<table>
<thead>
<tr>
<th>Points</th>
<th>2</th>
</tr>
</thead>
<tbody>
<tr>
<td>T point</td>
<td>1</td>
</tr>
<tr>
<td>Time of program less than the minimum 30 seconds</td>
<td></td>
</tr>
<tr>
<td>Costume violation</td>
<td></td>
</tr>
<tr>
<td>Minimum 6 out of 10 seconds</td>
<td></td>
</tr>
<tr>
<td>Clothing more than twice or four times the floor</td>
<td></td>
</tr>
<tr>
<td>Kneeing or lowering of any part of the body</td>
<td></td>
</tr>
<tr>
<td>Time of program less than minimum 30 seconds</td>
<td></td>
</tr>
<tr>
<td>Falls</td>
<td></td>
</tr>
</tbody>
</table>

Penalties

---

World Skate Cadet Couple Free Dance (2022)

- Choreography
- Combos free
- Skateability: maximum level 3
- Sequence: maximum level 3
- Two elements: at least 1/5 of the total
- Hold, the pattern is free and must cover at least 1/5 of the total.
- One (1) Dance Hold Footwork Sequence: maximum level 3, maximum 40 seconds, skaters must be in

These set elements must be included in a free dance:

Time limit: 3:15 +/- 1:0
In any language 

Music with inappropriate or explicit lyrics is not allowed.

Time from start of the music and first movement.

Time of program less than or equal to minimum duration.

Costume violation.

Maximum of eight (8) seconds

Springing more than twice or more than six (6) seconds

Kneeling or falling on the floor more than two (2) seconds

Time of program less than minimum duration.

Falls

Penalties

The sequence must start from a stopped position or a stop and go.

One (1) Choreographic sequence, which is not a set pattern.

One (1) Cluster sequence, maximum level 3, maximum 20 seconds.

One (1) Traveling sequence, maximum level 3.

Artistic free work sequence is free, it must cover at least 30% of the rink.

Free work sequence, maximum level 3, maximum 40 seconds.

These set elements must be included in a free dance.

Time limit: 3:00 +/- 10.

World Skate Cadet Solo Free Dance (2022)
MISSING OR EXCESSIVE ELEMENTS shall be penalized five (5) points per occurrence on the Technical Award score. (A. From the judges, loss of contact with prop (causing it to flip from hand to hand) or dropping the item) will result in a ten-point deduction from the "B" score. Must maintain contact with prop and not use for support. Props may be used if relevant to music. Jumps and spins have no technical value and they are solely to enhance the choreography if included.

NOTE: Jumps and spins have no technical value, and they are solely to enhance the choreography if included. Props may be used if relevant to music.

b. Maximum one (1) single position spin is allowed. Class A spins are NOT allowed.

c. Maximum one (1) jump of one revolution is allowed. Any jumps of one-half revolution or less will not be considered as a jump element.

OPTIMAL ELEMENTS:

Utilizing body movements that characterize the musical theme.

One (1) Staircase or Choreographic element - Staircase element lasting 5 - 10 seconds, wherein there is no linear movement across the floor.

Options include, but are not limited to: spread eagle, hand grab, arabesque, section, "A" position, shoot the ducky, etc. Creativity is encouraged.

Must contain at least two (2) different elevations (such as splits, split, split), must balance each position for at least three (3) seconds. Must include at least one (1) change of direction. Cannot be stationary.

One (1) Balance Maneuver. Any positions demonstrating controlled flexibility, balance, and/or strength utilizing the low, medium, and high space around the body.

LINE (LONG AXIS) Footwork pattern for Open B.

One (1) Footwork sequence beginning from a stop and utilizing at least 30% of the length of the floor. SERPENTINE Footwork pattern for all but Open B. STRAIGHT-

The following set elements MUST be included:

TIME: MAXIMUM 2:30 FOR ALL EVENTS. EXCEPT OPEN A, MAXIMUM 3:00

CREATIVE SOLO SHOW EVENTS (ALL STANDARD DIVISIONS) (2022)
<table>
<thead>
<tr>
<th>Points</th>
<th>2</th>
<th>1</th>
<th>0</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Time</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Violation</td>
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<td></td>
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<tr>
<td>2 Points</td>
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<tr>
<td>2 Points</td>
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<td>2 Points</td>
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<tr>
<td>2 Points</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Falls</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Penalties

The sequence must start from a stopped position at stop and go.
One (1) Choro graphische sequence with no set pattern.
One (1) Irregular sequence. Maximum level 2.
Floorwork sequence. It must cover at least 30% of the floor.

These set elements must be included in a free dance:

Time limit: 2:30 +/- 10.

