



Figure Rules 2021 – 2022

Elite Events



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Rule AR ED.100 Basic Rules for Elite Events

AR ED.101 Determining Skating Age

Skating age for World Skate Junior and World Skate Senior divisions shall be determined by the skater's age on December 31 of the current skating season. *Skating age for the 2021–2022 season is determined by the age on December 31, 2022.*

AR ED.102 Age Divisions

Elite events shall consist of the following divisions:

World Skate Junior ages 13 to 18 (inclusive)

World Skate Senior ages 13 and over

AR ED.103 Youth Division Crossover

- (a) Skaters/teams who participate in World Skate Junior or World Skate Senior events may in the same season compete in another Youth Division event of the same discipline. (Note: World Skate Junior or World Skate Senior Figure skaters may skate their age eligible Youth A Figure and/or Loop events)
- (b) Placement 1-2-3 in the World Skate Junior or the World Skate Senior division at the World Championships qualifying competition will prevent participation in any Youth Division events in that discipline in subsequent skating seasons excluding quartet, precision, and show team events.
- (c) Skaters/teams who participate in World Skate Junior or World Skate Senior events may not in the same season compete in a Level (B) event of the same discipline or any Level (C) event.

AR ED.104 Creative Solo Show Eligibility

Skaters/teams who participate in World Skate Junior or World Skate Senior Figures, Free Skating, Pairs, Solo Dance, or Team Dance divisions may not compete in any Creative Solo Show event in the same competitive season.

AR ED.105 World Skate Junior Eligibility

In order to be eligible to compete in a World Skate Junior event, a skater or team may not have previously competed in a World Skate Senior event in the same discipline at an International Competition (WSATC 2.03.01) This does **not** apply to partnerships in World Skate Senior Team Dance and World Skate Senior Pairs in which the partnership terminates; if one partner is still eligible by age to compete in the World Skate Junior division, they may do so with a different partner.

AR ED.106 National Championship Qualification

All Elite division skaters shall qualify for the National Championships through participation and qualification at their Regional Championships.

If the total entry in a World Skate Junior or World Skate Senior event was nationwide 30 or fewer, the following year, all entries at the Regional Championships will qualify for the National Championships.

If the total entry in a World Skate Junior or World Skate Senior event was nationwide 31 or more, the following year, the following formula will be used at the Regional Championships to qualify contestants for the National Championships:

- 4 or fewer entries, all qualify to the National Championships
- More than 4 entries, the first 4 placements or the top two-thirds of the entries, whichever is larger, shall qualify to the National Championships

For the purposes of the above, an entry must actually skate the event to be counted. Program listing will be disregarded in favor of scoresheet listing.

AR ED.107

Waiver to Next Higher Championship

USARS Headquarters may grant permission for skaters to advance to the next higher championship when they were unable to skate a Regional Championship if the following conditions are met:

- (a) They must be eligible to skate in that classification of competition.
- (b) They must be entered into the preliminary championships through proper application and with all applicable fees paid.
- (c) To draw a "bye" in the contest in question, there must be no more than the maximum number of participant/team entries in the contest advancing to the next higher championship round including the participant/team requesting the "bye".
- (d) The basic criterion in this waiver is full intention of the contestant to skate. This is why the individual must be registered in the contest, paying all the fees as a show of good faith that they actually intended to be in the contest.
- (e) Obtaining a waiver or "bye" from an official Regional Championship does not constitute placement and no medals shall be awarded.
- (f) The highest open placement available must be awarded at any official contest leading to and including the National Championships.
- (g) World Skate Junior and World Skate Senior entries for the National Championships may qualify for a waiver or "bye", provided they have skated the National Championships in the previous season.
- (h) The granting of a waiver or "bye" to the next higher championship is at the sole discretion of the USA Roller Sports Executive Director. All completed requests must be submitted on the proper Waiver Request Form and received at the USARS National Headquarters within 24 hours of the conclusion of the appropriate regional championship competition.

AR ED.108

World Team Selection

- (a) The USA World Team is based on placement in the World Skate Senior events at the National Qualifier. The qualifier may, or may not, be the

