

SKATE AUSTRALIA Inc
REQUIREMENTS' COMMITTEE

2015 AUSTRALIAN CHAMPIONSHIP



SKATE
AUSTRALIA

ARTISTIC REQUIREMENTS

Revision 6

12 September 2014

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GENERAL RULES

1. One group of figures (including the starting foot) for each grade, except for Junior and Senior International, will be drawn and advised to the Chairman of AAC, Chairmen of Chapter Artistic Committees, the Chairman of CAOC and SA Inc. office by email one month before the first day of the Australian Championship.
2. The Advanced Grade Figures will consist of two groups, Group A and Group B. Group A will be skated in the odd years and group B will be skated in the even years.
3. The draw for the Junior International Figures (group only) will be conducted and advised to Chairman of AAC, Chairmen of Chapter Artistic Committees. Chairman of CAOC and SA Inc office by e mail one calendar month before the first day of the Australian Championship. The draw for the starting foot will be conducted the day before the official practice or as otherwise designated by the AAC.
4. The draw for the Senior International Figures (group and starting foot) will be conducted the day before the official practice or as otherwise designated by the AAC.
5. Figures will be skated in ascending numerical order for all figure grades except for the loops. In the Intermediate Grade the loop will be the third figure. In Junior & Senior International Grade the loop will be the third figure (groups 1 & 3) and the third and fourth figures (groups 2 & 4). For all other grades, the loop will be skated last.
6. Where there are less than 8 skaters in a figure event containing a loop figure there will be a general two (2) min warm up immediately before and after skating of the loop, followed by a two minute warm up for the first four (4) skaters.
7. Junior and Senior Dance Teams may nominate in the compulsory dance section and/or the creative dance section of the International Dance events. Dance teams must skate both the compulsory and creative dance sections to be eligible for section to the World Championship in the same year.
8. In all events for individual skaters, male and female skaters will skate in the one event. Results for male and female skaters will be calculated separately for all events including junior & senior solo dance, but excluding all other solo dance, creative solo dance and solo free dance events.
9. Officiating rules for Tiny Tot and Primary events have modified to provide greater emphasis on quality of performance to encourage a supportive competition environment for young athletes. Vocal music is permitted for Tiny Tot and Primary freeskating events
10. The AAC and CAOC reserve the right to modify International requirements for all disciplines, to be in line with any changes made to the requirements for the World Championship at the CIPA meeting, held in the preceding year. The CIPA meeting is held in conjunction with the Senior World Artistic Championship. Any changes will be notified to State Artistic Committees, Requirements Committee members, High Performance Coach and CAOC Panels as soon as possible after the relevant World Artistic Championship.
11. Skaters wishing to be considered for selection for Oceania Championships must fill in the required form indicating the event for which they wish to be considered. At the Australian Championship freeskaters wishing selection for cadet and youth grades at the Oceania Championship must compete in both their regulation freeskating event and the open short program. All dance pairs, except masters, and all solo dance skaters wishing to be considered for selection must compete in both a compulsory and a creative event. The selection panel reserve the right to select a cadet, youth, junior or senior dance team who has not competed in all the segments of the event at the Australian Championship and to consider skaters outside these parameters if all the places in the team are not filled.
12. See current AAC rules (edition 18 2014) and Skate Australia Bylaw 11 (August 2012) for eligibility to nominate in the open short program at the Australian Championship.
13. Preliminary is a grade for novice skaters and therefore skaters in this grade are not eligible for selection to any International competition.

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14. Current Skate Australia Manuals are available from State Artistic Committee Chairmen and on the Skate Australia web page www.skateaustralia.org.au and www.sk8info.org.au. The current CIPA manual is available from the above web pages and the FIRS web page www.rollersports.org.

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FIGURES

TINY TOT

Group 1					Group 2						
1	1	ROF	-	LOF	Circle Eight	1	1b	LOIF	-	ROIF	Change Eight
2	2b	LIOF	-	RIOF	Change Eight	2	2	RIF	-	LIF	Circle Eight
3	5a	ROIF	-	LIOF	Serpentine	3	5b	LOIF	-	RIOF	Serpentine

PRIMARY

Group 1					Group 2						
1	2	RIF	-	LIF	Circle Eight	1	3	ROB	-	LOB	Circle Eight
2	5a/b	OIF	-	IOF	Serpentine	2	5a/b	OIF	-	IOF	Serpentine
3	9a/b	IF	-	OB	Three	3	7a/b	OF	-	OF	Three

JUVENILE

Group 1					Group 2						
1	9a/b	IF	-	OB	Three	1	8a/b	OF	-	IB	Three
2	10a/b	OF	-	OF	Dbl Three	2	11a/b	IF	-	IF	Dbl Three
3	14a/b	OF	-	OF	Loop	3	14a/b	OF	-	OF	Loop

CADET

Group 1					Group 2						
1	12a/b	OB	-	OB	Dbl Three	1	19a/b	IF	-	OB	Bracket
2	22a/b	OF	-	OB	Counter	2	28a/b	OIF	-	IOF	Serp Dbl Three
3	30a/b	OIF	-	IOF	Serp Loop	3	15a/b	IF	-	IF	Loop

PRELIMINARY

Group 1					Group 2						
1	10a/b	OF	-	OF	Dbl Three	1	11a/b	IF	-	IF	Dbl Three
2	26a/b	OIF	-	OIB	Serp Three	2	27a/b	IOF	-	IOB	Serp Three
3	14a/b	OF	-	OF	Loop	3	14a/b	OF	-	OF	Loop

INTERMEDIATE

Group 1					Group 2						
1	20a/b	OF	-	OB	Rocker	1	23a/b	IF	-	IB	Counter
2	33a/b	IOF	-	IOB	Serp Bracket	2	32a/b	OIF	-	OIB	Serp Brackets
3	17a/b	IB	-	IB	Loop	4	30a/b	OIF	-	IOF	Serp Loop
4	36a/b	OF	-	IF	Para Dbl Three	3	29a/b	OIB	-	IOB	Serp Dbl Three

Group 3

1	21a/b	IF	-	IB	Rocker
2	32a/b	OIF	-	OIB	Serp Bracket
3	16a/b	OB	-	OB	Loop
4	36a/b	OF	-	IF	Para Dbl Three

ADVANCED GROUP "A" – ODD YEARS

Group 1					Group 2						
1	20a/b	OF	-	OB	Rocker	1	23a/b	IF	-	IB	Counter
2	29a/b	OIB	-	IOB	Serp Dbl Three	2	32a/b	OIF	-	OIB	Serp Bracket
3	40a/b	OF	-	IF	Para Bracket	3	34a/b	OF	-	IF	Para Three
4	38a/b	OF	-	IF	Para Loop	4	31a/b	OIB	-	IOB	Serp Loop

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MASTERS

Group 1					Group 2						
1	1	ROF	-	LOF	Circle Eight	1	1a/b	OIF	-	OIF	Change Eight
2	2a/b	IOF	-	IOF	Change Eight	2	2	RIF	-	LIF	Circle Eight
3	5a/b	OIF	-	IOF	Serpentine	3	5a/b	OIF	-	IOF	Serpentine

ADVANCED MASTERS

Group 1					Group 2						
1	3a/b	OB	-	OB	Circle Eight	1	5a/b	OIF	-	IOF	Serpentine
2	5a/b	OIF	-	IOF	Serpentine	2	7a/b	OF	-	OF	Three
3	7a/b	OF	-	OF	Three	3	9a/b	IF	-	OB	Three

JUNIOR INTERNATIONAL

Group 1					Group 2						
1	20a/b	OF	-	OB	Rocker	1	21a/b	IF	-	IB	Rocker
2	37a/b	OB	-	IB	Para Dbl Three	2	36a/b	OF	-	IF	Para Dbl Three
3	31a/b	OIB	-	IOB	Serp Loop	3	31a/b	OIB	-	IOB	Serp Loop
4	40a/b	OF	-	IF	Para Bracket	4	38a/b	OF	-	IF	Para Loop
						5	40a/b	OF	-	IF	Para Bracket
Group 3					Group 4						
1	22a/b	OF	-	OB	Counter	1	23a/b	IF	-	IB	Counter
2	37a/b	OB	-	IB	Para Dbl Three	2	36a/b	OF	-	IF	Para Dbl Three
3	31a/b	OIB	-	IOB	Serp Loop	3	31a/b	OIB	-	IOB	Serp Loop
4	40a/b	OF	-	IF	Para Bracket	4	38a/b	OF	-	IF	Para Loop
						5	40a/b	OF	-	IF	Para Bracket

<p>IN INTERMEDIATE & JUNIOR INTERNATIONAL GRADES THE LOOPS WILL ALWAYS BE FIGURE THREE OR FIGURES THREE AND FOUR IF A GROUP WITH TWO LOOP FIGURES IS DRAWN.</p>
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SENIOR INTERNATIONAL

Group 1					Group 2						
1	20a/b	OF	-	OB	Rocker	1	21a/b	IF	-	IB	Rocker
2	37a/b	OB	-	IB	Para Dbl Three	2	36a/b	OF	-	IF	Para Dbl Three
3	38a/b	OF	-	IF	Para Loop	3	39a/b	OB	-	IB	Para Loop
4	39a/b	OB	-	IB	Para Loop	4	40a/b	OF	-	IF	Para Bracket
5	41a/b	OB	-	IB	Para Bracket						
Group 3					Group 4						
1	22a/b	OF	-	OB	Counter	1	23a/b	IF	-	IB	Counter
2	37a/b	OB	-	IB	Para Dbl Three	2	36a/b	OF	-	IF	Para Dbl Three
3	38a/b	OF	-	IF	Para Loop	3	39a/b	OB	-	IB	Para Loop
4	39a/b	OB	-	IB	Para Loop	4	40a/b	OF	-	IF	Para Bracket
5	41a/b	OB	-	IB	Para Bracket						

DANCE PAIRS & SOLO DANCE – GENERAL RULES

- For couples grades other than Junior and Senior International any published pattern may be used for compulsory dance at the discretion of the skaters.
- Please note Cadet, Intermediate and Masters Grades have set pattern requirements dictated by Oceania Artistic Committee for Oceania competition. These patterns are published in the Oceania couples manual.
- All international dances in the CIPA schedule must be skated in accordance with the pattern and guidelines published by CIPA (see CIPA manual which can be downloaded from the FIRS web site www.rollersports.org).
- All set or optional pattern compulsory dance will be skated for two (2) circuits of the skating surface regardless of the pattern chosen by the skaters.
- Border dances will be skated for three (3) sequences
- Solo compulsory dances must be skated in accordance with the published pattern for solo dance.
- All International solo dances in the CIPA schedule must be skated in accordance with the pattern and guidelines published by CIPA

Opening for Compulsory Dances

The number of beats to be used for the opening sequence of all compulsory dances must not exceed 24 beats of music. The timing will begin with the first movement of the skater/skaters.

