

Updates from the 2024 World Skate Seminar in Venice, Italy

*Note: These are in some cases clarifications of rules that are already in the books.

WORLD SKATE CALENDAR

- Cup Semi-Final in Buenos Aires: April 5-13
- Cup Semi-Final in Trieste Italy: May 9-18
- Cup Final in Europe (no dates yet)
- Continental Championships – Pan American in Chile (no dates yet)
- World Championships in China. (in October – no specific dates yet)

GENERAL

- The timing of the 15 seconds to leave the floor at the end of a program begins when the music ends (penalty of 0.5)
- World Skate is requesting that there be NO JINGLES before the start of a program and no adjusting costumes, slapping thighs, high fives etc. once the skater has taken the floor (no penalty this year).
- It is not allowed for any reason or any circumstance to change the QOE of Components score after submitted by the judge.
- The classes from this Venice seminar will be available soon online in the Platform.

COSTUME RULES

- Penalties resulting from the violation of the costume rules will be 1.0.
- Costume rules apply to anything worn on the body.
- Stones must be attached with a needle and thread. 4mm maximum size.
- Any piece of the costume, including beads, buttons, crystals, mirrors, studs, pearls, half pearls, rhinestones etc. on the costume must be securely stitched. Rhinestones, stones bigger than 4mm in any dimension ARE NOT PERMITTED. Sequins of any size are allowed. All decorative embellishments must be securely stitched to the fabric. Non-functional buttons larger than 4mm ARE NOT PERMITTED.
- For nations that are using existing National Federation outfits, for figures as well as for the podium, the stones may still be glued on.
- Use of sheer material: There are no specified limitations on transparent material, however, costumes must be modest, dignified and appropriate for athletic competitions. The clothing must not give the effect of excessive nudity inappropriate for the discipline. If deemed inappropriate, it can be penalized by the referee. Costumes must be modest and dignified – not garish or theatrical.

TECHNICAL CLARIFICATIONS FOR ONE ROTATION JUMPS

- For Espoir: one-rotation jumps will be called, credited and count toward the total number of jumps when they are placed on first or last position of the combo jump
- For Cadet, Youth, Junior and Senior: one rotation jumps placed on the first or last position of the combo jump will be called, given NO VALUE and count toward the total number of jumps allowed.

TECHNICAL CLARIFICATIONS FOR UNDER-ROTATED JUMPS

- It is important to evaluate the under-rotated jumps to their fair extent, that is, make sure that the missing rotation has been corrected before the jump is completed and is not a movement or instability of the skating foot executed after landing. Sometimes it is common to confuse an under-rotated jump with a completed jump with a poor landing (toe stop, not precise edge, hesitation, etc.)
- It is not advisable for the TP to exaggerate with a pinpoint accuracy searching for lack of rotation of the jumps. If a TP with the naked eye is barely able to perceive the missing rotation (because it is less than 1/5 turn) and there is no correction for that, it should be considered as a completed jump.

TECHNICAL CLARIFICATIONS FOR DOWNGRADED JUMPS

- Downgraded jump: a jump will be considered downgraded if more than ½ a rotation is incomplete of the total required rotations. It will be indicated with the symbol “<<<”. The system will give the value of the jump of one rotation less, e.g. triple salchow downgraded will get the value of a double salchow. The same (<<<) will be applied to those jumps that can be cheated at the takeoff like the toe-loop and salchow.
- Half-rotated jumps where the skaters open from their wrapped position in the air and land in an open position (not coded landing) will be called DOWNGRADED.
- Jumps landed on two feet (not in a crossed position) will be called DOWNGRADED.
- Correction of the lack of rotation should be done quickly and keeping the closed position of legs and arms. Jumps that are missing ½ a rotation, with the rotation stopped and open, and with slow correction, will be called downgraded.

TECHNICAL CLARIFICATIONS FOR LUTZ JUMP

- If the skater declares Lutz in a program content sheet but performs a Flip, it will be called “lutz no edge”.
- If the skater does not declare Lutz on the program content sheet the jump will be called by the Technical Panel as they see it.

LONG PREPARATIONS

- For jumps: for the 2024-2025 season, the QOE on a jump with long preparation is still -1, but remember that it should be marked down also in components.

