

ARTISTIC SCHEDULE AND REQUIREMENTS 2015/2016

This schedule is valid for the competition year 1 August 2015 until conclusion of NZ Artistic Roller Sports
Championships 2016

Changes are highlighted in red and blue

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Age ranges beside most grades are a guideline for your convenience. Be sure to check the Artistic Rules and Regulations to ensure that your skaters qualify for entry into the grades you wish them to skate.

FIGURE SKATING

Listed in order of skating

NATIONAL GRADES

	Group 1	
TINY TOT (under 7years)	1 RFO-LFO Circle eight 1a RFOI-LFOI Change eight	
	NB: A rolling start will be accepted. Maximum of 3 steps prior to strike zone on initial strike	
	Group 1	Group 2
PRIMARY (7 – under 9 years)	1 RFO-LFO Circle eight 2 RFI-LFI Circle eight 111a RFO-LFO Serpentine eight	1 RFO-LFO Circle eight 1a RFOI-LFOI Change eight 2 RFI-LFI Circle eight
	Group 1	
NOVICE (9 years and over)	1 RFO-LFO Circle eight 1a RFOI-LFOI Change eight 2 RFI-LFI Circle eight	
	Group 1	Group 2
JUVENILE (9 – under 11 years)	2 RFI-LFI Circle eight 3 RBO-LBO Circle eight 5a-b FOI-FIO Serpentine	2 RFI-LFI Circle eight 5a-b FOI-FIO Serpentine 7 RFO-LFO Three
	Group 1	Group 2
PRELIMINARY (11 years and over)	3 RBO-LBO Circle eight 5a-b FOI-FIO Serpentine 7 RFO-LFO Three	3 RBO-LBO Circle eight 5a-b FOI-FIO Serpentine 9a RFI-LBO Three
	Group 1	Group 2
ELEMENTARY (11 – under 14 years)	9a-b FI-BO Threes 19a RFI-LBO Bracket 14 RFO-LFO Loop	4 RBI-LBI Circle eight 8a-b FO-BI Threes 11 RFI-LFI Double Three
	Group 1	Group 2
INTERMEDIATE (13 years and over)	3 RBO-LBO Circle eight 12a RBO-LBO Double Three 18a-b FO-BI Brackets	4 RBI-LBI Circle eight 19a-b FI-BO Brackets 28a-b FOI-FIO Change Double Threes
	Group 1	
ESQUIRE (30 years and over)	1 RFO-LFO Circle eight 1 a RFOI-LFOI Change eight 111a RFO-LFO Serpentine eight	

INTERNATIONAL GRADES**CADET INTERNATIONAL (12 – under 15 years)****Group 1**

- 12a-b BO Double Threes
- 22a-b FO-BO Counters
- 30a-b FOI-FIO Change Loops

Group 2

- 19a-b FI-BO Brackets
- 28a-b FOI-FIO Change Double Threes
- 30a-b FOI-FIO Change Loop

YOUTH INTERNATIONAL (12 – under 17 years)**Group 1**

- 20 a-b FO-BO Rockers (3 circuits)
- 33 a-b FIO-BIO Change Brackets (3 circuits)
- 17 a-b BI Loops (3 circuits)
- 36a-b FO-FI Paragraph Double Threes (2 circuits)

Group 2

- 23 a-b FI-BI Counters (3 circuits)
- 32a-b FOI-BOI Change Brackets (3 circuits)
- 30 a-b FOI-FIO Change Loops (3 circuits)
- 29a-b BOI-BIO Change Double Threes (3 circuits)

NB: International rulings for number of circuits skated will apply**Group 3**

- 21 a-b FI-BI Rockers (3 circuits)
- 32a-b FOI-BOI Change Brackets (3 circuits)
- 16 a-b BO Loops (3 circuits)
- 36a-b FO-FI Paragraph Double Threes (2 circuits)

NB: International rulings for number of circuits skated will apply**JUNIOR INTERNATIONAL (12 – under 19 years)****Group 1**

- 20 a-b FO-BO Rockers (3 circuits)
- 37a-b BO-BI Paragraph Double Threes (2 circuits)
- 31a-b BOI-BIO Change Loops (3 circuits)
- 40a-b FO-FI Paragraph Brackets (2 circuits)

Group 2

- 21 a-b FI-BI Rockers (3 circuits)
- 36a-b FO-FI Paragraph Double Threes (2 circuits)
- 38a-b FO-FI Paragraph Loops (3 circuits)
- 40a-b FO-FI Paragraph Brackets (2 circuits)

Group 3

- 22 a-b FO-BO Counters (3 circuits)
- 37a-b BO-BI Paragraph Double Threes (2 circuits)
- 31 a-b BOI-BIO Change Loops (3 circuits)
- 40 a-b FO-FI Paragraph Brackets (2 circuits)

Group 4

- 23 a-b FI-BI Counters (3 circuits)
- 36a-b FO-FI Paragraph Double Threes (2 circuits)
- 38a-b FO-FI Paragraph Loops (3 circuits)
- 40a-b FO-FI Paragraph Brackets (2 circuits)

NB: International rulings for number of circuits skated will apply**SENIOR INTERNATIONAL (See rules for entry)****Group 1**

- 20a-b FO-BO Rocker (3 circuits)
- 37a-b BO-BI Paragraph Double Threes (2 circuits)
- 38a-b FO-FI Paragraph Loop (3 circuits)
- 41a-b BO-BI Paragraph Brackets (2 circuits)

Group 2

- 21a-b FI-BI Rocker (3 circuits)
- 36a-b FO-FI Paragraph Double Threes (2 circuits)
- 39a-b BO-BI Paragraph Loop (3 circuits)
- 40a-b FO-FI Paragraph Brackets (2 circuits)

Group 3

- 22a-b FO-BO Counter (3 circuits)
- 37a-b BO-BI Paragraph Double Threes (2 circuits)
- 38a-b FO-FI Paragraph Loop (3 circuits)
- 41a-b BO-BI Paragraph Brackets (2 circuits)

Group 4

- 23a-b FI-BI Counter (3 circuits)
- 36a-b FO-FI Paragraph Double Threes (2 circuits)
- 39a-b BO-BI Paragraph Loop (3 circuits)
- 40a-b FO-FI Paragraph Brackets (2 circuits)

NB: International rulings for number of circuits skated will apply

ADVANCED MASTERS INTERNATIONAL (21 years and over)**Group 1**

3 a-b BO Circle eight
 5 a-b FOI-FIO Serpentine
 7 a-b FO-FO Threes

Group 2

5 a-b FOI-FIO Serpentine
 7 a-b FO-FO Threes
 9 a-b FI-BO Threes

NB: International rulings for number of circuits skated will apply

MASTERS INTERNATIONAL (25 years and over)**Group 1**

1 RFO-LFO Circle eight
 2 a/b FIO-FIO Change eight
 5 a/b FOI-FIO Serpentine

Group 2

1 a/b FOI-FOI Change eight
 2 RFI-LFI Circle eight
 5 a/b FOI-FIO Serpentine

NB: International rulings for number of circuits skated will apply

LOOP EVENTS

Loop events shall consist of skaters who are not skating Senior Figures in that year

ELEMENTARY LOOPS
(under 13 years)**Group 1**

14 RFO-LFO Loop
 15 RFI-LFI Loop
 30a-b FOI-FIO Change Loop

OPEN LOOPS
(13 years and over)**Group 1**

14 RFO-LFO Loop
 15 RFI-LFI Loop
 30a-b FOI-FIO Change Loop

ADVANCED LOOPS
(See rules for entry)**Group 1**

16 RBO-LBO Loop
 31a-b BOI-BIO Change Loop
 38a-b FO-FI Paragraph Loops

Group 2

17 RBI-LBI Loop
 31a-b BOI-BIO Change Loop
 38a-b FO-FI Paragraph Loops

NB: Skaters competing in Junior International and Youth International grades may also compete in the Advanced Loop grade only.