- USARS National Championships. In the event that it is not the National Championships, USARS will communicate as such to the membership in advance the date, time, and location of the official qualifier.
- (b) The number of skaters to qualify for World Team selection in each World Skate Senior event will depend on the highest U.S. placement in that event at the previous World Championships.
- (c) The number of skaters to qualify in ~~World Skate Senior Figures and~~ World Skate Senior Free Skating will be as follows:
- If the U.S. placed in the first ten (10) places at the previous World Championship, three (3) skaters may qualify.
 - If the U.S. placed from eleven (11) through twenty (20) at the previous World Championship, two (2) skaters may qualify.
 - If the U.S. placed from twenty-one (21) on or did not participate at the previous World Championship, one (1) skater may qualify.
- (d) The number of skaters to qualify in World Skate Senior Solo Dance and World Skate Senior Inline Free Skating will be as follows:
- If the U.S. placed in the first twenty (20) places at the previous World Championship, two (2) skaters may qualify.
 - If the U.S. placed from twenty-one (21) on or did not participate at the previous World Championship, one (1) skater may qualify.
- (e) In World Skate Senior Team Dance and World Skate Senior Pairs, the top three (3) National placements are always eligible for World Team selection.
- (f) **World Skate Senior Precision:** The top three (3) placements at the official qualifying event are eligible to compete at the World Championships. The placements qualify the teams for the World Championships in the following year. (e.g., The 2022 medalists will compete in the 2023 World Championships.) NOTE: In the event that any Precision team that qualifies during the current season's National Championships cannot abide by the AR8.02.500 (b) 51% rule, an open slot becomes available for the subsequent season's World Championships. Precision teams who place during the current season's National Championships are eligible to compete at the current season's World Championships.
- (g) **Large & Small Show Teams:** The top three (3) placements at the official qualifying event are eligible to compete at the World Championship. The placements qualify the teams for the World Championship in the following year. (e.g. The 2019 medalists will compete in the 2020 World Championship.)
- (h) **World Skate Senior Quartet:** The top two (2) placements at the official qualifying event are eligible to compete at the World Championship.
- (i) Skaters may compete in World Skate Junior and World Skate Senior events in the same discipline in the same qualifying championships, if eligible.
- (j) Should a vacancy occur due to a withdrawal in an event, the next higher placements that meet the selection criteria (age and citizenship) will qualify for the Senior World Team. The Senior World Team will be announced at

the completion of the Elite events during the National Championships or qualifying competition.

All skaters who have qualified for the USA World Team MUST attend the Team meeting and turn in their required deposit and paperwork prior to departing the qualifying competition in order to accept their spot on the USA World Team. Any athlete who fails to do this, or to make other arrangements with the Team Coach, automatically forfeits their spot on the USA World Team.

Once International Teams have been announced, skaters/teams withdrawing from the international championship must complete the appropriate form with the USARS National Headquarters. The next higher placing skater/team in that division at the qualifying event who meets the selection criteria will be given the opportunity to participate in the appropriate international competition.

AR ED.109

Junior World Team Selection

- (a) The USA Junior World Team is based on placement in the World Skate Junior events at the World Qualifier. The qualifier may, or may not, be the USARS National Championships. In the event that it is not the National Championships, USARS will communicate as such to the membership in advance the date, time, and location of the official qualifier.
- (b) The Championship will be for skaters in Team Dance, Solo Dance, ~~Figures~~, Free Skating, Inline Free Skating and Pairs, who are at least thirteen (13) years of age and not yet nineteen (19) years of age **as of December 31 in the year of the championship**. The number of skaters to qualify for World Team selection in each World Skate Junior event will depend on the highest U.S. placement in that event at the previous World Championships.
- (c) The number of skaters to qualify in ~~World Skate Junior Figures~~, World Skate Junior Free Skating, World Skate Junior Inline Free Skating, and World Skate Junior Solo Dance will be as follows:
 - If the U.S. placed in the first twenty (20) places at the previous World Championship, two (2) skaters may qualify.
 - If the U.S. placed from twenty-one (21) on or did not participate at the previous World Championship, one (1) skater may qualify.
- (d) In World Skate Junior Team Dance and World Skate Junior Pairs, the top two (2) placements are always eligible for World Team selection.
- (e) **World Skate Junior Precision: The top two (2) placements at the official qualifying event are eligible to compete at the World Championships. The placements qualify the teams for the World Championships in the following year. (e.g., The 2022 medalists will compete in the 2023 World Championships.)** NOTE: In the event that any Precision team that qualifies during the current season's National Championships cannot abide by the AR8.02.500 (b) 51% rule, an open slot becomes available for the subsequent season's World Championships. Precision teams who place during the

current season's National Championships are eligible to compete at the current season's World Championships.

- (f) **World Skate Junior Quartet:** The top two (2) placements at the official qualifying event are eligible to compete at the World Championship.
- (g) Skaters thirteen (13) years of age and older have the option to skate World Skate Junior and World Skate Senior in the same qualifying championship. Athletes who qualify for the World Championships, who meet the selection criteria (age, placement, and citizenship) through placement at the National Championships or qualifying competition, may not skate both World Skate Junior and World Skate Senior in the same discipline (e.g., **Figures**, Solo Dance, etc.) at the same World Championships. Skaters who place in both the World Skate Junior and World Skate Senior division events of the same discipline at the National Championships or qualifying competition **MUST** elect to participate in either the World Skate Junior or the World Skate Senior division event at the World Championships. This selection must be made prior to the announcement of the World Team.
- (h) Should a vacancy occur due to a withdrawal in an event, the next higher placement that meets the selection criteria (age and citizenship) will qualify for the Junior World Team. The Junior World Team will be announced at the completion of the Elite events during the National Championships or qualifying competition.

