



# National Roller Sports Association

## Artistic Rule Book

# Dance Events

## American Dance

- **Event Description**

American dance skating is the harmonious performance of skating movements, either solo or by partners. Dance skating combines prescribed requirements with music, power, and grace. Dance skating is most commonly compared to ballroom dance or ballet on roller skates. A partnership is defined as two (2) athletes.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- **Youth** - Oldest partner determines age group

Event Names	Age	American Solo Dance		American Team Dance		Test Requirement
		Group 1	Group 2	Group 1	Group 2	American Dance
<b>Primary B</b>	8 & under	Glide Waltz (108) Society Blues (88)	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Glide Waltz (108) Society Blues (88)	Test 2
<b>Primary A</b>	8 & under	Double Cross Waltz (138) Academy Blues (88) Tara Tango (100)	City Blues (88) Denver Shuffle (100) Balanciaga (100)	City Blues (88) Denver Shuffle (100) Balanciaga (100)	Double Cross Waltz (138) Academy Blues (88) Tara Tango (100)	Test 3
<b>Juvenile/ Elementary C</b>	12 & under	Glide Waltz (108) Society Blues (88)	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Glide Waltz (108) Society Blues (88)	Test 2
<b>Juvenile/ Elementary B</b>	12 & under	Swing Waltz (120) Skaters March (100) Casino Tango (100)	Rhythm Blues (88) Tara Tango (100) Bounce Boogie (100)	Rhythm Blues (88) Tara Tango (100) Bounce Boogie (100)	Swing Waltz (120) Skaters March (100) Casino Tango (100)	Test 3
<b>Juvenile A</b>	10 & under	La Vista Cha Cha (100) Siesta Tango (100) <b>Colorado Foxtrot (92)</b>	<b>Mile High March (100)</b> Dutch Waltz (120) Canasta Tango (96)	<b>Mile High March (100)</b> Dutch Waltz (120) Canasta Tango (96)	La Vista Cha Cha (100) Siesta Tango (100) <b>Colorado Foxtrot (92)</b>	Test 2

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<b>Elementary A</b>	12 & under	Century Blues (88) Mason March (100) Chase Waltz (108)	Sweetheart Waltz (132) Southland Swing (88) Marylee Foxtrot (92)	Sweetheart Waltz (132) Southland Swing (88) Collegiate (92)	Century Blues (88) Mason March (100) Chase Waltz (108)	Test 6
<b>Freshman/ Sophomore C</b>	13 & over	Glide Waltz (108) Society Blues (88)	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Glide Waltz (108) Society Blues (88)	Test 2
<b>Freshman/ Sophomore B</b>	13 & over	Swing Waltz (120) Skaters March (100) Casino Tango (100)	Dutch Waltz (120) Tara Tango (100) Bounce Boogie (100)	Dutch Waltz (120) Tara Tango (100) Bounce Boogie (100)	Swing Waltz (120) Skaters March (100) Casino Tango (100)	Test 5
<b>Freshman A</b>	14 & under	Harris Tango (100) - set California Swing (138) - set Joann Foxtrot (92) - set	Flirtation Waltz (108) - set Viva Cha Cha (100) - set Border Blues (88) - border	Flirtation Waltz (108) - set Viva Cha Cha (100) - set Border Blues (88) - border	Harris Tango (100) - set California Swing (138) - set Joann Foxtrot (92) - set	Test 10
<b>Sophomore A</b>	15 & over	Fascination Foxtrot (92) - border Willow Waltz (138) - set Karn Lee Tango (100) - set	Casino March (100) - set Keats Foxtrot (92) - set Carol Swing Boogie (100) - border	Casino March (100) - set Keats Foxtrot (92) - set Carol Swing Boogie (100) - border	Fascination Foxtrot (92) - border Willow Waltz (138) - set Karn Lee Tango (100) - set	Test 10
<b>Junior</b>	15 & over	Dench Blues (88) - border Continental Waltz (168) - set Paso Doble (100) - set	Pacifica Foxtrot (100) - set Princeton Polka (100) - set Iceland Tango (100) - border	Pacifica Foxtrot (100) - set Princeton Polka (100) - set Iceland Tango (100) - border	Dench Blues (88) - border Continental Waltz (168) - set Paso Doble (100) - set	Test 13
<b>Senior</b>	16 & over	Silhouette Foxtrot (100) - border Westminster Waltz (138) - border Quickstep (100) - set	Argentine Tango (96) - border Viennese Waltz (138) - border Killian (100) - set	Argentine Tango (96) - border Viennese Waltz (138) - border Killian (100) - set	Silhouette Foxtrot (100) - border Westminster Waltz (138) - border Quickstep (100) - set	Test 14

- **Adult** - Youngest partner determines age group

Event Names	Age	American Solo Dance		American Team Dance		Test Requirement
		Group 1	Group 2	Group 1	Group 2	American Dance
<b>Bronze 1, 2, &amp; 3</b>	18-49 50-64 65 & over	Glide Waltz (108) Society Blues (88)	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Progressive Tango (100) <b>Skater's Bolero (92)</b>	Glide Waltz (108) Society Blues (88)	Test 2
<b>Silver 1, 2, &amp; 3</b>	18-49 50-64 65 & over	Casino Tango (100) Joyce Lee Waltz (138) Honey Rumba (100)	Carey Foxtrot (92) Sunshine Polka (100) La Vista Cha Cha (100)	Carey Foxtrot (92) Sunshine Polka (100) La Vista Cha Cha (100)	Casino Tango (100) Joyce Lee Waltz (138) Honey Rumba (100)	Test 5
<b>Gold 1</b>	18 & over	Mani Lynn Tango (100) Parisian Waltz (138) Viva Cha Cha (100)	Joann Foxtrot (92) California Swing (138) Lyons Polka (104)	Joann Foxtrot (92) California Swing (138) Lyons Polka (104)	Mani Lynn Tango (100) Parisian Waltz (138) Viva Cha Cha (100)	Test 8
<b>Gold 2 &amp; 3</b>	18-54 55 & over	Century Blues (88) Valse Adante (155) Milonga Tango (100)	Ruby Rumba (104) Sharay Waltz (155) Mason March (100)	Ruby Rumba (104) Sharay Waltz (155) Mason March (100)	Century Blues (88) Valse Adante (155) Milonga Tango (100)	Test 7
<b>Classic Gold</b>	18 & over	Dench Blues (88) - border Metropolitan Tango (100) Paso Doble (100) - set	Carroll Swing (100) Continental Waltz (168) Ten Fox (100)	Carroll Swing (100) Continental Waltz (168) Ten Fox (100)	Dench Blues (88) - border Metropolitan Tango (100) Paso Doble (100) - set	Test 10

