



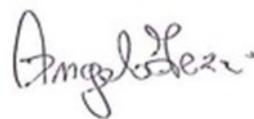
n. 031 – del 31/03/2021

## **WORLD SKATE**

### **Chiarimenti Precision**

Si rende noto che sul sito World Skate sezione Artistic – Regulations - Amendments sono stati pubblicati i chiarimenti riguardanti alcuni aspetti del pattinaggio sincronizzato per l'anno in corso.

Al fine di favorirne la massima e veloce conoscenza si riporta in allegato il comunicato di World Skate



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IL SEGRETARIO GENERALE  
(Angelo Iezzi)



## Clarification bulletin

- General: Kneeling or laying on the floor is allowed maximum of **twice** and for a maximum **five (5)** seconds **at the beginning and at the end of the program**
- General: Stationary (stopping or standing) positions are not **permitted during the program**; Stationary is defined as stopping or standing still by a  $\frac{1}{4}$  of the Team or more for two (2) or more seconds. **At the beginning and at the end of the program, stationary positions are allowed for a maximum of ten (10) seconds.**
- Steps and Turns: **Choctaws and mohawks only will be considered as a turn/step when they are executed from forward to backward. (applies to elements Pivoting Block and Addition Feature Step Sequence)**
- Intersection: All Skaters must be back-to-back during the approach phase **(Except for Level 1)**
- No Hold Element: Features must be done separately. **If Feature are not executed separately, neither of the features will be confirmed.**

## Technical Panel Guidelines

- **Feature: Intersecting and/or Passing-through**  
The correct fm position **and edge** (of the level called) must be maintained before, during and after the skaters **intersect and/or passing through**.
- **Two (2) different series (one (1) on each foot) of Two (2) different types of difficult turns executed on one (1) foot**

## QOE - JUDGES

-3	-2	-1	0	+1	+2	+3
Very Poor	Poor	Weak	Fair	Average	Good	Superior
-	-	-	1 bullet	2-3 bullets	4-5 bullets	6+ bullets

The final QOE is calculated considering first the key aspects/bullets and the additional aspects/bullets of the Element that result in a starting QOE.



The QOE is then increased and/or reduced according to the positive and negative criteria for the Element.

**Errors:**

- Required for an Element to achieve +3: the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with **superior** execution and must contain **no errors or/and Major errors**
- Required for an Element to achieve +2: two (2) of the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with **good** execution and must contain **no MAJOR errors**

2021 Criteria Adjustments to the Quality of Execution

Major Errors		Reduce	NHT	Minor Errors		Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption		-1 to -2		Stumbles, collisions or touchdown of free foot or hand(s)		-1 each	
Fall of two (2) Skaters in an Element			-2	Breaks in holds or poor quality of holds		-1 each	
Fall of three (3) or more Skaters in an Element			-3	Visible Errors		-1 each	
<b>Collision during an Intersection</b>			<b>-4</b>	Excessive use of Space or Distribution over the floor		-1	
Lacking all three (3) Key Aspects			-2	Long preparation into Element		-1	
Increase	Element Criteria	Reduce	NHT	Increase	Element Criteria	Reduce	NHT
Pivoting Elements (Block, Line)				Linear Elements (Block/Line)			
+1	Pivoting: Strong, controlled pivoting			+1	Creative: Original variety of the features		
	Pivoting: Speed not maintained through pivoting	-1		+1	Quick execution of the features		
	Block/Line: Curved lines during pivoting	-2			Poor spacing of the lines	-1 to -2	
	Interrupted pivoting (less than two (2) seconds)	-1					
Rotating/Traveling Elements (Circle, Wheel)				Move Element			
+1	Traveling: Good floor coverage			+2	Outstanding flexibility and body lines in <u>fm's</u>		
	Weaving: Not weaving at the same time	-1		+1	Creative pattern across the floor		
	Rotating/Traveling: No centrifugal force at all		-1		Poor or Incorrect body position in one or more of the <u>fm's</u>		-1
	Wheel: Spokes far away from center point	-1			<b>Lines/Pairs change edges/fm position/rotational direction at different times</b>	-1	
Intersection Elements				No Hold Element			
+2	Outstanding Speed and Intersecting at the same time at Point of Intersection			+2	Block size maintained within two arm lengths distance		
	Not Intersecting at the same time	-2		+1	Good balance between turns/steps and linking steps throughout		
	Approach or Exit shape not maintained	-1 each		+1	Exit of the turns with running edge maintained		
	Whip: no whip action		-2		Inability to maintain Speed during execution		-1
	<b>Collision during intersection</b>		<b>-2</b>				
Creative Element - Lift				Combined Element			
+2	Good floor coverage throughout			+2	Creative: Innovative combination of elements		
+1	Creative: Innovative position or pattern			+1	Quick execution of the elements		
	Poor quality in execution/position of the lifted skater(s)	-1 each			Inability to maintain Speed during execution		-1
	<b>Collapse during Lift</b>		<b>-2</b>				