

AARS

American Artistic
Roller Skating



**Rules, Guidelines and
Skater Requirements**

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AMERICAN ARTISTIC ROLLER SKATING

The American Artistic Roller Skating (AARS) is a not-for-profit organization dedicated to the development of domestic artistic roller skating. Our focus is on a clear tiered program for athletes, coaches, and officials to prepare them for tests and competitions.

The mission of American Artistic Roller Skating (AARS) is to develop the sport of roller skating in the United States at all levels and abilities. There will be strict adherence to a commitment of safety, integrity, sportsmanship and enthusiasm for the sport. Providing education for our coaches and officials to better enhance the quality of instruction and evaluation is foundational to our purpose.

As a membership-based association, the opportunity will be there for members to suggest and vote on rule changes. The support of members will help AARS to grow the sport nationally and bring it to a new and stronger level. Member feedback is also essential in understanding concerns and potential opportunities that exist. A focus of AARS will be to adapt to the ever-changing needs of the membership while providing a strong foundation on which to build the future.

The testing program currently exists for all disciplines; dance, figures, and freestyle, and there is a well-developed program for officials to become certified. Our Society of Roller Skating Teachers Association (SRSTA) program for coaches gives them access to resources to enhance their programs. As our newly developed domestic program grows so will the opportunities for the members.

If you would like to become a member, an athlete, or an official for the American Artistic Roller Skating [click here](#) to learn more.

JUDGING GUIDELINES

Membership

Members must hold a current membership with RSA (IHA) and be at least 16 years of age.

Judges that currently hold an A, B, or C commission in the USARS will be grandfathered into the RSA testing structure upon request. A=3 B=2 C=1

<u>RSA levels</u>	<u>Competitions</u>	<u>Tests</u>
1	Local Meets	Bronze
2	Interclubs	Silver
3	Larger Meets	Gold
4	American Championship	Gold Medals

Level 4 judges will be evaluated on experience and performance.

Judges can select to register through their home rink or through the RSA headquarters as independent.

Moving forward, judges will use the RSA study guides and exams to earn their certification.

Current coaches and skaters can judge, as long as they are certified as judges. They will have to adhere to the code of ethics and avoid judging previous, or current, partners, students, or family.

A judge's selection team will be responsible for selection and judging assignments for the American Championships.

Code of Ethics/Rules/Duties (see Judging Code of Ethics)

Suspension for 1 year for any rule violation

Strong use of the integer system in all testing and competition.

<u>Integers</u>	<u>Meaning</u>	<u>Faults</u>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasionally
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	
20-29	Badly Skated	
10-19	Incomplete	
0-9	Not Skated	

Three (3) year absence from the sport would require an oral and/or mock judging experience and team approval.

Lifetime membership for holders of the #4 commissions.

A current background check is a part of the membership for officials and coaches 18 years and older.

Dress Code: Polo shirts and dark slacks or a skirt for daytime events. The addition of a dark blue blazer for evening events.

Grievance procedure and use of forms for coaches to meet with officials.

- Fill out form and present
- Request who's to be involved
- Team member facilitates
- Establish a time and location

The Competition Manager will determine the number of judges per event.

- Set up location for where the judges will sit or stand to evaluate.
- Establish where the skaters will start on the floor (dance events)
- Decide if we will ordinal final events, with placards or electronically.

Code of ethics will be signed by all officials at the beginning of the season, as part of membership.

American Championship Judges

Applications will be offered electronically through the RSA website.

Selection will be through a team of judges.

All invited officials will receive full or partial compensation.

Paying for the judges and officials will come out of the artistic pool of funds.

A fair rotation of judges will be used to increase the pool of people involved. Using a percentage as a way to include newer judges ; i.e.80% experienced and 20% new.

Education

Use of the current RSA tests and study guides as the basis for future judges.

Use of electronic tools to further the educational opportunities:

- Webinars
- Zoom Meeting
- On-line panels
- Websites

Link a judge's and coach's branch to the current RSA annual convention as a way to enhance learning and involvement.

Promote more on-line panel opportunities to grow our officials, especially for areas where there are not enough members to have a panel.

Judging Points for Figures

In all competitive figure events, judges must consider the following applicable points:

- Start
- Tracing
- Turns/Loops and or Change of Edge
- Second turn
- Placement of the turns
- Tracing before/after turns
- Circle closure
- Subsequent take-offs
- Pace
- Concluding figure

Form must be given the required full consideration throughout the entire figure.

Each figure contains the above elements and these factors must be given due consideration in determining the scores while still giving full consideration to the other judging points of the figure.

Major/minor faults for figure skating are:

- Touching free foot will cause a deduction of 5 points
- Putting free foot down will cause a deduction of 10 points
- Falling on a figure will result in a deduction of 20 points
- An incorrect turn, a 3-turn instead of a bracket, or rocker instead of a counter, will be penalized a minimum of 20 points.
- Unwarranted rock-over or changes of edge, producing an incorrect turn, shall be penalized according to the degree of the error.
- Not making it around the circle should be considered a foot down with a 10 point deduction.

A pure edge, even one that is not on the line, is the most important part of tracing. Tracing, even though on the line, which is affected at the expense of edge quality (wobbly skate) shall be penalized.

Judging Points for Loops

- Edge quality
- Loop execution
 - Loops should be judged for size and shape in conformity with the painted line on the floor.
 - Pace - loops should have an even roll of the skate, both on entrance and exit.
 - Body posture baseline should be maintained throughout the loop.
 - Correct loop tracing will require that both leading and trailing trucks trace on the crown of the loop.
- Strike-off and take-offs
- Body posture baseline throughout the tracing of the entire figure.
- Pace and flow throughout the tracing of the entire figure.

- A judge should position themselves so as to best observe pulls or hitching.
- A judge should position themselves so that they can observe the crown of the loop and watch for an even roll of the skate.
- A loop may be done on three wheels.

Summary

Artistic Roller skating has more to offer than any other type of skating. There is no need for forced or strained positions to produce accurate roller tracings. Judges should not just be aware of conventional correctness, but also to the extra refinements of roller figures. In roller figures, the beauty of movement, the positions of head, arms, hands, legs, and the general grace should be used in competition as an added means by which to distinguish between skaters.

The technical method used for the execution of a figure has nothing to do with beauty or correct tracing. It is of no concern of the judge whether one shoulder or the other appears to be leading, or whether the free leg is carried forward or back at any point. All that kind of thing has to do with figures is the different methods of teaching or with individual preferences. All that should influence the marks awarded by the judge is correct tracing, edge quality, smoothness, and general appearance of the skater, and not the particular method used to achieve this final result.

Judging Points for Dance

In the Judging of Dance skating the key elements are:(in this order)

- Timing
- Skills of skating-basic steps (progressives, swings, chasses, cross front/back, etc.
- Steps of the dance being judged, and baselines of this dance.
- Body posture (body baseline).
- Performance/Artistic Impression

Things to consider when evaluating dance skating:

- Carriage should be upright with a correct posture baseline
- The head should be held upright
- The rise and fall of the body should be obtained by the bending of the employed knee
- The toe of the free leg should be turned downward and outward on all steps that are stroked. For those non-stroked steps, the position of the toe of the free leg is optional.
- Avoid all violent or stiff movements.

Careful attention must be paid to the timing and rhythm of the music. Steps of the dances must be skated to the beat of the music given in the specific dance notes.

All steps should be accurately skated. Neatness of footwork is essential.

All edges and turns must be skated smoothly and effortlessly.

In team dance, the dance must be skated using the designated dance hold. Where there is a change from one position to another, the change must be made on the step called for. The method of

changing positions is left up to the skaters, provided that the skaters maintain contact during the change.

Where there is a rock-over between the lobes of the dance, the number one beat of the new lobe should occur slightly beyond the baseline with the point of inflection of the rock-over occurring on the baseline. The end of the last edge of the old lobe may be sacrificed so that the start of the new lobe may begin on the true and accurate edge.

Certain border pattern dances may be skated as set pattern dances without penalty, provided that, in the pattern used, all the listed edges or flats are skated as shown in the diagram and the flow of the dance is not impaired.

The pattern of the barrier lobe of any dance at the corners of the rink may be arranged proportionately to suit rink conditions. Both parts of the pattern at the corner must be symmetrical.

Penalties:

- out of time = Major Error
- incorrect steps = Major Error
- interference with other skater(s) being judged = Major Error
- out of phrase with music = Minor Error
- falling = Major/Minor Error depending on situation

Judging Points for Freestyle

Things to consider when evaluating freestyle: these tend to be the A score

- Content of program...jumps, spins, and footwork
- Difficulty of the content selected
- Music selection and ability of the skater to interpret the music
- Change of pace and variety in the program
- Harmonious composition and how the program uses the whole skating surface

Things to consider when evaluating freestyle: these tend to be the B score

- Skating skills, ability to skate
- Transitions, how skater moves from element to element on the floor
- Program, how they perform and engage with the music
- Choreography, the design and balance of the program on the floor

Errors in jumps

- Cheated take-off; use of the toe-stop of the employed skate, turning open, rocking over to a different edge, or turning to a new edge before the jump.
- Cheated landing: use of the toe-stop to assist landing foot. Landing on the incorrect edge and turning or changing to the correct edge. Pulled or hooked edges, two-foot landings, over rotating on landing.

- Stepping out; usually caused by the over-rotation of a backward landing jump which cannot be controlled with a one foot landing. Not holding the landing position. The landing of any jump or combination jump must be held long enough to show balance and body control to receive full credit
- Broken rhythm on combination jumps. Jumps in combination should flow from one jump to the next without noticeable hesitation. Loss of balance or body control breaks the natural rhythm of the up and down motion of the jumps. These would earn less credit.

Errors in spins

- Not holding the position for three revolutions (two when in combination). This is by far the most common error in spins. Creating and maintaining the momentum needed to spin and hold the position and edge make this key to the evaluation.
- Poor body posture/position; sit spins not executed with the butt below the knee. Camel positions with the free leg or upper body less than parallel to the floor, bent free leg, free foot pointed downward, etc. Any position not pleasing to the eye is considered poor body posture.
- Toe-stopping; use of the toe-stop of the employed skate to maintain balance during the spin. (Except for spins that require the toe to spin on.) The use of the toe-stop in this way will carry the same penalty as a cheated jump.
- Drifting or traveling; when the spin is not spotted and the axis of the spin does not remain stationary.
- Edge rockers; although commonly seen on jump and change-foot spins, edge rockers often occur with weak skaters attempting to hold one edge. Rock-overs should occur intentionally and only after the two revolutions of the previous edge.
- Spinning flat; refers to spinning with all four wheels on the skating surface. A flat spin contains no edge and generally spins less than three revolutions.
- Large spinning circle; a spin in which the spinning circle exceeds one skate length radius. Skaters who spin in a large spinning circle generally do not complete three revolutions and display poor spinning ability.

Errors in footwork

- Step sequence without any turns. A major problem would be two foot skating and lack of edges.
- Step sequence with two-foot turns. Problems here generally come from not doing recognized two-foot turns and just moving from forward to backwards while standing on two feet.
- Advanced footwork; series of steps that involve one-foot turns, three turns, rockers, counters, brackets, C-Steps, S-Steps. Problems here are usually not having any edges into the various turns and little to no connection with the music that is being used. Also there is a tendency for the skaters to only turn one direction, to the left, and skaters that turn both directions should be rewarded.

Eliminations/Finals

Unless noted otherwise, the chart below shows how many skaters will move on to final or semi-final events.

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 15	6 skaters to finals
16 - 20	8 skaters to finals
21 - 26	10 skaters to semi-finals
27 - 32	12 skaters to semi-finals
32 plus	Semi-Final

CODE OF ETHICS

Competition Managers, Judges, Chief Referees and Tabulators

American Artistic Roller Skating (AARS) is committed to the development of Roller Skating at all levels and abilities. Adherence to a commitment of safety, integrity, sportsmanship and enthusiasm for the sport is our focus. To this end we define our code of ethics for the officials in the sport.

This requires officials to be independent, impartial, and responsible to the people they serve. In recognition of these expectations there is an established Code of Ethics for all officials. The purpose of the code is to establish guidelines for ethical standards of conduct for all officials.

- An Official must conduct themselves in a manner which demonstrates respect for and the knowledge of the rules under which our skaters compete and serve with decorum and integrity the testing programs and competitions.
- An Official must devote time, thought and study to the rules of the sport and the fundamentals necessary to carry out these rules; so that one may render skilled, knowledgeable and credible service in a fair and unbiased manner.
- An Official must work with fellow officials and the AARS in a spirit of harmony and cooperation in spite of differences of opinion that may arise during debate of points or rules at issue.
- An Official must resist every temptation and outside pressure to use one's position as an official to benefit oneself or individual skaters/clubs. Under all circumstances, officials must avoid promoting the special interest of any person or group of persons other than the athletes we serve.
- An Official must constantly uphold the honor and integrity of the sport in all personal conduct and relations with the athletes, coaches, rink operators, parents and the public, to be a worthy example to the athletes under one's jurisdiction.
- An Official must remember and recognize that it is important to honor contracts/commitments regardless of possible inconvenience or financial loss.

Every member of the officiating profession carries a responsibility to act in a manner becoming a professional person. The conduct of any official influences the attitude of the public toward the profession in general as well as toward the official in particular.

Sports officials bear great responsibility for engendering public confidence in sports. They are critical to the health of athletic competitions. Officiating takes a great deal of preparation, continuing education, and commitment of time.

JUDGE'S CREED

I consider it an honor and privilege to be an official for the AARS and will make my judgements to the best of my ability with all humility and then will keep my own counsel unless questioned officially.

I will free my mind of all former impressions, be cooperative and punctual, and do my best to always improve my knowledge and to uphold the dignity of the sport.

I will abide by the officials CODE OF ETHICS/JUDGE'S CREED

Signature: _____ Date: _____

POTENTIAL JUDGING INFRACTIONS

Performance Based on Mathematical Evaluation of the Events Judged

Over the course of the competition, it is expected that judges will advance at least 70% of eligible skaters or teams to the finals. A single “bad” event will not trigger any negative feedback, as all judges face the reality that sometimes they are out of sync with their peers on events. The Judges Committee will look more closely at the overall performance from the meet. Evaluations will be used from the tabulators that will identify the number of skaters/teams, how many advanced, and how the judges did as a whole during the whole contest. Looking at the various disciplines will highlight areas of strength and weakness.

