



**SKATE**  
AUSTRALIA

**AUSTRALIAN ARTISTIC COMMITTEE**

**DICTIONARY**

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AUSTRALIAN ARTISTIC COMMITTEE  
EDITION 4  
2012

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**a**

(figures) In figure skating, alpha character used to denote a right foot start.

**A**

(dancing) - See Dance Holds.

**ACCENT**

(music) A musical term, the emphasised beats of a musical rendition..

**ADAGIO**

A form of team skating incorporating acrobatics, carries, pivots, and other specialised movements not acceptable in competitive pairs skating.

Note: Adagio type movements at the end of a lift are not allowed. This means that the man's shoulders or any other part of his body with the exception of the arms cannot be used to assist the lady in her landing. The lady's descent cannot be interrupted from the highest point of the lift to the final landing posit/on.

**ADVANCED FOOTWORK**

See footwork.

**ADVANCED MOVEMENT**

An edge involving a one foot turn.

**AIM**

The starting direction of a step, or sequence of steps on the same lobe.

**'AND' POSITION**

See Position (2).

**ANGULAR**

When the employed skate takes the floor on an arc or flat divergent to the arc or flat being skated.

**ARABESQUE**

A movement in which the body is arched strongly in a continuous line from the head through free foot, while gliding on any edge or flat. Commonly called a "spiral" by many skaters.

**ARC**

The circumference or portion of the circumference of a circle.

**ARCH**

A position of the body in which the spine is tensed backward.

### **ARTISTIC IMPRESSION**

(also known as manner of performance)

1. The way or style in which a skater executes the movement of a free skating, Pairs, Original Set Pattern, Precision, Creative Solo Dance or Free dance routine.
2. The grade given for the execution of a Free skating, Pairs, Original Set Pattern, Precision, Creative Solo Dance or Free dance routine.

### **ASSISTED JUMP**

In dance skating, a jump in which the partner gives passive assistance in a non-supportive role. In this action, there is one continuous ascending and descending movement.

### **AXIS**

(Pl. axes)

1. Dancing
  - (a) The angle created by the intersection of a lobe and the dance baseline.
  - (b) The baseline of rotation for turns.
2. Figures.- Imaginary lines of symmetry.
  - (a) Long Axis - An Imaginary straight line which passes through the centres of the two or three circles.
  - (b) Short Axis - Imaginary straight lines which vertically cross the long axis at the points of tangency of the circles. Sometimes called the transverse axis.
3. Freeskating.  
The baseline of rotation for a spin or jump.

### **b**

(Figures) In figure skating, an alpha character denoting a left foot start.

### **B**

(dancing) - See Dance Holds.

### **BACKWARD**

(abr B) A direction of travel in which the tracing of the employed skate is led by the heel.

### **BACKGROUND MUSIC**

A musical rendition which is played for skating, where the skating is not related to the music.

### **BAR**

(music, same as measure) A group of musical beats, separated from the preceding and succeeding groups by vertical lines drawn across the staff.

- (a) The count of a single measure of music played.
- (b) (Dancing) - The apparent count of a single musical unit as employed by the skater in timing a dance. The bar is usually commenced with an accented beat.

### **BARRIER**

The perimeter of the skating surface.

### **BASELINE**

1. GENERAL - A real or imaginary reference line.
2. POSTURE - An imaginary line from the centre of the skating foot through the hip line and shoulder line.
3. TEAM - An imaginary line forming the axis around which the members of a team skate.
4. DANCING - The imaginary line on the skating surface around which the steps of a dance are patterned and which separates centre and barrier lobes. The pattern line of a dance,

### **BEAT**

(music) A regular, recurring and periodic pulse or throb which constitutes the unit of measurement in all measured music.

- (a) Strong Beat - A beat with heavy accent; often called the “down” beat.
- (b) Weak Beat - A beat with light accent.
- (c) Off Beat A beat without accent.

### **BORDER DANCE**

1. A dance, the pattern of which is laid out progressively around the rink along a continuous baseline, and which does not repeat at the same place on the rink.
2. A dance whose steps have no required location on the skating surface, skated so that the movement of the team changes the location of the steps on the skating surface.

Border pattern dances may be skated as Preferred Pattern dances (unless otherwise stated – e.g. Border Blues) without penalty from the judges, provided that in the pattern used, all the listed edges are skated as shown and the flow of the dance is not impaired. The pattern of the barrier lobes at the corners of the rink may be arranged proportionately to suit rink conditions, both parts of the pattern at the corner should be symmetrical. Few dances are actually skated border in competitions, but for Preferred Pattern Dances where there are several possible patterns, it is often more convenient to diagram the dance in the same manner as for Border.

### **BRACKET**

(abr. Br.) A one foot turn from a forward edge to an opposite backward edge (or vice versa) with rotation in a direction contrary to the initial edge.

### **C**

(dancing) - See Dance Holds.

### **CALCULATING**

The act of recording and tabulating the marks of the judges in a contest or event of a contest, and determining the results of such contest or event.

### **CALCULATOR**

An official whose duty is to process the judges' marks in an event of a contest and thereby determine the order of placement of the contestant or contestant teams. The Chief Calculator often has the additional duty to check in the skaters, supervise the drawing of skating order, and the drawing of options in requirements, and preparing the official forms for each event.

### **CAMEL SPIN**

See spin.

### **CANDIDATE**

A skater who takes a proficiency test or judge's examination.

### **CARRIAGE**

The manner in which the body is held while skating.

### **CARRY LIFT**

(pairs) A team movement in which a partner is held aloft without performing a recognised or logical jump.

### **CARRIED LIFT**

(dance) In dance skating, a lift which exceeds the permitted number of measures of music (four (4) measures of Waltz music -  $\frac{3}{4}$ ; or two (2) measures of other music - 4/4, 6/8, etc.).

### **CENTRE**

The centre line of the rink, or the centre of the circle of which the tracing curve is an arc.

### **CHAMPIONSHIP**

A group of contests qualifying skaters to or toward the Australian Championships.

