



**GB SKATE**  
ARTISTIC



# **GBSA**

# **ARTISTIC ROLLER SKATING**

# **CLUB COMPETITION REGULATIONS 2027**

**BY GBSA EXECUTIVE BOARD**

# 1 VERSION HISTORY

| Date     | Version | Author     | Comment                              |
|----------|---------|------------|--------------------------------------|
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## 3 INTRODUCTION

One of the primary objectives of GB Skate Artistic (GBSA) is to support and help grow the number of club-level competitions across the UK, including in the disciplines of Dance, Figures, Free, Pairs, Quartets, Show and Precision. We recognise the importance of providing skaters with more opportunities to compete and gain experience, particularly at a grassroots level. Club competitions serve as an essential entry point into the competitive structure, giving newcomers a chance to develop their skills without the pressure of entering national events too early.

This document has been created to provide clear and consistent regulations for organising GBSA recognised club competitions. It is intended to support clubs in running events that are fair, safe and in line with GBSA standards, while remaining accessible to skaters of all levels. By following these guidelines, clubs can ensure a positive experience for participants, officials and spectators alike.

To make the organisation of club competitions as straightforward as possible, this document brings together the key information clubs need in one place. In addition to the general competition regulations and Basic Skills categories, the document also includes the **\*\*Club Competition Category Regulations\*\***, providing clubs with clear guidance on the categories and levels that may be offered at their competitions.

If there are any issues with the regulations or an exception is required, please contact the relevant GBSA team. The priority is to ensure that clubs have a clear, consistent and straightforward process for organising and delivering their competitions.

## 4 CLASSIFICATIONS OF CLUB COMPETITIONS

GB Skate Artistic recognises two types of club-level competitions that affiliated clubs may organise: **Inter-Club Competitions** and **Club Competitions**.

An **Inter-Club Competition** is defined as an event involving the hosting club and only one additional club. These competitions are considered informal and do not require a GBSA competition permit. They are also not required to follow GBSA competition rules, offering flexibility in how the event is run.

A **Club Competition** refers to any event involving the hosting club and two or more additional clubs. These events are considered formal GBSA club level competitions and must follow the regulations outlined in this document. Club Competitions require a permit and are expected to align with GBSA standards for judging, structure, and safety.

**Type One (1)**  
Inter-Club Competition

**Type Two (2)**  
Club Competition

## 5 CLUB COMPETITION GENERAL REGULATIONS

The following general regulations apply to all GBSA recognised Club Competitions:

- **Participation:** Clubs may invite an unlimited number of clubs to take part in the event.
- **Application Process:** The organising club must complete and submit the official GBSA [online form](#) application prior to the event.
- **Judging Format:** All events must be judged using the White System only — the 0 to 10.0 scoring system.
- **Skater Eligibility:** All participating skaters must be current GBSA members. Skaters who are not members may take part by paying a guest fee (the fee can be found on the GBSA event [regulations document](#)) to GBSA.
- **Entry Closure:** Competition entries must close no later than **six (6) weeks** before the event.
- **Entry Submission:** The competition entry list must be submitted to the GBSA club competition team and commission no later than **four (4) weeks** before the start of the event. The list should include the name of the athletes, membership ID (if applicable), events the athlete is competing in and the club/academy the athlete is representing. Guest skaters must be clearly marked, and a summary of the total cost for guest skater fees must be included. This will be reviewed and audited by GBSA.
- **Fee:** A one-off fee (the fee can be found on the GBSA event [regulations document](#)) must be paid to GBSA for each Club Competition held.
- **Insurance:** Proof of valid insurance must be sent to the GBSA Club competition team **four (4) weeks** before the event start date.
- **Timing:** Club Competitions cannot be held on the same date as a GBSA event within the calendar year – unless approval is given by GBSA.
- **Running Order Approval:** The final running order must be submitted to the GBSA club competition team and officials commission at least **four (4) weeks** prior to the event for approval. Only after GBSA approval can the running order be published.
- **Results Format:** Published results will include final placements and will either display individual place marks or Judges involved, not both.
- **Judging Sheets:** Event organisers should work with the assigned GBSA calculator to produce the judging sheets for the event. The event organiser is responsible for printing the required papers.
- **Judges Rota:** Organising committees should produce their own judge's rota; this must be sent to the official's commission at least **two (2) weeks** (as minimum) prior to the start date of the event. The officials commission must provide judging rota sign off before the rota can be published to the officials. If the organising committee needs assistance with

the creation of the judge's rota, they can contact the official's commission. A judges rota template can be found [here](#).

