes Max 15 secs	

# **Preliminary Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

2 minutes 45 seconds +/- 10 seconds						
Hold Footwork Sequence	No Hold Footwork Sequence	Travel	Rotational Lift	Choreo Stop		
Max Level 2	Max Level 2	Max Level 2	Max Level 2	Yes		

Max 15 secs

Max 15 secs

# **Intermediate Couples Style Dance**

Max 30 secs

Refer to General Rule 28 – Mapping of Events

#### 3 minutes 30 seconds +/- 10 seconds

Max 40 secs

Rhythm	Hold Footwork Sequence	Travel	Rotational Lift	Pattern Dance
Spanish Medley (Paso Doble, Flamenco, Tango, Spanish Waltz, Bolero, Gypsy music, Fandango)	Max Level 3 Max 50 secs	Max Level 3 Max 15 secs	Max Level 3	Imperial Tango 104 bpm (2 Sequences – 1 circuit of the floor)

# **Intermediate Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 3 minutes 50 seconds +/- 10 seconds

One Partner Footwork	No Hold Footwork Sequence	Travel	Choreo Stop	Stationary Lift	Combo Lift	Cluster No Hold
Max Level 3 Max 25 secs	Max Level 3 Max 40 secs	Max Level 3 Max 15 secs	Yes Max 15 secs	Max Level 3	Max Level 3	Max Level 3 Max 20 secs

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# National Couples Dance – Free Dance/Style Dance

# **Advanced Couples Style Dance**

Refer to General Rule 28 – Mapping of Events

3 minutes 30 seconds +/- 10 seconds

Rhythm	Hold Footwork Sequence	Travel	Rotational Lift	Pattern Dance
Traditional Folk Medley	Max Level 3 Max 50 secs	Max Level 3 Max 15 secs	Max Level 3	Dench Blue Double Pattern 88 bpm (2 Sequences – 1 circuit of the floor)

# **Advanced Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

3 minutes 50 seconds +/- 10 seconds						
One Partner Footwork	No Hold Footwork Sequence	Travel	Choreo Stop	Stationary Lift	Combo Lift	No Hold Cluster
Max Level 3 Max 25 secs	Max Level 3 Max 40 secs	Max Level 3 Max 15 secs	Yes Max 15 secs	Max Level 3	Max Level 3	Max Level 3 Max 20 secs

# **Masters Couples Style Dance**

Refer to General Rule 28 – Mapping of Events

2 minutes 30 seconds +/- 10 seconds						
Rhythm	Hold Footwork Sequence	Pattern Dance				
Rock Medley (1950's & 1960's) (Jive, Boogie Woogie, Rock& Roll, Blues, Jazz, Soul)	Max Level 1 Max 40 secs	Rhythm Blues 92 bpm (2 Sequences – 1 circuit of the				

- Footwork is choice of 4 of 7 listed steps Outside three turn, Inside three turn, Cross in front, Open Mohawk, Forward to Backward Closed Mohawk, Forward to Backward Choctaw, Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level).
- 4 of the 7 listed turns must be confirmed and each type can only be counted twice.
- Features are not required for Level 1.
- Any number of features can be presented.

# **Masters Couples Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 30 seconds +/- 10 seconds

Hold Footwork Sequence	No Hold Footwork Sequence	Travel	Choreo Stop
Max Level 2	Max Level 1	Max Level 2	Yes
Max 40 secs	Max 30 secs	Max 15 secs	Max 15 secs

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# **National Solo Dance – Compulsory**

Promotional Tots					
And Foxtrot	104	Foxtrot	4 sequences		
Masters Tango	100	Tango	4 sequences		
Primary					
City Blues	88	Blues	4 sequences		
Canasta Tango	100	Tango	4 sequences		
Juvenile					
Swing Foxtrot	104	Foxtrot	4 sequences		
G Reggae	84	Reggae	4 sequences		
Preliminary					
Australian Foxtrot	96	Foxtrot	4 sequences		
Denver Shuffle	100	Polka	4 sequences		
Intermediate – See Style Dance and Free Dance					
Advanced – See Style Dance and Free Da	ance				
Masters					
Double Cross Waltz	138	Waltz	4 sequences		
Rhythm Blues	92	Blues	4 sequences		
•					
Advanced Masters					
Werner Tango	100	Tango	4 sequences		
Hickory Hoedown	104	Hoedown	4 sequences		

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# National Solo Dance – Free Dance/Style Dance

## **General Rules for Solo Style Dance/Free Dance**

- All rules for Solo Free Dance and Solo Style Dance apply as per World Skate <u>Rules for Artistic Skating Competitions Solo Dance (Official Regulation Artistic Solo Dance 2025).</u>
- Refer to General Rule 28 Mapping of Events.
- Masters skaters who are under the age of 50 years, and who have competed in any discipline at a Junior or Senior World Championship, must nominate in the Advanced Masters category if available in the discipline. Otherwise they may compete in the Masters category. Dispensation to compete in Masters category when an advanced masters' category is available may be given, on application to AATC, for reasons which compromise an athlete's ability to perform at Advanced Masters' level.
- Provided skaters meet the requirements in the previous point, they can choose to skate either Masters Solo Style Dance or Masters Solo Free Dance, but not both.
- Masters Solo Dance, Advanced Masters Solo Dance, Masters Solo Style Dance and Masters Solo Free Dance will not be combined events. Skaters can choose to skate Compulsories only, Style Dance only or Free Dance only, if they wish.

#### **Promotional Tots Solo Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes +/- 10 seconds

Artistic Sequence	Travel	Choreo Sequence
Max Level 1	Max Level 1	Yes
Max 30 secs	Max 15 secs	Max 30 secs

To achieve the level the skater must have one of each of 4 steps and turns confirmed: Inside Three Turn, Outside Three turn, Open Mohawk, Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level), maximum 30 seconds.

# **Primary Solo Free Dance**

Refer to General Rule 28 – Mapping of Events

2 minutes 30 seconds +/- 10 seconds						
Dance Step Artistic Sequence Travel Choreographic Stop Sequence						
Max Level 1 Max 30 secs	Max Level 1 Max 30 secs	Max Level 1 Max 15 secs	Yes Max 15 secs			

Footwork / Artistic Sequences: 4 different skating elements chosen from Inside Three Turn, Outside Three Turn, Open Mohawk, Travel (one clockwise and one anticlockwise allowed, only 1 will be counted towards the level), maximum 30 seconds.

