



*Comite International
de Patinage Artistique*

PRECISION SKATING

2008

**World Artistic
Skating Championships**

KAOHSIUNG

Chinese Taipei



TO ALL FEDERATIONS:

Please make sure all your Skaters/Trainers are aware that the judging for Show/Precision will always take place on the long side of the rink.

Por favor informen a todos los Patinadores/Entrenadores que el juzgamiento para Show/Precision siempre se llevará a cabo en la parte larga de la pista.

PRECISION TEAM

RULES & REGULATIONS

Team Registration on or before Friday, November 14, 2008.

Draw for the order of skating and the order of training will take place on Friday, November 14, at 16:30 hour in the Stadium.

Training for Precision Team will take place Sunday, November 16, in the Stadium.

Competition will take place on Sunday evening, November 16.

Entry fee for each skater is \$60.00 US., which includes their Championship Pass and photo ID for the entire championships.

Each team will be allowed to register one team leader, two team coaches, and one choreographer.

**ALL TEAM MEMBERS MUST BE 12 YEARS AND OVER
AS AT JANUARY 1, 2008**

10. PRECISION SKATING

PR 10.00 General

- 10.00.01 Each member National Federation may enter a maximum of three (3) teams for Precision events.
- 10.00.02 A team will consists of 12 minimum /24 maximum skaters.
- 10.00.03 Each team will be permitted one and one-half minutes warm up time immediately preceding the commencement of their routine. This warm up will be choreographed without music. Once the team is ready for the music to commence the team captain must raise their hand to advise the announcer.
- 10.00.04 Neither portable nor hand-help props shall be used.
- 10.00.05 The following limitations shall be enforced:
- No jumps exceeding half a revolution
 - No spins exceeding one revolution
 - No lifts
- 9.0-1.05 Vocal music shall be permitted.
- 9.0-1.05 Stationary (stopping or standing) positions during the performance are not allowed.
- 9.0-1.05 Costume rules – see SR 3.11.

PR 10.01 Judging Precision

- 9.00.00 Judges shall score Precision skating using the point system outlined in OR 4.06.01. The full values indicate the general ability of the team. Additional marks of point nine may be added to further differentiate between the teams.
- 9.00.00 Two marks will be awarded. The first mark for Composition. The following aspects shall be considered by the judges for the Program:
- . Originality of elements
 - . Difficulty of program
 - . Difficulty of connecting steps and their suitability to the music
 - . Variety of elements and formations, overall balance of choreography and utilization of the entire floor
 - . Placement of formation and maneuvers in the utilization of the surface.

The second mark for Presentation. The following aspects shall be considered by judges:

- . Unison and synchronization of elements by team members
- . Ability of team members to sustain the same level of performance throughout the program
- . Carriage and style
- . Cleanness and sureness
- . Speed and flow. using strong edges
- . Smoothness of transitions, without hesitation
- . Interpretation of character and rhythm of the music
- . Variety of the music. correct selection in relation to skaters
- . Orderly entry and exit from floor
- . Neatness of appearance. including costumes
- . Harmonious composition of program and conformity to the music

PR 10.02 Scoring Precision

10.02.01 Judging for Precision will always take place on the LONG SIDE of the rink. The CIPA system of calculating shall be used to determine the placements of all teams. The following five elements MUST be included in the program. These elements may be repeated without penalty:

0. **CIRCLE MANOUVRE**

The circle maneuver 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.

0. **LINE MANOUVRE**

The line MUST be along the short axis and move down the long axis.

0. **BLOCK MANOUVRE**

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.

0. **WHEEL MANOUVRE**

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.

0. **INTERSECTING MANOUVRE**

Any type of intersection is permitted (splicing or pass through). In the maneuver each skater must pass through any intersecting point only once.

PR 10.03 General Rules for Set Elements

10.03.01 Rules for Set Elements are:

- 0. Set elements may be skated in any order.
- 0. Any type of handhold or combination of handholds can be used.
- 0. All elements may incorporate forward and/or backward skating.
- 0. Footwork is permitted during any element.
- 0. Set elements may be repeated.
- 0. Additional elements may be used

PR 10.04 Deductions

10.04.01 Following the deductions for the falls in a Precision program:

- Major (more than one skater for a prolonged time) 0.8-1.0 in B mark
- Medium (either one skater for prolonged time or down and up for more than one skater) 0.6 in B mark
- Minor (down and right up for one skater) 0.2 in B mark