- **GBSA Officials:** Organising committees can contact GBSA officials directly to officiate at their events. **Only GBSA officials on the [GBSA officials](#) list can be used.** The organising committee must make the GBSA commission aware of these GBSA officials no later than **four (4) weeks** prior to the event.
- **Guest Judges:** A full and final list of proposed guest judges must be submitted to GBSA club competition team and officials commission at least **four (4) weeks** before the event. This list should remain final and not be altered after submission. The guest judges VLE certificates should be included with this list.

## 6 CLUB COMPETITION OFFICIALS' REGULATIONS

All GBSA recognised Club Competitions must have a **minimum of two (2) GBSA Judges and one (1) GBSA Calculator present** – The commission strongly advises to organise your event with more than 2 GBSA officials for reliable, accurate and impartial event results.

GBSA officials can be contacted via the clubs, if assistance is needed in allocating GBSA officials, please contact the officials' commission.

In exceptional cases where two GBSA Judges and/or one GBSA Calculator are not available, the Officials Commission may grant permission for the event to proceed with only one judge and alternative calculator arrangements.

Other officials (Guest officials) required may be drawn from **Junior (17 & 18 years old) or Senior (19 and older) skaters, head coaches, coaching staff or ex-skaters** but this must be done following specific rules to ensure impartiality and fairness.

- Head coaches and coaches from either the hosting club or attending clubs must not be used in any judging role if skaters from their own club are competing in the event.
- One role must be picked for the event – it is not possible to coach and officiate at the same event.
- Junior and Senior skaters from the hosting or attending clubs may only be used as officials if they are not judging any category that includes skaters, they personally coach. Junior and Senior skaters can compete in events they are not judging at the competition.
- All guest officials must have completed the guest officials' course on the VLE a minimum of **four (4) weeks** before the event.
- GBSA has the right to withdraw any guest official's accreditation, which would prevent them from acting as a guest official at club competitions.
- Full guest judge regulations can be found in section 5.6 of the [official's manual](#)

All GBSA appointed officials, including Judges and Calculators, remain subject to GBSA regulations, including those concerning conduct and **expenses – the GBSA [expense policy](#) must be followed** (unless agreement between the club and GBSA officials are made), this policy can be found on the GBSA website. Clubs are responsible for the management and oversight of any non-GBSA officials they invite, including the arrangement of reimbursements or support – the GBSA expense policy does not have to be followed for these officials.

The judge's rota created via the organising committee **must comply with all GBSA involvement rules**, if the rota does not comply, the commission will not approve the rota, and

a new one will need producing via the organising committee. After rota sign off, it must be followed and must not be altered by the hosting club without permission from the GBSA Officials Commission (or agreement from the GBSA officials at the event).

## 7 CLUB COMPETITION TIMELINE FLOW

The following outlines the suggested process for organising and running a GBSA-recognised Club Competition. Clubs can follow each step in the order below to ensure their event is properly approved and supported by GBSA.

### 1. Club Application

The organising club must submit a Club Competition application via the official GBSA website.

### 2. Initial Confirmation

The GBSA Club Competition Team will contact the organising club to confirm receipt of the application, check proposed dates, and begin the event planning process. **The club admin team will then publish this onto the GBSA calendar on the website.**

### 3. Opening of Entries

Once the event is confirmed, the organising club may open competition entries to participating clubs.

### 4. Closing of Entries

Entries can then be closed.

### 5. Entry List Submission

The final entry list must be sent to the GBSA Club Competition Team and official's commission.

### 6. Running Order Submission

A running order must be created and submitted to both the GBSA Club Competition Team and the GBSA Officials Commission.

### 7. Guest Judges and GBSA Judges Submission

A full list of guest judges and GBSA judges must be submitted to the GBSA Club Competition Team and Officials Commission.

### 8. Judges Rota Sign off

The club must provide the Judges rota to the official's commission for sign off.

### 9. Payment of Event Fee

The club must pay the Club Competition event fee and guest skaters fee directly to GBSA. This must be completed prior to final event sign-off.

### 10. Final GBSA Approval

Once all the above steps are completed and verified, GBSA will provide final sign-off confirming that the competition may go ahead under GBSA recognition.

## 8 COMPLIANCE FAILURE

Failure to comply with the above regulations could result in the event not being approved by GBSA. If the event has already begun, GBSA might not provide approval for future events. It is the responsibility of the organising club to ensure all requirements are met in full and within the specified timeframes for the event to proceed under GBSA recognition.

## 9 CONTACT DETAILS

The following individuals are the primary points of contact for all GBSA recognised Club Competitions. GBSA strongly recommends that the organising club creates a single email chain for each competition event. This chain should include all listed GBSA contacts as well as the organising committee.