- **Basic Judging Points**

- Timing
- Execution of basic fundamental and technical requirements
- Pattern of dance
- Correct body positions
- Artistic impression of the dance

- **Scoring System**

- **10 Sections Scoring** - See individual dance diagrams for detailed scoring items
- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Youth events will perform in flights of four (4).
- Adult events will perform in flights of two (2).
- Youth events - Athletes must perform a dance for a maximum of three minutes (3:00).
- Adult events - Athletes must perform a dance for a maximum of two minutes (2:00).
- Athletes must begin from a stand still.
- If judges are not finished scoring at the end of the maximum allotted time, the referee will ask the athletes to remain on the floor. If athletes are asked to remain on the floor, athletes will be given a thirty (30) second rest before they will restart their performance from a stand still.

- **Attire**

- An athlete’s attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
- No props allowed
- An athlete’s attire may change throughout the event, but at no point can any items be removed from the athlete while the athlete is being judged.

- **Music**

- **Youth** - Tempo controlled contemporary ballroom music
- **Adult** - Tempo controlled combination of organ music, contemporary ballroom music, and orchestrated music. Music selections must be decided by the competition director and listed with the competition requirements so athletes can have adequate time to properly prepare for their event.

- **General Roll Around & Official Warm Up**

- **General Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first dance.
- **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than 6 solo dancers or teams on the floor at the same time. All athletes will warm up a dance before the judging of a dance begins. The warm up and judging of the second dance will begin after all athletes have completed the performance of the first dance. The warm up and judging of the third dance will begin after all athletes have completed the performance of the second dance. The starting flight will rotate equally throughout the judging of the event dances.

- **Eliminations/Finals**

Athletes	Qualify for the next round
1-7	Final Event
8-13	6 to Finals

14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**
  - **Athlete Error**
    - If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.
  - **Interference**
    - In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.
  - **Equipment Malfunction**
    - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the

noted malfunction.

- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
  
  - **Assistant Referees**
    - Assistant referees will assist the referee in any way needed.
  
- **Skills Test Requirements**

- NRS American Dance Test
  
- **Divisional Move Ups & Challenge Ups**
  - Placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a “C” event with six or more athletes, requires an athlete to move up to the “B” level event the following year within that discipline.
  - Placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a “B” event with six or more athletes, requires an athlete to move up to the “A” level event the following year within that discipline.
  - Athletes may challenge up and compete in two divisions of an age group during local and invitational competitions as long as they meet the testing standards. Athletes may only compete in one division for any qualifying competition or the NRS Invitational competition.
  - Junior division requires a placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a Freshman or Sophomore event..
  - Senior division requires a placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a Junior event.
  - In the occurrence of skating B and C level events, both partners must be individually eligible for an event in order to participate in an event.
  - In the occurrence of challenging up, at least one partner must be eligible in order to participate in an event.

# International Dance

- **Event Description**

International dance skating is similar to American dance skating in the fact that it is the harmonious performance of skating movements, either solo or by partners.

International dance skating also combines prescribed requirements with music, power, and grace, and it is most commonly compared to ballroom dance or ballet on roller skates, but it has a much stronger focus on the showmanship and flare of dancing as well as the interpretation of music. A partnership is defined as two (2) athletes.

- **Age Groups & Divisions**

- Age group is determined by the older partner
- Age as of 1/1/2023

Event Names	Age	International Solo Dance	International Team Dance	Test Requirement
				International Team or Solo Dance
Juvenile/Elementary	12 & under	Country Polka (100) Style B (108)	Country Polka (100) Style B (108)	Test 2
Freshman/Sophomore	13 & over	Easy Paso (104) Flirtation Waltz (108)	Easy Paso (104) Flirtation Waltz (108)	Test 4
Junior	15 & over	Rocker Foxtrot (104) 14 Step Plus (108)	Rocker Foxtrot (104) 14 Step Plus (108)	Test 8
Senior	16 & over	Iceland Tango (100) Starlight Waltz (168)	Iceland Tango (100) Starlight Waltz (168)	Test 14
Classic	18 & over	Flirtation Waltz (108) Dench Blues (88)	Flirtation Waltz (108) Dench Blues (88)	Test 6

- **Basic Judging Points**

- Timing
- Execution of basic fundamental and technical requirements
- Pattern of dance
- Correct body positions

- Artistic impression of the dance
- **Scoring System**
  - **10 Sections Scoring** - See individual dance diagrams for detailed scoring items
  - **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**
  - Youth events (Primary-Sophomore) will perform in flights of four (4).
  - Youth events (Junior and Senior) will perform individually.
  - Adult events will perform in flights of two (2).

- Youth events (Primary-Sophomore) - Athletes must perform a dance for a maximum of three minutes (3:00).
  - Youth events (Junior - Senior) - Athletes must perform 2 repetitions of each dance.
  - Adult events - Athletes must perform a dance for a maximum of two minutes (2:00).
  - Athletes must begin from a stand still.
  - If judges are not finished scoring at the end of the maximum allotted time, the referee will ask the athletes to remain on the floor. If athletes are asked to remain on the floor, athletes will be given a thirty (30) second rest before they will restart their performance from a stand still.
- **Attire**
    - An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
    - No props allowed
    - An athlete's attire may change throughout the event, but at no point can any items be removed from the athlete while the athlete is being judged.
- **Music**
    - Tempo controlled orchestrated or contemporary ballroom music.
- **General Roll Around & Official Warm Up**
    - **General Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first dance.
    - **Official Warm Up**
      - **Youth (Primary-Sophomore)** Athletes will be divided equally into warm up groups with no more than 6 solo dancers or teams on the floor at the same time. All athletes will warm up a dance before the judging of a dance begins. The warm up and judging of the second dance will begin after all athletes have completed the performance of the first dance. The warm up and judging of the third dance will begin after all athletes have

completed the performance of the second dance. The starting flight will rotate equally throughout the judging of the event dances.