World Skate Esport Solo Free Dance (2022)
<table>
<thead>
<tr>
<th>Team #</th>
<th>Circle</th>
<th>ONE LINE</th>
<th>WHEEL</th>
<th>INTERSECTING</th>
<th>STRAIGHT</th>
<th>SCORERS</th>
<th>MISCE.</th>
<th>TIME</th>
</tr>
</thead>
</table>

**Junior Precision (2022)**

- **Straight Line Maneuver:** The straight line team task work should be performed with a minimum of two (2) lines and a maximum of four (4) lines.
- **Intersection Maneuver:** Any type of intersection is permitted (spinning or pass through).
- **Revolution Maneuver:** Revolving in either a clockwise or counterclockwise direction. A minimum of two (2) revolutions are required.
- **Wheel Maneuver:** This must consist of a powered wheel with one (1) or more spokes.
- **One Line Maneuver:** The single line must be along the short axis and move down.
- **Circle Maneuver:** Must consist of only one (1) circle revolving in either clockwise or counterclockwise.

Elements may be repeated without penalty.

**Precision Requirements:** The following must be included in the program.

- A minimum of two (2) different maneuvers must be used.
- Any temporary position (stopping or standing) during performance are not allowed.
- No highlighting individual features.
- No spins.
- No flips.
- The following must be met.
  1. No jumps exceeding one (1) revolution.
  2. The follow-up maneuver should be modified.
  3. No other potential or hand-held props shall be used.

**Time:** Maximum 4:00 minutes.

---

By Judge
- Minor Flaws (Quick)
- Mark "B"" Mark

By Judge
- Major Flaws (Individual)

By Judge
- Required Elements and Modifications

**Complimentary Deductions**
WORLD SKATE MINI COUPLE FREE DANCE (2022)

Points

2 points

Points

1 point

Points

Points

Points

Points

Penalties

Music with inappropriate or duplicate lyrics.

Time from start of the music and first movement is more than 10 seconds.

Time of the program less than the minimum.

Costume violation.

Maximum eight (8) seconds.

Stopping more than twice or for more than 5 seconds.

Kneeling or laying on the floor more than

Time of program less than minimum.

Fail.

These set elements MUST be included in a free dance:

1. (1) Choreo lift. For all the lifts, the maximum time allowed is ten (10) seconds, except for the

One (1) Traveling Sequence. Maximum level 1.

One (1) Dance hold. Hold. The pattern is free and must cover at least 10% of the rink.

One (1) Dance hold. Footwork sequence. Maximum level 1, maximum 30 seconds, the pattern must be in

Time limit: 2:45 +/- 10
<table>
<thead>
<tr>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>Language: Music with inappropriate or exploitive lyrics</td>
</tr>
<tr>
<td>1</td>
<td>Time from start of the music and first movement is more than 10 seconds</td>
</tr>
<tr>
<td>2</td>
<td>Costume violation</td>
</tr>
<tr>
<td>2</td>
<td>Maximum weight (8) seconds stretching more than twice or for more than 2 seconds</td>
</tr>
<tr>
<td>2</td>
<td>Time on the floor less than minimum</td>
</tr>
<tr>
<td>2</td>
<td>Falls</td>
</tr>
</tbody>
</table>

**PENALTIES**

**WORLD SKATE MINI SOLO FREE DANCE (2022)**

- The sequence must start from a stopped position or a stop and go.
- The sequence must cover at least 70% of the music.
- One (1) Choreographic sequence, which is not set pattern.
- One (1) Freestyle sequence, maximum level 1.
- Artistic footprint sequence is free, it must cover at least 70% of the music.
- Artistic footprint sequence, maximum level 1, maximum 30 seconds.

These elements MUST be included in a Free Dance:

Time limit: 2:15 +/- 10
**EXCEPTING MANEUVER:** Any type of intersection is permitted (splicing or pass through).

**REVOLUTIONS IS REQUIRED:**

Revolution in either a clockwise or counterclockwise direction. A MINIMUM of two (2) revolutions is required.

**WHEEL MANEUVER:**

The single wheel MUST be along the short axis and move down.

**ONE LINE MANEUVER:**

A MINIMUM of two (2) revolutions is required. On counterclockwise direction or may be a combination of both directions.

**CIRCLE MANEUVER:**

Consists of only one (1) circle revolving in either clockwise or counterclockwise direction. Elements may be executed without penalty and sketched in any order.

**PRECISION REQUIREMENTS:**

The following MUST be included in the problem:

- A minimum of three (3) handholds must be used.
- No high-flying individual stunts.
- No flips.
- No spins exceeding one revolution.
- No jumps exceeding one full revolution.

1. The following restrictions shall be enforced:
   - The following handholds shall be used:
     - Maximum of 10 handholds.