DANCE PAIRS

NATIONAL GRADES

ELEMENTARY

(9 – under 14 years – see rules)

Denver Shuffle 100 Polka
Double Cross Waltz 138 Waltz

INTERMEDIATE

(13 years and over – see rules)

Tara Tango 100 Tango
Dutch Waltz 138 Waltz

OPEN

(15 years and over – see rules)

Southland Swing 92 Blues
Imperial Waltz 120 Waltz

INTERNATIONAL GRADES

CADET

INTERNATIONAL

(12 – under 15 years)

Tudor Waltz 138 Waltz
Siesta Tango 100 Tango
Original Dance Latin Combination

YOUTH

INTERNATIONAL

(12 – under 17 years)

Fourteen Step 108 March
Imperial Waltz 120 Waltz
Freedance 3 minutes +/- 10 secs

JUNIOR

INTERNATIONAL

(12 – under 19 years)

Flirtation Waltz 120 Waltz
Style Dance – Swing Medley – to include 2 sequences of the Rocker Foxtrot
Freedance 3:30 minutes +/- 10 secs

SENIOR

INTERNATIONAL

(see rules)

Starlight Waltz 168 Waltz
Style Dance – Swing Medley – to include 2 sequences of the Quickstep
Freedance 3:30 minutes +/- 10 secs

ADVANCED MASTERS

INTERNATIONAL

(21 years and over)

Highland Schottische 100 Schottische
Tudor Waltz (pattern 2) 138 Waltz
Adams Polka 100 Polka

MASTERS

INTERNATIONAL

(25 years and over)

Carlos Tango 100 Tango
Denver Shuffle 100 Polka
Academy Blues 92 Blues

DANCE PAIRS - ORIGINAL DANCE

2.30minutes (+/- 10 seconds)

Vocal music is permitted

REGULATIONS FOR ORIGINAL DANCE – Cadet International

The Original Dance will consist of a dance constructed of two (2) rhythms of the skaters choice, as listed below. Note – a couple can repeat the first rhythm they have chosen as a third change, **but it must have the same melody and tune as the first cut of music..**

Compulsory elements OD – all compulsory elements must be included

- One straight line step sequence, along the long axis of the rink, extending as near as possible to the full length of the rink. Partners MUST NOT touch but be no more than one arms length apart

Note: The closer the couple skate this sequence without touching, and the more difficult the steps / turns the more credit will be given.

- Small lift
 - Must be a SMALL LIFT
 - Must have one change of direction
 - Must not have more than ½ rotation
 - Must change direction either change of edge and / or forward to backward or vice versa
 - Lady's waist no higher than man's shoulders
 - During the execution of this element it is not allowed for the lady to assume an upside down position with the legs in a split or semi split position in front of the man's face
- One diagonal step sequence in any dance hold
- One dance spin (one position only)
 - in any dance hold/ position
 - Minimum 2, maximum 5 revolutions

Rhythms for Cadet International

For information on Rhythms to be skated please refer to the Dance Couples Technical manual, the Oceania Dance Manuals or information under the CIPA folder available on the Skate NZ website or from the NZ Artistic Committee

If couples understand the "Origin" of a rhythm it gives an understanding of the dance and should help in the construction and choice of music for a particular Rhythm.

REMEMBER – WE ARE AN ARTISTIC SPORT AND THE OD SHOULD BE SKATED TO THE MUSIC WITH STEPS, EDGES, FLOW, RHYTHM AND TOGETHER, NO MATTER WHAT MUSIC IS SELECTED

The original dance and free dance for the Cadet International, Junior International and Senior International Division of Dance Pairs will be skated in accordance with current CIPA regulations for the World and Oceania Championship in the same competitive year. (DS8.04 and 8.26)

STYLE DANCE

The duration will be 2:40 +/- 10 seconds

The selection of rhythms used is a minimum of two (2) and a maximum of three (3) different rhythms. The choice of two (2) rhythms may include the use of two different music selections for the same rhythm; however this may only be done for one (1) of the selected rhythms. The choice of three (3) different rhythms may NOT include the use of two different music selections for the same rhythm.

One of the selected rhythms must be the rhythm required for the Pattern Dance Sequence. During the Pattern Dance Sequence, a change of music selection is NOT permitted.

STYLE DANCE REQUIRED ELEMENTS

The first required element performed of each type will be the one evaluated by the judges as the required one for the current year.

1.	ONE PATTERN DANCE SEQUENCE (COMPULSORY DANCE)
	This element consist of one (1) sequence of a complete compulsory dance selected by CIPA that covers the entire skating surface, or two (2) sequences of a complete compulsory dance with a pattern that covers half of the skating floor. No stops are allowed in the execution of this element. Must adhere to the diagram/pattern provided by FIRS Artistic Technical committee The BPM of the piece of music selected for the Compulsory Dance Sequence inserted in the Style Dance may vary from that required, within the range of +2/-2 BPM (see FIRS Artistic Technical Committee rule book 2016 for further information)
2.	ONE (1) NO HOLD STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Along the long axis

	Diagonal (see FIRS Artistic Technical Committee rule book 2016 for further information)
3.	ONE (1) DANCE HOLD STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Circle clockwise Circle Counter Clockwise Serpentine Diagonal (see FIRS Artistic Technical Committee rule book 2016 for further information)
4.	ONE (1) DANCE LIFT
	The typology of the lift will be selected annually by CIPA, with a maximum duration of ten (10) seconds and may be performed either: Stationary position Rotational Combination (see FIRS Artistic Technical Committee rule book 2016 for further information)
	LIMITATIONS
	Dance Lifts – additional lifts are not permitted
	Dance Spin – Maximum of one (1) dance spin in hold with minimum of two (2) revolutions. Lifted spins not permitted
	Stop – is where at least one skater is stopped for more than three (3) seconds up to a maximum of eight (8) seconds. A maximum of two (2) stops during the programme. Stationary positions: kneeling/lying down on the floor is permitted only two (2) times during the entire programme for a maximum of five (5) seconds each.
	Beginning and end of the programme: the skaters may not exceed eight (8) seconds being stopped nor may they exceed a maximum allowed distance of five (5) meters between them.
	Dance Jumps (Jump/Assisted Jump) – Maximum of two (2) jumps, each skater, of one (1) revolution each A maximum of two (2) assisted jumps, a maximum of one (1) revolution for the partner who jumps and half (1/2) revolution for the supporting partner
	Separations: Permitted at beginning and end of programme for maximum of eight (8) seconds and maximum of five (5) meters between the partners During the stop where the separation is for a maximum of eight seconds and for a maximum distance of five (5) meters For only one (1) time during the programme, for characteristic steps/technical difficulties for a maximum of eight (8) seconds and for a maximum distance of five (5) meters between the partners (except where prohibited by the rules) For quick changes of position/hold between the partners

FREEDANCE PAIRS

ELEMENTARY 1.30 to 2.30 minutes

CADET 2.00 to 3.00 minutes

Vocal music is permitted

NB: In the YOUTH INTERNATIONAL, JUNIOR INTERNATIONAL, SENIOR INTERNATIONAL grades the Freedance is part of the combined event for Dance pairs and as such is listed in the event under the heading Dance Pairs.

