

APPENDIX 8

PRECISION SKATING

GENERAL RULES

1. A team will consist of 12 minimum/24 maximum skaters
2. Each country will be permitted to nominate three teams.
3. Each team will be permitted one and one-half minutes warm up time immediately preceding the commencement of their routine. This warm up will be choreographed without music. Once the team is ready for the music to commence the team captain must raise their hand to advise the announcer.
4. Neither portable nor hand-held props shall be used
5. The following limitations shall be enforced:
 - a. No jumps exceeding half a revolution
 - b. No spins exceeding one revolution
 - c. No lifts
6. Vocal music shall be permitted
7. Stationary (stopping or standing) positions during the performance are not allowed.

JUDGING

1. Judges shall score Precision skating using the point system outline below. The full values indicate the general ability of the team. Additional marks of points one through to point nine may be added to further differentiate between the teams.

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

2. Two marks will be awarded. The first mark for Composition. The following aspects shall be considered by the judges for the Program.
 - a) Originality of elements
 - b) Difficulty of program
 - c) Difficulty of connecting steps and their suitability to the music
 - d) Variety of elements and formations, overall balance of choreography and utilization of the entire floor
 - e) Placement of formation and maneuvers in the utilization of the surface.
3. The second mark for Presentation. The following aspects shall be considered by the judges:
 - a) Unison and synchronization of elements by team members
 - b) Ability of team members to sustain the same level of performance throughout the program
 - c) Carriage and style
 - d) Cleanness and sureness
 - e) Speed and flow, using strong edges
 - f) Smoothness of transitions, without hesitation
 - g) Interpretation of character and rhythm of the music
 - h) Variety of the music, correct selection in relation to skaters
 - i) Orderly entry and exit from floor

- j) Neatness of appearance, including costumes
- k) Harmonious composition of program and conformity to the music

SCORING

The CIPA system of calculating shall be used to determine the placements of all teams. The following five elements MUST be included in the program. These elements may be repeated without penalty. I

Program 5 minutes (+/- 10 seconds)

1. CIRCLE MANEUVER

The circle maneuver must consist of only one (1) circle revolving in either a clockwise or counter clockwise direction, or may be a combination of both directions. A MINIMUM of two (2) revolutions is required.

2. LINE MANEUVER

The line MUST be along the short axis and move down the long axis

3. BLOCK MANEUVER

The number of lines in the block MUST NOT exceed six (6) and MUST NOT be less than four (4). At least two (2) different axes MUST be used.

4. WHEEL MANEUVER

This MUST consist of a three (3) or more spoke pinwheel revolving in either a clockwise or a counter clockwise direction. A MINIMUM of two (2) revolutions is required.

5. INTERSECTING MANEUVER

Any type of Intersection is permitted (splicing or pass through). In the maneuver each skater must pass through any intersecting point only once.

GENERAL RULES FOR SET ELEMENTS

1. Set elements may be skated in any order.
2. Any type of handhold or combination of handholds can be used.
3. All elements may incorporate forward and/or backward skating.
4. Footwork is permitted during any element.
5. Set elements may be repeated.
6. Additional elements may be used.
7. Compulsory Deductions
 - Compulsory elements not attempted 1.0 from A mark
 - Falls - minor (quick) .5 from the 'B' mark
 - Falls - major (prolonged) 1.0 from the 'B' mark

PRECISION SKATING COSTUME RULES

- SR 8.00 Precision Teams
- SR 8.01 In all competitive precision roller skating events, including official training days, the costumes for both women and men should be in character with the music. The design of the costume should not cause embarrassment to the skater, judges, or spectators.
- SR8.02 Costumes which are very low cut at the neck or which show bare midriffs are not suitable for precision skating teams.

SR 8.03 Beads or diamond trimmings are not recommended for precision skating teams. Any trimmings used on the costumes must be very securely stitched so that they do not dislodge during competition and cause obstruction to the competing team or following contestants.

SR 8.04 Woman's costumes may consist of leotard with skirt. This must be constructed so that it completely covers the tights (pants), hips and posterior. French-cut leotards are strictly prohibited, i.e., leotards which are cut higher than the hip bone.

SR 8.05 Both men and women in precision teams are permitted to wear long trousers. Ballet tights are not permitted.

SR 8.06 Men's costume must not be sleeveless. The neckline of the costume must not expose the chest to more than three (3) inches or eight (8) centimeters below the collarbone. Transparent material is not permitted for either sex.

SR 8.06 Props of any nature are not permitted during precision skating events - for example, hand props such as banners, canes

or pom-poms.

SR 8.06 Headpieces must be kept to a minimum and must not be removed during the performance. Any ornamentation attached to clothing or head must be firmly fastened so that it does not fall off while skating under normal competitive conditions.

SR 8.01 Penalties resulting from the violation of the costume rules will range between five-tenths (.5) and one point zero (1.0) according to the degree of the violation. At the instruction of the referee, this penalty will be deducted after the judges have assigned the score and will be deducted from the Artistic Impression Mark.

**aus:
Artistic Roller Skating
Special Regulations & Sports Rules
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CIPA**

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