



Figure Rules 2022 – 2023

Adult Events



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Rule AR AD.100 Basic Rules for Adult Events

AR AD.101 General Eligibility

Subject to all applicable rules duly adopted by the USARS Figure Sport Committee, a skater age 18 or over (adult skater) is eligible to compete in adult roller skating events defined in this rulebook only if the skater holds a registration card duly issued by USARS, is in good standing, and is not otherwise declared or determined to be ineligible by administrative process such as by a ruling of the Membership Eligibility Committee.

AR AD.102 Disciplines

Competition within adult competitive roller figure skating as governed by USARS is divided into five disciplines:

- (a) Team Dance
- (b) Solo Dance
- (c) Compulsory Figures
- (d) Loops
- (e) Free Skating

AR AD.103 Multiple Disciplines

Subject to satisfying the eligibility requirements of each discipline, an adult skater may compete in one or more of the adult disciplines. For example, a skater may compete in both the Team Dance discipline and the Solo Dance discipline, or a skater may compete in both the Compulsory Figures discipline and the Loops discipline, or a skater may compete in all five disciplines, provided the skater meets the eligibility requirements of each discipline.

AR AD.104 Divisions and Age Eligibility Requirements

Except where otherwise stated, Adult events shall consist of the following divisions. A skater or team is eligible to compete in a given division where the following age eligibility requirements are met:

Division	Age
Bronze Division 1	18 – 49
Bronze Division 2	50 - 64
Bronze Division 3	65 & Over
Silver Division 1	18 - 49
Silver Division 2	50 - 64
Silver Division 3	65 & Over
Gold Division 1	18 & Over
Gold Division 2	18 - 54
Gold Division 3	55 & Over
Classic	18 & Over

- AR AD.105 **Determining Skater's Competitive Age**
Skating age for Adult divisions shall be determined by the skater's age on January 1 of the current skating season (September 1 through August 31). For teams, eligibility is determined by the competitive age of the younger skater.
- AR AD.106 **General Rules of Participation**
- (a) Subject to any special eligibility requirements, a skater or team may compete in any adult division for which the skater is eligible by age.
 - (b) A skater/team may compete in only one (1) Bronze, Silver, or Gold (skill level) event per discipline at the National Championships.
 - (c) A skater/team may not compete in an Elite division and an Adult division in the same discipline at the same qualifying championship.
 - (d) A skater/team may skate one (1) skill level event (Bronze, Silver, or Gold) **one (1) Classic event, and one (1) Classic international (where applicable) in the same discipline at the same championship (i.e., each skater/team is limited to two (2) domestic events and one (1) international event per discipline)**. However, at a Regional Championship, a skater or team may challenge up to the next higher skill level for which the skater is eligible (e.g., a skater/team may skate Bronze and Silver skill levels or Silver and Gold skill levels). If the skater or team qualifies for the National Championships in both skill levels, the skater or team may skate only one skill level at the National Championships. The skater or team must notify the chief tabulator at the Regional Championship as soon as reasonably practicable after receiving the award in the second skill level event skated but no later than the end of Regional Championship.
 - (e) At Regional and National Championships, dance teams MAY compete with DIFFERENT PARTNERS in different Team Dance events based on each partner's eligibility. In such instances, qualification is specific to that unique partnership. For example, qualification of a Silver team does not affect the eligibility of the Bronze team or vice versa.
 - (f) Any adult division skater who is an Elite, Advanced, Certified or Registered coach, and wishes to receive coaching credentials for the National Championships in a given year MUST skate the Gold skill level in any Adult event for that competitive season.
- AR AD.107 **Special Eligibility Rules for Bronze Divisions**
- (a) Any skater who is, or has ever been, an Elite, Advanced, Certified, or Registered coach is not eligible to compete in any Bronze event. However, a skater who has not participated as an Elite, Advanced, Certified, or Registered coach in the past 15 years may petition the Figure Sport Committee for permission to compete in a Bronze level event.
 - (b) Any skater who, in the past 15 years, placed first, second, or third in an event at a National Championship in which there were six or more skaters or teams, may not compete in any Bronze event in that discipline.