Final December 2015

FREE DANCE

3 minutes 30 seconds (+/- 10 seconds)

FREE DANCE REQUIRED ELEMENTS

1	ONE (1) NO HOLD STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Along the long axis Diagonal (see FIRS Artistic Technical Committee rule book 2016 for further information)
2	ONE (1) DANCE HOLD STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Circle clockwise Circle Counter Clockwise Serpentine Diagonal (see FIRS Artistic Technical Committee rule book 2016 for further information)
3	THREE (3) DANCE LIFTS
	Three (3) required dance lifts with a maximum duration of eight (8) seconds, one for each typology selected from: Stationary position Rotational Combination (see FIRS Artistic Technical Committee rule book 2016 for further information)
	LIMITATIONS
	Dance Lifts: in addition to the three (3) required lifts, two (2) free lifts selected from the three (3) typologies mentioned for the required lifts, are permitted for a maximum duration of eight (8) seconds each
	Dance Spin – Maximum of one (1) dance spin in hold with minimum of two (2) revolutions. Lifted spins not permitted
	Stop – is where at least one skater is stopped for more than three (3) seconds up to a maximum of eight (8) seconds. A maximum of two (2) stops during the programme. Stationary positions: kneeling/lying down on the floor is permitted only two (2) times during the entire programme for a maximum of five (5) seconds each.
	Beginning and end of the programme: the skaters may not exceed eight (8) seconds being stopped nor may they exceed a maximum allowed distance of five (5) meters between them.
	Dance Jumps (Jump/Assisted Jump) – Maximum of two (2) jumps, each skater, of one (1) revolution each A maximum of two (2) assisted jumps, a maximum of one (1) revolution for the partner who jumps and half (1/2) revolution for the supporting partner
	Separations: Permitted at beginning and end of programme for maximum of eight (8) seconds and maximum of five (5) meters between the partners During the stop where the separation is for a maximum of eight seconds and for a maximum distance of five (5) meters For only one (1) time during the programme, for characteristic steps/technical difficulties for a maximum of eight (8) seconds and for a maximum distance of five (5) meters between the partners (except where prohibited by the rules) For quick changes of position/hold between the partners

For further details on Style Dance and Free Dance please see the CIPA publications on these. They can be downloaded at www.rollersports.org

SOLO DANCE

All contestants shall use the female dance steps where the dance steps differ

NATIONAL GRADES

PRIMARY SOLO **(under 9 years)**

Progressive Tango 100 Tango
"AND" Foxtrot 104 Foxtrot

NOVICE SOLO **(9 years and over)**

Glide Waltz 120 Waltz
March Sequence 100 March

JUVENILE SOLO **(9 – under 11 years)**

Denver Shuffle 100 Polka
Casino Tango 100 Tango

ELEMENTARY SOLO **(11 – under 14 years)**

Siesta Tango 100 Tango
Dutch Waltz 138 Waltz

INTERMEDIATE SOLO **(13 years and over)**

Rhythm Blues 92 Blues
Tudor Waltz 138 Waltz

OPEN SOLO **(15 years and over)**

14 Step 108 March
Terenzi Waltz 168 Waltz

ESQUIRE SOLO **(30 years and over)**

Masters Tango 100 Tango
Glide Waltz 120 Waltz

INTERNATIONAL GRADES

CADET INTERNATIONAL SOLO **(12 – under 15 years)**

Federation Foxtrot 96 Foxtrot
Siesta Tango 100 Tango
Freedance – 2.30 minutes +/- 10 seconds with required elements as per CIPA rules

YOUTH INTERNATIONAL SOLO **(12 – under 17 years)**

European Waltz 120 Waltz
Imperial Tango 104 Tango
Freedance – 2.30 minutes +/- 10 seconds with required elements as per CIPA rules

JUNIOR INTERNATIONAL SOLO
(12 – under 19 years)

Rocker Foxtrot 104 Foxtrot
Style Dance – Classic Medley – to include 1 sequence of the Flirtation Waltz
Solo Free Dance -2 minutes 30 seconds + / - 10 seconds)
Set elements as per CIPA rules for SFD

SENIOR INTERNATIONAL SOLO
(see rules)

Quickstep 112 Quickstep
Style Dance – Classic Medley – to include 1 sequence of the Starlight Waltz
Solo Free Dance - 2 minutes 30 seconds + / - 10 seconds)
Set elements as per CIPA rules for SFD

ADVANCED MASTERS INTERNATIONAL SOLO
(21 years and over)

Fascination Foxtrot **92 Foxtrot**
Casino March (short pattern) 100 March
CSD – Minimum 1.50 minutes – Maximum 2.40 minutes - Theme – Latin

MASTERS INTERNATIONAL SOLO
(25 years and over)

Monterey Tango 100 Tango
La Vista ChaCha 100 ChaCha
CSD – Minimum 1.50 minutes – Maximum 2.40 minutes - Theme – Latin

CREATIVE SOLO DANCE

Minimum 1.50minutes – maximum 2.40minutes

Vocal music is permitted

ELEMENTARY
(under 13 years)

Theme –Latin – Examples are - ChaCha, Jive, Salsa, Samba, Mambo

INTERMEDIATE
(13 years and over)

Theme – 50 – 60's Rock

Guidelines for CSD and interpretation of rhythms for Intermediate and Elementary grades can be found in the current NZ Dance manual.

The full guidelines are available in the Oceania Solo Dance manual which is available on the Skate NZ website www.skatenz.org.nz or from the Artistic Committee Secretary.

The guidelines for themes are also available from this manual.

CREATIVE SOLO DANCE – MASTERS & ADVANCED MASTERS (Oceania Rules)

All CSD is 1 sequence per circuit of the rink. Two circuits must be completed

All CSD is 1 minute 50 seconds to 2 minutes 40 seconds timing from the first movement of the opening and finishing with the last movement of the closing sequence.

Masters CSD must be predominantly forward skating. Two foot turns are permitted to a maximum of ten (10) including forward to backward and backward to forward turns, per circuit of the rink. A penalty of 0.2 in the A mark per additional two foot turn will be imposed by the referee. One foot turns are not permitted. A penalty of 0.2 from the A mark per one foot turn will be imposed by the referee.

Backward skating between turns should be limited to 8 beats of 2/4, 4/4 time or 6 beats of ¾ time. Backwards skating longer than this will be downgraded in the assessment by the judge.

Advanced Masters CSD content is not restricted

For rules for CSD and assessment of CSD please refer to the Oceania Solo Dance manual or the NZ Solo Dance manual

STYLE DANCE

The duration will be 2:20 +/- 10 seconds

The selection of rhythms used is a minimum of two (2) and a maximum of three (3) different rhythms. The choice of two (2) rhythms may include the use of two different music selections for the same rhythm.

STYLE DANCE REQUIRED ELEMENTS

The first required element performed of each type will be the one evaluated by the judges as the required one for the current year.