### **CHANGE FIGURE**

Any school figure incorporating a change of edge without a turn during the change. Except for Figures 1A, 1B, 2A and 2B. all change figures are skated on three circles.

### **CHANGE OF EDGE**

(abr. C-E) A change of curve from outside to inside, or vice versa, on one foot without a change of direction of the skate.

### **CHASSE**

A step that does not pass the old tracing foot. A step, the completion of which does not involve or permit a trailing position of the foot which becomes unemployed.

Note: The above defines what has become the accepted form for strokes of this type. It should be noted, however, that a chasse originally was intended to be distinguished from a progressive by the body action involved, the chasse to correspond to the close or paused steps of ballroom dancing.

(a) **CROSSED**

A chasse for the execution of which the new tracing foot crosses the old.

(b) **DROPPED**

A chasse during the execution of which the new free foot is moved against or into the line of travel. Also known as a "Cut Step".

(c) **IN LINE** - a Chasse for the execution of which the new tracing foot takes the surface in line with the old.

(d) **SWING DROPPED**

A dropped chasse where the free foot moves (past the employed -foot) -to the leading position before becoming the employed foot at the "AND" position, and then the new free foot is moved against or into the line of travel.

(e) **RAISED**

A chasse during the execution of which the new free foot is raised vertically from the floor. It should remain parallel to the floor and be lifted to a height of approximately one wheel. The free foot should be lowered so that the next step commences from the parallel "AND" position.

**CHOCTAW**

A two foot turn from a forward edge to the opposite backward edge or vice versa.

(a) **CLOSED**

A choctaw with the free foot in front of the body after the turn. In this type of turn, the free foot upon becoming employed strokes past the heel of the other foot which moves with the leg into closed position. At present, only forward to back turns of this type are in use. In this type of turn the free foot, upon becoming employed, strokes past the other foot, which moves the leg into a closed position.

(b) **OPEN**

A choctaw with the free leg behind the body after the turn. Both back to forward and forward to back turns of this type are in use. In the forward to back variety, the turn is executed heel to heel or heel to instep, with the new free foot moving into the line of travel as the old free foot takes the floor. In the back to forward variety, the turn is executed from behind the heel, with the free leg trailing after the turn.. In either variety, the new free foot, knee and leg are rotated outward as the turn is made, with the leg moving into the open position

(c) **DROPPED**

A choctaw, either open or closed, where the second or turn edge is not held longer than one beat of music.

(d) **HELD**

A choctaw, either open or closed, where the second or turn edge is held for longer than one beat of music.

**CHOPPED STROKE**

See stroke.

**CLASS**

1 A grouping or bracket including skaters who meet a certain age or proficiency, requirement within a specific branch of the sport.

2 Freeskating - A listing (A, B, C, D, E) of items according to difficulty or merit for proficiency tests.

**CLOSED**

1 A position of the free leg in front of the body after a turn.

2 Hip - Rotation of the free leg inwards.

3 A face to face position of partners.

4 A method of scoring in which judges' grades are tabulated by the scoring officials without prior public display or announcement of grades or ordinals.

5 Competition - Requiring prior qualifications.

## **COMPETITION**

The performance by two or more skaters or teams before judges for placement in order of skill.

## **COMPETITIVE YEAR**

The period (fiscal) beginning on January 1<sup>st</sup> of one year and ending on December 31<sup>st</sup> of the same year, dates inclusive.

## **CONCENTRIC ROTATION**

See Rotation.

## **CONTACT SKATING**

(pairs) Movements executed while partners remain in contact with each other.

## **CONTENTS LIST**

The list of minimum requirement items in a routine, prepared in advance and provided by the candidate for singles and pairs Free skating proficiency tests.

## **CONTENTS OF PROGRAMME**

(Also known as Technical Merit.)

1. The actual items or ingredients performed by a skater or team in a Free skating (singles & pairs), Original Set Pattern, Precision, Creative Dance Solo and Free dance routine.
2. The grade given by a judge for the items which constitute a Free skating (singles & pairs), Original Set Pattern, Precision, Creative Dance Solo and Free dance routine.

## **CONTEST**

1. The complete skating of all events of a division of a championship.
2. The skating of a specifically designated dance or dances, figure or figures, kind of freeskating, before judges for placement of the contestants or contestant teams in order of skill.

## **CONTESTANT**

Any skater who participates in one or more events of a contest.

## **CONTESTANT TEAM**

Any two skaters who participate in one or more event of a contest as a unit, as required by the specific rules for the given contest.

## **CONTINUOUS BASELINE**

(sometimes known as continuous axis)

A real or imaginary line which is continuous around the skating surface, in relation to which the correct lobes of a Border Dance are placed. In patterns with straightaways, this portion of the continuous baseline would have two straight longitudinal references parallel to each other, which are connected at the ends with semi-circular type references.

## **CORNER**

1. The area of a skating surface permitting the shortest linear dimension parallel to the barrier, or at right angles to the straightaway. The area of a skating surface of least length.
2. Dancing - That part of a dance which is to be skated only in the area of a skating surface of least length. That part of a dance specifically designed to connect one straightaway with the other.

### **CORNER STEPS**

(dancing) Steps of a dance which are to be skated only on the corners of the skating surface.

### **COUNT**

- 1 MUSIC - The numerical reference to the beats of each measure of music.
- 2 SKATING - The numerical reference to the employed beats as applied to a type of music, which may involve one or more musical measures to provide a skating measure, and which may or may not agree with the musician's count.

### **COUNTER**

(abr. Co.) A one foot turn without change of edge, with the rotation counter to the direction of the initial edge.

### **CROSSED FOOT**

The foot to be employed is moved across the old in such a manner that the next step will be made past the in-line position. (See also Spin)

### **CROSSED ARMS POSITION**

(dancing) - See Dance Holds.

### **CROSSED TRACING**

Tracing of succeeding steps on overlapping arcs either convergent or concentric.

### **CROSS PULL**

A primary source of momentum in which the free foot is pulled or forced across the tracing foot.

### **CROSS ROLL**

See Roll.

### **CUSP**

The point of intersection of, and the two small curves, comprising the deviation from the arc. The point of any one foot turn.