Entry and Exit Dance

All dance requirements – skaters may “roll around” in an area 5 meters x 5 meters at the entrance to the floor when the marks of the previous skater are being read. No jumps & no spins to be performed.

Entry and exit for the floor must take no longer than 15 seconds. The penalty for each extra second will be 0.1 for compulsory dances and 0.1 from the “B” mark for CSD, OSP, OD and freedance. The timing will start when the skater/team is announced and moves towards the starting position.

Definition of Movement

A movement is defined as any movement of the arm/head/leg/foot.

Lifts in Dance

During any lift in any dance event it is not allowed for the lady to assume an upside down position in front of the man’s face with the legs split or semi-split

Vocal Music

Vocal music is permitted for original dance, free dance, solo freedance & CSD.

Special notes

1. The OD, freedance, solo freedance & CSD can be started at any place on the floor
2. A certificate of authentication of rhythms is required for OD rhythms and must be handed to CAOC chairman before the first training day. CSD and OSP themes do not require authentication.
3. Vocal music is permitted

General Rules O.S.P & CSD.

Timing

O.S.P. & CSD shall consist of two (2) repetitive sequences, total time of which shall be no less than 1 minute 50 seconds and no longer than 2 minutes 40 seconds. The timing will begin with the first movement – this includes the closing steps of the O.S.P or CSD.

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OSP and OD for non International events will be skated in accordance with the notes in the latest version of the SA dance manual volume 1 unless notified to the contrary (www.sk8info.org.au).

DANCE PAIRS

JUVENILE

Olympic Foxtrot	96	Foxtrot
Double Cross Waltz	138	Waltz

CADET

Kleiner Waltz	138	Waltz
Siesta Tango	100	Tango

PRELIMINARY

120 Waltz	120	Waltz
Siesta Tango	100	Tango

INTERMEDIATE

Association Waltz	120	Waltz
Keats Foxtrot	96	Foxtrot

ADVANCED

Rocker Foxtrot	104	Foxtrot
Kilian	108	March

MASTERS

Canasta Tango	100	Tango
Skaters March	108	March

MASTERS (Advanced)

Chase Waltz	120	Waltz
Siesta Tango	100	Tango

IN-LINE NOVICE

La Vista Cha Cha	100	Cha Cha
Rhythm Blues (inline)	96	Blues

IN LINE ADVANCED

Tudor Waltz	138	Waltz
14 Step	108	March

JUNIOR INTERNATIONAL COMPULSORY

Rocker Foxtrot	104	Foxtrot	4 sequences
Harris Tango	100	Tango	2 sequences

JUNIOR INTERNATIONAL CREATIVE

Original Dance. (2 minutes 30 seconds +/- 10 seconds) (see note below after senior)

Latin Combination - Rhythms: Mambo, Cha Cha Cha, Samba, Rhumba

Free Dance 3 minutes 30 seconds (+/- 10 seconds) (see note below after senior)

SENIOR INTERNATIONAL COMPULSORY

Quickstep	112	Quickstep	4 sequences
Iceland Tango	100	Tango	2 sequences

SENIOR INTERNATIONAL CREATIVE

Original Dance (2 minutes 30 seconds +/- 10 seconds) (see note below after senior)

Latin Combination: Rhythms: Mambo, Cha Cha Cha, Samba, Rhumba

Free Dance 3 minutes 30 seconds (+/- 10 seconds) (see note below after senior)

SKATERS WISHING SELECTION TO REPRESENT AUSTRALIA IN JUNIOR OR SENIOR INTERNATIONAL DANCE MUST SKATE BOTH THE COMPULSORY DANCE AND CREATIVE DANCE SECTIONS

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ORIGINAL DANCE (notes for Junior and Senior International Dance Pairs).

(2 minutes 30 seconds +/- 10 seconds)

Rhythms – Latin Combination – see notes appendix “C”

The Original Dance will consist of a dance constructed of two (2) rhythms of the skaters’ choice, as listed above. Note – a couple can repeat the first rhythm they have chosen as a third change, **but it must have the same melody and tune as the first cut of music.**

Compulsory elements OD – all compulsory elements must be included

- One straight line step sequence, along the long axis of the rink, extending as near as possible to the full length of the rink. Partners **MUST NOT** touch but be no more than one arms length apart
Note: The closer the couple skate this sequence without touching and the more difficult the steps / turns the more credit will be given.
- Small lift
 - Must be a **SMALL LIFT**.
 - Must have one change of direction.
 - Must not have more than ½ rotation.
 - Must have a change of direction (either change of edge and / or forward to backward or vice versa).
 - Lady’s waist no higher than man’s shoulders.
 - During the execution of this element it is not allowed for the lady to assume an upside down position with the legs in a split or semi split position in front of the man’s face.
- One diagonal step sequence in any dance hold.
- One dance spin (one position only)
 - in any dance hold/ position.
 - Minimum 2, maximum 5 revolutions.

Original Dance Limitations

- Two (2) stops are allowed during the dance which must not exceed ten (10) seconds for each stop.
- Pulling or pushing the partners boot/skate is not permitted.
- Partners must not separate except to change dance holds, or to perform brief movements in character with the rhythm chosen, or during a permitted stop, provided that they are performed no more than two (2) arms length apart and no more than ten (10) seconds except for straight line step sequence described in DS 8.26.24.

FREE DANCE (Notes for Junior and Senior International Dance (Couples)

3 minutes 30 seconds (+/- 10 seconds)

Compulsory Elements – Must be included

- One straight line step sequence along the long axis (middle of rink) Partners must not touch.
- One step sequence, either diagonal or serpentine, performed together in any dance hold.

Free Dance Limitations

- In any lift “the man’s hands should be no higher than his shoulders”.
- Maximum number of lifts is 5
- Any movement in which the partner is assisted aloft and has both feet off the floor is considered a lift.
- Change of position in a lift is permitted.

OSP & OD REQUIREMENTS (DANCE PAIRS)

PRELIMINARY OSP

Theme – 70 & 80's Disco

2 circuits, 1 minute 50 seconds to 2 minutes 40 seconds from first to last movement of the skaters.

Vocal music is permitted for OSP and OD.

OPEN OD

Lively Ballroom (notes appendix "C")

OD rules for International Dance apply

FREEDANCE (DANCE PAIRS)

PRELIMINARY

2 minutes 30 seconds (+/- 5 seconds)

OPEN

3 minutes (+/- 10 seconds)

Vocal music is permitted for freedance.

Must include all compulsory elements applicable to International Freedance.

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SOLO DANCE REQUIREMENTS

PRIMARY SOLO DANCE

Masters Tango	100	Tango
City Blues	88	Blues

JUVENILE SOLO DANCE

Olympic Foxtrot	96	Foxtrot
120 Waltz	120	Waltz

CADET SOLO DANCE

Kleiner Waltz	138	Waltz
Kent Tango	100	Tango

PRELIMINARY SOLO DANCE

Siesta Tango	100	Tango
Marylee Foxtrot	92	Foxtrot

INTERMEDIATE SOLO DANCE

Terenzi Waltz	168	Waltz
Keats Foxtrot	96	Foxtrot

ADVANCED SOLO DANCE

Harris Tango	100	Tango
American Waltz (Short)	168	Waltz

MASTERS SOLO DANCE

Dutch Waltz	138	Waltz
Bounce Boogie	100	Boogie

ADVANCED MASTERS SOLO DANCE

Werner Tango	100	Tango
Southland Swing	92	Blues

JUNIOR INTERNATIONAL SOLO DANCE

Male and female athletes in the Junior Solo Dance event will skate in the same event but the results will be calculated separately

2 Compulsory Dances

14 Step Plus	108	March	2 sequences
Blues	88	Blues	2 sequences

For compulsory dances ladies steps will be used unless otherwise stated.

Solo Free Dance (2 minutes 30 seconds +/- 10 seconds) (see note after Senior Solo Dance)

SENIOR INTERNATIONAL SOLO DANCE

Male and female athletes in the Senior Solo Dance event will skate in the same event but the results will be calculated separately

2 Compulsory Dances

Westminster Waltz	138	Waltz	2 sequences
Tango Delancha	100	Tango	2 sequences

Solo Free Dance 2 minutes 30 seconds (+/- 10 seconds) (see notes below)

In solo compulsory dance steps are lady's steps unless otherwise stated. Pattern and steps as per CIPA notes for 2015 CIPA World Championship.

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SOLO FREE DANCE SET ELEMENTS (Junior & Senior)

Set elements that must be included

- One spin with 3 revolutions (no more than 3 revolutions).
- One small jump (a recognised jump of one (1) revolution).
- One diagonal step sequence – extending as near as possible to the diagonal of the skating surface.
- One straight line step sequence commencing from a standing start – along the long axis of the rink extending as near as possible the full length of the skating surface.

Limitations:

- No more than three (3) revolutions per spin are permitted, the total number of spins must not exceed 2 (two) including the set element.
- Small dance jumps are permitted but must not exceed one revolution, with the total number of jumps not exceeding three (3) including the set jump.

For competition in Australia jumps and spins in solo dance are defined as:

- Jump – an item with a recognised jump take off, including toe assist, one revolution in the air and a one foot edge landing
- Spin – an item spun on an edge for three (3) revolutions
- Obvious failed or incomplete attempts will be counted as the intended item

Deductions:

- A penalty of 0.5 from the “A” mark will be deducted by each judge for an element not performed.
- A free dance program which contains more than the above number of spins or jumps or extra revolutions will be penalised by the judges for each violation 0.2 in the “A” mark.

CREATIVE SOLO DANCE

JUVENILE CSD

CSD Folk

PRELIMINARY CSD

CSD Middle Eastern

ADVANCED MASTERS

CSD Big Band

MASTERS CSD

CSD Big Band

IN-LINE CSD

CSD 50's & 60's Rock

Masters CSD must be predominately forward skating.