1.	ONE PATTERN DANCE SEQUENCE (COMPULSORY DANCE)
	This element consist of one (1) sequence of a complete compulsory dance selected by CIPA that covers the entire skating surface, or two (2) sequences of a complete compulsory dance with a pattern that covers half of the skating surface Must adhere to the diagram/pattern provided by FIRS Artistic Technical committee The BPM of the piece of music selected for the Compulsory Dance Sequence inserted in the Style Dance may vary from that required, within the range of +2/-2 BPM (see FIRS Artistic Technical Committee rule book 2016 for further information)
2.	ONE (1) STRAIGHT STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Along the long axis Diagonal (see FIRS Artistic Technical Committee rule book 2016 for further information)
3.	ONE (1) CIRCULAR STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Circle clockwise Circle Counter Clockwise Serpentine (see FIRS Artistic Technical Committee rule book 2016 for further information)
	LIMITATIONS
	Dance Spin – Maximum of one (1) dance spin with minimum of two (2) revolutions. Less than two (2) revolutions is not considered a spin
	Dance Jumps – Maximum of two (2) jumps, of one (1) revolution each (no more than one revolution in the air). All the jumps shall not be considered as elements of technical value.
	Stop – is where the skater is stopped for more than three (3) seconds up to a maximum of eight (8) seconds. A maximum of two (2) stops during the programme. Stationary positions: kneeling/lying down on the floor is permitted only two (2) times during the entire programme for a maximum of five (5) seconds each.
	Beginning and end of the programme: the skaters may not exceed eight (8) seconds being stopped

SOLO FREEDANCE - JUNIOR AND SENIOR INTERNATIONAL GRADES ONLY

Vocal music is permitted

2 minutes 30 seconds +/- 10 seconds

FREE DANCE REQUIRED ELEMENTS

1	ONE (1) STRAIGHT STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Along the long axis Diagonally It is mandatory to start this element from a stopped position. Steps must cover at least 80% of the skating surface. No stops are allowed during the execution of this element (see FIRS Artistic Technical Committee rule book 2016 for further information)
2	ONE (1) CIRCULAR STEP SEQUENCE
	The baseline will be selected each year by CIPA and may be performed either: Circle clockwise Circle Counter Clockwise Serpentine No stops are allowed during the execution of this element (see FIRS Artistic Technical Committee rule book 2016 for further information)
3	ONE (1) DANCE SPIN
	One (1) spin with a minimum of two (2) revolutions (less than two revolutions will not be considered a spin), in which the skater must achieve a vertical position on an edge, then and only then can they make any variations to the exit (for example: on the toe stop) (see FIRS Artistic Technical Committee rule book 2016 for further information)
4	ONE (1) ROTATIONAL TURN SEQUENCE
	A continuous rotational motion comprising of a minimum of a two revolution sequence of successive three turns, on each foot, in a clockwise and/or counter clockwise direction, for a maximum duration of eight (8) seconds. (see FIRS Artistic Technical Committee rule book 2016 for further information)
	LIMITATIONS
	Dance jumps: a maximum of two (2) jumps, of one (1) revolution (no more than one revolution in the air; less than one revolution is not considered a jump). Jumps shall not be considered as elements of technical value.
	Dance Spin – Maximum of one (1) dance spin in hold with minimum of two (2) revolutions. Lifted spins not permitted
	Stop – is considered when a skater is stopped for more than three (3) seconds up to a maximum of eight (8) seconds. A maximum of two (2) stops during the programme (excluding the beginning and the end). Stationary positions: kneeling/lying down on the floor is permitted only two (2) times during the entire programme for a maximum of five (5) seconds each (including the beginning and end). Hands on the floor (i.e. a cartwheel) shall not be considered as a laydown. Stationary positions shall not be considered as elements of technical value, but as artistic value.
	Beginning and end of the programme: the skaters may not exceed eight (8) seconds being stopped.

For further details on Style Dance and Free Dance please see the CIPA publications on these. They can be downloaded at www.rollersports.org

SOLO FREEDANCE - CADET AND YOUTH INTERNATIONAL GRADES ONLY

Vocal music is permitted

2 minutes 30 seconds +/- 10 seconds

Set elements that must be included in the solo free dance

- One (1) spin with a minimum of two (2) revolutions (less than two revolutions will not be considered a spin), in which the skater must achieve a vertical position on an edge, then and only then can they make any variations to the exit (for example: on the toe stop)
- One recognized jump of one (1) revolution (no more than one (1) revolution)
- One diagonal step sequence – extending as near as possible to the diagonal of the skating surface
- One straight line step sequence commencing from standing start – along the long axis of the rink extending as near as possible the full length of the skating surface.

Limitations

- The total number of spins must not exceed 2 (two) including the set element. To be classed as a spin there must be a minimum of two (2) revolutions (less than two revolutions will not be considered a spin), in which the skater must achieve a vertical position on an edge, then and only then can they make any variations to the exit (for example: on the toe stop)
- Small dance jumps are permitted but must not exceed more than one revolution, with the total number of jumps not exceeding 3 (three) including the set jump

Deductions

- A penalty of 0.5 in the A mark will be deducted by each judge for an element not performed
- A free dance program which contains more than the above number of spins or jumps will be penalised by the judges, for each violation 0.2 from the A mark
- In all circumstances the deductions listed in the current CIPA guidelines will be applied

FREESKATING

SINGLES

NATIONAL GRADES

Tiny Tot (under 7 years)	1.00 to 1.30 minutes
Primary (7 – under 9 years)	1.00 to 2.00 minutes
Novice (9 years and over)	1.30 to 2.00 minutes
Juvenile (9 – under 11 years)	1.30 to 2.15 minutes with compulsory footwork sequence straight line as per page 15
Elementary (11 – under 14 yrs)	2.00 to 2.30 minutes with compulsory footwork sequence diagonal as per page 15
Intermediate (13 years and over)	2.30 to 3.00 minutes with compulsory footwork sequence Circular as per page 16

INTERNATIONAL GRADES – (see rules for age requirements)

Cadet International (short)	2.15 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per Oceania HOA
Cadet International (long)	3.30 minutes (+/- 10 secs) with compulsory footwork sequence as per Oceania HOA
Youth International (short)	2.15 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per Oceania HOA
Youth International (long)	3.30 minutes (+/- 10 secs) with compulsory footwork as per Oceania HOA
Junior International (short)	2.15 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per CIPA rules
Junior International (long)	4.00 minutes (+/- 10 secs) with compulsory footwork as per CIPA rules
Senior International (short)	2.15 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per CIPA rules
Senior International (long)	4.00 minutes (+/- 10 secs) with compulsory footwork as per CIPA rules

INLINE

NATIONAL GRADES

National Inline (any age)	2.00 to 2.30 minutes
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INTERNATIONAL GRADES– (see rules for age requirements)

International (short)	2.15 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per CIPA rules
International (long)	3.30 minutes (+/- 10 secs) with compulsory footwork sequences as per CIPA rules

PAIRS

NATIONAL GRADES– (see rules for age requirements)

Cadet	2.30 to 3.30 minutes
Intermediate	2.30 to 3.30 minutes
Elementary	2.00 to 3.00 minutes
Juvenile	1.30 to 2.30 minutes

INTERNATIONAL GRADES– (see rules for age requirements)

Senior International (short)	2.45 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per CIPA rules
Senior International (long)	4.30 minutes (+/- 10 secs) with compulsory footwork sequences as per CIPA rules
Junior International (short)	2.45 minutes (+/- 5 secs) with compulsory footwork sequence Circular as per CIPA rules
Junior International (long)	4.30 minutes (+/- 10 secs) with compulsory footwork sequences as per CIPA rules

To gain full credit the rotation revolution in a jump single, double or triple must be executed in the air. To gain full credit each position in a spin must have three (3) revolutions.

FREESKATING REQUIREMENTS (NATIONAL).

For National grades of Freeskating there are no compulsory point deductions for falls. Falls will be taken into account by the judges and marked appropriately. Compulsory point deductions for falls apply to **International grades only**, as stated in their requirements.

JUVENILE FREESKATING

COMPULSORY FOOTWORK - STRAIGHTLINE

Footwork step sequence must be executed according to the character of the music using Primary and/or secondary footwork. Must also include the following; a series of "Loop Turns" (referred to as Loop Steps in Europe)

Loop Turns are a series of three turns, starting on an OB, done consecutively, for as long as the skater can do. Suggested minimum of 4 x 1/2 turns. The free leg is in a low wrap below the knee.

This is introduced to teach at an early stage the correct position for jumping, as it will teach a skater to rotate backwards (OB threes) with a low wrap

Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted.