### **CUT STEP**

The transference of body weight from one skate to the other at the "AND-" position by gliding one skate under the body to replace the other skate on the surface. The new free foot is moved against or into the line of travel. Also known as a "Dropped Chasse".

### **D**

(dancing) - See Dance Holds.

## DANCE HOLDS

Method of body contact between man and woman partners of a dance team. Basic holds as listed for each dance must be adhered to, with changes made on the required step. The method of change will be left to the discretion of the skaters, provided one hand remains in contact throughout. Holds are firm but not stiff, and the man should hold closely and have control over his partner at all times.

### A CLOSED or WALTZ (A)

Partners face each other directly, one skating forward while the other skates backwards. The man's right hand is placed firmly against his partner's back at her shoulder blade with elbow raised and bent sufficiently to hold her close. The woman's left hand is placed against the man's right shoulder with her arm resting comfortably on his, elbow on elbow. The man's left arm and woman's right arm are extended at average shoulder height, with the shoulders parallel.

#### (a) STANDARD

The forward skating member tracks the backward skating member with compatible planning of head, shoulders, hips and tracing foot in line with the partner.

#### (b) MODIFIED

Same as Standard, except that the tracking foot is moved out of line to permit the execution of an otherwise impossible or impractical step.

### B) KILIAN or SIDE (B)

Partners face in the same direction, woman at the right of the man, man's right shoulder behind the woman's left. Woman's left arm is extended in front across the man's body to his left hand, while his right arm is behind her back. Both right hands are clasped and resting at her waist over the hip bone. This position may also be reversed, with the man at the right of the woman, both left hands clasped and resting at her waist over the left hip bone.

### C) TANDEM

Skaters positioned directly behind each other, skating identical edges. Hold can be either

a) Man's right hand under woman's armpit, left hand outstretched.

b) One hand on woman's waist (both skaters) with the other one outstretched.

c) Both hands for both skaters, on woman's waist.

### D) FOXTROT or OPEN (D)

Hand and arm positions are similar to those of the Closed position, but the partners turn slightly so that both may skate in the same direction. The man's left hand and woman's right hand lead. This position may also be reversed, with the man on the woman's right side.

### E) TRAILING FOXTROT or TRAILING OPEN (E)

Same as the Foxtrot or Open (D), except that the clasped leading hands are reversed following the couple rather than leading the couple.

### F) SIDE CLOSED or TANGO (F)

Partners face in the opposite direction, one skating forward while the other skates backwards. Unlike the Closed (A) position, partners skate hip to hip, the man being either to the right or left (REVERSED (F)) of the woman.

(a) STANDARD - The man is to the right of the lady, with his right hip and shoulder directly alongside the lady's right hip and shoulder.

(b) REVERSE - The man is to the left of the lady, with his left hip and shoulder directly alongside the lady's left hip and shoulder.

- (c) **MODIFIED** - The same as standard and reverse, except that the shoulders and hips are moved out of the direct side to side relationship. Most 'F' positions, either standard or reversed, are modified to some extent.
- G) **HAND IN HAND (G)**  
Partners face in the same direction and are side by side with arms comfortably extended, the man's right hand in his partner's left. The woman is on the right unless otherwise noted.
- H) **CROSSED ARMS (H)**  
Same as in the Kilian (B) position, except that rather than being on the woman's right hip, the man's right hand is placed in front of the woman and both partners clasp hands close to the woman's torso.

### **DIAGRAM**

1. A drawn or printed pattern.
2. The official print of a dance or figure.

### **DIRECTION**

- 1 Direction of edge - clockwise or counter clockwise progression of a curve.
- 2 Direction of rotation - turning of the body in a clockwise or counterclockwise direction.
- 3 Direction of skate - forward or backward progression of a skate.
- 4 Direction of travel - the general direction of a skater or team of skaters, either clockwise or counter-clockwise around the rink.
- 5 Direction of turn - clockwise or counter-clockwise rotation during a turn.
- 6 Forward attitude of the body facing toward the direction of travel.
- 7 Backward attitude of the body facing away from the direction of travel.

### **DIVISION OF COMPETITION**

A term indicating class and branch of the sport for a contest.

### **DOUBLE JUMP**

See Jump.

### **DOUBLE THREE**

- 1 Two consecutive three turns on the same foot and the same arc.
- 2 School Figures - Two three turns on the same circle on one foot, with the turns dividing the circles into thirds.

### **DOUBLE TRACING**

The skating of a figure two consecutive times without pause, completed by a stroke into the third repetition or by rolling off the circle at the short axis after completing two tracings.

### **DRAW**

(dancing) Movement of the free leg in preparation for a turn on steps not permitting swings. Applies and is used only on steps of four beats or longer during which rotation or preparation for a turn must be made.

### **DRAWING PROCEDURE**

The method by which the skating order of the contestants or contestant teams is to be and is determined, as prescribed by rule.

### **DROPPED**

1. Not held longer than one beat of music. See Choctaw, Mohawk, Three and Turn for more Specific Classification.
2. Free leg moved against the line of travel into a leading position. See Chasse.

### **DUTCH ROLL**

See Roll.

### **E**

(dancing) - See Dance Holds.

### **EDGE**

A curve traced by the employed skate.

### **EDGE-HOOKED**

A hooked edge is an abruptly deepened curve.

### **EDGE SPIN**

See Spin.

### **EMPLOYED**

In use. The tracing foot.

Employed Foot - The foot over the employed skate, or to which the employed skate is attached.

Employed Leg - The leg of the employed foot.

Employed Skate - The skate in contact with the skating surface, or, if both feet are on the surface, the skate which carries the weight of, the body.

### **EVENT**

Any part of a contest; that is, elimination, semi-final, heat, final, or any sub-division in the skating of a contest, but not the performance by each individual entry.

### **F**

(dancing) - See Dance Holds.

### **FALL**

1. Skating General - The lowering of the body by tracing knee and ankle action, as applied to "rise and fall".
2. Free Skating - The complete loss of balance involving body contact with the skating surface or any portion of the body touching the skating surface in order to prevent a complete loss of balance.

