

**RULES FOR  
ARTISTIC SKATING COMPETITIONS**

**GENERAL**

By World Skate Artistic Technical Commission

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**WORLD  
SKATE**

## FORWARD

This publication represents the official rules for artistic roller skating competitions and conducted by the WORLD SKATE Artistic Technical Commission.

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# 1 GENERAL

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## 1.1 Reconciliation

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Any matters not provided for in these rules, will be in accordance with World Skate Statutes.

## 1.2 International Competitions

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All International events between two or more National Federations from at least two different continents must be organized with the rules of World Skate Artistic Technical Committee (ATC).

Members of World Skate ATC, Continental or Area Confederations may request that top-class international events which they organize on a regular basis be recognized by World Skate ATC. This can be done provided there is no deviation from the rules of ATC or World Skate.

Events which have gained such recognition from World Skate ATC will have first priority on the international calendar, enabling the organizing member, Continental or Area confederation to have first choice of dates, providing that such dates and venues are established at least nine (9) months in advance. Once such dates are established, they can only be altered by a formal written request from the organizers.

Organization fee and entry fees should be agreed with World Skate.

# 2 CHAMPIONSHIPS REGULATIONS

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## 2.1 Categories in International Championships

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CATEGORY	AGE
Tots	8 and 9 years old
Minis	10 and 11 years old
Espoir	12 and 13 years old
Cadet	14 and 15 years old
Youth	16 years old
Junior	17 and 18 years old
Senior	19 years old on

**Note:** The AGE column in the table above refers to the age the skater is turning in the year of the competition (that is, in the calendar year being; 1st of January through to and including the 31st of December, in the year of the competition).

To be eligible to compete in any category, a skater who has competed in the previous year in a higher category must not compete in a lower one after that.

World, continental, area or national championships for the same event may not be organized more than once per year.

Judges or Technical specialists for international competitions must be World Skate International officials and must be invited by ATC Chairman.

### 2.1.1 Age Categories for World Skate ATC Championships

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CATEGORY	AGE
Junior	12 to 18 years old
Senior	12 years old and above

**NOTE: The MINIMUM age for competing at the World Skate ATC Championships is 12. Therefore, skaters MUST be at least 12 years of age before the 1<sup>st</sup> of January in the year of the event to compete.**

Skaters who are at least 12 before the 1<sup>st</sup> of January and, not yet 19 by and including the 31<sup>st</sup> of December in the year of the World Skate ATC Championships are eligible to compete in Junior.

Skaters who are at least 12 before the 1<sup>st</sup> of January in the year of the World Skate ATC Championships will be eligible to skate Senior.

## 2.2 World Skate ATC Championships

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World Skate ATC Championships shall be held for men and women in figures, free skating, pairs, dance, solo dance, inline, show and precision skating. In the case of figures, solo dance and free skating, separate events will be conducted for men and women.

## 2.3 Entry procedure at World Championships

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The entries will be managed through the World Skate platform or by direct contact with World Skate ATC and offices.

Senior Free Skating and Figures:

- Countries in the first 10th places in the previous year can enter three (3) skaters.
- Countries placing 11th to 20th inclusive in the previous year can enter two (2) skaters.
- Countries placing 21st and below in the previous year can enter one (1) skater.
- If the country has not participated in the last World Championships in a particular event, it will be allowed to enter just one (1) skater in that event.

Senior Solo Dance and Junior Figures, Free Skating, and Solo Dance:

- Countries in the first 20th places in the previous year can enter two (2) skaters.
- Countries from 21<sup>st</sup> and below in the previous year can enter one (1) skater.
- If the country has not participated in the last World Championships, it will be allowed to enter just one (1) skater.

Each member National Federation may enter, for Seniors events, a maximum of three (3) teams in each of the following events: pairs skating, dance skating. For Juniors events a maximum of two (2) teams of the following: pairs skating, dance skating.

Each member National Federation may enter a maximum of three (3) teams for Precision, three (3) teams for small and large Show, and a maximum of two (2) teams for Quartets events.

World Championship entry fees must be paid in US dollars or the equivalent in euros, by each participating National Federation as follows:

Note: pairs and couples on this information are counted as one.

# OF SKATERS	FEDERATION FEE	# OFFICIAL COACHES
<b>JUNIOR</b>		
1 to 8	\$100	1
9 to 16	\$200	2
<b>SENIOR</b>		
1 to 7	\$115	1
8 to 14	\$230	2
15 to 22	\$340	3
Junior, senior and inline fee per participant per event		\$80
Precision, show team fee per participant (no federation fee)		\$60

All fees for National Federations and participants must be paid into the World Skate account within the deadline decided by ATC. The National Federations, which have paid through bank transfer must show the receipt on the accreditation day.

Skaters may enter more than one event but must pay the fee for each event entered.

It is mandatory when completing registration on the platform to attach:

- An image of the first page of the passport in jpg, png.
- For dance, the music certificate in pdf.
- The order of the elements format in pdf.
- The music in mp3, mp4, etc. The file must be named: Skater's Name\_Skater's Last Name - Category (junior/senior) - Modality (free skating, pairs, dance) - short or long program, style dance or free dance. For Show and Precision, the name of the group and the title of the show.

All the other documents must be named with country\_category\_discipline\_document (passport, certificate or order).

## 2.4 Draw rules

1. Figures draw: The total of figure contestants will be divided in four (4) groups, with the first skater skating the first figures and the first contestant in the second group starting the second figure and so on. If the number of participants in the figure event cannot be evenly divided into four groups, each group will have an additional contestant.
2. Free skating and pairs short program and style dance short program draw entry order: This rule will be applied if there is more than one (1) group in the competition. The remaining skaters will be drawn according to the specifications below:
  - The top ten skaters from the previous Junior/Senior World Championships will be drawn, and the last ten skaters, split into two groups of five.
  - In case one of those skaters is not competing in the current year, one of the following possibilities may apply:
    - Senior: If one or more skaters, who were medalists in the previous year at the Junior Championship are moving up to Senior, the draw entry order will start from the skater who placed first. Those skaters will be placed in 6th to

- 10th place. In case there were no Junior medalists from the previous year, the next well-placed contestants will go to 11th, 12th, etc.
- Junior: in the case, there are not all the 10 skaters, the next best skater will be considered, that means the 11th, 12th...etc.
3. Free skating and Pairs long program and Free dance draw procedures:
    - The order of skating for the long program/free dance will be determined from the results of the short program/style dance.
    - The order of skating will be established by reversing the placement obtained from the short program/style dance, dividing the skaters/teams into groups, and redrawing for skating position within each group.
    - Each group shall be composed of no more than six (6) contestants/teams for Free skating and Dance, and no more than five (5) couples for Pairs. The final group containing the highest placed skaters/teams will consist of no more than ten (10) contestants and shall be composed of two sub-groups of no more than five (5) skaters/teams in each group. If the remaining number of contestants cannot be divided into even groups the first group or, if necessary, the first groups shall contain an extra skater/team. In any case, the group containing the highest place skaters/teams shall constitute the final group.
    - It is not necessary for all long program groups to compete on the same day.
  4. Show and Precision draw entry order: The top five (5) teams from the previous World Championships will be drawn as the last five (5) to present their program. If one of these teams is not in the competition its National Federation will present their national champion that will be drawn in the last five (5). If the National champion is already included, the number of groups on that draw will not be extended with other groups.

If one or more Competitors decide to withdraw their participation before the draw of that Segment, the groups can be re-organized. If the withdrawal(s) is announced after the draw for the starting order of the following segment, then the starting order and warm-up groups will not be changed and the spot of the withdrawn competitors(s) remains empty.

## 2.5 Skating surface size requirements

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The minimum size of the skating surface for a World Skate ATC Competition events is 25 meters by 50 meters. Any deviation from this size must be approved by the WORLD SKATE Artistic Technical Committee.

## 3 SPORTS REGULATIONS

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### 3.1 General

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The purpose of these regulations is to control any unusual case, that may occur during an official Artistic Roller Skating competition conducted by World Skate ATC or any international competition hosted by a Member National Federation.

### 3.2 Anti-Doping

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For Anti-Doping World Skate regulations please refer to WADA Anti-Doping specifications published on the World Skate website.

### 3.3 Contestants

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Contestants must be on the skating surface ready to skate when it is their time to perform.

Any contestant reporting after his or her time to compete has passed shall not be allowed to compete in that event, provided that the contest was commenced at the time advertised.

Dividing the contestants into groups shall be done before the event begins and will not be changed should a contestant withdraw or be missing.

### **3.4 Coaches**

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Shouting and instructing skaters at the side of the rink during any competition is not allowed. If this happens the coach involved will be removed from the rink and the skater may be penalized.

### **3.5 Interruption of Skating**

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The following actions shall be taken into consideration, should a contestant or team encounter an interruption of skating as outlined below.