- Two foot turns are permitted to a maximum of ten (10) including forward to backward and backward to forward turns, per circuit of the rink. A penalty of 0.2 in the A mark per additional two foot turn will be imposed by the referee.
- One foot turns are not permitted. A penalty of 0.2 from the A mark per one foot turn will be imposed by the referee.
- Backward skating between turns should be limited to 8 beats of 2/4, 4/4 time or 6 beats of ¾ time. Backwards skating longer than this will be downgraded in the assessment by the judge.

Advanced Masters CSD content is not restricted.

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SOLO FREE DANCE

CADET SOLO FREEDANCE

Solo Free Dance - 2mins 30 seconds (+/- 10 seconds). Rules as per Junior & Senior International Solo Free dance (see above).

INTERMEDIATE SOLO FREEDANCE

Solo Free Dance - 2mins 30 seconds (+/- 10 seconds). Rules as per Junior & Senior International Solo Free dance (see above).

ADVANCED SOLO FREEDANCE

Solo Free Dance - 2mins 30 seconds (+/- 10 seconds). Rules as per Junior & Senior International Solo Free dance (see above).

Please refer to SA & Oceania Solo dance manual for general rules, notes on themes, rhythms and guidelines for assessment of CREATIVE SOLO DANCE & Solo Free dance

FREE SKATING (see requirements for all grades listed below):

TINY TOT	Up to 1 minute 30 seconds
PRIMARY	Up to 2 minutes
JUVENILE	2 minutes 30 seconds (+/- 5 seconds)
CADET	3 minutes 30 seconds (+/- 10 seconds)
PRELIMINARY	2 minutes 30 seconds (+/- 5 seconds)
INTERMEDIATE	3 minutes 30 seconds (+/- 10 seconds)
ADVANCED	3 minutes 30 seconds (+/- 10 seconds)
MASTERS	2 minutes (+/- 5 seconds)
JUNIOR INTERNATIONAL	See Below
SENIOR INTERNATIONAL	See Below
OPEN IN-LINE	2 minutes (+/- 5 seconds)
INLINE INTERNATIONAL	See Below
OPEN SHORT PROGRAM	2 minutes 15 seconds (+/- 5 seconds)

GENERAL NOTES FOR FREESKATING

See notes below for any compulsory requirements or restrictions for free skating events.

Vocal music is permitted for the inline free skating, **EXCEPT** for the **INTERNATIONAL INLINE** free skating grade and for Tiny Tot and Primary Grades. Obscene words in any language will carry a penalty of 2.0 from the "B" mark at the discretion of the referee.

Falls:

- Referee's penalty of 0.2 per fall will apply to ALL FREESKATING EVENTS. A fall leading to the penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s, and will be penalised by 0.2, on each and every occasion. This amount will be deducted from the "B" mark

Long program vs Short program

- All events not specifically marked as short program will be regarded as long program for application of referee's penalties except as noted below

Pumps in spins

- Referee's penalties for pumps in spins WILL NOT be applied to tiny tot, primary, juvenile, preliminary, masters and open inline events
- Referee's penalties for pumps in spins WILL be applied to all short programs (Open, Junior International, Senior International & Inline International), Cadet, Intermediate and Advanced

Unbalanced program

- Referee's penalties for unbalanced program WILL NOT be applied to tiny tot, primary, juvenile, preliminary, masters, open inline and Short Program events
- Referee's penalties for unbalanced program WILL be applied to Cadet, Intermediate, Advanced and all Long program events (Junior International, Senior International and Inline international)
- Recognised step sequences as per CIPA requirements must be completed to receive credit for a balanced program.

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Bad mapes

- Referee's penalty is applied by the REFEREE for bad mapes in the SHORT PROGRAM ONLY

Additional Content

- **SHORT PROGRAM**

- Penalty of 0.5 from the B mark for additional content will be applied **BY THE REFEREE** if a skater breaks the continuity of a combination jump and then does another jump
- Penalty of 0.5 from B mark for additional content if the skater fall on a spin or the entrance to a spin and then gets up and completes the spin

- **LONG PROGRAM**

- If a skater falls on a spin or the entry to a spin and then gets up and does the spin, this will be classed as an unbalanced routine and a penalty of 0.5 from the B mark will be applied by the REFEREE

NOTE:

- The bad mapes, pumps in spins, unbalanced routine and all other errors will be downgraded by the judges in the assessment of the routine FOR ALL EVENTS
- Vocal music is permitted for Tiny Tot and Primary Grades and inline free skating, EXCEPT for the INTERNATIONAL INLINE.
 - Obscene words in any language will carry a penalty of 2.0 from the "B" mark at the discretion of the referee.
- A jump is not permitted in the step sequence in the SHORT program but may be integrated into the step sequence in the long program.
- **All free skating performances will receive credit for quality of performance including quality of edge, roll and movement over the floor, quality and variety of content items, choreography and musical interpretation.**

TINY TOT and PRIMARY FREESKATING

For Tiny Tot and Primary Freeskating, in accordance with Australia Sports Commission (ASC) guidelines, the emphasis in evaluation will be on performance value and quality of items presented rather than difficulty and quantity. Credit will be given for good musical interpretation, choreography, form, confidence, sureness, speed across the floor and quality of items presented. To ensure ASC guidelines are met the following requirements and restrictions apply to these two grades.

TINY TOT FREESKATING

Jumps

Tiny tot skaters **must** perform at least two (2) different jumps of one revolution or less. These may be done as single items or as a part of a combination of jumps.

Combinations of more than five (5) jumps are **not** permitted

Spins

Tiny Tot skaters **must** perform any two different one (1) or two (2) foot upright spins as single spins, change, combination or jump change spin.

Compulsory Step Sequence

The routine **must** include a straight line step sequence incorporating primary, secondary or advanced level of footwork – must be good quality

Compulsory Spiral

The routine **must** contain a spiral for at least a $\frac{1}{4}$ the length of the rink, any edge.

Footwork

Any amount of footwork and linking steps at any level is permitted but must be of good quality.

Music

Vocal music is permitted for Tiny Tot Grade.

Falls

A fall leading to the penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s, and will be penalised by 0.2, on each and every occasion. This amount will be deducted from the "B" mark

PRIMARY FREESKATING

Jumps

Primary skaters must include three (3) different jumps of one (1) revolution or less. These may be done as single items or as a part of a combination of jumps.

Primary skaters **must** include a combination jump of two (2) or more jumps.

Combinations of more than five (5) jumps are **not** permitted.

Spins

The routine **must** include three (3) different upright spins which may be done as single spins or as combination or change spins.

Any B, C, D or E class spin as single spin, change, combination or jump change spin is permitted.

A class spins and heel and broken ankle camel are **not** permitted.

Compulsory Step Sequence

The routine must include a diagonal step sequence incorporating primary, secondary or advanced level of footwork – must be good quality.

Footwork

Any amount of footwork and linking steps at any level is permitted but must be of good quality.

Music

Vocal music is permitted for Primary Grade.

Falls

A fall leading to the penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s, and will be penalised by 0.2, on each and every occasion. This amount will be deducted from the "B" mark.

JUVENILE FREESKATING

Jumps

Juvenile skaters must complete four (4) different single jumps. These may be done as single items or as a part of a combination of jumps.

Juvenile skaters **must** include a combination jump of three (3) or more jumps.

Axel, Colledge and Boeckl are included as single jumps. Jumps of more than two (2) revolutions are **not** permitted in the routine.

Spins

Juvenile skaters **must** perform two (2) different one foot upright spins and any sit spin which may be done as single spins or as part of a combination or change spin.

Any other spins except the broken ankle camel are permitted.

Compulsory Step Sequence

The routine **must** include a diagonal step sequence incorporating secondary and/or advanced footwork which must be good quality.

Footwork

Any amount of footwork and linking steps at any level is permitted. Must be good quality.

Falls

A fall leading to the penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s, and will be penalised by 0.2, on each and every occasion. This amount will be deducted from the "B" mark

NOTES FOR UNDER 12 FREESKATING

In Tiny Tot, Primary and Juvenile Grade any other jump up to and including two (2) revolutions is permitted. Only items of good quality will receive good credit.

There is no set penalty from the referee for bad mapes and pump entry into spins. Items displaying these errors will receive low credit from the judges.

Items beyond the allowed limit will receive no credit.

Failure to attempt any of the compulsory items will result in the routine being downgraded by the judges on the "A" mark. A guide is 0.2 per omitted item.

Penalties by referee:

From:	For:	Amount:
A-mark only	No penalties	
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for more than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
A & B Mark	Every 10 seconds or part there off under minimum time	0.2 from A & B

PRELIMINARY FREESKATING

Jumps

Double axel and/or triple jumps are not permitted.

Spins

The routine may contain any B, C, D, E class single, combination, change, jump change spins. "A" class heel, broken ankle, or inverted camel is not permitted. Layover camel, jump camel and jump sit are permitted.

Compulsory Step Sequence

The routine must include a diagonal step sequence of secondary and/or advanced level of footwork

Footwork

Any amount of footwork and linking steps at any level is permitted. Must be good quality.