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# **National Solo Dance – Free Dance/Style Dance**

#### **Juvenile Solo Free Dance**

Refer to General Rule 28 - Mapping of Events

#### 2 minutes 30 seconds +/- 10 seconds

Dance Step Sequence	Artistic Sequence	Travel	Choreographic Stop
Max Level 2	Max Level 2	Max Level 2 Max 15 secs	Yes
Max 30 secs	Max 30 secs		Max 15 secs

# **Preliminary Solo Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 30 seconds +/- 10 seconds

Dance Step Sequence	Artistic Sequence	Travel	Choreographic Stop
Max Level 2	Max Level 2	Max Level 2	Yes
Max 30 secs	Max 30 secs	Max 15 secs	Max 15 secs

# **Intermediate Solo Style Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 50 seconds +/- 10 seconds

Rhythm	Artistic Sequence	Travel	Cluster	Pattern Dance		
Spanish Medley (Paso Doble, Flamenco, Tango, Spanish Waltz, Bolero, Gypsy music, Fandango)	Max Level 3 Max 40 sec	Max Level 3 Max 15 secs	Max Level 3 Max 20 secs	Imperial Tango 104 bpm (2 Sequences – 1 circuit of the floor)		

# **Intermediate Solo Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 3 minutes 30 seconds +/- 10 seconds

Dance Step Sequence	Footwork Sequence	Travel	Choreographic Stop	Cluster
Max Level 3 Max 30 secs	Max Level 3 Max 40 secs	Max Level 3 Max 15 secs	Yes Max 15 secs	Max Level 3 Max 20 secs

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# National Solo Dance - Free Dance/Style Dance

## **Advanced Solo Style Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 50 seconds +/- 10 seconds

Rhythm	Artistic Sequence	Travel	Cluster	Pattern Dance
Traditional Folk	Max Level 3	Max Level 3	Max Level 3	Dench Blue Double Pattern 88 bpm (2 Sequences – 1 circuit of the floor)
Medley	Max 40 sec	Max 15 secs	Max 20 secs	

#### **Advanced Solo Free Dance**

Refer to General Rule 28 - Mapping of Events

3 minutes 30 seconds +/- 10 seconds					
Dance Step Sequence	Footwork Sequence	Travel	Choreographic Stop	Cluster	
Max Level 3 Max 30 secs	Max Level 3 Max 40 secs	Max Level 3 Max 15 secs	Yes Max 15 secs	Max Level 3 Max 20 secs	

## **Masters Solo Style Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 15 seconds +/- 10 seconds

Rhythm	Footwork Sequence	Pattern Dance
Rock Medley (1950's & 1960's) (Jive, Boogie Woogie, Rock& Roll, Blues, Jazz, Soul)	Max Level 1 Max 30 secs	Rhythm Blues 92 bpm (2 Sequences – 1 circuit of the floor)

- Footwork is choice of 4 of 7 listed steps Outside three turn, Inside three turn, Cross in front,
   Open Mohawk, Forward to Backward Closed Mohawk, Forward to Backward Choctaw, Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level).
- 4 of the 7 listed turns must be confirmed and each type can only be counted twice.
- Features are not required for Level 1.
- Any number of features can be presented.

#### **Masters Solo Free Dance**

Refer to General Rule 28 – Mapping of Events

#### 2 minutes 30 seconds +/- 10 seconds

Z minutes 30 seconds +/- 10 seconds						
Dance Steps Sequence	Artistic Sequence	Travel	Choreographic Stop			
Max Level 2 Max Level 2		Max Level 2	Yes			
Max 30 secs	Max 30 secs	Max 15 secs	Max 15 secs			

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## Requirements for all categories

National Levels	
Promotional	2 minutes (+/- 5 seconds)
Primary	2 minutes 15 seconds (+/- 10 seconds)
Juvenile	2 minutes 45 seconds (+/- 10 seconds)
Preliminary	2 minutes 45 seconds (+/- 10 seconds)
Intermediate	3 minutes (+/- 10 seconds)
Advanced	4 minutes (+/- 10 seconds)
Masters	2 minutes 45 seconds (+/- 10 seconds)
Open Short	2 minutes 30 seconds (+/- 5 seconds)
Open Inline	3 minutes (+/- 10 seconds)
Masters Inline	2 minutes 30 seconds (+/- 10 seconds)

# **General Notes - Free Skating**

All rules for Free Skating apply as per World Skate Rules for Artistic Skating Competitions – Free Skating (Official Regulation Artistic – Free 2025).

Broken Ankle spin is only permitted in Junior and Senior Grades. Broken ankle spin is not recommended for Athletes under the age of 16, and is not permitted in any National grade, including Open Short Program.

Refer to General Rule 28 – Mapping of Events.

For all National and International categories, if a position in a combination spin is mandatory, it must be attempted. If the mandatory position is not confirmed, the other confirmed positions in the combination spin will receive:

- 100% of their value for National categories; and
- 50% of their value for International categories.

Open Short is a stand alone event. Skaters can choose to skate just this event and no other Free Skating events if they wish.

Skaters who skate in an International Free Skating event which has both a short and long program cannot also do Open Short.

# **Event Specific Information – Free Skating**

# **Promotional Free Skating**

2 minutes (+/- 5 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- A maximum of 8 jumps of 1 rotation are allowed including Waltz jump.
- Maximum 2 jump combinations are allowed. The number of jumps within a combination cannot be more than 2.
- The same jump cannot be presented more than 2 times.

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#### Spin elements

- Two spin elements must be performed.
  - One of them MUST be a combination spin (maximum 3 positions).
  - One has to be a solo spin.
- Only upright positions are allowed.

#### Footwork sequence

- One footwork sequence, maximum Level 1.
- The different skating elements (4 different to be confirmed to achieve level 1) that will be counted towards the level include:
  - Inside Three Turn
  - Outside Three Turn,
  - Open Mohawk,
  - Travel (one clockwise and one anticlockwise allowed, only 1 will be counted towards the level),
  - Body movement (high, medium or low)
- Maximum 30 seconds.