- **Illness or injury:** the contestant must be able to skate his or her entire program within a ten (10) minute resting period. Otherwise, a mark of point zero (.0) will be assigned. Judging shall commence at the point of interruption during the reskate.
- **Mechanical failure:** if the referee finds that the interruption is justified, he or she shall allow the contestant to make the necessary repairs within an acceptable amount of time. Read the note about restart.
- **Costume failure:** if a costume failure becomes hazardous, indecent, or embarrassing, the referee should stop the contestant. Read the note about restart.
- **Outside interference.** Read the note about restart.
- **Music failure:** in pairs skating, free skating, dance skating, show and precision, music failure shall be considered as outside interference. The referee must stop the contestant or team in any case of music failure.
- **Official error:** if the referee inadvertently stops the contestant or team before their performance has been completed, it shall be considered as outside interference.
- **Unreasonable stoppage:** if a contestant or team interrupts their performance for any unjustified reason, a mark of point zero (.0) shall be assigned. In this case, a contestant shall receive no placement in the event. The referee shall determine whether the failure falls under the above-mentioned interruption of skating rules.
- **Reskate:** the judges shall not observe the contestant during the reskate until the point of interruption is reached. The referee shall signal when the contestant has reached this point by sounding a whistle. In a free skating event, the referee and assistant referee shall observe the contestant to ensure that he or she performs the movements of the program. If the referee feels that the contestant is unduly changing the program or skating it to be rested for the remaining portion, a mark of point zero (.0) shall be assigned.
- **Order of skating:** in case of interruption, the order of skating for the event may be adjusted if necessary, under the following rules:
  - In figure skating, the next figure will not be started until the affected contestant has completed the figure during which the interruption occurred.
  - In a free skating/pairs final program, no contestant shall skate in a different group from the one into which he or she was originally assigned.

- In a solo/couples free dance program, no contestant shall skate in a different group from the one into which he or she was originally assigned.

### **Note about the “Restart”**

In case of objective interruption, the restart is allowed. If the interruption is:

- During the first minute of the programme, the restart is to be from the beginning,
- After the first minute the restart will be allowed from the point of the interruption.

## **3.6 Fall**

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For all disciplines, a fall leading to penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. It will be penalized by 1.0 point.

## **3.7 Equipment**

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In all World Skate ATC Junior and Senior events quad skates are permitted.

In all Show and Precision Team events each team member must have the same type of skates. They have the choice of either quad or Inline skates for each member or each team.

There are no restrictions on skate frames, wheels, or boots.

## **3.8 Music**

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Each National Federation must send the music at the time of registration on the online World Skate platform and hand the music of each participant in a USB (in mp3, mp4, etc.) as backup at the first Championship meeting. The name of each file should be: Skater's Name\_Skater's Last Name - Category (junior/senior) - Modality (free skating, pairs, dance) - short or long programme, style dance or free dance. For Show and Precision, the name of the group and the title of the show.

Vocal music is allowed.

For all disciplines penalty time of the program less than the minimum (1.0 point each 10 secs or part thereof).

For all the disciplines the time from the start of the music and the first movement of the skater, couple or group, cannot be more than 10 seconds. A penalty of 1.0 point will be applied.

## **3.9 Technical Panel and Judges**

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All judges and Technical Panel must be ready to officiate thirty (30) minutes prior to the start of the event to which they are assigned.

If a judge is missing prior to the start of an event, the referee shall assign a replacement or, if necessary, instruct the assistant referee to judge the event.

If a judge is missing after the start of an event, the referee shall temporarily or substitute him or her with another judge or, if necessary, with the assistant referee.

# **4 SYSTEMS**

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## **4.1 White System**

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White system will be used for figures and show.

## Scoring Procedures and Judges Panels for White System

The value of the scores assigned for artistic roller skating competitions are assigned as follows:

0.0	Not skated	5.0 - 5.9	Average
0.1 -0.9	Extremely bad	6.0 - 6.9	Fair
1.0- 1.9	Very poor	7.0 - 7.9	Good
2.0- 2.9	Poor	8.0 - 8.9	Very Good
3.0- 3.9	Defective	9.0 - 9.9	Excellent
4.0- 4.9	Below Average	10.0	Perfect

Decimals to one tenth (.1) may be used to indicate a finer degree of comparison. Each judge will be provided a means of displaying the scores which he or she assigns to the contestants.

This system of score display may be either electrical or manual. The judges shall receive instructions regarding the scoring display system prior to the judging of the event.

All judges are to observe competitors during training sessions, but they must not pre-judge the event.

Each judge will be issued a master list of competitors, in skating order. This list shall also indicate the warm-up groups and the starting order for each new figure.

The judges shall be given a new list for each figure to be skated in the correct order of skating. This list is handed to the assistant referee after each figure, and a new list given to Judges for the next figure.

After the first contestant has skated, the judge must register the score for that skater immediately.

The Referee will take out the highest and lowest score and will then inform the judges of the average score. The judges must then adjust their scores to within two-tenths (.2) of the average score.

During a competition referees are free, on their own responsibility, to warn the judges for their marks, if they think the marks are not consistent with the content of the program or figure.

Judges are required to follow specific instructions of the referee in scoring an event where specific written rules require, but they are not otherwise obliged to raise or lower their scores.

Judges who consistently assign equal scores to contestants which affect their grouping or placement may lose their commission.

Judges are answerable only to the ATC for their conduct as judges and their judging ability. In case of unacceptable judging, the involved judge may lose, (temporarily or permanently) their commission. In the above case, the involved National Federation will not be invited to nominate judges for a minimum period of two (2) years.

Judges must not discuss the performance of a competitor with other judges or any other person until the final results have been released.

Judges are not teachers and therefore must not counsel or assist contestants before, during, or after an event.

## **Referees**

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Referees shall in no way attempt to influence the decision of any judge.

Their control of the event to which they are assigned must never conflict with written regulations.

If any unforeseen event should happen during the championships which are not provided for in the written regulations, the matter shall be settled by the referee in the best interests of the sport.

Each referee shall be responsible for the smooth and successful conduct of the event to which they have been assigned.

The referee may make changes in the program in the interest of the sport, but these changes may not be against any World Skate ATC or World Skate regulations.

The referee may substitute an official if the scheduled official fails to report for the event, or if an official must leave due to illness, disorderly conduct, or other cause.

The referee shall see that the rules for each specific event to which they have been assigned are followed.

The referee must inform the data operator of all mandatory penalties.

The referee may allow a contestant to begin a figure a second time without penalty.

The decision of such a restart is left to the discretion of the contestant.

The contestant must indicate his or her desire to restart the figure within the first one-third (1/3) of the initial circle.

The referee may inform a judge of an unusual variance in his or her scores as compared to the scores of the other judges. The referee may permit the judges to adjust those scores accordingly.

The referee must give a report to the ATC concerning any unusual performance by a judge as soon as possible after the conclusion of the event in question.

## **Assistant Referees**

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The assistant referee has the responsibility to assist the referee in the control of the event.

Prior to each event, the assistant referee shall distribute to the judges a master list of contestants, listed in the order of skating, indicating the groups for warm-up and the starting order for each new figure.

Prior to the free skating and style dance events, the assistant referee shall distribute a supply of individual scoring sheets to each judge.

In the figure skating event, the assistant referee must ensure that no more than four (4) contestants are on the warm-up circles at any time. If loops are being contested, no more than five (5) contestants should be on the warm-up circles.

## **Calculators**

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Six (6) months prior to the date of commencement of the World Championships, each National Federation shall inform the World Skate Artistic Technical Committee of their available calculators.

There must be a minimum of two (2) calculators for each World Championships event.

At least one (1) calculator must be from a country other than that of the organizing National Federation.

Supplementary calculators may be accepted, but their expenses shall be the responsibility of their own National Federation.

The organizers shall supply capable secretaries who shall perform all secretarial duties.

The World Skate ATC reserves the right to question the calculators about their activities at National and International events.

The World Skate ATC shall notify the calculator of any withdrawals immediately following the drawing for the starting order of the events.

Any contestant withdrawals which occur after the drawing, but prior to the commencement of the event must be reported to the event manager immediately.

For white System:

- The individual score sheets shall be calculated, considering all factors which may apply. These totals shall be known as “sums”.
- The sums for each competitor shall be added together and the resulting “point totals” shall be recorded.
- Once the event manager arrives at the total point, all calculators for that event shall compare their totals to ascertain that they are in agreement.
- The sums shall be transferred to a “Summary of Scores” sheet, together with the point totals in the order in which each contestant or team completed their performance.

The names of the contestants, in the order in which they completed the event, shall be listed vertically (top to bottom), with the contestant’s country listed across the top of the form.

The results shall be given to the referee of the event or to ATC.

Only the referee or ATC may release the final results for public display.

## **4.2 Rollart - The System**

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Rollart will be used for free skating, dance (solo and couples), pairs and precision.

The system will consist of three main parts:

### **Event manager - functionalities**

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- Entering competition information.
- Entering the list of skaters for that competition.
- Entering the number of judges for that competition.
- Managing the order of skating of the skaters in the competition.
- Creating and printing a list of competitions entered.
- Calculating placements.
- Creating and printing the placements for each competition.
- Creating and printing the details for each competition of each skater: competition score, TC, QOE, AI, elements called and levels.

- Managing to send the information to a video system to publish the event information on the screen or a video output: name of the skater/s, ranking, TC - AI - PE and the Total.

### **Technical panel - functionalities**

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- Each discipline will have its own interface.
- For each discipline the system will show the technical elements and the levels that can be chosen.
- The system will allow selecting the penalizations.
- Each element/level chosen must be shown in the interface.
- After the judges, will send their QOE and artistic impression the total must be shown on the technical panel interface.
- Watch to start the timing of the program.
- Button to send the total scores to Competition Manager for the placements calculation.

### **Judges panel - functionalities**

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- Show the elements called by the technical panel.
- For each element/level the system will allow to give the QOE: +3 +2 +1 0 -1 -2 -3.
- For each component, the system will allow the judge to define the value with a score that goes from 0.25 to 10 with 0.25 increments (0.25, 0.50, 0.75, 1.00 etc.).