### **FALSE LEAN**

Lean without a posture baseline. (See Lean).

### **FLAT**

A straight tracing, not on an edge or curve.

### **FOLLOWING**

In the direction which has been traced.

The next step in a sequence.

Team Skating - acceptance by one partner in harmonious relationship with the lead partner.

### **FOOTWORK**

(freeskating) Specialised intricate steps used as an interpretive ingredient of a routine. (See Link Steps).

Primary Footwork - footwork not using turns as an ingredient.

Secondary Footwork Footwork using two foot turns as an ingredient.

Advanced Footwork Footwork using one foot turns as an ingredient.

### **FORCED EDGE**

Tracing made with the weight outside the arc, or with the ankle dropped.

### **FORM**

Posture, carriage and movement.

### **FORWARD**

(abr. F) The tracing foot moving in the direction of its toes.

### **FREE**

Not in use. Not in contact with the skating surface, or not carrying the weight of the body. Unemployed.

(a) Free Foot -.The foot to which the free skate is attached.

(b) Free Leg - The leg of the free foot.

### **FREE SKATE**

The skate not in contact with the skating surface, The skate which does not carry the weight of the body

### **FREEDANCE**

Individual and original composition of dance movements and patterns without prescribed sequence and set to music with dance rhythm.

### **FREESKATING**

Individual and original composition of jumps, spins and footwork without prescribed routine.

### **FREESTYLE**

See Style

### **FULL STROKE**

See Stroke.

### **G**

(dancing) - See Dance Holds.

### **GLIDE**

An uninterrupted flowing motion.

### **GRADE**

The numerical value assigned to an individual test or competition requirement by an individual judge.

## **GRIP**

The method of hand contact in the various dance hold positions.

- (a) **STANDARD** - The established or prescribed method of hand contact for any given position.
- (b) **THUMB PIVOT GRIP** - A method of hand contact wherein the lady's thumbs are clasped by the man to permit a change from 'B' Position to Reverse 'B' Position without a change of grip and without releasing contact. Identical side by side turns may be executed in this position without changing relation of partners to the pattern.
- (c) **CROSS ARMS** - A method of hand contact classified as a dance hold position which permits oppositely rotated but compatible turns to be executed without changing the relation of the partners to the pattern of a dance. In this position only face to face turns may be executed.
- (d) **TANDEM** - The modification of Standard 'B' hold permitting the man to skate directly behind the lady. The lady brings her right hand up to a position directly in front of her right shoulder, with the palm parallel to the floor. The man's right hand is clasped beneath the lady's right hand with his forearm and wrist directly at the lady's right arm pit. The left hands are clasped in an extended position between the shoulder and waistline.

## **H**

(dancing) - See Dance Holds.

## **HALF JUMP**

See JUMP

## **HALF SCISSORS**

A scissors movement with one skate while the other skate maintains a pattern.

## **HELD**

Employed for longer than one beat of music. See Choctaw, Mohawk, Three and Turn.

## **HITCHING**

An incorrect movement of the employed skate which involves skidding the leading wheels in order to assist a take-off, execute a turn or conform to a designated pattern.

## **HOLD**

(dancing) The relationship of man and lady to each other in partnership without regard to the method of hand contact. For definitions of each hold, see Dance Holds.

## **INCOMPLETE**

A dance or school figure in which the skater does not perform all the prescribed elements.

## **INDIVIDUAL SCORE**

(abr. I.S.) The grade assigned by a judge to an individual requirement of a test or competition, i.e., to each dance, each figure, Technical Merit or Artistic Impression.

## **INDIVIDUAL SCORE ORDINAL**

(abr. I.S.O.) A number indicating an individual judge's placement of a contestant for an individual requirement of a contest.

## **IN-LINE CHASSE**

See Chasse.

**IN-LINE PROGRESSIVE**

See Progressive.

**INSIDE EDGE**

(abr. I.) A curve wherein the inside of the foot (great toe side) is towards the centre of the arc being skated.

**INSIDE LANDING**

(freeskating) - See Landing.

**INTERNATIONAL STYLE**

See Style.

**INTERPRETATION**

A display of understanding of the music used by the skater.

**INTERPRETIVE MOVEMENT -**

A movement which imparts feeling or character to a dance, freedance, Precision, figure or freeskating item.

Or (Free skating, Precision, OSP, Creative Solo & Free dance)

A series of steps or chain of footwork or body movements which imparts feeling or character to a routine, when a musical rendition which, because of its pace, mood or accent, lends itself to a performance of individual character or feeling.

**INTERPRETIVE ROUTINE**

(free skating, Precision, OSP, Creative Solo & free dance) A composition of skating movements which bears a positive and identifiable relationship to the music used.

**IRREGULAR ROLL**

See Roll.

**ITEM**

A single movement of a routine.

**JUDGE**

An official commissioned by RSA to determine the value of a skater's performance, or to assign an order of placement to contestants or contestant teams in a contest.

## **JUMP**

A movement which carries the entire body and skates off the surface.

Half Jump	A jump employing 180 degrees of rotation (a ½ turn in the air).
Single Jump	A standard or named jump without additional rotation.
Full Turn Jump	A jump employing 360 degrees of rotation (a full turn in the air).
One and a Half Jump	A jump during which the skater executes (1 1/2 turns in the air).
Double Jump	Any single jump with a full turn added.
Two and a Half Jump	Any full turn jump with 1 1/2 turns added (2 1/2 turns in the air).
Standard Jump	Any jump with a generally accepted name.
Split Jump	Any jump during the elevated part of which the legs are extended in split position.
Stag Jump	Any jump during the elevated part of which the legs are extended in a split position, with the knee of one leg bent so as to tuck the foot under the body.
Triple Jump	Any single jump with 2 turns added (Three turns in the air).
Combination Jump	Two or more successive jumps where the take-off foot and edge for the second and succeeding jumps must be the landing foot and edge for the preceding jump.
Series Jump	Two or more successive jumps with primary, secondary or advanced movements between.

## **LANDING**

(freeskating) The concluding and final segment of any jump, leap or jump spin.