Misconduct

- Known manipulation of scores
- Being influenced by or influencing other members of the panel, ultimately affecting the outcome of the contest.
- Discussion prior to the final tabulation of the event with other panelists or other interested people.
- Being uncooperative or unpleasant with judges with whom you may disagree or criticising any official.
- Missing an assignment without cause or without trying to notify proper officials in a timely manner.
- Not adhering to the dress code. Judges must wear appropriate attire during the championships. No jacket is required during daytime events, but for evening events a jacket is expected.
- Any obvious inattention to the performance being presented.
- Not adhering to the instruction of the Chief Referee as he/she defines the rules within their authority.
- Offering unsolicited advice to a coach, contestant, or other individual whether officiating the event or not.
- Reporting for an assignment under the influence (drugs or alcohol)
- Judging previous students, partners, and not identifying potential conflicts prior to the contest.

Potential Disciplinary Action

- Immediate action - being removed from further events
- Subsequent action - downgrading or withdrawal of commission and or possible referral to the membership eligibility committee.
- Develop a clear pathway for the judge to work on improvement and reinstatement.
- As a last resort suspension of credentials; temporary or permanent.

Procedure

- The Judge's Committee discusses the problem with the judge.
- The Judge's Committee may decide to downgrade the credential, effectively removing them from the following championships.
- The Judge's Committee's decision, when possible, will first be given to the judge verbally. In all cases, the judge will receive a final written explanation.
- The offending judge always has the right to appeal any decision to the Board of Directors of IHA.

OFFICIALS GUIDELINES

Conduct for Officials On the Floor

At local interclub meets, invitationals, regionals and the American Championships, officials should always wear proper clothing. An agreed upon dark slacks/skirt with a white top, polo type shirts, will be consistent with daytime wear. Always keep in mind that others will be observing you and how you dress should reflect a respect for the contestants, the sport and yourself. For evening events the dress will be the same with the addition of a dark blue blazer or jacket.

Given that a contest may run up to an hour early, officials should always arrive an hour and a quarter before assignments so as to be ready to perform their duties and not feel rushed or harried by any delays.

At an artistic event, when seated on the official's platform, the judges shall not hold any conversations with other judges once the event has begun. The judge's attention should be focused on the skating surface or toward his/her immediate work area. It is also expected that there will be no iPhones or iPads turned on and visible at the judging stations.

Soft Averages - It has become more common for the judges to share their first skater's score to establish a soft average and to establish a range. There's no pressure to change your score only to give the panel a sense of the score range being used by the other judges. This is left to the discretion of the panel. Consideration should be given for the referee to handle this by throwing out the high and low score and inform the panel of the average.

When judging figures, the above rule restricting conversations remains in effect. The judge must be courteous towards other judges and be as careful as possible not to block the view of others while moving to evaluate. Judges will not willfully cause interference by entering the circle the contestant is using or getting too close to the skater so as to distract them.

The judges should leave the skating surface individually (not as a group), without conversation, once the event is complete. Once the judge has completed their scores and totaled them the clipboards should be given to the referee. Try to avoid walking through the crowd with any score sheets, and if unavoidable turn them face down on the clipboard. Save your conversations for the judge's room or an off-floor area.

When judging free skating, finish scoring in a quick and efficient manner. If the judge uses an effective note taking system, there should be no delay in arriving at the placement. Enter your scores and be ready for the next skater so as to not hold up the contest. If sitting on the floor you will give your clipboard and score sheets to the referee. Hold on to your notes for at least two days in case there are any questions about the contest.

When judging dance keep in mind that the judge is to evaluate the quality of the contest and not the endurance of the skaters. With fewer individuals on the floor, it should be easier to evaluate the skater(s) as fairly and efficiently as possible. Give your full attention to each team or individual to

assign a score that reflects your evaluation. Indicate you are finished judging by holding up your clipboard, turning around fully, or indicating on the computer.

Conduct for Officials Off the Floor

Please do not teach. Do not take it upon yourself to instruct any other official unless you are in a mentoring role. Your evaluation of the performance of another official may be correct, but there are no circumstances under which you should take it upon yourself to instruct your fellow official, especially in public; and there are most certainly no circumstances under which you should publicly criticize your fellow officials.

Your job as a judge is to do that to the best of your ability. Use your off-floor time to continue to grow your knowledge by watching events and having educational conversations with others that you respect and ask questions when unsure. Leave the criticism at the door, it will serve no purpose to cast disparaging comments on peers. If you have a genuine concern, take it up with the Contest Manager or the Judges Team. The performance and conduct of the invited officials will be evaluated at the end of the meets which may result in not being invited to future meets, and maybe being relieved of duties.

Don't take it upon yourself to try to improve the sport by giving unsolicited advice to coaches or skaters. It does not reflect well on our organization for individual officials to seek out contestants or their coaches to offer technical advice. If a coach or skater approaches you for advice or comment be careful to limit your conversation to the event and just that skater. Use the criteria on which you formed your scores to guide what is said. You are not the teacher, but know the rules and the values of elements that they have done or not done.

It is improper for the official to publicly criticize the running of the meet itself. Complaints regarding the handling of the meet should be made to the Director of Artistic Skating at IHA in writing as soon as possible after the meet has ended so that a determination can be made as to:

- the validity of the complaint
- who was actually at fault if the complaint is valid
- how to remedy the situation for the future

Confrontations and Protests

If anyone at a contest in any way attacks or harasses an official, the problem should be reported at once to the Contest Manager. No official, skater, parent, or spectator has the right to cause you discomfort. Report immediately to the official's stand and the meet officials will act on your behalf.

At larger meets (regionals) and the American Championships, persons wishing to discuss an event with a judge will need to request a meeting in writing, listing the event and skater, and a member of the Judges Team will arrange a time and location and will participate as the facilitator.

Please do not leave the venue too quickly after a judging assignment. If you have made errors the tabulator will page you. If you cannot be immediately found your error may hold up the announcement of finalists. This isn't fair and will only take a short amount of your time. Being

available doesn't require you to be on the official's stand, just in the area until the events have been tabulated and no errors found. (Minor addition errors can be handled by the tabulators; where the error changes placements it will need to be handled by the judge)

Once the events have been tabulated your score sheets will be put into a file under your name so that you can reference them should the need arise.

STAY AWAY FROM THE PUBLIC POSTING AREA. KEEP YOUR SELF-RESPECT AND THE RESPECT OF EVERYONE ELSE. If you want to see your scores as compared to the others on the panel you may do so by looking in the judge's book, with all the events, which will be kept in the official's room. Do not share "inside information" (results of an event) prior to the posting of results.

General Duties and Responsibilities

As part of your acceptance for a contest you will be supplied with a potential conflict sheet. This is where you attempt to identify any specific or perceived conflicts that might exist for your judging. It is expected that judges will not judge relatives and ex-relatives. Judging partners, ex-partners, students, ex-students, for at least two years would be adequate. Notify the Contest Manager or Judges Team of these conflicts as early as possible. When a judge is known to be very friendly or unfriendly with a contestant or his/her coach, the appearance of prejudice exists in the minds of others and therefore should be avoided.

Situations where judges/coaches participate in seminars the instruction there will not exclude them from future judging of these participants. However, doing multiple private lessons with these skaters should be considered a conflict for judging.

Judges should also try to avoid events that they are less comfortable with, that is they have limited or no experience evaluating. Pairs, precision, show, and quartets are currently not seen as much, and some have limited exposure.

Officials must be on time for assignments. Arriving an hour before your event is scheduled is a wise rule of thumb. You must report to the officials' stand in plenty of time to obtain your clipboard and any information required for the event. For the most part the hosting rink will provide a place to put your things and to rest before and after events. Let others know if you're planning to leave.

SPECIAL NOTES - ALL COMPETITIONS

What the Official Has the Right to Expect

Any official accepting a verbal invitation to officiate a meet should expect to receive a written confirmation of the invite. Once you have received the written invitation, please respond within 30 days.

If unforeseen circumstances force the official to withdraw from an officiating commitment, it is important that they communicate immediately with the meet officials. This can be done through

electronic or traditional methods. The key here is that the Contest Manager can replace the official with qualified judges.

Travel expenses should be taken care of by the meet host. Arrangements can be made for travel via air or personal vehicle. Hotel accommodations will be arranged by the hosting organizers. Airport parking will be a line item submitted to the hosting rink also. If food is not provided, a per diem will be set up following standard rates. Seek to keep expenses as low as possible while not putting undue expense on the invited officials. The officials should expect clean and convenient accommodations as well as transportation to and from the venue. Typically, two officials will be assigned to a room with their own beds. The option will be available for judges to opt for a single room by paying half of the room rate.

During the competition the officials should expect to be busy, but not to the point of exhaustion. By keeping this in mind the organizers will make every effort to have the officials fed, rested, and provide space to relax so that they are at their best to evaluate the skaters. When possible, the judges who are on the final event of the evening will not be the first judges in the morning events.

What the Meet Has the Right to Expect

The hosting facility should provide money up front for the officials and that should preclude any unexpected bills after the contest is over. Officials should pay for their food and drinks rather than adding the bill to their room as charges. If the official is traveling with their spouse or partner, they need to know that half of the room will be charged to them. The hosting rink will not be responsible for any extra costs incurred by the officials...these might be house sitter, pet sitters, unexpected ground transportation fees.

The officials should be timely, properly dressed, act ethically, and interact in a friendly manner. They should be current with the rules and regulations of the events they will be evaluating. Since the officials are representative of the organization it is imperative that they hold themselves to a high standard of sportsmanship and ethical behavior.

While the official should have good working conditions and reimbursement for all regular expenses, the official has a very large responsibility to roller skating to make sure that their actions are a positive reflection on our sport.

The Contest Manager will report any violations of ethical conduct to the Judges Team and the IHA office. Documentation of these violations, either through bills or specific written concerns, will be grounds for action and due process procedures will be followed.

During any major meets and the American Championships, disciplinary action may be taken for violations of the Code of Conduct such as:

- Poor performance based on mathematical evaluation of events judged or misconduct while on or off the judging platform

- Disciplinary action taken may be of an immediate nature such as non-assignment of additional events during the championships or of a subsequent nature such as downgrading of commission and the possible referral to the Membership Eligibility Committee

Judges Team Composition and Responsibilities

The Judges Team will be composed of 3 experienced judges that hold the #4 commission. There will be no active coaches on this team. They will represent different regions and will serve a three-year renewable term. Members of the team will be voted on by judges that are active members of the organization. These individuals will be responsible for selection of judges for the American Championships as well as judge assignments for this meet. This team will also be involved in the disciplinary action for infractions. They will report to the IHA.

Choosing the Judges Team:

- Interested individuals will submit resumé describing their qualifications.
- Officials Development Team will review resumés and do a Zoom interview of candidates if necessary.
- The Development Team will submit candidates for review and approval by the RSA achievement committee.
- 3 judges will be selected for staggered terms. Judge #1 serves one (1) year. Judge #2 serves two (2) years and judge #3 is a three-year term. After the initial cycle terms could be three (3) years. Judges will be limited to serving two 3-year terms.

The Judges Team will be responsible for providing annual training for ongoing education as well as recertification. They may choose to delegate these trainings to other qualified individuals. These trainings can be provided through various methods, such as online or in person.

COMPETITIVE DANCE

Mission Statement

The American Dance Program is constructed to appeal to the majority of roller skaters, and to keep these skaters competitively involved for as long a period of time as possible. We are dedicated to the inclusion of the many and to the exclusion of the few.

Adult Team and Solo Dance

Divisions

- **Novice** and **Novice B** - 19 years of age and over
- **Esquire** and **Esquire B** - 35 years of age and over
- **Masters** – 45 years of age and over
- **Veterans** – 55 years of age and over
- **Golden** – 65 years of age and over
- **Premier Silver 1** - 20 years of age and over
- **Premier Silver 2** – 45 years of age and over
- **Premier Gold 1** – 20 years of age and over
- **Premier Gold 2** - 45 years of age and over

Eligibility

- **Novice** - Never placed in an American Championship Dance event except Novice “B”. Place 1st in this event, must move to Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Premier Silver or Premier Gold.
 - **Novice B** - Never placed in an American Championship Dance event. Place 1st in this event, must move to Novice, Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Novice, Premier Silver or Premier Gold.
 - **Esquire** - Place 1st in this event, must move to Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Premier Silver or Premier Gold.
 - **Esquire B** - Never placed in an American Championship Dance event. Place 1st in this event must move to Esquire “A”, Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Esquire “A”, Premier Silver or Premier Gold.
 - **Masters** - Place 1st in this event, must move to Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Premier Silver or Premier Gold.
 - **Veterans** - Place 1st in this event, must move to Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Premier Silver or Premier Gold.
 - **Golden** - Place 1st in this event, must move to Premier Silver or Premier Gold. Place 2nd and/or 3rd two times in this event must move to Premier Silver or Premier Gold
- NOTE:** Winning and/or placing in all the above listed events refers to doing so in the American Championships
- **Premier Silver 1 and 2** – There is no mandatory move-up from this event. Skaters who have “challenged-up” and do not place 1st, 2nd or 3rd in the American Championships in this event have the option to return to their proper age-appropriate division. Skaters who “challenge-up”

to a Premier event must have participated in an age-appropriate division in the same competition.

- **Premier Gold 1 and 2** - An option exists to move down to Premier Silver. Once this option is exercised, it is irrevocable. Skaters who have “challenged-up” and do not place 1st, 2nd or 3rd in the American Championships in this event have the option to return to their age-appropriate division.

Specific Premier Rules

- Skaters who “challenge-up” to a Premier event must have participated in an age-appropriate division in the same competition.
- Any Adult Division skater who is/was a registered coach within the past 5 years and wishes to compete is only eligible to skate the Premier level in an adult event.