### **Referee regulations**

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Referees shall in no way attempt to influence the decision of any judge.

Their control of the event to which they are assigned must never conflict with written regulations.

If any unforeseen event should happen during the championships which are not provided for in the written regulations, the matter shall be settled by the referee in the best interests of the sport.

### **Data operators and event manager**

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Six (6) months prior to the date of commencement of the World Championships, each National Federation shall inform the World Skate Artistic Technical Committee of their available data operators and event managers.

There must be a minimum of two (2) data operators and two (2) event managers for each World Championships event.

At least one (1) data operators and one (1) event manager must be from a country other than that of the organizing National Federation.

Supplementary data operators and event managers may be accepted, but their expenses shall be the responsibility of their own National Federation.

The organizers shall supply capable secretaries who shall perform all secretarial duties.

The World Skate ATC reserves the right to question the data operators and event managers about their activities at National and International events.

The World Skate ATC shall notify the event manager of any withdrawals immediately following the drawing for the starting order of the events.

Any contestant withdrawals which occur after the drawing, but prior to the commencement of the event must be reported to the event manager immediately.

The names of the contestants, in the order in which they completed the event, shall be listed vertically (top to bottom), with the contestant's country listed across the top of the form.

The results shall be given to the referee of the event or to ATC.  
Only the referee or ATC may release the final results for public display.

## Panels

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Competitions panels are:

- Competition manager (ex calculator).
- Technical panel.
- Judges panel.

## Technical Panel

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The technical panel will consist of one technical specialist, one specialist assistant, one technical controller and one data operator with the following duties:

### Technical specialist:

- Defines and calls the technical elements performed.
- Identifies the levels of the technical elements performed by skaters depending on the features presented.
- Calls the falls.

### Specialist assistant:

- Can give an opinion on the elements and the levels called by the specialist.
- Decides if there is a discussion between the technical specialist and the technical controller.
- Precall the elements to be performed and record the calls done by the specialist.

### Technical controller:

- Verifies the calls and the data entered in the system are correct.
- Ask for the review if he/she doesn't agree on the call of the specialist.

### Data operator:

- Enter the elements called by the technical panel.

## Judges Panel

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### Referee:

- Judge as if he/she was a judge.
- Identifies the penalizations and violation of the elements.
- Manage the whole competition.
- Keeps the time of the programs.
- Judges evaluate and give the QOE to every element called by the technical panel.
- Judges evaluate and give the value to each component of the artistic impression.
- It will be allowed, for any reason, to change a judge from short program to long program.

## Definitions

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<b>QUALITY OF THE ELEMENT - QOE</b>
The value that is assigned by each judge to every single technical element. This value will increase or decrease the technical value of the program.
<b>TECHNICAL VALUE OF THE ELEMENT - TE</b>
The value of the technical element (please refer to Excel sheet).
<b>TECHNICAL CONTENT SCORE - TC</b>
The total technical score that results from the sum of all the values of the technical elements performed by the skater/s.
<b>TECHNICAL VALUE OF THE PROGRAM - TVP</b>
This is the sum of values of the technical elements of the program when correctly executed plus the Components scores.
<b>PENALIZATION - PE</b>
The value of the penalization that will be subtracted from the TVP.
<b>FEATURE</b>
Technical characteristic that, combined with other features, can increase the value / level of the technical element.

## QOE and Artistic components

The system can work with N judges. We can set a maximum of 9. It's not important if the number of judges is odd or not.

- For panels with more than three (3) judges the system will eliminate the highest and the lowest QOE and the sum of the QOE will be divided by the number of judges left, the same for each component of the artistic impression.
- For panels with three (3) or less judges the system will divide the sum of QOE by the number of the judges and the same for each component of the artistic impression.  
The results will be rounded to two (2) decimals.

## Methods to increase the TVP

- To increase the score with the TVE (Technical Value of the Element) of each performed element. The more difficult the elements are, higher the TVP (Total Technical Value) will be.
- To increase the score with the QOE (Quality of the Element) by executing correct and high-quality elements. This value will be added to the TVP.
- To increase the score with the value of each component of the Artistic Impression.

## Causes that decrease the TVP

- TVP will decrease with technical elements not performed correctly.
- TVP will decrease with negative QOE given by judges, if the quality of the element is not good (e.g. landing on toe-stop, step out etc.). These will be subtracted from TVP.
- TVP will decrease with penalties like falls, costumes violation, timings faults, etc.

## Penalizations

Unlike the old system, the philosophy of the new system leads to a reduction of the number of penalties. In fact, the following statements are true:



- If a skater/couple executes more elements than allowed, the excess elements will not be evaluated, and they will not be penalized, except in the case of NOT PERMITTED elements.
- If a skater/couple executes less elements, the total will be low, there will be no penalization unless the element not performed is MANDATORY.

## Placements

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Placement will be decided by the highest score. If there are ties, there will be a score more important than the other (depending on the part of the competition). E.g. For the free short program, the skater with the highest technical score will win; For the free long program the skater with artistic impression highest score will win.

## 5 OFFICIATING REGULATION

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### 5.1 General

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Only World Skate ATC has the authority to commission technical officials such as International Judges, Referees and Calculators.

If required, the ATC Chairman can appoint one (1) member of the Committee to be responsible for all matters concerning examinations and commissioning of technical officials.

National Federations must submit annually upon request, the names of their judges to ATC Chairman if they wish these names to be retained on the international list.

Only judges/TS nominated by their National Federation will be considered by the World Skate ATC to judge an international event in the category of World Games, Pan American Games, Asian Games, European Championships, and all International Artistic events, where at least two skaters are entered from different continents.

Only World Skate ATC may invite judges to the events over which they have jurisdiction.

A judge must withdraw from a panel if a conflict of interest should arise.

A conflict of interest occurs when a judge is assigned to an event in which one or more of the competitors are:

- A relative.
- A student of a relative.
- A former student.
- A former competitive partner.

A two-year period must elapse between skating with a partner, or teaching a pupil, who you are likely to judge.

The World Skate ATC Chairman has to approve of the official's selection for all International events, whether Competitions or Championships in all Continents.

### 5.2 Commission categories

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The commissions for World Skate ATC technical officials are as follows:

- International Technical specialist/Assistant and Controller for each discipline.
- International Judge for each discipline.
- International Event Manager.

International officials may be invited by the World Skate ATC to act as an assistant TS.

All commissions are appointed for a period of one (1) year or until January 31 of the following year. No commissions shall extend past twelve (12) months without renewal and the payment of the appropriate fees.

All World Skate Artistic judges and officials are responsible to the World Skate ATC.

### **5.3 World Skate Seminar**

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Each year before the 31<sup>st</sup> of January, World Skate will organize a seminar with the following subjects:

- Present new rules for the next sporting season.
- Assess results from the last World Championships and make recommendation for the next season.
- Conduct International Technical Specialists exams.
- Prepare and deliver International judges exams.
- Promote sessions with specific technical focus in different areas of our sport.

The seminar is open to all: Technical specialist, judges, coaches. The participation is open also to National level TS and judges, but they need to be presented by their National Federation.

### **5.4 Officiating examinations**

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Candidates for judge and technical specialist examinations must be nominated by the National Federation of which he or she is a member. The National Federation must be in good standing with World Skate.

International Judges and Technical Specialists examinations will take place once per year during the World Skate Seminar.

National TS examinations can take place at different seminars organized by National Federations or Continental Organizations.

National federations will present, 1 month before the commence of the seminar, the names of the Technical specialist and judges proposed to World Skate ATC.

No more than two Technical Specialists or no more than two judges per discipline and per nation can be nominated.

The proposed Technical Specialist must have already passed the examination as international judge.

The exam will consist of a written and a practical part.

The questions on the written examination are the property of the examiners and must be returned to them at the conclusion of the examination.

The only information to be disclosed after the test papers have been graded is whether the candidate passed or failed.

Candidates for Judge/TS examinations must be a minimum of twenty-five (25) years of age, but not more than fifty-five (55) years of age. After passing the examination the candidate shall not skate in a competition of any kind.

International Judges who reach the age of seventy (70) may be retained on the World Skate Artistic list and may continue to judge all international events, with the exception of the world championships, Pan American Games, Asian, Oceania,

European Championships, World Games, or World Roller Games, as long as they remain active in their National Federation.

Commissions will not be issued to anyone who is still actively competing in roller skating competitions or who is teaching roller skating.

Commissions will not be issued to anyone who has not judged at a national level artistic roller skating events in their own nation for at least five (5) years. Curriculum Vitae should be issued by the National Federation presenting the judge.

Candidates who fail the test may take the test again after a period of one (1) year, during the annual World Skate seminar.

## **5.5 Commission Fees**

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The commission fee for a new judge, TS or international event manager shall be US\$100.00.

The renewal fee for a judge, TS or international event manager shall be US\$50.00. The fee will be paid into the World Skate account and a copy of the payment will be sent to the World Skate Artistic Chairman by 31 of January, and can only be paid through the National Federation.

Judges and TS who have not renewed their credentials for two (2) consecutive years will be required to pass a new test before reinstatement.

In order to retain their commissions, all officials must remain active in the sport of competitive roller skating and:

- TS must participate in the World Skate annual seminar at least once every two years and must have been involved in at least one international competition each year.
- International judges must have judged at least one competition each year.
- The World Skate Artistic Technical Committee may refuse a commission for cause.

A National Federation must advise World Skate ATC Chairman in writing when they remove one of their international officials.