**NOVICE PRECISION (2022)**

---

**SCORES**

**COMMENTS**

**INTERSECTING**

**WHEEL**

**ONE LINE**

**CIRCLE**

**TEAM #**
<p>| | | | | |</p>
<table>
<thead>
<tr>
<th></th>
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<th></th>
<th></th>
<th></th>
</tr>
</thead>
</table>

Stopping, standing, lying/sitting on the floor as well as stationary positions and movements are allowed.

Individually skaters may be highlighted if pertinent to the theme of the show.

Handheld or small carry-on props are allowed, no backdrops are permitted.

Each team must contain a minimum of 6 skaters.

**SKATING TIME:** Maximum 4:00

**OPEN SHOW DOMESTIC (2022)**
<table>
<thead>
<tr>
<th>6. Duration in excess of time</th>
<th>Costume deduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>5 - 10 points</td>
<td>5. Minor (down and right back up) for one skater</td>
</tr>
<tr>
<td>2 points</td>
<td>3. When main performer is not a show but precision</td>
</tr>
<tr>
<td>10 points in the &quot;B&quot; mark</td>
<td>and no more than one skater</td>
</tr>
<tr>
<td>4 – 6 points</td>
<td>2. Medium (either one skater for prolonged time or down</td>
</tr>
<tr>
<td>8 – 10 points</td>
<td>Major fall — more than one skater for prolonged time</td>
</tr>
<tr>
<td>5 points each occurrence</td>
<td>4. Improper use of props</td>
</tr>
<tr>
<td>3 points</td>
<td>3. Time excesses on any</td>
</tr>
<tr>
<td>5 points both in the &quot;A&quot; and &quot;B&quot; marks</td>
<td>2. If elements not allowed are included</td>
</tr>
<tr>
<td>10 points in the &quot;A&quot; mark per element violation</td>
<td>2. More than 4 typical precision elements</td>
</tr>
<tr>
<td></td>
<td>1. More than 4 typical precision elements</td>
</tr>
</tbody>
</table>

**COMPULSORY DEDUCTIONS:** (All deductions Ewhole by Referee)

- Duration of program in excess of time, judging ceases upon sounding of whistle
- A show performance may not include more than 4 typical precision elements
- All jumps with one (1) rotation are allowed, spins are allowed except class A spins.
- No restrictions on the choice of music, but skating must be in tune with the music chosen.
- Choreography must commence within fifteen (15) seconds after music has started.
- Timing to start First Movement : 00 to 800 rink
- 20 seconds allowed to get onto rink

QURTERS (YOUTH AND OPEN) DOMESTIC (2022)
<table>
<thead>
<tr>
<th>Points</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>In any language, music with inappropriate or explicit lyrics.</td>
</tr>
<tr>
<td>1</td>
<td>Time from start of the music and first movement.</td>
</tr>
<tr>
<td>2</td>
<td>Costume violation.</td>
</tr>
<tr>
<td>2</td>
<td>Stopping more than twice for more than 45 seconds.</td>
</tr>
<tr>
<td>2</td>
<td>Kneeing or lying on the floor more than minimum.</td>
</tr>
<tr>
<td>2</td>
<td>Time of program less than minimum.</td>
</tr>
</tbody>
</table>

### PENALTIES

**Note:**

1. No hold synchronized cluster, maximum 50 seconds.
2. One (1) Choro lift.
3. One (1) Stelionary lift.
4. One (1) Horizontal lift.

Hold the pattern is free and must cover at least half of the floor.

One (1) hold footwork sequence, maximum 25 seconds, skaters must be in one partner footwork sequence, maximum 25 seconds.

These set elements must be included in a free dance:

**Time limit:** 3:50 +/- 20
Constituent Elements: All deductions are by the referee.

WORLD SKATE JUNIOR PRECISION (2022)

ACROBATIC movements are permitted but must be shown by a pair of groups, not a single skater.

Rotation (Starting or Stopping) positions are not permitted.

EXCEEDING of limits on floor is allowed maximum of twice for a maximum of five (5) seconds.

No spins exceeding one (1) Revolution.

LIMITATIONS:

1. One (1) Trailing wheel Element
2. One (1) Linear block Element
3. One (1) Rotating circle Element
4. One (1) Flying line Element
5. One (1) Intersection Element
6. One (1) Flying line Element
7. One (1) Intersection Element

The following (7) Technical Elements must be included:

Starting Time: 4:00 minutes +/− 10 seconds.

ACROBATIC movements are permitted but must be shown by a pair of groups, not a single skater.

Rotation (Starting or Stopping) positions are not permitted.