- AR AD.108 **Special Eligibility Rules for Silver Divisions**
 Beginning in 2021-2022, any skater younger than age 75 who, at a National Championship, places first in a Silver division or first, second, or third in Gold 1, Gold 2, Gold 3, or Classic Gold division, in which at least six placements are awarded in that Silver or Gold 1, Gold 2, Gold 3, or Classic Gold division, is no longer eligible to compete in a Silver level division of the same discipline unless thereafter:
- (a) At least three National Championships are held; and
 - (b) The skater competes in a Gold 1, Gold 2, Gold 3, or Classic Gold division of the same discipline in at least one Regional Championship during the three subsequent years; and
 - (c) The skater does not place first, second, or third in a Gold 1, Gold 2, Gold 3, or Classic Gold division in which at least six placements are awarded; and
 - (d) The skater is not otherwise ineligible to compete in a Silver level division under any other rule.

- AR AD.109 **Special Eligibility Rules for Classic Divisions**
A skater/team may compete in the Classic Gold event AND the Classic International event in the same qualifying championship as well as one skill level event (Bronze, Silver, or Gold).

- AR AD.110 **National Championship Qualification**
- (a) An adult skater may compete at the National Championship in a given competitive season only if the skater competes in the same competitive season at a duly-sanctioned Regional Championship for which the skater is eligible and meets the qualification requirements set forth in these rules.
 - (b) ALL Team Dance discipline skaters automatically qualify for the National Championship by virtue of competing in a duly-sanctioned Regional Championship for which the team is eligible.
 - (c) For all other disciplines, a skater qualifies for the National Championship in a given event skated at a duly-sanctioned Regional Championship by receiving a placement among the highest number of placements awarded in the event according to the following table:

Number of Skaters or Teams	Number to Qualify for Nationals
1 – 8	4 qualify
9 – 10	5 qualify
11 +	6 qualify

The sliding scale in the above table is based on the number of actual skaters in the elimination round or, if no elimination round, then the number of actual skaters in the final round. The skater must actually compete in the event to be counted. Program listing will be disregarded in favor of the listing of actual competitors set forth in the official judging score sheet for the event. **Where applicable, additional skaters may skate the final round where deemed necessary by the sliding scale rule.**

AR AD.111 Waiver to Next Higher Championship

The USARS Executive Director may, in his or her sole discretion, grant a skater a waiver to advance to the next higher championship when the skater is unable to compete in a qualifying championship if the following conditions are met:

- (a) The skater completes a proper Waiver Request Form and the USARS National Headquarters receives the duly-completed form within 24 hours after the applicable qualifying championship ends.
- (b) The skater is eligible to compete in the division for which the waiver is sought.
- (c) The skater has entered to compete in the division at the qualifying championship by submitting a proper application and paying all applicable fees.
- (d) The total number of skaters who advance to the next higher championship if the waiver is granted does not exceed the maximum number allowed to qualify under the sliding scale set forth in the above table.
- (e) The USARS Headquarters finds that the skater has shown good faith and a fully demonstrated an intent to compete in the event but for the cause that prevented the skater from competing.
- (f) The skater is not given a placement or an award.
- (g) The highest open placement available must be awarded at any official contest leading to and including the National Championships.

AR AD.112 Size and Scope of Competitive Rounds

(a) Classic Events

All Classic Events will skate only a FINAL round regardless of number of entries.

(b) Compulsory Figures - Bronze, Silver, and Gold

In contests of twelve (12) or fewer competitors, only a FINAL round will be scored. For contests of thirteen (13) or more competitors, an elimination round shall be scored, followed by a final round. The number of skaters who advance to the final round shall be based on the number of skaters who actually compete in the elimination round (i.e., excluding scratches) as follows:

Number of Participants	Number to Skate Finals
12 or fewer	final event
13 – 14	six (6) skate finals
15 – 18	seven (7) skate finals
19 – 22	eight (8) skate finals
23 – 26	nine (9) skate finals
27 – 30	ten (10) skate finals
31 – 34	eleven (11) skate finals
35 or more	twelve (12) skate finals

(c) Team Dance

In contests of twelve (12) or fewer teams, only a FINAL round shall be scored. In contests of thirteen (13) or more teams, an elimination round will be scored, followed by a final round of eight (8) teams.

