n. 031 – del 12/03/2020

PATTINAGGIO SINCRONIZZATO

LINEE GUIDA WORLD SKATE 2020

Si rendono note le linee guida riguardanti i gruppi sincronizzato ricevute l'11 marzo scorso dallo Sport Department World Skate.

Al fine di favorirne la massima e veloce conoscenza si anticipa in allegato il documento in inglese in attesa della relativa traduzione in italiano.

Il Segretario Generale
Angelo Iezzi

ARTISTIC TECHNICAL COMMISSION
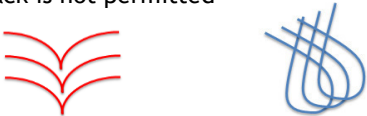## Technical Guidelines - Precision 2020

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Rule as per Official Regulation Artistic - Precision 2020	Call by the Technical Panel
A **Senior Precision** program MUST include the following **nine (9)** technical elements: 1. One (1) Linear element – **Block** 2. One (1) Traveling element - **Wheel** 3. One (1) Rotating element – **Circle** 4. One (1) Pivoting element – **Line** 5. One (1) Intersection element (additional feature point of intersection **mandatory**) 6. One (1) Intersection element (creative) different shape to **element No. 5** 7. One (1) No hold element (additional feature step sequence **mandatory**) 8. One (1) Move element (additional feature free skating move **mandatory**) 9. One (1) Creative element – **Lift.**	Call **Missing Element (DED -1.0)** for each missing set element. Call **Missing Element (DED -1.0)** if the shape of the intersections is not different. Element is called **no value** if a mandatory Additional Feature was not attempt
A **Junior Precision** program must include the following **eight (8)** technical elements: 1. One (1) Linear element – **Line** 2. One (1) Traveling element - **Circle** 3. One (1) Rotating element – **Wheel** 4. One (1) Pivoting element – **Block** 5. One (1) Intersection element (additional feature point of intersection mandatory) 6. One (1) Intersection element (creative) different shape to element No. 5 7. One (1) No hold element (additional feature step sequence mandatory) 8. One (1) Combined element.	Call **Missing Element (DED -1.0)** for each missing set element. Call **Missing Element (DED -1.0)** if the shape of the intersections is not different. Element is called **no value** if a mandatory Additional Feature was not attempt
General	
Any type of handhold or combination of handholds can be used. However – at least 3 different **types of connected** handholds must be shown	Call **Missing Element (DED -1.0)** if not at least three (3) different **types of connected** handholds are shown in the program

The following limitations shall be enforced:
  - No jumps exceeding one (1) revolution
  - No spins exceeding three (3) revolution
  - No lifts are permitted; **only in the Creative Element (Senior Precision)**
	Call **Non-Permitted (DED -1.5)** each time a limitation is exceeded
	
	A lift is defined by lifting one (1) or more skaters from the floor to any height by one (1) or more supporting skaters for **three (3) or more seconds**

Stationary (stopping or standing) positions are not allowed	Call **Non-Permitted (DED -1.5)** if there is a stationary position **within** the program **(excluding the start or the end)** Stationary is defined as stopping or standing still by a ¼ of the Team or more for **two (2) or more seconds**
It is NOT allowed to include acrobatic movements (backflip, cartwheel, handstand, roll, vault or somersault action) in Junior Precision. However, if acrobatic movements are shown in Senior Precision the movements must be shown by a pair or group and not a single skater	Any acrobatic movement in Junior Precision **OR** any acrobatic movement in Senior Precision executed by only one (1) skater (e.g. a single cartwheel) call **Non-Permitted (DED -1.5)**

Kneeling or laying on the floor is allowed maximum of twice and for a maximum five (5) seconds	Call **Non-Permitted (DED -1.5)** for kneeling or laying on the floor for more than five (5) seconds by one (1) or more skaters when shown more than twice

General Elements

Call the level of an Element/Additional Feature if the requirement for the level are met	
If the basic requirements of an Element are not met (not due to a fall)	Element is called **no value**
If an Additional Feature is mandatory, but not attempt	Element is called **no value**
If the restriction of an Element (e.g. maximum coverage) are not met (ME)	Element is called + **Non-Permitted (DED -1.5)**
If the basic requirements of an Additional Feature are not met (not due to a fall)	Additional Feature is called **no value**
If a Feature or Additional Feature is repeated within an Element	(Additional) Feature is counted **once** per element at **first attempt**
If the requirements for an Feature or Additional Feature are not met by ¼ of the Team or more	Feature is **not counted**
If a Feature is not executed at the same time by all Skaters (if not otherwise state in the Feature requirements)	Feature is **not counted**

