



 **FIRS**



Freestyle Technical Committee



*Freestyle Technical Committee*

# **INTERNATIONAL RULES FOR INLINE FREESTYLE**

APPROVED BY  
FIRS &  
FIRS INLINE FREESTYLE TECHNICAL COMMITTEE  
2017

**Chairman  
Mr. Eddie Chua**



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# 1. BASIC REGULATIONS

## 1.00 Name of Organizing

The organization is under the hierarchy of FIRS, named Inline Freestyle Technical Committee (FTC).

## 1.01 FIRS FTC Office

The Inline Freestyle Committee (FTC) is technical committee of the Federation Internationale de Roller Sports. The head quarter's of FTC is located in the country of the Chairman.

## 1.02 FTC MISSION

The mission of the Inline Freestyle Technical Committee

- 1.02.01 To conduct and promote Inline Freestyle activities throughout the world and to regulate the rules in accordance.
- 1.02.02 To build and maintain close relationship with all National Federations and to ensure affiliated bodies comply to the respective all regulations of FIRS.
- 1.02.03 To reserve the rights to amend the FTC Rule and Regulations whenever required.
- 1.02.04 To ensure all affiliated bodies obey the regulations of FIRS Inline Freestyle Technical Committee.
- 1.02.05 To make certain the appropriate behaviour of all skaters and all other personnel, and ensure they comply to the indicated regulations.
- 1.02.06 To reserve the rights to enforce any charges and penalties to the respective affiliated federations when FTC regulations are disregarded.
- 1.02.07 To make sure the administration of drugs are regulated in accordance to FIRS regulations.

## 1.03 Duties of FTC Chairman

- 1.03.01 The FTC Chairman shall be in charge of the co-ordination of matters concerning international judges.
- 1.03.02 Scheduling all events and practices for the world championships.



- 1.03.03 To communicate and liaise with the organizers of the world championships and other international events.
- 1.03.04 Must appoint and register all international Inline Freestyle judges in the world, continent championships and international events,
- 1.03.05 To organize judge certification and ensure the compliance of Inline Freestyle regulations
- 1.03.06 Supervising of referee, judges, calculators and their commission.
- 1.03.07 Be responsible for international public relationship at the world championships and International events.
- 1.03.08 Acting on other matters as requested by FIRS

#### **1.04 FTC Disciplinary Commission**

- 1.04.01 All world championships supervised by FTC, the FTC Disciplinary Commission shall be constituted by FTC members and approved by FTC Chairman. There must be at least 3 present people.
- 1.04.02 When only 1 or 2 members are present to constitute the FTC Disciplinary Commission, a second or third person, appointed by the FTC chairman among the official delegates of the organizing committee.
- 1.04.03 In international competitions where there are no FTC members, the organizing committee constitutes a Disciplinary Commission.
- 1.04.04 The decision of appeal taken by FTC Disciplinary Commission is final.

#### **1.05 Examination and Appointed of International Judges**

- 1.05.01 The examination for the judge certification is organized by FTC with the approval of Chairman.
- 1.05.02 There are 3 levels of Judge Certification Course.
  - Level 1 Certified Judges are for Local events
  - Level 2 Certified Judges are for International events
  - Level 3 Certified Judges are for WIFC.
- 1.05.03 For Level 2 Certification, each candidate must attain 2 years or 5 judging experience in national level.
- 1.05.04 For Level 3 Certification, each candidate must attain 2 years or 5 international events.
- 1.05.05 Candidates will be examined by FTC member and an experimented international judges as follows:
  - Orel test
  - Written test





Candidates that pass the exams will be registered as FIRS Inline Freestyle Judges.

1.05.06 There will be a fee for the judge examination for each level, that shall be paid to FIRS Administration Dept. Detail can in touch with FTC Chairman.

## **1.06 OTHERS**

1.06.01 All National Federations, Confederations and Association shall be FIRS Member and should comply to FIRS Inline Freestyle Competition Regulations.

1.06.02 All National Federations, Confederations and Associations shall provide a list of the clubs involved in Inline Freestyle Skating. Furthermore, they shall send to FTC the official results of their national championships.

1.06.03 All National Federations, Confederations and Associations that issued newsletter on Inline Freestyle skating shall send a copy to FTC.

1.06.04 Any matters that not included in these regulations will be accordance with FIRS status.

## **2. TECHNICAL REGULATIONS**

### **2.00 International Competition**

2.00.01 Only FTC, Continental Confederations, National Confederations and National Federations and club associated with these can organize official International competitions.

2.00.02 All international events must be organized with the rule of FIRS Inline Freestyle Technical Committee.

2.00.03 Events that recognised and endorsed by FIRS Inline Freestyle Technical Committee will have the priority on the FIRS calendar.

### **2.01 Competitions Categories**

2.01.01 National championships and International competitions may be held in 2 or 3 categories:





- Senior Skaters
- Youth Skaters
- Junior Skaters

In order to be eligible to compete in the Junior category, a skater who has competed in the previous year as Senior or Youth is forbidden to enter the junior category.

2.01.02 World Championships, National and Continental championships for the same event can be organized only once in a year. .

2.01.03 The winners of these events are the official champions until the first day of the next championship in the particular event.

## **2.02 Competition Officials**

The official of the competition are:

2.02.01 The jury composed of judges and chief referee appointed by Chairman FIRS FTC

2.02.02 The official announcer / speaker and DJ

## **2.03 Availability of International Judges**

2.03.01 Only FIRS International Judges recognised by FTC Chairman can be appointed as members of the juries for the World, continental championships and all international events with participation of 2 or more countries.

## **2.04 Duties of International Judges**

2.04.01 International judges appointed to World Championships and International competitions must respect and strictly enforce all regulations and rules issued by FTC.

2.04.02 FTC can penalise an international judges for infringing the current FTC general regulations. The disciplinary measure can be done by mean of warning, suspensions of 1 year or final removal from the judging panel.



## **2.05 Permit and Authorisation for Competitions**

Federations organising international competitions must gain FTC authorisation. Request for permit (approval) from FTC for an event must be made as follows:

- 2.05.01 Continental Confederation or area confederation championships, minimum 6 months in advance
- 2.05.02 Competitions not of the above, where 2 or more skaters from 2 or more continents or areas are invited, minimum 3 months in advance
- 2.05.03 Other events listed in the FIRS Inline Freestyle Technical Committee calendar, minimum 1 month in advance.

## **2.06 Event Invitation**

After receipt of the FIRS Inline Freestyle Technical Committee approval, these events must be made known to the National Federations as follows:

- 2.06.01 For events as listed under 2.06.01 minimum 4 months prior to the first day of the competition.
- 2.06.02 For events as listed under 2.06.02 a minimum of 2 months prior to the first day of the competition
- 2.06.03 The announcement of an event must include:
  - 1. Events diversity
    - a. Open to everyone
    - b. By Invitation
      - National Federations
      - Clubs
      - Individuals
  - 2. The host country (place of event)
  - 3. The date and duration of the event
  - 4. Event facility
    - a. Indoor, outdoor or outdoor sheltered
    - b. Type and size of skating surface
    - c. Spectator area (number of seats for the public)
    - d. Other facilities



5. The date of which the registration will close
6. All registration fee in USD, (to be paid to FIRS Adm. Dept)
7. Facilities that accessible for practice.
8. General Schedule and Competition Time Table
9. Event categories and age group
10. Details of music requirements
11. Available of transportation from airport to the hotel and hotel to venue, etc
12. Any other information's

2.06.04 The registration to enter an event must include

1. Last and first name of each skater
2. Gender of the skater (male/ female)
3. Date of birth of the skaters
4. Nationality
5. The event of the category (Senior, Youth, Junior)

2.06.05 Registration will be denied unless it is acknowledge by the national federation and it bears the signature of the President or Secretary. National's or Team's delegates who officially appointed by the participating countries must behave according to the principle of sport honesty and fair play.

2.06.06 Late entries will not be accepted for all world, national and international championships.

2.06.07 In the event of unforeseen circumstance or unavoidable postponement, the organizers must immediately inform FIRS Inline Freestyle Technical Committee, all participants and National Federations concerning the new dates of the competition.

## **2.07 Nationality**

Skaters taking part in international competitions and competing for their National Federation must prove that they have the passport of the same country.

A skater who participated in a continental or world championship representing a country and changed his nationality or having double nationality or more passports cannot represent another country in continental or world championship if three (3) years have not elapsed from his last participation representing his previous country. Rule 42 of IOC Olympic Chart



## **2.08 World Inline Freestyle Championships**

- 2.08.01 World Championships shall be held for junior and senior categories for men and women. (Youth category if there s necessary)
- 2.08.02 The commencement date of the world championships shall be from September to November

## **2.09 Event Scheduling**

- 2.09.01 The organizers of the world championships must provide all necessary details to the FIRS General Affair Dept. for approval respecting the timeline included in the bidding application.
- 2.09.02 The organizer must be advised the details of the world championships as approved by FIRS and FIRS Inline Freestyle Technical Committee.
- 2.09.03 The FIRS and FIRS Inline Freestyle Technical Committee inform all participating National Federations of the schedule of events and competition details, through bulletin minimum 6 months prior to date of commencement of the championships.

## **2.10 Eligibility to Compete**

- 2.10.01 It is the responsibilities of the FIRS Inline Freestyle Technical Committee to ensure all participates are the same nationality as the National Federation they represent.

## **2.11 Organizing the Championships**

- 2.11.01 Countries / National Federations that interested to host the WIFC have to go through a bidding process through FIRS.
- 2.11.02 After the allocation of the world championship to a National Federation agreed by FIRS, details pertaining to the world champions are to be worked between the FIRS FTC and the National Federation. All decision reached must be in accordance with FIRS statues and must be disseminate to FIRS office.



- 2.11.03 Any unforeseen situation or problem between the local organizing committee and the any National Federation, they must referred the settlement by FIRS Inline Freestyle Technical Committee.
- 2.11.04 No special arrangement and agreement will be permitted between the organizers and any National Federation.
- 2.11.05 The National Federation, which has permitted the duty of organizing the World Championship, may delegate the organization of the event to its clubs or members to carry out the task, in such the National Federation must still accept all responsibility without exception for the actions of the delegates, clubs or members. The organizing National Federation remains total responsibility to both FIRS and the FIRS FTC as well to all participating National Federations.

## **2.12 Procedure of Entry**

- 2.12.01 World Championships entry fee must be paid in US dollars to FIRS by each participating National Federation.
- 2.12.02 Federation attending World Championships shall be in good standing with FIRS Membership Fees.
- 2.12.03 All National Federation should submit the entry 3 months before the first day of the official practice. Late entries after the draw date will not be accepted.
- 2.12.04 Only official FIRS FTC entry forms will be accepted.
- 2.12.05 Each member of National Federation may enter, for Senior and Junior, if number permitted, Youth category will be open. A maximum of 6 participants in each following events:

1. Classic Slalom – Men, Women
2. Speed Slalom – Men, Women
3. Battle Slalom – Men, Women

Freestyle Slide, only Senior, maximum of 6 participants in Men and Women. Pair Slalom is Open, maximum 3 team per participating member for National Federation.

## **2.13 Awards**

- 2.13.01 The organizing committee of the World Championship must be responsible and pay for the cost of the official FIRS Championship medals and certificates.
- 2.13.02 The Official FIRS medals must be approved by FIRS Office.



- 2.13.03 Only the Official FIRS medals may awarded at the World Championships.
- 2.13.04 The top 3 place of each category will be awarded medals and certificates, 4<sup>th</sup> to 6<sup>th</sup> place will be awarded certificates. The participants ranked after 6<sup>th</sup> place will be awarded with certificate of participation. The organizing committee of the World Championships may present an additional special award of the year to the FIRS skaters at the Award Dinner.

## **2.14 Opening Ceremony and Podium**

- 2.14.01 The competitors who achieved first, second and third places will be preceded in the official national sport uniform of their delegation to the victory stand. Competitors are forbidden to carry flags or banner of any sort.
- 2.14.02 The medals will be presented in the following order: 3<sup>rd</sup> place, 2<sup>nd</sup> place, 1<sup>st</sup> place or 3<sup>rd</sup> place 1<sup>st</sup> place, 2<sup>nd</sup> place . The winner of the gold medal shall be placed slightly above the second place , who is on the right, the third place who is on his left, shall be placed slightly below the second place.
- 2.14.03 At the Opening and Closing Ceremonies, clubs uniform is not allowed, only the official uniforms of the national federations can be worn during and closing ceremony, as well awards ceremony.
- 2.14.04 Countries that without National Federation, the skaters can represent their own nation.
- 2.14.05 Any violation to the above regulations shall result in disqualification or withdrawal of the accreditation of the person or persons involved. FIRS may take action against the National Federation responsible for such violation, and the decision taken by the FIRS Committee regarding this matter shall be final.