(d) Solo Dance

In contests of twelve (12) or fewer competitors, only a FINAL round will be skated. For contests of thirteen (13) or more competitors, an elimination round shall be skated, followed by a final round. The number of skaters who advance to the final round shall be based on the number of skaters who actually compete in the elimination round (i.e., excluding scratches) as follows:

Number of Participants	Number to Skate Finals
12 or fewer	final event
13 – 14	six (6) skate finals
15 – 22	eight (8) skate finals
23 – 34	ten (10) skate finals
35 or more	twelve (12) skate finals

(e) Awards

Awards will be presented for 1st, 2nd, and 3rd placements at the Regional and National Championships.

AR AD.113 Order of Skating Final Round

In all Adult events, when there is an elimination round, the skaters who qualify for the final round will be scored in reverse order from their appearance in the elimination round.

For all Adult Solo and Team Dance final events, contestants in a flight will be ordered from lowest contestant number to highest contestant number within the flight.

AR AD.114 Male and Female Participants

Adult skaters shall be scheduled to compete in separate male and female events for all divisions in the following disciplines: Solo Dance, Compulsory Figures, Loops, and Free Skating.

Adult teams shall compete as mixed couples (one male and one female) in all divisions of the Team Dance discipline.

AR AD.115 General Costume Rules

The following costume rules apply at all USARS Regional and National Championships:

(a) Logo Identification on Skater Costumes

A skater may wear one cloth USARS approved sponsorship logo or club patch on the chest or either shoulder of the skater's costume or, in the case

of a female, the skirt. Because of the elaborate nature of artistic skating costumes, the size of the patch may not exceed three (3) inches at its largest dimension. These restrictions apply to both the warm-up and the competition of each event. However, for all award ceremonies, a skater may wear something other than a competitive costume (such as a substitute costume, warm-up suit, jacket, etc.) without any restriction on the number or size of patches, provided any logo is a USARS approved sponsor.

(b) General Costume Requirements

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.
8. The painting of any part of the body is considered a "show" and is not allowed in Adult events **except Creative Solo**.
9. Penalties resulting from violations of the costume rules will be 5 points.

AR AD.116 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 and loop 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 events:** If the referee finds that the interruption is justified, he or she shall allow the skater 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 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 will not “step through” the movements up to the point of failure. If the referee and judges feel that the skater is unduly changing the routine or doing it 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 shall be allowed to skate last, with an allowance of fifteen (15) minutes after the last skater completes their routine. In a case of a mechanical skate failure affecting the last three (3) skaters, 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.

- c. **Solo dance and team dance events:** In the case of a mechanical failure, the affected skater/team will report immediately to the referee, who will stop the flight. When the repair has been made, the affected flight will return to the skating surface and skate until the judges have completed judging the interrupted dance. At no time will another dance be skated until all the skaters/teams have been judged on the dance being skated at the time of the failure. Order of skating may be adjusted to continue the event.

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.

Other Interruptions

During the skating of a solo or team dance flight, the skater/team beginning the dance (as specified by the announcer at the discretion of the event referee) shall have the right of way. Subsequent skaters/teams in that flight shall yield the right of way to skaters/teams already in motion. Interruptions of skating based on failure to comply will result in a penalty of five (5) points for the offending skater/team. Such penalty will be assessed by the judge.

In such instances, the involved skaters/teams shall loop around and pick up the skating of the dance as close as possible to the point of interruption without interfering with the other skaters again and complete their normal repetitions or duration of the dance being skated. The judges shall complete the judging of the interrupted skater/team without penalty.

The event referee will determine whether the correct number of repetitions have been completed by all the skaters/teams in the flight, and will instruct the judges of incomplete repetitions or flight time skated.

If, in the determination of the Chief Referee, the skater/team is in violation of these rules to gain competitive advantage, the Chief Referee will direct the tabulators to take a five (5) point deduction from each judge's score. The Chief Referee may consult the event referee and event judges in making this determination on each infraction.

Rule AR AD.200 Compulsory Figures

AR AD.201 Adult Figure Divisions

Adult Figure events shall consist of the following:

Bronze	Silver	Gold	Other
Bronze Division 1	Silver Division 1	Gold Division 1	Classic Gold
Bronze Division 2	Silver Division 2	Gold Division 2	
Bronze Division 3	Silver Division 3	Gold Division 3	

AR AD.202 Figure Requirements

All Bronze Level events shall skate two (2) figure requirements per round at qualifying competitions. All Silver and Gold Level events shall skate three (3) figure requirements per round at qualifying competitions. The figures for each division may vary from one competitive season to the next and can be ascertained by consulting the Roller Figure Skating Competitive Requirements published by the USARS Figure Sport Committee each year. The order of scoring the requirements for each division will be in the same order as published.