- **Youth (Junior-Senior)** - Athletes will be divided equally into warm up groups with no more than 6 solo dancers or teams on the floor at the same time. Each warm up group will warm up and perform before the next warm up group begins their warm up. The starting athlete will rotate equally throughout the judging of the event dances.

*Example: athletes 1-6 warm up the first dance, athletes 1-6 perform the first dance, athletes 7-12 warm up the first dance, athletes 7-12 perform the first dance, athletes 13-18 warm up the first dance, athletes 13-18 perform the first dance. Begin the same process with the second dance, then the third dance. Athlete 7 will start the second dance, and athlete 13 will start the third dance.*

- **Adult** - Athletes will be divided equally into warm up groups with no more than 6 solo dancers or teams on the floor at the same time. All athletes will warm up a dance before the judging of a dance begins. The warm up and judging of the second dance will begin after all athletes have completed the performance of the first dance. The warm up and judging of the third dance will begin after all athletes have completed the performance of the second dance. The starting flight will rotate equally throughout the judging of the event dances.

- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals

50-59	25 to Semi Finals
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- **Interruption of performance**
  - **Athlete Error**
    - If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.
  - **Interference**
    - In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.
  - **Equipment Malfunction**
    - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
  - **Illness or Injury**
    - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the

event.

- **Officials & Referees**

- **Judges**

- Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.

- **Referees**

- Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**

- Assistant referees will assist the referee in any way needed.

- **Skills Test Requirements**

- NRS International Dance Test

- **Divisional Move Ups & Challenge Ups**

- Junior division requires a placement of 1st, 2nd, or 3rd place at the NRS National Championship competition in a Freshman or Sophomore event..

- Senior division requires a placement of 1st, 2nd, or 3rd place at the NRS National Championship competition in a Junior event.

# Figure & Loop Events

- **Event Description**

Figures and loops are the drill format of all edges and turns performed on roller skates. Figures and loops require mastery of body control, body baseline, purity of edge, and they are the foundation of all roller skating skills.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- **Youth Figures**

Event Names	Age	Figures		Test Requirement
		Group 1	Group 2	Figures
<b>Primary B</b>	8 & under	2 111 A/B	1 112 A/B	Test 3
<b>Primary A</b>	8 & under	1 2B 3	1 B 2 7 A/B	Test 5
<b>Juvenile/Elementary C</b>	12 & under	2 111 A/B	1 112 A/B	Test 3
<b>Juvenile/Elementary B</b>	12 & under	5 A/B 7 A/B 9 A/B	3 6 A/B 11 A/B	Test 4
<b>Juvenile A</b>	10 & under	3 A/B 8 A/B 8 A/B	4 7 A/B 11 A/B	Test 6
<b>Elementary A</b>	12 & under	10 A/B 19 A/B 27 A/B	12 A/B 19 A/B 28 A/B	Test 8
<b>Freshman/Sophomore C</b>	13 & over	2 111 A/B	1 112 A/B	Test 3
<b>Freshman/Sophomore B</b>	13 & over	5 A/B 7 A/B 9 A/B	3 6 A/B 11 A/B	Test 6
<b>Freshman A</b>	14 & under	12 A/B 18 A/B 22 A/B	13 21 A/B 32 A/B	Test 9
<b>Sophomore A</b>	15 & over	12 A/B 20 A/B 33 A/B	13 21 A/B 32 A/B	Test 9

<b>Junior</b>	15 & over	20 A/B 33 A/B 40 A/B	29 A/B 36 A/B 42 A/B	Test 11
<b>Senior</b>	16 & over	43 A/B 45 A/B 49 A/B	46 A/B 50 A/B 53 A/B	Test 12

- Adult Figures**

Event Names	Age	Figures		Test Requirement
		Group 1	Group 2	Figures
<b>Bronze 1, 2, &amp; 3</b>	18-49 50-64 65 & over	2 111 A/B	1 112 A/B	Test 3
<b>Silver 1, 2, &amp; 3</b>	18-49 50-64 65 & over	1 2B 5 A/B	1B 2 105 A/B	Test 4
<b>Gold 1</b>	18 & over	5 A/B 7 A/B 9 A/B	3 A/B 8 A/B 27 A/B	Test 5
<b>Gold 2 &amp; 3</b>	18-54 55 & over	2 5 A/B 105 A/B	2 A/B 5 A/B 105 A/B	Test 4
<b>Classic Gold</b>	18 & over	19 A/B 22 A/B 29 A/B	12 A/B 23 A/B 32 A/B	Test 8

- Youth Loops**

Event Names	Age	Loops		Test Requirement
		Group 1	Group 2	Loops
<b>Primary B</b>	8 & under	114 A/B 115 A/B	114 A/B 115 A/B	Test 2
<b>Primary A</b>	8 & under	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Test 4
<b>Juvenile/Elementary C</b>	12 & under	114 A/B 115 A/B	114 A/B 115 A/B	Test 2
<b>Juvenile/Elementary B</b>	12 & under	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Test 4
<b>Juvenile A</b>	10 & under	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Test 4

<b>Elementary A</b>	12 & under	15 A/B 30 A/B 116 A/B	14 A/B 30 A/B 116 A/B	Test 4
<b>Freshman/Sophomore C</b>	13 & over	114 A/B 115 A/B	114 A/B 115 A/B	Test 2
<b>Freshman/Sophomore B</b>	13 & over	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Test 4
<b>Freshman A</b>	14 & under	14 A/B 17 A/B 30 A/B	15 A/B 16 A/B 30 A/B	Test 6
<b>Sophomore A</b>	15 & over	14 A/B 17 A/B 30 A/B	15 A/B 16 A/B 30 A/B	Test 6
<b>Junior</b>	15 & over	16 A/B 31 A/B 38 A/B	17 A/B 31 A/B 38 A/B	Test 7
<b>Senior</b>	16 & over	31 A/B 38 A/B 39 A/B	31 A/B 38 A/B 39 A/B	Test 8