## **Primary Free Skating**

2 minutes 15 seconds (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- A maximum of 10 jumps are allowed including Waltz jump.
- Only 1 rotation jumps and Axel are allowed.
- Maximum 2 jump combinations are allowed. If performing 2, 1 can be no more than 4 jumps and the other combination not more than 2 jumps.
- It is mandatory to perform a Toe Loop element (single), solo or in combination.
- The same jump cannot be presented more than 3 times.

#### Spin elements

- Maximum 2 spin elements are allowed.
  - One of them MUST be a combination spin (maximum 3 positions) and must include a sit spin.
  - One MUST be a solo spin on any edge.
- Camel, upright and sit positions are allowed (solo or in combination).

#### **Footwork Sequence**

- One footwork sequence maximum level 1, maximum 30 seconds.
- The 4 steps and turns that will be counted towards the level include:
  - Inside Three Turn.
  - Outside Three Turn,
  - Open Mohawk,
  - Travel (one clockwise and one anticlockwise allowed, only 1 will be counted towards the level), maximum 30 seconds.

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## **Juvenile Free Skating**

2 minutes 45 seconds (+/- 10 seconds)
Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- Maximum 10 jumps of 1 rotation. Within the 12 jumps Axel, Double Toe Loop and Double Salchow are allowed.
- Maximum 2 jump combinations are allowed. The number of jumps within the combinations cannot be more than 4
- It is mandatory to perform an Axel that can be presented also in combination.
- It is mandatory to perform a Toe Loop element (single or double), solo or in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination
- The same one rotation jump cannot be presented more than 3 times.

#### Spin elements

- Minimum 2, maximum 3 spin elements are allowed. All the spins must be different.
  - One of them MUST be a combination spin (maximum 4 positions) and must include a sit spin.
  - One MUST be a solo spin.
- If 2 combos are presented, one of maximum 4 positions and one of maximum 3 positions.
- All spins are permitted except Broken, Heel and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

#### **Footwork Sequence**

One footwork sequence, maximum level 1, maximum 30 seconds.

# **Preliminary Free Skating**

2 minutes 45 seconds (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- Maximum 10 jumps of 1 rotation. Within the 12 jumps Axel, Double Toe Loop and Double Salchow are allowed.
- Maximum 2 jump combinations are allowed. The number of jumps within the combinations cannot be more than 4.
- It is mandatory to perform an Axel that can be presented also in combination.
- It is mandatory to perform a Toe Loop element (single or double), solo or in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, 1 must be in combination.
- The same 1 rotation jump cannot be presented more than 3 times.

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#### Spin elements

- Minimum 2, maximum 3 spin elements are allowed. All the spins must be different.
  - One of them MUST be a combination spin (maximum 4 positions) and must include a sit spin.
  - One MUST be a solo spin.
- If 2 combos are presented, 1 of maximum 4 positions and 1 of maximum 3 positions.
- All spins are permitted except Broken, Heel and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

#### **Footwork Sequence**

• One footwork sequence, maximum level 2, maximum 30 seconds.

## **Intermediate Free Skating**

3 minutes (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- Maximum 8 jumps are allowed excluding connecting 1 rotation jumps in the combinations (Double Axel and Triples are not allowed).
- Maximum 2 jump combinations are allowed. The number of jumps within the combinations cannot be more than 4 including the connecting jumps.
- It is mandatory to perform an Axel jump (single) that can be presented also in combination.
- It is mandatory to perform a Loop, single or double, solo or in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, 1 must be in combination.
- The same one rotation jump as an item of technical value cannot be presented more than 3 times.

#### **Spin elements**

- Minimum 2, maximum 3 spin elements are allowed.
  - One of them MUST be a combination spin (maximum 4 positions) and must include a sit spin.
  - One MUST be a solo spin.
- If 2 combos are presented, 1 of maximum 4 positions and 1 of maximum 3 positions. The spins must be different.
- All spins are permitted except Broken and Inverted.
- It is mandatory to perform a Camel spin on any edge (solo or in combination).

#### Footwork sequences

• One footwork sequence maximum level 3, maximum 30 seconds.

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## **Advanced Free Skating**

4 minutes (+/- 10 seconds)
Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- A maximum of 8 jumps excluding the connecting 1 rotation jumps in the combination.
- Maximum 3 jump combinations.
- The number of jumps within the combinations cannot be more than 5 including the connecting jumps. In calculating the value of the combination jumps the connecting jumps will not be counted.
- It is mandatory to perform an Axel jump (single, double, triple) that can be presented also in combination.
- Axel, singles, doubles, and triples cannot be presented more than twice as jumps with technical value. If presented twice, one must be in combination.

#### Spin elements

- Maximum 2 spin elements are allowed.
  - One of them MUST be a combination spin and must include a sit spin.
  - Combination spins can have a maximum 4 positions.
- The same kind of spin cannot be performed more than twice in the whole program (ie maximum two RBO Camels, maximum two LBI Sit etc.).
- The two spins must be different.
- All spins are permitted except Broken Ankle.

#### Footwork sequences

One footwork sequence, maximum 40 seconds.

# **Masters Free Skating**

2 minutes 45 seconds (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- A maximum of 12 jumps of 1 rotation including Waltz Jump. Axel, Double Toe Loop and Double Salchow are allowed.
- Maximum 2 jump combinations are allowed.
- The number of jumps within the combination cannot be more than 5.
- It is mandatory to perform an Axel type jump that can be presented also in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, 1 must be in combination.
- The same 1 rotation jump as an item of technical value cannot be presented more than 3 times.
- In the program, there MUST be at least 1 Toe Loop element (single or double).

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#### Spin elements

- Two spin elements must be performed. One of them MUST be a combination spin (maximum 4 positions).
- Broken Ankle, Heel, and Inverted are NOT allowed.
- The 2 spins must be different.

#### **Footwork Sequence**

One footwork sequence maximum Level 1, maximum 30 seconds.

The 7 steps and turns that will be counted towards the level are:

- Inside Three Turn,
- Outside Three Turn,
- Cross In Front
- Open Mohawk
- Travel (one clockwise and one anticlockwise are allowed, only 1 will be counted towards the level)
- Forward to backward Closed Mohawk
- Choctaw (forward to backward)
- There is no limit to the number of features attempted, however no features are required to be confirmed to achieve Level 1.a
- To achieve a Level 1, 4 turns or steps, chosen by the skater from the 7 listed above, must be confirmed and each type can only be counted twice.