PAIRS – CLARIFICATIONS ON SIDE-BY-SIDE ELEMENTS

- JUMPS: If the number of rotations is different for the two partners (e.g. man executes a double axel and the lady an axel) the jump will be given no value. The TP will call the jump with less value and star it out.
- SPINS: If the skaters execute different spins (e.g. the man a heel spin and the lady just a camel), the spin will be given no value. The TP will call the spin with less value and star it out.

QOE – (for judges panel)

- REMEMBER TO CONSIDER THE POSITIVE ASPECTS FIRST:
 - Jumps
 - Very good height and length
 - Very good extension during landing and/or original and creative exit
 - Difficult and/or unexpected take off
 - Clear, recognizable steps and skating movements executed just before the takeoff
 - Difficult and artistic position in the air and/or late start of rotation
 - Very good fluidity and horizontal speed in taking off and landing
 - Not displaying effort or strain during the execution of the elements (i.e. the jump looks effortless
 - Matching execution of the element with the music structure
- REMINDER: The jump immediately before the 1T, “saving toeloop” must be -2 or -3
- Depending on the execution of the jump, the QOE can be -2 or -3. Be mindful of the QOE value without the 1T.
- POSITIVE ASPECTS OF FOOTWORK SEQUENCES:
 - Deep and clean edges (including entry and exit and from change of directions)
 - Clearness and precision
 - Good control and involvement of the whole body, using the body means the clear use of the arms, head, shoulders, bust, free leg in a combination in at least three moments of the footwork sequence. These movements must affect the equilibrium of the body.
 - Good energy of execution
 - Matching the execution of the element with the music structure
 - Musicality
 - Creativity and originality
 - Intricate pattern
 - Even and logical distribution of steps/turns throughout.

SOLO DANCE – Dances/Rhythms 2025 to 2027

Style Dance

SOLO	2025	2026	2027
SENIOR	ROCK	SWING	CLASSICAL
	Midnight Blues Solo Section 2	Quickstep	Starlight Waltz
JUNIOR	FOLK	MUSICAL	LATIN
	Dench Blues (Double Pattern)	Italian Foxtrot	Golden Samba (Man's Steps)
YOUTH	SPANISH	ROCK	SWING
	Imperial Tango	Sweet Tango	Keats Foxtrot
CADET	MUSICAL	CLASSICAL	MODERN
	Federation Foxtrot	Terenzi Waltz	Manhattan Blues

Compulsory Dance

SOLO	2025	2026	2027
ESPOIR	Little Waltz (Solo)	Swing Foxtrot	Tudor Waltz
	Cumbia Argentina	Roller Samba	Werner Tango
MINI	Carlos Tango	Skaters March	Split Polka
	G Reggae	Olympic Foxtrot	Canasta Tango
TOT	And Foxtrot	City Blues	Straight Waltz

COUPLES DANCE – Dances/Rhythms 2025 to 2027

Style Dance

COUPLES	2025	2026	2027
SENIOR	SWING	CLASSICAL	MODERN
	Italian Foxtrot Steps 5-31	Westminster Waltz	Midnight Blues Section 2
JUNIOR	LATIN	MUSICAL	FOLK
	Golden Samba Steps 1-24	Quickstep	Castel March
YOUTH	SPANISH	LATIN	ROCK
	Imperial Tango	Bachata	Harris Tango
CADET	MODERN	SPANISH	SWING
	Fourteen Step	Easy Paso	Dench Blues

Compulsory Dance

COUPLES	2025	2026	2027
ESPOIR	Little Waltz (Solo)	Swing Foxtrot	Tudor Waltz
	Cumbia Argentina	Roller Samba	Werner Tango
MINI	Carlos Tango	Skaters March	Split Polka
	G Reggae	Olympic Foxtrot	Canasta Tango
TOT	And Foxtrot	City Blues	Straight Waltz

STYLE DANCE THEMES AND RHYTHMS

- In general, World Skate has found many problems in style dance music choices for Cadet, Youth, Junior and Senior.
- The certifications should be on the official World Skate forms and be clear and correctly provide the information matching the actual program's music.
- Please make sure the rhythms and the style of music is the required one. REFEREES MUST PAY ATTENTION TO THIS. This means that not only the section required for the pattern dance, but all music selections used must match the rhythms and style listed in the requirements.
- Penalty 1.0 from the Total Score applied by the referee.
- If the choreography and performance of the program do not match the required theme judges will deduct on the component scores.
- Style Dance themes are set each year by World Skate ATC
- Choreography and performance should demonstrate the theme, rhythms, feelings and mood of the music chosen
- Style dance should not be skated in the manner of a free dance.
- **If an era is specified music MUST be of the period indicated. Remastered copies are permitted.**

STYLE DANCE REMINDERS

- Do your research on the theme and rhythms of the style dance prior to choosing music.
- Remember the whole program must fit the theme and rhythms required.
- Style dance has developed from compulsory dance. The skater must demonstrate the ability to "dance" the required rhythm in a program with music, costume and music that fits the style theme required.

