

USARS Artistic Competitive Referees Guidelines (Updated 2026)

Introduction

This document provides updated guidelines for Artistic Competitive Referees under USA Roller Sports (USARS) domestic rules. It outlines responsibilities, event procedures for all artistic disciplines including Figures, Loops, Free Skating, Pairs, Dance, Solo Dance, Creative Solo, Precision and Show Team.

MEET OFFICIALS:

MEET DIRECTOR

The Meet Director is charged with the responsibility of administering the rules and regulations as set forth by the USARS Board of Directors concerning the conducting of the entire championships. It is recommended that a Certified Meet Director be used whenever possible.

ASSISTANT MEET DIRECTOR

The Assistant Meet Director(s) will perform duties assigned by the Meet Director which also includes the elimination of any unnecessary traffic and unauthorized persons on the officials' stand.

CHIEF REFEREE

The Chief Referee (RFA) shall assist the Meet Director to assure the smooth running of all competitive events. The Chief Referee shall also see that all skaters have an equal opportunity to compete. Referees ensure compliance with USARS rules, maintain order during events, uphold fairness, monitor safety, and enforce dress requirements. All reports should follow USARS protocols at the meet level.

TABULATORS

Prepare judges sheets and maintain official documentation. Confirm accurate scoring and placements according to USARS standards.

ANNOUNCER

Makes public announcements at the direction of the Meet Director or Chief Referee.

EVENT REFEREE

The Event Referee is to assist the Chief Referee in the running of the event to which they are assigned. More details listed under each discipline.

FIGURE STEWARD

The duties of the Figure Stewards are as follows:

- a) To help the referee check in skaters.
- b) To line up the figure skaters in skating order
- c) To control the warm-up so that each skater has equal time
- d) To ensure that the next skater to be judged is waiting near the Referee

MUSIC COORDINATOR

Ensures audio systems function properly and that music is cued and audible.

ORGANIST

The Organist shall play the music for the dance competition under the direction of the Chief Referee or Meet Director.

TABULATORS

The tabulators shall ensure the correct scoring and placements of events under the direction of the Chef Tabulator or Meet Director.

General Duties of Artistic Referees

The Referee plays an important role in the conduct of each event in which he/she is involved. It is imperative that the Event Referee know the responsibilities involved with the position, as well as being prepared to handle problems with the event as they arise.

- a) Must have on hand check-in sheets, clipboards when necessary, pencils, stop watches and the current Artistic Roller skating Rulebook.
- b) To check the skating surface and determine if it is in proper condition for the event to be skated. The Referee should also have access to a mop, broom and paper towels.
- c) To always maintain close observation of the entire event. This will allow the Event Referee to make any necessary decision concerning the event.
- d) Conduct the contestant check in of the event, ½ hour before the scheduled event. (except figures)
- e) Assure there is no interference with the skater
- f) Marshal the judges for the event and distribute the judges' scoring forms. The Event Referee shall also collect the judges' sheets from the judges while they are still on the skating surface or judges stand.
 - see that the judges sign their scoring forms
 - make sure that the judges have written ordinals for final events.
 - As referee, sign your initials on the bottom of each judges scoring form.
 - put them in numerical order by judge's number.
 - Turn the forms into the tabulators ASAP.

- g) The referee shall make no comment to any judge about the performance of any contestant before the scores are recorded for any event and shall in no way try to influence or control the decision of any judge.
- h) To see that the same officials judge the entire event. If this is not possible, he or she shall call it to the attention of the Chief Referee who shall assign a replacement. Under no circumstances will the Event Referee try to influence the selection of the replacement judge.
- i) To direct announcements that are to be made in connection with the event
- j) The Event Referee must receive all protests in writing concerning the competitive eligibility before the event is started. He will then bring it to the attention of the Chief Referee/Meet Director.
- k) To ensure that the music (if required) is clearly audible and the proper tempo playing.
- l) To rule on such cases as skating interruptions.
- m) To politely ask a spectator or bystander, who commit an act that annoys the contestants or officials during the event, to please observe elsewhere.
- n) To notify a judge on the floor if that judge might cause interference with the contestant.
- o) To see that all contestants are in proper costume as determined by the Dress Rules Requirements.