- a. Landing Edge - The edge described or traced by the landing foot.
- b. Landing Skate - The skate which traces the landing edge.
- c. Landing Foot - The foot of the landing skate.
- d. Landing Position - The form of the body during a landing.
- e. Outside Landing - Landing skate tracing an outside edge.
- f. Inside Landing - Landing skate tracing an inside edge.

## **LEADING**

- a. In the direction to be traced.
- b. In position to control or having control of the movement being executed.
- c. The act of controlling the movement executed. Applies to team skating only.

## **LEADING PARTNER**

The member of a team in position to control the movement skated.

## **LEAN**

The inclination of the body to either side of the vertical.

- a. False Lean - Lean without posture baseline.
- b. True Lean - Lean with a posture baseline.

## **LEAP (Free skating)**

A movement not involving a turn and which carries the entire body and skates off the skating surface.

## **LIFT**

(Dance) An action whereby the woman is elevated to a higher level (her waist not higher than the man's shoulder), sustained, and set down. With the impetus of the lift provided mainly by the man remaining on the skating surface.

(Free skating) A pairs movement in which a partner is assisted aloft to perform a recognised or logical jump.

### **LINE OF TRAVEL**

Same as Direction of Travel. See Direction.

### **LINK STEPS**

(freeskating) Steps used to connect items of a routine (see also footwork).

### **LOBE**

(dancing) Any step or sequences of steps on one side of the continuous axis, approximating a semi-circle in shape. A curved portion of a dance pattern beginning and ending at the baseline. (see also baseline).

**BARRIER LOBE** Any lobe belonging to the barrier side of the baseline.

**CENTRE LOBE** any lobe belonging to the centre side of the baseline. A curved portion of a pattern beginning and ending at the baseline.

### **LONG AXIS**

See Axis.

### **LONGITUDINAL AXIS**

(Same as long Axis) See Axis.

### **LOOP**

**GENERAL**

An edge that spirals in, half circles around and spirals out to cross itself.

**FIGURES**

A consecutive pair of matched spirals centered on the long axis of a set of circles.

**FREESKATING**

A jump starting and landing on the same edge without toe point on take-off, and with the rotation in the direction of the edge.

### **LUNGING**

An incorrect movement wherein the upper part of the body is thrown forward in an effort to increase momentum.

### **MAJORITY**

The number which is the lowest whole number greater than one half of the given number, (two of three, three of five, four of seven, etc)

### **MANNER OF PERFORMANCE**

(Also known as Artistic Impression.)

1. The way or style in which a skater executes the movement of a Free skating, Precision, Original Set Pattern, Creative Solo or Free dance routine.
2. The grade given for the execution of a Free skating, Precision, Original Set Pattern, Creative Solo or Free dance routine.

### **MARK**

The total of grades given by a judge to a skater or team in a test or event of a contest. Same as score.

### **MARKING SYSTEM**

The official RSA Inc system for grading the various elements of test and competition skating utilising whole numbers from 0 - 10, with the use of one-tenth decimals for intermediate values. For proficiency tests, the marking scale has been evaluated so as to include a certain level of achievement for each grade and percentage of perfection.

### **MARSHALL**

(competition) An official with direct charge over the progression of an event.

Music Marshall An official charged with the supervision of play of the recordings used in a test or competition.

Competitor's Marshall An official charged with the undelayed succession of competitors in their proper order in an event in any branch of the sport.

### **MAXIMUM**

1. Grade - The highest grade or mark a skater or team can receive from any one judge.
2. Time (Free skating, Original Set Pattern, Precision, Creative Solo & Free dance) - The greatest amount of elapsed time which may be utilised by a skater in the performance of a routine.

### **MEASURE**

(music) - Same as Bar. See Bar.

### **MEET**

A competition where more than one contest is scheduled to be conducted.

### **METRONOME**

(music) A mechanical device producing a regular (either visible or audible) pulse or beats which is employed by a musician to help him maintain a constant rhythm.

### **METRONOME**

(skating) The setting of such a mechanical device indicating the number of beats per minute.

### **MINIMUM**

1. Grade - The lowest grade or mark a skater can receive from any judge and still pass a proficiency test from that judge. When a judge gives a mark which is below the minimum mark for any single aspect of a proficiency test, then that judge has failed the skater regardless of the total marks achieved from that judge.
2. Time (Free skating, Original Set Pattern, Precision, Creative Solo & Free dance) - The least amount of elapsed time which may be utilised by a skater to receive full credit for a routine.

### **MIRROR SKATING**

Matching diametrically opposed movements as would occur with an original and its reflection in a mirror.

## **MOHAWK**

A two-foot turn from a forward edge to a similar backward edge or vice versa.

- (a) **CLOSED** - A mohawk with the free leg in front of the body after the turn. At present, only forward to backward turns of this type are in use. In this type of turn, the free foot, upon becoming employed, strokes past the heel of the other foot which moves with the leg into a closed position. Turns of this type are sometimes referred to as progressive type mohawks.
- (b) **OPEN** - A mohawk with the free leg behind the body after the turn. Both back to forward and forward to back turns of this type are in use. In the forward to back variety, the turn is executed heel to heel or heel to instep, with the new free foot moving into the line of travel as the old free foot takes the floor. In the back to forward variety, the turn is executed from behind the heel, with the free leg trailing after the turn. In either variety, the new free foot, knee and leg are rotated outward as the turn is made, with the leg moving into open position. Turns of this type are sometimes referred to as chasse type mohawks.
- (c) **DROPPED** - A mohawk, either open or closed, after which the second or turn edge is not held longer than one beat of music.
- (d) **HELD** - A mohawk, either open or closed, the second or turn edge of which is held for longer than one beat of music.

## **NON-INTERPRETIVE ROUTINE**

A composition of skating movements which bears no particular relationship to the music used.

A routine in which the relationship between the music and movements is not recognisable.

## **OFF BEAT**

See Beat.

## **OFFICIAL**

Bearing the approval or authority of RSA. or any person commissioned by RSA. to administer, execute or apply its rules and regulations.