EXCEEDING of limits on floor is allowed maximum of twice for a maximum of five (5) seconds.

No jumps exceeding one (1) Revolution.

LIMITATIONS:

1. One (1) Intersection Element
2. One (1) Intersection Element
3. One (1) Intersection Element
4. One (1) Flying line Element
5. One (1) Intersection Element
6. One (1) Flying line Element
7. One (1) Intersection Element

The following (7) Technical Elements must be included:

Starting Time: 4:00 minutes +/− 10 seconds.
## World Skate Junior Quarters (2022)

### Rules

- **Timing:** To start after first movement
- **Time limit:** 3:00 minutes +/- 10 seconds

### Compulsory Deductions (All deductions given by referee)

<table>
<thead>
<tr>
<th>Description</th>
<th>Deduction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Excessive time exiting fewer &gt; 40 seconds</td>
<td>-2 points</td>
</tr>
<tr>
<td>Duration in excess of 6 seconds</td>
<td>-2 points</td>
</tr>
<tr>
<td>5-6 seconds of music before first movement</td>
<td>-2 points</td>
</tr>
<tr>
<td>When main performance is not a show stunt</td>
<td>-2 points</td>
</tr>
<tr>
<td>Short (down and right) back for one quarter</td>
<td>-2 points</td>
</tr>
<tr>
<td>and do not more than one quarter (r)</td>
<td>-2 points</td>
</tr>
<tr>
<td>Medium (either one sheet or single loop)</td>
<td>-2 points</td>
</tr>
<tr>
<td>and do not more than one sheet for prolonged time</td>
<td>-2 points</td>
</tr>
<tr>
<td>Major fall - no more than one sheet for prolonged time</td>
<td>-2 points</td>
</tr>
<tr>
<td>Improper use of props</td>
<td>-2 points</td>
</tr>
<tr>
<td>Time excesses on entry</td>
<td>-2 points</td>
</tr>
<tr>
<td>&quot;A&quot; Marks: If elements not allowed are included</td>
<td>-2 points</td>
</tr>
<tr>
<td>&quot;A&quot; Marks: If elements not allowed are included</td>
<td>-2 points</td>
</tr>
<tr>
<td>&quot;A&quot; Marks: If elements not allowed are included</td>
<td>-2 points</td>
</tr>
<tr>
<td>&quot;A&quot; Marks: If elements not allowed are included</td>
<td>-2 points</td>
</tr>
<tr>
<td>&quot;A&quot; Marks: If elements not allowed are included</td>
<td>-2 points</td>
</tr>
</tbody>
</table>

### Commentary

- All costumes must conform to W5 rules.

- No restrictions on the choice of music, but skating must be in time with the music chosen.

- All changes may include more than 4 optional elements.

- All transitions are allowed. Only accessories (drops) directly in harmony.

- Spins are allowed except head spins and inverted.

- For machines and personal polishes are not allowed.

- All jumps with one (1) rotation plus one (1) single axle, double toe loop and double salto

- No quarter shall not be made up of two couples, pairs, or dance, but four skaters.

### Points

- 2 points
- 1 point
- 1 point each occurrence
- 1 point
- 2 points in "A" and "B" marks
- 1 point both in "A" and "B" marks
- 2 points in "A" mark per element violation
- 2 points in "B" mark per element violation

### Additional Information

- Scores are calculated on the basis of the seven points listed above.

- Skaters are advised to choose music that is suitable for their performance.

- All changes must be within the allotted time limits.

- In case of tie, tied skaters are subdivided into three groups: Short, Medium, and Long.
<table>
<thead>
<tr>
<th>Points</th>
<th>Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>In any language music with inappropriate or exploitative lyrics.</td>
</tr>
<tr>
<td>1</td>
<td>Time from start of the music and first movement.</td>
</tr>
<tr>
<td>2</td>
<td>Maximum 80 (8) seconds.</td>
</tr>
<tr>
<td>2</td>
<td>Time of program less than minimum.</td>
</tr>
<tr>
<td>2</td>
<td>Maximum of two (2) jumps of one (1) rotation (no more than one revolution in the air). All the jumps shall not be considered as element of dance jumps.</td>
</tr>
<tr>
<td>2</td>
<td>Free spin, maximum of one (1) dance spin, with a minimum of two (2) rotations (≤ 2) is not considered as spin.</td>
</tr>
</tbody>
</table>

**LIMITATIONS:**

- The sequence must start from a stopped position on a stop and go.
- The sequence must start from a stopped position on a stop and go.
- One (1) cluster sequence, maximum 25 seconds.
- One (1) cluster sequence, maximum 20 seconds.
- The sequence must cover at least 25% of the link.
- Artistic footwork sequence, maximum 40 seconds.
- Artistic footwork sequence, maximum 40 seconds.
- Artistic footwork sequence is free, it must cover at least 25% of the link.
- Artistic footwork sequence is free, it must cover at least 25% of the link.