Once International Teams have been announced, skaters/teams withdrawing from the international championship must complete the appropriate form with the USARS National Headquarters. The next higher placing skater/team in that division at the qualifying event who meets the selection criteria will be given the chance to participate in the appropriate international competition.

AR ED.110 Separate Male and Female Competitions

All divisions in the following Elite divisions shall schedule separate competitions for male and female contestants: Figures, Free Skating, Inline Free Skating, and Solo Dance.

All Elite Team Dance and Pairs divisions shall skate in mixed couples of men and ladies.

AR ED.111 General Costume Rules

(a) Logo Identification on Skater Costumes

Because of the elaborate nature of artistic skating costumes, the size of advertisements/logos must be limited to three (3) inches at the largest dimension. A singular club patch or USARS approved sponsorship logo may be thus worn on either shoulder, the chest, or on the skirt. This restriction applies to warm-up events prior to a competition, and the competition itself. However, for all award ceremonies, artistic skating competitors may wear something other than their competitive costumes (substitute costume,

warm-up suits, jackets, etc.) without any restriction on the numbers or size of logos or advertising, limited to USARS approved sponsors.

(b) Costume Requirements for Elite events at USARS competitions (The costume requirements for all events at International competitions will follow World Skate rules)

1. In all artistic competitive roller skating events, the costumes for both women and men should be in character with the music but should not be such to cause embarrassment to the skater, judges, or spectators. Training costumes are not required to be in character; however, all other costume rules apply in training.
2. Costumes which are very low cut at the neck, or which show bare midriffs are considered show costumes and are not suitable for championships skating.
3. Any piece of the costume including beads, trimmings, feathers, etc. on the costumes must be very securely fixed so as not to cause obstruction to the following contestants.
4. The woman's costume must be constructed to completely cover the hips and posterior. French-cut leotards are strictly prohibited, i.e., leotards which are cut higher than the hip bone.
5. The man's costume must not be sleeveless. The neckline of the costume must not expose the chest more than three (3) inches or eight (8) centimeters below the collarbone. Material with the appearance of nudity is not permitted. The man's shirt must not become detached from the waist of the trousers during a performance, to show a bare midriff.
6. The appearance of nudity of a costume is considered a violation of the rules and will be penalized, (this means too much use of body-stocking material which gives the appearance of nudity).
7. Props of any nature are not permitted. This means the costume remains the same throughout a performance with no additions during the performance, i.e. no use of props of any kind from beginning to the end. **(This rule does not apply to Show events. See Show rules.)**
8. The painting of any part of the body is considered a "show" and is not allowed. **(This rule does not apply to Show events. See Show rules.)**
9. Penalties resulting from violations of the costume rules will be 1.0 for all events under RollArt scoring and 5 points for all events under White system scoring.

AR.ED.112 Interruption of Skating Rules
Mechanical Failure

Mechanical failure of a skate shall be construed to mean:

1. Major repairs required:
 - (a) Breaking a hanger.
 - (b) Breaking a plate (which makes it impossible to skate).

- (c) Breaking a toe stop.
- 2. Minor repairs required:
 - (a) Breaking a truck.
 - (b) Breaking or bending an action screw (king bolt).
 - (c) Breaking, bending, or slipping a pivot bolt.
 - (d) Breaking an axle.
 - (e) Breaking a wheel.
 - (f) Boot coming apart (breaking away from the plate).
 - (g) Costume failure (making it impossible to skate).
 - (h) Losing a wheel.
 - (i) Losing a toe stop.
 - (j) Losing a truck (except when caused by a broken action screw).
 - (k) Untied or broken skate laces.

In the case of a mechanical failure, the affected skater will report immediately to the referee. (Referee will note the time upon inspection of the failure and will allow the skater prescribed time to make the correction.)

- a. **Figure events:** The judges will judge the rest of the contestants on the figure or loop being skated at the time of the failure. When the correction has been made, the skater will return to the referee to re-skate the figure or loop in its entirety. The next figure or loop will not be started until the affected skater has completed the figure or loop during which the failure occurred. The affected skater will then assume his or her regular position in the skating order for subsequent figures or loops.
- b. **Freestyle, inline freestyle, solo dance, team dance, and pairs events:** If the referee finds that the interruption is justified, he or she shall allow the skater/team to correct the difficulty, and then to re-skate his or her entire routine, with the judges scoring from the point of failure. In the re-skate, the referee and judges shall observe the skater/team to see that the movements of the routine are performed. Judges will check their content list along with the referee to make sure the skater/team will not “step through” the movements up to the point of failure. If the referee and judges feel that the skater/team is unduly changing the routine or doing it so as to be rested for the remaining portion, the referee shall stop the skating and disqualify the offending entrant.