# **Open Short Free Skating**

2 minutes 30 seconds (+/- 5 seconds) Refer to General Rule 28 – Mapping of Events

In all the short programs the same jump can only be presented once with the exception of 1 jump of the skater's choice, which can be presented twice. Where a jump is presented twice, at least 1 must be in combo.

- Axel single or double.
- Jump combination:
  - from 2 to 4 jumps including connecting jumps (1 rotation jumps);
  - In calculating the value of the combination jumps, the connecting jumps will not be counted;
  - No more than 3 triples and/or doubles allowed within the combination;
  - Single rotation jumps will be called, credited and count towards the total number of jumps when they are placed in first or last position of the combination jump. RollArt

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will apply an illegal element mark (\*) to these jumps and the Tech Specialist must instruct the Data Operator to remove those marks where appropriate.

- Solo jump single, double, triple (cannot be an Axel).
- One position spin.
- One combination spin. One of the positions must be a sit spin. Maximum 4 positions.
- One footwork sequence, maximum Level 3, maximum 30 seconds.
- All spins are permitted except Broken Ankle.

This event can be entered by any skater who meets the age requirements. Skaters may choose to enter just Open Short if they wish.

Skaters who skate in an International Free Skating event which has both a short and long program cannot also do Open Short.

## **Open Inline Free Skating**

3 minutes (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- Maximum 7 jumps excluding the connecting 1 rotation jumps in the combination.
  - Maximum 2 combinations from 2 to 3 jumps, including the connecting jumps.
  - The presence of a single Axel (1A) is compulsory.
  - Jumps of more than 2 rotations are not allowed.
  - Axels, single, double or triple jumps cannot be presented more than twice as jumps with technical value. If presented twice, 1 must be in a combination. For a jump to be considered "equal" it must have the same nomenclature, ie the same entry and the same number of rotations. 1T and 2T are not the same.

#### Spin elements

- Maximum 3 spins. Minimum 2 (at least one of each type):
  - One solo spin (one position).
  - One combo spin (maximum 4 positions).
- A position with the same base value (with the same foot and edge) cannot be presented more than twice.
- Remember: In a Combo Spin, minimum 2 rotations per position

#### **Footwork Sequence**

Maximum 1 footwork sequence. Maximum 30 seconds. Maximum Level 3.

#### **Choreographic Sequence**

• Maximum 1 choreo sequence. Free pattern and maximum 30 seconds. It must include one "clear" and "visible" skating element (Ina Bauer, spread eagle, camel position, artistic upright position on one foot, etc).

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## **Masters Inline Free Skating**

2 minutes 30 seconds (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

#### **Jump elements**

- Maximum 6 jumps.
  - Maximum 2 combinations of 2 jumps.
  - The presence of an Axel type jump is compulsory.
  - Only 1 rotation jumps, Waltz Jump and single Axel (1A), double Toe Loop (2T) and double Salchow (2S) are allowed, on their own or in combination.
  - The same jump cannot be presented more than twice. If a jump is presented twice, at least 1 of them must be in a combination. For a jump to be considered "equal" it must have the same nomenclature, ie the same entry and the same number of rotations. 1T and 2T are not the same.

#### Spin elements

- Maximum 2 spins. Only Upright, Sit or Camel are allowed. There must be 1 spin of each of the following types in the program:
  - 1 solo spin.
  - 1 combo spin (maximum 3 positions).
- A position with the same base value (with the same foot and edge) cannot be presented more than twice.
- Remember: In a Combo Spin, minimum 2 rotations per position

#### **Footwork Sequence**

One footwork sequence maximum Level 1, maximum 30 seconds.

The 7 steps and turns that will be counted towards the level are:

- Inside Three Turn,
- Outside Three Turn.
- Cross In Front
- Open Mohawk
- Travel (one clockwise and one anticlockwise are allowed, only 1 will be counted towards the level)
- Forward to backward Closed Mohawk
- Choctaw (forward to backward)
- There is no limit to the number of features attempted, however no features are required to be confirmed to achieve Level 1.
- To achieve a Level 1, 4 turns or steps, chosen by the skater from the 7 listed above, must be confirmed and each type can only be counted twice.

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# **National Free Skating**

### **Choreographic Sequence**

 Maximum 1 choreo sequence. Free pattern and maximum 30 seconds. It must include 1 "clear" and "visible" skating element (Ina Bauer, spread eagle, camel position, artistic upright position on one foot, etc).

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## **General Notes - Pairs**

## Requirements for all categories as per 2023

All rules for Free Skating Pairs apply as per World Skate <u>Rules for Artistic Skating</u> <u>Competitions - Pairs (Official Regulation Artistic - Pairs 2025)</u>.

Refer to General Rule 28 – Mapping of Events.

### **Routine times:**

Promotional	2 minutes (+/- 10 seconds)	
Primary	2 minutes 30 seconds (+/- 10 seconds)	
Juvenile	3 minutes (+/- 10 seconds)	
Preliminary	3 minutes 15 seconds (+/- 10 seconds)	
Intermediate	3 minutes 30 seconds (+/- 10 seconds)	
Advanced	4 minutes (+/- 10 seconds)	

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### **Promotional Pairs**

2 minutes (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

- One side by side jump (not in combo). Just 1 rotation jumps can be performed.
- One side by side combo jump with a maximum of 3 jumps. Just 1 rotation jumps can be performed.
- One side by side solo or combo spin, selected from uprights (maximum of 2 positions if combo spin).
- One contact spin: solo spin (1 position) selected from uprights.
- One footwork sequence, maximum Level 1, maximum 30 seconds.
  - The 7 steps and turns that will be counted towards the level are:
    - Inside three turn
    - Outside three turn
    - Cross in front
    - Open Mohawk
    - Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level)
    - Forward to backward closed mohawk
    - Choctaw (forward to backward)
  - Each turn can be counted twice. No feature is required for Level 1.
  - To achieve a Level 1, 4 turns or steps for each skater, chosen by the skaters from the 7 listed above, must be confirmed and each type can only be counted twice.

