

Synchronized Artistic Skating 2021 regulation

The Chorus category has been modified to allow the introduction of **‘Synchronized Artistic Skating’**, a new and exciting addition to inline figure skating.

Synchronized Skating teams, 8 to 12 skaters, will combine teamwork, skating skills and intricate formations using speed and challenging steps to create a choreography that showcases their ability, individual style, creativity, and interpretation of their chosen music.

The Synchronized skating categories are open to both female and male team members. The team will skate together, using various holds such as shoulder, elbow, hand, basket weave, and no hold. Teams will perform a free skating program of required well balanced program elements.

The emphasis is on mastering the skills of synchronized skating:

- Control of rotation in wheels and circles.
- Straight lines in lines, blocks and intersections.
- Unison
- Transitions demonstrating quality skating and sureness
- Performance as a team with projection
- Interpretation of the chosen theme/music

Composition of Program

A well balanced Free Skating Program (Novice, Junior, Senior, Adult), must contain the following six required elements: These elements may be performed in any order.

1. **Intersection** Element
2. **Linear** Element - Line
3. **Pivoting** Element – Block
4. **Rotating** Element - Circle
5. **Travelling** Element – Wheel
6. **Creative** Element

Any additional elements such as moves in the field, moves in isolation, no hold step sequences, spins, pair move elements, for example, and any repeated

element(s) from the list of required elements, will be considered as a transitional element(s). Transitional elements will be reflected in the judging panel's component scoring.

PROGRAM CONTENT

PRELIMINARY- 8-12 skaters, majority under 10 years old, 2 minutes**

Maximum,

Max. 2 alternates

| CIRCLE | LINE | WHEEL | INTERSECTION |
|------------|----------|-----------|------------------|
| One circle | One line | One wheel | One intersection |

NOVICE- 8-12 skaters, majority under 15 years old, 3 minutes +/- 10 seconds**

Max. 2 alternates

| CREATIVE | CIRCLE | LINE | BLOCK | WHEEL | INTERSECTION |
|--|---|--|---|--|--|
| Movement(s) which enhance the choreography and reflect the music * | One circle, must rotate at least 360*, any variation(s) permitted once requirement is fulfilled | One line, which must cover a minimum of half the skating area, any variation(s) configurations permitted once requirement is fulfilled | One block, which must cover a minimum of half the skating area, | One wheel of the team's choice, must rotate at least 360*, any /change(s) of configuration(s)/ shape(s) permitted, once requirement is fulfilled | One intersection, all skaters must intersect |

JUNIOR- 8-12 skaters, majority under 18 years old, 3 minutes +/- 10 seconds**

Max. 2 alternates

| CREATIVE | CIRCLE | LINE | BLOCK | WHEEL | INTERSECTION |
|--|---|---|--|---|--|
| Movement(s) which enhance the choreography and reflect the music * | One circle, must rotate at least 360*, any variation(s) permitted once requirement is fulfilled | One line, which must cover a minimum of half the skating area, any variation(s) configurations permitted, once requirement is fulfilled | One block, which must cover a minimum of half the skating area | One wheel of the team's choice, must rotate at least 360*, any change(s) of configuration(s)/ shape(s) permitted, once requirement is fulfilled | One intersection, all skaters must intersect |

SENIOR- 8-12 skaters, Minimum 15 years **, 3 minutes +/- 10 seconds

Max. 2 alternates

| CREATIVE | CIRCLE | LINE | BLOCK | WHEEL | INTERSECTION |
|---|--|--|---|---|--|
| Movement(s) which enhance the choreography and reflect the music* | One circle, must rotate at least 360*, any variation(s) permitted, once requirement is fulfilled | One line, which must cover the full skating area, any variation(s) configurations permitted, once requirement is fulfilled | One block, which must cover the full skating area | One wheel of the team's choice, must rotate at least 360*, any change(s) of configuration(s)/ shape(s) permitted, once requirement is fulfilled | One intersection, all skaters must intersect |

ADULT- 8-12 skaters, majority over 25 years, 3 minutes +/- 10 seconds**

Max. 2 alternates

| CREATIVE | CIRCLE | LINE | BLOCK | WHEEL | INTERSECTION |
|-------------------------------|--|------------------------------|-------------------------------|--------------------------------------|------------------------------------|
| Movement(s) which enhance the | One circle, must rotate at least 360*, | One line, which must cover a | One block, which must cover a | One wheel of the team's choice, must | One intersection, all skaters must |

| | | | | | |
|--------------------------------------|---|--|-----------------------------------|--|-----------|
| choreography and reflect the music * | any variation(s) permitted. once requirement is fulfilled | minimum of half the skating area, any variation(s) configurations permitted, once requirement is fulfilled | minimum of half the skating area, | rotate at least 360*, any change(s) of configuration(s)/ shape(s) permitted, once requirement is fulfilled | intersect |
|--------------------------------------|---|--|-----------------------------------|--|-----------|

*CREATIVE ELEMENT: Skaters perform one or more creative and/or innovative movements which may be free skating elements and/or moves, or a vault or lift, for example, which, when choreographed and executed to reflect the musical structure, creates a 'wow' moment, and a highlight within the performance. All skaters must be involved and not stationary.