Falls

A fall leading to the penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s, will be penalised by 0.2, on each and every occasion. This amount will be deducted from the "B" mark

Penalties by referee:

From:	For:	Amount:
A-mark only	Set element (footwork) not attempted	0.5
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for longer than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
A & B Mark	Every 10 seconds or part there off under minimum time	0.2 from A & B

- Referee's penalties for pumps in spins and unbalanced routine are not applied in this event. These errors will be downgraded by the judges

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CADET FREESKATING

1. In the cadet program skaters **MUST** include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine
 - Each step sequence not performed will be given a deduction of 0.5 from the A Mark
2. A jump of the same kind (type and rotation) with the exception of one revolution jumps or less, can be performed no more than three (3) times in the whole program
 - If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied
3. All combination jumps **MUST** be different
 - If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied
4. There **MUST** be at least two (2) spins, one of which **MUST** be a combination
 - If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark
 - If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark
5. Unbalanced routine. At least two (2) different elements, a recognized jump and a step sequence, must be performed between two (2) spin elements. The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take-off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn.
Routines that do not have 2 different elements between two (2) spin elements will be penalized by the referee 0.5 from the “B” Mark
6. Any spin with the pump on the entry is considered a poor spin and will be penalised by the referee 0.3 from the A mark each and every time.
7. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall

Penalties by referee:

From:	For:	Amount:
A-mark only	Each set element (footwork/spin) not attempted	0.5
	Each jump (type/rotation), other than single revolution jumps, performed more than three (3) times	0.3
	Each combination jump performed more than once	0.3
	For programs not containing a combination spin	0.5
	For programs containing less than two (2) spins	0.5
	Pump in spin	0.3
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for longer than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
	Unbalanced program	0.5
A & B Mark	Every 10 seconds or part there off under minimum time	0.2 from A & B

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INTERMEDIATE FREESKATING

1. In the intermediate program skaters **MUST** include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine
 - Each step sequence not performed will be given a deduction of 0.5 from the A Mark
2. A jump of the same kind (type and rotation) with the exception of one revolution jumps or less, can be performed no more than three (3) times in the whole program
 - If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied
3. All combination jumps **MUST** be different
 - If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied
4. There **MUST** be at least two (2) spins, one of which **MUST** be a combination
 - If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark
 - If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark
5. Unbalanced routine. At least two (2) different elements, a recognized jump and a step sequence, must be performed between two (2) spin elements. The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn.
Routines that do not have 2 different elements between two (2) spin elements will be penalized by the referee 0.5 from the “B” Mark
6. Any spin with the pump on the entry is considered a poor spin and will be penalised by the referee 0.3 from the A mark each and every time.
7. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall

Penalties by referee:

From:	For:	Amount:
A-mark only	Each set element (footwork/spin) not attempted	0.5
	Each jump (type/rotation), other than single revolution jumps, performed more than three (3) times	0.3
	Each combination jump performed more than once	0.3
	For programs not containing a combination spin	0.5
	For programs containing less than two (2) spins	0.5
	Pump in spin	0.3
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for longer than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
	Unbalanced program	0.5
A & B Mark	Every 10 seconds or part there off under minimum time	0.2 from A & B

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ADVANCED FREESKATING

1. In the intermediate program skaters **MUST** include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine
 - Each step sequence not performed will be given a deduction of 0.5 from the A Mark
2. A jump of the same kind (type and rotation) with the exception of one revolution jumps or less, can be performed no more than three (3) times in the whole program
 - If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied
3. All combination jumps **MUST** be different
 - If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied
4. There **MUST** be at least two (2) spins, one of which **MUST** be a combination
 - If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark
 - If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark
5. Unbalanced routine. At least two (2) different elements, a recognized jump and a step sequence, must be performed between two (2) spin elements. The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn.
6. Routines that do not have 2 different elements between two (2) spin elements will be penalized by the referee 0.5 from the “B” Mark
7. Any spin with the pump on the entry is considered a poor spin and will be penalised by the referee 0.3 from the A mark each and every time.
8. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall

Penalties by referee:

From:	For:	Amount:
A-mark only	Each set element (footwork) not attempted	0.5
	Each jump of same type and rotation performed more than 3 times	0.3
	Each combination jump performed more than once	0.3
	Programs not containing a combination spin	0.5
	Programs not containing two spins	0.5
	Pump in spin	0.3
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine more than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
	Unbalanced program	0.5
A & B Mark	Programs less than 10 seconds or part there of under the minimum time	0.2 A & B mark

GENERAL RULES FOR SET ELEMENTS - SHORT PROGRAM – ALL GRADES

1. The single elements listed may also be skated in combination jumps or spins.
2. The elements must be skated in the listed order.
3. The jump elements axel, combination jump, toe assisted jump may be skated in the order of the skater's choice as elements 1, 2 and 4.
4. Elements skated out of order will be penalised by 0.5 from the B mark.
5. The six listed elements must not be repeated. No additional elements may be skated. Each additional element attempted will carry a penalty of 0.5 from the "B" mark with no credit given to the "A" mark.
6. Any jump performed after a combination of jumps has been broken will be penalised as extra content 0.5 from the B mark.
7. Any spin performed after a step out or fall, including fall on entry, in the spin or combination being performed will be penalised as additional content 0.5 B mark.
8. Recognised jumps are not permitted in the step sequence. Penalty 0.5 from B mark.
9. An element not attempted will carry a penalty of 0.5 taken from the "A" mark.
10. More than 5 jumps in the jump combination or more than three positions in the combination spin will attract a penalty of 0.5 from the "A" mark.
11. Any single spin with more than one position will be given a deduction of 0.5 from the "A" mark.
12. Any spin combination with more than three positions will be given a deduction of 0.5 from the "A" mark.
13. Poor execution of the mapes (toe loop) presented as the toe assisted jump and/or in the combination jump will be penalised by the referee 0.5 from the A mark.
14. A pump action on any spin will be penalised by the referee 0.3 on the A mark each and every time it occurs.
15. FALLS – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall.

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Penalties by referee (Short programs):

From:	For:	Amount:
A-mark only	Each set element (footwork/spin) not attempted	0.5
	More the 5 jumps in a combination	0.5
	For programs containing less than two (2) spins	0.5
	Pump in spin	0.3
	Bad execution of mapes as single jump and in combination jump	0.5
B-mark only	Items skated out of order	0.5
	Each additional Element	0.5
	Break in jump combination and another jump	0.5
	Fall in spin or entry to spin and then continuation of spin	0.5
	Recognised jumps in step sequence	0.5
	Each fall	0.2
	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for more than 5 seconds	0.3
	Costume violation	0.5-1.0
A & B Mark	Every 10 seconds or part there off under minimum time	0.2 from A & B

Penalties by Judge:

From:	For:	Amount:
A-mark only	Single Spin with More than one (1) position	0.5
	Spin Combination with more than 3 positions	0.5

OPEN SHORT PROGRAM

To be eligible to compete in the open short program event an athlete must compete in a regulation freeskating event at the same Australian Championship and must not be competing in the Junior, Senior or Inline International freeskating event. Athletes may nominate to compete on either the traditional skate or the inline skate but not both. General rules for Short Program apply.

OPEN SHORT PROGRAM SINGLES FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds).

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. **JUMP ELEMENT (Axel, Combination Jump or toe assisted jump)**
2. **JUMP ELEMENT (Axel, Combination Jump or toe assisted jump)**
3. **SPIN ELEMENT (Single Spin or Combination Spin)**
4. **JUMP ELEMENT (Axel, Combination Jump or toe assisted jump)**
5. **STEP SEQUENCE – Diagonal, Advanced**
6. **SPIN ELEMENT (Single Spin or Combination) (alternate to 3)**

To clarify No 1, 2 and 4 above – skaters can choose the order in which they perform the jump elements, an example of each category must be completed.

No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed.

NOTES ON SET ELEMENTS

1. **AXEL**
Must be single

2. **COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, to include at least one axel and/or one jump with two (2) revolutions. (NO MORE THAN TWO REVOLUTIONS).

3. **TOE ASSISTED JUMP**
Single or Double

4. **SINGLE SPIN**
Select from the following list (entry & exit optional)
A Class Inverted Camel (any edge)
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Jump Camel
 Jump Sit
 Broken ankle camel is not allowed
B Class OB Camel
 IB Camel
 OB Sit Spin
C Class IB Sit Spin
 OF Sit Spin
 Cross foot spin
 OF Camel

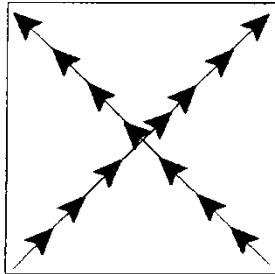
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5. COMBINATION SPIN

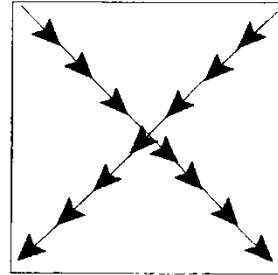
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge).
At least three (3) revolutions in each position. Entry & exit is optional

6. STEP SEQUENCE

– DIAGONAL PATTERN “A” or “B” SECONDARY or ADVANCED FOOTWORK



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor.
Must cover at least three quarters (3/4) of the floor with secondary or advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP OR SPIN IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

JUNIOR & SENIOR INTERNATIONAL SINGLES

Short Program 2 minutes 15 seconds (+/- 5 seconds)
Long Program 4 minutes (+/- 10 seconds)

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

- 1. JUMP ELEMENT (Axel, Combination Jump or toe assisted jump)**
- 2. JUMP ELEMENT (Axel, Combination Jump or toe assisted jump)**
- 3. SPIN ELEMENT (Single Spin or Combination Spin)**
- 4. JUMP ELEMENT (Axel, Combination Jump or toe assisted jump)**
- 5. STEP SEQUENCE – Diagonal, Advanced**
- 6. SPIN ELEMENT (Single or Combination Spin)**

To clarify No 1, 2 and 4 above – skaters can choose the order in which they perform the jump elements, an example of each category must be completed.

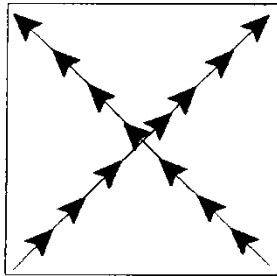
No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed.

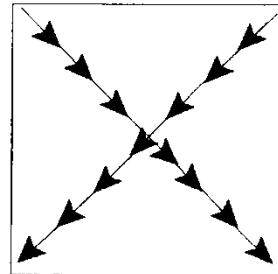
NOTES ON SET ELEMENTS

- 1. AXEL**
Can be single, down or triple
- 2. COMBINATION JUMP**
Minimum of three (3) jumps, maximum five (5) jumps, to include one jump with at least two (2) revolutions.
- 3. TOE ASSISTED JUMP**
Single, Double or Triple.
- 4. SINGLE SPIN**
Select from the following list (entry & exit optional)
A Class Inverted Camel (any edge)
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Broken Ankle camel
 Jump Camel
 Jump Sit
- 5. COMBINATION SPIN**
Two (2) or three (3) positions with or without change of foot. Must include a sit spin (any edge).
At least three (3) revolutions in each position. Entry & exit is optional.