AR AD.203 Number of Repetitions

All Adult Figure divisions shall skate two (2) repetitions of each figure.

AR AD.204 Order of Scoring and Grouping Contestants

(a) Order of Scoring

Except as otherwise provided in these rules, Adult Figure skaters at a qualifying competition will compete and be scored in an event in the numerical order they are assigned by the meet officials.

(b) Assignment and Rotation of Groups

At the final check-in for an event, the skaters will be divided as evenly as possible into the same number of groups as the number of figure requirements to be skated in the round. If the number of skaters is not evenly divisible by the number of figure requirements, the first group will be assigned one extra skater if the remainder is one, or the first and second groups will each be assigned one extra skater if the remainder is two. The first group will be scored first on the first figure; the second group will be scored first on the second figure; and so on. The group that is scored first on a figure will be scored last on the next figure. The groups will continue to rotate in this manner until the event is concluded. The skaters will not be regrouped or assigned to a different group after final check-in even if one or more skaters withdraw from competition during the scoring of the event.

(c) Small Events

If only six to eight (6-8) skaters check in for an event, the skaters will not be divided into groups. Instead, the first skater will be scored first on the first figure; the second skater will be scored first on the second figure; and so on.

The skater who is scored first on a figure will be scored last on the next figure. The skaters will continue to rotate in this manner until the event is concluded. If five (5) or fewer skaters check in for the event, the skaters will not be divided into groups and will not rotate the order of skating the figure requirements.

AR AD.205 Warm-Up for Figure Events at Qualifying Competitions

(a) General Warm-Up

The skaters entered in an Adult Figure event at a qualifying championship, whether it is an elimination or final round, will be allowed a general warm-up immediately before the official scoring of the event as follows: The skaters may warm up on the assigned competitive set of circles for the first half of the allotted period of time for the general warm-up and on the assigned practice set of circles for the remaining general warm-up time. If there are ten (10) or more skaters in the event, the total number of skaters shall be divided into two (2) groups, Group 1 and Group 2, according to their order of skating. Group 1 will begin the general warm-up on the designated competitive set of circles while Group 2 begins the general warm-up on the practice set of circles. At the halfway point of the allotted general warm-up time, Group 1 will move to the practice set of circles and Group 2 will move to the competitive set for the remainder of the general warm-up time. The announcer or event referee shall time the general warm-up period. The minimum general warm-up time shall be ten (10) minutes. After the general warm-up of an Adult Figure event, the floor will be cleared of all skaters and their coaches.

(b) Official Warm-Up

Every skater entered in an Adult Figure event shall be allowed an official warm-up immediately before being scored as follows: The first three (3) skaters in skating order take the floor in one (1) minute intervals warming up on the practice set of circles. After three (3) minutes, the first skater shall report to the event referee for instructions before performing and being scored, and the fourth skater may begin to warm up on the practice circles. Thereafter, no further timing is required. After the performance and scoring of each skater is completed, the next skater in order on the practice circles shall report to the event referee and the next skater in order in the waiting area may begin his or her official warm-up such that no more than three (3) skaters warm up on the practice circles at any time.

AR AD.206 Persons Allowed on Skating Surface

Only the following persons are allowed on the skating surface during the warm-up and scoring of a figure event: the skaters entered in the event, their coaches, the judges assigned to the event, and the officials designated by the meet director. After the scoring of a skater's figure requirement is completed, the skater must clear the skating surface or return to the designated waiting area for the event without disrupting or interfering with the judges or other

events. Each coach of a skater entered in the event may be on the skating surface around the practice circles designated for the event while the skater is warming up and being scored provided the coach does not disrupt or interfere with the judges, other events, or other skaters warming up on the practice circles.

Rule AR AD.300 Loops

AR AD.301 Adult Loop Divisions

Adult Loop events shall consist of the following:

Bronze
Silver
Gold
Classic Gold

AR AD.302 Number of Requirements

Bronze Loops shall skate two (2) circle loop requirements at qualifying competitions. Silver Loops and Gold Loops shall skate three (3) circle loop requirements at qualifying competitions. Classic Gold Loops shall skate three (3) loop requirements at qualifying competitions. The loops for each division may vary from one competitive season to the next and can be ascertained by consulting the Roller Figure Skating Competitive Requirements published by the USARS Figure Sport Committee each year. The order of scoring the requirements for each division will be in the same order as published.