World Skate Head Office must advise the ATC by the end of February of each year, of the complete list of judges each Federation has registered and paid for.

Each year on the first day of April, the World Skate ATC Chairman shall issue a list of all judges, TS or data international event manager who have renewed their commissions and paid their fees. Only those officials will be permitted to officiate at events of an international nature which require a World Skate Artistic commissioned judge, TS, or data operator.

## **5.6 Judges for World Championships and International Championships**

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The World Skate ATC is totally responsible for the selection of all judges/TS for the Junior and Senior World Championships in all disciplines.

All judges will be invited directly by World Skate Artistic Chairman, with a copy sent to the Federation concerned. Judges who are selected and cannot accept their invitation will be replaced by the World Skate Artistic Technical Committee Chairman.

Nominated judges may not have judged at the prior world championships (i.e. two consecutive world championships).

Judges who officiate at Senior Continental or World Games contests cannot judge the world championships in the same year.

The World Skate ATC Chairman will select the number of judges required.

Although this is not always possible or feasible, when selecting the judges, the World Skate ATC will give consideration to inviting one judge from each participating National Federation. This is a decision which will be made by the World Skate ATC, which will be guided by funds available for the judges.

In selecting judges for a World Championship panel, there will never be a majority from any one continent or geographical area, with the exception that is when the World Skate ATC is aware that a geographical area does not have experience and knowledge in a particular discipline.

The World Skate ATC reserves the right to question judges about activities at National and International events.

A country's participation at international seminars is a mandatory requirement to have an international Judge/TS invited.

Female Judges shall wear a navy-blue jacket with a navy-blue skirt or trousers, with a white blouse or t-shirt. If a Judge decides to wear trousers, they must be part of a tailored suit which must be elegant. Black or blue shoes.

Male judges shall wear a navy-blue blazer and dark navy-blue trousers with a white shirt or t-shirt. Black shoes.

In general, jeans, casual trousers, cotton trousers, boot leg trousers, half-cut trousers, shorts, etc. WILL NOT be accepted, they must be part of a suit (matching navy jacket).

Under exceptional climatic conditions, the referee shall have the right to modify the dress code for the judges.

If a judge is seen to be unfair to skaters in any way, the judge in question will be removed from the panel, and the Federation involved will not have a judge invited by World Skate Artistic for the next year.

Any Federation which tries to influence judges from its own, or any other Federation, to judge in favor of any particular skater/s either before or during a competition, will be suspended.

This influence must not be either to Federation Delegates or directly to judges themselves.

If this happens, the judges of the Federation attempting to do this will be removed from the competition. The offending Federation will not have judges at the next World Championships.

Such action by any Federation is an embarrassment to World Skate, to ATC, and to the sport of roller skating as whole. Politics cannot and must not be part of this sport.

## 6 CODE OF ETHICS

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**Possible corrections to Artistic Skating competition scores and results and to the allowed time frame to apply such corrections.**

- No protests against evaluations by Referees, Judges and the Technical Panel (Technical Controller, Technical Specialists, Data Operator) of skaters' performances are allowed.
- Protests against results are permitted only in the case of incorrect mathematical calculation. A wrong identification of an element or of a level of difficulty, although it results in a lower or higher score, is a human error and not an incorrect mathematical calculation.
- However, if the Referee learns
  - a. Prior to the beginning of the award ceremony or prior to the official announcement of results (if there is no award ceremony) that a human error relating to a wrong data input by the Data Operator occurred, the Referee may correct the error provided that the Technical Controller, both Technical Specialists and the Data Operator all agree that there was an error.
  - b. That an incorrect mathematical calculation occurred, the Referee may correct the calculation (even without a protest) provided that the Technical Controller, both Technical Specialists and the Data Operator all agree that there was such an incorrect calculation. If such correction results in a change of the final placements of the skaters, the corresponding medals shall be changed accordingly.
  - c. If the situation under paragraph a) and b) arises the Referee shall make a short record in writing which must be signed by all the Officials concerned.

Only corrections as outlined above (wrong data input by Data Operator and/or incorrect mathematical calculation) can be accepted within the said timelines.

If by correcting these errors, the result of the short program changes but the draw for order of skating for long program has been done, the draw must be redone.

Consequently, corrections of Technical Panel calls and/or Judges scores which are not in line with the above-mentioned Rule cannot be made once the score of a Competitor has been announced by the official speaker and/or displayed on the score board or video screen of the competition.

The above-mentioned clarification is in line with the generally accepted principles of applying "Field of Play" decisions.

#### **Time limits for filing a protest**

- Protests concerning the participation of a competitor must be filed before the competition starts.
- Any protest must be filed with the referee immediately, however, not later than 30 minutes after the completion of the competition concerned.
- Protests against incorrect mathematical calculation may be filed until 24 hours after the completion of the competition concerned.

#### **Improper public comments**

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- Competitors and team officials who, either directly or through a third party, openly express themselves in an improper manner regarding the Officials or their decisions, namely for Figure Skating competitions in particular but not limited to the calling of elements and/or levels of difficulty by the Technical Specialists and the Technical Controller or regarding the markings of the Judges may be sanctioned.

- Judges cannot discuss a competition with any member of their delegation during the event, if this happened, ATC is allowed to take that judge out of the panel.
- World Skate would like to remind all officials their responsibility when invited to judge at any International competition:
  - Judges are refrained to take photos with skaters of any Nationality, upload and post in any social media.
  - A suspension of one (1) year will follow if any official is found in breach of their responsibility.

### **Behavior of competitors and officials**

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Encouragement or advice of any kind, especially prompting during skating, by officials, is not permitted.

## **7 ROLLART PANELS FOR INTERNATIONAL COMPETITIONS**

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There will be the following number of panels:

- One or two panels for free.
- One panel for pairs.
- One or two panels for dance.
- One panel for precision.

The same TS /Controller/Assistant, judges, and data operators can participate in one or two panels.

Technical panel will be of four (4) people.

Judges panel will be of six (6) people: five (5) judges and one (1) referee.

It will be responsibility of World Skate ATC to create the panels for the competitions.

In the best interest of the sport, in real exceptional situations, World Skate ATC can take decisions that are against these rules.

### **Technical Panel**

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TS/Assistant/Controller must be of different nations.

### **Judges Panel**

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Each panel should be as follows:

- One (1) Referee World Skate ATC choice.
- Two (2) from Europe, Two (2) from America, one (1) from Asia or Oceania.

## **8 DRAW JUDGES - WHITE SYSTEM COMPETITIONS**

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### **8.1 Figures**

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Panels of 7 judges.

Ladies	(Panel 1)	Judges who draw 1-3
Mens	(Panel 2)	Judges who draw 4-6
Europe	3	3
Americas	3	3
Oceania & Asia	1	1

## 8.2 Show

Panel of 7 judges. World Skate ATC will decide the panels.

## 9 GLOSSARY OF SKATING TERMS

<b>A</b>	In figure skating, alpha character is used to denote a right foot start.
<b>ACCENT</b>	A musical term, the emphasized beats of a musical rendition.
<b>ADAGIO</b>	A form of team skating incorporating acrobatics, carries, pivots, and other specialized movements not acceptable in competitive pairs skating.  <i>Note:</i> Adagio type movements at the end of a lift are not allowed. This means that the man's shoulders or any other part of his body (with the exception of the arms) cannot be used to assist the lady in her landing. The lady's descent cannot be interrupted from the highest point of the lift to the final landing position.
<b>ADVANCED MOVEMENT</b>	An edge involving a one foot turn.
<b>AIM</b>	The starting direction of a step or sequence of steps on the same lobe.
<b>END POSITION</b>	A parallel relation of the free foot to the tracing foot through which or from which the free foot passes while stroking.
<b>ANGULAR</b>	When the employed skate takes the floor on an arc or flat divergent to the arc or flat being skated.
<b>ARABESQUE</b>	A movement in which the body is arched strongly in a continuous line from the head through free foot, while gliding on any edge or flat.
<b>ARC</b>	The circumference or portion of the circumference of a circle.
<b>ARCH</b>	A position of the body in which the spine is tensed backwards.
<b>ARTISTIC IMPRESSION</b>	The way or style in which a skater executes any movements in a free skating, pairs, solo dance, couple dance and precision.
<b>ASSISTED JUMP</b>	In dance skating, a jump in which the partner gives passive assistance in a non-supportive role. In this action, there is one continuous ascending and descending movement.
<b>AXEL</b>	The only jump with a forward take off. Take off from LOF landing on ROB. Clockwise take off is on ROF landing on LOB.
<b>AXIS</b>	In dance skating, the angle at which steps crosses the baseline; also the baseline of rotation for turns. See also: Continuous axis. In figure skating, imaginary lines of symmetry. See also: Long axis, Transverse axis. In free skating, the baseline of rotation for a spin or jump.
<b>B</b>	In figure skating, a beta character denoting a left foot start.
<b>BACKWARD</b>	A direction of travel in which the tracing of the employed skate is led by the heel.