The skating order of the event may be changed only in the case of a mechanical failure requiring a major repair. If a minor repair cannot be accomplished within fifteen (15) minutes, the skater shall be disqualified. If a major repair is required, the skater/team shall be allowed to skate last, with an allowance of fifteen (15) minutes after the last skater/team completes their routine. In a case of a mechanical skate failure affecting the last three (3) skaters/teams, thirty (30) minutes will be allowed to make a

major repair. The time for repair shall be measured from the time of the referee's decision.

Interruption Due to Illness

In the event of an interruption of skating due to illness, the Chief Referee may, at his or her discretion, limit the skater to a fifteen (15) minute recuperation period. If the skater cannot continue to skate after the fifteen (15) minute period, he or she shall be disqualified.

AR ED.113 Music for Free Skating, Pairs, and Free Dance
All forms of music, including vocal music, are permitted in all Elite Free Skating, Pairs, Solo Dance, Team Dance, and Show divisions. Selected music should be tasteful and appropriate for public performance.

Rule AR ED.200 Compulsory Figures

AR ED.201 Elite Figure Divisions
Elite Figure events shall consist of the following:

World Skate Junior
World Skate Senior

AR ED.202 Figure Requirements
World Skate Junior and World Skate Senior Figure skaters shall skate two (2) figure requirements and one (1) loop requirement at qualifying competitions.

The figures will vary for each division and may be determined by consulting the World Skate rulebook for Figures, which may be found [here](#).

AR ED.203 Warm-Up Compulsory Figure Competitions
(a) General Warm-Up Qualifying Competitions
For the General Warm-Up for all Elite Figure events at qualifying championships, skaters may pick any set of circles available for the competition to warm-up on. The announcer or event referee shall time the General Warm-Up period. Minimum General Warm-Up time shall be ten (10) minutes. A second General Warm-Up may be given before the loop for ten (10) minutes.

At the conclusion of the General Warm-Up for all Elite Figure divisions, the floor will be cleared. Only the contestants warming up will be permitted on the skating surface. Coaches must remain off the skating surface once the official warm-up begins. Once a contestant has completed his or her figure, the contestant and their coach must clear the floor.

(b) Official Warm-Up

For the Official Warm-Up, the first four (4) contestants for long figures and the first five (5) contestants for loops in skating order will take the floor warming up on their chosen set of circles two (2) minutes before the start of the event. After two (2) minutes, the first skater will begin the competition and the next skater may begin his/her warm-up. From that point on, timing is no longer required. As each succeeding contestant is being scored, the next contestant in the skating order will begin his or her official warm-up.

AR ED.204 Grouping Contestants

Once contestants are divided into groups after final check-in, the groups will not be changed should a contestant withdraw from a contest.

At qualifying competitions, the number of figures divides the number of contestants, with any remainder being divided equally from the first group down as needed. (e.g. if there are 29 contestants and 3 figures, the first group would be contestants #1 through #10, the second group would be contestants #11 through #20, and the third group would be contestants #21 through #29. Contestant #1 would skate the first figure first, then contestant #11 would skate the second figure first, with the first group moving to the end of the skating order. Contestant #21 would skate the third figure first with the second group moving to the end of the skating order.) In events with five (5) or fewer skaters, there **shall not** be a rotation of skaters. In events with six to eight (6-8) skaters, the rotation is obtained by simply starting each figure with the next contestant (thus, the first contestant would skate the first figure first, the second contestant would skate the second figure first, with the first contestant moving to the end of the skating order, etc.). When an event has a number of skaters that does not divide evenly by the number of figures, the first group should have the largest grouping of skaters and will compete first.

AR ED.205 Number of Repetitions

All Elite Figure divisions shall skate three (3) repetitions of all loops and serpentine figures. All Elite Figure divisions shall skate two (2) repetitions of each paragraph figure.

Rule AR ED.300 Free Skating

AR ED.301 Elite Free Skating Divisions

Elite Free Skating events shall consist of the following:

World Skate Junior
World Skate Senior

AR ED.302 Warm-Up Free Skating Competitions

Warm-up time may be based on the maximum skating time allotted for each division. A longer period may be given, however, if the schedule allows. Generally, for Elite Free Skating divisions, two minutes more than the maximum skating time is given. Skaters will be informed when one minute is left in their warm-up period. At the conclusion of the warm-up period the first skater will be allowed up to one (1) minute before they have to take the floor.

The next skater to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athlete/athletes.

AR ED.303 Grouping Contestants

Contestants will be divided into warm-up groups based on the total number of skaters in the event. The maximum number per Free Skating warm-up group shall be six (6). When an event has a number of skaters that does not divide evenly by the maximum group size, the first group should have the largest grouping of skaters and will compete first.

The number of contestants in a warm-up group should not require any skater in a group to wait more than thirty (30) minutes before competing.

AR ED.304 Scoring Elite Free Skating

All qualifying competitions for Elite Free Skating divisions will use RollArt as the scoring system. Refer to World Skate manuals for penalties and scoring remarks.