Specific Requirements

- All adult divisions except Premier Gold and Novice, skate forward American domestic dances.
- Premier Gold and Novice skate American domestic turn dances.
- Solo and Team events within the same division skate the same dances.
- Men and Women will compete in separate events.
- Skating time for all divisions minutes will be 2 minutes followed by a 30 second rest period to be followed by another 2 minute skating period, if necessary.
- American Junior Team Dance will be included in the 2021 – 2022 competitive structure.
- The grouping of dances for eliminations and finals will be switched to prevent the same Solo and Team dances from being skated in the final round of each division.
- Mandatory move-up rules will not be applicable if the event has 6 or less participants.
- Males and females may skate 2 different divisions with 2 different partners, however the skater in question will forfeit his or her opportunity to “challenge-up”.
- Final events will include a maximum number of 8 entries.
- Previous placements in the Bronze level will prevent participation in a “B” event. Previous placements in the Silver or Gold level will require participation in the Premier events.
- Former Junior, Senior, or World Class skaters have the option of skating Premier events in the Adult Domestic Program or Junior or Senior in the Youth Domestic Program.

Challenge-Up Program

Skaters in any Adult division may “challenge-up” to a Premier division as well as participating in their age-related division. Skaters who “challenge-up” and do not place 1st, 2nd or 3rd in the Premier Division at the American Championships have the option to return to their age-appropriate division for the following season.

Skaters in any Adult “B” division can challenge up to an age appropriate division.

Adult Events, Ages and Requirements

In team dance events, the age of the youngest member on January 1st of the American Championships will determine which events may be skated.

Adult Competitive Dances 2021-2022

The age of the skater on January 1st of the American Championship will determine which events may be skated.

EVENT NAME	AGE	TEST REQUIREMENT	SOLO DANCE AND TEAM DANCE
Novice	19 and older	Test 7	Chase Waltz • Bounce Boogie • Swing Schottische • Siesta Tango • Carey Fox Trot • Rhythm Blues
Novice B	19 and older	Test 3	Glide Waltz • Progressive Tango • City Blues • Balanciaga
Esquire	35 and older	Test 8	Denver Shuffle • Swing Waltz • Criss Cross March • Bounce Boogie • Casino Tango • Luna Blues
Esquire B	35 and older	Test 3	Glide Waltz • Progressive Tango • City Blues • Balanciaga
Masters	45 and older	Test 7	Double Cross Waltz • La Vista Cha Cha • Bounce Boogie • Swing Schottische • Academy Blues • Casino Tango
Veterans	55 and older	Test 5	Swing Waltz • Tara Tango • Denver Shuffle • American March • City Blues • Balanciaga
Golden	65 and older	Test 4	Memorial Waltz • Carlos Tango • American March • City Blues • Balanciaga • Double Cross Waltz
Premier Silver 1	20 and older	Test 10	Valse Adante • Milonga Tango • Quickstep Boogie • Zig Zag Polka • Century Blues • Syncopated Swing
Premier Silver 2	45 and older	Test 8	Split Polka • Golden Skaters Waltz • Canasta Tango • Criss Cross March • Luna Blues • Swing Schottische
Premier Gold 1	20 and older	Test 14	Paso Doble • Dench Blues (BP) • Association Waltz • Joann Foxtrot • Carroll Swing (BP) • Karen Lee tango
Premier Gold 2	45 and Older	Test 12	Fascination Fox Trot (BP) • Flirtation Waltz • Fiesta Tango • Casino March • Border Blues (BP) • Viva Cha Cha
<i>BP = Border Pattern</i>		<i>Solo Dance = Ladies steps Paso Doble = Men's Steps</i>	

The dance requirements for the team and solo dance events within each division should be the same. Hopefully, this will facilitate the increase of team skating.

Youth Team and Solo Dance

Divisions

Solo Dance	
Event	Ages
Primary	8 and under
Juvenile/Elementary B	12 and under
Juvenile	10 and under
Elementary	12 and under
Freshman/Sophomore B	15-18
Freshman	14 and under
Sophomore	15 -18
Junior	15 and over
Senior	16 and over

Team Dance	
Event	Ages
Juvenile/Elementary B	12 and under
Juvenile	10 and under
Elementary	12 and under
Freshman/Sophomore B	13 -18
Freshman/Sophomore	13 -18
Junior	15 and over

Eligibility

In team dance events, the age of the youngest member on January 1st of the American Championships will determine which events may be skated.

- **Primary** – Age is only requirement
- **Juvenile/Elementary B** – Never placed in an event at the American Championships with 6 or more contestants in the event in the discipline in question. Placing 1st, 2nd or 3rd at American Championships requires moving to the non-B event for the next skating season.
- **Juvenile** – Age is the only requirement
- **Elementary** – Age is the only requirement
- **Freshman/Sophomore B** – Minimum age required. Never placed in an event at the American Championships with 6 or more contestants in the event in the discipline in question. Placing 1st, 2nd or 3rd at American Championships requires moving to the non-B event for the next skating season..
- **Freshman/Sophomore** – (Team skating) Age is the only requirement. Placing 1st at the American Championships, or 2nd or 3rd twice with 6 or more contestants in the event, requires movement to Junior Team.
- **Freshman** - Age is the only requirement. Move to Junior Solo Dance if placing 1st, 2nd, or 3rd at the American Championships and past the age limit.
- **Sophomore** – Required age and never placed in a Freshman event at the American Championships with 6 or more contestants in the event in the discipline in question. Move to Junior Solo Dance if placing 1st, 2nd, or 3rd at the American Championships.

- **Junior** – Entry into this division is contingent upon placing 1st, 2nd or 3rd in Freshman or Sophomore at the American Championships
- **Senior** – Prior placement – 1st, 2nd or 3rd – in the Junior Dance Division at the American Championships required to enter.

Specific Requirements

- Solo and Team events within the same division skate the same dances.
- Males and Females will compete in separate solo events, however they may be skated at the same time but tabulated and awarded separately.
- Skating time for all divisions, except Junior and Senior, will be 2 minutes followed by a 30 second rest period, to be followed by another 2 minute skating period, if necessary. The skating times for Junior and Senior will be 3 minutes with a 30 second rest period, to be followed by another 3 minute skating period, if necessary.
- All divisions will have a maximum number of 2 solo skaters or teams per flight in the elimination round. In the final round, the Junior and Senior division will have 4 solo skaters/teams per flight.
- Final events will include a maximum number of 8 entries. If there are 8 finalists, the flighting will be 4 teams/solo skaters per flight. If there are 7 finalists, the flighting will be 4 teams/solo skaters in one flight and 3 teams/solo skaters in the following flight. In the case of 6 finalists, the flighting will be 3 teams/solo skaters per flight. In the case of 5 finalists, the flighting will be 3 teams/solo skaters in one flight and 2 teams/solo skaters in the following flight.
- The American Junior Team Dance will be included in the 2021 – 2022 competitive structure.
- The grouping of dances for eliminations and finals will be switched to prevent the same Solo and Team dances from being skated in the final round of each division.
- Mandatory move-up rules will not be applicable if the event has 5 or less participants.

Finals Qualifications

<u>Number of Contestants</u>	<u>Qualifying</u>
7 or fewer	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters semi-finals
28 - 32	12 skaters semi-finals
33 plus	Semi-Final

Youth Competitive Dances 2021-2022

In team dance events, the age of the oldest member on January 1st of the American Championships will determine which events may be skated.

EVENT NAME	AGE	REQUIREMENTS	SOLO DANCE AND TEAM DANCE
Primary SOLO ONLY	8 and under	Test 3	Glide Waltz • Progressive Tango • City Blues • American March
Juv/Elem B	12 and under	Test 4	Swing Waltz • Balanciaga • City Blues • American March
Juvenile	10 and under	Test 7	Academy Blues • Double Cross Waltz • Carlos Tango • Skaters March • La Vista Cha Cha • Bounce Boogie
Elementary	12 and under	Test 7	La Vista Cha Cha • Denver Shuffle • Chase Waltz ## • Siesta Tango • Rhythm Blues • Bounce Boogie
Fresh/Soph B	13 and over	Test 7	Dore Foxtrot • Siesta Tango • Pilgrim Waltz • Bounce Boogie • Southland Swing • Skaters March
Fresh/Soph TEAM ONLY	13 and over	Test 9	Delicado • Fascination Foxtrot • Siesta Tango • Border Blues • Casino March • California Swing
Freshman SOLO ONLY	14 and under	Test 9	Delicado## • Fascination Foxtrot** • Siesta Tango • Border Blues • Casino March • California Swing
Sophomore SOLO ONLY	15 and over	Test 9	Delicado## • Fascination Foxtrot** • Metropolitan Tango • Border Blues • Casino March • California Swing
Junior	15 and over	Test 14	Dench Blues** (BP) • Willow Waltz** • Harris Tango** • Rocker Foxtrot** • Continental Waltz** • Paso Doble##
Senior SOLO ONLY	16 and over	Test 15	Silhouette Foxtrot** • Westminster Waltz** • Kilian Argentine Tango** • Viennese Waltz** • Quickstep
<i>BP = Border Pattern</i>			<i>Ladies Steps - ** in Solo Events Men's Steps - ## in Solo Events</i>

CREATIVE SOLO DANCE

Events, Ages, and Requirements

The age of the skater on January 1st of the American Championship will determine which events may be skated.

Event Name	Age Bracket	Time Limit	Requirements
Primary	8 years and under	2:00 max no minimum	Include 1 section of footwork, diagonal or straight line down the long axis (primary, secondary or advanced). Can include 1 revolution jump and up to a sit spin optional.
Juv/Elem	9-12 years	2:30 max no minimum	Include 1 section of either serpentine or circle pattern of secondary or advanced footwork. Can include 1 revolution jump & up to camel-optional.
Fresh/Soph	13 -18	2:30 max no minimum	Include 1 section of either serpentine or circle pattern of secondary or advanced footwork. Can include 1 revolution jump & up to camel-optional.
Adult <i>To be skated during Adults</i>	19 years and older	2:00 max no minimum	Include diagonal or straight line pattern footwork down the long axis of primary, secondary or advanced footwork. Can include ½ turn jump and an upright spin.

All divisions- Hand held props allowed but deduction taken if dropped or touch the floor. Lying/sitting/kneeling on the floor only once during the program for no more than ten seconds

DOMESTIC INTERNATIONAL DANCE

For international dancing on skates it is essential to perform a rhythmic and patterned succession of steps. The primary objective is to interpret the rhythm of the music while executing the prescribed steps in such a way that the dancer(s) can convey a particular rhythm even if the audience can't hear the music.

It should be remembered when skating, teaching, or judging international dance that the created steps were designed to allow the skater(s) to better interpret the music. Although accuracy of the steps is required, expression should be encouraged, but not at the loss of prescribed edges and steps. Adjusting the angles to the baseline will be specific to each skater/team.

Currently the RSA testing program has an International Dance testing option. To this end there will be competitive options to support these tests.

Events, Ages, and Requirements

There will be three (3) events to start with: 12 and under, 13-24, and Adult 25 and over. The following events will be skated with two (2) skaters on the floor at a time and there will be two (2) compulsory dances per event.

Domestic International Dance 12 and Under	Domestic International Dance 13 -24	Domestic International Dance Adult 25 and over
Requirement: Test 3	Requirement: Test 9	Requirement: Test 5
GROUP A	GROUP A	GROUP A
Rhythm Blues 88	Fiesta Tango 100	Kinder Waltz 120
Carlos Tango 96	Rotation Foxtrot (ladies steps) 92	DoBlay 104 Paso
GROUP B	GROUP B	GROUP B
La Vista Cha Cha 100	14- Step 108 March (men's steps)	Werner Tango 96 (ladies steps)
Country Polks 92	Association Waltz 120 Waltz (men's steps)	Dynasty Blues 88

In the Domestic International Dance events the rules regulating the steps are primarily the same as American Dance; with the exception of how progressive runs and C-Step (*Mohawk*) turns are performed. The written descriptions for each of these are clear and will be used as the guidelines for evaluation.

Open Mohawk

A mohawk in which the free foot, during the skating of the forward edge is turned open, then brought to the floor so that it strikes on the inner edge side of the skating (employed) foot. The free foot, as it becomes the skating (employed) foot, maintains a continuous motion and sweeps the skating foot off the floor and this free foot maintains an open hip position as it leaves the floor.

Progressive or Run

A movement in which the free foot, during the period of becoming the employed foot, passes the original skating foot, thus bringing the new free foot off the floor trailing the new skating foot. However, it should be noted that the striking foot is not crossed at the point of strike, yet the resulting free leg may cross the trace as it creates the impetus of the stroke.

Finals Qualifications

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

FIGURES & LOOPS**Youth Events, Ages and Requirements**

The skater's age is decided by their age on January 1st of the American Championships.

Youth Figures Events

EVENT NAME	AGE	Test Level	REQUIREMENTS	
			Group 1	Group 2
Primary	8 and under	3	1, 2b, 7a	1b, 2, 7b
Juvenile	9-10	5	3, 9, 26	8, 11, 26
Juv/Elem B	12 and under	5	5a, 7b, 9a	5b, 7a, 9b
Elementary	11-12	7	10, 19, 22	4, 11, 22
Freshman	13-14	10	21, 36, 42	18, 23, 32
Sophomore	15-18	9	19, 20, 28	18, 23, 32
Fresh/Soph B	13-18	8	12, 19, 22	13, 28, 32
Junior	12-19	11 <i>*New RSA test</i>	36, 42, 31 40, 44, 38	40, 49, 38 37, 45, 31
Senior	14-19	13 <i>*New RSA test</i>	46, 47, 39 50, 51, 39	48, 49, 38 52, 53, 39

Youth Loop Events

EVENT NAME	AGE	Test Level	REQUIREMENTS	
			Group 1	Group 2
Juvenile	9-10	4	14, 15, 30	14, 15, 30
Elementary	11-12	5	14, 15, 30	14, 15, 30
Freshman	13-14	6	14, 17, 30	15, 16, 30
Sophomore	15-18	6	14, 17, 30	15, 16, 30
Fresh/Soph B	13-18	6	14, 15, 30	14, 15, 30

*Except where specified, all A or B foot designations will be assigned when an entry letter is sent to invited clubs for competition.