All communication between GBSA and the organising club regarding the event should take place within this email thread. This ensures that all correspondence is kept in one place, helping to avoid missed information and enabling a clear and consistent record of discussions, approvals, and updates.

| Team                  | Contact address                                                                      |
|-----------------------|--------------------------------------------------------------------------------------|
| Officials Commission  | <a href="mailto:officials@gbskateartistic.co.uk">officials@gbskateartistic.co.uk</a> |
| Club Competition Team | <a href="mailto:clubcomps@gbskateartistic.co.uk">clubcomps@gbskateartistic.co.uk</a> |

## 10 CLUB COMPETITION CATEGORIES

### 10.1 General

The Dance, Free and Figure Club Competition Regulations framework has been developed to provide clubs with a clear framework for determining which events can be offered at their competitions.

Regional and club competitions play an important role within GB Skate Artistic, providing athletes with valuable opportunities to compete throughout the season. Establishing a consistent structure for these competitions helps ensure that athletes can attend multiple events during the same season while competing under a clear and consistent set of regulations.

This consistency is important in supporting athlete development and progression. By maintaining a recognised structure across club competitions, athletes can build their experience, progress through the appropriate levels and continue to develop throughout the season.

These are no requirements for clubs to run any of these events at their club competitions. Club are as always free to run the events they want to run. All club-hosted events where entries are processed through GBSA and which are run in accordance with the rule sets below will be recognised and advertised by GBSA as Regional Events.

### 10.2 Solo Dance Regional Categories

| Level   | Segments                                                 | Alignment               |
|---------|----------------------------------------------------------|-------------------------|
| Level 1 | CD: Melody Waltz<br>FD: Mini Intermediate Rules (2:15)   | Mini / Espoir Basic     |
| Level 2 | CD: And Foxtrot<br>FD: Cadet Basic Rules (2:15)          | Cadet Basic             |
| Level 3 | CD: G-Reggae<br>FD: Youth Basic Rules (2:45)             | Youth Basic             |
| Level 4 | CD: Split Folk<br>FD: Junior / Senior Basic Rules (3:00) | Junior and Senior Basic |

### 10.3 Couples Regional Categories

| Level   | Segments                                             | Alignment                      |
|---------|------------------------------------------------------|--------------------------------|
| Level 1 | CD: Melody Waltz<br>FD: Mini Basic Rules (2:00)      | Mini Basic                     |
| Level 2 | CD: Melody Waltz<br>FD: Espoir Basic Rules (2:15)    | Espoir Basic                   |
| Level 3 | CD: And Foxtrot<br>FD: Cadet Basic Rules (2:30)      | Cadet Basic                    |
| Level 4 | CD: G-Reggae<br>FD: Youth Basic Rules (2:45 or 3:30) | Youth, Junior and Senior Basic |

Note: Level 4 is also suitable for those with Junior / Senior Basic Rules FD. We will not penalise program length as long as it is either 2:45±10 or 3:30±10

#### 10.4 Free Skating Regional Categories

| Category | Max Elements                     | World Skate Rules              |
|----------|----------------------------------|--------------------------------|
| Level 1a | 1W, 1T, 1S, U                    | Mini - Basic                   |
| Level 1b | 1W, 1T, 1S, 1F, 1Th, U           | Mini - Basic                   |
| Level 1c | 1W, 1T, 1S, 1F, 1Lz, 1Lo, 1Th, U | Mini - Basic                   |
| Level 2  | N/A                              | Cadet - Basic                  |
| Level 3  | N/A                              | Youth, Junior & Senior – Basic |

#### 10.5 Figure Skating Regional Categories

| Category | Figures picked from a World Skate category |
|----------|--------------------------------------------|
| Level 1  | Primary                                    |
| Level 2  | Tot                                        |
| Level 3  | Mini                                       |
| Level 4  | Espoir                                     |
| Level 5  | Cadet / Mini                               |

#### 10.6 Pairs Regional Categories

| Category | World Skate Rules |
|----------|-------------------|
| Level 1  | Mini Basic        |
| Level 2  | Cadet Basic       |
| Level 3  | Youth Basic       |

#### 10.7 Duos, Trios, Group Dances, etc Club Competition Categories

Clubs are free to include additional event categories within their competitions, including Duos, Trios, Club Shows and any other formats they wish to offer.

GB Skate Artistic does not currently provide regulations or specific guidance for these types of events. Clubs may therefore develop their own rules and requirements for such events. These should be clearly communicated to athletes, coaches, GBSA and Guest officials taking part in the competition.