6. **STEP SEQUENCE**
– DIAGONAL PATTERN “A” or “B” ADVANCED FOOTWORK



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor.
Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP OR SPIN IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

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LONG PROGRAM – SET ELEMENT – JUNIOR & SENIOR

1. In the long program skaters **MUST** include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine.
 - a. Each step sequence not performed will be given a deduction of 0.5 from the A Mark
2. A jump of the same kind (type and rotation) with the exception of one revolution jumps or less can be performed no more than three (3) times in the whole program.
 - a. If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied.
3. All combination jumps **MUST** be different.
 - a. If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied.
4. There **MUST** be at least two (2) spins, one of which **MUST** be a combination.
 - a. If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark.
 - b. If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark.
5. At least two (2) different elements, a recognized jump and a step sequence, must be performed between two (2) spin elements. The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn. Any routine that does not have a recognised step sequence and a jump between two spin elements is considered unbalanced and will be penalised by the referee 0.5 on the B mark.
6. Any spin with the pump on the entry is considered a poor spin and will be penalised by the referee 0.3 from the A mark each and every time.
7. **FALLS** – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall

Penalties by referee:

From:	For:	Amount:
A-mark only	Each set element (footwork/spin) not attempted	0.5
	Each jump (type/rotation), other than single revolution jumps, performed more than three (3) times	0.3
	Each combination jump performed more than once	0.3
	For programs not containing a combination spin	0.5
	For programs containing less than two (2) spins	0.5
	Pump in spin	0.3
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for more than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
	Unbalanced program	0.5
A & B Mark	Every ten seconds or part there of under the minimum time	0.2 from A & B mark

INLINE FREE SKATING

Short Program 2 minutes 15 seconds (+/- 5 seconds).
Long Program 3 minutes 30 seconds (+/- 10 seconds).

SHORT PROGRAM - SET ELEMENTS (Men & Ladies)

1. **JUMP ELEMENT (Axel, Combination or Toe Assisted Jump)**
2. **JUMP ELEMENT (Axel, Combination or Toe Assisted Jump)**
3. **SPIN ELEMENT (Single Spin or Combination Spin)**
4. **JUMP ELEMENT (Axel, Combination or Toe Assisted Jump)**
5. **STEP SEQUENCE**
6. **SPIN ELEMENT (Single or Combination Spin)**

To clarify No 1, 2 and 4 above – skaters can choose the order in which they perform the jump elements; an example of each category must be completed.

No 3 and 6 above – skaters can choose to skate the single spin third or last and the combination spin third or last.

All the above elements must be performed.

NOTES ON SET ELEMENTS

1. **AXEL**
Single or Double.

2. **TOE ASSISTED JUMP**
This can be single, or double.

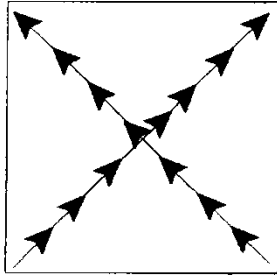
3. **COMBINATION OF JUMPS**
Minimum of three (3) jumps, maximum five (5) jumps, to include at least one jump with two (2) revolutions. (**NO MORE THAN TWO REVOLUTIONS**).

4. **SPINS**
Select from the following (entry and exit optional):
A Class Inverted Camel
 Heel Camel (forward or backward)
 Layover Camel (any edge)
 Jump Camel
 Jump Sit Spin (any edge)
 Broken Ankle Camel (forward or backward)
 Also
 Camel (any edge)
 Sit Spin (any edge)

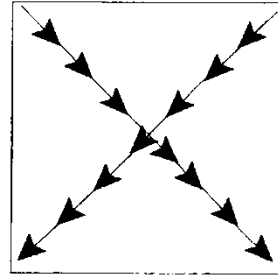
Broken ankle camel is not recommended for young skaters

5. **SPIN COMBINATION**
Two (2) or three (3) positions with or without change of foot. At least three (3) revolutions in each position. A sit spin must be included in the combination. (Entry & exit is optional)

6. **STEP SEQUENCE**
– DIAGONAL PATTERN “A” or “B” ADVANCED FOOTWORK



“A” Pattern



“B” Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor.
Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

NO TRIPLE JUMPS TO BE INCLUDED IN ANY ELEMENT. DOUBLE AXEL IS NOT ALLOWED IN THE COMBINATION JUMP FOR MEN OR WOMEN.

SET ELEMENTS MUST BE SKATED IN THE LISTED ORDER. ONLY THE ABOVE LISTED SET ELEMENTS CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. YOU CANNOT REPEAT ANY JUMP IN THE SHORT PROGRAM WHEN THERE HAS BEEN A VISIBLE PREPARATION.

AUSTRALIAN CHAMPIONSHIP 2015 REQUIREMENTS
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LONG PROGRAM – SET ELEMENT – INLINE

1. In the long program skaters **MUST** include at least two (2) different step sequences chosen from either Diagonal, Circular or Serpentine.
 - a. For each step sequence not performed will be given a deduction of 0.5 from the A Mark
2. A jump of the same kind (type and rotation) with the exception of one revolution jumps or less, can be performed no more than three (3) times in the whole program.
 - a. If the skater performs the same jump (type and rotation) more than three (3) times, a deduction of 0.3 from the A Mark will be applied.
3. All combination jumps **MUST** be different.
 - a. If a skater performs the same combination jumps more than once, a deduction of 0.3 from the A Mark will be applied.
4. There **MUST** be at least two (2) spins, one of which **MUST** be a combination.
 - a. If the skater does not perform a combination spin, a deduction of 0.5 will be applied from the A Mark.
 - b. If the skater performs less than two (2) spins, a deduction of 0.5 will be applied from the A Mark.
5. At least two (2) different elements, a recognized jump and a step sequence, must be performed between two (2) spin elements. The jump may be performed separately, inserted into the step sequence or at the conclusion of the step sequence. If it is inserted into the step sequence there must be no preparation and the take off must be directly from a step / turn in the sequence and the landing edge must be on one foot and continue directly into the next step / turn. If performed at the end of the sequence the turn of edge must originate from the last step / turn of the step / turn.
6. Any spin with the pump on the entry is considered a poor spin and will be penalised by the referee 0.3 from the A mark each and every time.
7. **FALLS** – A fall leading to a penalty is when more than 50% of the body weight is supported by any part of the body except the skate/s. The penalty is 0.2 from the B mark by the referee for each and every fall.

Penalties by referee:

From:	For:	Amount:
A-mark only	Each set element (footwork/spin) not attempted	0.5
	Each jump (type/rotation), other than single revolution jumps, performed more than three (3) times	0.3
	Each combination jump performed more than once	0.3
	For programs not containing a combination spin	0.5
	For programs containing less than two (2) spins	0.5
	Pump in spin	0.3
B-mark only	Kneeling or laying on floor during routine	0.3
	Kneeling or laying on floor at the beginning or end of the routine for more than 5 seconds	0.3
	Costume violation	0.5-1.0
	Each fall	0.2
	Unbalanced program	0.5
A & B mark	Every 10 seconds or part there of under the minimum time	0.2 from A & B Mark

PAIRS

PRELIMINARY 2 minutes 30 seconds (+/- 5 seconds).
ADVANCED 3 minutes (+/- 10 seconds).

PRELIMINARY PAIRS

******* NO OVERHEAD LIFTS ARE PERMITTED *******

LIFTS

MAXIMUM OF FOUR PERMITTED - CHOOSE FROM FOLLOWING LIST:

Lutz lift – Reverse Split
Flip lift – Full Split
Passover axel
One Arm Passover Axel
Around the back lift
Swing lift
Bucket lift
Split lift

CONTACT SPINS

Two

SHADOW SPIN

One side by side
Must be a single spin - No combination spin - No change of foot

SHADOW JUMP

One side by side - No combination jumps

FOOTWORK

At least one sequence

ADVANCED PAIRS

******* OVERHEAD LIFTS ARE PERMITTED *******

MUST HAVE TWO HAND CONTACT FOR THE MAN AND THE LADY

LIFTS

Maximum of four

CONTACT SPINS

Two spins one of which may be a death spiral

TWIST LIFT &/OR THROW JUMP

Maximum of one of each allowed
Maximum of two revolutions for the lady

SHADOW SPINS

One allowed
May be single spin or combination spin - No change of foot.

SHADOW JUMP

One permitted - No combination jumps.

FOOTWORK

At least one sequence covering 3/4 of the diagonal of the rink.

ALL LIFTS MUST HAVE A RECOGNISED JUMP TAKE-OFF (I.E. MAPES, FLIP, LUTZ)
THE MAN MUST LIFT THE LADY TO HER ACCEPTED LIFT POSITION AS QUICKLY AS POSSIBLE.

**NO ADDITIONAL CONTENT IS ALLOWED - PENALTY NO CREDIT FOR THE 'A' MARK,
0.5 FROM THE 'B' MARK.**

**CONTENT FAILING TO CONFORM TO THE LISTED REQUIREMENTS WILL INCUR A 0.5
PENALTY FROM THE 'A' MARK.**

GENERAL RULES - PAIRS SET ELEMENTS - SHORT PROGRAM

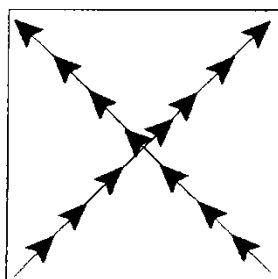
1. The elements may be skated in any order.
2. No additional elements may be skated.
3. The 8 listed elements must not be repeated. Each additional element attempted will carry a penalty of 0.5 from the "B" mark with no credit given to the "A" mark.
4. An element not attempted will carry a penalty of 0.5 from the "A" mark.
5. FALLS - The complete loss of balance involving body contact with the skating surface will receive a penalty of 0.2 for each fall. The fall of both partners at the same time will receive a penalty of 0.3 This penalty will be deducted from the "B" mark.
6. SINGLE POSITION LIFT - More than four (4) rotations for the man with the woman aloft 0.5 penalty from the "A" mark.
7. COMBINATION LIFT - More than eight (8) rotations from take-off to landing 0.5 penalty from the "A" mark.
8. SHADOW SPIN - Must not be a combination spin. More than one (1) position 0.5 penalty from the "A" mark.