AR AD.303 Number of Repetitions

All Adult Loop divisions shall skate two (2) repetitions of each loop

AR AD.304 Order of Scoring and Grouping Contestants

The order of scoring and grouping of contestants in Adult Loop events shall be according to the same rules for Compulsory Figures.

AR AD.305 Warm-Up Loop Competitions

(a) General Warm-Up

The skaters entered in an Adult Loop or Circle Loop event at a qualifying championship, whether it is an elimination or final round, will be allowed a general warm-up immediately before the official scoring of the event as follows: The first three (3) skaters in skating order will warm up all requirements on the practice set of loop circles for the first two (2) minutes. After two (2) minutes, those skaters will move to the judging set of loop circles and continue warming up for an additional two (2) minutes, and then leave the circles. After the first three (3) skaters move to the judging set of loop circles, the next three (3) skaters in skating order may begin their warm-up on the practice set for two (2) minutes, and then move to the judging set. This procedure shall be repeated until all skaters are warmed up.

(b) Official Warm-Up

Once the general warm-up is completed, the first three (3) skaters in skating order will take the practice set of circles in one (1) minute intervals to begin their official warm-up. After three (3) minutes, the first skater will be sent to

the referee, and the fourth skater will be sent to the practice set of circles. From that point on, timing is no longer required. After the scoring of each succeeding contestant is completed, the next contestant in the skating order will begin his or her official warm-up. The skater who is to be scored first on the second loop shall be allowed a break of at least two (2) minutes after the scoring of his or her first loop before starting the official warm-up for the second loop. The same break shall be followed for the skater to be scored first on the third loop after the scoring of his or her second loop.

AR AD.306 Combined Figure & Loop Events

Adult skaters may compete in their age-eligible Bronze, Silver, or Gold Figure event, or their equivalent age-eligible Bronze, Silver, or Gold Loop event, or both age-eligible events. If the skater participates in both the Figure and equivalent age-eligible Loop division events, they may be included into the "Combined" event for their age category.

Those skaters who participate in the same skill-level events, Figures and Loops, and enter the corresponding Combined event, will be tabulated into the Combined Champion score sheet, through the final round of competition in both events.

Rule AR AD.400 Free Skating

AR AD.401 Adult Free Skating Divisions

Adult Free Skating events shall consist of the following:

Adult Free Skating
Classic Singles*
Classic Inline Singles*

*These events shall be skated as a final event only.

AR AD.402 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 eight (8). 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 the last skater in a group to wait more than thirty (30) minutes before competing.

AR AD.403 Warm-Up Free Skating Competitions - Classic & Classic Inline Singles

The warm-up time for each group will be one minute more than the maximum skating time allowed for the event.

Skaters will be informed when one minute is left in their warm-up period. There will be a mandatory one-minute break after each official group warm-up. This will allow the first skater to use the maximum warm-up time.

AR AD.404 Content Infractions

Content infractions (any deviation to the free skating requirements per event) shall be penalized five (5) points per infraction, on the Technical Merit score ("A" Mark) by the judges.

AR AD.405 Free Skating Requirements Classic Singles & Classic Inline Singles

- (a) Time limit: No minimum, **maximum 3:00**
- (b) Content requirements: Maximum of 5 jumps, may be single, 1 ½, or double rotation; 2 jump combinations; maximum of 3 spins, in which 2 may be a combination/change spin (may use camel or sit positions). No repeated items (spins or jumps) unless used in combination. One sequence of primary, secondary, or advanced footwork must be included using the required footwork pattern for designated for the current competitive skating season

Rule AR AD.500 Team Dance

AR AD.501 Adult Team Dance Divisions

Adult Team Dance events shall consist of the following:

Bronze	Silver	Gold	Other
Bronze Division 1	Silver Division 1	Gold Division 1	Classic Gold
Bronze Division 2	Silver Division 2	Gold Division 2	Classic International
Bronze Division 3	Silver Division 3	Gold Division 3	

AR AD.502 Team Eligibility

Every Adult Dance team shall participate in the event in which the most advanced member of the team must participate; i.e. determined by the age of the younger partner or the higher qualified classification of competition. A skater who moves to a higher division because of his or her partner’s age or Skill Level may return to a lower Skill Level or appropriate age division once that partnership terminates, provided the skater is qualified by age. **A National Championship placement of 1st, 2nd, or 3rd in a higher Skill Level event precludes a skater from entering a Bronze Skill Level event.**

Split Club Affiliation: Split club affiliation for all Adult 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 located.