These set elements must be included in a free dance:

**Time Limit:** 3:30 +/- 1:00

**WORLD SKATE JUNIOR SOLO FREE DANCE (2022)**
**Penalizations by Referee**

- Inside the supporting foot (heels) and the immediate Rq edge.
- Time of the program less than the minimum.
- No correct 8s for the style dance pattern sequence.
- Style dance: wrong rhythm, number of rhythms less than total (2), 1 or 0 of the music for the compulsory dance sequence not achieved.

**Viennese Waltz (Couple): Key Points**

- **Step 1.** Step 4 XRF 0 of the man and X8 180 of the woman (place each): correct technical execution of the cross in front for the man and cross behind for the woman with feet close. The starting foot was placed on the floor must assume.
- **Step 5.** Step 5 LRF-0 of the man (Z + Z) + XR of the woman (Z + Z) + XR of the woman (Z + Z): correct technical execution of the cross behind for the man and cross in front for the woman with feet close. The starting foot was placed on the floor must assume.
- **Step 4.** Step 4 XRF 0 of the man and X8 180 of the woman (place each): correct technical execution of the cross in front for the man and cross behind for the woman with feet close. The starting foot was placed on the floor must assume.
- **Step 3.** Step 7 LRF 0 of the man (Z + Z) + XR of the woman (Z + Z) + XR 0 of the woman (Z + Z): correct technical execution of the third turn with feet close, correct edges.
- **Step 2.** Step 5 LRF 0 of the man (Z + Z) + XR of the woman (Z + Z) + XR of the woman (Z + Z): correct technical execution of the cross behind for the man and cross in front for the woman with feet close and edge to edge in the third bear outside in the third bear with the feet edges very close to the starting foot.
- **Step 1.** Step 10 RRF 0 of the man (Z + Z) + XR of the woman (Z + Z) + XR of the woman (Z + Z): correct technical execution of the open movement of the open movement of the immediate Rq edge.

**Waltz Theme**

- Time: 3:00 +/– 10
- Valse: Waltz 3/4
- Genre: Musical Opera
- Tempo: 138 Bpm +/– 2 Bpm
Penalties by Referee:

- Time of the program less than the minimum
- Time from the start of the music and the first movement is more than 10 seconds
- Two false starts for each musical element
- Failure to execute basic elements
- Fails to execute basic elements
- Failure to execute specified elements
- Points deducted

Required elements:

1. Artistic footwork, sequence, maximum 40 points
2. Cluster sequence, maximum 20 seconds
3. Traveling sequence, maximum 10 seconds
4. Required elements

ROKIE FOOTWORK KEY POINTS

- Flapping or hoisting the edge
- A close outside edge
- Correct technical execution of cross in front, maintaining the inside edge throughout
- A close outside edge
- Correct technical execution of the cross diagonal with feet close together, executed on
- Three beats
- Step 2: Left glide (3 slides) - Correct technical execution of the three turns and the ending of the
- Outside edge before the turn with well-defined deep curves
- Provided starting the step - Correct technical execution of the rocket on the second beat of the step, repeating the
- Provided starting the step - Correct technical execution of the jumped tuck with feet close together and

WORLD SKATE JUNIOR STYLE DANCE - SOLO (2022)
### World Skate Large Show Groups (2022)

<table>
<thead>
<tr>
<th>30%</th>
<th>60%</th>
<th>70%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Expression and interpretation</td>
<td>General impression</td>
<td>Duration in excess of time</td>
</tr>
<tr>
<td>2</td>
<td>The accomplishment of the theme</td>
<td>5 seconds of music before first movement</td>
</tr>
<tr>
<td>1</td>
<td>General impression</td>
<td>4. When main performance is not a show stop performance</td>
</tr>
<tr>
<td>2</td>
<td>2 points</td>
<td>3. Move (down and right back up for one slider)</td>
</tr>
<tr>
<td>1</td>
<td>3 points in the &quot;G&quot; mark</td>
<td>2. Middle (either one slider for prolonged time or down)</td>
</tr>
<tr>
<td>1</td>
<td>1 point</td>
<td>1. Move (fall – more than one slider)</td>
</tr>
<tr>
<td>1</td>
<td>2 points</td>
<td>4. Improper use of props</td>
</tr>
<tr>
<td>2</td>
<td>2 points in the &quot;A&quot; and &quot;B&quot; marks</td>
<td>3. Time excess on entry</td>
</tr>
<tr>
<td>2</td>
<td>3 points in the &quot;A&quot; mark per element violation</td>
<td>2. If elements are not included</td>
</tr>
<tr>
<td>2</td>
<td>4 points per element violation</td>
<td>1. &gt; 4 typical precision elements</td>
</tr>
</tbody>
</table>