# **3. SPORTS REGULATIONS**

## **3.00 GENERAL**

The objective of these regulations are to secure any unusual case which occur in official Inline Freestyle Skating competitions conducted by Federation



Internationale de Roller Sports (FIRS), FIRS Inline Freestyle Technical Committee (FTC) or any international competition organized by a member national federation.

### **3.01 Chief Referee Regulation**

Beside the specific task provided in the articles of the FTC general regulations, the Chief Referee is responsible of the technical and judgement of the competition. Therefore;

- 3.01.01 The Chief Referee must be responsible for the smooth and successful conduct of the event to which he has been assigned.
- 3.01.02 He must ensure all participants enforce the regulations and to handle/decide any technical situation that might arise during the competition.
- 3.01.03 He must assign particular task to each judges
- 3.01.04 He must co-ordinate and decide in case of any discrepancy during the competition, he may make changes in the program in the interest of the sport but these changes may not be against or conflict with FIRS FTC regulations and shall be informed / approved by the present of any FIRS FTC member or arbitrator.
- 3.01.05 For any unforeseen situation should happen during the events, which are not provided for in written regulations, the matter shall be settled by the referee or arbitrator in the best interest of the sport.
- 3.01.06 He may inform a judge of an unusual variance in his or her score as compared to the score of other judges. The referee may permit the judges to adjust the scores accordingly.
- 3.01.07 He may assign a replacement if a judge is fails to report for the event or must leave due to unwell, conduct or other cause.
- 3.01.08 Only the referee or the FIRS Inline Freestyle Technical Committee/ arbitrator may release the final result for the public display.

### **3.02 International Judges**

- 3.02.01 All judges appointed to World Championships and International competitions must respect and strictly enforce all regulations and rules issued by FTC.
- 3.02.02 Judges are in no way attempt to influence the decision of any judges.
- 3.02.03 All Judges must be ready to officiate 30 minutes prior to the start of the event.





- 3.02.04 If a judge is missing prior to the start of the event, the referee shall assign a replacement or, if necessary instruct the assistant referee to judge the event.
- 3.02.05 Judges must not discuss the performance of a competitor with other judges or any other person until the final results have been release.
- 3.02.06 Judges are not teachers, and therefore must not advise or assist contestants before, during or after an event.
- 3.02.07 Judges are answerable only to the FIRS Inline Freestyle Technical Committee for their conduct as judges and their judging ability. In case of unacceptable judging, the involved judge may lose, temporarily or definitely, their commission. In the above case, the involved National Federation will not be invited to nominate judges for a minimum period of two (2) years.

### **3.03 Calculator Judge**

- 3.03.01 Calculator judge should prepare all relevant documents relates to the events prior 1 month to the commencement of the 1<sup>st</sup> day of the competition.
- 3.03.02 There must be minimum 2 calculator judges in World Championship event.
- 3.03.03 Supplementary calculator may be accepted but their expenses shall be responsibilities of their National Federation.
- 3.03.04 Any contestant withdrawals which occur after the grouping but prior commencement of the event must be reported to the calculator judges immediately.
- 3.03.05 The calculator judges are responsible to record all scores and tabulate the final results of the event.
- 3.03.06 The individual score of each contestant shall be calculated, taking into account any and all factors, which may apply. These totals shall be known as “sum” The sums shall be transferred to the summary score sheet
- 3.03.07 The results of all events must be agreed upon the calculator judges.
- 3.03.08 The final results shall be given to the referee of the event or the FIRS Inline Freestyle Technical Committee.

### **3.04 Participants**

- 3.04.01 All participants must be on the skating surface and ready when it is their time to perform.



- 3.04.02 Any participant reporting after his or her time to perform shall not be allowed to compete in that event.
- 3.04.03 The dividing of participants into groups are done before the event begins, and will not be changed should a participant withdraw or missing.

### **3.05 Coaches**

- 3.05.01 An area reserved for the coaches must be located near the competition arena so that these can communicate with the skaters.
- 3.05.02 Any coaches shouting and instructing skaters at the side of the competition arena during the competition is not allowed. If this happen, the coach will be removed from the rink and the skater may be penalized.

### **3.06 Appeal Procedure**

- 3.06.01 Complaints against judging decisions must be presented in writing to Head Referee FIRS Inline Freestyle Technical Chairman or arbitrator within 10 minutes after the results been published, accompanied by a fee of 100US\$.
- 3.06.02 No appeal or complaint will be accepted once the event commenced.
- 3.06.03 Only the registered Team Manager or official National Delegates of the country may submit a complaint.
- 3.06.04 The FIRS Inline Freestyle Technical Chairman will present the complaint to the FIRS Inline Freestyle Technical Committee for consideration.
- 3.06.05 The fee will be returned if the FIRS Inline Freestyle rules in favour of the complaint.
- 3.06.06 In the competition under FTC control and whenever possible, it is recommended the use of an official video recoding of the event, on which the accuracy of performances and violation of the rules are recorded.
- 3.06.07 Only the official video is used and personal video is not accepted.

### **3.07 Registration Regulations**

- 3.07.01 All competitors that participating in FIRS World Championships must be presented by the FIRS National Federations. In the event of



competitors from countries without FIRS National Federation, they will be considered on case-by-case basis

- 3.07.02 If there are enough men and women, a competition category should be further divided into male and female categories. If there are not enough to create separate categories, that competition can be unisex. The final decision is at the discretion of referee of the competition and event organiser.
- 3.07.03 If there are enough competitors in an age division, a competition category, including Battle, can be further divided into junior and senior. The final decision is at the discretion of referee of the competition and event organiser.
- 3.07.04 For 2017, Juniors are born between Jan.1, 2001 and 31<sup>st</sup> December 2007; Seniors are born before 31<sup>st</sup> December 2000.  
e.g: 10< Junior <16 years old; Senior 16+ years old.
- 3.07.05 Any changes to registration details, including names for pair freestyle, must be done before the registration deadline. Changes after the registration deadline will not be accepted.

### **3.08 Official Results**

- 3.08.01 The last day of the World Championship events, the organizing Federation must provide the full results to all participating federations on an informatics support.

### **3.09 Permitted Skates**

- 3.09.01 Participants are allowed to wear any type of roller skates (inline or quad) for the competition.
- 3.09.02 Participants are solely responsible that their equipment meets the highest safety and ready for use.
- 3.09.03 The head judge has the discretion to refuse any skates that are considered unsafe or give an unfair advantage



### **3.10 Official Competition Cones**

- 3.10.01 The dimensions of competition cones are: height of 7.6 to 8 cm, base diameter of 7.4 to 7.5 cm, top diameter of 2.5 to 2.7 cm.
- 3.10.02 The cone material should be hard enough at the base to prevent wheels stopping when cones are hit

### **3.11 Registration Number**

Number tags should be provided by the local event organiser for all competitions mainly Speed Slalom and Slide. The head referee will specify where the number tag must be displayed and the position depending on the layout of the competition area. No alteration of the number tag is permitted.

### **3.12 Competition Equipment**

- 3.12.01 Equipment should follow the guidelines in Appendix A: Competition Equipment List.

### **3.13 Anti- Doping**

- 3.13.01 All competitors will be subjected to FIRS anti-doping requirements. For detail refer to :  
<http://www.rollersports.org/about-firs/sports-medicine/antidoping-policy>



## 4. COMPETITION RULES

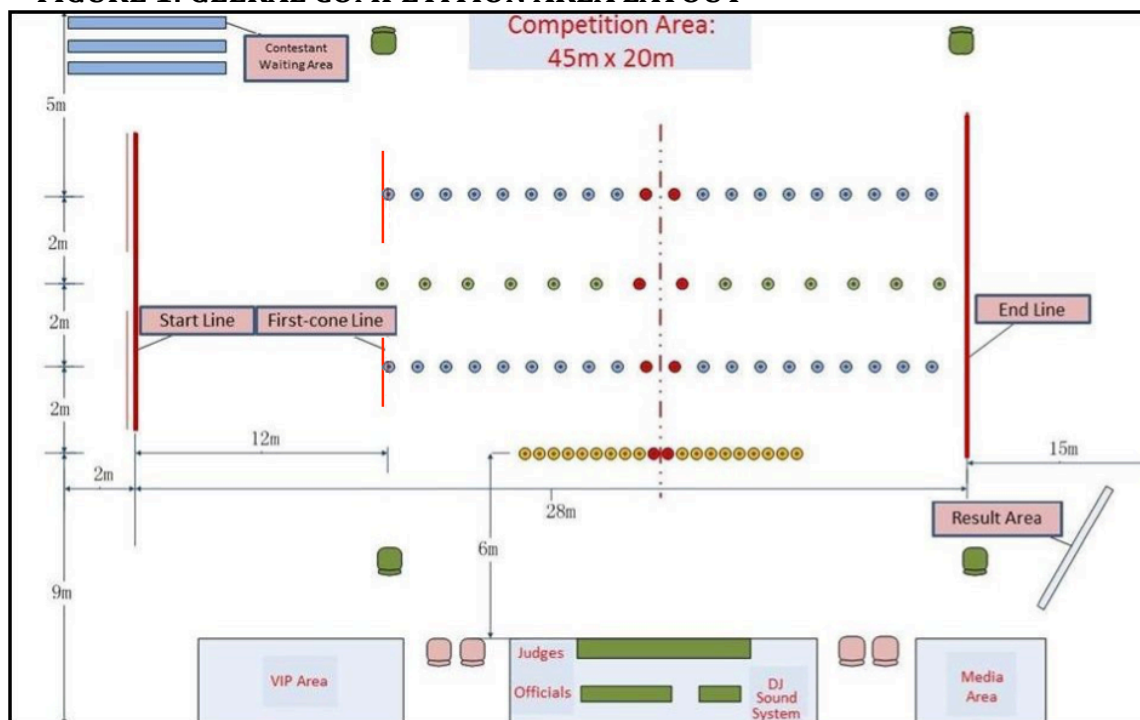
### 4.00 COMPETITION CATEGORIES

Freestyle Skating Competitions consist of all or some of the following categories: Classic Freestyle Slalom, Pair Freestyle Slalom, Speed Slalom, Battle Freestyle Slalom, Freestyle Slide.

### 4.01 COMPETITION AREA AND CONE PLACING

- 4.01.01 The surface of the competition area should be appropriate for freestyle skating (e.g. flat, level, grippy).
- 4.01.02 There should be 4 cone lines, with 2 m between each line.
- 4.01.03 The line order is, starting with the line closest to the judges, 50 cm, 80 cm, 120 cm, 80 cm.
- 4.01.04 The centre of each line must be aligned with the judges' table.
- 4.01.05 The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is only 14 cones.
- 4.01.06 The cone markers should have a diameter of 7.7 cm, and the centre point a diameter of 0.7 cm.

**FIGURE 1: GEERAL COMPETITION AREA LAYOUT**



## **4.02 SAFTY PRECAUTIONS**

The competition area must be safe for competitors.

## **4.03 WARMING UP AREA**

If the competition venue permits, a warming-up area must be provided for competitors. The ground surface should be similar to that of the competition area.

# **5. CLASSIC FREESTYLE SLALOM**

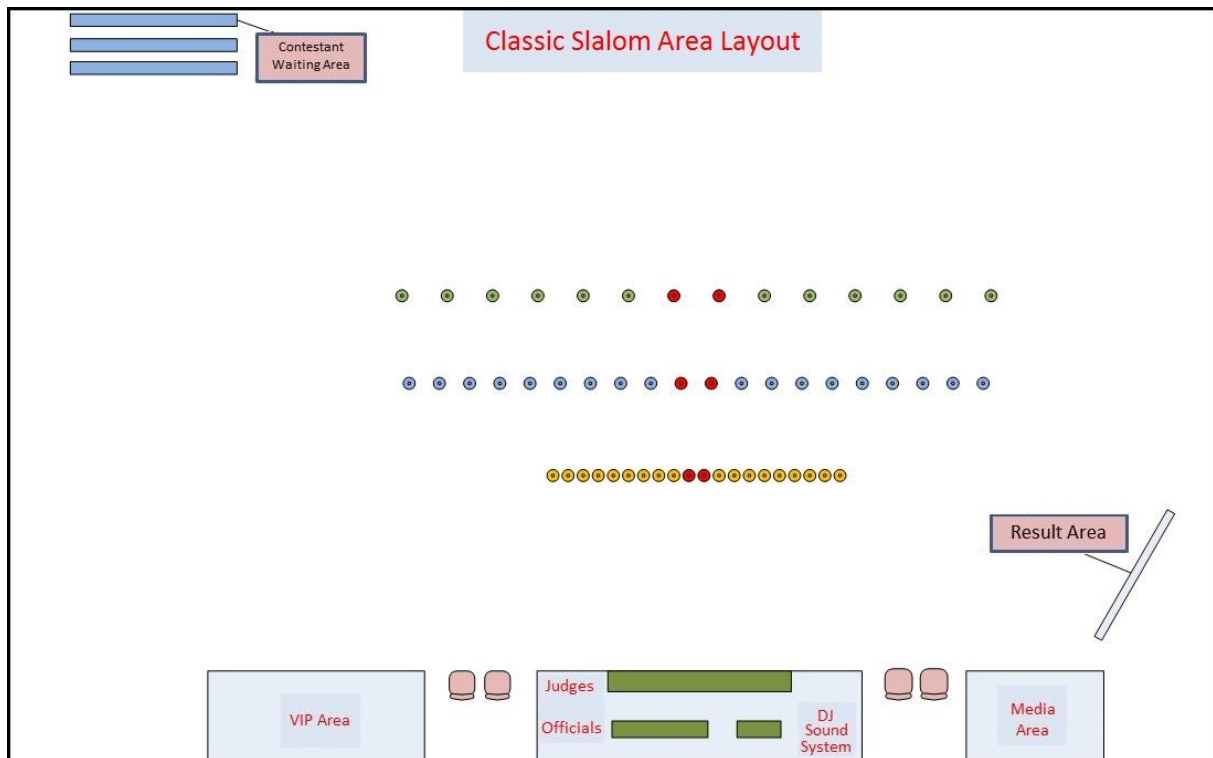
Skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition.