POTENTIAL PROBLEMS

OUTSIDE INTERFERENCE

Should outside interference occur, the skater is given the option of a reskate, or may let the original performance stand as skated. Outside interference shall also include music failure.

WITHDRAWALS

Should a contestant withdraw once the final check-in has been completed, no alteration of flighting or grouping will be allowed. Also, if a contestant withdraws after the end of a round of competition, no contestant may advance to the next round to take the place of the skater who withdrew.

CHANGE FROM ELIMINATION TO FINAL EVENT

If because of small entry or withdrawals, the elimination round becomes the final for that event, the dances or figures previously drawn for the elimination shall be those skated in the final round.

PROTESTS

The Event Referee must receive all protests in writing concerning the competitive eligibility before the event starts. He or she will then bring it to the attention of the Chief Referee and the Meet Director who will handle the protest according to USARS rules and regulations. GR 12.01 All protests dealing with the event itself must be filed in writing at the time of the incident.

INTERRUPTION OF SKATING

When a contestant interrupts his or her skating for any reason other than illness, costume, music, or mechanical failure of the skates, etc., he or she shall be disqualified from the event being skated, unless the minimum time requirement shall have been completed. Official warm-ups are considered part of the event and therefore are included under the Interruption of Skating rule. In the case of disqualification, no scores shall be given by the Judges, and the skater can achieve no placement in the event.

Costume Failure

If costume failure becomes hazardous, indecent or embarrassing, the Referee should stop the skater and order a reskate, with judging to commence at the point of interruption.

Illness:

In the event of an interruption of skating due to illness, the Chief Referee may, at his or her discretion, limit the skater to a fifteen (15) minute recuperation period. If the skater cannot continue to skate after the fifteen (15) minute period, he or she shall be disqualified.

Mechanical failure (Major Repairs) shall be construed to mean:

- a) Breaking a hanger
- b) Breaking a plate (which makes it impossible to skate)
- c) Breaking a toe stop

Mechanical failure (Minor Repairs) shall be construed to mean:

- a) Breaking a truck
- b) Breaking or bending an action screw (king bolt)
- c) Breaking, bending, or slipping pivot bolt
- d) Breaking an axle
- e) Breaking a wheel
- f) Boot coming apart (breaking away from the plate)
- g) Costume failure (making it impossible to skate)
- h) Losing a wheel
- i) Losing a toe stop
- j) Losing a truck (except when caused by broken action screw)
- k) Untied or broken shoelaces

In case of a mechanical failure, the affected skater will report immediately to the referee. (The referee will note the time upon inspection of the failure and will allow the skater prescribed time to make the correction)

CHANGE TO SKATING ORDER

For Domestic Events the skating order of the event may be changed only in the case of a mechanical failure requiring a major repair. If a minor repair cannot be accomplished within fifteen (15) minutes, the skater shall be disqualified. If a major repair is required, the skater/team shall be allowed to skate last, with an allowance of fifteen (15) minutes after the last skater/team completes their routine. In a case of a mechanical skate failure affecting the last three (3) skaters/teams, thirty (30) minutes will be allowed to make a major repair. The time for repair shall be measured from the time of the referee's decision.

a. Domestic Figure and Loop events:

The judges will judge the rest of the contestants on the figure or loop being skated at the time of the failure. When the correction has been made, the skater will return to the referee to re-skate the figure or loop in its entirety. The next figure or loop will not be started until the affected skater has completed the figure or loop during which the failure occurred. The affected skater will then assume his or her regular position in the skating order for subsequent figures or loops

b. Domestic Freeskating, Inline Freeskating, Free Dance, and Pairs events:

If the referee finds that the interruption is justified, he or she shall allow the skater/team to correct the difficulty, and then to re-skate his or her entire routine, with the judges scoring from the point of failure. In the re-skate, the referee and judges shall observe the skater/team to see that the movements of the routine are performed. Judges will check their content list along with the referee to make sure the skater/team will not "step through" the movements up to the point of failure. If the referee and judges feel that the skater/team is unduly changing the routine or doing it so as to be rested for the remaining portion, the referee shall stop the skating and disqualify the offending entrant.

c. Domestic Solo dance and Team dance events:

In the case of a mechanical failure, the affected skater/team will report immediately to the referee, who will stop the flight. When the repair has been made, the affected flight will return to the skating surface and skate until the judges have completed judging the interrupted dance. At no time will another dance be skated until all the skaters/teams have been judged on the dance being skated at the time of the failure. Order of skating may be adjusted to continue the event.