AR ED.305 Elite Free Skating Requirements

The requirements for Elite Free Skating divisions can be found by consulting the World Skate rulebook for Free Skating, which may be found [here](#).

Rule AR ED.400 Inline Free Skating

AR ED.401 Inline Free Skating Divisions

Elite Inline Free Skating events shall consist of the following:

World Skate Junior
World Skate Senior

AR ED.402 Warm-Up Open Inline Free Skating Competitions

Warm-up time may be based on the maximum skating time allotted for each division. A longer period can be given, however, if the schedule allows. Generally, for Elite Inline Free Skating events, two minutes more than the maximum skating time is given.

Skaters will be informed when one minute is left in their warm-up period.

The next skater to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athlete/athletes.

AR ED.403 Grouping Contestants

Contestants will be divided into warm-up groups based on the total number of contestants. The maximum number per Inline Free Skating warm-up group shall be six (6). When an event has an odd number of skaters, the first group should have the largest grouping of skaters and will compete first.

The number of contestants in a warm-up group should not require any skater in a group to wait more than thirty (30) minutes before competing.

AR ED.404 Scoring Elite Inline Free Skating

All qualifying competitions for Elite Inline Free Skating divisions will use RollArt as the scoring system. Refer to World Skate manuals for penalties and scoring remarks.

AR ED.405 Inline Free Skating Requirements

The requirements for Elite Inline Free Skating divisions can be found by consulting the World Skate Rulebook for Inline Free Skating, which may be found [here](#).

Rule AR ED.500 Pairs

AR ED.501 Elite Pairs Divisions

Elite Pairs events shall consist of the following:

World Skate Junior
World Skate Senior

AR ED.502 Team Eligibility

In Pairs teams of any Elite division, the two members of the team shall participate in the event determined by the age of the older partner.

A skater who moves to a higher division because of his or her partner’s age or division will be allowed to return to a lower or their appropriate age division once that partnership terminates, provided the competitor is still qualified by age. **National Championship placements 1-2-3 in the higher division in which there are six (6) or more competitors preclude a skater from participating in the lower event.**

Split Club Affiliation: Split club affiliation for all Elite Pairs teams is permitted, regardless of regional affiliation. Teams may choose either of the two Regions they individually represent in which to enter as a team; however, their individual events (Figures, Solo Dance, Free Skating) must be entered in the USARS Region in which that skater’s club is domiciled.

AR ED.503 Warm-Up Pairs Competitions

Warm-up time may be based on the maximum skating time allotted for each division. A longer period may be given, however, if the schedule allows. Generally, for Elite Pairs divisions, two minutes more than the maximum skating time is given. Skaters will be informed when one minute is left in their warm-up period. At the conclusion of the warm-up period the first team will be allowed up to one (1) minute before they have to take the floor.

The next team to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athlete/athletes.

AR ED.504 Grouping Contestants

Teams will be divided into warm-up groups based on the total number of teams. The maximum number per Pairs warm-up group shall be five (5). When an event has an odd number of teams, the first group should have the largest grouping of teams and will compete first.

The number of contestants in a warm-up group should not require any team in a group to wait more than thirty (30) minutes before competing.

- AR ED.505 Scoring Elite Pairs
All qualifying competitions for Elite Pairs divisions will use RollArt as the scoring system. Refer to World Skate manuals for penalties and scoring remarks.
- AR ED.506 Elite Pairs Requirements
The requirements for Elite Pairs divisions can be found by consulting the World Skate Rulebook for Pairs, which may be found [here](#), and the World Skate Artistic Requirements for the current skating season, which may be found [here](#).

Rule AR ED.600 Team Dance

AR ED.601 Elite Team Dance Divisions

Elite Team Dance events shall consist of the following:

World Skate Junior
World Skate Senior

AR ED.602 Team Eligibility

In Dance teams of any Elite division, the two members of the team shall participate in the event determined by the age of the older partner.

A skater who moves to a higher division because of his or her partner’s age will be allowed to return to a lower or their appropriate age division once that partnership terminates, provided the competitor is still qualified by age.

National Championship placements 1-2-3 in the higher division in which there are six (6) or more competitors preclude a skater from participating in the lower event.

Split Club Affiliation: Split club affiliation for all Elite Team Dance teams is permitted, regardless of regional affiliation. Teams may choose either of the two Regions they individually represent in which to enter as a team; however, their individual events (Figures, Solo Dance, Free Skating) must be entered in the USARS Region in which that skater’s club is domiciled.

AR ED.603 Dance Steps

For Elite Team Dance, the steps to be performed in the compulsory dance element of the Style Dance will be indicated by the World Skate requirements for the current skating season.

AR ED.604 Team Dance Requirements

The requirements for Elite Team Dance divisions can be found consulting the World Skate rulebook for Team Dance, which may be found [here](#), and the World Skate Artistic Requirements for the current skating season, which may be found [here](#). All diagrams and descriptions for World Skate dances can be found in the Dance and Solo Dance Book, which may be found [here](#).