#### 10.8 Clarifications

- Age Restrictions: Club competition categories are not age restricted. Athletes of any age may enter any level. For example, an athlete aged 18 may enter a Level 1 event.
- Age Sub-Categories: Clubs may choose to divide each level into age based subcategories where appropriate. For example, a competition may offer Level 1 ages 10–12, Level 1 ages 13–14, and so on. The Organising Committee has discretion to determine the most appropriate age splits for their competition.

- **Competition Segments:** Organising Committees are not required to offer all segments within Solo or Couples Dance. For example, a club may choose to run only the Compulsory Dance at its competition, while another club may choose to run only the Free Dance. Clubs may also choose to offer both segments.
- Some organising might wish to add an additional compulsory dance for each level to make it two (2) compulsory dances. This is fine but it is advised to keep one of the dances as stated in the above rules.

## 11 BASIC SKILLS (ALL DISCIPLINES)

### 11.1 General

The Basic Skills levels are designed to support grassroots athletes within GBSA. They consist of three (3) levels that provide a structured introduction to artistic skating.

These levels will not be included in any GBSA organised national events during this season. Instead, they are intended to provide regional and club competitions with a standardised baseline category to follow, helping organising committees align with commonly adopted rules.

The aim is that if regional and club competitions follow the same standardised rules, Basic Skills athletes can focus on preparing one routine each season. This allows them to attend different regional or club competitions while continuing to compete under the same rules, supporting consistent progression.

### 11.2 Merit Alignment

The basic skills levels have been aligned with the merit system. Although not every element from the basic skills programme appears within the merits - ensuring a wider variety of elements - many have been matched to the appropriate merit levels. As the basic skills level increases, so does the expected difficulty.

This structure allows athletes to compete using the merits they have learned during training sessions at regional events. It reinforces their understanding of each element and gives them the opportunity to apply their skills in a competitive environment, supporting their overall development.

### 11.3 Basic Skills Level One (1) – Program

Program Time: 1 minute +/-5s

| Level One (1) – Program |                                |                          |             |
|-------------------------|--------------------------------|--------------------------|-------------|
| Item                    | Element                        | Details                  | Merit       |
| 1                       | Forward scoot                  | Both directions          | Merit 2     |
| 2                       | A position from group A        | -                        | Merit 3 - 6 |
| 3                       | Two foot jump                  | Moving or stationary     | Merit 2     |
| 4                       | A second position from group A | Different from the first | Merit 3 - 6 |
| 5                       | Snake Pattern                  | Forwards                 | Merit 2     |

## 11.4 Basic Skills Level Two (2) – Program

Program Time: 1 minute +/-5s

| Level Two (2) – Program |                                                        |                             |             |
|-------------------------|--------------------------------------------------------|-----------------------------|-------------|
| Item                    | Element                                                | Details                     | Merit       |
| 1                       | Forwards progressive run or continuous backwards pulls | Clockwise or anti clockwise | Merit 5 - 8 |
| 2                       | Two foot spin                                          | One rotation or more        | Merit 5     |
| 3                       | A position from group B                                | -                           | Merit 4 - 6 |
| 4                       | Change of edge or swing                                | With correct inclination    | Merit 6     |
| 5                       | Half rotation jump                                     | Moving                      | Merit 3     |

## 11.5 Basic Skills Level Three (3) – Program

Program Time: 1 minute +/-5s

| Level Three (3) – Program |                             |                             |             |
|---------------------------|-----------------------------|-----------------------------|-------------|
| Item                      | Element                     | Details                     | Merits      |
| 1                         | Continuous backwards pulls  | Clockwise or anti clockwise | Merit 8     |
| 2                         | Waltz Jump                  | Any foot or direction       | Merit 7     |
| 3                         | Three turn or cross Infront | Any foot or direction       | Merit 8     |
| 4                         | A position from group C     | -                           | Merit 6 - 8 |
| 5                         | One foot Spin               | One rotation or more        | Merit 7 - 8 |

## 11.6 Basic Skills Clarifications

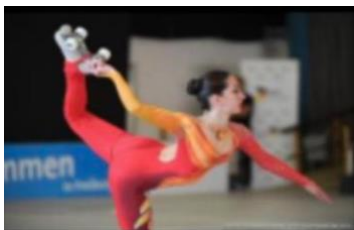
- The basic skills will be judged using the white system (guest judges can be used) – (*“Basic Skills system, coming soon”*).
- The program elements can be performed in any order.
- The program pattern is free.
- Organising committees can accept program music or use standard background music for these events.
- Organising committees can split the events by age where appropriate.
- Organising committees have the choice to use these levels at their club / regional competitions – it is not mandatory but advised.