Youth Figure and Loop Eligibility Rules**Divisions**

- Primary age 8 & under
- Juvenile 9-10
- Juv/Elem B 12 & under
- Elementary 11-12
- Freshman 13-14
- Fresh/Soph B 13-18
- Sophomore 15-18
- Junior Must be 12 -19
- Senior Must be 14-19

Eligibility for Figures

- Primary Age is the only requirement to enter
- Juvenile Age is the only requirement to enter
- Elementary Age is the only requirement to enter
- Juv/Elem B Age bracket and never placed in an A event of 6 or less skaters
- Freshman Age is the only requirement to enter
- Fresh/Soph B Age bracket and never placed in an A event of 6 or less
- Sophomore Age is the only requirement to enter
- Junior Age and/or passing an RSA test Gold 10 medal
- Senior Age and/or passing an RSA test Gold 11 medal

Figure and Loop Rules for Youth Events

Skaters may compete in any event for which they are eligible by age.

Once a skater moves to a higher age division or places/wins at the American Championship in an event of six (6) contestants or more, they may not return to a lower age division.

Any skater who is skating in an American Championship event in the appropriate age division as a contestant and places 1-2-3 in that event has the choice to finish their available year at the same age group or challenge up to the next division in the new season. HOWEVER, if they challenge themselves they may not return to the previous event.

A Freshman age skater who places 1-2-3 at an American Championship competition must move up to the Junior division once they age out of the Freshman event. They do have the choice to challenge up to Junior and forfeit the remaining time in Freshman.

A Sophomore age skater who places 1-2-3 at an American Championship event, in an event of six (6) or more contestants must move up to the Junior or Senior event the next season. They may cross over to the adult level if it is age appropriate.

Figure and Loop Rules for Youth “B” Events

Skaters who have never placed 1-2-3 at an American Championship competition in an event of six (6) or more contestants in any event are eligible to skate Level (B) divisions in that discipline for future competitions.

Skaters who have placed 2nd or 3rd in a Level (B) event of five (5) or fewer contestants at the American Championships are eligible to return to Level (B) divisions in that discipline for future competitions.

Skaters who have never made finals in a Level (A) event where there was an elimination round at the American Championships are eligible to skate in that division in that discipline for future competitions.

Any skater who has ever participated in an Elite event at a qualifying championship is NOT eligible to skate any Level (B) event in the same discipline in this forum.

Skaters who are Freshman or Sophomore *AND* want to compete in Junior or Senior may do so by winning out of their event or passing the required RSA Achievement test level. However, once you move up you will NOT be allowed to move down.

Any skater who places 1st in an event with six (6) or less contestants must move up. The 2nd & 3rd place skater may remain in the same event, if age appropriate, or choose to challenge up and remain at that level.

The Youth Figure and Loop Events are structured for the events of Primary through Sophomore. The loop events are open to all youth A or B if they wish to use them. There will be no crossing over from the adult to the youth events or vice versa, with the exception for the Junior and Senior event which will have an additional year of participation for the older skater.

General Rules and Regulations for Youth Figure and Loop Events

All figures/loops will be skated on official size circles for two complete repetitions for each event except Junior and Senior. Junior and Senior will skate three complete repetitions of each figure.

Any event with 8 or more contestants will skate an Elimination round. Please see the chart below for the number of skaters in a final.

In the case of 7 or less contestants entered in an event, the event will skate as a Final and the winner will be awarded to the contestant with the highest score.

In all competitive events only three (3) medals will be awarded: Gold for first place, Silver for second place and Bronze for third place.

When there is an event with only one skater entered, the skater will be notified that they will be skating in a Combined event (Co ed) with the winner being chosen from the full field. This notification should be made once the entry fee deadline is closed.

The notification should be made to the skater, through the Coach, that this will happen when the entry is closed. If there is a scratch the day of the contest, the rule still stands, and the event will be judged as a Co-ed event. This will be announced by the Contest Manager.

Finals Qualifications

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

Adult Figure and Loop Events

The age of the skater on January 1st of the American Championship will determine which events may be skated.

Adult Figure Events

EVENT NAME	AGE	Test Level	REQUIREMENTS	
			Group 1	Group 2
Advanced B	19-34	3	1, 2b, 112a	1b, 2, 111b
Advanced	19-24	8	3, 10, 22	8, 11, 26
Classic Gold	19 and over	9	13, 22, 32	12, 19, 23
Adult Junior	19 and over	10	20, 33, 36	21, 29, 40
Premier Gold	25 and over	7	3, 9, 27	4, 8, 26
Premier Silver	35 and over	4	1, 5b, 105a	2b, 5a, 105b
Novice/Esquire B	25-34	4	1, 5b, 113a	2, 5a, 113b
Novice	25-44	6	3, 7, 11	5, 7, 9
Esquire	35-44	5	1, 2b, 5a	1b, 2, 5b
Masters	45-54	3	1b, 2, 111b	1, 2b, 112a
Veterans	55-64	3	1, 2b, 111a	2, 1b, 112b
Golden	65 and over	3	1, 112b	2, 111a

Adult Loop Events

EVENT NAME	AGE	Test Level	REQUIREMENTS	
			Group 1	Group 2
Classic Gold	19 and over	5	14a, 15b, 30a	14b, 15a, 30b
Adult Junior	19 and over	7	16a, 17b, 31a	16b, 17a, 31b

**Except where specified all A or B designations will be assigned when an entry letter is sent to invited clubs.*

Adult Figure and Loop Eligibility Requirements**Divisions**

- Advanced B age 19-34 and never placed at a Championship event
- Advanced age 19-24
- Classic Gold age 19 and older; Coach, Amateur, former World Class
- Adult Junior age 19 and older; Coach, Amateur, former World Class
- Premier Gold age 25 and older; Coach, Amateur, former World Class
- Premier Silver age 35 and older; Coach, Amateur, former World Class
- Novice/Esq B age 25-34
- Novice age 25-34
- Esquire age 35-44
- Masters age 45-54
- Veterans age 55-64
- Golden age 65 and over

Eligibility

- Advanced B age 19-34 and never placed at a Championship event
- Advanced age 19-24
- Classic Gold age 19 and over
- Adult Junior age 19 and over
- Premier Gold age 25 and over
- Premier Silver age 35 and over
- Novice/Esquire B age 25-34
- Novice A age 25-44
- Esquire A age 35-44
- Masters A age 45-54
- Veterans A age 55-64
- Golden age 65 and over

Adult Loop Events

- Classic Gold age 19 and over
- Adult Junior age 19 and over

Figure and Loop Rules for Adult Events

All figures/loops will be skated on the official size of circles with two repetitions of each figure or loop.

Skaters may compete in any event for which they are eligible by age.

Once a skater places in their age event, they may stay in that age event or choose to challenge into the appropriate Premier event. There is no moving back down allowed once they make this choice.

In the case of any age group having only one contestant entered (male or female) the event will be skated as combined (Co-ed). The event will be judged as such, and the awards will be given based on the event not gender.

If there are two skaters in similar events where the genders match and so do the requirements, the events will combine in order to form a competition and not an exhibition. This would not affect the move up or down eligibility of the combined skaters.

The Premier events are open to coaches who wish to continue to compete. These events are designated for coach/athlete and eliminate the option for any coach to compete in any other event listed.

The Premier events are the only choice for former World Class athletes, regardless of placement or qualification in the past.

Once a Premier Gold skater reaches the age of Premier Silver they may choose to move down if the requirements are more comfortable for their age. There will be no allowance to move back to Premier Gold once this choice is made.

Figure and Loop Rules for Adult "B" Level Events

Skaters who have never placed 1-2-3 at a National or American Championships, in an event of six (6) or more contestants, in any figure/loop event are eligible to skate level (B) division in that discipline for future competitions.

Skaters who have placed 2nd or 3rd in a level (B) event of five (5) or fewer contestants at any Championship are eligible to remain in that discipline for the next season.

Skaters who have never made finals in a level (A) event where there was an elimination round at the Championship are eligible to skate in that division for future competitions.

Any skater who has ever participated in an Elite event at a qualifying championship is NOT eligible to skate any Level (B) event in the same discipline.

Skaters may NOT skate a level (A) and a Level (B) event in the same discipline at the same Championship.

Advanced Figure and Advanced Loop division skaters may NOT compete in the Youth events and also the Adult event at the Championship level. If the skater chooses to participate in an Adult figure or Loop event, that choice will prevent participation in the Youth events.

General Figure and Loop Regulations

All Figures/Loops will be skated with two (2) complete repetitions in the Adult Level. The circles for both Figures and Loops will be regulation size.

Any event with eight (8) or more contestants will skate an Elimination. Skaters who qualify for the final round will skate the opposite requirements.

In the case of seven (7) or less contestants entered in an event, the event will skate as a Final.

In all competitive events, only 3 medals will be awarded: Gold for first place, Silver for second place, and Bronze for third place.

When there is an event with only one (1) skater entered, the skater will be notified that they will be skating as a combined event (Co-ed) with the winner chosen from the full field of contestants.

This notification should be made when the entry is received, but if it is due to a scratch the rule will stand and the event will be judged and awarded as a Co-ed event. This will be announced by the Contest Manager prior to the start of the warm up.

Finals Qualifications

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

General Warm Up Procedures**Official General Figure Warm Up Procedures**

Contestants will be divided equally into two groups based on skating order. Group 1 begins on the judging circles, while group 2 is on the practice set. At the halfway point the groups will switch. Group 1 will move to the practice set, while group 2 moves to the judging circles. The warm ups will be controlled and timed by the event referee. The minimum warm up time will be 6 minutes.

Official Warm Up

After the general warm up, the first contestant will start their official warm up. After one minute, the second skater will be called to warm up circles. After one minute the third skater will take the circles

to begin their warm up. At the end of the three minutes, the first skater will be called to the referee and the next skater will be called to the warm up circles. This process will continue.

Loop Warm Up Procedures

All Loop event warm ups will begin on the practice set of circles. The contestants, in skating order, will warm up in groups of three. Once the allotted time period has concluded, skaters will move to the official set of loop circles, as the next three contestants begin on the practice set. The warm ups will be controlled and timed by the event referee. *The minimum warm up time per set of loop circles is three minutes (3:00).*

Where the loop follows a long figure, the first two (2) skaters will begin the timed loop warm up on the practice set of loop circles, followed by the timed warm up on the official set of loop circles. The event referee will control the timed warm up. *The minimum warm up time per set of loop circles is three (3) minutes.*

Division of Skaters into Groups In an elimination event, the skaters will be divided into groups for the rotation of figures, based on the number of figures in an event. In a final event, the finalist will skate in reverse order of the elimination, dropping one skater per figure. The first skater begins the first figure, the second skater begins the second figure, while the first skater goes to the end of the group and so on.

Event Referee and Steward

Figure referees should have in hand, check-in sheets, skating order sheets for stewards, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the figures listed are correct and in the correct order. The event referee will check all skaters in their skating order. They will explain the duties to the stewards.

Once the event begins, the referee will ensure the correct skater has reported and is informed of the figure to be skated. Should a skater begin on the wrong foot, the referee will stop the skater and instruct them to restart correctly. If a skater slips or falls on the initial take off, the skater will have the option to start again, without penalty, one time, provided they stop before the first one-third ($\frac{1}{3}$) of the circle.

The stewards will ensure a controlled and equal warm up for every skater. The stewards will keep a system where one skater is awaiting assignment to the official warm up circles, one skater is being judged, one skater is at the referee, and three skaters are on the warm up circle.

Interruption of a Figure/Loop

If for any reason, the skater, through their own fault, falls or stops a figure/loop, the referee will instruct them to restart the figure from just before the point of the interruption. In a situation of outside interference, if the skater does not stop, the referee will give the option to reskate or let the figure stand. If the skater chooses to reskate, the referee will inform the judges to ignore the prior figure and rejudge the skater. If the referee accidentally stops the skater before they are finished, the skater will have the option to reskate the entire figure or complete the figure from the point of interruption.

FREE DANCE

OPEN SOLO FREE DANCE

Free Dance should not be confused with “Creative” Dance. Using a variety of primary, secondary, and advanced footwork, along with some “optional” steps (same as creative) but doing so with quality and strength should be the main goal. Choreography (interpretation of the music) is extremely important.

Creative Dance, although using the same types of footwork as mentioned above, is mostly theatrical in both interpretation and costuming, while creating a “show” number.

Open Solo Age and Eligibility Requirements

Event	Ages	Time	Requirements
Youth Open Solo	13 and older	2:00 minimum 2:30 maximum	Should include at least one diagonal piece of footwork (primary, secondary, or advanced). All other footwork should contain dance steps along with a variety of “optional” steps such as spread eagles, Bauer, arabesque, and shoot the duck. Can include no more than two ½ jumps, one single rotation jump, one upright, one sit spin.
Adult Open Solo	25 and older	2:00 minimum 2:30 maximum	Should include at least one diagonal piece of footwork (primary, secondary, or advanced). All other footwork should contain dance steps along with a variety of “optional” steps such as spread eagles, Bauer, arabesque, and shoot the duck. Can include no more than two ½ jumps, one single rotation jump, one upright, one sit spin.

Skaters should strive for difficulty and strength of edging while using dance steps and optional steps.

Technical Merit

The technical merit of the program should be composed of:

- Use of difficulty of steps and movements in an inventive way
- The quality and strength of edges composed to utilize the entire skating surface while expressing the rhythm and mood of the music.
- Be able to express at least two (2) types of tempos (Using only one specific tempo throughout does not show variety).

Steps and Turns

All steps and turns are permitted

- The use of arabesques, pivots, spread eagles, bauers are permitted.
- The use of no more than one (1) jump (one revolution) is permitted.
- The use of no more than three (3) ½ jumps for interpretation is permitted.
- The use of no more than one (1) spin at least three (3) revolutions is permitted.
- The use of dance jumps are permitted.
- Kneeling or laying of the floor can only be used at the beginning or the end of the program for no more than 5 seconds.

Footwork

Each year one of the following shall be chosen as a requirement to be included in the program:

- One diagonal step sequence extending as near as possible to the full length of the skating surface (21/22).
- One straight line step sequence commencing from a standing start along the long axis of the rink and extending as near as possible the full length of the skating surface.
- One circular footwork sequence.
- One serpentine footwork sequence.
- NO Cartwheels/acrobatics are permitted.