<b>BALLROOM STEPS</b>	Steps executed in Closed position (Tango Delanco) where partners rotate going from backward to forward and vice versa directly on the outside edge.
<b>BAR</b>	The apparent count of a single musical unit as employed by the skater in timing a dance. The bar is usually commenced with an accented beat.
<b>BARRIER</b>	The perimeter of the skating surface.
<b>BARRIER LOBE</b>	Any lobe belonging on the barrier side of a dance baseline.
<b>BASELINE</b>	A real or imaginary line of reference. A POSTURE baseline refers to the imaginary line from the center of the skating foot through the hip and shoulder line. A TEAM baseline is an imaginary line forming the axis around which the members of a team skate. A DANCE baseline is an imaginary line on the skating surface, around which the steps of a dance are patterned, and which separates the center and barrier lobes.
<b>BEAT</b>	A regular throb or pulse of the music.
<b>BODY MOVEMENTS</b>	<b>The choreographic movements of the arms, bust, head, free leg, must clearly affect the balance of the skater/s.</b>
<b>BORDER DANCE</b>	A dance whose steps have no required location on the skating surface, skated so that the movement of the team changes the location of the steps on the skating surface.
<b>BRACKET</b>	A one foot turn from a forward edge to an opposite backward edge (or vice versa) with rotation in a direction contrary to the initial edge.
<b>CARRIAGE</b>	The manner in which the body is held while skating.
<b>CARRIED LIFT</b>	In dance skating, a lift which exceeds the permitted number of measures of music (four (4) measures of Waltz music - 3/4; or two (2) measures of other music - 4/4, 6/8, etc.).
<b>CENTER</b>	The center line of the rink, the center of the circle which the tracing curve is an arc.
<b>CENTER LOBE</b>	In dance, any lobe belonging on the center side of a dance baseline.
<b>CHANGE OF EDGE</b>	A change of curve from outside to inside (or vice versa) on the employed skate, done without a change of direction.
<b>CHASSE</b>	A step which does not pass the old tracing foot. Completed chasse does not involve or permit a trailing position of the unemployed foot. The Chasse is to correspond to the close or paused steps of ballroom dancing. The five type of Chasse are: a) <b>CROSSED</b> a Chasse for the execution of which the new tracing foot crosses the old; b) <b>DROPPED</b> a Chasse during the execution of which the new free foot is moved against or into the line of travel; c) <b>SWING DROPPED</b> a dropped Chasse where the free foot moves past the employed foot to the leading position before becoming the employed foot at the AND position; d) <b>INLINE</b> a Chasse for the execution of which the new tracing foots takes the surface in line with the old; e) <b>RAISED</b> a chasse during the execution of which the new free foot is raised vertically from the skating surface.



<b>CHOCTAW</b>	A two-foot turn from a forward edge to the opposite backward edge (or vice versa). The four types of Choctaw are: a) CLOSED, executed with the free leg in front of the body after the turn. In this type of turn the free foot, upon becoming employed, strokes past the other foot, which moves the leg into a closed position. b) OPEN, a Choctaw with the free leg in front of the body turn. Both back to forward and forward to back turns of this type are in use. In the forward to back variety, the turn is executed heel to heel, with the new free foot moving into the line of travel as the old free foot takes the floor. In the back to forward variety, the turn is executed from behind the heel, with the free leg trailing after the turn. In either variety, the new free foot, knee, and leg are rotated outward as the turn is made, with the leg moving into the open position; c) DROPPED, executed either open or closed, where the second, or turn edge, is not held longer than one beat; d) HELD, executed either open or closed, where the second, or turn stroke, is held longer than one beat of music: (i.e. A turn where the feet are crossed in front or behind and the tracings do not cross each other.)
<b>CHOREOGRAPHIC FOOTWORK SEQUENCE</b>	The sequence is free. The skaters must demonstrate the ability to skate on the music and to interpret the music using technical elements such as: steps, turns, arabesque, pivot, Ina Bauer, spread eagles, (not declared) one rotation jumps, quick spins. It will have a set value of 2.0 (in freeskating) or 3.0 (in solo dance). The technical panel will call the element and judges will give their QOE. The sequence must start from a standing position and must take the whole rink (depending on the rules set).
<b>CLOSED</b>	A position of the free leg in front of the body after a turn; hip rotation of the free leg inward; a face-to-face positioning of partners; a method of scoring in which the judges' grades are tabulated by the scoring officials without prior public display or announcement of grades or placement ordinals; a competition requiring prior qualification.
<b>CLUSTER</b>	Sequence of at least three (3) different turns executed on one foot. Change of edge is allowed after the 3rd turn if a skater chooses to perform a cluster with more than three (3) turns.
<b>COMBINATION JUMP</b>	In free skating, a series of two or more jumps where the landing edge of the first jump is the take-off edge for the second jump, etc.
<b>COMPONENTS</b>	Skating Skills, Transitions, Performance, Choreography
<b>CONTACT SKATING</b>	In pairs, movements executed while partners remain in contact with each other.
<b>CONTENTS LIST</b>	The list of items in a program, prepared in advance and provided by the skater.
<b>CONTENTS OF PROGRAM</b>	See Technical Merit.
<b>CONTINUOUS AXIS</b>	In dance skating, an imaginary continuous line running around the skating surface, in relation to which the correct lobes (or flats) of a border dance or international dance are placed. In patterns with straightaways, this portion of the continuous axis would have two straight longitudinal references parallel to each other, which are connected at the ends with a semi-circular type reference.
<b>CORNER STEPS</b>	The steps of a dance which are to be skated only on the corners of the skating surface.
<b>COUNT</b>	In music, the numerical reference to the beats of each measure of music. In skating, the numerical reference to the employed beats as applied to a type of music, which may involve one or more musical measures to provide a skating measure, and which may or may not agree with the musician's count.
<b>COUNTER</b>	A one-foot turn without a change of edge, with the rotation counter to the direction of the initial edge.
<b>CROSSED FOOT</b>	The foot to be employed moved across the old in such a manner that the next step will be made past the in-line position.
<b>CROSS PULL</b>	A primary source of momentum in which the free foot is pulled or forced across the tracing foot.
<b>CUSP</b>	The two small curves comprising the deviation from the arc and the point of intersection of any one-foot turn. The point of any one-foot turn.
<b>DANCE HOLDS</b>	Method of body contact between man and woman partners of a dance team. Basic

	<p>holds as listed for each dance must be adhered to, with changes made on the required step. The method of change will be left to the discretion of the skaters, provided one hand remains in contact throughout. Holds are firm but not stiff, and the man should have close hold and have control over his partner at all times (See Leading Partner). The hold is defined by the placement of the man's right arm/hand with respect to the woman (or by the man's left arm/hand for Reverse Kilian position).</p> <p>a) CLOSED or WALTZ (A) - Partners face each other directly, one skating forward while the other skates backwards. The man's right hand is placed firmly against his partner's back at her shoulder blade with elbow raised and bent sufficiently to hold her close. The woman's left hand is placed against the man's right shoulder with her arm resting comfortably on his, elbow on elbow. The man's left arm and woman's right arm are extended at average shoulder height, with the shoulders parallel.</p> <p>b) KILIAN or SIDE (B) - Partners face in the same direction, woman at the right of the man, man's right shoulder behind the woman's left. Woman's left arm is extended in front across the man's body to his left hand, while his right arm is behind her back. Both right hands are clasped and resting at her waist over the hip bone. This position may also be reversed, with the man at the right of the woman, both left hands clasped and resting at her waist over the left hip bone.</p> <p>c) TANDEM (C) - Skaters positioned directly behind each other, skating identical edges. Hold can be either both hands for both skaters, on woman's waist, or one hand on woman's waist (both skaters) with the other one outstretched.</p> <p>d) FOXTROT or OPEN (D) - Hand and arm positions are similar to those of the Closed position, but the partners turn slightly so that both may skate in the same direction. The man's left hand and woman's right hand lead. This position may also be reversed, with the man on the woman's right side.</p> <p>e) REVERSE FOXTROT (E) - Same as the Foxtrot or Open (D), except that the clasped leading hands are reversed, following the couple rather than leading the couple.</p> <p>f) SIDE CLOSED or TANGO (F) - Partners face in the same direction, one skating forward while the other skates backwards. Unlike the Closed (A) position, partners skate hip to hip, the man being either to the right or left (REVERSED F) of the woman.</p> <p>g) HAND IN HAND (G) - Partners face in the same direction and are side by side with arms comfortably extended, the man's right hand in his partner's left. The woman is on the right unless otherwise noted.</p> <p>h) CROSSED ARMS (H) - Same as in the Kilian (B) position, except that rather than being on the woman's right hip, the man's right hand is placed in front of the woman and both partners clasp hands close to the woman's torso</p>
<b>DIAGRAM</b>	<p>a) a drawn or printed pattern.</p> <p>b) the official print of a dance or figure.</p>
<b>DIRECTION</b>	<p>a) OF EDGE - clockwise or counterclockwise progression of a curve.</p> <p>b) OF ROTATION - turning of the body in a clockwise/counter clockwise direction.</p> <p>c) OF SKATE - forward or backward progression of the skate.</p> <p>d) OF TRAVEL - the general direction of a skater or team, either clockwise or counterclockwise around the skating surface.</p> <p>e) OF TURN - clockwise or counterclockwise rotation during a turn.</p> <p>f) FORWARD - attitude of the body facing toward the direction of travel.</p> <p>g) BACKWARD - attitude of the body facing away from the direction of travel.</p>
<b>DOUBLE THREE</b>	In figures, two three turns on the same circle on one foot, with the placement of the turns dividing the circles into thirds. Also, two consecutive three turns on the same foot and the same arc.
<b>DOUBLE TRACING</b>	The skating of a figure two consecutive times without pause, completed by a stroke into the third repetition or by rolling off the circle at the short axis after completing two tracings.
<b>DRAW</b>	In dance skating, movement of the free leg in preparation for a turn or steps. Applies and is used only on steps or four beats or longer during which a rotation or