### • LIFTS ARE NOT ALLOWED

## **Primary Pairs**

2 minutes 30 seconds (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

- Maximum 2 side by side jumps (not in combo). Maximum Axel, Double Toe Loop, Double Salchow.
- One side by side solo or combo spin, selected from upright and sit (any edge). Maximum of 2 positions if combo spin.
- Maximum 1 throw jump: single rotation or Axel maximum.
- One contact spin: solo spin (one position) selected from upright, sit, hazel.
- One spiral, angel (camel) Backward Outside. Two handed support by the man allowed on Spiral. Two handed support by the man will be accepted if all other requirements are met to

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achieve a level, however, the level called will be no higher than Level Base and the judges must give -3 QOE.

- One footwork sequence, maximum Level 1, maximum 30 seconds.
  - The 7 steps and turns that will be counted towards the level are:
    - Inside three turn
    - Outside three turn
    - Cross in front
    - Open Mohawk
    - Travel (one clockwise and one anti-clockwise allowed, only 1 will be counted towards the level)
    - Forward to backward closed mohawk
    - Choctaw (forward to backward)
  - Each turn can be counted twice. No feature is required for Level 1
  - To achieve a Level 1, 4 turns or steps for each skater, chosen by the skaters from the 7 listed above, must be confirmed and each type can only be counted twice.
- **LIFTS ABOVE HIP HEIGHT ARE NOT ALLOWED.** It is encouraged that pairs include 1 hip height carry or rotational lift maximum of 2 rotations (eg bucket, loop, stag). This item will not be considered an item of technical value, rather a transitional element and can be considered positively in component scores by the judges.

#### **Juvenile Pairs**

3 minutes (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

- Maximum 2 one position lifts. Axel, flip lift, around the back, low press. No overhead lifts allowed. No more than 4 rotations of the man.
- Maximum 2 side by side jumps with a maximum of 2 rotations (no double Axel or triples allowed). One may be a combo of maximum 2 jumps.
- One side by side combination spin with a maximum of 2 positions, selected from upright and sit (any edge), camel Forward Outside & Backward Outside.
- Maximum 2 throw jumps: Singles, Axel, Double Toe Loop, Double Salchow (must be different).
- One combination contact spin with a maximum of 2 positions. Selected from upright, sit, hazel and camel in kilian, face to face, arabesque position.
- One spiral, angel (camel) Backward Outside or death spiral Backward Outside. Two handed support by the man allowed on Death Spiral. Two handed support by the man will be accepted if all other requirements are met to achieve a level, however, the level called will be no higher than Level Base and the judges must give -3 QOE.
- One footwork sequence, maximum Level 2, maximum 30 seconds.
- The lifts take-offs must be different.

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### **Preliminary Pairs**

3 minutes 15 seconds (+/- 10 seconds)
Refer to General Rule 28 – Mapping of Events

- Two 1 position lifts. Axel, Flip lift, around the back, low press, low Militano, low Kennedy etc.
   No overhead lifts allowed. No more than 4 rotations of the man.
- Maximum 2 side by side jumps with a maximum of 2 rotations (No Double Axel or triples allowed). One may be a combo of maximum 2 jumps.
- One side by side combination spin with a maximum of 2 positions, selected from upright and sit (any edge), camel Forward Outside and Back Outside.
- Maximum 2 throw jumps Axel, Double Toe Loop, Double Salchow (must be different).
- One combination contact spin with a maximum of 2 positions selected from upright, sit, hazel and camel in kilian, face to face, arabesque position.
- One spiral, angel camel Back Outside OR death spiral Back Outside.
- One footwork sequence, maximum Level 3, maximum 30 seconds.
- The lifts take-offs must be different.

#### **Intermediate Pairs**

3 minutes 30 seconds (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

- Two lifts (one can be a combo and one must be a solo lift). No overhead lifts allowed. Selected from lifts like Axel, Flip, low press, low Militano, low Kennedy etc. No more than 4 rotations of the man.
- Each combination lift must not exceed 8 rotations of the man, with no more than 2 changes of position for the lady (3 positions), and single position lifts must not exceed 4 rotations.
- One side by side solo jump. No Double Axel or triples allowed.
- One combination of maximum 2 jumps. No Double Axel or triples allowed.
- One side by side combination spin with a maximum of 3 positions.
- Maximum 2 throw jumps with a maximum of 2 rotations (must be different jumps). No Double Axel allowed.
- One twist jump with maximum 2 rotations.
- One combination contact spin with a maximum of 3 positions. Impossible spins (all types) and reverse lay over camel are not allowed.
- One death spiral, free choice.
- One footwork sequence, maximum Level 4, maximum 40 seconds.
- The lifts take-offs must be different.

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#### **Advanced Pairs**

4 minutes (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

- Two lifts: One 1 position lift (no more than 4 rotations of the man) and one 1 combination lift with no more than 8 rotations of the man and no more than 1 change of position of the lady (2 positions). Reverse Cartwheel (all types) and Spin Pancake are not allowed.
- One side by side solo jump.
- One combination of maximum 2 jumps.
- One side by side combination spin of up to 3 positions.
- Maximum 2 throw jumps with maximum 2 rotations including Double Axel (must be different jumps).
- One twist jump with maximum 2 rotations.
- One combination contact spin (maximum 3 positions). Sit impossible and reverse layover camel are not allowed.
- One death spiral, free choice, maximum Level 3.
- One footwork sequence, maximum Level 4, maximum 40 seconds.
- The lifts take-offs must be different.

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#### **General Notes - Precision**

With the exception of stops in National Precision categories, all rules for Precision apply as per World Skate <u>Rules for Artistic Skating Competitions - Precision (Official Regulation Artistic – Precision 2025).</u>

#### Routine time

Open Precision	4 minutes (+/- 10 seconds)
<b>Masters Precision</b>	3 minutes to 4 minutes (+/- 10 seconds)

- For categories of precision other than International, stops will be assessed by the judges as part of the routine. Stops are not permitted in International categories.
- See World Skate ATC <u>Rules for Artistic Skating Competitions Precision (Official Regulation Artistic Precision 202)</u> for event rules.
- No limit to the number of entries per state for National Championships

#### **Number of Skaters in Team**

Category	Team Numbers	Age	Permitted Reserves
Open	12-16	2016 and before	4
Masters	9-24	2000 and before	4

• Skaters may skate in more than one precision category provided they meet the age requirements for all categories.