This is NOT a creative show event and the skater/skaters should perform the above requirements by keeping in mind that this performance expresses the mood of the music, the difficulty and quality of skating while choreographing an innovative “dance” performance.

Costume

There shall be “NO” props. All costumes should follow compulsory dance costume requirements and should reflect the theme of the music selected.

Music

All types of music (classical, pop, instrumental, vocal) are acceptable. Any vocal music must not contain inappropriate language or suggestive meanings.

OPEN TEAM FREE DANCE**Technical Merit**

The technical merit of the program should be composed of:

- Use of difficulty of steps and movements in an inventive way
- The quality and strength of edges composed to utilize the entire skating surface while expressing the rhythm and mood of the music.
- Be able to express at least two (2) various types of tempos (Using only one specific tempo throughout does not show variety.
- Using a variety of dance positions should have more merit than a program which is performed in the Hand-in-hand position.
- Separations should be limited to changes of positions

Steps and Turns

All steps and turns are permitted

- The use of arabesques, pivots, spread eagles, bauers are permitted
- The use of no more than one (1) jump (one revolution) is permitted
- The use of no more than three (3) ½ jumps for interpretation is permitted
- The use of no more than one (1) spin at least three (3) revolutions is permitted
- The use of dance jumps are permitted
- Kneeling or laying of the floor can only be used at the beginning or the end of the program for no more than 5 seconds

Lifts

- No more than 3 lifts
- Lifts are defined as all of one partner's wheels are off the floor
- Lifts are defined as the lifted partner's hips to be no higher than the lifting partner's shoulders
- Lifts should not exceed more than two (2) revolutions

Footwork

Each year one of the following shall be chosen as a requirement to be included in the program:

- One diagonal step sequence extending as near as possible to the full length of the skating surface (21/22)
- One straight line step sequence commencing from a standing start along the long axis of the rink and extending as near as possible the full length of the skating surface.
- One circular footwork sequence
- One serpentine footwork sequence
- NO Cartwheels/acrobatics are permitted.

This is NOT a creative show event and the skater/skaters should perform the above requirements by keeping in mind that this performance expresses the mood of the music, the difficulty and quality of skating while choreographing an innovative “dance” performance.

Costume

Costuming should enhance the character of the music chosen. No props are allowed. No painting of the body is allowed

Music

- Music for free dance is at the discretion of the skater but must be suitable for roller skating and have a tempo (not necessarily a constant tempo) but should vary from fast to slow or slow to fast, etc.
- All types of music such as classical, ballet, ballroom rhythms, folk and contemporary are permitted.
- Vocal music is allowed but should not contain suggestive language or profanity.
- Timing of the program begins with the first movement of the skater/skaters
- Music timing: No less than 2:30 minutes. No more than 3:00 minutes.

FREESTYLE

Introduction to Freestyle

The fine art of Freestyle is the combination of jumps, spins, footwork sequences, and choreography performed to the music of the skater's choice.

When performing a Freestyle program, the skater should keep in mind that interpretation of the music is vitally important to their score. Music selected should be age appropriate. The program should be a well-designed pattern utilizing the entire floor and showing changes of direction throughout the program. Suggested moves, including but not limited to arabesque, scale, pivots, hops, leaps, & spread eagles, should be incorporated as well.

The skater's overall performance will be evaluated by a panel of judges to determine a final score

Freestyle Age & Eligibility Requirements

Age to be determined as of January 1st of the year of the American Championships.

Age & Eligibility Requirements:

- **Tot** - age 6 & under
- **Primary** - age 8 & under, and successful completion of tests up to/including Bronze 2
- **Juvenile** - age 10 & under, and successful completion of tests up to/including Silver 5
- **Elementary B** - age 12 & under, and successful completion of tests up to/including Bronze 2. The skater must not have placed 1st, 2nd, or 3rd in a Primary or Juvenile event at any previous American championships with 6 or more contestants in the event.
- **Elementary** - age 12 & under, and successful completion of tests up to/including Silver 6
- **Freshman** - age 14 & under, and successful completion of tests up to/including Silver 7
- **Sophomore B** - age 18 & under, and successful completion of tests up to/including Bronze 2. The skater must not have placed 1st, 2nd or 3rd in an Elementary, Freshman or Sophomore event at any previous American championships with 6 or more contestants in the event.
- **Sophomore** - age 15-18, and successful completion of tests up to/including Silver 5. The skater must not have placed 1st, 2nd or 3rd in a Freshman event at any previous American championships with 6 or more contestants in the event.
- **Junior** -age 12 & older, and successful completion of tests up to/including Silver 8
- **Senior** -age 14 & older, and successful completion of tests up to/including Silver 8
- **Classic** - age 19-24, successful completion of tests up to/including Bronze 4. The skater must not have placed 1st, 2nd, or 3rd in a Freshman, Sophomore, Junior, or Senior event at any previous American championships with 6 or more contestants in the event.
- **Novice** - age 25 & older, and successful completion of tests up to/including Bronze 2. The skater must not have placed 1st, 2nd, or 3rd in a Freshman, Sophomore, Junior, or Senior event at any previous American championships with 6 or more contestants in the event.

Competitive Freestyle Events				
<i>The age of the skater on January 1st of the American Championship will determine which events may be skated.</i>				
Event Name	Age Bracket	Time Limit	SRSTA Test Level	Content Maximum Elements
Tot	6 and younger	2:00 max	Bronze 2	Open
Primary	8 and younger	2:00 max	Bronze 2	7 jumps / 2 combo 3 spins/ footwork*
Juvenile	10 and younger	2:30 max	Silver 5	7 jumps / 2 combo 3 spins / footwork*
Elementary B	12 and younger	2:30 max	Bronze 4	5 jumps** / 2 combo 3 spins / footwork*
Elementary	12 and younger	3:00 max	Silver 6	7 jumps / 2 combo 3 spins / footwork*
Freshman	14 and younger	3:30 max	Silver 7	7 jumps / 2 combo 3 spins / footwork* footwork pattern
Sophomore B	18 and younger	2:30 max	Bronze 4	5 jumps** / 2 combo 3 spins / footwork*
Sophomore	15-18	3:30 max	Silver 6	7 jumps / 2 combo 3 spins / footwork* footwork pattern
Junior	12 and older	4:00 max	Silver 8	8 jumps / 2 combo 3 spins/ footwork* footwork pattern
Senior	14 and older	4:00 max	Silver 8	8 jumps / 2 combo 3 spins/ footwork* footwork pattern
Classic	19-24	2:30 max	Bronze 4	5 jumps / 2 combo 3 spins / footwork*
Novice	25 and older	2:30 max	Bronze 4	5 jumps / 2 combo 3 spins / footwork*

*See Footwork Clarifications

**See Jumps Clarifications

Standards of a Well-Executed Program

- Jumps are completed with clean take-offs and landings with full rotation, and without the use of the toe-stop on the landing.
- Spins are completed with a minimum of 3 full revolutions for solo spins and 2 full revolutions for combination spins in the correct position with technical proficiency before, during, and on the spin exit.
- All footwork sequences should cover the appropriate distance of the skating floor while demonstrating the skater's individuality through musical interpretation. Important elements include changes of edge, direction, and quick turns in coordination with body movements.
- Suggested moves are completed with sufficient strength and flexibility to demonstrate balance and control.
- Choreography is an integral part of the skating performance and will contribute to the skater's technical merit score.
- The skater should be in harmony with program music.
- Strong skating in between elements and footwork sequences contributes to a well-rounded skating performance.

Music

The Freestyle program is performed to music of the skater's choice. The music should allow skaters the ability to express themselves artistically and visually, while also displaying their athletic skating skills.

While skaters can choose music that is instrumental or vocal, care should be taken that song lyrics do not include profanity or offensive messaging. Music from multiple pieces can be combined to compliment a variety of tempos, but blending of the pieces should be done so that there is a flow to the program.

Costume

The skater's costume and make-up should be in character with the music, but not be theatrical in nature. (Ex. no capes, props, etc.) Costume accessories such as beads, feathers, trimmings, sequins, etc. should be securely attached to the costume with glue or sewn securely into the fabric. Accessories such as earrings, hair clips, and headbands, or any other item which may come loose during the skater's performance and thereby become an obstacle on the skate floor should also be avoided. If a costume failure becomes dangerous or too revealing, the skater may be asked to stop their program.

Choreography

The program choreography provides the skater an opportunity to express their own style as they interpret the music. Movements of the program should artistically connect with the music while also allowing the skater to demonstrate their technical skills. A variety of jumps, turns, spins, footwork, and body positions, within the skater's skill level, should be included in the program.

Jump Clarifications

A jump is defined as a dynamic movement in which the skater leaves the floor and completes rotation in the air. Jumps may be performed with either clockwise or counterclockwise rotation. No jump, including connecting jumps, should be repeated more than 3 times within a routine.

All B events are limited to single rotation jumps, axels, and choice of a double toe loop and/or a double salchow. Combinations have a 3 jump maximum and can include an axel and choice of double toe loop or a double salchow. Each program can have a maximum of 2 doubles, whether solo or in combination.

The three pillars of defining a well-executed jump include:

- Momentum - the speed of the skater entering and upon exit of the jump, momentum should be maintained throughout
- Height - the distance of the skates from the floor during the apex of the jump
- Travel - the distance covered between the take-off and landing

Scoring of a jump will be dependent upon these three pillars, as well as the take-off and landing edges, number of rotations, air position, stability, and command of the jump.

Take-off and landing edges should follow the outline of each individual jump. Close attention will be paid to the landing to determine if the jump is completed with full rotation. The level of difficulty will increase proportionally with the number of rotations.

It is imperative that the skater maintain proper body posture throughout the entirety of the jump: take-off, while in the air, and during the landing. Interpretive body and arm positions may be completed during a jump and will be awarded with a greater degree of difficulty and will increase the value of the jump. The ease of execution of the jump will also be closely assessed.

The use of a toe stop during take-off for the salchow and loop will not be penalized, however skaters that complete the take off without the toe stop will increase the value of the jump. Toe stops should not be used on jump landings and will be penalized in both technical merit and artistic impression scores.

Jump combinations should be a minimum of 2 jumps and have a continuous flow throughout the combination without hesitation. A jump series utilizes a hop or turn between jumps and does not count as a combination.

Spin Clarifications

A spin is a movement where the skater revolves around an axis while holding their body in one or more positions. The skater should hold the spin position for a minimum of three revolutions, except when done as a combination, which will require a minimum of two revolutions in each position. Spins can be performed either clockwise, or counterclockwise. The skater's entrance and exit are also important elements of the overall spin. No spin, including upright spins, should be repeated more than 3 times within a routine.

All B events are limited to three positions per combination spin.

The three pillars of defining a well-executed spin include:

- Body Posture - Streamline body position with attention to the arms and free leg.
- Spotted Spin - Spins should be on a stationary axis and include the required number of revolutions.
- Edge Quality - Skaters maintain one solid edge with a small circle throughout the required revolutions of the spin.

Scoring of the spin will be dependent upon these three pillars, as well as speed of spin, and exit quality.

Footwork Clarifications

Each program must include a minimum of 1 required footwork pattern. Additional foot work should be integrated throughout the program.

Foot work should travel the appropriate distance across the skate floor as determined by the footwork sequence being used.

Required sequence of footwork: Year 1 footwork is Diagonal

Note: 2021-2022 will start with the Year 1 footwork sequence.

"S" Shape Pattern A	"S" Shape Pattern B	Diagonal Floor Pattern	Circle Pattern A	Circle Pattern B

Scoring Components of a Freestyle Program

Freestyle programs will be judged upon the following:

Technical Merit - The level of difficulty of the items completed in the program. Items to include are jumps, spins, suggested moves and footwork sequences.

- Skaters will receive higher marks for items completed with speed, strength, flexibility and ease.
- Full use of the skating floor with changes of direction and mastery of edge changes will also be awarded in this score.
- Skaters will have points deducted for falls - defined as the complete loss of balance involving body contact with the skating surface. The amount of the deduction will depend on the extent of the fall.*

Artistic Impression - The unique skating style and showmanship illustrated by musical interpretation throughout the freestyle performance.

- Skaters will receive higher marks for individuality, mastery of items, and the overall flow of movements to complete a balanced program.

- Body positioning should be upright with free flowing movement of the free leg and arms.
- The skater should appear well controlled before, during, and after completed items.

**Falls that disrupt the flow of the program will result in a deduction of both Technical Merit and Artistic Impression.*

The scores for Technical Merit and Artistic Impression will be added together for the final score.

A balanced program includes:

- Execution of jumps, spins, and footwork of comparable difficulty
- Musical interpretation
- Utilization of the entire skating surface
- Skills that are distributed evenly

The judge will give more credit to a well-balanced program.

Warm-Up at Competitions

- **Timing:** Warm-up time will be one minute more than the maximum skating time allotted for each division. Skaters will be informed when one minute is left in their warm-up period. There will be a mandatory one-minute break after each official group warm-up. This will allow the first skater to use the maximum warm-up time.
- **Grouping:** Skaters will be divided into warm-up groups based on the total number in the event. The maximum number per warm-up group with programs under 3 minutes shall not exceed eight (8) skaters. Programs over 3 minutes will have a maximum of six (6) skaters per warm up group.
- At the discretion of the contest manager, the number of contestants in a warm-up group can be increased but should not require any skater in a group to have a wait time of more than thirty (30) minutes before competing.

Finals Qualifications

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

Interruption of Performance

If a mechanical failure occurs the affected skater should report immediately to the referee. The referee will mark the time it occurs and inspect the failure.

If the referee finds that the interruption is valid, the skater will be allowed to correct the mechanical failure, and then re-skate the entire routine. The skater will have fifteen (15) minutes for a minor failure, or thirty (30) minutes for a major failure, to make repairs. In the case of a major mechanical failure, and at the discretion of the contest manager, the skating order of the event may be changed.

In the re-skate, the skater must perform the routine in its entirety, doing the same jumps, spins and footwork as the first attempt. The judges and referees will check their content list to make certain the skater does not “step through” the movements up to the point of the noted failure. Judging will resume at the point of the noted failure.