1. **CONTEST** - A contest which is part of or leads to or toward the Australian Championships.
2. **RULE** - A published regulation, limiting , controlling or affecting the entry, participation, conduct or procedure of a test, contest, membership or associate membership.
3. **RULING** - An interpretation or directive by an authorised official or official body of RSA made in accordance with published rules.
4. **TEST** - The proficiency tests as established and prescribed by RSA

## **ONE FOOT EIGHT**

See Paragraph Figure.

## **ONE FOOT TURN**

See Turn

## **OPEN**

- 1 **POSITION** - The free leg behind the body with the knee and leg rotated outward.
- 2 **COMPETITION** - Not requiring qualification in a prior contest of a low level.
- 3 **DANCING** - A side relationship of partners.
- 4 **SCORING** - A system of scoring in which grades are publicly announced.

### **OPENING STEPS**

(dancing) Preliminary edges or flats used to gain or build momentum for the execution of the required edges of a dance. Opening steps of a dance may not exceed seven (7) for either partner.

### **OPTIONAL**

Permitted but not required. Subject to choice.

1. DANCE - A dance which may be used in lieu of another.
2. Hold - Selective or discretionary use of hand contact, but with required body position.
3. STEP - A step which may be used or omitted from a dance within the limits prescribed for each specific case.
4. TIMING - A step of a dance which may be held for an optional number of beats within the limits prescribed for each specific case.
5. PATTERN - Arrangement of lobes and/or steps of a dance subject to the skaters' choice within the limits prescribed for each specific case.
6. OPENING - Preliminary steps permitting skaters' choice of edge or edges within prescribed musical limits.
7. MOVE-Up - The privilege of a skater or team to advance to a higher competitive division if placed within the rules of RSA.

### **ORDINAL**

A number indicating an individual judge's placement of a contestant.

### **OUTSIDE EDGE**

(abr. 0.) A curve wherein the outside of the foot (small toe side) is toward the centre of the curve being skated.

### **OUTSIDE LANDING**

See Landing.

### **OVERHEAD LIFT**

A lift where the woman is held aloft (above the man's head) by using one or both arms extended above his head in a locked position.

### **PACE**

Music - The rate of development of a musical rendition, often used synonymously with Tempo.  
Figures – The speed at which the figure is skated.

### **PAIRS**

(freeskating) A free skating event in which a team of a man and a woman perform a series of spins, lifts, jumps, and connecting footwork in unison with a musical selection.

### **PARAGRAPH FIGURE**

A school figure using two circles which requires the completion of both circles on each take-off. May or may not involve turns.

### **PARALLEL**

Position - Relationship of partners wherein hips and shoulders are parallel to each other.  
Take-Off - Both feet directly alongside each other and on the same arc at the instant of weight transfer.

## **PATTERN**

1. GENERAL - A course of travel.
2. DANCING - The prescribed relationship of the steps of a dance to a dance baseline.
  - (a) BORDER - Steps of a dance having a prescribed relationship as above without a prescribed location on the floor. (see Border pattern for fuller description)
  - (b) SET - Steps of a dance having a prescribed relationship as above and certain steps required to be executed at the corners of the rink.
  - (c) PREFERRED OR OPTIONAL - Dances which lend themselves to various patterns. A pattern once selected must be adhered to throughout the skating of the dance. For these dances, a preferred pattern may be published, but in tests and competitions it is not obligatory to skate the published preferred pattern, and the use of any other pattern which does not alter the edges nor place the couple in awkward positions on the skating surface must not be penalised by the judges.

## **PHRASE**

(music) A short musical expression or group of measures. The number of measures to each phrase varies with the type of music. For skating purposes a two measure phrase usually is used, even though the musical composition actually may be written with four, eight or sixteen measures to each phrase.

## **PHRASING**

(dancing) The fitting of a dance into proper relationship to the music. Locating step 1 of a dance on the prescribed beat of a musical phrase.

## **PIDGEON TOE**

A skating movement in which the toe of the free foot is rotated inward toward the skating foot.

## **PIVOT**

(Figures) In figure skating, a movement during the change of feet at circle intersections; to facilitate the thrust required for sufficient momentum, and still allow the required tight closure of the circle. The trailing wheels of the thrusting skate hold the weight while the skate holds the line into the strike zone. The leading wheels slide until the skate is in a position not quite parallel to the long axis, stop, and thrust sharply (but not violently) from the outside of the thrusting skate.

## **PIVOT**

(Free skating, Precision, Free dance, Original Set Pattern, Creative Solo) A skating movement in which one truck of one skate is used as a centre with the body, other truck of the same skate, or the other skate rotating one or more times around that centre.

## **PIVOT SPIN**

See Spin

## **PIVOTING**

A type of acrobatic skating in which one partner is lifted and swung around the other who acts as a pivot for the spin. Various names have been used for this type of skating: whirling, flying and double spinning being in common use.

## **PLACEMENT -**

1. SCHOOL FIGURES - The location of the turns and take-offs on a given figure.
2. COMPETITION - The rank achieved by a contestant or contestant teams.

**PLACING (PLACED STEP)**

Any step which takes the floor without a gliding motion. A chopped stroke.

**PLANING**

A system of body inclination employing horizontal and parallel alignment of the head, shoulders and hips.

**POINT TOTAL**

(abr. P.T.) (Art Skating) The total of the sums of all judges for a single contestant.

**POSITION**

1. The relation of partners to each other.
2. The relation of the members of the body to the torso.
3. 'AND' Position - A parallel relationship of the free foot to the tracing fact through which or from which the free foot passes while stroking.

**POSTURE**

Body position used by a skater. Position which will create a vertical baseline through the body.

**PRIMARY FOOTWORK**

See Footwork.

**PRIMARY MOVEMENT**

An edge or combination of edges not involving a turn.