## **5.00 COMPETITION AREA**

- 5.00.01 There are 3 cone lines, with 2 meter between each line.
- 5.00.02 The line order is, starting with the line closest to the judges: 50 cm, 80 cm and 120 cm.
- 5.00.03 The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is only 14 cones.
- 5.00.04 The centre of each line must be aligned with the judges' table.



**FIGURE 2: CLASSIC FREESTYLE SLALOM COMPETITION AREA LAYOUT**



## 5.01 COMPETITION REGULATIONS

5.01.01 There is only one round for Classic Freestyle Slalom, however FIRS Inline Freestyle Technical Committee can have qualification rounds if there is a large number of skaters in a category.

- For qualification rounds, the top skaters are automatically prequalified, and the remaining skaters are split into groups and the chief referee decides the number of prequalified skaters, of qualification groups, and the remaining number of skaters going through to the final rounds.
- The grouping of the qualification round should follow the type of distribution below

**FIGURE 3: EXAMPLE OF CLASSIC FREESTYLE SLALOM QUALIFICATION GROUP MAKING**

TOP 16			
+			
Q1	Q2	Q3	Q4
17	18	19	20
24	23	22	21

This is an example of qualification group distribution in a category of 40 skaters.

The Top 16 are prequalified for the Final Round, and skaters 17 to 40 are distributed into several (e.g. 4) qualification groups. Only the firsts (e.g. first 2) of each qualification group





25	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37

will reach the final (and do their run a second time).  
The Final Round will include the Top 16 and the (e.g. 8) qualified skaters, i.e. 16+8=24 skaters.

- The Qualification Round performance regulations and requirements are the same as for the Final Round.
- The Final Round will include the prequalified top skaters and the skaters who qualified.

- 5.01.02 The sequence order for skaters to start their performance is based on the latest WSSA World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.
- 5.01.03 Skaters must perform in all 3-cone lines of 50 cm, 80 cm, 120 cm and cross every cone interval.
- 5.01.04 Immediately, after one skater has ended their performance, the next skater is called to the competition area for warm-up while the judges are grading the previous competitor
- 5.01.05 Coaches and team leaders can accompany their skaters to the Result Area while waiting for the results to be announced.

## 5.02 TIMING REQUIREMENTS

- 5.02.01 The timing for Classic Freestyle Slalom is 105-120 sec (1 min 45 sec – 2 min).
- 5.02.02 The timing begins when the music starts. The music starts when the skater is ready.
- 5.02.03 The performance ends when the skater indicates that they are finished or when the music stops.

## 5.03 CLOTHING

- 5.03.01 The clothing can reflect the character of the music so long as it is dignified and appropriate for skating.
- 5.03.02 The clothing should not be overly revealing or sexual in nature.
- 5.03.03 Accessories and props are not permitted.



- 5.03.04 If part of a costume is deliberately removed or thrown, then it is considered as a prop.
- 5.03.05 Unclear clothes issues are Head Judge's decision.

## **5.04 PERFORMANCE BEHAVIOUR**

- 5.04.01 Disrespectful (e.g. sexual, violent, insulting) movements or gestures, especially towards the judges, are not appropriate and the skater can be penalised or disqualified.
- 5.04.02 It's strictly forbidden to use racist, political, violent or rude songs or songs that appeals to such things. Skater who violates this will be punished by disciplinary action (losing points, losing ranks, disqualification, financial penalty). Also, if any complaints received after the competition from third parties, same disciplinary actions could be taken against the skater.

## **5.05 GRADING STRUCTURE**

The final result of a skater's performance for Classic Freestyle Slalom is based on two types of grading structure: Technique score and Artistic score. The Artistic scoring is partly dependent on technical skill level

### **5.05.01 Technique Grading**

Technique score is based on the following:

- Difficulty of slalom trick (See Trick Matrix Appendix B). The Technical score is also affected by the "freestyle footwork" performed by a skater. The difficulty, speed and variety of movements performed will lead to a higher technical mark. Basic or simple freestyle footwork will lead to a decrease of the Technical mark. Tricks levels (from Matrix) are mandatory to be followed by Judges in case the tricks are performed a proper way - average speed, 80cm cones line, min 4 cones or 3 turns for spinning moves.
- Variety: Skaters are encouraged to perform and integrate a variety of slalom tricks that include sitting, spinning, wheeling and other tricks, etc.
- The minimum number of validated tricks for the performance



is 8 (in different families and in any proportions), if the skater performs less tricks (or less than 8 successfully performed tricks) - he will be penalised by Judge in Variety mark of Technique.

- Continuity: Tricks should be blended to allow the competitor to move continuously.
- Speed and rhythm: The speed of the skater's slalom affects the technical difficulty of their slalom. Controlled changes in speed indicate good control of the tricks performed.

#### 5.05.02 Artistic Grading

Judges reflects in the Artistic score the "Show" performed by the Skater. Personal ability to make a complete performance with a good combination of body movements (dance elements), freestyle, music, power. All this details should be combined in a common way and have some logic.

The Artistic score should follow the guideline range of: Technique score  $\pm 10$ , and is based on the following:

- **Body Performance:**  
Skaters should show ability to blend body movement into their skating. Skaters should pay attention to their arms, head and body when slaloming.
- **Music Expression:**  
The choice of music should complement, and be consistent with, the skater's skating style. The performance should be choreographed with the music tempo to express the mood, rhythm and speed of the music. Tricks done in time with the rhythm of the music also demonstrate achievement.
- **Trick Management:**  
This criterion is about the placement of tricks within both the music and the cone lines. The choreography should match the breaks and changes in the music. Skaters are also encouraged to place challenging tricks within a line of cones and not only at the ends. All aspects of the performance should be conducted inside the cone lines. The Trick Management score will be reduced if a skater spends too much time outside of the cone lines.



## 5.06 SCORE

The maximum score for the Classic Freestyle Slalom competition is 130 points. There are 2 components to this grading. The Technique score is from 10 to 60 points and the Artistic score is from 0 to 70 points. The final score is rounded off to the nearest decimal to determine the final result.

### 5.06.01 Trick Standard Rating and General Requirements

- The trick standard rating is a base mark for the judges to determine the skater's ability in mastering the trick. It assumes that tricks are performed with smoothness and speed on an 80 cm cone line, as the average execution context.
- The tricks should be executed over a minimum of 4 cones, or 3 spinning rotations.
- Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause.
- Tricks and transitions should be done by the skater clearly and precisely. If a judge has any doubts about trick execution (quality of trick, tapping, number of cones or spins, touching the ground during the jumps, losing trajectory etc) - they will not validate the trick or transition and count only the part which was correctly performed

### 5.06.02 Trick Families and Specific Requirements

- **Sitting tricks:**  
The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.
- **Jumping tricks:**  
The skater's feet should leave the floor
- **Spinning tricks:**  
The skater should have at least one wheel touching the ground when spinning, and remain inside the line during the rotation.
- **Wheeling tricks:**



Tricks that are done in a forward direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground.

- Other tricks:

Do not include sitting, jumping, spinning and wheeling tricks.

## **5.07 PENALTY GRADING**

### 5.07.01 Timing Penalties

If the skater finishes before 105 sec or after 120 sec, they receive a 10-point penalty.

### 5.07.02 Penalties on Moved Cones and Missed Cone Intervals

- Each kicked cone or cone that is moved off its mark enough to reveal its centre point receives a 0.5 point penalty.
- In exceptional cases, whereby the skater kicks a cone out of the cone marking and the cone rolls back within the cone marking, there is no penalty for that cone.
- If a cone is knocked onto another cone, a 0.5 point penalty is awarded for each cone.

Example: If a skater moved a cone - he will receive 0.5 point penalty, if the cone he moved knocks another cone out of its mark, he will receive 1.0 point penalty (0.5 point for each)

- If more than 5 cone intervals are not crossed by the skater, a 5 point penalty will be awarded.

### 5.07.03 Mistake Penalties

Losses of balance, falls or mistakes when performing, are penalised. Losses of balance are penalised by the scoring judges. Falls are penalised by the penalty judge. (See 5.07.06)

- For losses of balance, the penalty range is 0.5 ~ 1.5 points.
- For falling, the penalty range is 2 ~ 5 points.



#### 5.07.04 Performance Interruption

- If the skater stops performing due to external interruption, there is no penalty for the repeat performance. The second performance should start from the beginning and will be judged from the point of interruption of the first performance.
- If the competitor stops performing due to internal interruption, there is a penalty of 5 points for the repeat performance.

#### 5.07.05 Music received after deadline

- If a skater's music is received after the submission deadline, 10 point penalty is awarded.
- If a skater's music is not received before the end of the team leader meeting or, in the case of no team leader meeting, before 6pm local time the day before competition, the skater will not be permitted to compete.

#### 5.07.06 Penalty Judge Reference Chart

FAIL TYPE	PENALTY POINT	DESCRIPTION
Falling	2	Light fall that does not affect the performance.
Impact Falling	5	Heavy fall on the ground.
Performance Time	10	Performance ending before or after allowed time range (105-120 sec).
Performance Interruption	5	Performance interrupted by the skater. Discretion of head judge.
Moved Cones	0.5	For each moved (or kicked) cone
Missed Intervals	5	For more than 5 missed intervals
Loss of Clothing	2	Clothing, including glasses, falling off
Clothing Prop	DQ	Using clothing as prop
Music Penalty	10	Music submitted after the deadline



## **5.08 CONE PICKERS**

- 5.08.01 Cone pickers must wait for the instruction of the penalty judge before replacing the moved cones once the performance has ended.
- 5.08.02 Cone pickers must not wear skates when they are on duty.

## **5.09 RANKING**

- 5.09.01 The final ranking is based on the comparison between each scoring judge's personal ranking and on the victory point system. (See Victory Point Appendix C)
- 5.09.02 The scoring judges' personal rankings are based on their scoring and on the penalties given by the penalty judge, which are directly removed from each personal score.

# **6. PAIR CLASSIC FREESTYLE SLALOM**

Two skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition. Scoring is based on synchronization and music expression as well as technique.

## **6.00 COMPETITION AREA**

The Pair Slalom competition area is the same as the Classic Slalom competition area. (See 5.0)

## **6.01 COMPETITION REGULATIONS**

- 6.01.01 Other than for the sequence order, the rules for Pair Slalom are the same as for Classic Freestyle Slalom (See 5.01).
- 6.01.02 The sequence order is made according to the pair freestyle world ranking.
- 6.01.03 In the case of World or Continental Championships, both skaters must represent the same nation.
- 6.01.04 Each pair will be given a ID for the Pair World Ranking.





## **6.02 TIME REQUIREMENT**

- 6.02.01 Other than for the duration, the timing requirements for Pair Slalom are the same as for Classic Freestyle Slalom (See 5.02).
- 6.02.02 The timing for Pair Slalom is 160-180 sec (2 min 40 sec – 3 min).

## **6.03 CLOTHING**

The rules for clothing are the same as for Classic Freestyle Slalom (See 5.03).

## **6.04 PERFORMANCE BEHAVIOUR**

The rules for performance behaviour are the same as for Classic Freestyle Slalom (See 5.04).

## **6.05 GRADING STRUCTURE**

The final result of a competitor's performance for pair slalom is based on three types of grading structure: Technique score, Artistic score and Synchronization score. Both the Artistic and Synchronization scores are partly dependent on technical skill level.