## 12 BASIC SKILLS POSITION GROUPS

### 12.1 Group A

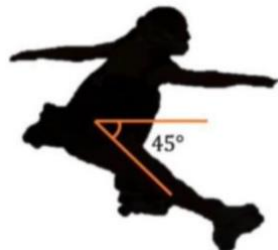
| Basic Upright                                                                                                                                                 | Camel                                                                                                                                                                      | Sit 2 Feet                                                                                       |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------|
| Figure on one foot where the leg on the ground is stretched out and the body in an upright position. The free leg and arms can be in a choreographic position | Figure on one foot where the leg on the floor is straight and the body leans forward. The free leg lifts (stretched) at a minimum angle of 90° with the leg on the ground. | With both legs on the ground, the athlete bends down until the hips are at least at knee height. |
|                                                                              |                                                                                           |               |

### 12.2 Group B

| Camel Forward                                                                                                                                                                                 | Sit Behind                                                                            | Spread Eagle                                                                                                                                                                                                                                                |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| A position where the skater holds the skate from the free leg with one hand. Your back should be arched above your hip line. The knee and foot of the free leg should also be above the hips. | Like the little man position, but with the free leg bent behind the leg on the floor. | In an upright position, the two skates are placed with the heels facing inwards. The inner and outer sides of both feet are on the same line. It can be done inwards, outwards, or with one foot on heel and can be accompanied by choreographic movements. |
|                                                                                                            |    |                                                                                                                                                                        |

| Basic Sit                                                                                                                                                          | Charlotee / Illusion                                                                                                           | Camel Layover                                                                                             |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------|
| <p>The skater should be crouched on one leg, which should be bent so that the hip is at or below as high as the knee. The free leg should be straight forward.</p> | <p>Split position, but with the body is leaning forward and the head down as close as possible to the leg that is skating.</p> | <p>A position where the skater twists the body so that the shoulders are perpendicular to the ground.</p> |
|                                                                                   |                                               |                        |
| Dip                                                                                                                                                                | Ina Bauer                                                                                                                      |                                                                                                           |
| <p>Little man position, but with the free leg passing stretched out behind the load-bearing skate. The body should lean parallel to the ground.</p>                | <p>Spread position where the feet are clearly in two different lines. It can be done with 6 or 8 wheels</p>                    |                                                                                                           |
|                                                                                 |                                             |                                                                                                           |

## 12.3 Group C

| Upright Biellman                                                                                                                                                                                         | Upright Torso Sideways                                                                                                                                                                                                 | Upright Layback                                                                                                                         |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| The skater's free leg is caught from behind to a position higher than the top of the head, near the skater's axis. The degrees between the back and hamstrings of the free leg have to be less than 90°. | The skater must be in a Split position, with the body fully tilted to the side.                                                                                                                                        | In an upright position, the head and shoulders should be pulled back, arching the back. The free leg position is optional.              |
|                                                                                                                         |                                                                                                                                       |                                                      |
| Split                                                                                                                                                                                                    | Camel Sideways                                                                                                                                                                                                         | Sit Sideways                                                                                                                            |
| The body should be in a split position, and the free leg should be opened to the side, forming an angle of between 150° and 180° with the leg on the ground.                                             | Camel position with the free leg held, as if it were a "donut". The foot and knee of the free leg should be at the same height as the head and shoulders should be rotated until they are perpendicular to the ground. | Little man position with the free leg at the side, the free leg must be stretched (minimum to 45°) of the skating leg.                  |
|                                                                                                                       |                                                                                                                                     |                                                    |
| Camel Forward                                                                                                                                                                                            | Sit Behind                                                                                                                                                                                                             | Spread Eagle                                                                                                                            |
| A position where the skater holds the skate from the free leg with one hand. Your back should be arched                                                                                                  | Like the little man position, but with the free leg bent behind the leg on the floor.                                                                                                                                  | In an upright position, the two skates are placed with the heels facing inwards. The inner and outer sides of both feet are on the same |

|                                                                                              |                                                                                   |                                                                                                                            |
|----------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <p>above your hip line. The knee and foot of the free leg should also be above the hips.</p> |                                                                                   | <p>line. It can be done inwards, outwards, or with one foot on heel and can be accompanied by choreographic movements.</p> |
|             |  |                                         |

## 12.4 Position clarifications

- The position should be held for 5 seconds to be confirmed.
- All positions should be performed moving.
- All technical aspects of the position must be met for the position to be confirmed.