ELEMENTARY FREESKATING

COMPULSORY FOOTWORK - DIAGONAL

Footwork step sequence must be executed according to the character of the music using at least secondary footwork. Must also include the following; a series of "Loop Turns" (referred to as Loop Steps in Europe)

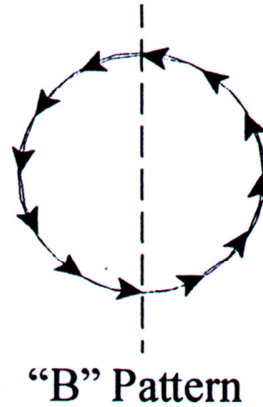
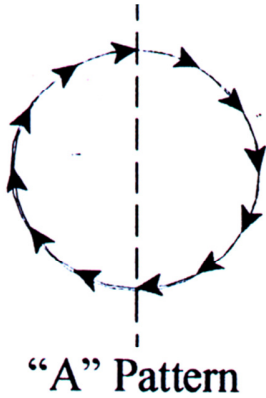
Loop Turns are a series of three turns, starting on an OB, done consecutively, for as long as the skater can do. Suggested minimum of 4 x 1/2 turns. The free leg is in a low wrap below the knee.

This is introduced to teach at an early stage the correct position for jumping, as it will teach a skater to rotate backwards (OB threes) with a low wrap

Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted.

INTERMEDIATE FREESKATING

Compulsory footwork sequence must be included.



Skated on a complete circle or oval using at least $\frac{3}{4}$ of the full width of the skating surface using advanced footwork

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

FREESKATING REQUIREMENTS (INTERNATIONAL) 2016.

GENERAL RULES FOR SET ELEMENTS - SHORT PROGRAM – ALL GRADES

1. The single elements listed may also be skated in combination jumps or spins.
2. The elements must be skated in the listed order. Elements skated out of order will carry a penalty of 0.5 from the “B” Mark
3. The six listed elements must not be repeated. No additional elements may be skated. Each additional element attempted will carry a penalty of 0.5 from the "B" mark with no credit given to the "A" mark.
4. An element not attempted will carry a penalty of 0.5 taken from the "A" mark.
5. More than 5 jumps in the jump combination will attract a penalty of 0.5 from the “A” mark.
6. Any single spin with more than one position will be given a deduction of 0.5 from the “A” mark
7. Any spin combination with more than three positions will be given a deduction of 0.5 from the “A” mark.
8. Jumps in the step sequence in any short program are NOT allowed.
9. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall

10. It is allowed to do acrobatic movements (back flips, cartwheel, etc.) once.

ADDITIONAL PENALTIES – SHORT PROGRAMME – ALL GRADES

1. All spins performed with additional hitching (entrance, change of position or change of foot) of the employed foot (pumping) will be considered a poor quality spin, and therefore any spin performed this way will be penalised by the referee 0.3 in the “A” mark for each executed spin.
2. If the skater falls during the travelling for the spin, the spin (both single and combination) is considered attempted. It cannot be repeated because it would be considered an additional element.
3. Please read CIPA information with regard to execution of the Mapes (Toe-Loop) as the toe assisted jump or the Combination jump in the short program (CIPA manual 6.10.03 Toe-Loop/Mapes)
4. Poorly executed (Mapes) Toe Loop, presented as the toe assisted jump or in the combination jump, will be downgraded by the judges in accordance with CIPA rule 6.10.03 and penalized by the referee, 0.5 from the A mark. This also refers to the Combination jump.

CIPA Freeskating rule FR 6.10.03

TOE-LOOP (MAPES)

The **GOOD** execution of the element:

A Toe Loop (Mapes) performed with a turn of the toe stop of no more than one-quarter of a rotation or less, whilst the employed foot is on the floor and the body position is a maximum of one-quarter turned without opening the left arm/shoulder. This will be given full value and considered a good execution.

The **FAIR** execution of the element:

A Toe Loop (Mapes) performed with a turn of the toe stop of more than one-quarter of a rotation whilst the employed foot is on the floor, and the body position is a maximum of one-quarter turned without opening the left arm/shoulder. This will be given half the value of No 1 above.

The **BAD** execution of the element (Open Toe Loop)

A Toe Loop (Mapes) performed with a turn of the toe stop of more than one-quarter of a rotation whilst the employed foot is on the floor and the body position is turned more than one-quarter and the left arm/shoulder is open

CIPA Freeskating rule FR6.10.01 SPINS

General

All spins performed with additional hitching (entrance, change of positions or change of foot) of the employed foot (“pumping”) will be considered poor quality spin.

CADET FREE SKATING

Short Program	2 minutes 15 seconds (+/- 5 seconds)
Long Program	3 minutes 30 seconds (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. **JUMP ELEMENT (Axel, Combination Jump, or Toe-assisted Jump)**
2. **JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)**
3. **SPIN ELEMENT (Single Spin or Combination Spin)**
4. **JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)**
5. **STEP SEQUENCE**
6. **SPIN ELEMENT (Single Spin or Combination) (alternate to 3)**

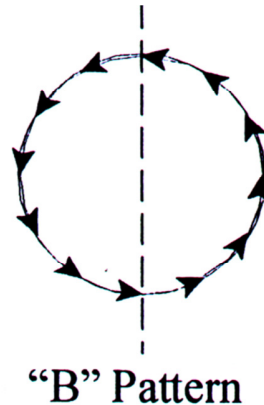
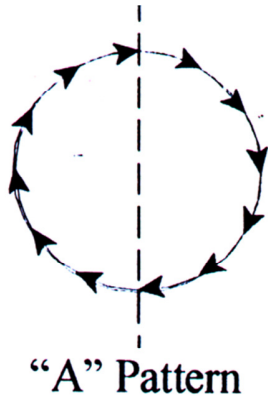
To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.
No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed

NOTES ON SET ELEMENTS

1. **AXEL**
Must be single
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, to include at least one axel and/or one jump with two (2) revolutions. (**NO MORE THAN TWO REVOLUTIONS**)
3. **TOE ASSISTED JUMP**
Single or Double
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
A Class Inverted Camel (any edge)
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Jump Camel
 Jump Sit
 Broken ankle camel is not allowed
B Class OB Camel
 IB Camel
 OB Sit Spin
C Class IB Sit Spin
 OF Sit Spin
 Cross foot spin
 OF Camel
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

6 STEP SEQUENCE – CIRCULAR PATTERN “A” or “B” SECONDARY or ADVANCED FOOTWORK



Skated on a complete circle or oval using at least $\frac{3}{4}$ of the full width of the skating surface using advanced footwork

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

CADET LONG PROGRAM SET ELEMENTS (see after Inline)

YOUTH FREESKATING SINGLES

Short Program	2 minutes 15 seconds (+/- 5 seconds)
Long Program	3 minutes 30 seconds (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
2. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
3. SPIN ELEMENT (Single Spin or Combination Spin)
4. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
5. STEP SEQUENCE
6. SPIN ELEMENT (Single Spin or Combination) (alternate to 3)

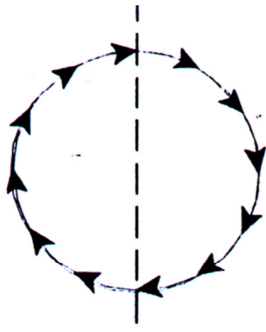
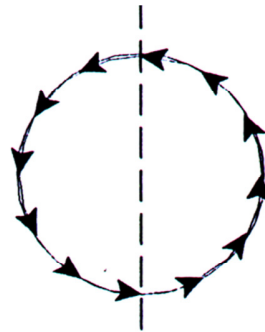
To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.