## **Open Precision – Required Elements**

4 minutes (+/- 10 seconds)

Refer to General Rule 28 - Mapping of Events

- 1. One Linear element One Line
- 2. One Travel element One Circle
- 3. One Rotating Element Wheel
- 4. One Intersection element with point of intersection mandatory
- 5. One Intersection element 1 creative intersection different shape from the previous
- 6. One No hold element (additional feature step sequence mandatory)
- 7. One Pivoting element Block

Precision groups must present the order of the elements of their program, otherwise the first presented element will be considered as the required one.

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### **National Precision**

### **Masters Precision – Elements**

3 minutes to 4 minutes (+/- 10 seconds) Refer to General Rule 28 – Mapping of Events

A selection of 5 different elements from the following list must be done:

- 1. One Linear element Block or Line
- 2. One Travel element Wheel or Circle
- 3. One Rotating Element Wheel or Circle
- 4. One Intersection element
- 5. One Intersection element (creative) different shape to element number 4
- 6. One No hold element
- 7. One Pivoting element Line or Block

Excess elements will be considered as transitions.

Precision groups must present the order of the elements of their program, otherwise the first presented element will be considered as the required one.

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## **National Show Groups**

#### **General Notes**

See World Skate Artistic Technical Committee – <u>Rules for Artistic Skating Competitions - Show (Official Regulation Artistic – Show 2025)</u> for event details.

World Skate <u>Rules for Artistic Skating Competitions - Show (Official Regulation Artistic – Show 2025)</u> will apply.

Refer to General Rule 28 – Mapping of Events.

### **Specific Rules**

### **Ages**

Category	Age	
National Open Large Show Group	2016 and before	
National Open Small Show Group	2016 and before	

#### **Technical Conditions**

### **Large Show Groups**

- Duration:
  - 4 minutes 30 seconds to 5 minutes +/- 10 seconds
  - Time starts from first movement.
  - A maximum time of 15 seconds of music is allowed before the first movement of the single skater of a group. The deduction of exceeding the time will be 0.2 from B mark.
- Participants:
  - There is no limit to the number of groups per State.
  - Each group must be composed with a minimum of 16 skaters and a maximum of 30 skaters, (maximum 4 reserves).
- All entries must be made through a State Chapter.

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## **National Show Groups**

## **Small Show Groups**

- Duration:
  - 4 minutes 30 seconds to 5 minutes +/- 10 seconds.
  - Time starts from first movement.
  - A maximum time of 15 seconds of music is allowed before the first movement of the single skater of a group. The deduction of exceeding the time will be 0.2 from B mark.
- Participants:
  - There is no limit to the number of groups per State.
  - Each group must be composed with a minimum of 6 skaters and a maximum of 12 skaters, (maximum 2 reserves).
- All entries must be made through a State Chapter.

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### **National Quartets**

#### **General Notes**

See World Skate Artistic Technical Committee – <u>Rules for Artistic Skating Competitions -</u> **Quartets (Official Regulation Artistic – Quartets 2025)** for event details.

World Skate <u>Rules for Artistic Skating Competitions - Quartets (Official Regulation Artistic – Quartets 2025)</u> will apply.

Refer to General Rule 28 – Mapping of Events

Category	Age
National Open Quartet	2016 and before

- Duration:
  - 3 minutes +/- 10 seconds.
  - Time starts from first movement of one of the skaters.
  - A maximum time of 15 seconds of music is allowed before the first movement of the single skater of a group. The deduction of exceeding the time will be 0.2 from B mark.
- Participants:
  - Group of 4 skaters (maximum 1 reserve).
  - They shall not be made up of two couples, pairs or dance, but 4 skaters acting as a group.
- All jumps with 1 rotation plus single Axel, are allowed. Maximum number of jumps is 1 Axel and 2 single rotation jumps. See World Skate <u>Rules for Artistic Skating Competitions</u> <u>Quartets (Official Regulation Artistic Quartets 2025).</u>
- Spins are allowed upright sit and camel. Not allowed Heels, Broken Ankle and Inverted.
- Jumps and spins have the value like step transitions.
- Required elements
  - o Travelling element. Max Level 2, Max 15 secs
  - Line
  - Creative element
- Teams are encouraged to include some of the following types of technical elements:
  - Cannon element
  - Line Element Sequence
  - Synchronised Travel Sequence
  - Synchronised Cluster Sequence
  - Combo Element
  - Creative Element

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- IF ANY UNFORESEEN EVENTS SHOULD HAPPEN DURING THE CHAMPIONSHIP/ COMPETITION WHICH ARE NOT PROVIDED FOR IN THE WRITTEN REGULATIONS, THE MATTER SHALL BE SETTLED BY THE REFEREE IN THE BEST INTERESTS OF THE SPORT
- WORLD SKATE ATC DEDUCTIONS ARE CURRENT AT THE TIME OF WRITING AND ARE A GUIDE. THE MOST RECENT WORLD SKATE ATC RULE BOOK WILL BE THE AUTHORITATIVE DOCUMENT FOR THE AUSTRALIAN CHAMPIONSHIP.

WORLD SKATE ATC RULE BOOK MAY BE DOWNLOADED FROM THE WORLD SKATE WEB PAGE <u>WWW.WORLDSKATE.ORG</u>

### WORLD SKATE DEDUCTIONS

## **Figure Deductions**

	Referee	
1	Touch Down on Major Part	1.0
2	Touch Down on Minor Part	0.5
3	Fall or Stop	1.0
4	Incorrect Turn	1.0
5	Costume violation (with opinion of judges) - refer to Rules for Artistic Skating Competitions - General (Official Regulation Artistic - General 2025)	1.0

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# **Couples Dance Deductions**

