



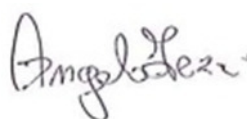
n. 031 – del 31/03/2021

## **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	
Collision during an Intersection					-4	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 fm's				
	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 fm's				-1
	Wheel: Spokes far away from center point			-1			Lines/Pairs change edges/fm position/rotational direction at different times			-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
	Collision during intersection				-2						
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
	Collapse during Lift				-2						