# BASIC SKILLS SYSTEM

## 13 BASIC SKILLS COMPONENTS

During the basic skills programmes, judges will also consider the component elements to ensure that athletes understand the importance of these components. This approach helps athletes' transition smoothly into the RollArt system, as it follows similar principles.

For Basic Skills Levels One (1) to Three (3), the components assessed will be Skating Skills and Performance.

### 13.1 Skating Skills: general ability to skate well.

- **Skating Quality:** Mastery of the skate; secure and accurate use of edges; precision in footwork; controlled curves; clear, deep edges; and fluid, clean execution of steps.
- Skaters should demonstrate appropriate speed and movement that reflects the character and rhythm of the music - making the simple appear effortless.
- **Posture:** Correct body position before and during the execution of elements and choreographic movements. This includes appropriate flexion for pushes and proper use of lean and inclines.
- **Difficulty:** Use of a variety of turns and steps, performed with fluidity, confidence, and control.
- **Directions:** Athletes should demonstrate the ability to change direction effectively and use directional changes consistently throughout the programme.

### 13.2 Performance: ability to transmit and interpret through the whole body.

- **Personality and Theatrical Skills:** The ability to captivate the audience and convey emotion across a range of moods. This includes demonstrating personal commitment to the choreography.
- **Movement Skills:** Quality of movement that highlights the three-dimensional and sculptural use of the body. Skaters should demonstrate effective use of the full range of motion.
- **Emotional Intention:** The aesthetics and energy of the performance should reflect the character and rhythm of the music. Skaters should show expressiveness and genuine personal involvement in the programme.
- **Projection:** Confident control of space, time, and energy to engage the audience and maintain a strong connection throughout the entire programme. Movements should appear effortless, with clear commitment to the choreography.

### 13.3 Components table

| Score | Skating Skills                                                                                          | Performance                                                                                 |
|-------|---------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|
| 0.25  | No correct positions. Use of the toe stop to push. No speed. No quality of steps if you do them at all. | No attempt at theatricality. No power. No involvement in music. No off-axis body movements. |

|     |                                                                                                                                                            |                                                                                                                                                              |
|-----|------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0.5 | Very incorrect position. Use of the toe stop to push. Poor speed. Poor quality of steps if you do them at all.                                             | No attempt at theatricality. No power. No involvement in music. No off-axis body movements.                                                                  |
| 1   | Not entirely correct position. Little bending inclination. Low speed. Incorrect or flat steps and turns.                                                   | Little theatricality, involvement and energy. Few off-axis body movements.                                                                                   |
| 1.5 | Posture not always correct or forced, speed not always correct, flexion not always correct or forced and correct inclination. Some correct steps or turns. | Some attempt at theatricality. Adequate involvement with music. Correct energy at times. Few off-axis body movements.                                        |
| 2   | Proper posture, correct speed, good attempts at bending and bending at many moments of the program. Most steps and turns with proper edges.                | A good attempt at theatricality and expressiveness. Good involvement with music. Correct energy at many points in the program. Some off-axis body movements. |
| 2.5 | Good posture, good speed, sustained bending and bending. Correct skating in all directions. Mostly correct steps and turns.                                | Good theatricality and expressiveness. Good involvement with music. Good energy throughout the program. Off-axis body movements throughout the program.      |

Components will start from 0.25 and progress to 2.50 for basic skills skating. The components can be given in increments of 0.25. The factor of a basic skills program will be 1.4.

## 14 BASIC SKILLS QOE

As in RollArt, the judges will apply a QOE to each element in the Basic Skill program. For each element the positive and negative characteristics of the element will be considered.

### 14.1 Positive QOE:

A 0 QOE will be given when the skater achieves the basic characteristics of the element.

+1 if the skater achieves 1 - 2 features.

+2 if the skater achieves 3 - 4 features.

+3 if the skater achieves 5 - 6 features.

| Jump                                                                                                                                                                                                                                                                                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Good height and length.</p> <p>Very good extension during landing and/or original and creative departure.</p> <p>Difficult and/or unexpected take-off.</p> <p>Clear, recognizable steps and skating moves executed before take-off.</p> <p>Difficult and artistic position in the air and/or start rotating late, in suspension.</p> <p>Very good fluidity and horizontal speed in take-off and landing.</p> |

Make it seem like the jump is effortless.

Playing the element with music.

### Spin

Good ability to centre the spin quickly.

Good control of the spin during its execution (entry, rotation, exit, change of foot/position).

Good speed and acceleration during execution.

Difficult entry (e.g. Fly Camel, Butterfly).

Difficult position variations.

Number of rotations much higher than the minimum required.

Displaying the element with music connections.

Difficult traveling.

### Turns / Swing / Footwork

Clear and good inclination.