Linear Elements - Block and Line

If a Block/Line does not progress along/across the floor before, during or after the Feature	Feature is **not counted**
Features that can not be executed at the same time (#1 + #2, #1 OR #2 + #8 and #5 + #1, #2, #3, #4, #6)	Features are **not counted**
Line - All Skaters must be in one (1) line or in two (2) as even as possible; however during a change of configuration the number of lines may be more than two (2)	Element is **counted**
Block - If Skaters are not attached during the majority of the element	Element is called **no value**

Pivoting Elements - Block and Line

If ¼ of the Team or more are not attached during the majority of the Element	Element is called **no value**
If ¼ of the Team or more have done the following: - stopped pivoting for two (2) seconds or more - changed configuration - changed rotational direction	Pivoting is considered as ended Call the level accordingly before pivoting ended
If any line stops progressing along or across the floor for two (2) seconds or more	Pivoting is considered as ended
Pivoting with turns/steps and linking steps or a series of turns	
Block - Pivoting must be executed using the required turns/steps on recognizable and correct edges	Element is called according to the number of correctly executed turns/steps together with the degrees of pivoting
Line - Turns/steps that are not clearly executed on one foot or not at the same time by a ¼ of the Team or more	Turn(s)/step(s) will **not be counted**

Errors for Turns/Steps (Any error made by ¼ or the Team or more); - A two (2) footed entry or exit of a turn/step - A turn/step executed on the spot - A turn/step that is jumped - **PB:** The entry and/or exit of a turn/step is executed on a straight line (is flat) - **PB:** Turns/steps that are not clearly on the correct entry or exit edge - A turn/step not attempted (not due to a fall) - Turns/Steps that are not the same type of the turn/step at the same time	Turn(s)/step(s) will **not be counted**
Pivoting a Total of 90˚, 180˚ (PL/PB) or 270˚ (PB)	
Block - If the level for the number of degrees and the level for the number of correctly executed turns are different	Call the lowest level (number of degree or turns)
Line - If the level for the number of degrees and the level for pivoting with turns/steps are different	Call the lowest level (number of degree or steps/turns)
Change of pivot point	
Change of pivot point executed by skating on a circular/looped pattern (blue) where the Skaters cross their own track is not permitted correct pattern (red)	Feature is **not counted** **PB1/PL2** (option 2) is the highest call
PB2+PB3/PL2: A minimum pivot of 45º is required both <u>before and after</u> the pivot point changes ends	**PB1/PL1** is the highest call if not according to the requirement
PB4: A minimum pivot of 90˚ is required both <u>before and after</u> the pivot point changes ends	**PB3** is the highest call if not according to the requirement
PL3+PL4: A minimum pivot of 90˚ is required <u>before</u> the pivot point changes ends	**PL2** is the highest call if not according to the requirement
Rotating Elements - Circle and Wheel	
If a Circle/Wheel does not rotate before, during or after the Feature	Feature is **not counted**
Features that can not be executed at the same time (#1 + #2, #1 OR #2 + #6, #7, #8)	Features are **not counted**
Weaving (C)	
If weaving does not occur at the same time	Feature is **counted**, but will be reflected in **QOE**
If circles do not keep their rotational direction (circling around each other)	Feature is **not counted**
Traveling Elements - Circle and Wheel	
Travel is considered as ended when at least ¼ of the Team or more have done the following; - Stopped gliding - Stopped/Interrupted traveling for two (2) seconds or more - Stopped/Interrupted rotation for two (2) seconds or more - Changed configuration - Changed rotational directions	Travel is considered as ended Call the level accordingly before travel was ended

If the Element stops traveling for two (2) seconds or more during the Feature	Feature is **not counted** and travel is considered as ended
Weaving (TC)	
If weaving does not occur at the same time	Feature is **counted**, but will be reflected in **QOE**
Skaters/Spokes change places/positions with another Skater/Spoke	
The Skaters must remain in their spokes when changing place	Feature is **not counted**; if the skaters do not remain in their spokes when changing places