AR AD.503 Number of Requirements

All Bronze Level events shall skate two (2) dance requirements per round at qualifying competitions. All Silver and Gold Level events shall skate three (3) dance requirements per round at qualifying competitions. Classic International shall skate two (2) dance requirements at qualifying competitions. Classic Gold shall skate three (3) dance requirements at qualifying competitions. The dances for each division may vary from one competitive season to the next and can be ascertained by consulting the Roller Figure Skating Competitive Requirements published by the USARS Figure Sport Committee each year. The order of scoring the requirements for each division will be in the same order as published.

AR AD.504 Flighting Contestants and Order of Scoring

All Adult Team Dance events will be scored in flights of two (2) teams. The two lowest numbered teams will be assigned to Flight 1; the next two lowest numbered teams to Flight 2; and so on. If an event has an odd number of teams, the last flight will have one team, which will be the highest numbered team.

The flight to be scored first on each dance will be determined by the number of flights in the event as follows:

If the event has fewer than five (5) flights, Flight 1 will start the first dance, Flight 2 will start the second dance, and Flight 3 will start the third dance (if the event has three dance requirements).

If the event has five (5) or more flights, Flight 1 will start the first dance, Flight 3 will start the second dance, and Flight 5 will start the third dance (if the event has three dance requirements).

Within each flight, the lower numbered team will start the first dance before the higher numbered team; the higher numbered team will start the second dance before the lower numbered team; and, if the event has three dance requirements, the lower numbered team will start the third dance before the higher numbered team.

AR AD.505 Warm-Up Team Dance Competitions

In all Adult Team Dance events, each dance requirement will be warmed up and scored before proceeding to the next dance requirement. The order of warming up each dance in all Adult Team Dance events will be determined by the number of flights in the event.

If the event has fewer than three (3) flights, the teams shall warm up for two (2) minutes, then clear the floor. Each dance will be skated with Flight 1 starting first.

If the event has three (3) flights, the warm-up will be as follows:

- First Dance: Warm up Flight 1 for two (2) minutes, clear the floor, warm up Flights 2 and 3 together for two (2) minutes, clear the floor, begin scoring the first dance with Flight 1 starting first.
- Second Dance: Warm up Flight 2 for two (2) minutes, clear the floor, warm up Flights 3 and 1 together for two (2) minutes, clear the floor, begin scoring the second dance with Flight 2 starting first.
- Third Dance: Warm up Flight 3 for two (2) minutes, clear the floor, warm up Flights 1 and 2 together for two (2) minutes, clear the floor, begin scoring the third dance with Flight 3 starting first.

If the event has more than three (3) flights, the flights will be divided into groups using any reasonable method approved by the meet official running the event, provided that the first warm-up group includes the flight that will be first to be scored on the next dance requirement to allow that flight the maximum time to prepare for that dance.

AR AD.506 Judging Period

- (a) When a team is announced and takes the floor, their entrance must not exceed fifteen (15) seconds.
- (b) Except as other provided in these rules, each team will perform four repetitions of each dance to be scored. Judges will score the starting team's first two repetitions and the second team's last two repetitions of each dance.