Illness or Injury

In the event of an interruption due to illness or injury, the head referee may give the skater a fifteen (15) minute rest. If it is determined by the referee or a certified medical professional that the skater cannot continue after fifteen (15) minutes, they will be withdrawn from the event.

PAIRS

Introduction to Pairs Skating

Pairs Skating is when two people skate in unison to perform combinations of jumps, spins, footwork sequences, & choreography performed to the music of their choice. The pair’s overall performance will determine the final score.

When performing a Pair Skating program the skaters should keep in mind that interpretation of the music is vitally important to their score. Music selected should be age appropriate. The program should be a well-designed pattern utilizing the entire floor and showing changes of direction throughout the routine.

The pair’s overall performance will determine the final score.

Pairs Age & Eligibility Requirements

The age of the oldest member on January 1st of the American Championships will determine which events may be skated.

- **Juvenile** - age 10 & under. Both partners must be 10 years of age or younger
- **Freshman** - age 11-14. At least one partner must be in the 11-14 years of age range.
- **Sophomore** - age 15 & older. At least one partner must be 15 years of age or older. The team must not have placed 1st, 2nd or 3rd in an Elementary/Freshman event at any previous American championships with 6 or more contestants in the event.
- **Senior** -age 15 & older. At least one partner must be 15 years of age or older.

Pairs Events

Competitive Pairs Events			
Event	Jumps	Spins	Lifts
Juvenile Age: 10 and under. Both partners must be 10 years of age or younger Time:2:30 max No Minimum	<u>Throw Jump</u> Minimum of one jump <u>Side by Side Jump</u> Maximum of one side by side jump of team’s choice. <u>Jump Combination</u> Minimum of one jump combination.	<u>Side by Side Spin</u> Minimum of one <u>Pair Spin Combination</u> Minimum of one pair spin combination with at least one change of position and one change of foot by each partner.	Maximum of 2 lifts total which may include one combination lift. There should be no more than 4 rotations of the man in a single lift and 8 in a combination lift. The lady should have no more than 2 changes of position in a combination lift. No overhead lifts in this division
	<u>Step Sequence:</u> Minimum of 1 required footwork pattern which must fully utilize the skating floor. Additional foot work should be integrated throughout the program. Year 1 Diagonal		

Event	Jumps	Spins	Lifts
<p>Freshman</p> <p>Age: 11-14. At least one partner must be in the 11-14 years old range.</p> <p>Time:3:00 max No minimum</p>	<p>Throw Jump Minimum of two different jumps.</p> <p>Side by Side Jump Maximum of one side by side jump of team's choice.</p> <p>Jump Combination Minimum of one jump combination.</p>	<p>Side by Side Spin Combination - Max of one spin combination with at least one change of position. Change of foot is optional.</p> <p>Pair Spin Combination Max of one pair spin combination with at least one change of position and one change of foot by each partner.</p>	<p>Maximum of 2 lifts total which may include one combination lift. There should be no more than 4 rotations of the man in a single lift and 8 in a combination lift. The lady should have no more than 2 changes of position in a combination lift.</p>
<p>Step Sequence: Minimum of 1 required footwork pattern which must fully utilize the skating floor. Additional foot work should be integrated throughout the program. Year 1 Diagonal</p>			
<p>Sophomore</p> <p>Age: 15 and older. At least one partner must be 15 years of age or older. Neither partner placed 1st, 2nd, or 3rd at the American Championship in the Freshman division</p> <p>Time:3:30 max No Minimum</p>	<p>Throw Jump Minimum of two different jumps.</p> <p>Side by Side Jump Maximum of one side by side jump of team's choice.</p> <p>Jump Combination Minimum of one jump combination.</p>	<p>Side by Side Spin Combination Max of one spin combination with at least one change of position. Change of foot is optional.</p> <p>Pair Spin Combination Minimum of one pair spin combination with at least one change of position and one change of foot by each partner.</p> <p>Death Spiral Must complete one full revolution with the female's head at the level of her skating knee or below.</p>	<p>Maximum of 3 lifts total including at least one combination lift. There should be no more than 4 rotations of the man in a single lift and 10 in a combination lift. The lady should have no more than 2 changes of position in a combination lift.</p>
<p>Step Sequence: Minimum of 1 required footwork pattern which must fully utilize the skate floor. Additional foot work should be integrated throughout the program. Year 1 Diagonal</p>			

Event	Jumps	Spins	Lifts
<p>Senior</p> <p>Age: 15 and older. At least one partner must be 15 years of age or older.</p> <p>4:30 max</p>	<p><u>Throw Jump</u> Minimum of two different jumps.</p> <p><u>Side by Side Jump</u> Maximum of one Side jump of team's choice.</p> <p><u>Jump Combination</u> Minimum of one jump combination.</p>	<p><u>Side by Side Spin Combination</u> Max of one spin combination with at least one change of position. Change of foot is optional.</p> <p><u>Pair Spin Combination</u> Minimum of one pair spin combination with at least one change of position and one change of foot by each partner.</p> <p><u>Death Spiral</u> Must complete one full revolution with the female's head at the level of her skating knee or below.</p>	<p>Maximum of 4 lifts total including at least one combination lift. There should be no more than 4 rotations of the man in a single lift and 10 in a combination lift. The lady should have no more than 3 changes of position in a combination lift.</p>
<p><u>Step Sequence:</u> Minimum of 1 required footwork pattern which must fully utilize the skate floor. Additional foot work should be integrated throughout the program. Year 1 Diagonal</p>			

Standards of a Well-Executed Program

- Individual skaters execute moves in partnership with each other, using either mirror skating or shadow skating, and include pair moves such as spins, spirals and lifts that are smoothly linked by steps and other movements.
- Jumps are completed with clean take-offs and landings with full rotation, and without the use of the toe-stop on the landing.
- Spins are completed with a minimum of three full revolutions for solo spins and two full revolutions for combination spins in the correct position with technical proficiency before, during, and on the spin exit.
- All footwork sequences should cover the appropriate distance of the skating floor while demonstrating the teams' individuality through musical interpretation. Important elements include changes of edge, direction, and quick turns in coordination with body movements.
- Suggested moves are completed with sufficient strength and flexibility to demonstrate balance and control.
- Choreography is an integral part of the skating performance and will contribute to the pairs' technical merit score.
- The skaters should be in harmony with their partner and with program music.
- Strong skating in between elements and footwork sequences contribute to a well rounded skating performance.

Music

The Pairs program is performed to music of the skaters’ choice for a set period of time as determined by the event. The music should allow skaters the ability to express themselves artistically and visually, while also displaying their athletic skating skills.

While skaters can choose music that is instrumental or vocal, care should be taken that song lyrics do not include profanity or offensive messaging. Music from multiple pieces can be combined to compliment a variety of tempos, but blending of the pieces should be done so that there is a flow to the program.

Costume

The skaters’ costumes and make-up should be in character with the music, but not be theatrical in nature. (Ex. no capes, props, etc.) Costume accessories such as beads, feathers, trimmings, sequins, etc. should be securely attached to the costume with glue or sewn securely into the fabric. Accessories such as earrings, hair clips, and headbands, or any other item which may come loose during the skater’s performance and thereby become an obstacle on the skate floor should also be avoided. If a costume failure becomes dangerous or too revealing, the skater may be asked to stop their program.



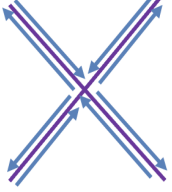


Choreography

The program choreography provides the skaters an opportunity to express their own style as they interpret the music. Movements of the program should artistically connect with the music while also allowing the skaters to demonstrate their technical skills. A variety of jumps, turns, spins, footwork and body positions, within the skaters’ skill level, should be included in the program.

Foot Work Clarification

Each program must include a minimum of one required footwork pattern. Additional foot work should be integrated throughout the program. Foot work should travel the appropriate distance across the skate floor as determined by the footwork sequence being used.

Required sequence of footwork: Year 1 = Diagonal

“S” Shape Pattern A	“S” Shape Pattern B	Diagonal Floor Pattern	Circle Pattern A	Circle Pattern B
				

Spin Clarifications

A spin is a movement where the skater revolves around an axis while holding their body in one or more positions. The skater should hold the spin position for a minimum of three revolutions, except when done as a combination, which will require a minimum of two revolutions in each position. Spins

can be performed either clockwise, or counterclockwise. The skater's entrance and exit are also important elements of the overall spin.

Pair spin combinations have at least one change of foot AND one change of position of both partners. The change of foot and change of position can be made at the same time, or separately. For a spin with a change of foot, there must be two revolutions before and two revolutions after the change of foot.

The three pillars of defining a well executed spin include:

- Body Posture - Streamline body position with attention to the arms and free leg.
- Spotted Spin - Spins should be on a stationary axis and include the required number of revolutions.
- Edge Quality - Skaters maintain one solid edge with a small circle throughout the required revolutions of the spin.

Scoring of the spin will be dependent upon these three pillars, speed of spin, and exit quality.

Lift Clarifications

In all lifts, the man's body position should be upright, with forward lean, and only the knees bent when necessary. The woman must maintain her body position until the lift is completed. A lift is considered complete when both skaters are rolling on solid edges, with landing positions extended. Each lift must have a minimum number of revolutions for the female, and a maximum of 4 revolutions for the male. The male's revolutions begin from the time the female leaves the floor until the completion of the lift.

Twist Lifts are when the male catches the female in the air at the waist and assists her smoothly onto the floor on a backward outside edge on one foot. The man also completes the lift on one foot.

A change of position involves the female changing from one position to another, with a full revolution in each position.

The man should not use his toe stops at any time during the take off or rotation of the lift.

Jump Clarifications

A jump is defined as a dynamic movement in which the skater leaves the floor and completes rotation in the air. Jumps may be performed with either clockwise or counterclockwise rotation. No jump, including connecting jumps, should be repeated more than 3 times within a routine.

Solo jumps are jumps that are not part of a jump combination or sequence.

Throw jumps are when the male assists the female by throwing her into the air on the take-off, and she lands on a backward outside edge without assistance.

Jump Combinations are when the landing foot of a jump is the take-off foot of the next jump.

Jump combinations should be a minimum of 2 jumps and have a continuous flow throughout the combination without hesitation.

A Jump Sequence utilizes a hop or turn between jumps and does not count as a combination.

The three pillars of defining a well executed jump include:

- Momentum - the speed of the skater entering and upon exit of the jump, momentum should be maintained throughout
- Height - the distance of the skates from the floor during the apex of the jump
- Travel - the distance covered between the take off and landing

Scoring of a jump will be dependent upon these three pillars, the take-off and landing edges, number of rotations, air position, stability, and command of the jump.

Take-off and landing edges should follow the outline of each individual jump. Close attention will be paid to the landing to determine if the jump is completed with full rotation. The level of difficulty will increase proportionally with the number of rotations.

The skater should maintain proper body posture throughout the entirety of the jump: take-off, while in the air, and during the landing. Interpretive body and arm positions may be completed during a jump and will be awarded with a greater degree of difficulty and will increase the value of the jump. The ease of execution of the jump will also be closely assessed.

The use of a toe stop during take-off for the salchow and loop will not be penalized. However, skaters that complete the take off without the toe stop will increase the value of the jump. Toe stops should not be used on jump landings and will be penalized in both technical merit and artistic impression scores.

Scoring Components of a Pairs Program

Pairs programs will be judged upon the following:

- **Technical Merit** - The level of difficulty of the items completed in the program. Items to include are jumps, spins, suggested moves and footwork sequences.
 - Skaters will receive higher marks for items completed with speed, strength, flexibility and ease.
 - Full use of the skating floor with changes of direction and mastery of edge changes will also be awarded in this score.
 - Skaters will have points deducted for falls - defined as the complete loss of balance involving body contact with the skating surface. The amount of the deduction will depend on the extent of the fall.*
- **Artistic Impression** - The unique skating style and showmanship illustrated by musical interpretation throughout the freestyle performance.
 - Skaters will receive higher marks for individuality, mastery of items, and the overall flow of movements to complete a balanced program.
 - Body positioning should be upright with free and flowing movement of the free leg and arms.
 - The skater should appear well controlled before, during, and after completed items.

**Falls that disrupt the flow of the program will result in a deduction of both Technical Merit and Artistic Impression.*

The scores for Technical Merit and Artistic Impression will be added together for the skater’s final score.

A balanced program includes:

- Execution of jumps, spins, lifts, and footwork of comparable difficulty
- Musical interpretation
- Utilization of the entire skating surface
- Skills that are distributed evenly

The judge will give more credit to a well-balanced program.

Warm-Up at Competitions

- Timing: Warm-up time will be one minute more than the maximum skating time allotted for each division. Skaters will be informed when one minute is left in their warm-up period. There will be a mandatory one-minute break after each official group warm-up. This will allow the first skater to use the maximum warm-up time.
- Grouping: Teams will be divided into warm-up groups based on the total number in the event. The maximum number per warm-up group with programs under 3 minutes shall not exceed four (4) teams.
- At the discretion of the contest manager, the number of contestants in a warm-up group can be increased but should not require any skater in a group to have a wait time of more than thirty (30) minutes before competing.

Finals Qualifications

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

Interruption of Performance

If a mechanical failure occurs the affected skater should report immediately to the referee. The referee will mark the time it occurs and inspect the failure.

If the referee finds that the interruption is valid, the team will be allowed to correct the mechanical failure, and then re-skate the entire routine. The team will have fifteen (15) minutes for a minor failure, or thirty (30) minutes for a major failure, to make repairs. In the case of a major mechanical failure, and at the discretion of the contest manager, the skating order of the event may be changed.

In the re-skate, the team must perform the routine in its entirety, doing the same jumps, spins and footwork as the first attempt. The judges and referees will check their content list to make certain the team does not “step through” the movements up to the point of the noted failure. Judging will resume at the point of the noted failure.

Illness or Injury

In the event of an interruption due to illness or injury, the head referee may give the skater a fifteen (15) minute rest. If it is determined by the referee or a certified medical professional that the skater cannot continue after fifteen (15) minutes, the team will be withdrawn from the event.

**PRECISION
IN DEVELOPMENT**

**QUARTET
IN DEVELOPMENT**

S.T.Y.L.E. Skating - Roller Dance

Ages Divisions

The age of the skater on January 1st of the American Championship will determine which events may be skated.