REFEREE DUTIES AND RESPONSIBILITIES

FIGURE REFEREE

- a) Refer to the above-mentioned General Artistic Referee Duties
- b) Make sure all skaters have equal warm-up time.
- c) Divide the skaters into groups for rotation of starting skater on each figure in the elimination round. (explanation in Mechanics of Figure Event)
- d) Inform the judges of any withdrawals and which skater starts each figure.
- e) Make sure the correct skater is sent to the judging circles.
- f) Make sure the skater starts the figure on the correct foot and edge.
- g) Make sure the skater does the correct number of repetitions.
- h) Assure there is no interference with the skater
- i) Refer to the above-mentioned Potential Problems

FIGURE STEWARD

The Chief Referee should assign steward(s) for the event and explain their duties, which are:

- a) To line up the figure skaters in skating order
- b) Control the warm-up circles making sure every skater has an equal warm-up period.
- c) Keeping control of contestants by running a system where the next contestant is awaiting assignment to the warm-up circles.
- d) Make sure there are three contestants on the warm-up circles.
- e) As one skater is being judged, the steward sends the next skater to be judged to the Referee and has the next skater be sent to the warm-up circles.

MECHANICS OF A FIGURE EVENT

General Warm-Up Procedure for the US. Championships

For the General Warm-Up for all Figure events at qualifying championships, whether it is an elimination or final, when there are ten (10) or more skaters, the total number of contestants shall be divided into two (2) groups according to their order of skating. Group 1 will begin their general warm-up on the designated competitive set of circles while Group 2 will begin their warm-up on the practice set of circles. At the halfway point of the allotted time, Group 1 will change to the practice set and Group 2 will move to the competitive set for the remainder of the warm-up period. The Announcer or Event Referee shall time the warm-up period, which will be a minimum of ten (10) minutes.

During the General Warm-up the Event Referee shall check in all contestants.

The Event Referee should have the announcer check for contestants who have not appeared for check in.

GROUP CONTESTANTS FOR ROTATION IN FIGURES

While the General Warm-up is taking place, it is the duty of the Referee to divide contestants into groups for rotation of starting skater on each figure in the elimination round. To accomplish this, the number of contestants is divided by the number of figures, if groups are unequal the first group will be larger.

In events with five (5) or fewer skaters, there shall not be a rotation of skaters. In events with six to eight (6-8) skaters, the rotation is obtained by simply starting each figure with the next contestant (thus, the first contestant would skate the first figure first, the second contestant would skate the second figure first, with the first contestant moving to the end of the skating order, etc.). When an event has a number of skaters that does not divide evenly by the number of figures, the first group should have the largest grouping of skaters and will compete first.

EXAMPLE: If there are 29 contestants and three figures, the first group would be contestants #1 through #10, the second group would be contestants #11 through #20, and the third group would be contestants #21 through #29.

Contestant #1 would skate the first figure first, the #11 contestant would skate the second figure first, with the first group moving to the end of the skating order.

The #21 contestant would skate the third figure first with the second group moving to the end of the skating order.

Once contestants are divided into groups after final check-in, the groups will not be changed should a contestant withdraw from the contest.

In final rounds, rotation is obtained by simply starting each figure with the next contestant, unless there are more than eight finalists. Thus, the first contestant would skate the first figure first, the second contestant would skate the second figure first with the first contestant moving to the end of the skating order, etc. When the final is comprised of nine or more contestants, they shall be divided into groups comparable to the number of figures to be skated (i.e., same as elimination procedure).

ADVANCED FIGURES - After the General Warm-up the coaches must leave the floor.