AR ED.605 Warm-Up Team Dance Competitions

Warm-up time may be based on the maximum skating time allotted for each division. A longer period may be given, however, if the schedule allows. Generally, for Elite Team Dance divisions, two minutes longer than the skating time is given. Skaters will be informed when one minute is left in their warm-up period. At the conclusion of the warm-up period the first team will be allowed up to one (1) minute before they have to take the floor.

The next team to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athletes.

AR ED.606

Grouping Contestants

Teams will be divided into warm-up groups based on the total number of teams. The maximum number per Team Dance warm-up group shall be six (6). When an event has an odd number of teams, the first group should have the largest grouping of teams and will compete first.

The number of contestants in a warm-up group should not require any team in a group to wait more than thirty (30) minutes before competing.

Rule AR ED.700 Solo Dance

AR ED.701 Elite Solo Dance Divisions
Elite Solo Dance events shall consist of the following:

World Skate Junior
World Skate Senior

AR ED.702 Dance Steps
For Elite Solo Dance, the steps to be performed in the compulsory dance element of the Style Dance will be indicated by the World Skate requirements for the current skating season.

AR ED.703 Solo Dance Requirements
The requirements for Elite Solo Dance divisions can be found by consulting the World Skate rulebook for Solo Dance, which may be found [here](#), and the World Skate Artistic Requirements for the current skating season, which may be found [here](#). All diagrams and descriptions for World Skate dances can be found in the Dance and Solo Dance Book, which may be found [here](#).

AR ED.704 Warm-Up Solo Dance Competitions
Warm-up time may be based on the maximum skating time allotted for each division. A longer period may be given, however, if the schedule allows. Generally, for the Style Dance and Free Dance for World Skate Junior and World Skate Senior Solo Dance divisions, two minutes longer than the skating time is given. Skaters will be informed when one minute is left in their warm-up period. At the conclusion of the warm-up period the first skater will be allowed up to one (1) minute before they have to take the floor.

The next skater to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athlete.

AR ED.705 Flighting & Grouping Contestants
Skaters will be divided into warm-up groups based on the total number of contestants. The maximum number per Solo Dance warm-up group shall be six (6). When an event has an odd number of contestants, the first group should have the largest grouping of skaters and will compete first. The number of contestants in a warm-up group should not require any skater in a group to wait more than thirty (30) minutes before competing.

Rule AR ED.800 Precision, Show, and Quartet

AR ED.801 Elite Show Divisions (Precision, Show, & Quartet)

The following are the Elite Divisions for Precision, Show, and Quartet:

Precision	Show Group	Quartet
World Skate Senior (13 & over) 4:30 +/- 0:10	Large Show Group (13 & over) 4:30 – 5:00 +/- 0:10	World Skate Senior (13 & over) 3:00 +/- 0:10
World Skate Junior (13-18 years) 4:00 +/- 0:10	Small Show Group (13 & over) 4:30 – 5:00 +/- 0:10	World Skate Junior (13-18 years) 3:00 +/- 0:10

AR ED.802 Precision Rules

- (a) A **World Skate Junior or World Skate Senior** Precision group is a group of sixteen (16) skaters (women and/or men) with a maximum of four (4) extras.
- (b) Music
A **World Skate Junior Precision program is 4:00 minutes +/- 10 seconds**. A **World Skate Senior Precision program is 4:30 minutes +/- 10 seconds**. At least three (3) well-defined variations of music and tempos are required. Vocal music is allowed.
- (c) Costume
The clothing of the competitors must be modest, dignified and appropriate for athletic competition, not garish or theatrical in design. Costumes may, however, reflect the character of the music chosen. The clothing must not give the effect of excessive nudity inappropriate for the discipline. Accessories, feathers, props and rhinestones adhered to the face are not permitted. Neither portable nor hand-held props shall be used. Changes of the costume during the program belong to show competitions only and therefore are not permitted. Clothing that does not adhere to these guidelines will be penalized by a deduction.
- (d) Competitive Warm-Up
Each team will be permitted thirty (30) seconds for positioning before the commencement of the performance. Once the team is ready, the team captain must raise their hand to advise the announcer. A late start will be penalized (see deductions).
- (e) Technical Content
A **World Skate Junior or World Skate Senior Precision program MUST include the following nine (9) technical elements:**
1. One (1) Linear element – Line OR Block.
 2. One (1) Travelling element – Circle OR Wheel.
 3. One (1) Rotating element – Circle OR Wheel.
 4. One (1) Pivoting element – Line OR Block.
 5. One (1) Intersection element (with a point of intersection).

6. One (1) Intersection element (creative) with a different shape from element No. 5.
7. One (1) No Hold element.
8. One (1) Combined element.
9. One (1) Creative element.

For descriptions of the set elements, limitations, and deductions for the Precision program, please consult the World Skate Rulebook for Precision, which may be found [here](#).