No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed

NOTES ON SET ELEMENTS

1. **AXEL**
Must be single
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, including one jump with two (2) revolutions.
(NO MORE THAN TWO REVOLUTIONS)
3. **TOE ASSISTED JUMP**
Single or Double
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
 - A Class Inverted Camel (any edge)
 - Heel Camel (forward or backward)
 - Layover Camel (any edge)
 - Jump Camel
 - Jump Sit
 - Broken ankle camel is not advised for young skaters**
 - B Class OB Camel
 - IB Camel
 - OB Sit Spin
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

6 STEP SEQUENCE – CIRCULAR PATTERN “A” or “B” SECONDARY or ADVANCED FOOTWORK**“A” Pattern****“B” Pattern**

Skated on a complete circle or oval using at least $\frac{3}{4}$ of the full width of the skating surface using advanced footwork

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

YOUTH LONG PROGRAM SET ELEMENTS (see after Inline)

JUNIOR & SENIOR FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds)
Long Program 4 minutes (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
2. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
3. SPIN ELEMENT (Single Spin or Combination Spin)
4. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
5. STEP SEQUENCE
6. SPIN ELEMENT (Single or Combination Spin)

To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.
No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed

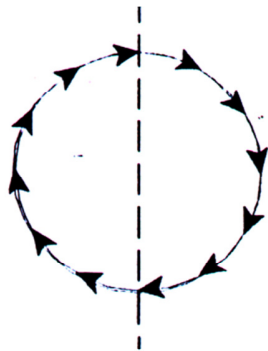
NOTES ON SET ELEMENTS

1. **AXEL**
Can be single, double or triple
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, including one jump with two (2) revolutions.
(NO MORE THAN TWO REVOLUTIONS)
3. **TOE ASSISTED JUMP**
Single, Double or Triple
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
A Class Inverted Camel (any edge)
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Jump Camel
 Jump Sit
 Broken ankle camel (forward or backward)

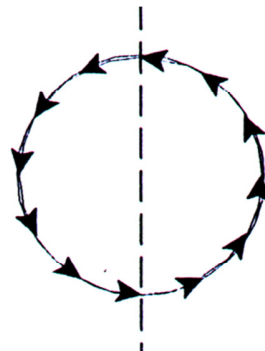
Broken ankle camel is not advised for young skaters

5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

6 STEP SEQUENCE – CIRCULAR PATTERN “A” or “B” ADVANCED FOOTWORK



“A” Pattern



“B” Pattern

Skated on a complete circle or oval using at least $\frac{3}{4}$ of the full width of the skating surface using advanced footwork

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

JUNIOR/ SENIOR LONG PROGRAM SET ELEMENTS (see after Inline)

INLINE FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds)

Long Program 3 minutes 30 seconds (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
2. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
3. SPIN ELEMENT (Single Spin or Combination Spin)
4. JUMP ELEMENT (Axel, Combination Jump or Toe Assisted Jump)
5. STEP SEQUENCE
6. SPIN ELEMENT (Single or Combination Spin)

To clarify No 1, 2 and 4 above – skaters must perform one of each category of jump in the order of their choice as 1, 2 or 4.

No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed

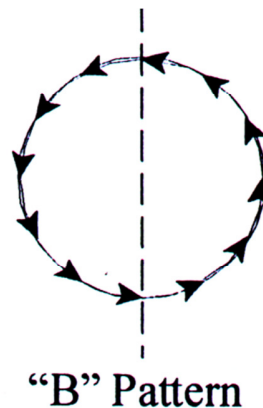
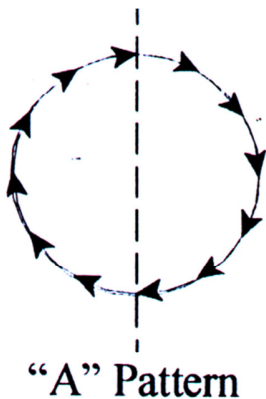
NOTES ON SET ELEMENTS

1. **AXEL**
Can be single OR double
2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, including one jump with two (2) revolutions.
(NO MORE THAN TWO REVOLUTIONS)
3. **TOE ASSISTED JUMP**
Single or Double
4. **SINGLE SPIN**
Select from the following list (entry & exit optional)

A Class	Inverted Camel (any edge)
	Heel Camel (forward or backward)
	Layover Camel (any edge)
	Jump Camel
	Jump Sit
	Broken ankle camel (forward or backward)
Also	
	Camel (any edge)
	Sit Spin (any edge)
5. **COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge). At least three (3) revolutions in each position. Entry & exit is optional

Broken ankle camel is not advised for young skaters

6 STEP SEQUENCE – DIAGONAL PATTERN “A” or “B” ADVANCED FOOTWORK



Skated on a complete circle or oval using at least $\frac{3}{4}$ of the full width of the skating surface using advanced footwork

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

NO TRIPLE JUMPS TO BE INCLUDED IN ANY ELEMENT. DOUBLE AXEL IS NOT ALLOWED IN THE COMBINATION JUMP FOR MEN OR WOMEN.

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

LONG PROGRAM CADET, YOUTH, JUNIOR, SENIOR & INLINE

1.	In the long program skaters MUST include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine <ul style="list-style-type: none"> For each step sequence not performed will be given a deduction of 0.5 from the A Mark
2.	A jump of the same kind (type and rotation) with the exception of one revolution jumps or less, can be performed no more than three (3) times in the whole program <ul style="list-style-type: none"> If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied
3.	All combination jumps MUST be different <ul style="list-style-type: none"> If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied
4.	There MUST be at least two (2) spins, one of which MUST be a combination <ul style="list-style-type: none"> If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark
5.	Spins MUST be evenly distributed throughout the program, this means that between at least two of the spin elements in the long program there should be a minimum of two other different Elements (at least one step sequence and one jump element). Correct example: Spin element – Jump element – Step Sequence – Spin element – Spin Element. A deduction of 0.5 in general will be deducted by the referee in the B mark for a program that is not well balanced. The steps type must be either the diagonal, circular or serpentine. The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take-off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn.
6.	All spins performed with additional hitching (entrance, change of position or change of foot) of the employed foot (pumping) will be considered a poor quality spin, and therefore any spin performed this way will be penalised by the referee 0.3 in the "A" mark for each executed spin.
7.	If the skater falls during the travelling for the spin, the spin is considered attempted. If immediately repeated would go against the well balanced programme rule.
8.	FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall
9.	It is allowed to do acrobatic movements (back flips, cartwheel, etc.) once.

	10. Doubles and triple jumps: if the skater presents one jump for three times one of these must be in combination.
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PRECISION SKATING

Male and female may skate on the same team.

Each team may have reserves, listed as such on the team entry, the maximum being four (4). All reserves must take the floor during the warmup and be capable of skating as a replacement at the time of the event.

The grading of a Precision team is determined by the age of the majority of the skaters. Where the team is evenly split it is to skate in the higher grade.