Official Warm-Up Procedure for the US. Championships

Every skater entered in a figure event shall be allowed an official warm-up immediately before being scored as follows: The first three (3) skaters in skating order take the floor in one (1) minute intervals, warming up on the practice set of circles. After three (3) minutes, the first skater shall report to the event referee for instructions before performing and being scored, and the fourth skater may begin to warm up on the practice circles. Thereafter, no further timing is required. After the scoring of each skater is completed, the next skater in order on the practice circles shall report to the event referee, and the next skater in order in the waiting area may begin his or her official warm-up, such that no more than three (3) skaters warm up on the practice circles at any time.

The skater who is to be scored first on the second figure shall be allowed 2 minutes before the scoring of their second figure. The same time shall be followed for the skater to be scored first on the third figure after the scoring of his or her second figure.

All Level (A) and (B) Figure divisions shall skate two (2) repetitions of each figure. Advanced Figure divisions shall skate three (3) repetitions of all serpentine figures and two (2) repetitions of all paragraph figures.

The Referee shall verify that the correct skater has reported by checking the number on the contestant's back against his or her skating order list. It shall be the duty of the Referee to ensure that the skater is properly informed of the figure to be skated.

Should a skater start a figure improperly, the Referee shall stop the contestant and instruct him or her to restart correctly. The Referee shall inform the contestant of the edges/turns involved. Once the Referee starts the skater on the proper foot into a proper edge into a proper circle, the Referee shall have no further responsibility regarding incorrect turns. Providing he or she starts on the proper foot and edge, the contestant has the option to skate in either direction.

A skater who slips or falls on the initial strike-off may elect to restart one time without penalty, provided the skater's decision to restart is made during the first one-third of the first circle of the figure. The Interruption of Skating Rule applies as listed in the General Rules manual.

In a case where, for any reason, the skater through his or her own fault, falls or stops a figure, the Referee shall instruct the skater to restart at a point just prior to the interruption. The distance shall be left to the discretion of the Referee. In cases of outside interference where the skater does not stop, the Referee may allow the skater to finish the figure and (after conversing with the skater and coach) then give him or her the option of reskating or letting the figure stand. If the skater chooses to reskate,

the Referee shall instruct the judges to ignore the prior figure skated and judge the reskated figure anew and without penalty.

If the Referee inadvertently stops the skater before the proper repetitions have been completed, it shall be considered as outside interference, and the skater shall have the option of reskating the entire figure anew or completing the figure from the point of interruption.

Interruptions such as stopping on a figure, a fall, loss of balance, broken skate, or interference could occur at any time. The Referee, therefore, must be constantly prepared for the unexpected, since he or she will have to give further instructions to the contestant and advise the judges, should the need arise.

If, in concluding the figure, the contestant uses an additional take-off, the Referee shall verbally instruct him or her to stop. However, if the figure is concluded by a roll-off on the short axis, the Referee need not say "stop." It should be noted that a comment such as "thank you" could be made as each contestant finishes his or her figure.

Reminder: A skater who slips or falls on the initial strike-off may elect to restart one time without penalty, provided the skater's decision to restart is made during the first one-third of the first circle of the figure.

MECHANICS OF LOOP EVENTS

Grouping Contestants - Loops have the same format as for figures.

Once contestants are divided into groups after final check-in, the groups will not change.

Warm-Up Loop Competitions

The first three (3) skaters in skating order will warm up requirements on the practice set of loop circles for two (2) minutes. After two (2) minutes, those skaters will move to the judging set of loop circles and continue warming up for an additional two (2) minutes and then leave the circles. After the first three (3) skaters have moved to the judging set of loop circles, the next three (3) skaters in skating order will begin their warm-up on the practice set for two (2) minutes and then move to the judging set. This procedure should be repeated until all contestants are warmed up. As soon as the warm-up circles are cleared the Official Warm-up may begin.

Official Warm-up and Scoring

Once the general warm-up is completed, the first three (3) skaters in skating order will take the practice set of circles in one (1) minute intervals to begin their official warm-up. After three (3) minutes, the first skater will be sent to the referee, and the fourth skater will be sent to the practice set of circles. From that point on, timing is no longer required. After the scoring of each succeeding contestant is completed, the next contestant in the skating order will begin his or her official warm-up.

The skater who is to be scored first on the second loop shall be allowed 2 minutes before the scoring of their second loop. The same time shall be followed for the skater to be scored first on the third loop after the scoring of his or her second loop.