A deduction of 1.0 point (unless otherwise specified) will be technical content and artistic impression each time one of the	
By the Referee	
Style dance: wrong rhythm, number of rhythms less than 2, rules on the music for the compulsory dance sequence not achieved	1.0 point
Not correct BPM for the Style Dance Pattern sequence	1.0 point
More than the allowed separations	1.0 point
Kneeling or laying on the floor more than twice or more than maximum 5 seconds (including beginning and end)	1.0 point
Stopping more than twice or more than maximum 8 seconds (excluding beginning and end) or being separated more than 4m during a stop	1.0 point
Costume violation (with opinion of judges) - refer to <u>Rules for</u> <u>Artistic Skating Competitions - General (Official Regulation</u> <u>Artistic - General 2025)</u>	1.0 point
Time of the program less than the minimum	0.5 point for each 10 seconds or part thereof
Time from the start of the music and the first movement is more than 10 seconds	0.5 point
Music with inappropriate or expletive lyrics in any language or spoken words (narration) in violation of the General Rules	1.0 point
Music with spoken word (narration) can only be used a maximum of twice in the program at the beginning and/or end for a maximum of 10 seconds	1.0 point
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5 point
Exit from the floor exceeding 15 seconds	0.5 point
Falls for each skater	1.0 point for first and second fall
For each fall after the second the penalty will increase by another 0.3 (Tots, Minis) and 0.5 (Espoir to Senior)  For example, in Espoir to Senior: 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	Incremental penalty increases for each subsequent fall after the second: +0.3 For Tots and Minis +0.5 Espoir to Senior
By the Technical Panel	
Missing mandatory element	1.0 point
Illegal elements	1.0 point
Compulsory Dance: the number of opening beats to be used for all dances must not exceed 24 beats of music	0.5 point

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# **Couples Dance Deductions**

A deduction of 1.0 point (unless otherwise specified) will be applied to the sum of technical content and artistic impression each time one of the following is executed		
Pattern dance: skaters do not finish with the first step of the following section or the next step of the dance required by the rules.	1.0 point	

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## **Solo Dance Deductions**

By the Referee		
Style dance: wrong rhythm, number of rhythms less than 2, rules on the music for the compulsory dance sequence not achieved, incorrect theme	1.0 point	
No correct BPM for the Style Dance Pattern sequence	1.0 point	
Kneeling or laying on the floor more than twice or more than maximum 5 seconds (including beginning and end)	1.0 point	
Stopping more than twice or more than maximum 8 seconds (excluding beginning and end)	1.0 point	
Costume violation (with opinion of judges) - refer to <u>Rules for</u> <u>Artistic Skating Competitions - General (Official Regulation</u> <u>Artistic - General 2025)</u>	1.0 point	
Time of the program less than the minimum	0.5 for each 10 seconds or part thereof	
The time from the start of the music and the first movement is more than 10 seconds	0.5 point	
Music with inappropriate or expletive lyrics in any language or spoken word (narration) in violation of the General Rules	1.0 point	
Music with spoken word (narration) used more than twice in the program at the beginning and/or end for more than the maximum of 10 seconds.	1.0 point	
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5 point	
Exit from the floor exceeding 15 seconds	0.5 point	
Falls	1.0 point for first and second fall	
For each fall after the second the penalty will increase by another 0.3 (Tots, Minis) and 0.5 (Espoir to Senior)	Incremental penalty increases for each subsequent fall after the	
For example, in Espoir to Senior: 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	second: +0.3 For Tots and Minis +0.5 Espoir to Senior	
By the Technical Panel		
Missing mandatory element	1.0 point	
Illegal elements	1.0 point	
Compulsory Dance: the number of opening beats to be used for all dances must not exceed 24 beats of music	0.5 point	

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## **Solo Dance Deductions**

A deduction of 1.0 point (unless otherwise specified) will be applied to the sum of technical content and artistic impression each time one of the following is executed		
Pattern dance: the skater does not finish with the first step of the following section or the next step of the dance required by the rules.	1.0 point	

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# **Free Skating Solo Deductions**

A deduction of 1.0 point (unless otherwise specified) will be applied to the sum of technical content and artistic impression each time one of the following is executed		
By the Referee		
Kneeling or laying on the floor more than once or more than maximum 5 seconds	1.0 point	
Costume violation (with opinion of judges) - refer to <u>Rules for Artistic</u> <u>Skating Competitions - General (Official Regulation Artistic - General 2025)</u>	1.0 point	
Time of the program less than the minimum	0.5 point for each 10 seconds or part thereof	
The time from the start of the music and the first movement is more than 10 seconds	0.5 point	
Music with inappropriate or expletive lyrics in any language or spoken words (narration) in violation of the General Rules	1.0 point	
Music with spoken word (narration) used more than twice in the program at the beginning and/or end for more than the maximum of 10 seconds.	1.0 point	
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5 point	
Exit from the floor exceeding 15 seconds	0.5 point	
Falls	1.0 point for first and second fall	
For each fall after the second the penalty will increase by another 0.3 (Tots, Minis) and 0.5 (Espoir to Senior)  For example, in Espoir to Senior: 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	Incremental penalty increases for each subsequent fall after the second: +0.3 For Tots and Minis +0.5 Espoir to Senior	
By the Technical Panel		
More than 1 rotation jump or more than 1 jump in the footwork sequence	1.0 point	
Missing mandatory element	1.0 point	
Illegal element	1.0 point	
Mandatory position in a spin element not attempted	1.0 point	

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## **Pairs Deductions**

A deduction of 1.0 point (unless otherwise specified) will be applied t technical content and artistic impression each time one of the followi		
By the Referee		
Higher number of rotations for lifts (4, 8, 12 rotations lifts)	1.0 point	
Kneeling or laying on the floor more than once or more than maximum 5 seconds (including beginning and end)	1.0 point	
Costume violation (with opinion of judges) - refer to <u>Rules for Artistic</u> <u>Skating Competitions - General (Official Regulation Artistic - General</u> <u>2025)</u>	1.0 point	
Time of the program less than the minimum	0.5 point for each 10 seconds or part thereof	
Time from the start of the music and the first movement is more than 10 seconds	0.5 point	
Music with inappropriate or expletive lyrics in any language or spoken words (narration) in violation of the General Rules	1.0 point	
Music with spoken word (narration) used more than twice in the program at the beginning and/or end for more than the maximum of 10 seconds.	1.0 point	
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5 point	
Exit from the floor exceeding 15 seconds	0.5 point	
Falls for each skater	1.0 point for first and second fall	
For each fall after the second the penalty will increase by another 0.3 (Tots, Minis) and 0.5 (Espoir to Senior).  For example, in Espoir to Senior: 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	Incremental penalty increases for each subsequent fall after the second: +0.3 For Tots and Minis +0.5 Espoir to Senior	
By the Technical Panel		
More than allowed positions for combination contact spins	1.0 point	
Higher number of positions for lifts (3 and 4)	1.0 point	
More than 1 rotation jump in footwork sequence	1.0 point	
Missing mandatory element	1.0 point	
Illegal element	1.0 point	