### **6.05.01 Technique Grading**

The rules for the technique score are the same as for Classic Freestyle Slalom (See 5.05.01).

### **6.05.02 Artistic Grading**

The rules for the technique score are the same as for Classic Freestyle Slalom (See 5.05.02).

### **6.05.03 Synchronization**

- The performance of the two skaters should have the same body coordination and timing, performing the same movements in the same direction. Variations are possible: e.g. heel/toe, forward/backward, left/right.



- Mirror synchronization is not judged as part of the synchronization score. It is included in the artistic score.

## **6.06 SCORE**

The maximum score for the Pair Classic Freestyle Slalom competition is 200 points. There are 3 components to this grading. The maximum Technique score is 60 points, the maximum Artistic score is 70 points and the maximum synchronization score is 70 points. The final score is rounded off to the nearest decimal to determine the final result.

6.06.01 The technique score is based on the lower-skilled competitor.

## **6.07 PENALTY GRADING**

The penalty grading is the same as for Classic Freestyle Slalom (See 5.07.06).

## **6.08 CONE PICKERS**

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 5.08).

## **6.09 RANKING**

The rules for the final ranking are the same as for Classic Freestyle Slalom (See 5.09).



## 7. SPEED SLALOM

Competitors skate through a line of cones as fast as possible on one foot

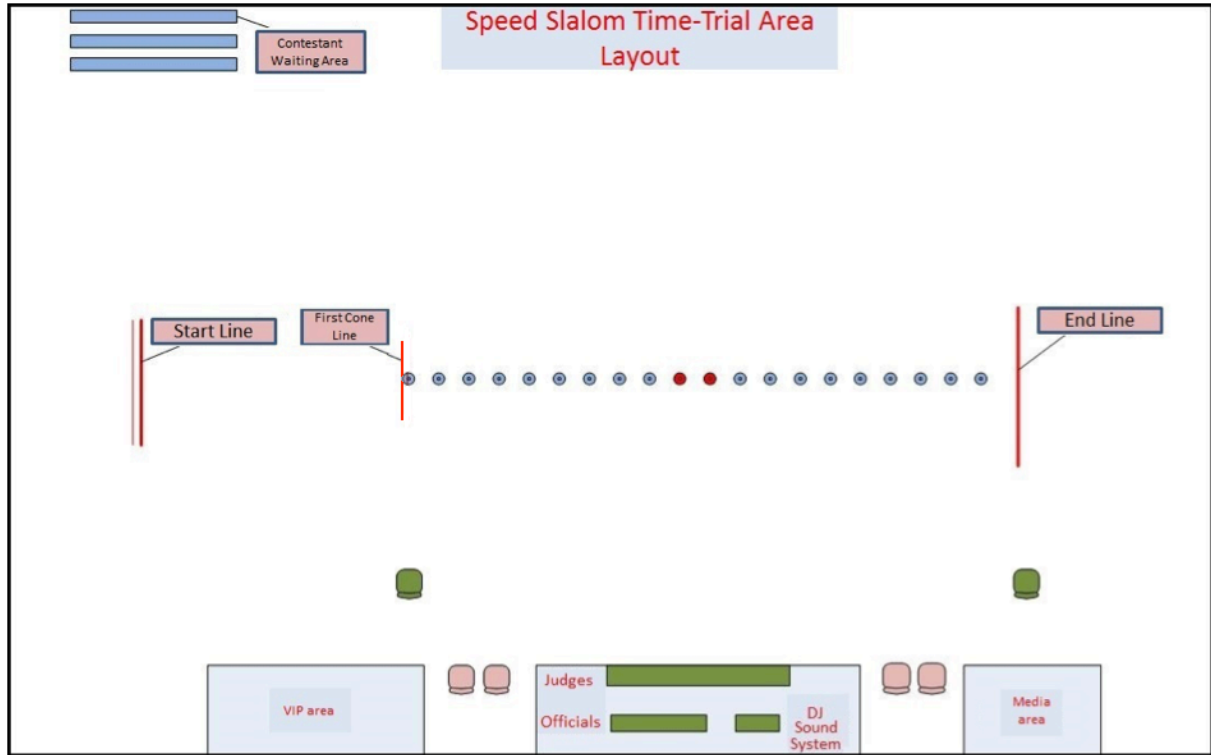
### 7.00 COMPETITION AREA

All calculations are made from the centre of the cone lines

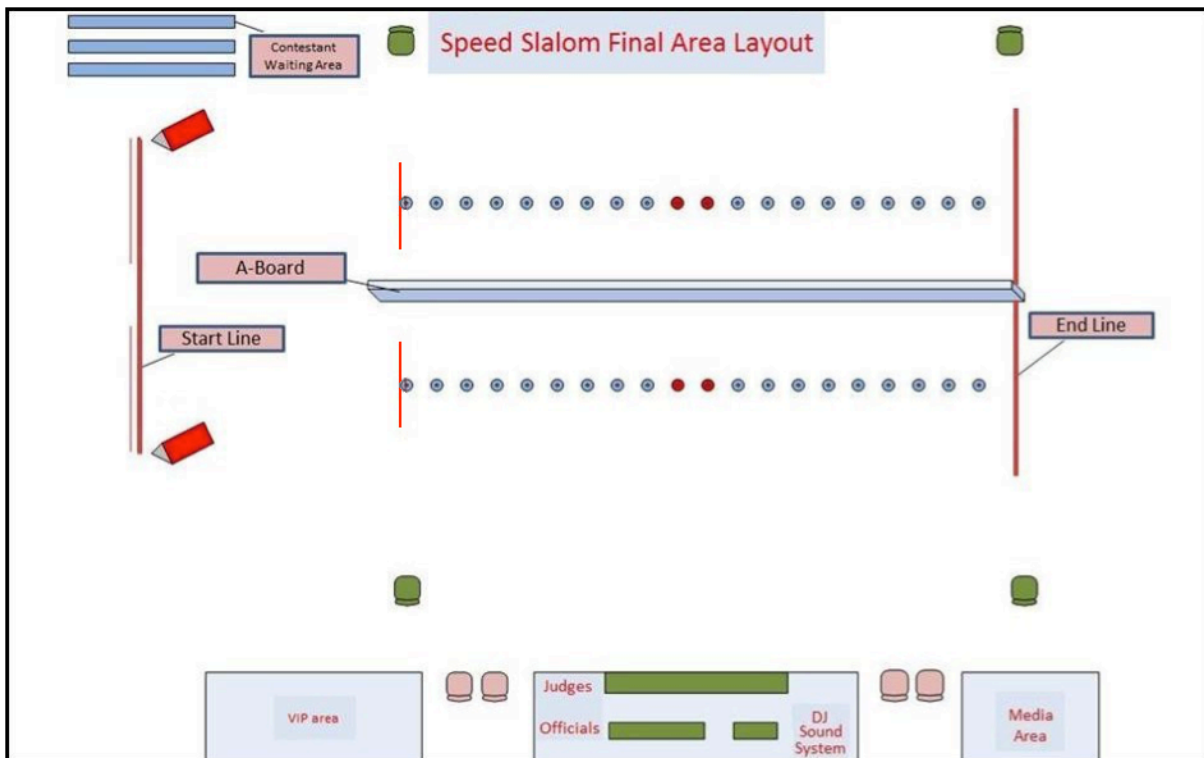
- 7.00.01 There are 2 lines of 20 cones, spaced at 80 cm intervals. The cone lines are placed 3 meters apart.
- 7.00.02 There must be a divider placed at equal distance between the 2 cone lines with a minimum length of 15.2 m, and height between 15 and 20 cm.
- 7.00.03 There are 2 parallel start lines, placed 40 cm apart. Each skater starting point is marked by a 2 m wide box (See Figure 5).
- 7.00.04 The first cone is placed 12 m away from the closest start line. The end line is placed 80 cm from the last cone (See Figures 4 & 5).
- 7.00.05 The total length of each cone line is calculated as:  $12 + (19 \times 0.8) + 0.8 = 28\text{m}$
- 7.00.06 Electronic chronometer must be used for both qualifying rounds and final rounds.
- 7.00.07 During qualifying rounds, the start line gate sensors must be set 40cm (+/- 2cm) above ground and finish line gate sensors also must be set 20cm (+/- 2cm) above ground.
- 7.00.08 During the final rounds, there is no start line gate sensor and the finish line gate sensors must be set 20cm (+/- 2cm) above ground.



**FIGURE 4: SPEED SLALOM COMPETITION AREA LAYOUT: QUALIFYING PHASE (TIME TRIALS)**



**FIGURE 5: SPEED SLALOM COMPETITION AREA LAYOUT: FINAL PHASE (KO SYSTEMS)**



## **7.01 COMPETITION REGULATIONS**

Speed Slalom is structured in two phases: A qualifying phase, based on individual time trials, and a final phase (KO Systems), based on grouping for the knockout.

### **7.01.01 Qualifying Phase (Time trials)**

There are two free start runs (tries) per skater. Only the best run out of the two is taken into account for the qualification ranking. The skaters with the best times are qualified for the final phase.

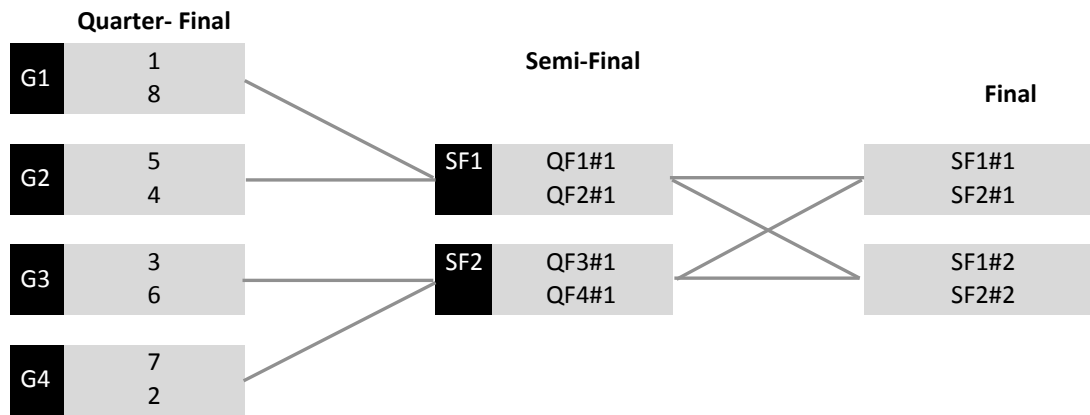
- The sequence order for the skaters' first runs is based on the latest WSSA World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.
- The sequence order for the skaters' second runs is based on the first run ranking, beginning with the lowest ranked. Non-ranked skaters (no time) are added randomly at the beginning of the list and perform first.
- Depending on the number of skaters and at the head judge's discretion, the top 4, 8, 16, 32 or 64 skaters are qualified for the final phase. (See Figures 6.a and 6.b)

### **7.01.02 Final Phase (KO Systems)**

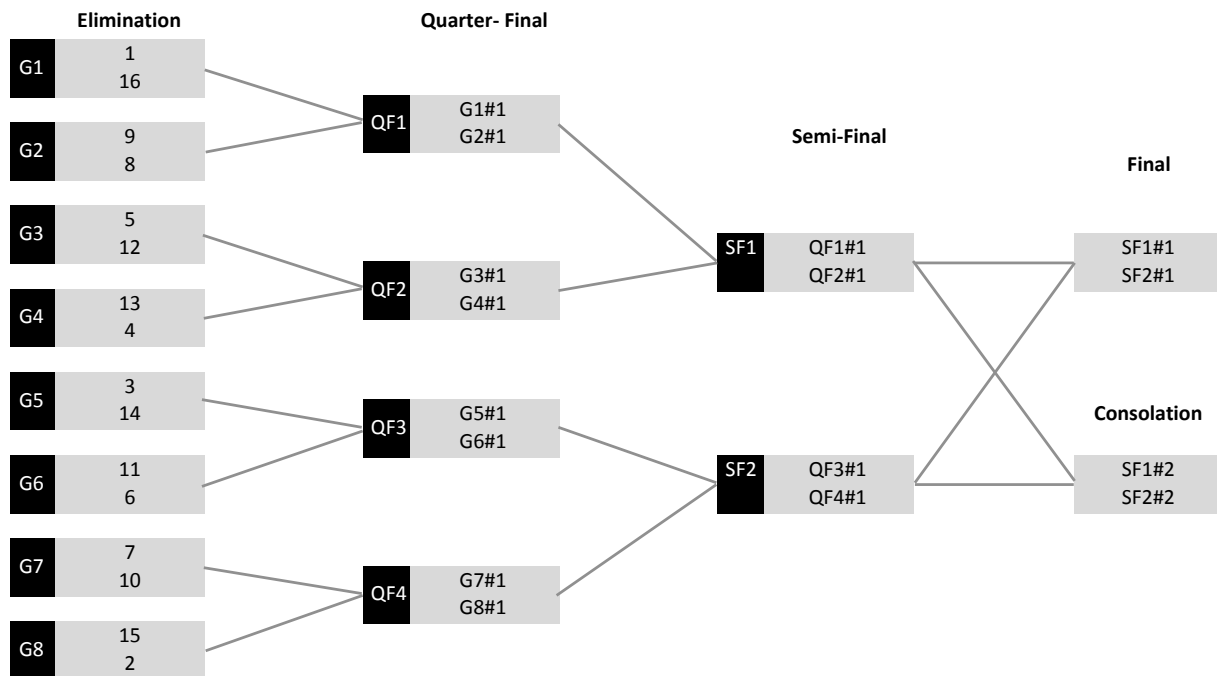
- The qualified skaters are grouped by two as following: first qualified against last qualified, second against second to last, etc. (See Figures 6.a and 6.b) The first skater to win 2 runs goes through to the next round, the other is knocked out.