Intersection Element

If an Intersection is executed with eight (8) Pairs	Element is called **no value**
If weaving is meant to be the intersection	Element is called **no value**
If the Additional Feature Point of Intersection is mandatory	Element is called **no value**, if no pi has been attempt
Back-to-Back Approach	
If any of the following types of errors for back-to-back feature are made by ¼ of the Team or more; - Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized - Skaters do not execute a pivoting entry of at least 90° (for a box or triangle) - Skaters do not keep their shoulders parallel to the axis of intersection - Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back - Any backward rotation that is not continuous/pauses - Pushes within a 360° rotation	Intersection is lowered **one (1) level** for each type of error
Errors for Specific Intersections	
If ¼ of the Team does not intersect at the same time as required	Element is **called**, but will be reflected in QOE
Two (2) Line Intersection - More than a ¼ of the Team does not intersect at the same time	Intersection is lowered **one (1) level**
Combined Intersection - Circle/Wheel (if included) must rotate during all phases (the shape is permitted to form without rotation)	Intersection is lowered **one (1) level**
Collapsing Intersections - Corners are not intersecting at the same time	Intersection is lowered **one (1) level**
Whip intersection - The lines do not maintain a curved shape (minimum of a ½ Circle shape) during the required 90° pivot - If either line does not pivot a minimum of 90° until the lead Skaters of each line, become back-to-back to each other - If lead Skaters do not become back-to-back to each other - If the lines do not intersect at the same time (2 last end skaters of each line may intersect slightly after)	Intersection is lowered **one (1) level** for each type of error **IB** is the lowest call

Angled Intersection	Intersection is lowered **one (1) level** for each type of error
- Corridor wider than 3m	
- Lines pivot more than 15˚	**IB** is the lowest call
- Corridor of both lines is not reducing once the lead Skaters have overlapped	
- If lines are not intersecting at the same time	

Point of Intersection - Additional Feature	
If ¼ of the Team or more does not attempt at least one (1) pi rotation	pi is called **no value**
If a ¼ of the Team or more complete the pi rotation before intersecting	pi is called **no value**
If ½ of the Team executes a different pi level than the other ½ of the Team	The lowest level pi is called
If a ¼ of the Team within the same line executes different pi's than the rest of the Team	pi is called **no value**
If the backward 360˚ or 720˚rotation (turns/steps) ends forwards	pi is lowered **one (1) level** if a pi rotation ends forwards before completing a pi and if done during a Whip Intersection
pi errors: (Any error made by ¼ of the Team or more)	pi is lowered **one (1) level** for each error (same type)
- pi rotation that does not start before the axis of intersection	
- pi rotations that do not continue to rotate as the Skaters go through the axis of intersection	
- Skaters in the same Line executing rotations in opposite directions	**piB** will be the lowest call if all Skaters attempt a pi rotation
- pi rotations that begin backward and have forward pushes	
- A forward or backward 360˚ or backward 720˚ pi rotation that is not continuously executed	
- pauses in the pi rotation in order to assist Skaters to pass by each other	
- pauses in the pi rotation due to a stumble/collision	
- A clear push within a forward or backward 360º and/or backward 720º pi rotation	
- Part of a pi's rotation executed on the same spot	
If there is a ¼ of the Team or more making multiple types of errors	pi is lowered **one (1) level**

Point of Intersection - Collapsing Intersections and Combined Intersections	
If there are crossovers during any pi level	pi is called **no value**
Level 1: If there is only one (1) 360˚ rotation executed correctly and is ended within the Intersection	**piB** is called
Level 3:	
If the 720˚ rotation is completed before intersecting through one (1) corner	720º rotation is **counted**
If the 720˚ rotation is completed before intersecting through two (2) or more corners	720º rotation is **not counted**
If there are only two (2) rotations executed correctly	**pi2** is the highest call
If only one (1) correctly executed rotation occurs within the Intersection	**pi1** is the highest call
If there are no correctly executed pi rotations within the Intersection	**piB** is the lowest call