- **Adult Loops**

Event Names	Age	Loops		Test Requirement
		Group 1	Group 2	Loops
<b>Bronze Loops</b>	18-49 50-64 65 & over	114 A/B 115 A/B	114 A/B 115 A/B	Test 1
<b>Silver Loops</b>	18-49 50-64 65 & over	114 A/B 115 A/B 130 A/B	114 A/B 115 A/B 130 A/B	Test 2
<b>Gold Loops</b>	18 & over	114 A/B 130 A/B 138 A/B	115 A/B 130 A/B 138 A/B	Test 2
<b>Classic Gold</b>	18 & over	14 A/B 15 A/B 30 A/B	14 A/B 15 A/B 30 A/B	Test 3

- **Basic Judging Points**

- Initial Take-Off
- Turn Execution

- Loop Execution
  - Change of Edge
  - Turn placement
  - Circle Closure
  - Tracing
  - Edge Purity
  - Pace
  - Entry and Exit of Turns
  - Subsequent Take-Offs
- **Scoring System**
    - **10 Sections Scoring** - See individual figure diagrams for detailed scoring items
    - **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming

10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all figures from a stand still.
- Athletes must demonstrate two (2) repetitions of each figure.

- **Attire**

- An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
- No props allowed
- All attire must remain the same throughout the entirety of the event.

- **Music**

- No music required or allowed to be submitted/requested
- Soft music selected by the competition director will be playing in the background of all figure events

- **Official Roll Around & Warm up**

- **Official General Figure Roll Around** - Athletes 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 circles. At the halfway point the groups will switch. Group 1 will move to the practice circles, while group 2 moves to the judging circles. The warm ups will be controlled and timed by the event referee. Warm up time will be between 10-20 minutes at the discretion of the competition director.
- **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 throughout the conclusion of the event.

- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, 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 athlete has reported

and is informed of the requirements 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.

- **Assistant Referees**
  - Assistant referees will ensure a controlled and equal warm up for every athlete. The assistant referee will keep a system where one athlete is awaiting assignment to the official warm up circles, one athlete is being judged, one athlete is at the referee, and three skaters are on the warm up circle.
  
- **Skills Test Requirements**
  - NRS Figure Test
  
- **Divisional Move Ups & Challenge Ups**
  - Placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a “C” event with six or more athletes, requires an athlete to move up to the “B” level event the following year within that discipline.
  - Placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a “B” event with six or more athletes, requires an athlete to move up to the “A” level event the following year within that discipline.
  - Athletes may challenge up and compete in two divisions of an age group during local and invitational competitions as long as they meet the testing standards. Athletes may only compete in one division for any qualifying competition or the NRS Invitational competition.
  - Junior division requires a placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a Freshman or Sophomore event..
  - Senior division requires a placement of 1st, 2nd, or 3rd place at the NRS Invitational competition in a Junior event.

# Freestyle Events

- **Event Description**

Freestyle is a performance that consists of jumps, spins, and footwork that is blended in harmony with pre-cut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- **Youth Quad**

Quad Freestyle						Test
Events Names	Age	Routine Length	Footwork Requirement	Jump Requirements	Spin Requirement	Quad Freestyle
Juvenile/ Elementary C Boys/ Girls	12 & under	Max: 2:00	Diagonal	Singles only Maximum of 5 jumps	Maximum of 3 spins Must have a	Test 2
Juvenile/ Elementary B Boys/ Girls	12 & under	Max: 2:30	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 4
Juvenile A Boy/ Girls	10 & under	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 5
Elementary A Boys/ Girls	12 & under	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 6
Freshman/ Sophomore C Men/ Women	13 & over	Max: 2:00	Diagonal	Singles only Maximum of 5 jumps	Maximum of 3 spins Must have a	Test 2
Freshman/ Sophomore B Men/ Women	13 & over	Max: 2:30	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 4
Freshman A Boys/ Girls	14 & under	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 5 spins Must have 2	Test 7
Sophomore A Boys/ Girls	15 & over	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 5 spins Must have 2	Test 7
Junior Men/Women	15 & over	Max: 3:00	Diagonal	Triples allowed Maximum of 9 jumps	Maximum of 5 spins Must have 2	Test 6

<b>Senior Men/Women</b>	16 & over	Max: 3:00	Diagonal	Triples allowed Maximum of 9 jumps	Maximum of 5 spins Must have 2	Test 7
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- **Adult Quad**

Freestyle						Test
Events Names	Age	Routine Length	Footwork Requirement	Jump Requirements	Spin Requirements	Quad Freestyle
<b>Classic C Men/Women</b>	18 & over	Max: 2:00	Diagonal	Singles only Maximum of 5 jumps	Maximum of 3 spins Must have a	Test 2
<b>Classic B Men/Women</b>	18 & over	Max: 2:30	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 3
<b>Classic A Men/Women</b>	18 & over	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 4

- **Inline**

Inline Freestyle						Test
Events Names	Age	Routine Length	Footwork Requirement	Jump Requirements	Spin Requirements	Inline Freestyle
<b>Open Youth Inline Men/Women</b>	17 & under	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 3
<b>Classic Inline Men/Women</b>	18 & over	Max: 3:00	Diagonal	All singles and doubles allowed Maximum of 7	Maximum of 3 spins Must have a	Test 4

- **Judging Points**

- Jumps
- Spins
- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**

- Jump Difficulty
    - Jump Technique
    - Jump Execution
    - Spin Difficulty
    - Spin Technique
    - Spin Execution
    - Footwork
    - Body Posture
    - Basic Skating Skills
    - Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme

20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all programs from a standstill
- Athletes must begin required footwork from a stop
- Athletes must submit music by the registration deadline at the discretion of the competition director
- Athletes must submit a content sheet available on the NRS website

- **Regulations**

- Athletes are only permitted to sit or lay on the floor for a max of 5 seconds and the beginning or end of their program.

- **Attire**

- An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
- No props allowed
- All attire must remain the same throughout the entirety of the event.

- **Music**

- Music must be precut and submitted by the registration deadline at the discretion of the competition director.
- Music selections may have vocals
- No elicited vocals or content allowed - at the discretion of the competition director

- **Official Roll Around & Warm up**

- **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
- **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) on the floor at the same time. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.

- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**
  - If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the

point of the interruption.

- **Interference**
  - In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.
- **Equipment Malfunction**
  - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete

performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.

- **Referees**
  - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - NRS Freestyle Test
- **Divisional Move Ups & Challenge Ups**
  - Junior division requires a placement of 1st, 2nd, or 3rd place at the NRS National Championship competition in a Freshman or Sophomore event..
  - Senior division requires a placement of 1st, 2nd, or 3rd place at the NRS National Championship competition in a Junior event.

# Pairs

- **Event Description**

Pairs is performing a freestyle program with a partner that consists of jumps, spins, lifts, and footwork that is blended in harmony with pre-cut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating. A partnership is defined as two (2) athletes.

- **Age Groups & Divisions**

- Age group is determined by the age of the oldest partner
- Age as of 1/1/2023

Pairs				Test
Events Names	Age	Routine Length	Footwork	Pairs
Juvenile Pairs	10 &	Max: 2:30	Straight Line (Long Axis)	Test 1
Elementary Pairs	12 &	Max: 3:00	Straight Line (Long Axis)	Test 2
Freshman/ Sophomore Pairs	13 & over	Max: 3:30	Straight Line (Long Axis)	Test 4
Junior Pairs	15 & over	Max: 3:30	Straight Line (Long Axis)	Test 5
Senior Pairs	16 & over	Max: 3:30	Straight Line (Long Axis)	Test 6

- **Basic Judging Points**

- Jumps
- Spins
- Lifts
- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Lift Difficulty

- Lift Technique & Execution
- Spin Difficulty
- Spin Technique & Execution
- Jump Difficulty
- Jump Technique & Execution
- Footwork
- Synchronization
- Basic Skating Skills
- Matter of Performance

○ **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all programs from a standstill
- Athletes must begin required footwork from a stop
- Athletes must submit music by the registration deadline at the discretion of the competition director
- Athletes must submit a content sheet available on the NRS website

- **Regulations**

- Athletes are only permitted to sit or lay on the floor for a max of 5 seconds and the beginning or end of their program.

- **Attire**

- An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
- No props allowed
- All attire must remain the same throughout the entirety of the event.

- **Music**

- Music must be precut and submitted by the registration deadline at the discretion of the competition director.
- Music selections may have vocals
- No elicit vocals or content allowed - at the discretion of the competition director

- **Official Roll Around & Warm up**

- **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps, spins or lifts allowed.

- **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) pairs on the floor at the same time. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.
  
- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**
  - **Athlete Error**
    - If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.
  
  - **Interference**
    - In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate

the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**
  - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
  
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**

- Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - NRS Pairs Test
- **Divisional Move Ups & Challenge Ups**
  - Junior division requires a placement of 1st, 2nd, or 3rd place at the NRS National Championship competition in a Freshman or Sophomore event..
  - Senior division requires a placement of 1st, 2nd, or 3rd place at the NRS National Championship competition in a Junior event.

# **Show Events**

## **Creative Solo**

- **Event Description**

Creative solo programs consist of dance steps, original footwork, jumps, spins, and acrobatics blended in harmony with precut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating. The main focus of creative events is shifted to showmanship, creativity, and interpretation of music.

- **Age Groups & Divisions**

- Age as of 1/1/2023

Creative Solo Events			
Event Names	Age	Time	Footwork
Juvenile	10 & under	Max: 2:15	V Pattern
Elementary	12 & under	Max: 2:15	V Pattern
Open	13 & over	Max: 2:30	V Pattern
Classic	18 & over	Max: 2:30	V Pattern

- **Judging Points**

- Footwork originality
- Footwork difficulty
- Showmanship
- Basic Skating Skills
- Floor Craft & Utilization
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage

- Basic Skating Skills
- Speed & Flow
- Floor Craft & Utilization
- Musicality
- Matter of Performance

○ **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

• **Requirements**

- Athletes must begin all programs from a standstill
- Athletes must begin required footwork from a stop

- Athletes must submit music by the registration deadline at the discretion of the competition director
- Athletes must submit a content sheet available on the NRS website
- **Regulations**
  - Athletes are only permitted to sit or lay on the floor for a max of 5 seconds and the beginning or end of their program.
- **Attire**
  - An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - Props are allowed, but must stay connected to the athlete at all times and must come off the floor with the athlete.
  - An athlete's attire may change throughout their performance, but at no point can any items be removed from the athlete while the athlete is being judged.
- **Music**
  - Music must be precut and submitted by the registration deadline at the discretion of the competition director.
  - Music selections may have vocals
  - No elicited vocals or content allowed - at the discretion of the competition director
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) on the floor at the same time. Official warm up is one minute longer than the allotted performance time. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes

will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.

○ **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

• **Interruption of performance**

○ **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

○ **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**
  - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
  
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of

the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - No testing requirements

## **Creative Duet**

- **Event Description**

Creative duet programs consist of a team performing dance steps, original footwork, jumps, spins, and acrobatics blended in harmony with pre-cut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating. The main focus of creative events is shifted to showmanship, creativity, and interpretation of music. A team is defined as two athletes.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- At least one athlete of a duet must be in the age group
- Athletes may compete in multiple different divisions, but may only enter one time within a division.

Creative Duet Events			
Event Names	Age	Time	Footwork
Elementary	12 & under	Max: 2:30	V Pattern
Open	13 & over	Max: 2:30	V Pattern

- **Judging Points**

- Footwork originality
- Footwork difficulty
- Showmanship
- Basic Skating Skills
- Floor Craft & Utilization
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage

- Synchronization
- Speed & Flow
- Floor Craft & Utilization
- Musicality
- Matter of Performance

○ **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

• **Requirements**

- Athletes must begin all programs from a standstill
- Athletes must begin required footwork from a stop

- Athletes must submit music by the registration deadline at the discretion of the competition director
- Athletes must submit a content sheet available on the NRS website
- **Regulations**
  - Athletes are only permitted to sit or lay on the floor for no more than five (5) seconds at the beginning or end of their program.
- **Attire**
  - An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - Props are allowed, but must stay connected to the athlete at all times and must come off the floor with the athlete.
  - An athlete's attire may change throughout their performance, but at no point can any items be removed from the athlete while the athlete is being judged.
- **Music**
  - Music must be precut and submitted by the registration deadline at the discretion of the competition director.
  - Music selections may have vocals
  - No elicited vocals or content allowed - at the discretion of the competition director
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) teams on the floor at the same time. Official warm up is one minute longer than the allotted performance time. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event.