AR ED.803 Show Group Rules

- (a) A Large Show Group is a group of sixteen (16) to thirty (30) skaters (women and/or men) with a maximum of four (4) extras.
A Small Show Group is a group of six (6) to twelve (12) skaters (women and/or men) with a maximum of two (2) extras.
- (b) Music
Timing starts with the first movement of one of the skaters.
A maximum time of fifteen (15) seconds of music is allowed before the first movement of the single skater of the group. The deduction for exceeding the time will be 0.2 from the B Mark.
There shall be no restrictions on the choice of music, but the skating must be in tune with the music chosen.
- (c) Costume Requirements
There are no restrictions on costumes. Changes of costumes during the program are allowed, but with the same rules as for accessories: nothing to be left on the floor or thrown outside the rink. If parts of the costume should accidentally touch the floor, no penalty will be applied so long as the flow of the program is not interrupted.
Any piece of the costume must be very securely fixed so as not to cause obstruction to the following contestants.
- (d) Entry & Exit on the Floor
For Large and Small Show Groups, a maximum of forty (40) seconds are allowed for entry onto the rink and the positioning of objects or props. (See General Rules for rules on props and accessories.)
There will be a penalty of 0.3 from the A Mark if the entry takes longer than the permitted time.
Only those skaters who are taking part in the performance are permitted to bring objects onto the rink, and then, only when their group is called: NOT for example, while the marks for the preceding group are being announced. The Organizers must ensure that this rule is strictly applied.
While waiting for the marks at the end of a performance, and in the shortest time possible, the group must collect all materials used during their show and ensure the smooth flow of the whole competition is not delayed in any way. The floor must be left completely clean for the next performance. The maximum total time from the end of a performance until next team is called

will be forty (40) seconds. A penalty of 0.5 in the B Mark will be apply if the time to leave the rink is more than forty (40) seconds.

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

(e) Rink Illumination

The Organizers must ensure that the rink has a set standard of illumination for all Groups.

The illumination around the rink should give the effect of a stage for the Shows. The remainder of the hall should be with subdued lighting. It is important that the rink itself is clear for the Judges to see all skaters at all times.

(f) General Rules

- Individual and artistic pairs skating are not allowed. Skating will be assessed as a whole.
- Jumps with more than one (1) revolution are not allowed.
- Only upright and sit spins without travelling are allowed.
- Movements or steps performed while in a stationary position are allowed. However, programs with constant movement and choreography will receive more credit than programs with excessive stationary movements. The Referee will advise the Judges if this happens and a deduction from the A Mark and the B Mark will be made by the Referee, depending on the length of stationary movements during the whole program. Choreography must commence within fifteen (15) seconds after the music has started.
- A Show performance may not include more than **four (4) typical precision elements**: e.g. a circle and/or a wheel is allowed; or from each mentioned maneuver, 4 are allowed: e.g. 4 circles, etc.
 - Line maneuvers & Blocks in all forms have no limitations.
 - Combination of elements will be counted like one element.
- The main performance of a Show Group must be show, not precision. Show teams give in their performance expression of show elements; so, audience and judges are aware of a theme matching the title of the performance.
- Participants not on roller skates are not allowed. At the start of the program ALL skaters MUST be on the floor. No skater is allowed to leave the floor during the performance. A deduction of 0.5 from the B Mark will be applied if this happens.
- Fog machines and personal spotlights are not allowed.
- **Theatrical props**: No set decorations are permitted. No frames, panels, scenery, independent theatrical wings, flats or structures of any size, kind of materials, will be permitted, even if carried by the skaters themselves.
- **Accessories and objects**:
 - Accessories which can be carried by an individual skater are permitted. It is also permitted to position objects or props quickly,

along the side of the rink, but only just before the start of the performance. In order to avoid disorder and confusion, once they are picked up they must not be left, abandoned or thrown outside the rink.

- It is important that the skaters should demonstrate their ability to use the accessories appropriately and skate well at the same time.
 - It is permitted for skaters to pass objects from one to another and to place them on the skating surface, but only so long as the skater maintains physical contact with the object(s).
 - Leaving any object or prop on the floor out of contact with any skater is allowed only once during the program for a maximum of ten (10) seconds.
 - Referee's deduction: 0.5 from the A mark for each time a prop is not used correctly.
 - If an object falls on the floor no penalty will be incurred, but it will be considered as a negative point in the general impression of the program.
- **Clarification about accessories and objects:** Any accessory/object entered onto the rink when the group is called and before the starting the program must be carried just by ONE (1) skater. Objects and accessories when they are out of the rink waiting to be used may not be standing and in sight. They must be lying or covered with a cloth or similar covering. If they are covered, the cloth or similar covering may not be left on the floor when the object is being used.
 - When sending the entries for all Show competitions, a short explanation of no more than twenty-five (25) words must be attached to the entries describing the performance in **English**. These descriptions will be given to the Judges and announced by the speaker once the group is in position and before starting the music.
- (g) For scoring guidelines for the Large and Small Show Group programs, please consult the World Skate Rulebook for Show Events, which may be found [here](#).