**PRINT**

1. The inscribed circles for school figure skating.
2. The trace left by the employed skate.

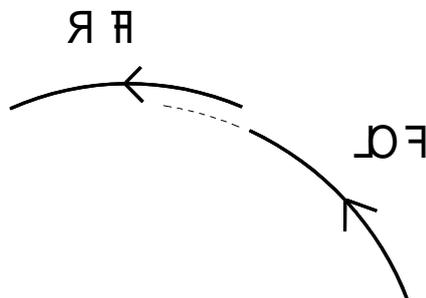
**PROFICIENCY TEST**

A group of dances, school figures, free skating items (singles and pairs) and freedance movements, intended to classify the level of achievement of an individual skater or team.

**PROGRESSIVE or RUN**

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

Diagram of Progressive.



- (a) **CROSSED\_PROGRESSIVE** - A progressive in which the new tracing foot crosses the old. Often referred to as a cross-in-front.
- (b) **IN-LINE\_PROGRESSIVE** - A progressive for which the new tracing foot steps in line with the old.
- (c) **SPLIT TIMING** - A progressive for which the timing of the run steps varies from the usual 1,1,2 timing, e.g. the Dutch waltz where the timing is 2,1,3.

**PROGRESSION**

Movement of a skater or skates on the surface from one location to another in a continuous manner.

**PURE EDGE**

An arc of a given circle. An edge without variation in the degree of curvature.

**QUALIFICATION**

Competition

The act of meeting the requirements for entry into a contest.

The act of advancing from one event to the next in a contest.

Proficiency Tests

The act of meeting the requirements for any proficiency test including any pre-requisites to the test skated.

**QUALIFY**

To meet the requirements for participation in any category in a function of the RSA.

**QUALIFYING PLACEMENT**

(competition) -

- 1. The place in an event which is high enough to permit advancement to the next event of the same contest.
- 2. Placing 1<sup>st</sup>, 2<sup>nd</sup> or 3<sup>rd</sup> in any contest which permits advancement to the same contest in the next higher ranking championships.

**RAISED CHASSE**

See Chasse.

### **RECORDING**

1. Music - A musical composition reduced to some medium for reproduction over sound system.
2. Scoring - The act of reducing judges grades to score sheets or cards, including tabulation and completion of records.

### **REFEREE**

An official commissioned by the RSA and appointed by the director of a contest or proficiency test centre to discharge the duties as required by rule and prescribed for the tests or contest to be skated.

### **REGULAR ROLL**

See Roll.

### **REQUIREMENT**

1. An individual dance, figure, item of Free skating (singles and pairs), or Free dance movements which the skater must execute or perform in a proficiency test.
2. A list of compulsory and/or optional dances and figures, time duration for Free skating and Free dance to be skated at sanctioned competitions.
3. Any rule or regulation which must be met by a member or associate member for any function of the RSA.

### **RHYTHM**

1. Music - A pattern of strong, weak and off beats which gives a type of music its own individual character.
2. Skating - The movement of the skater's body in harmony with the music. or in harmonious relation with the movement being skated.

### **RISE**

The raising of the body by action of the tracing leg or knee.

### **RISE AND FALL**

An interpretive raising and lowering of the body to impart rhythm and flow to a dance or routine.

### **ROCK BACK**

The transference of body weight from the leading skate to the trailing Skate without a change of speed.

### **ROCKER**

(abr. Rk.) A one foot turn from a forward edge to a similar backward edge, or vice versa, with the rotation continuous with the initial edge, and with the cusp inside the original circle.

### **ROCKOVER**

A preparatory body weight shift from one side of the skate to the other to permit a parallel relationship of the skates at the point of take-off, necessary when moving from an edge on one foot to a similar edge on the other foot.

A preparatory change of lean to permit a graceful transition from one lobe to the next lobe.

## **ROLL**

1. **REGULAR** - A natural movement of the skates and body from edge to similar edge.
2. **CROSS** - A stroke from one edge to a similar edge with the free leg moved across the employed leg before the stroke.
3. **DUTCH** - A crossed inside edge which is changed to outside for at least one beat of music.
4. **IRREGULAR** - A change of edge at the beginning of a stroke wherein the initial edge is held for less than one beat of music.

## **ROTATION**

A circular motion of the torso in a horizontal plane. A movement of the torso around the posture baseline.

- (a) **CONCENTRIC** - Rotation of partners at the same time around the same team posture baseline. Rotation of partners at the same time on the same arc.
- (b) **NON-CONCENTRIC** - Rotation of one partner while the other continues in the initial direction. Rotation of both partners at the same time when each member of the team turns on a diverging arc.

## **ROUTINE**

1. **GENERAL** - The presentation by a skater or team of any organised system of skating movements, either original or standardised.
2. **FREE SKATING** - A composition of jumps, spins and footwork presented by a skater or team to display the movements Used in a harmonious, original and interpretive composition.

## **RULE**

Any procedure, limitation, requirement or directive set forth to govern, systemise or standardise any phase, category of skating, or branch of the sport.

## **RULING**

Any interpretation of any rules as applied to a specific case or kind of case by duly commissioned officials, committees or the board of control.

## **RUN**

(See Progressive Run)

## **SCHOOL FIGURE**

A prescribed movement symmetrically composed of at least two circles, but not more than three circles, involving primary, or primary and secondary movements with or without turns. School figures are skated on circles which have been inscribed on the skating surface in three official sizes; (See Size).

## **SCISSORS**

A primary source of momentum employing side pressure movement of both skates on the surface while skates are parting, and pull of both skates on the surface while skates are Closing.

## **SCORE**

The total grades given a skater by an individual judge for the requirements of a tests or event of a contest. Same as Mark.

### **SCORING**

The assigning by the judges of individual grades to the various contestants or contestant teams in an event or contest.

### **SECONDARY FOOTWORK**

See Footwork.

### **SECONDARY MOVEMENT**

A combination of edges involving a two foot turn.

### **SEQUENCE**

A related series of steps or turns.

### **SERPENTINE FIGURE**

A school figure employing three circles, one and a half circles being executed on each take-off with a change of edge after the first half circle, without turns. Also known as a 'change figure'

### **SET IN**

(figures) The distance from the true arc of the circle of the point at which the two spirals of a loop cross each other.

### **SHADOW SKATING**

Skating movements done simultaneously by both partners without contact. Shadow movements are allowed only in pairs Free skating and to a limited extent in Free dance and Precision.