Smooth execution of the element.

Good speed.

Good extension of body lines.

Good acceleration.

Good connection with the music.

Musicality.

### Figures / Positions

Difficult or unexpected entry.

Clear and recognizable steps and skating movements at the beginning or end.

Good fluidity and speed.

Cleanliness and precision.

Good command of flexibility.

Whole-body involvement.

Creativity and originality.

Good energy.

In case a change of edge is requested, demonstrate good control.

Musicality.

## 14.2 Negative QOE

The table below outlines the Negative QOE criteria. The left column lists the errors that require the judge to apply a specific Negative QOE. The right column lists additional errors that should lead the judge to reduce the QOE accordingly.

| Errors in which the QOE must be the one in the list | Values   | Errors in which QOE can vary                              | Values   |
|-----------------------------------------------------|----------|-----------------------------------------------------------|----------|
| <b>Jumps</b>                                        |          |                                                           |          |
| Fall                                                | -3       | No speed, no height or incorrect position in the air      | -1 or -2 |
| Falling on two feet or with the other foot          | -3       | Technically incorrect take-off                            | -1 or -2 |
| Stepping out                                        | -2 or -3 | Bad landing (bad position, wrong edge, over the toe stop) | -1 or -2 |
| Resting two hands on the floor on the landing       | -3       | Long preparation                                          | -1       |
| Direct and prolonged toe stop                       | -3       | Hand or small support of the free leg.                    | -1       |
| <b>Spins</b>                                        |          |                                                           |          |
| Support of both hands to prevent falling            | -3       | Incorrect position, slowness                              | -1 to -3 |
| Fall                                                | -3       | Offset/poorly centred                                     | -2 or -3 |
|                                                     |          | One hand or foot free on the ground to prevent falling    | -2 or -3 |
|                                                     |          | Poor control (input, rotation, output, position)          | -2       |
| <b>Turns / Swing / Skills</b>                       |          |                                                           |          |
| Use of the toe stop                                 | -3       | Poor body position                                        | -1 to -3 |
| Fall                                                | -3       | Bad inclination                                           | -1 to -3 |
|                                                     |          | Lack of speed                                             | -1 to -3 |
|                                                     |          | Lack of rhythm                                            | -1 to -3 |
| <b>Figures / Positions</b>                          |          |                                                           |          |
| Imbalances or inaccuracies in most of the element   | -2       | Poor fluidity                                             | -1 or -2 |
| Hand or foot to the ground to prevent falling       | -2       | Lack of speed                                             | -1 or -2 |
| Fall                                                | -3       | Bad position                                              | -1 to -3 |
| Poorly executed edge                                | -3       | Stumbling                                                 | -1 to -3 |

## 15 PENALTIES

| Violation                                                     | Deduction |
|---------------------------------------------------------------|-----------|
| Costume violation                                             | 1.0 point |
| Music with inappropriate or offensive lyrics, in any language | 1.0 point |
| Falls                                                         | 1.0 point |

## 16 BASIC SKILLS ELEMENTS

| Basic Skills Elements          |                                   |
|--------------------------------|-----------------------------------|
| Basic Upright (EaU)            | Camel Sideways (EbCS)             |
| Camel (EaC)                    | Forwards Progressive Run (Sfpr)   |
| Camel Forward (EaCF)           | Two foot jump (J2Fj)              |
| Camel Layover (EbCL)           | Cross Roll (SXr)                  |
| Upright Torso Sideways (EbUTS) | Mohawk (SMw)                      |
| Upright Split (EbS)            | Rocker (TRk)                      |
| Charlotte/Illusion (EbCh)      | Counter (TCt)                     |
| Upright Layback (EbUL)         | Waltz Jump (JW)                   |
| Upright Biellman (EbUB)        | Travel (TTr)                      |
| 2 foot Sit (FaS2p)             | One Foot Spin (S1u)               |
| Sit Behind (FaSB)              | Continuous Backwards Pulls (Sbpr) |
| 1 Foot Basic Sit (FaS1p)       | Three Turn (T3t)                  |
| Sit Sideways (FbSS)            | Cross Infront (SXi)               |
| Dip (FbMC)                     | Change of Edge (SChE)             |
| Ina Bauer (FbIB)               | Swing (SSw)                       |
| Spread (Fba)                   | Half Turn Jump (JHt)              |
| Bracket (TBr)                  | Forward scoot (SFSh)              |
| Snake Pattern (SSNk)           | Two foot spin (S2u)               |

## 17 OFFICIALS AND EQUIPMENT

This system requires three officials working together in proximity:

- One (1) Data Operator,
- One (1) Technical Specialist
- One (1) Judge.