- **Primary:** 8 years & under
- **Elementary:** 9-12 years
- **Freshman:** 13 -17 years
- **Collegiate:** 18-24 years
- **Elite:** 13 & up
- **Classic:** 25-30 (to be skated during Adults)
- **Masters:** 31-50 (to be skated during Adults)
- **Golden:** 51 years and older (to be skated during Adults)
- **Premier Elite:** 25 years and older (to be skated during Adults)

Judging points in order of importance

- Timing
- Musical Interpretation
- Technique & Step Execution
- Originality
- Difficulty of Original Footwork
- Rhythm
- Flow
- Speed
- Floor Craft and Utilization

Requirements

- Prescribed dance steps (TBD at the beginning of each season)
- Lobes are allowed and encouraged, but skaters must skate in the regular direction at all times. (counter clockwise)
- Must not cross the long axis, except going around the corner
- Must not stop or do any spot skating

Attire

- Open
- Private areas must be covered - Automatic disqualification if a “slip” occurs
- Considerations when selecting attire
 - Age appropriate
 - Judge's perception
 - Audience perception
 - Venue of event
 - Entertainment value
 - Musical Interpretation

Jumps, Spins, Acrobatics & Props

- Jumps
 - Allowed & encouraged, but not required
 - Defined as any time both feet are off the floor, even without rotation
 - 1 rotation max per jump
 - 1 jump max during each skate.
- Spins
 - Not allowed
- Acrobatics
 - Not allowed
- Props
 - Not allowed

Recommendations

- Technical merit scores will reflect the technical execution of dance steps.
- Artistic impression scores will reflect the showmanship, feel, flow, energy, and entertainment aspects of the skater's performance.

Warm up & Heats

- One general roll around: 1:00 min
- 12 skaters per warm up group
- Warm ups time: 4:00
- All heats will warm up before the judging of each dance
- Six skaters per heat (on the floor at the same time)
- Heats will rotate for the second dance
- DJ/Announcer will announce transition from prescribed dance steps to original footwork

Music

Music will be selected at random from a list of song options and beat ranges determined for each prescribed dance.

Scoring

- 1-100 scale for each score
- A - Technical merit of prescribed dance steps
- B - Artistic impression of prescribed dance steps
- C - Technical merit of original footwork
- D - Artistic impression of original footwork
- Each score will represent 25% of total score
- Open ordinaling of final event

Judges

- The Contest Manager will select an odd number of judges (1, 3, or 5).
- No requirements at this time - until S.T.Y.L.E. skating judging credentials have been established.
 - Suggested to select individuals with experience within your area until judging credentials are established.

Deductions

- Falling = 10 point deduction
 - In this division, fall is defined as anything other than your skates touching the floor at any time during your performance
- Attire Violation = Automatic disqualification for “slips”
 - Private areas must be covered at all times
- Traffic Flow Violation = 10 point deduction
 - Obstructing the flow of traffic in any way
- Long Axis Violation = 10 point deduction
 - Once you cross the long axis, you must remain on that side until you cross the short axis.
- Stopping Violation = 10 point deduction
 - Stopping at any time
- Jump Violation = 10 point deduction
 - Exceeding the maximum jumps allowed within your original footwork
- Spin Violation = 10 point deduction
 - Spins that obstruct the flow of traffic or stop will receive a deduction
- Acrobatics Violation = 10 point deduction
 - In this event, acrobatics are considered anything where a skater’s hands touch the floor, which is considered a fall
- Prop Violation = 10 point deduction
 - No props allowed
 - Clothing items must remain intact throughout the entire performance
 - No items, including clothing, may be added or removed during the entire performance

Eliminations/Finals

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

RSA Achievement Testing

- S.T.Y.L.E. Moves

Event Requirements

<u>Event</u>	<u>Age</u>	<u>Requirements</u>	<u>RSA test Requirements</u>	<u>Prescribed Dance Steps</u>
Primary	8 and under	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 2	<ul style="list-style-type: none"> • Social Basic • Crisscross Basic
Elementary	9-12 years	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 4	<ul style="list-style-type: none"> • Shuffle Basic • Transition Basic
Freshman	13-17 years	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 6	<ul style="list-style-type: none"> • Smooth Cruise • Around the World
Collegiate	18-24 years	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 6	<ul style="list-style-type: none"> • Back & Forth Basic • Slide & Stride
Elite	13 and up	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork • Placement: 1st, 2nd, or 3rd place at the AARS American Championship in Freshman, Collegiate, of Classic division 	S.T.Y.L.E. Moves 6	<ul style="list-style-type: none"> • Snap & Stride • Turn Master

Classic	25-30 years	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 4	<ul style="list-style-type: none"> • Dip & Roll • Smooth & Move
Masters	31-50 years	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 4	<ul style="list-style-type: none"> • Social Shuffle • Power Pull Cruise
Golden	51 and older	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork 	S.T.Y.L.E. Moves 4	<ul style="list-style-type: none"> • High Knee Shuffle • Golden Cruise
Premier Elite	31 and older	<ul style="list-style-type: none"> • 3:00 mins • Two dances (3:00 mins each) • 1:00 minute of prescribed dance steps (TBD at the start of each year) • 2:00 minutes of original footwork • Placement: 1st, 2nd, or 3rd place at the AARS American Championships in Masters or Golden division. Moving up from Elite is also permitted as long as age allows. 	S.T.Y.L.E. Moves 6	<ul style="list-style-type: none"> • Snap Shuffle • Cruise By Basic

Divisional Move Ups & Challenge Ups

Elite:

- Placement of 1st, 2nd, or 3rd place at the American Championships in Freshman, Collegiate, or Classic allows a skater to compete in the Elite event. Skaters may skate Elite and their age appropriate division.
- Placement of 1st, 2nd, or 3rd place at the American Championships in Masters or Golden division allows a skater to compete in the Premier Elite event. Skaters may skate Premier Elite and their age appropriate division.

Winning Max:

- Winning the Freshman, Collegiate or Classic division 2 consecutive years at the American Championship requires a skater to move into Elite permanently the following year. Skaters may no longer skater their age appropriate division because they have “placed out.”
- Winning the Masters or Golden division 2 consecutive years at the American Championship requires a skater to move into Elite permanently the following year. Skaters may no longer skater their age appropriate division because they have “placed out.”

Move Down Rule:

- If a skater has “placed out” of their age appropriate division and not received a placement of 1st, 2nd, or 3rd in the Elite or Premier Elite division at the American Championship for 2 consecutive years, a skater may move back into their age appropriate division.

S.T.Y.L.E. Skating - Duo Free Dance

Ages Divisions

The age of the oldest skater on January 1st of the American Championship will determine which events may be skated.

- Primary: 8 years & under
- Elementary: 9-12 years
- Freshman: 13 -17 years
- Collegiate: 18-24 years
- Elite: 13-30 years
- Classic: 25-30 years (to be skated during Adults)
- Masters: 31-50 years (to be skated during Adults)
- Golden: 51 years and older (to be skated during Adults)
- Premier Elite: 31 years & older (to be skated during Adults)

Duo partnership definition

- Duos consist of two skaters
- Duos can be male/female, male/male, or female/female

Judging points in order of importance

- Entertainment Value
- Musical Interpretation
- Synchronization
- Technique & Step Execution
- Originality
- Difficulty of Original Footwork
- Rhythm
- Flow
- Speed
- Floor Craft and Utilization

Music

- Open
- No profanities - 20 point deduction
- Considerations when selecting music
 - Age appropriate
 - Judge's perception
 - Audience perception
 - Venue
 - Entertainment value

Attire

- Open
- Private areas must be covered - Automatic disqualification if a “slip” occurs
- Considerations when selecting attire
 - Age appropriate
 - Judge's perception
 - Audience perception
 - Venue
 - Entertainment value
 - Musical Interpretation

Jumps, Lifts, Spins, Acrobatics & Props

- Jumps
 - Allowed & encouraged, but not required
 - Defined: any time both feet are off the floor and the jumping skater is not suspended in any way by another partner, even without rotation
 - 1 rotation max per jump
 - Total allowed: 6 jump max (if duo does side by side jumps, it counts as two jumps, one for each partner) - 10 point deduction applies for each violation
- Lifts
 - Allowed & encouraged, but not required
 - Defined: any time both feet of one partner are off the floor and the weight of the lifted partner is being assisted or suspended in any way by a lifting partner, even without rotation
 - 3 rotation max per lift
 - 10 second max per lift
 - Total allowed: 4 lift max - 10 point deduction applies for each violation
- Spins
 - Allowed & encouraged, but not required
 - 3 rotations max per spin
 - Total allowed: 2 spin max (if duo does side by side spins, it counts as two spins, one for each partner) - 10 point deduction applies for each violation
- Acrobatics
 - Allowed & encouraged, but not required
 - Defined: any trick or movement that includes either hand touching the ground or both skates going above the head with or without assistance or suspension from any other partner
 - Total allowed: 4 acrobatic trick max (if duo does side by side acrobatic tricks, it counts as two acrobatic tricks, one for each partner) - 10 point deduction applies for each violation
- Props
 - Allowed
 - Must stay attached to skater at all times - 10 point deduction applies for each violation

Recommendations

- Technical merit scores will reflect the technical execution of footwork and synchronization of the duo.
- Artistic impression scores will reflect the showmanship, feel, flow, energy, and entertainment aspects of the duo’s performance.
- Duos are encouraged to consider all aspects of judging points when creating their program.

Warm up

- General roll around: 1:00
- Warm up time: 1 minute longer than divisional time maximum
- Warm up groups: 4 duos at a time
- Duos will perform one at a time

Scoring

- A - Technical merit of prescribed dance steps
- B - Artistic impression of prescribed dance steps
- Each score will represent 50% of total score
- Open ordinally of final event
- Missing requirements: 10 point deduction each violation
- More than max allowable items: 10 point deduction each violation

Eliminations/Finals

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

RSA Achievement Testing

S.T.Y.L.E. Moves

Event Requirements

Event	Age Group	Requirements	RSA Test Requirements	RSA Test Recommendations
Primary	8 and younger	<ul style="list-style-type: none"> • 2:00 minute max • No minimum • Two skaters • Age: All skaters must be 8 years of age or younger 	S.T.Y.L.E. Moves: 1	Freestyle: 1
Elementary	9-12 years	<ul style="list-style-type: none"> • 2:15 minute max • No minimum • Two skaters • Age: All skaters must be at least 8 years of age, at least one partner must be between 9-12 years of age. No skaters may be older than 12 years of age. • Connection sequence • Shadow sequence 	S.T.Y.L.E. Moves: 2	Freestyle: 2
Freshman	13-17 years	<ul style="list-style-type: none"> • 2:45 minute max • No minimum • Two skaters • Age: All skaters must be at least 10 years of age, at least one partner must be between 13-17 years of age. No skaters may be older than 17 years of age. • Connection sequence • Shadow sequence 	S.T.Y.L.E. Moves: 3	Freestyle: 3
Collegiate	18-24 years	<ul style="list-style-type: none"> • 3:00 minute max • No minimum • Two skaters • Age: All skaters must be at least 15 years of age, at least one partner must be 18-24 years of age. No skaters may be older than 24 years of age. • Connection sequence • Shadow sequence 	S.T.Y.L.E. Moves: 4	Freestyle: 4

Elite	13 and older	<ul style="list-style-type: none"> ● 3:00 minute max ● No minimum ● Two skaters ● Age: All skaters must be at least 13 years of age. ● Placement: 1st, 2nd, or 3rd place at the American Championships in Freshman, Collegiate, or Classic by at least one partner ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 6	Freestyle: 4
Classic	25-30 years	<ul style="list-style-type: none"> ● 3:00 minute max ● No minimum ● Two skaters ● Age: All skaters must be at least 18 years of age, at least one partner must be between 25 - 30 years of age. No skater may be older than 30 years of age. 	S.T.Y.L.E. Moves: 4	Freestyle: 4
Masters	31-50 years	<ul style="list-style-type: none"> ● 2:45 minute max ● No minimum ● Two skaters ● Age: All skaters must be at least 25 years of age; at least one partner must be 31 - 50 years of age. No skater may be older than 50 years of age. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 3	Freestyle: 3
Golden	51 and older	<ul style="list-style-type: none"> ● 2:30 minute max ● No minimum ● Two skaters ● Age: All skaters must be at least 40 years of age, at least one partner must be 51 years or older. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 2	Freestyle: 2

Premier Elite	31 years and older	<ul style="list-style-type: none"> ● 2:45 minute max ● No minimum ● Two skaters ● Age: All skaters must be at least 25 years of age, at least one partner must be at least 31 years of age. ● Placement: 1st, 2nd, or 3rd place at the American Championships, in Masters or Golden, by at least one partner. Moving up from Elite is also permitted as long as age allows. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 5	Freestyle: 4
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Divisional Move Ups & Challenge Ups

Elite & Premier Elite:

- Placement of 1st, 2nd, or 3rd place at the American Championships in Freshman, Collegiate, Classic, Masters or Golden divisions allows a skater to compete in the Elite event. Skaters may skate Elite and their age appropriate division.
- Placement of 1st, 2nd, or 3rd place at the American Championships in Masters or Golden division allows a skater to compete in the Premier Elite event. Skaters may skate Premier Elite and their age appropriate division.
- A skater may move from Elite to Premier Elite at any time, as long as age and qualifications permit. A skater must choose one or the other. They may not skate both Elite and Premier Elite.

Winning Max:

- Winning the Freshman, Collegiate or Classic division 2 consecutive years at the American Championship requires all partners to move into Elite permanently the following year. Skaters may no longer skate their age appropriate division because they have “placed out.”
- If the partnership splits up, all partners of the original partnership are still required to continue to skate Elite, as they have “placed out” of their age division.
- Winning the Masters or Golden division 2 consecutive years at the American Championship requires all partners to move into either Elite or Premier Elite permanently the following year. Skaters may no longer skate their age appropriate division because they have “placed out.”
- If the partnership splits up, all partners of the original partnership are still required to continue to skate Elite or Premier Elite, as they have “placed out” of their age division.

Move Down Rule:

- If a skater has “placed out” of their age appropriate division and not received a placement of 1st, 2nd, or 3rd in the Elite or Premier Elite division at the American Championship for 2 consecutive years, a skater may move back into their age appropriate division.