**FIGURE 6.a: KO SYSTEM GROUPING TOP 8**



**FIGURE 6.b: KO SYSTEM GROUPING TOP 16**



- If a qualified skater gives up without any valid reason, his result is void and the remaining skater of the group goes through to the next round.
- If there is no winner in a group after 5 runs, the best ranked skater at the qualifications is declared winner and goes through to the next round.
- At the end of the Semi-Final Round, the winners of each Semi-Final group compete for places 1 and 2 in the Final Round, after the two other skaters have competed for places 3 and 4 in a Consolation Final.

## **7.02 SPEED SLALOM REQUIREMENTS**

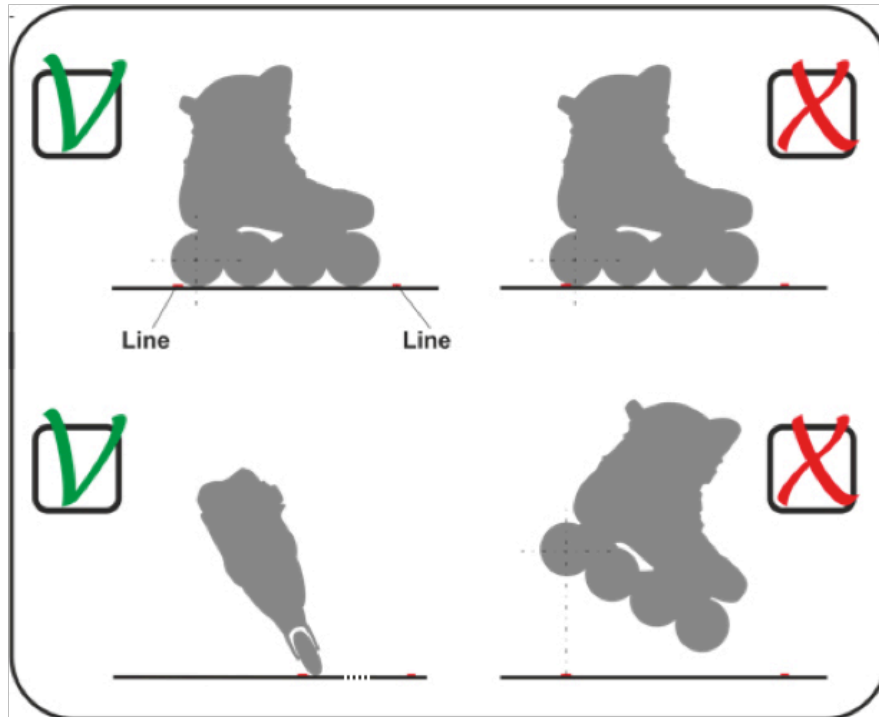
### **7.02.01 Start and Start Command**

1. Qualifying Phase (Time Trials)
  - The start command for a free start qualification run is: “On Your Marks” followed by “Ready”
  - The skater must start their run within 5 sec after the start command “Ready”, or they will be subjected to a false start warning. In the case of two consecutive false starts, the run is declared void.
  - The skater’s front foot must be within the starting box (40cm x 2m) and no part of it, wheels included, should touch the front and back starting lines. Parts of the back foot may touch the back starting line. Both skates and parts of these must touch the ground. The first movement forward of the skate must pass the starting line. The oscillation of the skater’s body is allowed.





**FIGURE 7: SKATER'S FRONT FOOT POSITION IN STARTBOX**



2. Final Phase (KO System)

- The start command process for a run of the Final Phase is: “On Your Marks. Set. [Beep Signal]”
- “On your marks”: The skaters should get ready and pick a starting stance within 3 sec, or they will be given a false start warning.
- “Set”: No move or body oscillation is allowed after the “Set” command, or the skater will be given a false start warning.
- Start Signal (“Beep”): The skaters must wait for the start signal (“Beep”) to go, or they will be given a false start warning.
- The skater’s front foot must be within the starting box (40cm x 2m) and no part of it, wheels included, should touch the front and back starting lines. Parts of the back foot may touch the back starting line. Both skates or parts of these must touch the ground and must not be rolling.

#### 7.02.02 Entering the cone line

A line, perpendicular to the cones and level with the front edge of the first cone, marks the end of the speed-up area and the beginning of the slaloming area.

- Skaters must enter the cone line on one foot. (See 4.4.2). It is allowed to be on one wheel during the run and a skater cannot be penalised for this.

#### 7.02.03 End Line

Skaters must cross the end line with their supporting foot with at least one wheel touching the ground.

### 7.03 PENALTY GRADING

#### 7.03.01 Start line Penalties

- If a skater does not freeze within 3 sec after the “On your marks” command, they will be given a false start warning.
- After the “Set” command, no movement or body oscillation is allowed, or a false start warning will be given.
- If a skater starts before the start signal (Beep), they will be given a false start warning.
- If a skater makes two false starts (on the same run), they will be disqualified for the run.

#### 7.03.01 First Cone Penalties

- If a skater is not on one foot when entering the cone line, the first cone is considered a missed cone and they will be given a first cone penalty.
- If a skater is not on one foot when passing the second cone, they will be given a missed cone penalty in addition to the first cone penalty.



- If a skater is not on one foot when passing the third cone, the run will be void and no time will be given.

#### 7.03.02 Slaloming Penalties

- If a skater changes foot or if their free foot touches the ground before the end line, their run will be void and no time will be given.

#### 7.03.03 End Line Penalties

- If the end line is not crossed at first by the supporting foot, the run will be void and no time will be given.
- It is forbidden to jump over the end line. If so, the run will be void and no time will be given. It's allowed to jump before the end line if skater landed before the finish line.

#### 7.03.04 Cone Penalties

- A penalty of +0.2 sec for each missed and kicked cone will be added to the skater's time.
- A cone for which the marking centre is revealed is considered a kicked cone and a +0.2 sec penalty will be added to the skater's time.
- Moved cones for which the marking centres are not revealed are not penalized.
- In the special case a moved cone rolls back into its cone marking, covering its centre, no penalty will be added.
- If a moved cone knocks another cone, both cones will receive a +0.2 sec penalty. Example: If a skater moved a cone - he will receive +0.2 sec penalty, if the cone he moved knocks another cone out of its mark, he will receive +0.4 sec penalty (+0.2 sec for each)
- If a skater has more than 4 cone penalties, his run will be void and no time will be given. For small scale competitions, the number of cone penalties leading to the run's disqualification is at the discretion of the head judge



## **7.04 CONE PICKERS**

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 5.08).

## **7.05 RANKING**

### **7.05.01 Qualifying Phase (Time Trials) Ranking**

- The final ranking of the qualifying phase is based on the best time of skaters, out of their two runs.
- In case of a tie, the second qualification runs will be used to decide between the skaters. In case of a tie on both qualification runs, the skaters Speed Slalom World Rankings will be used to decide them. In case of a tie (no world ranking), the qualification should be decided by coin tossing.

### **7.05.02 Final Phase (KO System) Ranking**

- Places 1 and 2 go to the skaters who reached the Final Round. They are determined according to the results of the Final Round.
- Places 3 and 4 go to the skaters who reached the Semi-Final Round but did not go through to the Final Round. They are determined according to the results of the Consolation Final.
- Places 5 to 8 go to the skaters who reached the Quarter Final Round but did not go through to the Semi-Final Round. They are ranked according to their best time at the qualifying phase.
- Places 9 to 16 go to the skaters who reached the Eighth Final Round but did not go through to the Quarter Final Round. They are ranked according to their best time at the qualifying phase. etc.
- On the final ranking table, the results of the skaters who qualified for the final phase will be indicated with their best times of both the qualifying and final phases. Skaters who did not qualify for the final phase will be indicated with their best qualification time.



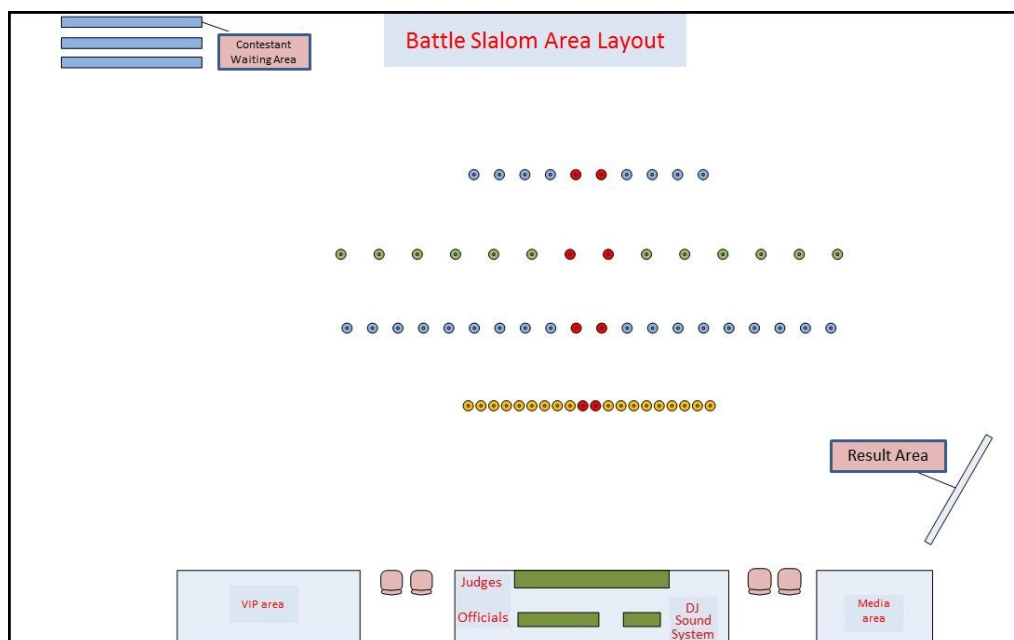
## 8. BATTLE FREESTYLE SLALOM

Skaters compete in small groups of 3 or 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters.

### 8.00 COMPETITION AREA

The Battle Freestyle Slalom Competition Area is the same as that of Classic Freestyle Slalom with an additional line of 10 cones with a 80 cm spacing, placed 2 m apart from the 120 cm cone line (See 5.00 & Figure 8)

**FIGURE 8: BATTLE FREESTYLE SLALOM COMPETITION AREA LAYOUT**



### 8.01 COMPOSITION OF GROUPS

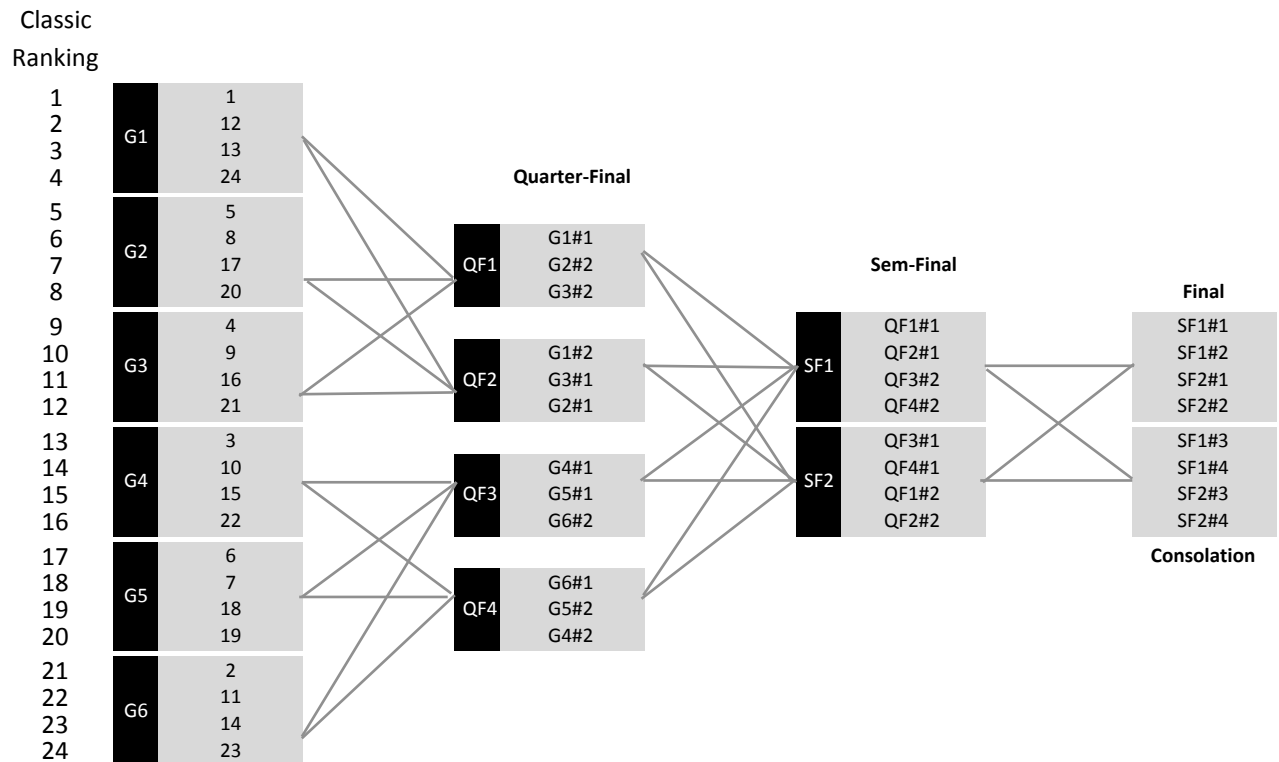
- 8.01.01 Groups are calculated according to the latest WSSA Freestyle World Ranking. Each skater is ranked in the list according to their wssa freestyle world ranking. Non-ranked skaters are added randomly at the end of the list.