FREESKATING REFEREE

- a) Refer to the above-mentioned General Artistic Referee Duties
- b) Refer to the above-mentioned Potential Problems
- c) Make sure all skaters have equal warm-up time.
- d) Time the beginning of each routine with the "First" movement of the body after the music starts.
- e) In case a reskate is needed, write down the skater's elements as they are being performed in the routine.

MECHANICS OF FREESKATING

GROUPING CONTESTANTS FOR WARM-UP

Immediately after final check-in, the Referee shall divide into warm-up groups based on the total number of skaters in the event. The maximum number per Free Skating warm-up group shall be eight (8) or determined at the discretion of the Meet Director. When an event has a number of skaters that does not divide evenly by the maximum group size, the first group should have the largest grouping of skaters and will compete first. The number of contestants in a warm-up group should not require any skater in a group to wait more than thirty (30) minutes before competing.

WARM-UP FREESKATING

Skaters will commence with a 1-minute roll-around before the start of the official warm-up. Warm-up time is based on the maximum skating time allotted for each division with one additional minute added. Skaters will be informed when one minute is left in their warm-up period. The first skater is allowed up to one minute to take the floor after each official group warm-up. This will allow the first skater to use the maximum warm-up time.

If after the event has started, a skater is missing when it is his or her turn to skate, the Referee shall direct the Announcer to call for the skater. If the skater does not appear, the Referee shall inform the judges that the skater has withdrawn and continue the event. Once this happens, the skater may not re-enter the contest.

TIMING OF PROGRAM

The Referee shall time each program. When a contestant skates over maximum time, the Referee shall blow a whistle at the maximum time, which signifies the judges must discontinue judging at this point. A Contestant who skates under the minimum time or leaves the skating surface before the minimum time is reached is disqualified. Should this occur, the Referee should direct the announcer to publicly announce the skated time.

REMINDER – Write down elements in skating order – reference “Potential Problems – Changing Skating Order – “B”

DANCE REFEREE

- a) Refer to the above mentioned General Artistic Referee Duties
- b) Refer to the above-mentioned Potential Problems
- c) Make sure all skaters have equal warm-up time
- d) Assist the Chief Referee with flighting
- e) Time the beginning of each Dance flight with the “First” body movement after the music starts and count repetitions of Adult flights and 3-minute periods for Youth.
- f) Check that the correct tempo is played for each flight.

MUSIC

The Event Referee shall check the tempo of the dance music using a metronome, stopwatch or other digital means. The Referee shall ensure that the Organist is playing to the time set by the metronome and that the metronome is set to the proper tempo for the dance being skated. If recorded music is used, these recordings should last at least as long as each skating period, or three minutes in duration.

Number of Opening Beats-Domestic Events

- For all waltz dances, teams shall begin each dance from an opening of either twelve (12) or twenty-four (24) beats.
- For the Rhythm Blues, teams shall begin the dance from an opening of either ten (10) or eighteen (18) beats.
- For all other dance rhythms, teams shall begin each dance from an opening of either eight (8) or sixteen (16) beats

MECHANICS OF A DOMESTIC DANCE EVENT

All dance events (except Solo Creative Dance) consist of compulsory dances in rounds of competition and have elimination and final rounds as needed.

FLIGHTING OF CONTESTANTS YOUTH DANCE EVENTS

For all Domestic Youth Dance divisions, competitions must be skated in flights of no fewer than two (2) and no more than four (4). When an event has an odd number of teams, the first flight should have the largest grouping of teams and will compete first.

FLIGHTING OF CONTESTANTS ADULT DANCE EVENTS

All Adult Team Dance events will be scored in flights of two (2) teams. The two lowest numbered teams will be assigned to Flight 1; the next two lowest numbered teams to Flight 2; and so on. If an event has an odd number of teams, the last flight will have one team, which will be the highest numbered team.