JUNIOR INTERNATIONAL PAIRS

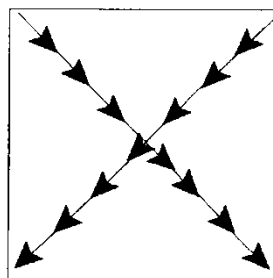
Short Program	2 minutes 30 seconds	(+/- 5 seconds).
Long Program	4 minutes	(+/- 10 seconds).

SHORT PROGRAM - SET ELEMENT

1. **DEATH SPIRAL.**
Any edge - at least one revolution.
2. **CONTACT SPIN**
Any combination. Each change of position must be held for at least two revolutions. The change from one position to another is not counted as a revolution.
3. / 4. **TWO DIFFERENT ONE-POSITION LIFTS**
Maximum 4 rotations of the man Adagio type movements at the end of the lift are not allowed.
5. **ONE SHADOW JUMP**
No combination. Must be a recognised jump. Must be at least single axel or a jump with two rotations.
6. **ONE SHADOW SPIN**
No combination. Must be a recognised spin. Minimum of three (3) revolutions.
Any shadow spin with more than (1) position will be given a penalty of 0.5 from the "A" mark.
- 7 **STEP SEQUENCE – DIAGONAL PATTERN "A" or "B" ADVANCED FOOTWORK**



"A" Pattern



"B" Pattern

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Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor.
Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

8. ONE THROW JUMP OR TWIST LIFT

In the twist lift, immediately after take-off, the woman can attempt either a full extension or a full split before rotating. The latter will be given more credit. On landing both partners can be rolling backwards or can be in a frontal position. The latter will be given more credit.

ONLY THE LISTED ELEMENTS ABOVE CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. THIS WILL INCLUDE CHOREOGRAPHIC LIFTS OF ANY KIND. ANY CHOREOGRAPHIC MOVEMENT, IN WHICH A PARTNER IS ASSISTED ALOFT, SHALL BE CONSIDERED A LIFT AND IS NOT ALLOWED.

JUNIOR PAIRS LONG PROGRAM – COMPULSORY ELEMENTS

- Couple must complete no more than two (2) lifts in a program. At least one (1) of the lifts **MUST** be a one (1) position lift **NOT EXCEEDING** four (4) rotations. The combination lift **MUST NOT EXCEED** twelve (12) rotations.
- The couple **MUST INCLUDE** at least one (1) death spiral any edge.
- Couples **MUST INCLUDE** one (1) spiral sequence with:
 - At least one (1) change of edge and one (1) change of direction.
 - Change of direction may be performed by one of the partners or both partners.
 - and one of the two must always be in spiral position.
- Couple **MUST INCLUDE** a step sequence either diagonal, circular or serpentine.

Each additional lift, combination lift with more than twelve (12) rotations, or one (1) position lift with more than four (4) rotations will carry a penalty of 0.5 from the “B” mark with no credit on the “A” mark.

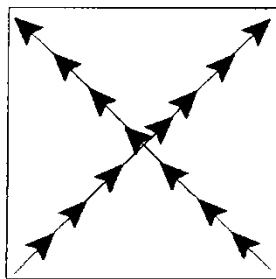
Each set element not included will carry a penalty of 0.5 from the “A” mark.

SENIOR INTERNATIONAL PAIRS

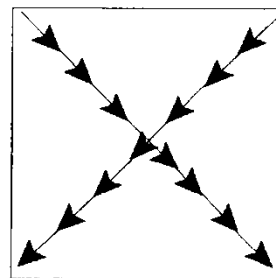
Short Program 2 minutes 45 seconds (+/- 5 seconds).
Long Program 4 minutes 30 seconds (+/- 10 seconds).

SHORT PROGRAM - SET ELEMENTS

1. **DEATH SPIRAL.**
Any edge - at least one revolution.
2. **CONTACT SPIN**
Any combination. Each change of position must be held for at least two revolutions. The change from one position to another is not counted as a revolution.
3. **ONE POSITION LIFT**
Maximum 4 rotations of the man Adagio type movements at the end of the lift are not allowed.
4. **COMBINATION LIFT**
Maximum 3 positions. No more than 8 rotations of the man from take-off to landing. All take-offs by the LADY must be recognised take-offs. Adagio type movements at the end of the lift are not allowed.
5. **ONE SHADOW JUMP**
No combination. Must be a recognised jump.
6. **ONE SHADOW SPIN**
No combination. Must be a recognised spin. Minimum 3 revolutions.
Any shadow spin with more than (1) position will be given a penalty of 0.5 from the "A" mark.
- 7 **STEP SEQUENCE – DIAGONAL PATTERN "A" or "B" ADVANCED FOOTWORK**



"A" Pattern



"B" Pattern

Starts at one corner of the skating floor ends near the diagonally opposite corner of the skating floor.
Must cover at least three quarters (3/4) of the floor with advanced footwork.

Footwork step sequence must be executed according to the character of the music using advanced footwork. Each step of the footwork must be progressive. No retrogression is permitted. Short stops in accordance with the music are permitted. **NO RECOGNISED JUMPS WITH AN APPARENT TAKEOFF ARE ALLOWED IN ANY STEP SEQUENCE.**

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8. ONE THROW JUMP OR TWIST LIFT

In the twist lift, immediately after take-off, the woman can attempt either a full extension or a full split before rotating. The latter will be given more credit. On landing both partners can be rolling backwards or can be in a frontal position. The latter will be given more credit.

ONLY THE LISTED ELEMENTS ABOVE CAN BE INCLUDED IN THE SHORT PROGRAM - THIS MEANS NO EXTRA ELEMENTS. THIS WILL INCLUDE CHOREOGRAPHIC LIFTS OF ANY KIND. ANY CHOREOGRAPHIC MOVEMENT, IN WHICH A PARTNER IS ASSISTED ALOFT, SHALL BE CONSIDERED A LIFT AND IS NOT ALLOWED.

SENIOR PAIRS LONG PROGRAM – COMPULSORY ELEMENTS

- Couple can perform no more than three (3) lifts in the program. At least one (1) of the lifts **MUST** be a one position lift **NOT EXCEEDING** four (4) rotations. Each combination lift **MUST NOT EXCEED** twelve (12) rotations.
- Two (2) death spirals must be included, one on the inside edge and one on the outside edge.
- Couples must include one spiral sequence with:
 - Three (3) different positions.
 - At least one (1) change of edge.
 - At least one (1) change of direction.
 - Partners can insert cross pulls between each position.
 - Change of direction can be performed by one or both partners and one of the two must always be in spiral position.
- Couple must include a step sequence either diagonal, circular or serpentine.

Each additional lift, each combination lift of more than twelve (12) rotations or each one (1) position lift with more than four (4) rotations will carry a penalty of 0.5 from the “B” mark with no credit on the “A” mark.

Each set element not included will carry a penalty of 0.5 from the “A” mark.

PRECISION TEAM SKATING

<u>FRESHMAN</u>	2 minutes 30 seconds (+/- 5 seconds)
<u>OPEN</u>	3 minutes (+/- 10 seconds)
<u>INTERNATIONAL</u>	4-5 minutes (+10 seconds)
<u>MASTERS</u>	3 minutes (+/- 10 seconds)
<u>MINI PRECISION</u>	Up to 3 minutes

For grades of precision other than International, stops will be assessed by the judges as part of the routine. Stops are not permitted in International grade.

NUMBER OF SKATERS IN TEAM

Grade	Team Numbers	Age	Permitted Reserves
Freshman	9-24	9 years to under 16 years on 1 st January of skating year.	2
Open	9-24	10 years on 1 st January of skating year	2
International	12-24	11 years on 1 st January of skating year.	4
Masters	9-24	25 years on 1 st January of skating year.	2
Mini Precision	6-8	9 years on 1 st January of skating year.	2

SKATERS IN THE INTERNATIONAL PRECISION EVENT ARE NOT ELIGIBLE TO REPRESENT AUSTRALIA UNTIL THEY ARE 12 ON 1 JANUARY IN THE YEAR OF THE INTERNATIONAL COMPETITION.

SKATERS MAY SKATE IN MORE THAN ONE PRECISION GRADE PROVIDED THEY MEET THE AGE REQUIREMENTS FOR ALL GRADES.

INTERNATIONAL PRECISION

Set requirements for International Precision.

SET ELEMENTS (Long Program)

1. **CIRCLE MANOEUVRE**
The circle manoeuvre 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 MANOEUVRE**
The line MUST be along the short axis and move down the long axis.
3. **BLOCK MANOEUVRE**
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 MANOEUVRE**
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 MANOEUVRE**
Any type of Intersection is permitted (splicing or pass through). In the manoeuvre each skater must pass through any intersection 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. However at least 3 different handholds must be shown.
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.

Compulsory Deductions

Elements not attempted	1.0 in A mark	By Referee
Jumps of more than ½ revolution or spins with more than 1 revolution	0.4 in A mark per element	By Judge
Lifts of any kind	0.4 in A mark per lift	By Judge
Break in execution of manoeuvres	0.2-0.4 in A mark	By Judge
Less than 3 different hand holds	0.4 in A mark	By Referee
Falls		By Judge
a) Small	Down and right up for one skater	0.2 in B mark
b) Medium	Either one skater down for a prolonged time or down and up for more than one skater	0.6 in B mark
c) Major	More than one skater for a prolonged time	0.8 – 1.0 in B mark

SHOW GROUPS

Technical Conditions:

SHOW GROUPS

1. Duration:
Minimum 4 minutes, maximum 5 minutes +/- 10 seconds.
Time starts from first movement.

2. Participants:
Maximum 3 groups per State .
Each group must be composed with a minimum of 16 skaters and a maximum of 30 skaters.
All entries must be made through a State Chapter.

SMALL SHOW GROUPS

1. Duration:
4 to 5 minutes +/- 10 seconds
Time starts from first movement

2. Participants:
Maximum 2 groups per State
Each group must be composed with a minimum of 6 skaters and a maximum of 12 skaters.
All entries must be made through a State Chapter.

Rules

For both Show groups and Small Show groups:

1. ENTRIES:
 - a) When sending entries for small or large show groups, a short explanation of not more than 25 words must be attached to the entries describing the performance. These descriptions will be given to the judges and announced by the announcer as the group is entering the floor.