**COMPULSORY DEDUCTIONS (ALL deductions EARN BY REFeree)**

- Choreography must commence with either (1) seconds after music has started
- All costumes must conform to WS rules
- A show performance may not include more than 4 typical precision elements
- Accents which can be created by an individual element are permitted
- Light and split spins without traveling are allowed
- Feet medicine and personal stipulations are allowed
- Individual and artistic free skating are not allowed. Skating will be assessed as a whole
- Only jumps with the (1) revolution are allowed. Any up right and split spins without traveling are allowed
- No restrictions on the choice of music. Must skating must be in line with the music chosen
- Participants not allowed to show up before 4:30
- Start time 4:30 – 5:00 minutes +/- 10 minutes

**RULES**

**Timing to Start after First Movement**

Timing to Start after First Movement **40 seconds allowed to get onto rink**
Music: Synchronized traveling sequence

<table>
<thead>
<tr>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>1 point&lt;br&gt;Time from start of music and first movement&lt;br&gt;For more than maximum eight (8) seconds, subtract one (1) point&lt;br&gt;For more than 10 seconds, subtract two (2) points.&lt;br&gt;Note: Hold the pattern is free and must cover at least ½ of the rink.&lt;br&gt;Note: If pattern is not held, deduct a maximum of 40 seconds. The entire pattern time must not exceed 25 seconds.&lt;br&gt;Note: 2 points for each pause or remaining time on the floor after the end of the pattern.&lt;br&gt;Note: Falls deducted 2 points.</td>
</tr>
<tr>
<td>2</td>
<td>2 points&lt;br&gt;Costume violation&lt;br&gt;Note: Falls deducted 2 points.</td>
</tr>
<tr>
<td>2</td>
<td>2 points&lt;br&gt;Penalties&lt;br&gt;Note: Falls deducted 2 points.</td>
</tr>
<tr>
<td>2</td>
<td>2 points&lt;br&gt;Note: Falls deducted 2 points.</td>
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WORLD SKATE SENIOR COUPLE FREE DANCE (2022)
WORLD SKATE SENIOR PRECISION (2022)

Skating Time: 4:30 minutes +/- 10 seconds

The following nine (8) technical elements must be included:

1. One (1) Linear Block element
2. One (1) Travelling Circle element
3. One (1) Rotating Wheel element
4. One (1) Pivoting Block element
5. One (1) Intersection element (with a point of intersection mandatory)
6. One (1) No Hold element (with step sequence mandatory)
7. One (1) Movement element (with free skating move mandatory)
8. One (1) Creative element - lift

LIMITATIONS

- No jumps exceeding one (1) revolution
- No spins exceeding three (3) revolutions
- No lifts are permitted except during the Creative Element
- Kneeling or laying on floor is allowed Maximum of twice for a maximum of five (5) seconds
- Stationary (stopping or standing) position are not permitted
- Acrobatic movements are permitted, but must be shown by a pair or group, not a single skater

Rev 1/22

<table>
<thead>
<tr>
<th>Team #</th>
<th>Linear block</th>
<th>Rotating wheel</th>
<th>Pivoting block</th>
<th>Intersecting</th>
<th>No hold element</th>
<th>Move element</th>
<th>Creative element lift</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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</tbody>
</table>

COMPULSORY DEDUCTIONS: ALL DEDUCTIONS ARE BY THE REFEREE

- Required elements not attempted/missing: 2 from "A" Mark
- Late start (61-120 seconds after 120 seconds team withdrawn: 2 from "A" Mark
- Jumps > 1 revolution: 3 from "A" Mark
- Lifts of any kind (except during Creative Element): 3 from "A" Mark
- Break in execution of maneuvers: 2 from "A" Mark
- Spins >3 revolutions: 3 from "A" Mark
- Stumble during maneuvers: 1 from "A" & "B" Mark
- Costume / prop violation (feathers, rhinestones, sequins on face): 2 from "A" Mark
- Fewer than 3 different handholds: 2 from "A" Mark
- Major fall > 1 skater for prolonged time: 2 from "B" Mark
- Medium – 1 skater for prolonged time or down & up for more than one skater: 1 from "B" Mark
- Minor fall – 1 skater down & up right away: 1 from "B" Mark

Deductions resulting from violations of the costume rules will range between 1 and 2, according to the degree of the violation. At the discretion of the Chief Referee, this deduction will be taken from the "B" Mark after the judges have assigned their scores.
WORLD SKATE SENIOR QUARTETS (2022)