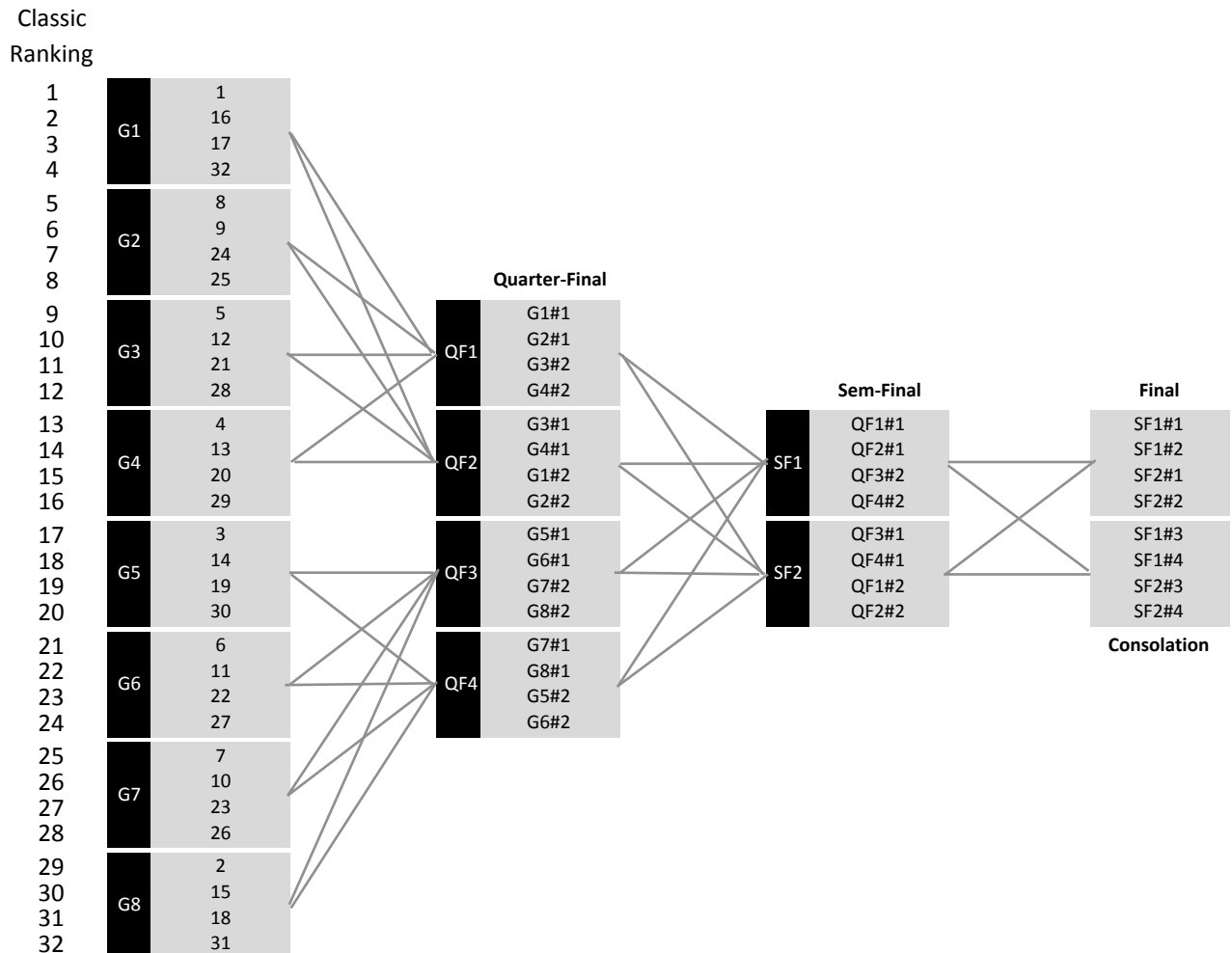
8.01.02 Each group has a minimum of 3 skaters and a maximum of 4 skaters.

8.01.03 The number of groups depends on the number of skaters. They are organized as following: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figures 9.a & 9b)

**FIGURE 9.a: BATTLE GROUPING DIAGRAM 24**



**FIGURE 9.b: BATTLE GROUPING DIAGRAM 32**



## 8.02 COMPETITION REGULATIONS

8.02.01 The skaters of a group have the same number of runs and perform one by one. Each run lasts 30 sec. The countdown starts when the skater enters the first cone, and the judges stop judging after exactly 30 sec.

- The number of runs in a group varies: Up to Quarter-Final Rounds, skaters may have 2 or 3 runs at the discretion of the head judge. In Semi-Finals, skaters have 3 runs each. In Consolation Final, skaters have 2 runs and 1 last trick each. In Final, skaters have 3 runs and 1 last trick each (See 5.4).



- The skaters of the first group are called for warm-up on the competition area (1-5 min).
- In the meantime, the MC presents the skaters and announces their order to go within the current group.
- Before each run, skaters must wait for the MC to allow them to go.
- The DJ is in charge of the music. Skaters are not allowed to choose their music.

8.02.02 During the runs:

- Skaters may do whatever they want. It is not compulsory to use each line or skate each cone.
- Only the performances of the current round are taken into account. The performances of the previous rounds are not taken into account.
- If the time is not displayed on a screen, the MC must inform the skaters about the time left: 20, 10, 5 sec.

8.02.03 After the runs at the end of the group:

- Skaters must wait for the results in the Result Area.
- During the judges' deliberation, the MC calls the skaters of the next group for warm-up.
- When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.
- In case of a tie, see 8.04.

8.02.04 In the Final Round:

- At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The





two last ranked of each group will compete for places 5 to 8 in the Consolation final

- In the Final only, the finalist skaters choose their order to go as following: the best ranked at the wssa freestyle world ranking chooses first out of the 4 available places (1, 2, 3 or 4), the second best-ranked skater chooses out of the 3 remaining places, the third best-ranked skater chooses out of the 2 remaining places, the fourth skater gets the last place available.

### **8.03 BEST TRICK AND LAST TRICK**

#### **8.03.01 Best Trick:**

At any round, in case of a tie between two skaters, a Best Trick may be asked by the judges.

- A Best Trick consists of one single trick repeated as many times as possible.
- The judges' final decision is based on the Best Trick performance only, regardless of the previous runs performed by the concerned skaters during the round.

#### **8.03.02 The Best Trick procedure is as following:**

- The order to go is drawn by the main judge. The winner of the toss chooses the order.
- Each concerned skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.
- Once the Best Tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

#### **8.03.03 The Last Trick is a supplementary run added in the Consolation Final and Final Rounds.**



- A Last Trick consists of one single trick repeated as many times as possible.
- The sum of the runs and the last trick is taken into consideration by the judges for the ranking of the group.

8.03.04 The Last Trick procedure is as following:

- The order to go is the same at that of the runs.
- Each skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

## **8.04 TECHNIQUE REQUIREMENTS**

8.04.01 Tricks Standards and General Requirements.

- A trick = slalom move normally performed on a cone line which can be identified by the Judge. The tricks can be executed on any number of cones, but minimum number of cones for the trick to be validated by Judge without any penalties - 4 cones (or 3 spinning rotations).
- Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause to be validated.

8.04.02 The trick families are also taken into account by Judges. It's not mandatory for the Skater to use all the tricks families but the judges compare not only tricks quality, length, speed, clearness etc., but also a variety to compare the skaters in a group.

- Sitting tricks:

The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.

- Jumping tricks:

Both skaters' feet should leave the floor together.

- Spinning tricks:



The skater should have at least one wheel touching the ground when spinning, and remain inside the cone line during the rotation.

- Wheeling tricks:

Tricks that are done in a forward direction, whether frontwards or backwards, and inside the cone line, with only one wheel touching the ground.

- Other tricks:

Do not include sitting, jumping, spinning and wheeling tricks.

8.04.03 Judges cannot consider "attempts" of tricks or transitions like a trick, but just as a missed trick or not count at all if not performed fully or not landed properly.

8.04.04 The performances of the skaters within a same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision. The judges base their ranking on technical criteria:

- Quantity and Quality:

The difficulty of a trick is assessed according to its number of repetitions as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A trick with less repetition but with a mastered exit will be preferred to a slightly longer trick from which the skater exits in collapsing (the number of cones performed is also taken into account in the comparison). A trick is considered as inside the line if a wheel crosses either of the lines parallel to the side edges of the cones

- Continuity and Flow:

Tricks with controlled starts and exits as well smooth transitions between the different phases of the lines.

- Trick variety:

Performing a wide range of tricks shows a more complete technical achievement than just focusing on one skill.

- Footwork and Linking:

Integrating a trick into footwork shows a higher technical achievement of the trick itself than doing the same trick with no



footwork introduction or exit. The complexity of the footwork itself is also taken into consideration.

## **8.05 PENALTIES**

8.05.01 There is no penalty given for failing a trick, kicking cones, losing balance or falling. However, they downgrade the technical quality of the skater's performance.

8.05.02 Kicked or missed cones:

- Kicked and missed cones during a trick are not taken into account. e.g. 2 cones kicked out of an 8-cone trick = 6-cone trick.
- Likewise, performances on previously kicked cones will not be taken into account.

8.06.01 Falls:

In case of a fall, the trick performed will only be taken into account until the skater's loss of balance.

8.06.02 Repetition:

If a same trick is performed several times in the same round, only the best attempt will be taken into consideration. A same trick or similar tricks repeated several times in the same round lowers the appreciation of a skater's variety.

## **8.06 CONE PICKERS**

8.06.01 Cone pickers must replace all cones on their markings after each run.

8.06.02 Cone pickers must ensure that the area is clear before and during each run.

8.06.03 Cone pickers must not wear skates when they are on duty.



## 8.07 RANKING

8.07.01 The ranking of each group is made by common decision of the judges.

- If all the judges agree with the group ranking, it is validated without deliberation and immediately announced by the MC (See 5.3.4.3).
- If all the judges do not agree with the group ranking, they deliberate until they come up with a common agreement.
- If the judges do not come up with a common agreement, the majority wins (2 vs. 1 decision). To be specified by the MC at the result announcement.
- If the judges cannot decide between two skaters, they may ask for a Best Trick (See 5.4).