Point of Intersection – Whip Intersection	
If pi rotations are executed in the opposite rotational direction respective to the Skater's line during the approach	pi is lowered **one (1) level**

pi3	
If pi rotation rotates in total more than the required 720° by ¼ of the Team or more	**piB** is called
If the required 720° pi rotation rotates more than 360° prior to the axis of the intersection by ¼ of the Team or more	pi is lowered **one (1) level**
Point of Intersection - Angled Intersection	
If the rotation does not begin before or at the latest when the lines begin to overlap	pi is lowered **one (1) level**
Move Element	
If fms are not executed within twenty-five meters (25m) from each other	Element is called as executed + **Non-Permitted (DED -1.5)**
If ¼ of the Team or more does not attempt at least one (1) fm	ME is called **no value**
If an fm is called as **fmB**	**MEB + fmB is called; Feature(s) are not counted**
If executing up to four (4) different fms and all or some of the fms have different levels	The lowest fm level is called
If there are up to four (4) different fms and there are not at least four (4) Skaters executing each fm not due to a fall	**MEB + fmB** is called
If there are not at least four (4) Skaters executing the same fm at the same time not due to a fall	fm is **not counted**
If fms do not start and/or end at the same time as required due to choreographic errors; Teams may choose one (1) of the following options 1. All fms executed at the same time - all fms must start and end at the same time 2. All fms start at the same time and may end at different times 3. fms may start at different times and/or must end at the same time	ME is lowered **one (1) level** if the requirements for the options are not met (choreographic error)
For ME4; If the change of position is not executed with an fm on one (1) foot	**ME3** will be the highest level called if the change of position is executed correctly
Feature: At least ½ of the Skaters execute a change of position	
If a fall occurs and the Skaters executing the change of position are less than half of the Team; Two (2) spaces without a re-grasp	Feature is **not counted** even if the fallen Skater is the cause + DED for Fall
If a change of position is not executed at the same time – release of hold and re-grasp of hold is done not at the same time (execution error)	Feature is called as executed; Reflected in QOE
If a change of position is not executed at the same time – release of hold and re-grasp of hold is done not at the same time due to choreographic errors	Feature will **not be counted**
If at least the level of the fm called is not maintained either before, during OR after the change of position (by ¼ of the Team or more); For example: If fm2 is called, then the fm2 position or higher must be maintained before, during and after the change of position	Feature will **not be counted**

Feature: At Least ½ of the Team executes an fm that Intersects/Passes-through	
If at least the level of the fm called is not maintained either before, during or after the Team Intersects/Passes through (by ¼ of the Team or more); For example: If fm2 is called for the fm, therefore the fm2 position or higher must be maintained before, during and after at least ½ of the Team or more intersects/Passes through	Feature will **not be counted**
If at first, four (4) Skater pass thru each other and later another four (4) Skaters pass thru each other; fms may intersect/pass-through at the same or different times	Feature will **be counted**
FREE SKATING MOVES (fm) – Additional Feature	
If ¼ of the Team or more does not attempt at least one (1) fm; not including any Skater(s) who fall or unsuccessfully "attempt" an fm	ME is called **no value** + fm is called **no value**
fm errors (any type of error made by ¼ of the Team or more) - fm position is not correct - fm that is not executed on a clear lobe/edge for a minimum of three (3) seconds - fm that is not held in the correct position for a minimum of three (3) seconds (if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for two (2) seconds)	fm is lowered **one (1) level** for each error (same type); ¼ of the Team or more make the same type of error **fmB**; will be the lowest call if all Skaters attempt an fm
If there are more than the required number of changes of edges/positions included for an fm (i.e. a spiral that has two (2) changes of edge)	fm is evaluated using the required lobes/edges/positions; The additional lobes/edges/positions are **not counted** towards the fm level or Feature(s)
If there is a ¼ of the Team or more making multiple types of errors	fm is lowered **one (1) level**; This reduction will only be utilized when there have been no other reduction(s)
fms with a change of edge or a change of rotational direction	
If executing the same fm (starting at the same time) with a change of edge/fm position/change of rotational directions, in multiple lines/pairs, but the lines/pairs (at least one (1) line or one (1) pair) do not change edges/ fm position/rotational direction at the same time as the rest of the lines/pairs (error in choreography); Reflected in QOE (if an error in execution); The Technical Panel will begin to evaluate the fm on the 2nd edge once All Skaters are on their 2nd edge / 2nd rotational direction; Spirals in a follow the leader pattern are permitted. The first Skater in each line (if multiple lines/pairs) must change their edge/rotational direction at the same time	fm is lowered **one (1) level** (for fm errors (if any) as listed above) PLUS fm is lowered **one (1) level** if a timing (choreography error)
If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to ccw direction (or vice versa) for a Spread Eagle or Ina Bauer executed in both cw and ccw directions (or vice versa)	fm is lowered **one (1) level**
For fm3; If the correct position is held on the correct edges/lobes only before and after the change of edge (not held during the change of edge)	fm is lowered **one (1) level**
NO HOLD ELEMENT (NH)	
If the NHE does not start in four (4) lines of four (4) Skaters on a Team that requires sixteen (16) Skaters	Element will begin to be evaluated when: - there are four (4) lines