Time limit: 3:00 minutes +/- 10 seconds allowed to get onto rink Timing to start after first movement

RULES
A quartet 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
Fog machines and personal spotlights are not allowed.
Spins are allowed except heels, broken ankle and inverted
All theater decorations are not allowed, only accessories (props) directly in harmony
A show performance may not include more than 4 typical precision elements
Choreography must commence within fifteen (15) seconds after music has started
All costumes must conform to WS rules

COMPULSORY DEDUCTIONS: (All deductions given by referee)

1. A Mark
2. B Mark
3. C Mark
4. D Mark
5. E Mark

2. Time excesses on entry
3. Improper use of props
4. Major fall – more than one skater for prolonged time
5. Medium (either one skater for prolonged time or down and up for more than one skater)
6. Minor (down and right back up for one skater)
7. When main performance Is not a Show but Precision
8. > 15 seconds of music before first movement
9. Duration in excess of time
10. Excess time exiting floor > 40 seconds

2 points in the “A” mark per element violation
1 point both in the “A” and “B” marks
1 point
1 point each occurrence
2 points
1 point
2 points
2 points in the “B” mark
2 points
Judging ceases upon sounding of whistle
2 points

“A” Mark
1. Idea (theme), choreography and group technique (50%)
2. Technical difficulties of the skating and related movements (50%)

“B” Mark
1. General Impression (40%)
2. The accomplishment of the theme (idea) (30%)
3. Expressiveness and interpretation (30%)
Hands on the floor (i.e., a cartwheel) shall not be considered as a laydown.

Technical value.

Dance jumps: a maximum of two (2) jumps of one (1) rotation (no more than one revolution in the air). All the jumps shall not be considered as element of a spin.

Dance spin: a maximum of one (1) dance spin, with a minimum of two (2) rotations ( revolutions) in the air, is not considered a spin.

**LIMITATIONS:**

- Each element must cover 20% of the rink, minimum 30 seconds. Stops are permitted.
- The sequence must start from a stopped position on a stop and go.
- One (1) cluster sequence, which is not a set pattern.
- One (1) cluster sequence, maximum 20 seconds.
- One (1) takeoff sequence.
- Artistic footwork sequence, maximum 40 seconds.
- Foottwork sequence is free, it must cover at least 20% of the rink.
- Artistic footwork sequence, maximum 40 seconds.

**PENALTIES:**

<table>
<thead>
<tr>
<th>Points</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>In any language, music with inappropriate or exploitative lyrics.</td>
</tr>
<tr>
<td>1</td>
<td>Time from start of music and first movement.</td>
</tr>
<tr>
<td>2</td>
<td>Maximum eight (8) seconds.</td>
</tr>
<tr>
<td>2</td>
<td>Time of more than half (5) seconds.</td>
</tr>
<tr>
<td>2</td>
<td>Time of program less than minimum.</td>
</tr>
<tr>
<td></td>
<td>Falls</td>
</tr>
</tbody>
</table>

**These set elements MUST BE included in a free dance:**

**Time limit:** 3:30 +/- 10
I. Pattern change sequence.

II. Repeat pattern for 2 minutes.

III. Hold position for 20 seconds.

IV. Tempo: 148 BPM +/- 2 BPM

V. Music: Waltz 3/4

WORLD SKATING SENIOR STYLE DANCE – COUPLES (2022)

PENALTIES BY REFEREE

- Fell of each skater. 1 point for first two (2) falls, then increases 5 points per fall.
- Music with inappropriate or excessive lyrics in any language. 1 point per 60-second block.
- Time: From the start of the music and the first maneuver is more than 30 seconds. 5 points.
- Synthetic or unregistered figure (excluding Bergman’s end). 5 points each 5 seconds over time.
- Drop in more than twice or more than maximum of 5 seconds (excluding Bergman’s end). 5 points each 5 seconds over time.
- Jumping or missing the foot more than twice or more than maximum of 5 seconds (Bergman’s end). 5 points each 5 seconds over time.
- Missing the allowed separations. 5 points each 5 seconds over time.
- Not correct BPM for the Style Dance Pattern sequence. 5 points each 5 seconds over time.
- Wrong rhythm, number of rhythms less than two (2) rules on the music for the compulsory dance sequence. 5 points each 5 seconds over time.