	preparation for a turn must be made.
<b>DRAWING PROCEDURE</b>	The method by which the skating order of the contestants is to be determined, as prescribed by rule.
<b>DROPPED</b>	a) Not held longer than one beat of music. (see Choctaw, Mohawk, Three and Three Turn for specific classifications). b) Free leg moved against the line of travel into a leading position (see chasse).
<b>EDGE</b>	A curve traced by the employed skate. A hooked edge is an abruptly-deepened curve. Change of edge is a change of curve from outside to inside or vice-versa on one foot without a change of direction of the skate.
<b>EMPLOYED</b>	In use, the tracing skate. a) EMPLOYED FOOT - the foot over the employed skate, or to which the employed skate is attached. b) EMPLOYED LEG - the leg of the employed foot. c) EMPLOYED SKATE - the skate in contact with the skating surface, or, if both feet are on the surface, the skate which carries the weight of the body.
<b>EVENT</b>	Any part of a contest; that is, elimination, semi-final, final, or any subdivision in the skating of a contest, but not the performance of each individual entry.
<b>FALL</b>	The lowering of the body by tracing knee and ankle action as applied in rise and fall. The complete loss of balance involving body contact with the skating surface or any part of the body touching the skating surface in order to prevent a complete loss of balance.
<b>FALSE LEAN</b>	A lean without a posture baseline (see Lean).
<b>FLAT</b>	A straight tracing, not on an edge or curve.
<b>FLIGHT</b>	In dance skating, the skating of two, three, or four teams at the same time in an event. Groupings of contestant teams in a dance contest.
<b>FLIP</b>	Jump that takes off always from a backward inside edge. Skating counterclockwise take off is from the LIB and lands on the ROB. If skater jumps in the opposite direction (clockwise) the take-off will be on the RIB and landing on the LOB.
<b>FOOTWORK</b>	Specialized intricate steps and turns used as interpretive ingredients in a program.
<b>FOOTWORK TYPES SEQUENCES</b>	<ul style="list-style-type: none"> <li>• Straight line - skated the full length of the floor surface on the long axis</li> <li>• Diagonal - skated as fully corner to corner as possible</li> <li>• Circular - may be skated anticlockwise or clockwise utilizing the full width of the floor surface on the short axis</li> <li>• Serpentine = commences in either direction (clockwise or anticlockwise at the long axis at one end of the floor and progress in three bold curves or in two bold curves S-shaped and ends at the long axis of the opposite end of the rink, the pattern should utilize the full length of the floor.</li> </ul>
<b>FORCED EDGE</b>	Tracing made with the weight outside the arc, or with the ankle dropped.
<b>FORM</b>	Posture, carriage, and movement.
<b>FORWARD</b>	The tracing foot moving in the direction of the toe.
<b>FREE</b>	Not in use. Not in contact with the skating surface, unemployed. The foot not employed or tracing on the skating surface. Term is also used to refer to parts of the body on the same side as the free foot.
<b>FREE SKATING</b>	Individual and original composition of movement and pattern without prescribed routine.
<b>GLIDE</b>	An uninterrupted flowing motion.
<b>GRADE</b>	The numerical value assigned to an individual competition requirement by an individual judge.
<b>GRIP</b>	The method of hand contact in the various dance hold positions.
<b>HELD</b>	A step held for longer than one beat of music.
<b>HITCHING</b>	An incorrect movement of the employed skate which involves skidding the leading wheels in order to assist a take-off, execute a turn, or conform to a designated pattern.
<b>HOLD</b>	The relationship of man and woman to each other in partnership without regard to method of hand contact.
<b>INCOMPLETE</b>	A dance or figure in which the skater or team does not complete all the

	prescribed elements.
<b>INDIVIDUAL SCORE</b>	The grade assigned by a judge to an individual requirement of a competition, i.e. to each dance, each figure, Technical Merit or Manner of Performance.
<b>INSIDE EDGE</b>	A curve wherein the inside of the employed foot is toward the center of the arc being skated.
<b>INTERNATIONAL STYLE</b>	Expression within the system prescribed and accepted as standard.
<b>INTERPRETATION OF THE MUSIC / TIMING:</b>	A display of understanding of the music used by the skater. The personal and creative translation of the music to movement. Criteria: effortless movement in time with music, expression of the music's style and character, feeling and rhythm, use of finesse to reflect the nuances of the music, relationship between the partners reflecting the character of the music (pairs, dance).
<b>ITEM</b>	A single movement of a program.
<b>JUDGE</b>	An official commissioned to determine the value of a skater's performance, or to assign an order of placement to contestants in a contest.
<b>JUMP</b>	A movement involving a turn or turns which carries the entire body and skates off of the skating surface. Criteria: Momentum (the speed of the skater immediately before the jump), height (the elevation at the peak of the jump and travel (the distance between take-off and landing). a) HALF - a jump employing 180 degrees of rotation (one half turn in the air). b) SINGLE - a standard or named jump, a jump employing 360 degrees of rotation (a full turn in the air), except in the case of a single axel which rotates 420 degrees in the air c) ONE AND ONE HALF - A jump during which the skater executes one and one half turns in the air. d) DOUBLE - Any single jump with a full turn added. e) TWO AND ONE HALF - Any full jump with one and one a half turns added. f) TRIPLE - any single jump with two rotations added. g) STANDARD - any jump with a generally accepted name. h) SPLIT - any jump during the elevated part of which the legs are extended in a split position. i) STAG - Any jump during the elevated part of which the legs are extended in a split position, with the knee of one leg bent so as to tuck the foot under the body.
<b>LANDING</b>	The concluding and final segment of any jump, leap, or spin. a) EDGE - the edge traced by the landing foot. b) FOOT - the foot of the landing skate. c) POSITION - the form of the body during a landing. d) OUTSIDE - landing skate tracing an outside edge. e) INSIDE - landing skate tracing an inside edge.
<b>LEADING</b>	a) In the direction to be traced. b) In position to control or having control of the movement being executed. Applies only to team skating. c) The act of controlling the movement being executed.
<b>LEADING PARTNER</b>	The member of a team in position to control the movement skated.
<b>LEAN</b>	The inclination of the body to either side of the vertical. a) False - a lean without a proper baseline. b) True - a lean with a posture baseline.
<b>LEAP</b>	A free skating movement not involving a turn which carries the entire body and skate off the skating surface.
<b>LIFT</b>	In pair skating, a movement in which a partner is assisted aloft. In dance skating, an action whereby one partner is elevated to a higher level (the lifted partner's waist not higher than the lifting partner's shoulder), sustained, and set down, with the impetus of the lift provided mainly by the partner remaining on the skating surface.
<b>LINK STEPS</b>	Steps used to connect the items of a program (see also Footwork).

<b>LOBE</b>	In dance skating, any step or sequences of steps on one side of the continuous axis, approximating a semi-circle in shape. A curved portion of a dance pattern beginning and ending at the baseline. a) BARRIER - any lobe belonging to the barrier side of the baseline. b) CENTER - any lobe belonging to the center side of the baseline.
<b>LONG AXIS</b>	In figure skating, an imaginary straight line which passes through the centers of the figure circles. In dance skating, an imaginary line which bisects the length of the skating surface.
<b>LOOP</b>	An edge which spirals in, half circles around, and spirals out across itself. In figure skating, a consecutive pair of matched spirals centered on the long axis of a circle. In free skating, a jump starting and landing on the same edge, without toe assist on take-off, with rotation in the direction of the edge.
<b>LUNGING</b>	An incorrect movement wherein the upper part of the body is thrown forward in an effort to increase momentum.
<b>LUTZ</b>	A toe-assisted jump with an entrance on a back outside edge (that rocks over to the inner edge on take-off) and lands on the back outside edge of the other foot. LOB(LIB)-ROB anticlockwise or ROB(RIB)-LOB clockwise.
<b>MANNER OF PERFORMANCE</b>	a) The way or style in which a skater executes the movement of a dance or free skating program. b) The grade given for the execution of a dance or free skating program. (See Artistic Impression)
<b>MARK</b>	The total of grades given by a judge to a skater or team in an event.
<b>MAXIMUM</b>	a) GRADE - the highest grade or mark a skater may receive from any one judge. b) TIME - the greatest amount of elapsed time which may be utilized by a skater in a performance of a program. The longest time a judge is allowed to observe a skater in the performance of a program.
<b>METRONOME</b>	A mechanical device employed by a musician which produces a regular pulse or beats to assist him in maintaining a constant rhythm. In skating, the setting of such a device indicating the number of beats per minute.
<b>MINIMUM</b>	a) GRADE - The lowest grade or mark a skater may receive from any one judge and still pass a test. b) TIME - the least amount of elapsed time which may be utilized by a skater or team to receive any credit for a program.
<b>MOHAWK</b>	A two foot turn from a forward edge to a similar backward edge, or vice versa. a) CLOSED - a mohawk with the free leg in front of the body after the turn completion. In this type of turn the free foot upon becoming employed strokes past the other foot which moves with the leg into a closed position. Turns of this type are sometimes referred to as progressive mohawks. b) OPEN - an open mohawk is one in which the free foot is aimed approximately heel to instep (along the inner edge side of the skating foot). Following the weight transference, the position of the new free foot is trailing the heel of the new skating foot. The open free hip after the turn gives this mohawk its name. c) DROPPED - a mohawk, either open or closed, after which the second or turn edge is not to be held longer than one beat. d) HELD - a mohawk, either open or closed, the second turn or stroke of which is held longer than one beat of music.
<b>OFFICIAL</b>	Bearing approval or authority. Any person commissioned to administer, execute, or apply rules and regulations.
<b>OPEN</b>	The carriage of the free leg behind the body with the knee and leg rotated outward.
<b>OPTIONAL</b>	Permitted but not required. Subject to choose.
<b>OPENING STEPS</b>	In dance skating, the preliminary edges or flats used to gain or build momentum for the execution of the required edges or flats of a dance.
<b>ORDINAL</b>	A number indicating an individual judge's placement of a contestant.
<b>OUTSIDE EDGE</b>	A curve wherein the outside of the employed foot is towards the center of the curve being skated.