MINI PRECISION

There will be 3 grades of MINI PRECISION teams

OPEN

- a) a team of 4 – 8 skaters of any age
- b) music up to 3 minutes

SENIOR

- a) a team of 4 - 8 skaters of 12 years of age or over
- b) music up to 3 minutes

MASTERS

- a) a team of 4 – 8 skaters 21 years of age and over
- b) music up to 3 minutes

PRECISION

There will be 3 NATIONAL GRADES of Precision Skating Teams

OPEN

- a) A team of 8 – 16 skaters of any age
- b) Music up to 3 minutes

SENIOR

- a) A team of 8 – 24 skaters aged 12 years and over
- b) Music 5 minutes +/- 10 seconds
- c) Compulsory elements as per CIPA requirements

MASTERS

- a) A team of 8 – 20 skaters 21 years of age and over
- b) Music up to 3 minutes

INTERNATIONAL MINI PRECISION OCEANIA RULES

Program of up to 3 minutes
No compulsory requirements

INTERNATIONAL PRECISION CIPA RULES

GENERAL RULES

1. A team will consist of 12 minimum/ 24 maximum skaters
2. Each team will be permitted 30 seconds for the positioning before the commencement of the performance. Once the team is ready for the music to commence the team captain must raise their hand to advise the announcer.
3. Neither portable or hand held props shall be used
4. The following limitations shall be enforced:
No jumps exceeding half a revolution
No spins exceeding one revolution
No lifts are permitted except during the choreographic stop
5. Vocal music shall be permitted
6. **At least three well defined variations of music and tempo are required**
7. Stationary (stopping or standing) positions during the performance are not allowed.
8. Costume rules – see Artistic rules and regulations

JUDGING PRECISION

1. Two marks are awarded on a scale of 0-10 as for artistic skating. The full values indicate the general ability of the team. Additional marks of point 9 may be added to further differentiate between the Teams.
The first mark (A) is for COMPOSITION.
The second mark (B) is for PRESENTATION.

A COMPOSITION

In the marking for composition the following shall be considered:

- i) Originality of elements
- ii) Difficulty of the programme
- iii) Difficulty of connecting steps and their suitability to the music
- iv) Variety of the elements and formations, overall balance of choreography and utilization of the entire floor
- v) Placement of the manoeuvres and formations in the utilization of the surface

B PRESENTATION

In the marking of presentation the following shall be considered:

Final December 2015

- i) Unison and synchronization of elements by team members
- ii) Ability of team members to sustain the same level of performance throughout the programme
- iii) Carriage and style
- iv) Cleanness and sureness
- v) Speed and flow using strong edges
- vi) Smoothness of transitions without hesitation
- vii) Interpretation of character and rhythm of the music
- viii) Variety of music, correct selection in relation to skaters
- ix) Orderly entry and exit from floor
- x) Neatness of appearance, including costumes
- xi) Harmonious composition of programme and conformity to the music

SCORING PRECISION

Judging for Precision will always take place on the LONG SIDE of the rink.

The following elements MUST be included in the programme. These elements may be repeated without penalty:

1. CIRCLE MANOEUVRE

- One circle manoeuvre must consist of only one (1) circle revolving in either a clockwise or counter clockwise direction, or may be a combination of both directions. A minimum of two (2) revolutions is required.
- One multiple circle with a minimum of one rotation

2. LINE MANOEUVRE

- One line MUST be a Single line along the short axis and move down the long axis for at least $\frac{3}{4}$ of the length of the rink.
- One line must be a single line along the long axis and move down the short axis for at least $\frac{3}{4}$ of the length of the rink
- One separated line in maximum 2 segments (parallel or adjacent) which moves along the diagonal axis

3. BLOCK MANOEUVRE: The number of lines in the block must not exceed six (6) and must be not less than four (4)

- One block using at least two (2) different axes
- One open block – no hold (in any type of configuration) which moves along the longitudinal axis (straight line):
 - This block must begin from a stop position (maximum 3 seconds) and come to a stop (maximum of 3 seconds)
 - It must travel the entire length of the floor
 - Elements which MUST BE mandatory incorporated in the block;
 - A visible change of edge
 - A Choctaw or Mohawk
 - A double three turn
 - A bracket
 - These elements can be performed with additional steps

4. WHEEL MANOEUVRE

- One wheel must consist of a three (3) or more spoke pinwheel revolving in either a clockwise or counterclockwise direction. A minimum of two (2) revolutions is required.
- One wheel manoeuvre of parallel wheels made up of two or more extensions/spokes. Minimum one rotation
- One wheel with more than one pivot. Two or more wheels side by side. Minimum one rotation

5. INTERSECTING MANOEUVRE

Any type of intersection is permitted (splicing or pass through).

- One manoeuvre in which each skater must pass through any intersecting point only once.
- At least 2 partial intersections where one part of the skaters intersect and the rest of the group performs another figure

6. CHOREOGRAPHIC STOP

- A clear visible choergraphic stop (10 seconds max) must be incorporated within the programme (not at the beginning or end). This will characterise and reinforce the musical theme even more.

- A lift can be implemented during the choreographic stop. This lift may be performed by the group and not only 2 skaters.

GENERAL RULES FOR SET ELEMENTS

1. Set elements may be skated in any order.
2. Any type of handhold or combination of handholds can be used. However - at least 3 different handholds must be shown
3. All elements may incorporate forward and/or backward skating.
4. Footwork is permitted during any element.
5. Set elements may be repeated.
6. Additional elements may be used.

PRECISION – COMPULSORY DEDUCTIONS

PRECISION – COMPULSORY DEDUCTIONS			
1	Set Elements not attempted	1.0	By the Referee - A mark
2	Set elements attempted but not performed correctly	0.5	By the Referee – A mark
3	Jumps of more than ½ revolution or spins with more than 1 revolution	0.4	By the Referee - A mark per element
4	Lifts of any kind - with the exception of the choreographic stop	0.4	By the Referee - A mark per lift
5	Break in execution of manoeuvres	0.2-0.4	By the Referee - A mark
6	Less than 3 different handholds	0.4	By the Referee – A mark
7	Falls		
	Small Down and right up for one skater	0.2	By the Referee - B mark
	Medium Either one skater down for a prolonged time or down and up for more than one skater	0.6	By the Referee - B mark
	Major More than one skater for a prolonged time	0.8 – 1.0	By the Referee - B mark

Rules and deductions in accordance with CIPA regulations for World Championship in the same competitive year

SHOW SKATING

QUARTETS (see further requirements under International Show Skating Pg29)

- a) Group of 4 skaters of any age
- b) Music 3 minutes +/- 10 seconds

SMALL SHOW GROUPS (see further requirements under International Show Skating Pg29)

- a) Group of 6 – 12 skaters of any age
- b) Music 4 – 5 minutes +/-10 seconds

LARGE SHOW GROUPS (see further requirements under International Show Skating Pg29)

- a) Group of 16 – 30 skaters of any age
- b) Music 4 – 5 minutes +/- 10 seconds

CLUB SHOW CHALLENGE

- a) Group minimum of 4 skaters of any age
- b) Music 4 -5 minutes +/- 10 seconds

INTERNATIONAL SHOW SKATING

CIPA RULES

LARGE GROUPS, SMALL GROUPS, QUARTETS

TECHNICAL REGULATIONS

1. Three different events will be held for Large groups, Small groups and Quartets.
2. Large and Small groups will skate a programme of duration minimum 4 minutes, maximum 5 minutes +/- 10 seconds. Timing starts with the first movement.
Quartets will skate a programme of duration 3 minutes +/- 10seconds
3. Small groups - Each group must be composed of a minimum of 6 and maximum of 12 skaters.
Large groups - Each group must be composed of a minimum of 16 and maximum of 30 skaters.
Quartets – Each group must be composed of 4 skaters
4. Pairs Skating elements are not allowed. However, skating will be assessed depending on the performance of the whole group.
5. Movements or steps performed in stationary positions are allowed. However, programs with constant movement and choreography will receive more credit than programmes with excessive stationary movements. The Referee will advise the judges if this happens and a deduction from “A” mark and from “B” mark will be made by the referee, depending on the length during the whole of the programme. Choreography must commence within 15 seconds after the music has started.
6. A Show performance may not include more than **4 typical precision elements**: e.g. a circle, a wheel is allowed; or from each mentioned manoeuvre are 4 allowed: e.g. 4 circles, etc!