Athletes will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.

○ **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

• **Interruption of performance**

○ **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

○ **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**
  - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
  
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of

the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - No testing requirements

## **OSP (Original Set Pattern)**

- **Event Description**

OSP programs consist of dance steps and original footwork in a half circuit free pattern blended in harmony with pre-cut music of the athlete's choice. The half circuit sequence must be repeated three (3) times. Athletes are not restricted by prescribed steps, but the dance must travel in the regular skating direction, counter clockwise, at all times, similar to dance skating. The main focus of creative events is shifted to showmanship, creativity, and interpretation of music.

- **Age Groups & Divisions**

- Age as of 1/1/2023

<b>OSP Events</b>		
<b>Event Names</b>	<b>Age</b>	<b>Time</b>
Juvenile	10 & under	Max: 2:45
Elementary	12 & under	Max: 2:45
Open	13 & over	Max: 2:45
Classic	18 & over	Max: 2:45

- **Judging Points**

- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage
  - Basic Skating Skills
  - Speed & Flow
  - Floor Craft & Utilization
  - Musicality

- Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all programs from a standstill
- OPS programs must include an intro of no more than ten (10) seconds, repeat their program three (3) times, and exit completely off the floor within the maximum time frame allotted.
- Athletes must submit music by the registration deadline at the discretion of the competition director
- Athletes must not stop or stand still at any point in their program.
- Program pattern must not stop or cross itself before each restart.

- Jumps of no more than 180 degrees are allowed
- Props are allowed but must
- **Regulations**
  - Athletes are only permitted to sit or lay on the floor for a max of 5 seconds and the beginning or end of their program.
- **Attire**
  - An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - Props are allowed, but must stay connected to the athlete at all times and must come off the floor with the athlete.
  - An athlete's attire may change throughout their performance, but at no point can any items be removed from the athlete while the athlete is being judged.
- **Music**
  - Music must be precut and submitted by the registration deadline at the discretion of the competition director.
  - Music selections may have vocals
  - No elicit vocals or content allowed - at the discretion of the competition director
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) on the floor at the same time. Official warm up is one minute longer than the allotted performance time. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes will be given a fifteen (15) second rest before the first athlete of a group is called

to the floor for judging.

- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/

music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - No testing requirements

# **S.T.Y.L.E. Events**

## **Shuffle Solo Dance**

- **Event Description**

Shuffle dance is an event that features rhythmic dance skating blended in harmony with music randomly selected by the DJ. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating, but must continue in the regular skating direction, counter clockwise, at all times. The main focus of style events is shifted to originality of footwork, creativity, showmanship and interpretation of music.

- **Age Groups & Divisions**

- Age as of 1/1/2023

<b>Shuffle Solo Dance</b>	
<b>Events Names</b>	<b>Age</b>
Elementary	12 & under
Freshman	13-14
Sophomore	15-24
Classic	25 & over

- **Judging Points**

- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage
  - Basic Skating Skills
  - Speed & Flow
  - Floor Craft & Utilization
  - Musicality

- Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all performances from a rolling start.
- Athletes must maintain the regular skating direction throughout the entire performance.
- Performances are no more than 2:30 max.
- Athletes will perform in flights of four (4).

- **Regulations**

- Athletes may not sit or lay on the floor at any time.
- Athletes may not stop or disrupt the flow of traffic at any point during the performance.
- **Attire**
  - An athlete’s attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - No props allowed
  - All attire must remain the same throughout the entirety of the event.
- **Music**
  - Music will be randomly selected by the DJ
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for five minutes (5:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than eight (8) athletes on the floor at the same time. Official warm up is one minute longer than the allotted performance time. All athletes will have an official warm up before judging begins.
  - **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals

21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.

- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
  
  - **Assistant Referees**
    - Assistant referees will assist the referee in any way needed.
  
- **Skills Test Requirements**
  - No test requirements

# Shuffle Duo Dance

- **Event Description**

Shuffle duo dance is an event that features two (2) athletes performing rhythmic dance skating blended in harmony with precut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating, but must continue in the regular skating direction, counter clockwise, at all times. The main focus of style events is shifted to originality of footwork, creativity, Synchronization, showmanship and interpretation of music. A duo is defined as 4-6 athletes.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- At least one athlete of a duo must be in the age group

- Athletes may compete in multiple different divisions, but may only enter one time within a division.

<b>Shuffle Duos Dance</b>	
<b>Events Names</b>	<b>Age</b>
Elementary	12 & under
Freshman	13-14
Sophomore	15-24
Classic	25 & over

- **Judging Points**

- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage
  - Synchronization
  - Speed & Flow
  - Floor Craft & Utilization
  - Musicality

- Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all performances from a rolling start.
- Athletes must maintain the regular skating direction throughout the entire performance.
- Performances are no more than 2:30 max.
- Athletes will perform in flights of four (4).

- **Regulations**

- Athletes may not sit or lay on the floor at any time.
- Athletes may not stop or disrupt the flow of traffic at any point during the performance.
- **Attire**
  - An athlete’s attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - No props allowed
  - All attire must remain the same throughout the entirety of the event.
- **Music**
  - Music will be randomly selected by the DJ
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for five minutes (5:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than eight (8) duos on the floor at the same time. Official warm up is one minute longer than the allotted performance time. All athletes will have an official warm up before judging begins.
  - **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals

21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.

- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
  
  - **Assistant Referees**
    - Assistant referees will assist the referee in any way needed.
  
- **Skills Test Requirements**
  - No testing requirements

# Shuffle Crew Dance

- **Event Description**

Shuffle Crew dance is an event that features many athletes performing rhythmic dance skating blended in harmony with precut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating, but must continue in the regular skating direction, counter clockwise, at all times. The main focus of style events is shifted to originality of footwork, creativity, Synchronization, showmanship and interpretation of music. A crew is defined as 4-6 athletes.