<b>OVERHEAD LIFT</b>	A lift where the woman is held aloft (above the man's head) by using one or both arms extended above his head in a locked position.
<b>PAIRS SKATING</b>	A free skating event in which a team of a man and a woman perform a series of spins, lifts, jumps, and connecting footwork in unison with a musical selection.
<b>PARAGRAPH FIGURE</b>	A school figure using two circles which requires the completion of both circles on each take-off. May or may not involve one-foot turns.
<b>PARALLEL</b>	a) POSITION - relationship of partners wherein hips and shoulders are parallel to each other. b) TAKE OFF - both feet directly alongside each other and on the same arc at the same instant of weight transfer.
<b>PATTERN</b>	A course of travel. In dance skating, the prescribed relationship of the steps of a dance to a dance baseline. a) BORDER - Steps of a dance having a prescribed relationship as above without a prescribed location on the skating surface. b) SET - Steps of a dance having a prescribed relationship as above AND with certain steps required to be executed at the ends of the skating surface.
<b>PERFORMANCE</b>	The physical, emotional and intellectual involvement of the skater/couple/teams to the intent of the music and choreography. Execution is the quality of movement and precision in delivery. It includes harmony of movements in pairs and dance. Criteria: carriage, clarity of movement, style, personality and individuality, clarity of movements, variety and contrast, projection, unison (pairs, dance), balance in performance, spatial awareness between partners (pairs, dance).
<b>PHRASE</b>	A short musical expression or group of measures. The number of measures to each phrase varies with the type of music.
<b>PIGEON TOE</b>	A skating movement in which the toe of the free foot is rotated inward toward the skating foot.
<b>PIVOT</b>	In figure skating, a movement during the change of feet at circle intersections; to facilitate the thrust required for sufficient momentum, and still allows the required tight closure of the circle. The trailing wheels of the thrusting skate hold the weight while the skate holds the line into the strike zone. The leading wheels slide until the skate is in a position not quite parallel to the long axis, stop, and thrust sharply (but not violently) from the outside of the thrusting skate.
<b>PLACEMENT</b>	a) In competition, the rank achieved by a contestant or team. b) In figure skating, the location of turns and take-offs of a specific figure.
<b>PLACING</b>	Any step, which takes the floor without a gliding motion. A chopped stroke.
<b>PLANNING</b>	A system of body inclination employing horizontal and parallel alignment of the head, shoulders, and hips to the center of the arc.
<b>POSITION</b>	a) The relation of the members of the body to the torso. b) The relation of partners to each other. c) AND - a parallel relationship of the free foot to the employed foot through which or from which the free foot passes while stroking.
<b>POSTURE</b>	Body position used by a skater, which will create a vertical baseline through the body.
<b>PROFICIENCY ACHIEVEMENT TEST</b>	A group of dances, school figures, or free skating items intended to classify the level of development of an individual skater.
<b>PROGRAM</b>	The presentation by a skater or team of any organized system of skating movements, either original or standardized.
<b>PROGRESSIVE</b>	A step which passes the old skating foot. a) CROSSED - a progressive in which the new tracing foot crosses the old. b) IN LINE, a progressive for which the new tracing footsteps in line with the old. See also RUN
<b>PROGRESSION</b>	Movement of a skater or skates on the surface from one location to another in a continuous manner.
<b>PURE EDGE</b>	An arc of a given circle. An edge without variation in the degree of curvature.
<b>QOE (Quality of the</b>	Refer to Rollart, the System.

<i>element)</i>	
<b>RECORDING</b>	In music, a musical composition reduced to some medium for reproduction over a sound system. In scoring, the act of reducing judge's grades to score sheets or cards, including tabulation and completion of records.
<b>REFEREE</b>	A commissioned official appointed by the director of a contest to discharge the duties as required by rule and prescribed for the contests to be skated.
<b>RHYTHM</b>	In music, the regularly repeated long and short, as well as strong and offbeat notes which give a type of music its own individual character. In skating, the movement of the skater's body in harmony with the music, or in harmonious relation with the movement being skated.
<b>RISE</b>	The raising of the body by action of the employed leg or knee.
<b>RISE AND FALL</b>	An interpretive raising and lowering of the body to impart rhythm and flow to a dance or program.
<b>ROCK BACK</b>	The transference of body weight from the leading skate to the trailing skate without a change of speed.
<b>ROCKER</b>	A one foot turn from a forward edge to a similar backward edge, or vice versa, with the rotation continuous with the initial edge, and with the cusp inside the original circle.
<b>ROCKOVER</b>	a) A preparatory body weight shift from one side to a flat to the other to permit a parallel relationship of the skates at the point of take-off, necessary when moving from an edge on one foot to a similar edge on the other foot. b) A preparatory change of lean to permit a graceful transition from one lobe to the next lobe.
<b>ROLL</b>	a) REGULAR - a natural movement of the skates and the body from one edge to a similar edge. b) CROSS - a stroke from one edge to a similar edge with the free leg moved across the employed leg before the stroke. c) IRREGULAR - a change of edge at the beginning of a stroke wherein the initial edge is held for less than one beat of music.
<b>ROTATION</b>	A circular motion of the torso in a horizontal plane. A movement of the torso around the posture baseline. a) CONCENTRIC - rotation of partners at the same time around the same team posture baseline. Rotation of partners at the same time on the same arc. b) NON-CONCENTRIC - rotation of one partner while the other continues in the initial direction. Rotation of both partners at the time when each member of the team turns on a diverging arc.
<b>RUN</b>	A movement in which the free foot, during the period of becoming the skating foot, passes the original skating foot, thus bringing the new free foot off the skating surface, trailing the new skating foot. Also, called a PROGRESSIVE.
<b>SALCHOW</b>	A jump that starts on the LIB and land on the ROB. Clockwise the take-off is on the RIB and landing on the LOB.
<b>SCHOOL FIGURE</b>	A prescribed movement symmetrically composed of at least two circles, but not more than three circles, involving primary, or primary and secondary movements, with or without turns. School figures are skated on circles, which have been inscribed on the skating surface in one of three official sizes (see Size).
<b>SCISSORS</b>	A Primary source of momentum employing side pressure movement of both skates on the surface while the skates are parting and pull of both skates on the surface while the skates are closing.
<b>SCORE</b>	The total of the grades given a skater by an individual judge for the requirements of a contest. Same as Mark.
<b>SCORER</b>	An official who records the grades of the contestants as given by the judges onto official score sheets for tabulation.
<b>SEQUENCE</b>	A related series of steps and/or turns.
<b>SERPENTINE FIGURE</b>	A school figure employing three circles, one and one-half circles being executed on each take-off with a change of edge after the first half circle, without turns.
<b>SHADOW SKATING</b>	Skating movements done simultaneously by all partners without contact. Shadow movements are allowed only in pairs skating.
<b>SHOOT THE DUCK</b>	In free skating, a forward or backward movement on any edge or flat with the

	body bent in sitting position.
<b>SHORT AXIS</b>	See Transverse Axis.
<b>SIDE PRESSURE</b>	A primary source of momentum employing pressure against the side of the skate which is becoming unemployed, or in the case of Scissors movements, employing pressure against the sides of both skates at the same time. The term side push is often used to mean side pressure
<b>SIZE</b>	In figure skating, the dimension of the circles, measured by diameter, inscribed on the skating surface for use in skating school figures. Official sizes permitted are: Loops - 2.4 meters; all other figures - five or six meters at the skater's option, with five meters being used only for Proficiency Achievement tests.
<b>SKATE LENGTH</b>	In figure skating, the measurement of the skate from axle to axle used to determine the depth of turns, strike zones, etc. Axles are used to determine skate length since it is at that point where the wheel makes contact with the skating surface.
<b>SKATING ORDER</b>	The order in which the contestants perform in a contest.
<b>SKATING SKILLS</b>	Cleanness, sureness, edge control and flow over the skating floor, the clarity of technique and effortless power to accelerate and vary speed. Use of deep edges, steps and turns; Balance, rhythmic knee action and precision of foot placement; Flow and glide: Multi directional skating; use of one foot skating.
<b>SLIDE</b>	In dance skating, a step wherein the free foot (four wheels) is kept on the surface and moved to a leading position.
<b>SPIN</b>	In free skating, a series of continuous rotations around an axis which passes through a portion of the body. For credit as an item in a free skating test program, a spin must have at least three rotations on each required edge and position. a) TRAVEL - a spin in which the axis moves. b) CENTERED - a spin in which the axis is stationary. c) UPRIGHT - A spin in which the body remains in a standing position. d) SIT - a spin in which the hip is as low as the tracing knee (or lower). e) CAMEL - a spin wherein the body is in a continuous line from head through free foot while remaining parallel to the skating surface. f) LAYBACK or INVERTED CAMEL-a spin in camel position with hips and shoulders front side up g) TOE - a spin on the toe rollers of one skate. h) HEEL - a spin on the heel rollers of one skate. i) CHANGE - a spin which involves a change of feet. j) COMBINATION - a spin wherein a change of edge, foot, position or jumps are executed. k) EDGE - a spin wherein the spinning foot traces an edge. l) TOE STOP - a spin executed on the front rollers and the toe stop of the employed skate. m) CROSS FOOT - A spin with both feet on the surface in crossed position, on outside edges, one backward and one forward. n) FAKED CROSS FOOT - a spin with both feet on the surface in crossed position, but with only one foot employed or with both skates on opposite edges, traveling in the same direction. o) TWO FOOT - a spin requiring both feet for execution. A version of this is the HEEL AND TOE, using the heel rollers of one skate and the toe rollers of the other.
<b>SPIRAL</b>	a) A curve which constantly approaches or recedes from the center around which it revolves. b) In free skating, an arabesque movement.
<b>SPLIT</b>	In dance, a forward or backward movement with both employed skates on the surface. It can be accomplished in one of two ways: with all eight wheels on the surface, or with the leading wheels of the leading skate and trailing wheels of the trailing skate raised from the surface. In free skating, a jump or leap in which the legs are extended front and back as far as possible. See also Jump.
<b>STAG</b>	Free skating movement. See Jump.
<b>STANCE</b>	A stationary position preceding a start.