- (c) If a flight contains only one team, the team will perform four repetitions of the dance and be scored as follows:
 - a. Judges will score the first two repetitions of the first dance.
 - b. Judges will score the last two repetitions of the second dance.
 - c. Judges will score the first two repetitions of the third dance.
- (d) If a dance requires a team to skate one full circuit around the skating surface to complete the dance, the judges may complete their scoring before the required number of repetitions is completed and will signal the event referee to allow the teams to stop performing.
- (e) When the first team of a two-team flight completes the required number of repetitions, they must exit the floor without interfering with the second team who is still completing their required repetitions.
- (f) In Classic Gold Team Dance, each flight shall be scored on each dance for the lesser of two (2) minutes or until the judges signal to the event referee that their scoring is concluded. The timing of the flight will begin when the first team starts the dance. If the judges do not conclude their scoring of that dance within 2 minutes, the flight will be allowed a rest period of 30 seconds before the next 2-minute scoring periods begins. Teams may not exit the skating surface during a rest period. A flight may be required to perform the dance for multiple scoring periods until all scoring of the dance is completed for that flight.
- (g) In Classic International Team Dance, each flight shall skate four (4) repetitions of a half circuit dance, or two (2) repetitions of a full circuit dance. In flights of two (2) teams, the team who starts a dance shall be scored on their first two (2) repetitions of a half circuit dance or their first repetition of a full circuit dance, and the second team shall be scored on their last two (2) repetitions of a half circuit dance or their second repetition of a full circuit dance. In flights of one (1) team, on the first dance, the team shall be scored on their first two (2) repetitions of a half circuit dance or their first repetition of a full circuit dance; on the second dance, the team shall be scored on their last two (2) repetitions of a half circuit dance or their second repetition of a full circuit dance.
- (h) When a team completes their required number of repetitions, they may not end in a stationary position. Their ending steps must exit the rink so as not to disrupt the judging of the other team in the flight.

Rule AR AD.600 Solo Dance

AR AD.601 Adult Solo Dance Divisions

Adult Solo Dance events shall consist of the following:

Bronze	Silver	Gold	Other
Bronze Division 1	Silver Division 1	Gold Division 1	Classic Gold
Bronze Division 2	Silver Division 2	Gold Division 2	Classic International
Bronze Division 3	Silver Division 3	Gold Division 3	

AR AD.602 Dance Steps

All skaters in Adult Solo Dance divisions shall use the woman's dance steps when the dance steps differ for the man and woman, except when noted to the contrary in the annual Roller Figure Skating Competitive Requirements.

AR AD.603 Number of Requirements

All Bronze Level events shall skate two (2) dance requirements per round at qualifying competitions. All Silver and Gold Level events shall skate three (3) dance requirements per round at qualifying competitions. Classic International shall skate two (2) dance requirements at qualifying competitions. Classic Gold shall skate three (3) dance requirements at qualifying competitions. The dances for each division may vary from one competitive season to the next and can be ascertained by consulting the Roller Figure Skating Competitive Requirements published by the USARS Figure Sport Committee each year. The order of scoring the requirements for each division will be in the same order as published.

AR AD.604 Flighting Contestants and Order of Scoring

All Adult Solo Dance events will be scored and flighted according to the same rules Adult Team Dance events.

AR AD.605 Warm-Up Solo Dance Competitions

All Adult Solo Dance events will be warmed up according to the same rules as Adult Team Dance events.

AR AD.606 Judging Period

All Adult Solo Dance events will be judged and scored according to the same rules as Adult Team Dance events.

Rule AR AD.700

AR AD.701

Original Compulsory Dance

Adult Original Compulsory Dance Divisions

Adult Original Compulsory Dance events shall consist of the following:

Solo	Team
Classic	Classic
Classic Gold	Classic Gold

AR AD.702

Original Compulsory Dance Requirements

The intent of the Original Compulsory Dance events is to create new dances that may be used in later years in the various dance divisions. These events encourage innovations in steps, music, and style.

- (a) The judging criteria is based on timing, quality of edge, carriage, baseline, and difficulty. (See AR AD.704 for full evaluation procedures.)
- (b) Music will have specific theme each year (e.g. Latin, Classic, Spanish, Country). This can be determined by consulting the annual Roller Figure Skating Competitive Requirements.
- (c) Original Compulsory Dance is not Creative Solo Show or International Free Dance and as such, there will be no theatrical costuming permitted.
- (d) There are no spins, jumps, hops, or use of toe stops permitted. The dance cannot cross its own tracing within each repetition.
- (e) Skaters must do two circuits of floor (two or four repetitions of the dance). Maximum time limit: 2:15.
- (f) For Classic: All forward steps, including newly invented forward steps, are allowed. Multi-lobe straightaways and inverted or gabled corners allowed. Teams may change dance hold position.
- (g) For Gold: All forward and backward steps, including newly invented forward and backward steps, are allowed. Two-foot and one-foot turns as well as multi-lobe straightaways and inverted or gabled corners are allowed. Teams may change dance hold position.
- (h) Dance Diagrams:
 - 1. All diagrams must be submitted no later than the published deadline for the current skating season.
 - 2. Dance diagrams should include:
 - i. Music: Tempo: Position: Pattern: Axis
 - ii. Dance Notes
 - iii. Description of Steps and Key Points
 - iv. List of Steps
 - v. Drawn diagram indicating step numbers and beats

AR AD.703 Warm-Up Original Compulsory Dance
Warm-up time for Original Compulsory Dance events shall be 3:30 minutes.