- **Age Groups & Division**

- Age as of 1/1/2023
- At least half of a crew must be in the age group

- Athletes may compete in multiple different divisions, but may only enter one time within a division.

<b>Shuffle CrewsDance</b>	
<b>Events Names</b>	<b>Age</b>
Elementary	12 & under
Freshman	13-14
Sophomore	15-24
Classic	25 & over

- **Judging Points**

- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage
  - Synchronization
  - Speed & Flow
  - Floor Craft & Utilization
  - Musicality

- Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all performances from a rolling start.
- Athletes must maintain the regular skating direction throughout the entire performance.
- Performances are no more than 2:30 max.
- Athletes will perform in flights of two (2) crews.

- **Regulations**

- Athletes may not sit or lay on the floor at any time.
- Athletes may not stop or disrupt the flow of traffic at any point during the performance.
- **Attire**
  - An athlete’s attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - No props allowed
  - All attire must remain the same throughout the entirety of the event.
- **Music**
  - Music will be randomly selected by the DJ
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Crews will have a ten minute (10:00) official warm up before judging begins.
  - **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals

30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.

- **Illness or Injury**

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

- **Officials & Referees**

- **Judges**

- Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.

- **Referees**

- Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**

- Assistant referees will assist the referee in any way needed.

- **Skills Test Requirements**

- No testing requirements

# Jam Socials

- **Event Description**

Jam socials programs consist of dance steps, original footwork, jumps, spins, and acrobatics blended in harmony with precut music of the athlete’s choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating. The main focus of creative events is shifted to showmanship, creativity, and interpretation of music.

- **Age Groups & Divisions**

- Age as of 1/1/2023

Jam Socials Dance			
Event Names	Age	Time	Footwork
Elementary	12 & under	Max: 1:30	Spot Section

Freshman	13-14	Max: 1:30	Spot Section
Sophomore	15-24	Max: 1:30	Spot Section
Classic	25 & over	Max: 1:30	Spot Section

- **Judging Points**

- Footwork Originality
- Footwork Difficulty
- Showmanship
- Basic Skating Skills
- Floor Craft & Utilization
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Spot Section
  - Basic Skating Skills
  - Speed & Flow
  - Floor Craft & Utilization
  - Musicality
  - Matter of Performance

o **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

• **Requirements**

- o Athletes must begin all programs from a standstill
- o Athletes must perform a spot section for ten (10) seconds
- o Athletes must submit music by the registration deadline at the discretion of the competition director

• **Attire**

- o An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.

- Props are allowed, but must stay connected to the athlete at all times and must come off the floor with the athlete.
- Attire may change, but not be removed from the athlete at any point during the program.
- **Music**
  - Music must be precut and submitted by the registration deadline at the discretion of the competition director.
  - Music selections may have vocals
  - No elicit vocals or content allowed - at the discretion of the competition director
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) on the floor at the same time. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.
  - **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals

21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.

- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
  
  - **Assistant Referees**
    - Assistant referees will assist the referee in any way needed.
  
- **Skills Test Requirements**
  - No test requirements

# Jam Battles

- **Event Description**

Jam battles is an event that features two (2) athletes battling each other in a breakdancing style of skating called a bout. Athletes must remain in a designated area during the bout. The main focus of jam battle events is shifted to originality of footwork, creativity, showmanship and floor work.

- **Age Groups & Divisions**

- Age as of 1/1/2023

<b>Jam Battles</b>	
<b>Events Names</b>	<b>Age</b>
Elementary	12 & under
Freshman	13-14
Sophomore	15-24

Classic	25 & over
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- **Judging Points**

- Footwork
- Floor work

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**

- Difficulty of Footwork
- Originality of Footwork
- Difficulty of Floor work
- Originality of Floor work
- Step Execution
- Fluidity
- Rhythm
- Timing
- Musicality
- Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional

70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes are paired in a bout.
- Each athlete will have two (2) sets of 45 seconds to perform
- DJ randomly selects music
- DJ will count down the last five (5) seconds for each set.

- **Attire**

- An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
- Props are not allowed
- Attire may change, but not be removed from the athlete at any point during the bout.

- **Music**

- Music will be randomly selected on the spot by the DJ.

- Music will continue throughout both 45 second bouts by each athlete
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - athletes will have a ten minute (10:00) official warm up before judging begins.
- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**
  - **Athlete Error**
    - If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.
  - **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.
- **Equipment Malfunction**
  - If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30) minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.
- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of

each event.

- **Referees**
  - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.
- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - No testing requirements

# Duos

- **Event Description**

Duos is an event that features two (2) athletes performing a creative dance of original footwork blended in harmony with precut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating, and may go in any direction at any time throughout the performance. The main focus of style events is shifted to originality of footwork, creativity, showmanship and interpretation of music. A duo is defined as two (2) athletes.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- At least one athlete of a duo must be in the age group
- Athletes may compete in multiple different divisions, but may only enter one time within a division.

<b>Events Names</b>	<b>Age</b>
Elementary	12 & under
Freshman	13-14
Sophomore	15-24
Classic	25 & over

- **Judging Points**

- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**
  - Difficulty of Footwork
  - Step Execution
  - Originality of Routine
  - Originality of Footwork
  - Posture/Carriage
  - Synchronization
  - Speed & Flow
  - Floor Craft & Utilization
  - Musicality
  - Matter of Performance
- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all programs from a standstill.
- Athletes must perform a shadow sequence and a connection sequence for ten (10) seconds each.
- Athletes must submit music by the registration deadline at the discretion of the competition director.

- **Regulations**

- Athletes are only permitted to sit or lay on the floor for no more than five (5) seconds at the beginning or end of their program.
- Jumps are allowed - no restrictions

- Spins are allowed - no restrictions
- Acrobatics are allowed - no restrictions
- **Attire**
  - An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - Props are allowed, but must stay connected to the athlete at all times and must come off the floor with the athlete.
  - Attire may change, but not be removed from the athlete at any point during the program.
- **Music**
  - Music must be precut and submitted by the registration deadline at the discretion of the competition director.
  - Music selections may have vocals
  - No elicited vocals or content allowed - at the discretion of the competition director
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) teams on the floor at the same time. Official warm up will be one minute longer than the routine max. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.
- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30)

minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.

- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/ music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - No testing requirements

# Trios

- **Event Description**

Trios is an event that features three (3) athletes performing a creative dance of original footwork, and potentially jumps, lifts, spins and acrobatics blended in harmony with precut music of the athlete's choice. Athletes are not restricted by prescribed steps or patterns that exist in figures and dance skating, and may go in any direction at any time throughout the performance. The main focus of style events is shifted to originality of footwork, creativity, showmanship and interpretation of music. A trio is defined as three (3) athletes.

- **Age Groups & Divisions**

- Age as of 1/1/2023
- At least one athlete of a trio must be in the age group
- Athletes may compete in multiple different divisions, but may only enter one time within a division.

**Trios**

<b>Events Names</b>	<b>Age</b>
Elementary	12 & under
Freshman	13-14
Sophomore	15-24
Classic	25 & over

- **Judging Points**

- Footwork
- Basic Skating Skills
- Matter of Performance

- **Scoring System**

- **10 Sections Scoring - 10 points max for each section**

- Difficulty of Footwork
- Step Execution
- Originality of Routine
- Originality of Footwork
- Posture/Carriage
- Synchronization
- Speed & Flow
- Floor Craft & Utilization
- Musicality
- Matter of Performance

- **Integer System**

<b>Score</b>	<b>Meaning</b>	<b>Errors</b>
100	Perfect	None
90-99	Excellent	Rare
80-89	Very Good	Occasional
70-79	Good	Few
60-69	Fair	Several
50-59	Average	Many
40-49	Minimum	Abundant
30-39	Poor	Extreme
20-29	Unrecognizable	Overwhelming
10-19	Incomplete	
0-9	Not Skated	

- **Requirements**

- Athletes must begin all programs from a standstill.
- Athletes must perform a shadow sequence and a connection sequence for ten (10) seconds each.
- Athletes must submit music by the registration deadline at the discretion of the competition director.

- **Regulations**

- Athletes are only permitted to sit or lay on the floor for no more than five (5) seconds at the beginning or end of their program.
- Jumps are allowed - no restrictions

- Spins are allowed - no restrictions
- Acrobatics are allowed - no restrictions
- **Attire**
  - An athlete's attire must not cause embarrassment to the athlete, judges, officials, coaches, other competitors, or audience.
  - Props are allowed, but must stay connected to the athlete at all times and must come off the floor with the athlete.
  - Attire may change, but not be removed from the athlete at any point during the program.
- **Music**
  - Music must be precut and submitted by the registration deadline at the discretion of the competition director.
  - Music selections may have vocals
  - No elicited vocals or content allowed - at the discretion of the competition director
- **Official Roll Around & Warm up**
  - **Official General Figure Roll Around** - Athletes will be called out to roll around for two minutes (2:00) prior to the official warm up of the first warm up group. No jumps or spins allowed.
  - **Official Warm Up** - Athletes will be divided equally into warm up groups with no more than six (6) teams on the floor at the same time. Official warm up will be one minute longer than the routine max. Group 1 will warm up then skate. Group 2 will warm up then skate. Group 3 will warm up then skate, etc. Official warm up will be one minute longer than the routine max for each event. Athletes will be given a fifteen (15) second rest before the first athlete of a group is called to the floor for judging.
- **Eliminations/Finals**

<b>Athletes</b>	<b>Qualify for the next round</b>
1-7	Final Event
8-13	6 to Finals
14-20	8 to Finals
21-29	10 to Finals
30-39	16 to Semi Finals
40-49	20 to Semi Finals
50-59	25 to Semi Finals

- **Interruption of performance**

- **Athlete Error**

- If for any reason, the athlete, through their own fault, falls or stops during a performance, the referee will instruct them to restart from just before the point of the interruption.

- **Interference**

- In a situation of outside interference, if the athlete does not stop, the referee will give the option to re skate or let the performance stand. If the athlete chooses to re skate, the referee will inform the judges to ignore the prior performance and rejudge the athlete. If the referee accidentally stops the athlete before they are finished, the athlete reserves the right to re skate the entire performance or complete the performance from the point of interruption.

- **Equipment Malfunction**

- If a mechanical failure occurs, the affected athlete should report immediately to the referee. The referee will mark the time it occurs and inspect the malfunction. If the referee finds that the interruption is valid, the athlete will be allowed to correct the mechanical failure. The skater will have fifteen (15) minutes for a minor malfunction, or thirty (30)

minutes for a major malfunction, to make necessary repairs. In the case of a major mechanical malfunction, the skating order of the event may be changed at the discretion of the competition director. In the re skate, the athlete may re skate the entire performance or complete the performance from the point of interruption. Judging will resume at the point of the noted malfunction.

- **Illness or Injury**
  - In the event of an interruption due to illness or injury, the head referee may give the affected athlete a fifteen (15) minute rest. If it is determined by the head referee or a certified medical professional that the athlete cannot continue after fifteen (15) minutes, they will be withdrawn from the event.
  
- **Officials & Referees**
  - **Judges**
    - Judges are responsible for knowing all event rules, requirements and regulations of any event they are judging. Judges will assess all athlete performances within the event without prejudice, and evaluate and score each performance based on the 10 section scoring elements for each requirement within an event. Judges will total their scores and ordinals before returning their score sheets to the head referee at the conclusion of each event.
  
  - **Referees**
    - Referees should have in hand, check-in sheets, skating order sheets for assistant referees, clipboards, and pencils. The referee will ensure the floor is in proper condition. They will also check to see the dances listed are correct and in the correct order. The event referee will ensure that all of the correct athletes are on the floor during the warm up and judging. The referee is responsible for starting the time clock, alerting the organist/ music personnel when it is appropriate to start/stop music, collecting judge's score sheets at the conclusion of an event and delivering them to the tabulator. The referee is also responsible for making judgment calls regarding event interruptions.

- **Assistant Referees**
  - Assistant referees will assist the referee in any way needed.
- **Skills Test Requirements**
  - No testing requirements