WARMING UP AND SCORING

In Domestic Dance competitions, each successive dance will be individually warmed up and then scored. For purposes of warm-up, flights will be combined into groups, using any currently acceptable method. The group that contains the flight that starts the next dance always warms up first. For example: In an event of nine flights and three dances, the skaters are divided into three groups. Flight 4 (in Group 2) will start the second dance; therefore, Group 2 will warm up first. Flight 7 (in Group 3) starts the third dance so Group 3 will warm up first. The largest number of the remaining flights will be in the last warm-up group. This will allow the flight that is to start the next dance the maximum time to prepare for that dance.

Skaters/ teams will commence with a 1-minute roll-around before the start of the official warm-up.

When fewer than three (3) flights skate, all teams shall warm up for two (2) minutes, then clear the floor. Each dance will be scored with Flight 1 starting first. (Youth events will have more than one warm-up group)

When three (3) flights are to be skated, warm up and scoring will be as follows:

- **First Dance:** Warm up Flight 1 for two (2) minutes, clear the floor, warm up Flights 2 and 3 together for two (2) minutes, clear the floor, score the first dance with Flight 1 starting first.

- **Second Dance:** Warm up Flight 2 for two (2) minutes, clear the floor, warm up Flights 3 and 1 together for two (2) minutes, clear the floor, score the second dance with Flight 2 starting first.
- **Third Dance:** Warm up Flight 3 for two (2) minutes, clear the floor, warm up Flights 1 and 2 together for two (2) minutes, clear the floor, score the third dance with Flight 3 starting first.

When more than five (5) flights skate, warm up will be in equal groups with the flight to skate first in the next dance being in the first warm-up group. For example: In an event of nine flights and three dances, the teams are divided into three groups. Flight 4 (in group 2) will start the second dance; therefore, Group 2 will warm up first. Flight 7 (in group 3) starts the third dance so group 3 will warm up first. The largest number of the remaining flights will be in the last warm-up group. This will allow the flight that is to start the next dance the maximum time to prepare for that dance.

JUDGING PERIOD - YOUTH

In all Domestic Youth Dance divisions, flights shall skate a judging period of a maximum of three (3) minutes for each dance, with the timing of the flights to begin with the start of the first team. The rest period shall be 30 seconds between skating periods. A flight may skate multiple skating periods until judging of the dance is complete for that flight. If rest periods are necessary, skaters are not allowed to leave the skating surface.

JUDGING PERIOD - ADULT

- (a) When a team is announced and takes the floor, their entrance must not exceed fifteen (15) seconds.
- (b) Except as otherwise provided in these rules, each team will perform four repetitions of each dance to be scored. Judges will score the starting team's first two repetitions and the second team's last two repetitions of each dance.
- (c) If a dance requires a team to skate one full circuit around the skating surface to complete the dance, the judges may complete their scoring before the required number of repetitions is completed and will signal the event referee to allow the teams to stop performing.
- (d) When the first team of a two-team flight completes the required number of repetitions, they must exit the floor without interfering with the second team, who is still completing their required repetitions.
- (e) In Classic Gold Team Dance, each flight shall be scored on each dance for the lesser of two (2) minutes or until the judges signal to the event referee that their scoring is concluded. The timing of the flight will begin when the first team starts the dance. If the judges do not conclude their scoring of that dance within 2 minutes, the flight will be allowed to rest for 30 seconds before the next 2-minute

scoring period begins. Teams may not exit the skating surface during a rest period. A flight may be required to perform the dance for multiple scoring periods until all scoring of the dance is completed for that flight.

- (f) All adult dance events with designated repetitions shall skate four (4) repetitions of a half circuit dance, or two (2) repetitions of a full circuit dance. In flights of two (2) teams, the team who starts a dance shall be scored on their first two (2) repetitions of a half circuit dance or their first repetition of a full circuit dance, and the second team shall be scored on their last two (2) repetitions of a half circuit dance or their second repetition of a full circuit dance. In flights of one (1) team, on the first dance, the team shall be scored on their first two (2) repetitions of a half circuit dance or their first repetition of a full circuit dance; on the second dance, the team shall be scored on their last two (2) repetitions of a half circuit dance or their second repetition of a full circuit dance.

INTERRUPTION OF SKATING - YOUTH

When an interruption occurs in the skating of the dance which is the fault of the contestant or team, they will pick up the dance by using a rolling start and continue to skate until judging of the flight is completed. If a skater or team leaves the floor for any reason, they shall be disqualified unless the judging has been completed on the skater or team.