AR ED.804

Quartet Rules

- (a) A Quartet is a group of four (4) skaters (women and/or men) with a maximum of one (1) extra.
- (b) Music
Timing starts with the first movement of one of the skaters.
A maximum time of fifteen (15) seconds of music is allowed before the first movement of the single skater of the group. The deduction for exceeding the time will be 0.2 from the B Mark.
There shall be no restrictions on the choice of music, but the skating must be in tune with the music chosen.
- (c) Costume Requirements

There are no restrictions on costumes. Changes of costumes during the program are allowed, but with the same rules as for accessories: nothing to be left on the floor or thrown outside the rink. If parts of the costume should accidentally touch the floor, no penalty will be applied so long as the flow of the program is not interrupted.

Any piece of the costume must be very securely fixed so as not to cause obstruction to subsequent contestants.

(d) Entry & Exit on the Floor

For Quartets, a maximum of twenty (20) seconds are allowed for entry onto the rink and the positioning of objects or props. (See General Rules for rules on props and accessories.)

There will be a penalty of 0.3 from the A Mark if the entry takes longer than the permitted time.

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

While waiting for the marks at the end of a performance, and in the shortest time possible, the group must collect all materials used during their show and ensure the smooth flow of the whole competition is not delayed in any way. The floor must be left completely clean for the next performance. The maximum total time from the end of a performance until next team is called will be forty (40) seconds. A penalty of 0.5 in the B Mark will be apply if the time to leave the rink is more than forty (40) seconds.

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

(e) Rink Illumination

The Organizers must ensure that the rink has a set standard of illumination for all Quartets.

The illumination around the rink should give the effect of a stage for the Shows. The remainder of the hall should be with subdued lighting. It is important that the rink itself is clear for the Judges to see all skaters at all times.

(f) General Rules

- Quartets shall not be made up of two couples, pairs or dance, but four skaters acting as a group.
- All jumps with one (1) rotation plus single axel, double toe loop, and double salchow are allowed.
- Spins are allowed except heel, broken ankle, and inverted.
- Jumps and Spins will have the value of steps/transitions.
- Movements or steps performed while in a stationary position are allowed. However, programs with constant movement and choreography will receive more credit than programs with excessive stationary movements. The Referee will advise the Judges if this happens and a deduction from the A Mark and the B Mark will be made

by the Referee, depending on the length of stationary movements during the whole program. Choreography must commence within fifteen (15) seconds after the music has started.

- A Quartet performance may not include more than **four (4) typical precision elements**: e.g. a circle and/or a wheel is allowed; or from each mentioned maneuver, 4 are allowed: e.g. 4 circles, etc.
 - Line maneuvers & Blocks in all forms have no limitations.
 - Combination of elements will be counted like one element.
- The main performance of a Quartet must be show, not precision. Quartet teams give in their performance expression of show elements; so, audience and judges are aware of a theme matching the title of the performance.
- Participants not on roller skates are not allowed. At the start of the program ALL skaters MUST be on the floor. No skater is allowed to leave the floor during the performance. A deduction of 0.5 from the B Mark will be applied if this happens.
- Fog machines and personal spotlights are not allowed.
- **Theatrical props**: No set decorations are permitted. No frames, panels, scenery, independent theatrical wings, flats or structures of any size, kind of materials, will be permitted, even if carried by the skaters themselves.
- **Accessories and objects**:
 - Accessories which can be carried by an individual skater are permitted. It is also permitted to position objects or props quickly, along the side of the rink, but only just before the start of the performance. In order to avoid disorder and confusion, once they are picked up they must not be left, abandoned or thrown outside the rink.
 - It is important that the skaters should demonstrate their ability to use the accessories appropriately and skate well at the same time.
 - It is permitted for skaters to pass objects from one to another and to place them on the skating surface, but only so long as the skater maintains physical contact with the object(s).
 - Leaving any object or prop on the floor out of contact with any skater is allowed only once during the program for a maximum of ten (10) seconds.
 - Referee's deduction: 0.5 from the A mark for each time a prop is not used correctly.
 - If an object falls on the floor no penalty will be incurred, but it will be considered as a negative point in the general impression of the program.
- **Clarification about accessories and objects**: Any accessory/object entered onto the rink when the group is called and before the starting

the program must be carried just by ONE (1) skater. Objects and accessories when they are out of the rink waiting to be used may not be standing and in sight. They must be lying or covered with a cloth or similar covering. If they are covered, the cloth or similar covering may not be left on the floor when the object is being used.

- When sending the entries for all Quartet competitions, a short explanation of no more than twenty-five (25) words must be attached to the entries describing the performance in **English**. These descriptions will be given to the Judges and announced by the speaker once the group is in position and before starting the music.

For scoring guidelines for the Quartet program, please consult the World Skate Rulebook for Show Events, which may be found [here](#).