- Circle : a group of skaters standing or revolving about a common centre each equidistant from the centre: the circle can rotate either clockwise or counter clockwise, forward or backward. There are open circles (the skaters do not have contact with one another) and closed circles (the skaters hold onto each other in a variety of ways such as hand to hand, shoulder to shoulder or catch waist as in a train).
 - Closed circles with more than 1 rotation are recognized as a typical precision element.
 - Wheel: a straight line revolving about a common axis in the centre of the line: usually there is an equal number of skaters on each side of the axis, the wheel can rotate clockwise or in a counter clockwise direction.
 - The quantity of spokes goes from two spokes to six or more; the variation in wheels are recognized in Parallel-Pinwheels, S-Pinwheels, Step-in-Wheels and Travelling-Wheels: any of these mentioned wheels with more than 1 rotation are recognized as typical precision element.
 - Line manoeuvres & Blocks in all forms have no limitations.
 - Combination of elements will be counted like one element.
 - Jumps with more than one revolution will not be allowed. Only upright and sit spins without traveling are allowed
 - A quartet shall not be made up of two couples, pairs or dance but four skaters acting as a group. All jumps with one rotation plus single axel, double toe loop and double salchow are allowed. Spins are allowed except spins of Class A
7. 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 a performance; (Precision teams give in their performance expression of a technical standard).
 8. There shall be no restrictions on the choice of music but skating must be in tune with the music chosen.
 9. Participants not on roller skates shall not be allowed. At the start of the programme ALL skaters MUST be on the floor. No Skater is allowed to leave the floor during the performance.
 10. THEATRICAL PROPS: No set decorations are permitted. No frames, panels, carpets, scenery, independent theatrical wings, flats or structures of any size, kind of materials, will be permitted, even if carried by skaters themselves.
 11. 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 skaters should demonstrate their ability to use the accessories appropriate and skate well at the same time. It is permitted for skaters to pass objects from one to another and place them on the skating surface, but only so long as the skater maintains physical contact with any skater is allowed only once during the programme for maximum of 10 seconds.
 12. Costume rules for show competitions: In all show competitive roller skating events (including official training), the costume for both women and men should be in character with the music, but should not be so as to cause embarrassment to the skaters, judges or spectators. Women's costumes must be constructed so that it completely covers the tights (pants), hips and posterior. French-cut leotards are strictly prohibited, i.e. leotards which are cut higher than the hipbone. Please see rules for Costumes for full regulations
 13. International Show team skating will be for skaters who are at least 12 years of age or older as of January 1 of the year of the Championships.
 14. 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 will be considered as a negative point in the general impression of the programme. 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 programme.
 15. Fog machines and personal spotlights are not allowed
 16. A short explanation of not more than 25 words must be attached to the entry describing the performance. These descriptions will be given to the judges and announced as the group is entering the floor.

Entry & Exit on the floor

For Large and Small groups a maximum of Forty (40) seconds are allowed for entry onto the rink and positioning of objects or props (as per the above rules).

For Quartets, a maximum of twenty (20) seconds are allowed for entry onto the rink and the positioning of objects or props (as per the above rules)

A penalty of 0.3 from "A" mark if the entry takes longer than the permitted time.

Only 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 of the preceding group are being announced). The Organisers must ensure that this rule is strictly applied.

While waiting for 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 absolutely clean for the next performance until the next one team is called will be 40 seconds.

A maximum time of fifteen (15) seconds of music is allowed before the first movement of a single skater of a group. The deduction of exceeding the time will be 0.2 from "B" mark.

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

JUDGING SHOW

Two marks will be awarded. The first mark for programme content. The following aspects shall be considered by the judges for the programme:

- a. Technical difficulties: skating skills, steps, speed, lifts, jumps, spins
- b. The Theme of the programme and its design: its composition and programme style, technical structure of the programme, its use of space, the use of skating elements and their variety, compatibility, coherence and unit, originality, rhythm and its variation.
- c. Group technique: group manoeuvres, formations, blocks, ranks, changes and transitions, intersections, harmony of movement and unison.

The second mark for Presentation. The following aspects shall be considered by judges:

- a. Expressiveness and interpretation: artistic and kinaesthetic ability, quality and control of movements, the varied, use of energy, theatricality
- b. The accomplishment of the Theme: costumes, make-up, hairstyles and props. The effectiveness of performance, the involvement of the skaters in the programme, the projection to the judges and public.
- c. General impression: precision, harmony, synchronisation and rhythmic flow

Judging for Show skating will always take place on the LONG SIDE OF THE RINK.

SCORING SHOW

Special consideration by the judges for the following marking system

LARGE GROUPS:**A MARK**

- Idea (theme) choreography and group technique 60%
- Technical difficulties of the skating and related movements 40%

B MARK

- General Impression 40%
- The accomplishment of the theme (idea) 30%
- Expressiveness and interpretation 30%

SMALL GROUPS AND QUARTETS

A MARK

- Idea (theme) choreography and group technique 50%
- Technical difficulties of the skating and related movements 50%

B MARK

- General Impression 40%
- The accomplishment of the theme (idea) 30%
- Expressiveness and interpretation 30%

Please see the current CIPA rules for further rules on Show skating or contact the Artistic Secretary for a copy. Also see the “Show Guidelines” issued by CIPA. All are available on the SkateNZ website www.skatenz.org.nz Under Artistic – Downloads – Current CIPA rules otherwise an electronic copy can be obtained via the Artistic secretary

REGULATIONS FOR CLUB SHOW CHALLENGE

The main emphasis for the Club Show skating challenge will be skating and entertainment value. Participants must be members of the Affiliated Club that is being represented, and a registered member of the Federation. This membership may be the Class 5 Supporters membership if not already an NZFRS member.

Entry is allowed direct to Nationals, ie there is no requirement for teams to qualify through Areas.

A team name must be provided on the entry form.

At the New Zealand National Championships a Challenge trophy will be awarded to the winning team.

TECHNICAL REGULATIONS

1. Duration of performance – minimum 4 minutes, maximum 5 minutes +/- 10 seconds. Time to start with the first movement.
2. A minimum of 4 skaters of any age.
3. Freeskating and Pairs skating are allowed. However, skating will be assessed on the performance of the whole group.
4. There will be will be no restriction on the choice of music, but skating must be in tune with the music chosen.
5. Movements or steps performed in stationary positions are allowed. However, programmes with excessive stationary movements will be given less credit. Choreography must commence within 10 seconds after the music has started.
6. The main performance of a show group must be Show, not Precision. If there are Precision elements they must be performed in the character of a show.
7. All participants must be on skates.

8. Only hand held or portable props are permitted.
9. Fog machines, water or personal spotlights are not permitted.
10. In all show competitive roller skating events (including official trainings), the costumes for both women and men should be in character with the music, but should not cause embarrassment to the skaters, judges or spectators. Women's costumes must be constructed so they completely cover the tights (pants), hips and posterior. French cut leotards are strictly prohibited, ie leotards which are cut higher than the hips.

MARKING

The event will be judged by 2 commissioned judges and 1 invited judge and their decision will be final. Criteria for evaluation will be:

- a) Creativity
- b) Entertainment

Entry & Exit on the floor:

A maximum of Forty (40) seconds are allowed for entry onto the rink.

A penalty of up to 0.3 from "A" mark if the entry takes longer than the permitted time may be applied.

It is Optional to provide:

A short explanation of not more than 25 words may be attached to the entry describing the performance. These descriptions will be given to the judges and announced as the group is entering the floor.

If you do wish to submit this description it is to be done at the Team Managers Meeting, along with skater's names.