INTERRUPTION OF SKATING - ADULT

During the skating of a solo or team dance flight, the skater/team beginning the dance (as specified by the announcer at the discretion of the event referee) shall have the right of way. Subsequent skaters/teams in that flight shall yield the right of way to skaters/teams already in motion. Interruptions of skating based on failure to comply will result in a penalty of five (5) points for the offending skater/team. Such penalty will be assessed by the judge. In such instances, the involved skaters/teams shall loop around and pick up the skating of the dance as close as possible to the point of interruption without interfering with the other skaters again and complete their normal repetitions or duration of the dance being skated. The judges shall complete the judging of the interrupted skater/team without penalty. The event referee will determine whether the correct number of repetitions have been completed by all the skaters/teams in the flight, and will instruct the judges of incomplete repetitions or flight time skated.

PRECISION, QUARTET AND OPEN SHOW ROLL AROUND

All domestic precision, quartet, and the Open Show Group event(s) will be allowed a minimum two-minute leg stretch period at all qualifying and National championships. Meet directors and referees can allow more time at their own discretion.

Write down the elements as being skated should a reskate need to be performed because of an interruption or interference.

PRECISION

- a) Refer to the above -mentioned General Artistic Referee Duties
- b) Make sure all skaters have equal warm-up time
- c) Time the beginning of each routine with the "First" body movement after the music begins.
- d) Be familiar with Rules and Requirements AR YD 1102

QUARTET

- a) Refer to the above -mentioned General Artistic Referee Duties
- b) Make sure all skaters have equal warm-up time
- c) Time the beginning of each routine with the "First" body movement after the music begins.
- d) Be familiar with Rules AR YD 1104
- e) A maximum of Twenty (20) seconds is allowed for entry onto the rink and the positioning of the objects or props (as per the above rules). Only those skaters who are taking part in the performance are permitted to bring objects onto the rink, and then only when their Group is called to the skating floor
- f) A maximum time of fifteen (15) seconds of music is allowed before the first movement of a single skater of a group. The deduction for exceeding the time will be 2 points from the "B" mark.

CREATIVE SOLO REFEREE

- a) Refer to the above -mentioned General Artistic Referee Duties
- b) Make sure all skaters have equal warm-up time
- c) Time the beginning of each routine with the "First" body movement after the music begins.
- d) Be familiar with the Creative Solo Elements for that season. AR YD 1106
- e) There will be no more than eight (8) contestants assigned to each warm-up group. One minute more than the maximum skating time shall be given for each group to warm up.

OPEN SHOW

- a) Refer to the above-mentioned General Artistic Referee Duties
- b) Make sure all skaters have equal warm-up time
- c) Time the beginning of each routine with the “First” body movement after the music begins.
- d) Be familiar with the Open Show AR YD 1107

NUMBER TO SKATE FINAL EVENTS

- a) Compulsory Figures, Loops, Domestic Free Skating, and Creative Solo Show

Number of Participants	Number to Skate Finals
12 or fewer	final event
13 – 14	six (6) skate finals
15 – 18	seven (7) skate finals
19 – 22	eight (8) skate finals
23 – 26	nine (9) skate finals
27 – 30	ten (10) skate finals
31 – 34	eleven (11) skate finals
35 or more	twelve (12) skate finals

- b) Domestic Team Dance

Number of Teams	Number to Skate Finals
12 or fewer	final event
13 or more	eight (8) skate final

- c) Domestic Solo Dance

Number of Participates	Number to Skate Finals
12 or fewer	final event
13 or more	eight (8) skate final

- d) Domestic Pairs

Number of Teams	Number to Skate Finals
12 or fewer	final event
13 or more	six (6) skate final

e) Domestic Solo

Number of Participants

12 or fewer

13 – 14

15 – 22

23 - 34

35 or more

Number to Skate Finals

final event

six (6) skate finals

eight (8) skate finals

nine (9) skate finals

twelve (12) skate finals

Order of Skating Final Round In all events, when there is an elimination round, finalists will skate in reverse order from their appearance in the elimination round.