All elements will be evaluated for their difficulty, quality and variety, as they are performed in relation to the integrity of the program's choreography and translation of the musical structure.

Program content sheets submitted at registration, should record additional transitional elements as 'transitions' in the order they are performed, before, between or after the required elements.

Teams are free to choose any style of music. Vocal music using lyrics is permitted however, no recorded applause is allowed.

Rules for Participation

All competitors must be current licensed WIFSA members. Licences will be checked by the Referee of the event to ensure they are valid at the time of the competition.

Teams may enter one of the following categories, a skater cannot enter different teams:

- PRELIMINARY: up to 10 years : 50%** of the team must be below the age of 10 years on the 1st of August preceding the competition (** calculated to the nearest higher number)

- NOVICE: up to 15 years : 50%** of the team must be below the age of 15 years on the 1st of August preceding the competition (** calculated to the nearest higher number)
- JUNIOR: up to 18 years : 50%** of the team must be below the age of 18 years on the 1st of August preceding the competition (** calculated to the nearest higher number)
- SENIOR: 15 years and over : Must have reached the age of 15 years on the 1st of August preceding the competition
- ADULT: 25 years and over: 50%** of the team must be above the age of 25 years on the 1st of August preceding the competition

The random computerized draw will be performed by the Accountant in charge of the event, to determine the skating order.

Official Practice

Official practice time will be 12 minutes for all categories. The referee will attend the official practice. Each team will skate their program in its entirety during their official practice and ensure their planned program sheet has been submitted at registration before the start of their official practice.

Duration of Program

3 minutes +/- 10 seconds for all categories with the exception of PRELIMINARY, whose program has a maximum of 2 minutes.

Timing of the program will commence with any visible movement of any skater and stop when all skaters have come to a complete stop. In the case of any shortage or overage of the limits for program duration, there will be a 1 point deduction by the referee for each 5 second violation in excess or lacking. Interruptions in excess of 10 seconds will be penalized by the referee.

In the case of an incident beyond the team's control, occurring within the first 30 seconds of a performance (e.g.: music deficient/skipping): The designated

Captain of the team may approach the judges' stand to advise the referee and the team will be allowed a fresh start. In the case of a serious incident (e.g.: injury, safety hazard), the referee will blow the whistle, in which case, the team must immediately stop and the Captain must report to the referee at the judges' stand for instruction.

Costumes and Props

Costumes must be appropriate for sport and without excessive nudity. Props and theatrical accessories are not allowed. Deduction of 1.0 for any violation is applied according to the majority including all judges plus referee and no deduction for 50:50 split vote. All decorative costume adornments and hair attachments must be well fixed and secured to avoid falling off, as this could cause a safety hazard and disruption to the team's performance.

Judgment

All categories, with the exception of Preliminary: Each judge will award one GOE ranging from +3 to -3, for each of the 6 required elements and one mark ranging from 0 to 10, for each of the 5 components. Each required element will have a base value. Levels will not be assigned. The referee of the event will authorize the elements. The referee will deduct for falls. -1.0 for one skater (each time) and -2.0 for 2 or more skaters at one time.

A minimum of 3 different recognizable holds are required in a free skating program. A deduction (-1.0) will be made by the referee if there is not the required number of holds in the program. The Preliminary category will be judged using 3 component scores only, Skating Skills, Performance and Interpretation. No GOEs will be assigned.

Skating Skills: Balance, flow, power, glide, sureness, quality edges, steps, turns, control, multi directional one foot skating; variety, quality and **competency** of the program's content

Transitions/Linking Footwork and Movement: Varied intricacy of moves, steps, body movements, holds, which link all elements, including the entrances and exits of all elements, which may use the body, blade, head arms, legs and

gestures to reflect the music. Additional transitional elements which enhance the program, adding content, will be reflected by judges if well performed.

Performance/Execution: Ability to project physically, emotionally and intellectually as a team, demonstrating a unified purpose. Delivery of quality, clarity and precision of movement, in harmony with the music. The commitment of each team member to the overall performance. Unison, attention to style and carriage, demonstrating symmetry in body lines and movements.

Choreography: Creative concept integrating movements with patterns and space, adapted to the phrasing and form of the music to achieve a purpose. The design, distribution of elements movements and steps with purpose and use of personal and public space enhances the team's ability to communicate unity and deliver a program that flows easily to the musical structure, phrasing and form.

Interpretation: Ability of each individual to translate the understanding of the music as a team, with finesse in the manipulation of the nuances, delivery with genuine feeling, expression, and interpretive unison.

Le Président
Fernand Fedronic