STRAIGHT WALTZ (COUPLES) KEY POINTS

- 1. Step 2.7: Keep for both (2) points; attention to correct technical execution of the separate lift.
- 2. Step 2.8: Keep for both (2) points; attention to correct technical execution of the separate lift.
- 3. Step 2.9: Keep for both (2) points; attention to correct technical execution of the separate lift.
- 4. Step 3.0: Keep for both (2) points; attention to correct technical execution of the separate lift.
Penalizations by Referee:

- Outside edge on the entry and exit of the turn.
- No correct rhythm with the correct foot.
- Time of the program less than the minimum.
- Time from the start of the music in the first movement is more than 30 seconds.
- After two (2) fails in each pattern.
- No correction on the Style Dance Pattern Sequence.
- Compulsory dance sequence not achieved.
- Kneeling on the floor, more than 50%.
- Various errors in rhythm and/or style.
- Stoppage more than twice or more than maximum (5) seconds excluding beginning and end.
- Incidents at the beginning and end.
- Incident with inappropriate or expertly physics.
- Falls for each pattern.

SECTION 1: RHYTHM ROLL (SOLO) KEY POINTS

- Beats: Modern Medley
- Tempo: 104 BPM +/- 2 BPM
- Music: 2/4 of 4/4

WORLD SKATE SENIOR STYLE DANCE - SOLO (2022)
<table>
<thead>
<tr>
<th>1. General impression (40%)</th>
<th>2. Technical difficulties of the skating group (50%)</th>
<th>3. Expression and interpretation (30%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>and related movements (50%)</td>
<td>Requirement defined by the judge</td>
<td>Requirement defined by the judge</td>
</tr>
</tbody>
</table>

**7. Exceed time limit by more than 10 seconds**

**6. Duration in excess of time**

**5. Technical aspects of the skating movement**

**4. When music finishes, skating finishes at the beginning**

**3. Arrival below and right back for one second**

**2. Two errors in execution for 3 points or more**

**1. Major fall - More than 1 point for execution error**

**4. Improper use of edges**

**3. Execution errors**

**2. If mistakes not allowed are included**

**1. If mistakes are included**

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**COMPULSORY DEDUCTIONS (All deductions given by Referee)**

- Chroography must commence within fifteen (15) seconds after music has started.
- All costumes must conform to VWS rules.
- A show performance may not include more than 4 typical precision elements.
- Accessories which can be carried by an individual skater are permitted.
- Lifts and spins without traveling are allowed.
- No restrictions on the choice of music, but skating must be in line with the music chosen.
- Only jumps with one (1) revolution are allowed, and only right and left spins without traveling are allowed.
- No restrictions on the choice of music, but skating must be in line with the music chosen.
- Participants are not allowed to enter the rink before the allotted time.

**RULES**

**Timing to start after first movement**

- 40 seconds allowed to get onto rink

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**WORLD SKATE SMALL SHOW GROUPS (2022)**
<table>
<thead>
<tr>
<th>PENALTIES</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 points</td>
</tr>
<tr>
<td>1 point</td>
</tr>
</tbody>
</table>

- Music with inappropriate or exploitive lyrics
- Time from start of the music and first movement
- Time of the program less than the minimum
- Costumes violation
- Maximum eight (8) seconds
- Supervising more than twice or for more than twice or more than five (5) seconds
- Twice or more than twice or for more than five (5) seconds
- Kneeling or lying on the floor more than time of program less than minimum
- Falls

One (1) hold cluster, maximum twenty (20) seconds.
One (1) hold cluster, maximum twenty (20) seconds, maximum 40 seconds, and must cover at least % of the ink.
One (1) dance hold; no hold footwork sequence, maximum 50 seconds, skaters must be in hold; the pattern is free and must cover at least % of the ink.

These set elements MUST be included in a free dance.

Time Limit: 3:30 +/- 1:0
<table>
<thead>
<tr>
<th>PENALTIES</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0 points</td>
<td></td>
</tr>
<tr>
<td>1 point</td>
<td></td>
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<tr>
<td>2 points</td>
<td></td>
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<tr>
<td>3 points</td>
<td></td>
</tr>
</tbody>
</table>

- Music with inappropriate or exploitive lyrics: 2 points
- Offen-ice: 1 point
- Costume violation: 0 points
- Maximum height: 12 seconds
- Time from start to music and first movement: 0 points
- Shopping more than twice or for more than twice of more than five (5) seconds: 2 points
- Kneeing or lying on the floor more than three times: 3 points
- Falling: 3 points

and must cover 3% of the link, maximum 30 seconds. Stops are permitted.

The sequence must start from a stopped position or a stop and go.

One (1) Charlotte sequence, which is not a set pattern

One (1) cluster sequence, maximum level 3

One (1) traveling sequence, maximum level 3

Artistic footwork sequence is free. It must cover at least 3% of the link. Footwork should be in a free dance.

Time limit: 3:15 +/- 1:00

WORLD SKATE YOUTH SOLO FREE DANCE (2022)