S.T.Y.L.E. Skating - Trio Free Dance

Ages Divisions

The age of the oldest skater on January 1st of the American Championship will determine which events may be skated.

- Primary: 8 years & under
- Elementary: 9-12 years
- Freshman: 13 -17 years
- Collegiate: 18-24 years
- Elite: 13 years & older
- Classic: 25 years& older (to be skated during Adults)
- Masters: 31-50 years (to be skated during Adults)
- Golden: 51 years and older (to be skated during Adults)
- Premier Elite: 31 years & older (to be skated during Adults)

Trio partnership definition

- Trios consist of three skaters

Judging points in order of importance

- Entertainment Value
- Musical Interpretation
- Synchronization
- Technique & Step Execution
- Originality
- Difficulty of Original Footwork
- Rhythm
- Flow
- Speed
- Floor Craft and Utilization

Music

- Open
- No profanities - 20 point deduction
- Considerations when selecting music
 - Age appropriate
 - Judge's perception
 - Audience perception
 - Venue
 - Entertainment value

Attire

- Open
- Private areas must be covered - Automatic disqualification if a “slip” occurs
- Considerations when selecting attire
 - Age appropriate
 - Judge's perception
 - Audience perception
 - Venue
 - Entertainment value
 - Musical Interpretation

Jumps, Lifts, Spins, Acrobatics & Props

- Jumps
 - Allowed & encouraged, but not required
 - Defined: any time both feet are off the floor and the jumping skater is not suspended in any way by another partner, even without rotation
 - 1 rotation max per jump
 - Total allowed: 9 jump max (if trio does side by side jumps, it counts as three jumps, one for each partner) - 10 point deduction applies for each violation
- Lifts
 - Allowed & encouraged, but not required
 - Defined: any time both feet of one partner are off the floor and the weight of the lifted partner is being assisted or suspended in any way by a lifting partner, even without rotation
 - 3 rotation max per lift
 - 10 second max per lift
 - Total allowed: 5 lift max - 10 point deduction applies for each violation
- Spins
 - Allowed & encouraged, but not required
 - 3 rotations max per spin
 - Total allowed: 3 spin max (if trio does side by side spins, it counts as three spins, one for each partner) - 10 point deduction applies for each violation
- Acrobatics
 - Allowed & encouraged, but not required
 - Defined: any trick or movement that includes either hand touching the ground or both skates going above the head with or without assistance or suspension from any other partner
 - Total allowed: 6 acrobatic trick max (if trio does side by side acrobatic tricks, it counts as three acrobatic tricks, one for each partner) - 10 point deduction applies for each violation
- Props
 - Allowed
 - Must stay attached to skater at all times - 10 point deduction applies for each violation

Recommendations

- Technical merit scores will reflect the technical execution of footwork and synchronization of the trio.
- Artistic impression scores will reflect the showmanship, feel, flow, energy, and entertainment aspects of the trio's performance.
- Trios are encouraged to consider all aspects of judging points when creating their program.

Warm up

- General roll around: 1:00
- Warm up time: 1 minute longer than divisional time maximum
- Warm up groups: 4 trios at a time
- Trios will perform one at a time

Scoring

- A - Technical merit of prescribed dance steps
- B - Artistic impression of prescribed dance steps
- Each score will represent 50% of total score
- Open ordinally of final event
- Missing requirements: 10 point deduction each violation
- More than max allowable items: 10 point deduction each violation

Eliminations/Finals

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

RSA Achievement Testing

S.T.Y.L.E. Moves

Event Requirements

<u>Event</u>	<u>Age Group</u>	<u>Requirements</u>	<u>RSA Test Requirements</u>	<u>RSA Test Recommendations</u>
Primary	8 and younger	<ul style="list-style-type: none"> ● 2:00 minute max ● No minimum ● Three skaters ● Age: All skaters must be 8 years of age or younger 	S.T.Y.L.E. Moves: 1	Freestyle: 1
Elementary	9-12 years	<ul style="list-style-type: none"> ● 2:15 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 8 years of age, at least one partner must be between 9-12 years of age. No skaters may be older than 12 years of age. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 2	Freestyle: 2
Freshman	13-17 years	<ul style="list-style-type: none"> ● 2:45 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 10 years of age, at least one partner must be between 13-17 years of age. No skaters may be older than 17 years of age. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 3	Freestyle: 3
Collegiate	18-24 years	<ul style="list-style-type: none"> ● 3:00 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 15 years of age, at least one partner must be 18-24 years of age. No skaters may be older than 24 years of age. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 4	Freestyle: 4

Elite	13 and older	<ul style="list-style-type: none"> ● 3:00 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 13 years of age ● Placement: 1st, 2nd, or 3rd place at the American Championships in Freshman, Collegiate, or Classic by at least one partner ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 6	Freestyle: 4
Classic	25-30 years	<ul style="list-style-type: none"> ● 3:00 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 18 years of age, at least one partner must be between 25 - 30 years of age. No skater may be older than 30 years of age. 	S.T.Y.L.E. Moves: 4	Freestyle: 4
Masters	31-50 years	<ul style="list-style-type: none"> ● 2:45 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 25 years of age; at least one partner must be 31 - 50 years of age. No skater may be older than 50 years of age. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 3	Freestyle: 3
Golden	51 and older	<ul style="list-style-type: none"> ● 2:30 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 40 years of age, at least one partner must be 51 years or older ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 2	Freestyle: 2

Premier Elite	31 years and older	<ul style="list-style-type: none"> ● 2:45 minute max ● No minimum ● Three skaters ● Age: All skaters must be at least 25 years of age, at least one partner must be 31 years of age. ● Placement: 1st, 2nd, or 3rd place at the American Championships, in Masters or Golden, by at least one partner. Moving up from Elite is also permitted as long as age allows. ● Connection sequence ● Shadow sequence 	S.T.Y.L.E. Moves: 5	Freestyle: 4
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Divisional Move Ups & Challenge Ups

Elite & Premier Elite:

- Placement of 1st, 2nd, or 3rd place at the American Championships in Freshman, Collegiate, Classic, Masters or Golden divisions allows a skater to compete in the Elite event. Skaters may skate Elite and their age appropriate division.
- Placement of 1st, 2nd, or 3rd place at the American Championships in Masters or Golden division allows a skater to compete in the Premier Elite event. Skaters may skate Premier Elite and their age appropriate division.
- A skater may move from Elite to Premier Elite at any time, as long as age and qualifications permit. A skater must choose one or the other. They may not skate both Elite and Premier Elite.

Winning Max:

- Winning the Freshman, Collegiate or Classic division 2 consecutive years at the American Championship requires all partners to move into Elite permanently the following year. Skaters may no longer skate their age appropriate division because they have “placed out.”
- If the partnership splits up, all partners of the original partnership are still required to continue to skate Elite, as they have “placed out” of their age division.
- Winning the Masters or Golden division 2 consecutive years at the American Championship requires all partners to move into either Elite or Premier Elite permanently the following year. Skaters may no longer skate their age appropriate division because they have “placed out.”
- If the partnership splits up, all partners of the original partnership are still required to continue to skate Elite or Premier Elite, as they have “placed out” of their age division.

Move Down Rule:

- If a skater has “placed out” of their age appropriate division and not received a placement of 1st, 2nd, or 3rd in the Elite or Premier Elite division at the American Championship for 2 consecutive years, a skater may move back into their age appropriate division.

S.T.Y.L.E. Skating - Jam Battle

Ages Divisions

The age of the oldest skater on January 1st of the American Championship will determine which events may be skated.

- Primary: 8 years & under
- Elementary: 9-12 years
- Freshman: 13 -17 years
- Collegiate: 18-24 years
- Classic: 25 years & older (to be skated during Adults)
- Elite: 13 years & older

Judging points in order of importance

- Timing
- Entertainment Value
- Musical Interpretation
- Technique & Step Execution
- Originality
- Difficulty of original Footwork
- Difficulty of original groundwork
- Rhythm
- Fluidity
- Floor Craft and Utilization of their entire 6 meter diameter circle

Attire

- Open
- Private areas must be covered - Automatic disqualification if a “slip” occurs
- Considerations when selecting attire
 - Age appropriate
 - Judge's perception
 - Audience perception
 - Venue
 - Entertainment value
 - Musical Interpretation

Music for Eliminations

- Open
- Skaters will provide their own music. Music needs to be checked with the DJ/Announcer at least 24 hours before the event is scheduled to skate.
- 1:00 min max for eliminations
- No profanities - 20 point deduction
- Considerations when selecting music

- Age appropriate
- Judge's perception
- Audience perception
- Venue
- Entertainment value

Music for Finals

- DJ will select music on the spot
- 2:00 minute performance
- If judging is not complete at the end of 2:00 minutes, skaters will receive a 30 second break before resuming another 2:00 minutes of showdown

Semi-Finals

- If contestant numbers dictate a semi-final, it will be conducted in showdown format, the same as finals.
- No prescribed elements
- DJ will select music on the spot
- 2:00 performance - all skaters on the floor at the same time.
- If judging is not complete at the end of 2:00 minutes, skaters will receive a 30 second break before resuming another 2:00 minutes of showdown.

Regulations

- Skaters must perform prescribed elements at some point during their program in eliminations (TBD at the start of each season).
- Must be skated within a 6 meter diameter circle area - 5 point deduction for crossing out of area per infraction.

Recommendations

- Technical merit scores will reflect the technical execution of prescribed elements or sequence and original footwork.
- Artistic impression scores will reflect the showmanship, feel, flow, energy, and entertainment aspects of the skater's performance.
- Skaters are encouraged to consider all aspects of judging points when creating their program.

Warm up

- Eliminations: One general warm up per division: 5:00 mins
- Eliminations: After the general warm up, the first contestant will start their official warm up. After one minute, the second skater will be called to warm up circles. After one minute the third skater will take the circles to begin their warm up. At the end of the three minute, the first skater will be called to the referee, and the next skater will be called to the warm up circles. This process will continue. One skater will perform their routine to their own music within the designated judging circle at a time.
- Semi-Finals: One general warm up per division: 5:00 mins. 60 second break before showdown begins. DJ will announce all finalists, then showdown judging will begin.
- Finals: One general warm up per division: 5:00 mins. 60 second break before showdown begins. DJ will announce all finalists, then showdown judging will begin.

Scoring

- A - Technical merit of prescribed elements
- B - Artistic impression of prescribed elements
- C - Footwork technique, execution, and originality
- D - Floor work technique, execution, and originality
- Eliminations receive A, B, C, and D scores
- Finals only receive a C & D score because there are no prescribed elements for finals
- Eliminations - Each score will represents 25% of total score
- Finals - Each score will represent 50 % of the total score
- Open ordinaling of final event

Eliminations/Finals

<u>Number of Contestants</u>	<u>Qualifying</u>
1 - 7	Final Event
8 - 12	4 skaters to finals
13 - 17	6 skaters to finals
18 - 22	8 skaters to finals
23 - 27	10 skaters to semi-finals
28 - 32	12 skaters to semi-finals
33 plus	Semi-Final

Finals

- Finals will be skated as a “showdown” with all skaters on the floor skating at the same time
- DJ selects the music on the spot
- No prescribed sequence requirements
- Finalists performs for 2:00 minutes straight with original footwork and groundwork
- Open scoring of final event

RSA Achievement Testing

Jam Battle

Event Requirements

Event	Age	Prescribed Elements	Limitations	Proficiency
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		(Eliminations only)	(both eliminations & finals)	Test Requirements
Primary	8 and under	<ul style="list-style-type: none"> • Triple touch rhythm • Cross over rhythm • Crazy legs (any) • In out up • 2 foot heel toe spin • Hexing • 1 power move 	<ul style="list-style-type: none"> • No more than 2 power moves • No combinations 	Jam Battle: 2
Elementary	9-12	<ul style="list-style-type: none"> • Crazy Legs (any) • 2 foot toe spin • Foot hops • Cross over switch • Hexing • Breaking • 1 Power Move • In out up • Knee swipe 	<ul style="list-style-type: none"> • No more than 3 power moves • No combinations 	Jam Battle: 3
Freshman	13-17	<ul style="list-style-type: none"> • Grapevine • Boot hops • Crazy Legs (any) • 2 toe sit spin • Hexing boot hop • Cross over switch • 2 power moves (one power move may be a combination of no more than 3 power moves) 	<ul style="list-style-type: none"> • No more than 3 power moves • No more than 3 moves in a combination • No more than 1 combination 	Jam Battle: 4
Collegiate	18-24	<ul style="list-style-type: none"> • Open • 6 footwork elements • 2 power moves (one power move may be a combination of no more than 3 power moves) 	<ul style="list-style-type: none"> • No more than 4 power moves • No more than 3 moves in a combination • No more than 2 combinations 	Jam Battle: 5
Classic	25 and up	<ul style="list-style-type: none"> • Open • 6 footwork elements 	<ul style="list-style-type: none"> • No more than 4 power moves 	Jam Battle: 4

		<ul style="list-style-type: none"> • 2 power moves (one power move may be a combination of no more than 3 power moves) 	<ul style="list-style-type: none"> • No more than 3 moves in a combination • No more than 2 combinations 	
Elite	13 and up	<ul style="list-style-type: none"> • Open • 6 footwork elements • 2 power moves (one power move may be a combination of no more than 3 power moves) 	<ul style="list-style-type: none"> • No more than 4 power moves • No more than 3 moves in a combination • No more than 2 combinations 	Jam Battle: 8

Divisional Move Ups

Elite

- Placement of 1st, 2nd, or 3rd place at the American Championships in Freshman, Collegiate, or Classic allows a skater to compete in the Elite event.
- Skaters may skate Elite and their age appropriate division

Winning Max

- Winning Freshman, Collegiate, or Classic divisions 2 consecutive years at the American Championship requires a skater to move into Elite permanently the following year. Skaters may no longer skate in their age appropriate division because they have “placed out.”

Move Down Rule

- If a skater has “placed out” of their age appropriate division and not received a placement of 1st, 2nd or 3rd in the Elite division at the American Championship for 2 consecutive years, a skater may move back into their age appropriate division.