If the Additional Feature Step Sequence is mandatory	Element is called **no value**, if no turns/steps have been attempt
If skaters deliberately touch each other or mantain a hold	Element ends
Two (2) Different Configurations	
If there is an open Block as any part of the NHE	Element ends
If the two (2) different configurations are not recognized; Technical Panel must consider the configuration from all angles & decide in favor of the Team	Feature is **not called** if not recognized
If executing two (2) different configurations and other Features are done in the second (2nd) configuration; Any Feature may be executed in either configuration but must not be done at the same time when changing configuration	Features are **counte**d (unless done at the same time when changing configurations)
Diagonal axis	
If the series of two (2) difficult turns is correctly executed on a diagonal axis; The two (2) turns are permitted to be either the same or a different type. Example of the same type; RFI Rocker + RBI Rocker	Feature is **counted** and the turns will be counted towards the level of the Step Sequence
If the series of two (2) difficult turns is executed on a diagonal axis and has a change of edge in between the two (2) turns; The turns must be consecutive and without a change of edge in-between	Feature is **not counted** but the turns will be counted towards the level of the Step Sequence
If a series of three (3) difficult turns does not consist of at least two (2) correctly executed turns; The series of turns may or may not be part of the Step Sequence Series of Turns requirements	Feature is **not counted**; count the turns correctly executed toward the level of the Step Sequence
If a series of three (3) difficult turns has one (1) turn incorrectly executed	Feature is **counted**
STEP SEQUENCE (s) – Additional Feature	
If one (1) Skater falls before the Step Sequence begins and does not catch up to the Team and therefore misses all turns/steps of that Step Sequence	Step Sequence is **called** as executed by the rest of the Team (with the missing Skater not participating) + DED for the fall
If ¼ of the Team or more do not attempt at least two (2) turns/steps; Not including any Skater(s) who falls or unsuccessfully "attempt" a turn/step	Step Sequence is called a **no value**
If there are not at least two (2) turns/steps correctly executed but are both attempted	Step Sequence **level base** is called
If there are two (2) crossovers or more in a row after the Step Sequence has begun; Step Sequence begins with the entry edge of the first turn/step executed in the NHE	Step Sequence is **called** including all turns/steps done during the NHE
If there is a correctly executed loop done anywhere in the Step Sequence	A Loop is **counted**
If there is an fm that is held longer than three (3) seconds	Step Sequence ends
If any of the following errors for Step Sequence are made by ¼ or the Team or more; - A two (2) footed entry or exit of a turn/step (except travelling) - A turn/step executed on the same spot (not including loop) - Part of a travelling's rotation executed on the same spot - A turn/step that is jumped - The entry and/or exit of a turn/step is executed on a straight line (is considered flat) - Turns/steps that are not clearly on the correct entry or exit edge and lobe - A turn/step not attempted (not due to a fall) - Turns/Steps that are not the same type of the turn/step at the same time	turn/step is **not counted**

Series of Turns - General	
If there is only one (1) correctly executed turn in a series of two (2) difficult turns	Series of two (2) turns is **not counted**
If there are two (2) correctly executed turns in a series of three (3) difficult turns; The correctly executed turns do not have to be consecutively executed	Series of two (2) turns is **counted**
If there is only one (1) correctly executed turn in a series of three (3) difficult turns	Series of three (3) turns is **not counted**
If there is a change of edge in-between the two (2) turns in a series of two (2) turns	Series of two (2) turns is **not counted**
If there is a change of edge in-between any two (2) turns in a series of three (3) turns	Series of three (3) turns is **not counted** Series of two (2) turns may be counted if two (2) consecutive turns are correctly executed
Two (2) different series (one (1) on each foot) of Three (3) different types of difficult turns executed on one (1) foot	
If the same series is repeated on the opposite foot; Same series consists of; the same turns executed in the same order, on the same edge and in the same skating direction	The second series is **not counted**
Errors during the Series	
If the free foot touches down (once) between any of the three (3) correctly executed turns in a series of three (3) difficult turns by 1⁄4 of the Team or more	Series of two (2) turns is **counted**
If the free foot touches down between any of the two (2) correctly executed turns in a series of two (2) difficult turns by 1⁄4 of the Team or more	Series is **not counted**