8.07.02 The final ranking of the competition goes as following:

- Places 1 to 4 go to the skaters who reached the Final Round. They are determined according to the results of the Final Round.
- Places 5 to 8 go to the skaters who reached the Semi-Final Round but did not go through to the Final Round. They are determined according to the results of the Consolation Final.
- The 4 skaters who ranked 3rd of their respective Quarter Final Groups get the overall 9th place. The 4 skaters who ranked 4th of their respective Quarter Final Groups get the overall 13th place.
- The 8 skaters who ranked 3rd of their respective Eight Final Groups get the overall 17th place. The 8 skaters who ranked 4th of their respective Eighth Final Groups get the overall 17th place, etc



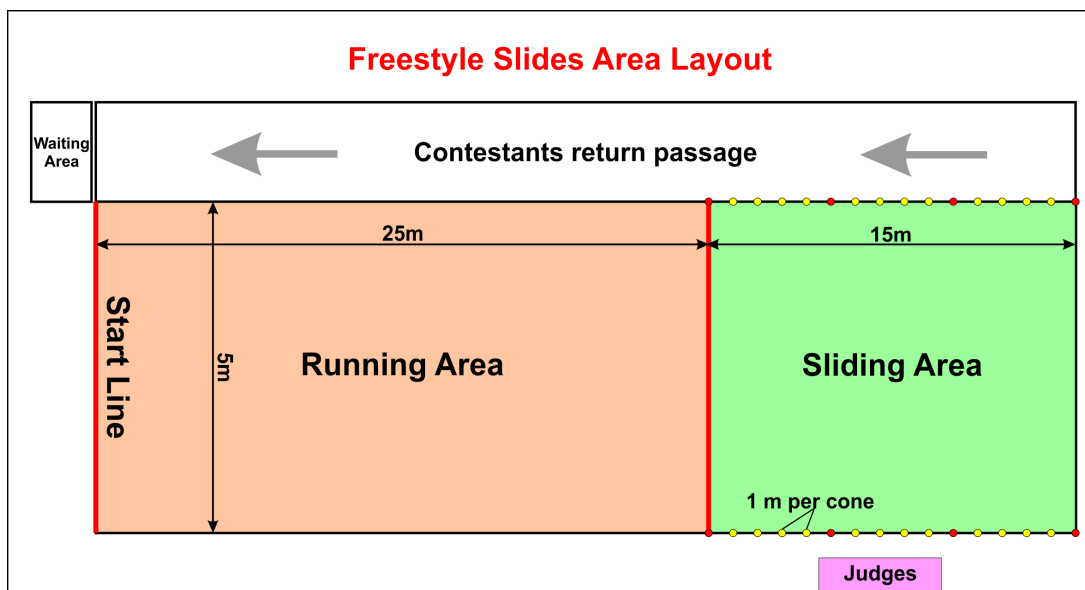
## 9. FREESTYLE SLIDES (BATTLE FORMAT)

Skaters compete in small groups of 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters.

### 9.00 COMPETITION AREA

- 9.00.01 The surface of the Competition Area should be appropriate for sliding: flat and smooth, without holes or bumps.
- 9.00.02 The judges' tables are placed facing the execution area. They should be at least 1 m away from the competition area.
- 9.00.03 The Competition Area should be of minimum 40 m long by 8 m wide, (width may be reduced depending on the venue size and is subject to Head judge's decision) including:
- A Speed-up Area of 25 m between the start line and the slide area line, for the competitor to accelerate in order to execute the trick.
  - A Slide Area of 15 m delimited on both sides by lines of cones, placed 1 m apart from one another in order to indicate the 1 m distance marking

**FIGURE 10: BATTLE FREESTYLE SLIDES COMPETITION AREA LAYOUT**



## **9.01 COMPOSITION OF GROUPS**

- 9.01.01 Groups are calculated according to the latest wssa slide world ranking. each skater is ranked in the list according to their wssa slide world ranking. Non-ranked skaters are added randomly at the end of the list.
- 9.01.02 In a event whereby majority of the skaters do not have world ranking. There will be prequalifying rounds for the grouping. Each skater will be group according to their results If time permits, skaters are allow 2 runs, taking the best results for final grouping. If times do not permit, skaters are only allowed one run, taking the result for grouping.
- 9.01.03 Each group has a minimum of 3 skaters and a maximum of 4 skaters.  
There may exceptionally be 5 skaters in a first round group.
- 9.01.01 The number of groups depends on the number of skaters. They are organized as following: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figures 8.a & 8.b of 5.2)

## **9.02 COMPETITION REGULATIONS**

- 9.02.01 The skaters of a group have the same number of runs and perform one by one.
- The number of runs in a group varies:  
Up to the Final Round, skaters have 4 runs each. In Final, skaters have 5 runs each
- 9.02.02 The skaters of the first group are called for warm-up on the competition area (1-5 min).
- In the meantime, the MC presents the skaters and announces their order to go within the current group.
  - Before each run, skaters must wait for the MC to allow them to go.
- 9.02.03 During the runs:
- Skaters may do single slides or slide combinations. There is no limitation (See 9.04).
  - The 3 best runs (out of 4) of each skater are taken into account.



- In Final, the 4 best runs (out of 5) of each skater are taken into account.
- The performances of the previous rounds are not taken into account
- The dismissed slide is used in the event of a tie.
- Only slides performed into the Slide Area are taken into account.
- Only the distance slid inside of the Slide Area is taken into account.
- Slides that continue outside of the Slide Area are treated as incomplete slides, and can be penalized by the Judges - only the section inside the Slide Area will be counted and a lower value will be granted.

9.02.04 After the runs at the end of each group:

- During the judges' deliberation, the MC calls the skaters of the next group for warm-up
- When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.
- In case of a tie, see 9.03

9.02.05 In the Final Round:

- At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last ranked of each group will compete for places 5 to 8 in the Consolation final.
- In the Final only, the finalist skaters choose their order to go as following: the best ranked skater at wssa slide world ranking chooses first out of the 4 available places (1, 2, 3 or 4), the second best-ranked skater chooses out of the 3 remaining places, the third best-ranked skater chooses out of the 2 remaining places, the fourth skater gets the last place available.





## **9.03 BEST SLIDE**

9.03.01 At any round, in case of a tie between two skaters, a Best Slide may be asked by the judges.

- A Best Slide consists in one single slide or a combination of slides (See 6.5)
- The judges' final decision is based on the Best Slide performance only, regardless of the previous runs performed by the concerned skaters during the round.

9.03.02 The Best Slide procedure is as following:

- The order to go is drawn by the main judge. The winner of the toss chooses the order.
- Each concerned skater has a maximum of 2 consecutive attempts. Only the best attempt is taken into consideration.
- Once the best tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

## **9.04 TECHNIQUE REQUIREMENTS**

The performances of the skaters within a same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision.

The judges base their ranking on technical criteria:

9.04.01 Length and Quality:

The difficulty of a trick is assessed according to its length as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A shorter trick but with a mastered exit will be preferred to a longer trick from which the skater exits in collapsing.



- The minimum length for a single slide is 2 m.
- A Slide Combination (combo) consists in 2 or more single sliding tricks combined with transitions into 1 slide. In combo, the minimum length of each slide is 2 m and the transition distance must not exceed 1 m.

9.04.02 Continuity and Flow:

Tricks with controlled starts and exits as well smooth transitions for combos between the different slides.

9.04.03 Body management with a mastered use of the upper body.

9.04.04 Trick variety:

Performing a wide range of tricks shows a more complete technical achievement than just focusing on one skill.

Skaters must show slides from a minimum of two families.

## **9.05 PENALTIES**

9.05.01 In the case of tripping or falling, the slide is considered void.

9.05.02 If both hands of a skater touch the ground, the slide is considered void.

9.05.03 If one hand touches the ground, the slide is taken into consideration and the technical quality is downgraded.

9.05.04 If a skater repeats several times the same slide during a round, only the best attempt will be taken into account.

## **9.06 RANKING**

The ranking of Slides Battle follows the same organization as that of Freestyle Battle (See 8.07).

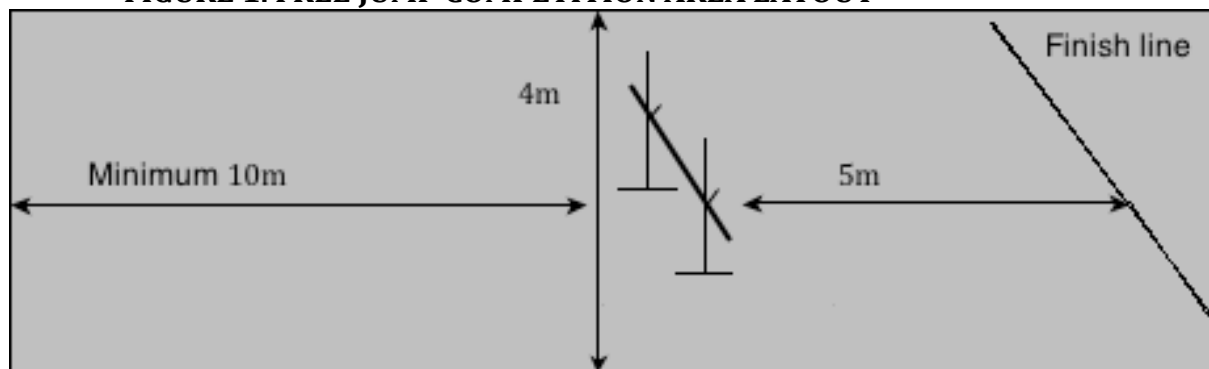


## 10. FREE JUMP (DEMO SPORT)

Skaters have several attempts to jump as high as possible over a bar.

### 10.00 AREA AND EQUIPMENT

**FIGURE 1. FREE JUMP COMPETITION AREA LAYOUT**



#### 10.00.01 Equipment

The minimum necessary equipment is two poles graduate from 0.4 m to 1m70 and a bar of 3 meters long. It is strongly recommended to have spare bars in case for replacement if necessary.

A finish line must be drawn (tape) 5m after the bar.

### 10.01 COMPETITORS

#### 1.01.01 Protective Gears.

There is no protective gear compulsory. Wrist guards are strongly recommended.

### 10.02 COMPETITION REGULATIONS

The sequence order for the skaters is based on the reverse order of the latest world ranking published.

#### 10.02.01 Regulations

- The competitor will jump over a bar, they can try 2 to 3 times to jump over the bar (according to the head judge decision), and if



they successfully performed a jump - they can continue to the next round. The competitor can also decide not to jump a bar of jump, waiting for the next step (skip the height).

- If the bar after the jump falls or if the competitor goes under the bar of jump, the competitor fails the jump.
- If he jumps over and lands without falling, without touching the floor with his hand or his knee, or any other part of his body, the competitor succeeds. The jumper must cross the finish line to validate his attempt. If the skater falls after the finish line, the attempt will be validated. If the skater falls before, the attempt will be consider as a fail.
- If the competitor fails his last try, he is out of the competition.
- The competition starts at different height for women and for men. The Head judge will decide the height of the first bar according to the context (time, category... )

10.02.02 Women : ...70cm / 80cm / 90cm / 95cm / 100cm / 105cm / 110cm and so on...

Men : ...90cm / 100cm / 110cm / 115cm / 120cm / 125cm / 130cm and so on...

- When only 3 skaters are left, the skaters shall choose their height in consultation one to each other. If no decision has been taken between the final athletes the lowest height requested will be placed. The minimum will be 2cm more than the previous height.
- A skater, who unreasonably delays making a trial, renders him liable to have that trial disallowed and recorded as a failure. It is a matter for the Judges to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the skater that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment.
- If the skater subsequently decides not to attempt a trial, it shall be considered a failure once that period allowed for the trial has elapsed. No additional time will be allowed for further adjustment. If the time allowed elapses after an athlete has started his trial, that trial should not be disallowed.



### **10.03 Ties**

Ties shall be resolved as follows for places 1 to 3:

- The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.
- If the tie still remains, the athlete with the lowest total of try shall be awarded the higher place.
- If the tie still remains, the athlete who has the higher first fail jump shall be awarded the higher place.
- If the tie still remains, the jumpers have an additional jump. Each jumper has one attempt. The bar is then alternately lowered or raised 2cm by 2 cm until only one jumper succeeds at a given height.
- Athletes so tying must jump on each occasion when resolving the tie.
- Ties shall be resolved as follows from the 4<sup>th</sup> place and other places after:
  - The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.
  - If the tie still remains, the athlete with the lowest total of try shall be awarded the higher place.
  - If the tie still remains, the athlete who has the higher first fail jump shall be awarded the higher place
  - If the tie still remains, the athletes will have the same ranking.



## APPENDIX A: COMPETITION EQUIPMENT LIST (See 1.9)

Note: The list shows all possible equipment needed for your competition and the organization of it.