2. Costume rules for show competitions:
 - In all show competitive roller-skating events (including official training), the costumes for both man and women should be in character with the music, but should not be so as to cause embarrassment to the skaters, judges or spectators.
 - Woman's costume must be constructed so that it completely covers the tights (pants) hips, posterior. French-cut leotards are strictly prohibited, i.e. leotards which are cut higher than the hipbone.
 - CIPA manual SR 3.12

For technical regulations and limitations for Show routines see CIPA – FIRS document "Regulations Concerning Show 2011" which can be accessed from www.sk8info.org.au or www.skateaustralia.org.au.

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Rules specific for Show Skating

- Free skating and pairs elements are allowed however skating will be assessed on the performance of the whole group.
- Movements or steps in stationary position are allowed.
- Programs with excessive stationary elements will be given less credit.
- Choreography must commence with 10 seconds of the music starting.
- Main performance must be show and not precision. No more than four (4) typical precision elements are allowed. If precision elements are included they must be in the character of show.
- Precision elements if concluded must be in the character of show.
- Participants not on roller skates are not allowed.
- No restriction on choice of music, but skating must be in tune with the music chosen.
- Theatre decorations are not allowed, only accessories (props) in direct harmony with the program.
- Fog machines and personal spotlights are not allowed.
- Costume rules for show apply.
- When sending in entries for small or large show groups, a short explanation of not more than 25 words must be attached to the entries describing the performance. These will be given to the judges and announced by the announcer when the team takes the floor.
- Judging at World Championship will be on the long side of the rink.
- At the Australian Championship every effort will be made to have judging along the long side of the skating surface, however this may not be possible. State AAC Chairs will be advised as soon as possible before the Championship.

Compulsory Deductions Show

1	More than 4 typical precision elements	1.0 per extra element	By the Referee – A Mark
2	When the main performance is not a show but precision	1.0	By Referee – B Mark
3	Elements that are not allowed are included in the program	0.5 per element	By the Referee – A & B Mark
4	Props not correctly used	0.5	By the Referee – A Mark
5	Falls <u>Minor</u> Down and right up for one skaters <u>Medium</u> Either one skater for a prolonged time or down and up for more than one skaters <u>Major</u> More than one skater for a prolonged time	0.2 0.4 to 0.6 0.8 – 1.0	By the Referee – B Mark
6	Duration longer than required time referee gives signal to stop judging		
7	Duration shorter than required time	0.2 for each 10 seconds under	By Referee A & B Mark
8	Entry into rink longer than permitted time	0.3	By Referee – A Mark
9	More than 15 seconds from start of music to first movement of individual skater or group	0.2	By Referee – B Mark

QUARTET GROUPS

Group of 4 skaters

3 minutes +/- 10 secs

Time starts from first movement of one of the skaters

1. They shall not be made up of two couples, either dance or pairs, but four skaters performing as a group
 2. All jumps with one rotation plus single axel, double toe loop (mapes) and double salchow are permitted
 3. All spins except "A" class are permitted
-

APPENDIX A: DEDUCTIONS BY EVENT

IF ANY UNFORESEEN EVENTS SHOULD HAPPEN DURING THE CHAMPIONSHIP/COMPETITION WHICH ARE NOT PROVIDED FOR IN THE WRITTEN REGULATIONS, THE MATTER SHALL BE SETTLED BY THE REFEREE IN THE BEST INTERESTS OF THE SPORT

CIPA DEDUCTIONS ARE CURRENT AT THE TIME OF WRITING AND ARE A GUIDE. THE MOST RECENT CIPA RULE BOOK WILL BE THE AUTHORITATIVE DOCUMENT FOR THE AUSTRALIAN CHAMPIONSHIP.

CIPA RULE BOOK MAY BE DOWNLOADED FROM THE FIRS WEB PAGE WWW.ROLLERSPORTS.ORG

CIPA DEDUCTIONS			
FIGURE DEDUCTIONS			
1	Touch Down on Major Part	1.0	Deduction by the Referee
2	Touch Down on Minor Part	0.5	Deduction by the Referee
3	Fall or Stop	1.0	Deduction by the Referee
4	Incorrect Turn	1.0	Deduction by the Referee
GENERAL			
1	Kneeling or laying on the floor at beginning and/or end of routine for longer than 5 seconds	0.3	Deductions by the Referee – B Mark
2	Kneeling or lying on floor during routine	0.3	Deduction by Referee – B Mark
2	Costume Violation	0.5-1.0	Deductions by the Referee – B Mark According to degree of violation
3	Duration shorter than required	0.2	Deduction by the Referee – A & B Mark for each 10 seconds under minimum time
FREE SKATING			
SHORT PROGRAM – A MARK			
1	Jump Combination with more than 5 jumps	0.5	By the Referee
2	Single Spin with More than one (1) position	0.5	By the Judge
3	Spin Combination with more than 3 positions	0.5	By the Judge
4	Each element not attempted	0.5	By the Referee
5	Pump in spin	0.3	By the Referee
6	Bad execution of Mapes both as single jump and in combination jump. CIPA rule 6.10.03	0.5	By the Referee each occurrence
SHORT PROGRAM – B MARK			
1	Each Fall	0.2	By the Referee
2	Additional Element	0.5	By the Referee
3	Incorrect order of elements	0.5	By the Referee

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LONG PROGRAM			
1	Each Fall	0.2	By the Referee – B mark
2	Each set element not attempted	0.5	By the Referee – A Mark
3	Each jump (type/rotation) performed more than three (3) times	0.3	By the Referee – A Mark
4	Each combination jump performed more than once	0.3	By the Referee – A Mark
5	For programs not containing a combination spin	0.5	By the Referee – A Mark
6	For programs containing less than two (2) spins	0.5	By the Referee – A Mark
7	Unbalanced – must have at least step sequence and a jump between two spin elements	0.5	By the Referee – B Mark
8	Pump entrance to spin 6.03.03	0.3	By the Referee – A Mark each occurrence

PAIRS SKATING			
SHORT PROGRAM – A MARK			
1	Each element not attempted	0.5	By the Referee
2	One position lift with more than 4 rotations	0.5	By the Referee
3	Combination lift with more than 8 rotations	0.5	By the Referee
4	Shadow spin with more than one position	0.5	By the Judge
SHORT PROGRAM – B MARK			
1	Additional element	0.5	By the Judge
2	Each fall (one skater)	0.2	By the Referee
	Each Fall (both skaters)	0.3	
LONG PROGRAM			
1	Each set element not attempted	0.5	By the Referee – A Mark
2	Each additional lift	0.5	By the Referee – B Mark
3	Lift with more than 12 rotations	0.5	By the Referee – B Mark
4	Each Fall (one skater)	0.2	By Referee – B Mark
	Each Fall (both skaters)	0.3	

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COMPULSORY DANCE – COUPLES / SOLO			
1	Opening steps using more than 24 beats	0.1 for each extra beat	Deductions by the Referee
2	Entrance & Exit longer than 15 seconds	0.1 for each extra second	Deductions by the Referee
3	Timing fault	0.2 Minimum	Deduction by the Judges
4	Falls Small Medium Large	0.1-0.2 0.3-0.7 0.8-1.0	By the Judges
5	Each compulsory dance sequence not skated	1.0	By the Referee
ORIGINAL DANCE – COUPLES			
1	Entrance & exit longer than 15 seconds	0.1 for each extra second	Deductions by the Referee
2	Timing Fault	0.2 minimum	By the Judges – B Mark
3	Falls Small Medium Major	0.1-0.2 0.3-0.7 0.8-1.0	By the Judges – B Mark
4	Each set element not performed	0.5	By the Referee – A Mark
5	Violation of set elements	0.2	By the Judge – A Mark
6	During the first and last 10 seconds of the OD stationary movements are permitted but not obligatory in character with the rhythm. Stationary longer than 10 seconds	0.2	By the Referee – A & B Mark
7	Pulling or pushing the partner by the boot or skate is not permitted	0.2	By the Referee – B Mark

FREE DANCE – COUPLES			
1	Entrance & exit longer than 15 seconds	0.1 for each extra second	Deductions by the Referee
2	Timing Fault	0.2 minimum	By Judges – B Mark
3	Falls Small Medium Major	0.1-0.2 0.3-0.7 0.8-1.0	By Judges – B Mark By Judges – B Mark By Judges – B Mark
4	Each set element not performed	0.5	By the Referee – A Mark
5	Lift Violations	0.2	By the Judge – A Mark
6	Carried Lifts	0.2	By the Judge – A Mark
7	Arabesque, Pivot, Spin Violation	0.2	By the Judge – A Mark
8	Separation in excess of 5 seconds duration	0.1	By the Referee – A Mark
9	Jumps or revolutions in excess	0.2	By the Judge – A Mark

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FREE DANCE – SOLO FREE DANCE			
1	Entrance & Exit longer than 15 seconds	0.1 for each extra second	Deduction by the Referee
2	Timing Fault	0.2 minimum	By Judges – B Mark
3	Falls Small Medium Major	0.1-0.2 0.3-0.7 0.8-1.0	By Judges – B Mark By Judges – B Mark By Judges – B Mark
4	Each set element not performed	0.5	By the Referee – A Mark
5	Excess jumps/Spins and/or revolutions	0.2	By the Judge – A Mark

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PRECISION – COMPULSORY DEDUCTIONS			
1	Elements not attempted	1.0	By the Referee – A Mark
2	Set element attempted but not performed correctly (PR 11.02.01)	0.5	By the Judge – A Mark
3	Jumps more than ½ revolution or spins with more than one revolution	0.4	By the Judge – A Mark
4	Lifts of any kind	0.4	By the Judge – A Mark
5	Break in execution of manoeuvres	0.2-0.4	By the Judge – A Mark
6	Less than three (3) different hand holds	0.4	By the Referee A mark
7	Falls <u>Minor</u> Down and right up for one skaters <u>Medium</u> Either one skater for a prolonged time or down and up for more than one skaters <u>Major</u> More than one skater for a prolonged time	0.2 0.6 0.8 – 1.0	By the Judge – B Mark
SHOW			
1	More than 4 typical precision elements	1.0 per extra element	By the Referee – A Mark
2	When the main performance is not a show but precision	1.0	By Referee – B Mark
3	Elements that are not allowed are included in the program	0.5 per element	By the Referee – A & B Mark
4	Props not correctly used	0.5	By the Referee – A Mark
5	Falls <u>Minor</u> Down and right up for one skaters <u>Medium</u> Either one skater for a prolonged time or down and up for more than one skaters <u>Major</u> More than one skater for a prolonged time	0.2 0.4 to 0.6 0.8 – 1.0	By the Referee – B Mark
6	Duration longer than required time referee gives signal to stop judging		
7	Duration shorter than required time	0.2 for each 10 seconds under	By Referee A & B Mark
8	Entry into rink longer than permitted time	0.3	By Referee – A Mark
9	More than 15 seconds from start of music to first movement of individual skater or group	0.2	By Referee – B Mark