<b>START</b>	In dance or figure skating, the beginning of a movement from a stationary position.
<b>STARTING STEPS</b>	See Opening Steps.
<b>STEERING</b>	An unnatural movement or positioning of any part of the body to control the direction or path of the employed skate.
<b>STEP</b>	Maintaining or transferring body weight from one foot to another and by keeping or changing direction of the skate: mohawk, choctaw, cross rolls, runs, chasses, hops, shuffle, slalom, scissors, toe steps, change of edges. Note: Difficult steps must be executed on one foot. Half rotations or one rotation jumps on one or two feet are not considered a step/turn. Skating forward then turning backward is not a change of direction.
<b>STRAIGHTAWAY</b>	The area of the skating surface permitting the greatest linear dimension parallel to a barrier. The skating area of greatest length.
<b>STRIKE OFF</b>	The starting or initial edge of a school figure.
<b>STRIKING FOOT</b>	The new tracing foot taking the floor during a take-off.
<b>STROKE</b>	A step executed so as to impart momentum. a) <b>CHOPPED</b> - a stroke for which the new skating foot is placed on the skating surface without a gliding motion. A placed step. b) <b>FULL</b> - a stroke employing a gliding motion of the new tracing skate.
<b>STYLE</b>	The individual expression of the skater or team. In free skating, expression without requirement. The International Style is an expression within the system prescribed and accepted as standard.
<b>SUB CURVE</b>	An unintentional deviation from the arc required.
<b>SUM</b>	The total of the individual scores given by a single judge to a contestant or team.
<b>SUPERIMPOSITION</b>	In dance and figure skating, successive, invisible tracings upon an original tracing.
<b>SWING</b>	In dance skating, a stroke in which the free foot leaves the floor in a trailing position and is swung in the direction of travel to an extended position and then returned to the skating foot in preparation for the next step. A controlled movement of the free leg from trailing to leading position or vice versa. Strictly defined for skating purposes, a swing of the free leg should be from a trailing position to the leading position (or vice versa) with both positions matched as to height from the skating surface, relation to the body, and relation to the employed skate.
<b>TABULATION</b>	The act or result of processing the judge's marks in an event of a contest, and thereby determining the order of placement of the contestants. Also called Calculating.
<b>TABULATOR</b>	Also called a Calculator. An official whose duty it is to process the judges' marks in an event of a contest, and thereby determine the order of placement of the contestants or teams. The Chief Tabulator often has the additional duties of checking in the skaters, supervising the drawing of skating order or arrangement of flights and heats, and preparing the official forms for each event.
<b>TAKE OFF</b>	The beginning of a new edge or flat from another edge or flat. a) <b>CORRECT</b> - a take-off employing a smooth transition from one foot to the other without placing, hitching, jumping or any other stiff, unnatural movement. A clean take-off. b) <b>TWO FOOT</b> - an incorrect movement during which the skater rides both skates for a noticeable distance. c) <b>TOE STOP</b> - an incorrect movement where the toe stop is used to help impart momentum. d) <b>INITIAL</b> - a Strike-Off. e) The leaving from the floor on any jump or lift.
<b>TECHNICAL MERIT</b>	a) The actual items performed by a skater or team. b) The actual grade given by a judge for the items which constitute such a program.
<b>TEMPO</b>	In music, the pace and speed of a musical composition. In skating, the number of skater's counts per minute.

<b>THOREN</b>	A full rotation jump that connects to others with no technical value. A clockwise rotation starts LOB and land RIB, whilst counterclockwise the take-off ROB and landing on LIB.
<b>THREE</b>	A one-foot turn from a forward edge to an opposite backward edge or vice versa, with the rotation in the direction of the initial edge, and with the cusp inside the circle. a) DROPPED - a three turn in which the concluding edge is held for less than one beat of music, with the next step stroked on the next succeeding beat of music. b) HELD - a three turn in which the concluding edge is held for more than one beat of music.
<b>THROW JUMP</b>	In pair skating, a movement in which the woman performs a recognized jump, being assisted by her partner in the take-off.
<b>THRUST</b>	A lunge with both feet together on the floor; one knee is very bent and pushed forward, the other leg is stretched back WITH THE TWO INSIDE WHEELS ON THE SKATING SURFACE (Castel March - step n° 28b).
<b>THRUSTING FOOT</b>	The old tracing foot on which pressure is exerted to produce momentum during take-off.
<b>TIME</b>	The time indicated by the stop watches and recording of the appropriate official. In dance and free skating, the elapsed time used by a skater or team. See Maximum and Minimum.
<b>TIMING</b>	The relationship between the accent of the music and the steps skated.
<b>TOE LOOP</b>	A loop jump with a toe plant. Clockwise rotation starts LOB to LOB and counterclockwise is from ROB to ROB,
<b>TOE POINT</b>	In dance skating, a required contact with the skating surface of the toe roller or rollers of the unemployed skate. A FRONT TOE POINT is accomplished with the outside front roller in front of the body without regard to direction of travel. A BACK-TOE POINT is accomplished with the inside front roller behind the body without regard to direction of travel. In free skating, the use of the toe stop of the unemployed skate to assist the take-off and/or landing of a jump as provided in the description and requirements of the jump executed.
<b>TRACE - TRACING</b>	The real or imaginary mark showing the path of the employed skate. Employed, in use. a) FOOT - the employed foot. b) KNEE - the knee of the employed foot. c) SKATE - the skate on the surface. The employed skate.
<b>TRACKING</b>	The superimposition of tracings of partners.
<b>TRANSITION</b>	In Figures: A change from one edge to another; a change from one circle to another; a take-off. In Free skating, Pairs, Dance, Precision, Show: One or more intricate steps, positions, movements and holds that link all technical elements (jumps and spins). Criteria: variety, difficulty, intricacy, quality including unison in pairs, dance and synchronized skating), balanced of workload between partners in pairs and dance, variation of speed and linking steps with synchronization and variation of changes of direction and hold.
<b>TRANSVERSE AXIS</b>	In figure skating, also called a short axis. Imaginary straight lines which cross the long axis at right angles to the point of tangents of the circles. In dance skating, an imaginary line which bisects the width of the skating surface.
<b>TURN</b>	A change of direction of skate or skates. a) ONE FOOT - a turn without a change of feet. Bracket, Counter, Rocker, Three. b) TWO FOOT TURN - a turn produced with both feet by changing from one foot to another. See Choctaw and Mohawk. c) OPEN - a turn with the free leg behind the body after the turn. See Choctaw and Mohawk. d) CLOSED - a turn with the free leg in front of the body after the turn. See Choctaw and Mohawk. e) HELD - a turn of which the concluding edge is held longer than one beat of music. See Choctaw, Mohawk, and Three.

	<p>f) <b>DROPPED</b> - a turn of which the concluding edge is held less than one beat of music, with the next succeeding step occurring on the first beat of the music after the turn. See Choctaw, Mohawk, and Three.</p> <p>g) <b>PULLED</b> - An incorrect movement wherein the skater uses some part of his body to increase the momentum of the tracing skate during the execution of a one-foot turn.</p> <p>h) <b>JUMPED</b> - an incorrect movement during which more than one wheel of the employed skate leaves the skating surface during the execution of a one-foot turn.</p> <p>i) <b>LOOP</b> - refer to loop.</p> <p>NOTE: Turns must show clear edges before and after the change of direction. Cusps must be clear. Difficult steps and turns are twizzles, brackets, loops, counters, rockers, choctaws. Steps and turns must be executed on one foot. Half rotations or one rotation jumps on one foot or two feet are not considered a turn or a step. Skating forward then turning backward is not a change of direction. In addition, if a turn is jumped, it will not be counted as performed.</p>
<b>TWIZZLE</b>	A complete revolution one-foot turn comprising, in one movement, a short counter followed by a half back three turn.
<b>TWIZZLE-TANGO DELANCO</b>	A complete revolution one-foot turn comprising, in one movement, a short inside three turn followed by a half back three turn.
<b>UNITY</b>	The harmonious performance of identical or compatible skating movements by partners.
<b>WEAK BEAT</b>	See Beat.