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## **Inline Free Skating Deductions**

A deduction of 1.0 point (unless otherwise specified) will be applied to the sum of technical content and artistic impression each time one of the following is executed Deduction  By the Referee		
Costume violation (with opinion of judges) - refer to <u>Rules for Artistic</u> <u>Skating Competitions - General (Official Regulation Artistic - General 2025)</u>	1.0 point	
Time of the program less than the minimum	0.5 point for each 10 seconds or part thereof	
The time from the start of the music and the first movement is more than 10 seconds	0.5 point	
Music with inappropriate or expletive lyrics in any language or spoken words (narration) in violation of the General Rules	1.0 point	
Music with spoken word (narration) used more than twice in the program at the beginning and/or end for more than the maximum of 10 seconds.	1.0 point	
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5 point	
Exit from the floor exceeding 15 seconds	0.5 point	
Falls	1.0 point for first and second fall	
For each fall the penalty will increase by another 0.5 ie 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	Penalty increasing by 0.5 for each and every subsequent fall after the second.	
By the Technical Panel		
More than 1 rotation jump or more than 1 jump in the footwork sequence	1.0 point	
Missing mandatory element	1.0	
Illegal element	1.0	
Mandatory position in a spin element not attempted	1.0	

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### **Precision Deductions**

By Referee and Judges*	
Costume / prop violation (feathers not allowed anywhere, rhinestones or sequins not allowed on the face)	1.0
Separations in excess, non-permitted (separating longer than necessary before resuming skating together as a unit)	1.5
By Referee	
Costume failure (with opinion of judges) - refer to <u>Rules for Artistic Skating</u> <u>Competitions - General (Official Regulation Artistic - General 2025)</u>	1.0
Late Start (61-120 seconds), after 120 seconds team is withdrawn	1.0
Music requirement violations	1.0
Entry into the rink longer than the permitted time (40 seconds)	0.5
Exit from the floor exceeding 40 seconds after announcement of the scores	0.5
Time violations for every 5 seconds in excess or lacking	1.0
Music with inappropriate or expletive lyrics in any language	0.5
Interruption in excess, more than 10 seconds (caused by a stumble or fall)	
11-20 seconds 21-30 seconds 31-40 seconds more than 40 seconds by one or several skaters more than 40 seconds by the Team	0.5 1.0 1.5 2.0 Team is withdrawn
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program; or too many skaters on the floor	0.5
By Technical Panel**	
Falls	
One skater (each time) Two or more skaters at one time Maximum Fall Deduction per Element	1.0 2.0 3.0
Non-permitted eg Stationary or Stopping position exceeding 2 seconds within free program OR exceeding 10 seconds at the beginning or the end (see Appendix A for details) (Refer to Rules for Artistic Skating Competitions - Precision (Official Regulation Artistic - Precision 2025))	1.5
Illegal Elements/Features (acrobatic movements with a risk of physical damage)	2.0
Omitted Elements (missing set element)	1.0

<sup>\*</sup> Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the concerned deduction.

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\*\* Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction asked for by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands.

(See Appendix A in <u>Rules for Artistic Skating Competitions - Precision (Official Regulation</u> <u>Artistic - Precision 2025)</u> for specific errors and deductions)

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## **Show Deductions**

All deductions are given by the Referee		
More than 4 typical precision elements	1.0	
Music with inappropriate or expletive lyrics in any language	1.0	
Costume violation (with opinion of judges) - refer to <u>Rules for Artistic</u> <u>Skating Competitions - General (Official Regulation Artistic - General</u> <u>2025)</u>	1.0	
When the performance is not Show but Precision	1.0	
If elements that are not allowed are included in the program	0.5	
Entry into the rink longer than the permitted time (40 seconds)	0.5	
Exit from rink longer than 40 seconds permitted	0.5	
More than 15 seconds of music before the first movement	0.5	
Props not correctly used	0.5 per incorrect use	
Not cleaning the floor according to the rules	0.5	
Falls - Major (More than one skater for a prolonged time) - Medium o either one skater for a prolonged time; or o down and up for more than one skater	1.5 1.0	
- Minor (down and right up for one skater)	0.5	
Time of the program less than the minimum	0.5 point for each 10 seconds or part thereof	
Skater leaves the floor during a performance. Refer to 2.5 General Rules in Rules for Artistic Skating Competitions - Show (Official Regulation Artistic – Show 2025)	0.5	
Excessive stationary movements – Referee will advise depending on the length of stationary movements during the whole program. Refer to 2.5 General Rules in Rules for Artistic Skating Competitions - Show (Official Regulation Artistic – Show 2025)	Referee's discretion depending on severity	

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## **Quartet Deductions**

Given by the Referee	
More than 20 seconds for entry onto the rink and the positioning of objects or props	0.5
More than 40 seconds total time from the end of a performance to clear the floor and leave the rink	0.5
More than the maximum allowed jumps or spins	1.0
Kneeling or laying on the floor more than twice or more than maximum 5 seconds (including beginning and end).	1.0
Stopping more than twice or more than maximum 8 seconds (excluding beginning and end).	1.0
Costume violation (with opinion of judges). See 2.3 in <u>Rules for Artistic Skating Competitions - Quartets (Official Regulation Artistic – Quartets 2025)a</u> .	1.0
Time of the program less than the minimum	0.5 each 10 secs or part thereof
More than 15 seconds of music before the first movement	0.5
Music with inappropriate or expletive lyrics in any language or spoken words (narration)	1.0
Music with spoken word (narration) used more than twice in the program at the beginning and/or end for more than the maximum of 10 seconds.	1.0
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program	0.5
Props not correctly used	0.5 per incorrect use
Falls for each skater	1.0
Given by the Technical Panel	•
Missing mandatory element	1.0
Illegal elements	1.0

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