See document Regulations Concerning Show 2011 (21/08/2010) www.sk8info.org.au

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APPENDIX B: PROFICIENCY TEST REQUIREMENTS

For the 2015 Australian Championship the following proficiency levels will apply

Grade	Figures	Dance	Free Dance	Solo Dance	Freeskate	Pairs
Tiny Tot	1 - BB	1 - BB		1 - BB	1 - BB	
Primary	2 - BB	2 - BB		2 - BB	1 - BB	
Juvenile	4 - BB	3 - BB		4 - BB	2 - BB	
Cadet	5 - BM	4 - BM		5 - BM	3 - BM	
Preliminary	4 - BB	3 - BB		4 - BB	2 - BB	1 - BM
Intermediate	6 - SB	5 - SB		6 - SB	4 - SB	
Advanced	8 - SB	6 - SB		8 - SB	5 - SB	2 - SM
Junior International	8 - SB	6 - SB		8 - SB	5 - SB	2 - SM
Senior International	10 - SM	8 - SM		10 - SM	6 - SM	2 - SM
Masters	1 - BB	1 - BB		1 - BB	1 - BB	
Masters Advanced	4 - BB	3 - BB		4 - BB		
Open Inline Freeskate					1-BB	
International Inline					2-BM	
Novice Inline Dance		1-BB		1-BB		
Advanced Inline Dance		2-BB		2-BB		
Masters CSD		1 -BB		1 -BB		
Masters Advanced CSD		3 -BB		4 -BB		
Inline CSD		1-BB		1-BB		
Juvenile CSD		3 - BB		4 - BB		
Preliminary CSD		3 - BB		4 - BB		
Open OD		4-BM		5-BM		
Cadet SFD		4-BM		5-BM		
Intermediate SFD		5-SB		6-SB		
Advanced SFD		6-SB		8-SB		
Preliminary Freedance		3-BB	1-BM	4-BB		
Open Freedance		5-SB	2-SM	6-SB		

For any grades not listed above please refer to AAC manual

APPENDIX C: ORIGINAL DANCE FOR 2015

OPEN ORIGINAL DANCE – MEMORIES OF A GRAND BALL

Choice of Rhythms: Waltz, Polka, March, Galop

Current rules apply – The Original Dance will consist of two (2) rhythms of the skater's choice as listed above. NOTE: a coupe can repeat the first rhythm they have chosen as the third change, but it must be the same melody and tune as the first.

WALTZ

Tempo – 3/4 time not set can be fast or slow.

Music – musical count 1 2 3 / 1 2 3 – skating count 1 2 3 4 5 6.

Accent depends on type of waltz, but a true Viennese has accent on the 1st beat with slight anticipation on 2nd beat of measure – expect variety.

Instruments – Orchestra, strings frequently play the melody while the middle instruments play rhythm

General Interpretation – The waltz is the most universally popular of all dances. The waltz started with slow music but with the 19th century Viennese composers, a faster tempo became popular. It should be skated with rise and fall of the knee and is essential to portray a Waltz Rhythm with elegance, back arched, smooth rhythmic lifting of the skater with rotational movements, change of lean and swaying. Neat feet are of importance.

Waltz positions and varied romantic man.woman relationship to give unison is important

POLKA

Polka is defined as a vivacious couple dance of Bohemian origin in duple time; it is a basic pattern of hop-step-close-step

Tempo – 2/4 usually fast, lively and playful.

Music – an insistent after-beat rhythm represented by an “and” after beat 1 “and” 2/1 “and” 2 (sometimes danced with a preliminary hop before the first beat. The name is Czech for “half-step”, referring to the rapid shift from one foot to the other.

Instruments – Folk variety uses clarinets, horns and accordions, but orchestral will reflect the dance better.

General Interpretation – The polka is a more relaxed style of dance with some wide stepping, and small hops. It is a boisterous, rollicking dance and should be skated with exuberance and fun **but remember it is under the heading “Memories of a Grand Ball”** so should be considered as suitable for the ballroom, and not for a country and western style dance. Waltz position can also be used with variations such as holding at the elbows, or linking arms – making it more playful and joyful.

MARCH

Tempo – 2/4 or 4/4 or 6/8 not set.

Music – should be lively with a “military” feel.

Instruments – often features brass, drums and woodwinds but orchestral will reflect the flavour better.

General Interpretation – Carriage should be very upright and can include additions of military and marching actions, with precise footwork.

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Unison should be varied and may use various forms of Kilian or Waltz positions.

GALOP

Tempo – 2/4 not set.

Music – very fast and lively – the word “Galop” has the usual significance of the most rapid pace of a horse and first appeared in Vienna and Berlin in 1822 at Balls and Carnivals. The popularity of the Polka led to the introduction of the Galop (or gallopade as it was known).

Instruments – usually orchestral.

General Interpretation – Less stylised due to tempo. Characterised by change of step or hop at the end of each musical phrase. The basic Galop has the lead moving forward and following backward, no turning in counter-counter clockwise fashion around the floor. Basically the steps were “Slide, Change, slide – Slide, change, slide” etc. It is considered that there was no dance more exciting or easy to learn, but it required a good ear to mark the time of the music. The Galop was often used in classic Ballets. It is the forerunner of the Polka with a Minuet usually following a Galop.

The original position was waltz with couples doing a series of chasses around the room with occasional turns, and was particularly popular as the final dance of the event.

GENERAL COMMENT

If the couples understand the “origin” of a rhythm it gives an understanding of the dance and should help in the construction and choice of music for a particular rhythm.

Remember – we are an artistic sport and the OD should be skated to the music with steps, edges, flow, rhythm and together, no matter what music is selected.

The current rules apply – the Original Dance will consist constructed of two (2) rhythms of the skaters’ choice as listed above. NOTE: a couple can repeat the first rhythm they have chosen as a third change but it must be the same melody and tune as the first.

JUNIOR & SENIOR ORIGINAL DANCE

"LATIN COMBINATION"

Choice of Rhythms: Mambo, Cha Cha Cha, Samba, Rhumba

Mambo

Origin - This dance emerged in the 1930s from Cuban rhythms. It is a relative of the Cha Cha Cha, and the Cuban Rhumba. The tempo is faster than the Rhumba and there is a different musical emphasis with less hip motion.

Tempo - 4/4 - (4 beats to a bar of music) - time not set- a great variety can be used.

Music - in Mambo you don't move on the first beat but by not moving it is still counted as a step, the primary accent being on the 2nd count. Some count the movement as quick-quick-slow, but it is probably better to think of the Mambo movement as Step, Rock, Close and Pause. Staccato style music.

The beat count is:-

1	2	3	4
hold	step	step	step

Instruments - Features timbales (a drum played with sticks on the rim of the drum), which gives a "tinny" sound, and other percussive instruments such as claves and cowbells.

General Interpretation - Origin Cuban with a mixture of Swing and Cuban music and should give the impression of having fun together, saucy, staccato style, to an upbeat tempo. Steps should be kept small, with a slight hold on the first beat, sexy dance, skated close together with constant eye contact with the couple projecting as one.

Cha-Cha-Cha

Origin - The Cha Cha Cha is a dance rhythm that originated in Cuba with a type of "skipping step", but has been "Americanised" to the version we know today.

Tempo - usually played in 4/4 time (may be played in 2/2 or "cut time")

time not set but is fairly fast.

Music - can be either Cuban music, Latin Pop, Latin Rock and is energetic with a steady beat. Usually the Cuban Cha-Cha-Cha is more sensual.

Instruments - varies depending on the tune chosen. Originally in Cuba, Violins and flute were prominent, now great variety with brass and percussion featured (e.g. Bongo drums, maracas, cow bells, timbales etc.)

General Interpretation - Danced in a lively, playful, manner with actions of seduction and pursuit. The Lady is "hunted" and the Man "Huntes" There should be close connection with the Partner, a lot of forward and back or one side and back. Hip actions occur at the end of every step-for steps taking a single beat the first half of the beat constitutes the foot movement and the second half is taken up by the hip movement.

Samba

Origin - Originated in Africa, and was taken by slaves to Brazil plantations.

Later, at carnival time was introduced to the Cities as a Carnival and street Festival Dance. It is the National Dance of Brazil - A Samba dancer is known in Brazil as a "Sambista".

Tempo - 2/4 time of 2 beats per measure - may be written in 2/2 or "cut time"

Music - varies from medium to fast - beat count :-

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1 "and" 2 2 "and" 2
step quick step step quick step

Instruments - Often accompanied by Latin instruments especially the cabaza (gourd with beads), conga drum.

General Interpretation - Flirtatious, animated, bouncy and exuberant dance performed together by a couple with rocking motions of the body, with variations of hold, travels across the floor a lot.

Rhumba

Origin - It is an Americanised version of the Cuban Danzon and Spanish Bolero. It is an Afro-Cuban rhythm. The Rhumba rhythm is the spirit and soul of Latin music.

Tempo - 4/4 time with four beats to each measure.

Two measures of music are required to complete one full basic step.

Music - usually slower than the other rhythms listed within this group.

Instruments - The basic Rhumba is brought out by the bass instruments. Features Latin percussion instruments such as maracas, conga drums and bongos.

General Interpretation - Romantic, sultry, sensuous, smooth. Lady is the focus - and in particular the rhythmic body and hip action and the steamy tease in routines that can be close to X-rated. Unlike the Cha-Cha-Cha which effects a happy, carefree, party-time-like dance expression, the Rhumba effects a more serious and intense expression. Less travelling across the floor than Cha-Cha-Cha or Samba.

GENERAL COMMENT

If the couples understand the “origin” of a rhythm it gives an understanding of the dance and should help in the construction and choice of music for a particular rhythm.

Remember – we are an artistic sport and the OD should be skated to the music with steps, edges, flow, rhythm and together, no matter what music is selected.