No.	Description	Quantity	Remark	Needed	In-Charge	Conf.
1	Sound System	1 set	With mixer, mixer, etc., which can play MP3, and connect a computer to play			
2	Microphone	2 or more	Wireless microphone, can cover the entire stadium			
3	Audio adapter cable	1 set	MP3 / Computer audio cable kit			
4	Long audio cable	1 pc	Allows judges direct access to the audio system			
5	Audio Player	2 set	Laptop, or iPad, music player, second alternate.			
6	Walkie - Talkie	7 pcs	Small portable radio link (receiver and transmitter) including charger with headphones			
7	Laser Printers	1	Printer drivers			
8	Printer cartridges	1				
9	Power extension cables		50 meters is recommended to bring a cylindrical reel			
10	Power Supply Board	2				
11	First-aid station		First-aid kit or first-aider			
12	Judges Tables	8 to 10	Single desk length of at least 1.2 m			
13	Table Cloth		Judges tables			
14	Judge Chair	25	Judges, check-in area and cone pickers			
15	Canopy Tent	4	Outdoor events, each 3 * 3 m			
16	Auditorium					
17	Check-In signage	1				
18	Result bulletin board	1				
19	Measuring tape	1	30 to 50 meters			
20	Stopwatch	2 pcs				
21	Hand flag	4	2 red, 2 white			
22	Whistle	1				
23	Yellow & Red card	4	Similar to soccer, Yellow / Red			
24	Cones	8set	Each set of 20, 2 sets of 4 colors each with distinct color to competition floor.			
25	Adhesive tape	100m	For starting line and finish line use, self-adhesive non-slippery surface.			
26	Safety tapes		Isolators, 50 m			
27	Water-based markers	3	Competition area markings			
28	Chalk	lbox				
29	Writing pen	15				
30	Clip Board	8				
31	Cone Stickers	150	Round stickers, diameter 7.7cm, center hole 0.7cm (hollowed or transparent).			
32	A4 Paper	3pkts				
33	Big envelope	30	Able to fit A4 size paper			
34	Stationery	1 set	Transparent glue, scissors, staplers, staples.			
35	Laptop	1	Windows systems, for speed slalom and Battle.			
36	Drinking water		Judges			
37	Speed Slalom lane divider		15 ~ 20cm high. Total length of 16 meters. / 			
38	Speed Slalom lane sign	4pcs	30cm high, 25cm long. / 1			
39	Result area Backdrop		About 3 m * 3 m			
40	Result area		4-place sofa or 4 chairs			
41	Chorometer		Speed Slalom			
42	Big Screen or Tv		Large size, can be connected to a computer, for Battle and speed slalom timer.			
43	Resting Bench		Available seating 20 to 30 people			
44	Gymnastics mats		Indoor use, speed slalom for wall cushion.			



45	Trash bins (bags)	2pkts			
46	Mop	3	Absorbent mop		1 of 2
47	Badge lanyards		Judges, staff, athletes, coaches, team leaders, media.		
48	Number Tags		Cloth, 18cm * 12cm, each athletes one piece, with a safety pin.		
49	Safety Pin		4 to 5 per athletes		
50	Judges Apparel		Be based on the number of referees		
51	Staff Apparel				
52	Competition staff	11	2 Check-in , 8 cone pickers into 2 groups, 1 record		
53	Acrylic stand	4pcs	Base height 10cm width * 30cm * 25cm long, triangular		
54	Medals		All category top three awards		
55	Certificate		All category top six certification		
56	Certificate of Participation		Based on number of athletes		
57	Contestants Insurance				
58	Judges resting area	1			
59	Athletes resting area	Several rooms			
60	Media Room		With WiFi, multiple power interfaces, drinks, snacks, chairs		
61	Competition Backdrop				
62	Podium				
63	Presentation Tray				
64	Tray red cloth				
65	Flag-raising device				
66	Flag-raising team				
67	Participating countries flags				
68	National flag for Award Presentation				
69	National anthem				
70	Miss etiquette				
71	Meeting Room		Judges and coaches meeting / leader meeting		
72	Flagpole kits		Removable type		
73	Large Board or Cloth		Isolated competition area and warm-up area facilities		



## APPENDIX B: FREESTYLE SLALOM TRICK MATRIX (See 2.6)

All technical tricks based on stability, average speed, on 80cm cones (min 4 cones on tricks, min 3 cones (or spins) for spinning moves)										
	Others	Sitting	Jumps	Wheelings	Spins					
A (50-60)	1	Toe Christie Back			Toe Footgun Spin	1	A (50-60)			
	2	Toe Christie	Toe Wiper			2				
	3					3				
	4					4				
	5					5				
	6	Butterfly	Toe Footgun Back			Internal / External 1 Cone 7 Back		6		
	7					Internal / External Backward 7		7		
	8							8		
	9				Wheeling Special / Wheeling Shifts / French Shift	Internal / External 7		9		
	10		TeaPot/Supeman					10		
B (40-50)	1		Toe Footgun		Flipping 360 Shift / Wheeling Fishleg / Daylight	Internal / External 1 Cone 7	1	B (40-50)		
	2			Footgun Footspin			2			
	3			Kazatchok Back			3			
	4	Toe Reverse Eagle	Christie Back				4			
	5						5			
	6						6			
	7						7			
	8						8			
	9	Cobra Back			Sewing Machine		9			
	10				Wheeling Back		10			
C (30-40)	1		Christie				C (30-40)			
	2	Cobra	Footgun Back	Kazatchok		Cross Korean Volt Back		1		
	3	Reverse Eagle				One Cone Cross Korean Volt		2		
	4					Cross Korean Volt		3		
	5	Toe Wheeling Eagle						4		
	6					Flat Shift / Flat Fake		5		
	7					Wheeling Forward		6		
	8				Wiper			Two Wheels Spinning	7	
	9	Z-Eagle	Cross Sitting Heel-Toe Back			Reverse J-Turn		8		
	10		Footgun					9		
D (20-30)	1	Special	Cross Sitting Heel Toe	Special Jumps			D (20-30)			
	2	Brush		Footspin		J-Turn		1		
	3	Heel Toe Special	Sitting Heel-Toe Back			2 Feet Spin		2		
	4	Eagle / Eagle Cross / Sidesurf	Sitting Heel-Toe / Full Remi			Total Cross		3		
	5							4		
	6					Heel-Toe Back		5		
	7					Fan Volt Series / Sweepers		6		
	8							7		
	9							8		
	10							9		
E (10-20)	1	Eight	Small Car / 5 Wheels Sitting				E (10-20)			
	2	Eight Back			One Foot Back			1		
	3	Crazy Legs		X Jump		Italian / Volt		2		
	4			Crab Cross				3		
	5							4		
	6	Stroll / Back Stroll				Crazy Sun / Mexican		5		
	7	Crazy / Double Crazy Series				Sun / Mabrouk		6		
	8	Chap Chap / X		Crab				7		
	9	Nelson / Nelson Back						8		
	10		Sitting Fish					9		
	Others	Sitting	Jumps	Wheelings	Spins					





## APPENDIX C: VICTORY POINT SYSTEM (See 2.10)

The main idea of the system is to calculate how many times more than half of the judges voted (by their rankings) for the one skater against other skaters.

Example

**Table 1. Judges marks**

Name	Pen.	Judge 1			Judge 2			Judge 3			Judge 4			Judge 5		
		Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total
Skater 1	1	42	33	74	32	27	58	41	34	74	44	35	78	44	36	79
Skater 2	0	35	25	60	28	19	47	38	28	66	36	27	63	35	25	60
Skater 3	2	38	28	64	22	16	36	29	22	49	36	27	61	32	26	56
Skater 4	2	31	26	55	26	19	43	36	28	62	37	27	62	27	18	43
Skater 5	0	28	28	56	35	28	63	25	24	49	33	28	61	25	19	44
Skater 6	2,5	12	16	25,5	15	7	19,5	22	20	39,5	24	20	41,5	22	12	31,5
Skater 7	2	21	20	39	14	5	17	21	19	38	26	19	43	15	8	21
Skater 8	3	11	14	22	14	4	15	20,5	20	37,5	21	19	37	13	6	16

**Table 2. Judges rankings**

Name	J1	J2	J3	J4	J4
Skater 1	1	2	1	1	1
Skater 2	3	3	2	2	2
Skater 3	2	5	4	4	3
Skater 4	5	4	3	3	5
Skater 5	4	1	4	4	4
Skater 6	7	6	6	7	6
Skater 7	6	7	7	6	7
Skater 8	8	8	8	8	8

**Table 3. Victory Points List and final ranking**

	Skater 1	Skater 2	Skater 3	Skater 4	Skater 5	Skater 6	Skater 7	Skater 8	Win Sum	Local WP	Tech Pts Sum	Total Win Pts	Total marks Sum	Place
Skater 1		5	5	5	4	5	5	5	7					1
Skater 2	0		4	5	4	5	5	5	6					2
Skater 3	0	1		2	3	5	5	5	4	5	157	21		3
Skater 4	0	0	3		2	5	5	5	4	5	157	20		4
Skater 5	1	1	2	3		5	5	5	4	5	146			5
Skater 6	0	0	0	0	0		3	5	2					6
Skater 7	0	0	0	0	0	2		5	1					7
Skater 8	0	0	0	0	0	0	0		0					8

Table shows how many judges voted for skaters in column against skater in row (victory points)

### Criteria1 – Main criteria – the number of victories against all skaters

When we compare each skater with other skaters if the victory points of the skater in cell is greater than half of the judges number we add 1 point to Criteria 1 (Win Sum). Highest rank goes to the highest sum. The meaning of the Criteria 1 is how many times more than half of the judges voted for this skater against other skaters



**Criteria2 - local win points**

If Criteria1 is equal, (for example, in this table, skaters 3, 4, 5 are equal in Criteria1) then calculate victory points relatively these 3 skater only (Local points).

**Criteria3**

If Criteria2 is equal too we will compare their sum of technical marks.

**Criteria4**

When Criteria3 is equal we calculate total victory points for these skaters

**Criteria 5**

When Criteria4 is equal too, then compare their sum of total marks.

If Criteria5 is equal also, then they got same rank



## APPENDIX D: FREESTYLE SLIDES TRICK MATRIX (See 6.5)

Technical Difficulty Rate Based on 2 Meters					
Technical Level	Family 1	Family 2	Family 3	Family 4	Family 5
A	V - Toe Toe	Cowboy Heel Heel	8 Cross Heel Heel		
		Cowboy Toe Toe	8 Cross Toe Toe		
			8 Cross Toe Heel		
		Cowboy Toe Heel			
		Cowboy 8 Wheels	8 Cross 8 Wheels		
			Cross UFO Heel Heel		
			Cross UFO Toe Toe		
			Cross UFO Toe heel		
			Cross UFO 8 Wheels		
		Cross Ern Sui Heel Heel		Backslide Toe	
				Backslide Heel	
		Cross Ern Sui Heel Toe		FastSlide Toe	
		Cross Ern Sui Toe Toe		FastSlide Heel	
		Cross Ern Sui Heel			
	Cross Ern Sui Toe				
				Cross Parallel Heel Heel	
				Cross Parallel Toe Toe	
				Cross Parallel Toe Heel	
B			Eagle Toe Toe		
			Eagle Toe Heel		
			Eagle Heel Heel		
			Eagle 8 Wheels	Backslide 4 Wheels	
	Ern Sui Heel Heel		UFO Heel Heel	FastSlide 4 Wheels	
	Ern Sui Heel Toe		UFO Toe Heel	Magic Toe Toe	Cross Parallel 8 Wheels
	Ern Sui Toe Heel		UFO Toe Toe	Magic Heel Heel	
	Ern Sui Toe Toe		UFO 8 Wheels	Magic Toe Heel	
	Ern Sui 4 Wheels				Unity / Savannah Heel Heel
					Unity / Savannah Toe Toe
		Cross Acid Heel Toe			Unity / Savannah Toe Heel
	Cross Acid Toe Heel				
	Cross Acid Toe Toe				
	Cross Acid Heel Heel				
C	Soyale Heel Heel			Magic 8 Wheels	Unity / Savannah 8 Wheels
	Soyale Heel Toe			FastWheel 4 Wheels	Parallel Toe Toe
	Soyale Toe Heel			FastWheel Heel	Parallel 8 Wheels
	Soyale Toe Toe			FastWheel Toe	Parallel Heel Toe
	Soyale Heel			FastWheel Heel Heel	Parallel Heel Heel
	Soyale Toe			FastWheel Toe Toe	
	Soyale 4 Wheels			FastWheel Toe Heel	
				FastWheel Heel Toe	
		Barrow Heel Toe			
		Barrow Toe Heel			
		Barrow 4 Wheels			
		Barrow Toe			
		Barrow Heel			
		Cross Acid 8 Wheels			
		Cross Acid Toe			
		Cross Acid Heel			
		Acid Toe Heel		Powerslide Toe	
		Acid Heel Toe		Powerslide Heel	
		Acid Toe Toe		Powerslide Toe Toe	
		Acid Heel Heel		Powerslide Heel Heel	
		Acid Toe		Powerslide Heel Toe	
		Acid Heel		Soul Toe	
	Acid 4 Wheels		Soul Heel		
			Soul 4 Wheels		

\* Highlighted in RED is the sliding leg



## APPENDIX F: Exception Skaters List

The following skaters will compete in SENIOR Category only

### MEN

#	Full Name	Date of birth	Country	WSSA ID
1	TIMCHENKO SERGEY	2002.03.13	RUS	1901510000281