CHANGES IN THE TIME DURATION OF DANCE ELEMENTS

- All changes below can be found in the dance and solo dance rulebooks:
 - Dance Step Sequence – **maximum 40 seconds**
 - Footwork Sequence - maximum 40 seconds
 - Artistic Sequence – maximum 40 seconds
 - Cluster Sequence – **NO TIME LIMIT**
 - Traveling Sequence – **maximum 15 seconds**
 - Choreographic Sequence – maximum 30 seconds
 - **Choreographic Stop – maximum 15 seconds**

REMINDERS FOR THE PATTERN DANCE SEQUENCE

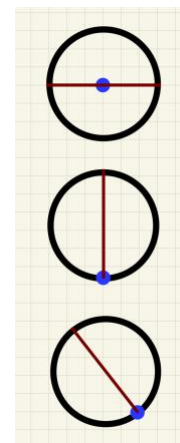
- If the dance pattern is not placed to the left of the judges (or as required annually by request of the World Skate ATC) the Technical panel will call **NO LEVEL** the element.
- The dance pattern **MUST** begin with the first step required and **MUST** finish with the first step of the following section, or the next step of the dance required by the rules. If this does not happen the Technical panel will **lower one level**.

REMINDER ON DANCE TECHNICAL ELEMENTS

- All the patterns of the required technical elements both in Solo Dance and Couples Dance are free. **It is not required anymore the ¾ of the floor coverage.**

CHOREOGRAPHIC STOP CLARIFICATION

- The skater is allowed to perform this element within an imaginary circle of a 10-meter diameter from the point of stopping.
- The skater can imagine him/herself stopping at the center of the circle (5-meter radius) or at the edge of the circle (10-meter diameter any which way from the point of stopping).
- See diagrams for examples (skater is the blue dot).



CLUSTER CLARIFICATION

- No matter what the maximum level for your category, **SKATERS MAY EXECUTE UP TO 4 TURNS IN EACH SET**. However, only the maximum level for your category can be confirmed.
- It is possible to use the **toe stop** in the connecting steps in between the 2 cluster sets however it must not be used to gain speed nor can it be used directly prior to the entrance to the second set.
- It is still not possible to use one foot turns in the connecting steps in between the 2 cluster sets.

TRAVELING CHANGES

- Features:
 - **STATIC LEG:** For this position the **free foot should be higher than the hip**. The position can be reached with the help of a hold. (+1.7)
- In Solo Dance: **All the Group 4 Extra Features presented in the Style Dance will not be taken into consideration in the Free Dance.**

DANCE PROGRAM LIMITATIONS

- **DANCE SPIN:** a maximum of two (2) dance spins, with a minimum of two (2) rotations (less than 2 rotations is not considered a spin), including the ones presented within technical elements. Spins are not allowed in the Footwork Sequence.

QOE & COMPONENTS – DANCE

- In addition to the aspects listed in the table, judges should consider how the element is designed within the music

- ASPECTS OF TRAVELING SEQUENCE;
 - Entry/completion
 - Connecting steps/footwork
 - Rotational speed
 - Position of the free leg
 - Musical relationshipAdditionally for Couples...
 - Spacing between partners
 - Synchronization

- ASPECTS OF LIFTS:
 - Entry/exit
 - Ascent/descent
 - Stability
 - Change of position
 - Rotational technique
 - Position of both skatersAdditionally:
 - Musical relationship
 - Quality of the features

REFEREE PENALIZATIONS FOR DANCE

- All deduction below can be found in the rulebook:
 - Music in violation of the general rules – 1.0 deduction
 - Skating outside the designated competition surface or touching against the barrier of the skating surface during the program – 0.5 deduction
 - Entry and exit of the floor not respecting the time allowed (15 seconds) – 0.5 deduction