Skaters will be informed when one minute is left in their warm-up period. A one-minute break after each official group warm-up may be allowed at the discretion of the Meet Director.

Skaters or teams will be divided into warm-up groups based on the total number of skaters. The maximum number per warm-up group shall be six (6), or determined at the discretion of the Meet Director. When an event has an odd number of skaters or teams, the first group should have the largest grouping of skaters or teams and will compete first.

AR AD.704 Original Compulsory Dance Evaluation Procedures
OFFICIAL PANEL

- (a) Will consist of 3-5 Judges
- (b) A chair will be chosen by the Panel. The chair will conduct a meeting prior to the skating of the event to review and score the written notes and diagrams.

SCORING – Each Skater/Dance will receive 2 scores

1. Evaluation of the Dance Diagram
 - a. Are the dance notes and diagram clear and specific?
 - b. Can the dance be performed by other skaters at the same skill level?
2. Skating of the Dance
 - a. The judging criteria is based on timing, quality of edge, carriage, baseline, and execution of steps.
 - b. Choice of music and overall adherence to the selected theme.

Rule AR AD.800 Creative Solo Show

AR AD.801

Adult Creative Solo Show Divisions

Adult Creative Solo events shall consist of the following:

Adult Creative Solo
Classic

AR AD. 802

Classic Creative Solo Show Rules

- a. 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 the Classic Creative Solo Show event in the same competitive season.
- b. Skaters may not skate both Adult and Youth creative solo events at a qualifying competition.

AR AD. 803

Warm-Up and Grouping

There will be no more than eight (8) contestants assigned to each warm-up group. One minute more than the maximum skating time shall be given for each group to warm up.

AR AD. 804

Requirements

The following set elements MUST be included in the Classic Creative Solo program:

- One (1) Footwork Element Footwork sequence beginning from a stop and utilizing at least $\frac{3}{4}$ of the length of the floor in the required pattern for the season. The required pattern will vary and may be determined by consulting the annual Roller Figure Skating Competitive Requirements. The pattern should be regarded as a baseline only and skaters are encouraged to use both simple and complex lobing, while trying not to skate further than 4 meters away from the baseline.
- One (1) Balance Maneuver Any positions demonstrating controlled flexibility, balance, and/or strength utilizing the low, medium, and high space around the body.
 - o Must contain at least two (2) positions at different elevations ((such as spiral, upright, sit).
 - o Must balance each position for at least three (3) seconds.
 - o Must include at least one (1) change of edge or direction.
 - o Cannot be stationary. oOptions include, but are not limited to: spread eagle, Ina Bauer, arabesque, scorpion, "Y" position, shoot the duck. Creativity is encouraged.
- One (1) Stationary Choreographic Element Stationary element lasting 5 – 10 seconds, wherein there is no linear movement across the floor, utilizing body movements that characterize the musical theme.

Optional Elements:

- Maximum one (1) jump of one rotation is allowed. Any jumps of one-half revolution or less will not be considered as a jump element.
- Maximum one (1) single position spin is allowed. Class A spins are NOT allowed. NOTE: Jumps and spins have no technical value, and they are solely to enhance the choreography if included. Missing or excessive elements shall be penalized five (5) points per infraction, on the Technical Merit score (“A” Mark) by the judges.

AR AD. 805 Costume Rules

There are no restrictions on costumes, but the clothing must not give the effect of excessive nudity. 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.

Props may be used providing they meet the following criteria:

1. Must be relevant to the theme of the program, and in good taste.
2. Contact must be maintained at all times.
3. Props may not be used for support during program but be strictly used as an extra device for appearance or to support the theme. Props may be passed from hand to hand but should never lose contact with the body, the penalty for loss of contact (tossing in air, flipping from hand to hand, or dropping the item) will result in a ten-point deduction from the “B” score.