The Data Operator should be positioned in the middle, with the Technical Specialist on the left and the Judge on the right.

The system requires one laptop or tablet, operated solely by the Data Operator. No additional equipment is needed.

## 18 OFFICIALS PROTOCOL

The judging protocol is as follows:

The Technical Specialist will call the element performed (for example, progressive run). The Judge will state the QOE and the Data Operator will then enter this into the system. The process continues in this sequence: the athlete performs the next element, the Technical Specialist calls the element, the Judge states the QOE, and the Data Operator records the information.

At the end of the programme, no reviews are permitted when using this system. The next skater should be called to the floor immediately. No marks will be read aloud; instead, a HTML file of the results will be available at the end of the event, allowing skaters to review their scores along with the Judge's and Technical Specialist's calls.

## 19 BASIC SKILLS ELEMENT VALUES

|                                 | Element | Base Value | -3   | -2   | -1   | 0   | +1  | +2  | +3  |
|---------------------------------|---------|------------|------|------|------|-----|-----|-----|-----|
| Positions                       | EbCL    | 1,00       | -0,8 | -0,5 | -0,3 | 0,0 | 0,2 | 0,3 | 0,5 |
|                                 | EbUTS   | 1,30       | -1,0 | -0,7 | -0,3 | 0,0 | 0,2 | 0,4 | 0,6 |
|                                 | EbS     | 1,20       | -0,9 | -0,6 | -0,3 | 0,0 | 0,2 | 0,4 | 0,5 |
|                                 | EbCh    | 1,40       | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|                                 | EbCS    | 1,20       | -0,9 | -0,6 | -0,3 | 0,0 | 0,2 | 0,4 | 0,5 |
|                                 | EbUB    | 1,40       | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|                                 | EbUL    | 1,00       | -0,8 | -0,5 | -0,3 | 0,0 | 0,2 | 0,3 | 0,5 |
|                                 | EaU     | 0,40       | -0,3 | -0,2 | -0,1 | 0,0 | 0,1 | 0,1 | 0,2 |
|                                 | EaC     | 0,80       | -0,6 | -0,4 | -0,2 | 0,0 | 0,1 | 0,2 | 0,4 |
|                                 | EaCF    | 1,00       | -0,8 | -0,5 | -0,3 | 0,0 | 0,2 | 0,3 | 0,5 |
|                                 | FbSS    | 1,20       | -0,9 | -0,6 | -0,3 | 0,0 | 0,2 | 0,4 | 0,5 |
|                                 | FbMC    | 1,20       | -0,9 | -0,6 | -0,3 | 0,0 | 0,2 | 0,4 | 0,5 |
|                                 | FbIB    | 1,40       | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|                                 | Fba     | 1,00       | -0,8 | -0,5 | -0,3 | 0,0 | 0,2 | 0,3 | 0,5 |
|                                 | FaSB    | 0,50       | -0,4 | -0,3 | -0,1 | 0,0 | 0,1 | 0,2 | 0,2 |
|                                 | FaS2p   | 0,50       | -0,3 | -0,2 | -0,1 | 0,0 | 0,1 | 0,1 | 0,2 |
|                                 | FaS1p   | 1,00       | -0,8 | -0,5 | -0,3 | 0,0 | 0,2 | 0,3 | 0,5 |
| Swing /<br>Footwork<br>Elements | Sfpr    | 1,50       | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|                                 | SXr     | 1,60       | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|                                 | SMw     | 1,80       | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |

|       |      |      |      |      |      |     |     |     |     |
|-------|------|------|------|------|------|-----|-----|-----|-----|
|       | Sbpr | 1,70 | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | SXi  | 1,20 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | SChE | 1,30 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | SSw  | 1,30 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | SFSh | 0,90 | -0,7 | -0,5 | -0,3 | 0,0 | 0,1 | 0,2 | 0,4 |
|       | SSNk | 0,80 | -0,6 | -0,4 | -0,2 | 0,0 | 0,1 | 0,2 | 0,4 |
| Turns | TRk  | 2,00 | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | TCt  | 2,00 | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | T3t  | 1,20 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | TTr  | 1,50 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | TBr  | 1,70 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
| Jumps | JW   | 2,00 | -1,1 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | J2Fj | 1,70 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | JHt  | 1,50 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
| Spins | S1u  | 2,10 | -1,0 | -0,7 | -0,4 | 0,0 | 0,2 | 0,4 | 0,6 |
|       | S2u  | 1,20 | -0,9 | -0,6 | -0,3 | 0,0 | 0,2 | 0,4 | 0,5 |