### **SHOOT THE DUCK**

(freeskating) A forward or backward movement on any edge or flat with the body bent in a sitting position. One leg is extended in front of the body and parallel to the skating surface. The wheels of the skate of the extended leg should not touch the floor.

### **SHORT AXIS**

See Axis.

### **SIDE PRESSURE**

A primary source of momentum employing pressure against the side of the skate which is becoming unemployed, or in the case of Scissors movements, employing pressure against the sides of both skates at the same time. The term "side push" is often used to mean side pressure.

### **SINGLES**

Free skating performed by individuals.

### **SIZE**

(School Figures) The official dimension of circles, measured by diameter, inscribed on the skating surface for use in the skating of school figures at tests and competitions. Official sizes permitted are: For Loops, 2.4 metres, for all other figures, 5 or 6 metres at the candidates or contestants option.

### **SKATE LENGTH**

In figure skating, the measurement of the skate from axle to axle used to determine the depth of turns, strike zones, etc. Axles are used to determine skate length since it is at that point where the wheel makes contact with the skating surface.

## SKATING ORDER

The sequence in which the contestants are to, or do perform the required parts of a contest.

## SLIDE

(dancing) A step wherein the free foot (4 wheels) is kept on the surface and moved to a leading position.

## SLIP STEP

(dancing) A progressive with the free leg held for two beats crossing the tracing behind the skating foot, the skating foot tracing the inside forward edge (e.g. step 9 Rocker Foxtrot). .

## SPIN

(freeskating) A series of continuous rotations around an axis that passes through a portion of the body. For credit as an item in a freeskating test routine, a spin must have at least three revolutions on each required edge and position.

Travel Spin	A Spin in which the axis moves.
Centred Spin	(spotted spin) - A spin in which the axis is stationary,
Upright	A spin in which the body remains in a standing position.
Sit	A spin in which the hip is as low as the tracing knee (or lower).
Camel	A spin wherein the body is in a continuous line from head through free foot while remaining parallel to the floor,
Inverted	A spin in the camel position with hips and shoulders front side up.
Layover	A spin in the camel position with the shoulder line and hip line perpendicular to the skating surface.
Toe Spin	A spin on the toe rollers of one skate.
Heel Spin	A spin on the heel rollers of one skate.
Change Spin	A spin that involves a change of feet.
Combination Spin	A spin wherein the position is changed or the spinning edge is changed, or both, without involving a change of feet.
Edge Spin	A spin wherein the spinning foot traces an edge. That is wheels roll around a common centre.
Pivot Spin	A spin wherein the spinning foot pivots around one wheel.
Toe -Stop Spin	A spin executed on the front rollers and the toe stop of the employed skate. Not accepted as an item for tests.
Cross Foot Spin	A spin with both feet on the surface in crossed position on outside edges, one backward and one forward.
Faked Cross Foot	A spin with both feet on the surface in crossed position, but with only one foot employed or with both skates on opposite edges, travelling in the same direction.
Two Foot Spin	A spin requiring both feet for its execution.
(i)	Heel and toe, using, heel rollers of one skate and toe rollers of the other.
(ii)	Two toe, using toe rollers of both skates.
(iii)	Two heel, using the heel rollers of both skates.
(iv)	Flat foot, - A variety of heel end toe Spin with the unemployed rollers sliding on the surface.

**SPIRAL**

1. GENERAL - A curve which constantly approaches or recedes from the centre around which it revolves.
2. FREESKATING - An arabesque movement.

**SPLIT**

1. DANCING - A forward and/or backward movement with both employed skates on the surface, and with the weight being evenly distributed over both skates.
  - (a) All 8 wheels on the skating surface.
  - (b) Leading wheels of leading skate and trailing wheels of trailing skate being raised from the surface.
2. FREESKATING - A leap or jump in which the legs are extended front and back as far as possible. See Jump.

**SPREAD EAGLE**

A forward edge or flat on one foot simultaneously with a backward similar edge or flat on the other foot, with the toes pointed in opposite directions.

**STAG**

(freeskating ) - See Jump.

**STANCE**

A stationary Position preceding a start.

**START**

(dance or figures) The beginning of a movement from a stationary position

**STARTING STEPS**

(dance) - See Opening Steps.

**STEERING**

An unnatural movement or positioning of any part of the body to control the direction or path of the employed skate; e.g., when the tracing skate does not follow the arc to be skated, and the skater continually pulls the leading wheels of the skate back to the line.

**STEP**

The transference of body weight from one foot to the other.

**STEWARD**

See Marshall.

**STRAIGHTAWAY -**

1. The area of the skating surface permitting the greatest linear dimension parallel to a barrier. The area of a skating surface of greatest length.
2. Dancing - That part of a dance that is to be skated only in the area of a skating surface of greatest length.

**STRIKE OFF**

The starting or initial edge of a school figure.

### **STROKE**

A step executed so as to impart momentum.

- (a) **CHOPPED STROKE** - A stroke for which the new tracing foot is placed on the skating surface without a gliding motion. A placed step.
- (b) **FULL STROKE** - A stroke employing a gliding motion of the new tracing foot.

### **STRONG BEAT**

(Music) - See Beat.

### **STYLE**

The individual expression of a skater or team.

- (a) **FREE STYLE** - Expression without requirement.
- (b) **INTERNATIONAL STYLE** - Expression within the system prescribed and accepted as standard.

### **SUB-CURVE**

An unintentional deviation from the arc required.

### **SUM**

The total of the individual scores given by a single judge for a single contestant or contestant team.

### **SUPERIMPOSITION**

In Dance and Figure skating, successive, invisible tracings upon an original tracing.

### **SWING**

- 1 In dance skating, a stroke in which the free foot leaves the floor trailing, is swung in the direction of travel to an extended position and then resumed to the skating foot in preparation for the next step.
- 2 In general a controlled movement of the free leg from trailing to leading position or vice versa.
- 3 Strictly defined for skating purposes, a swing of the free leg should be from a trailing position to the leading position (or vice versa) with both positions matched as to height from the skating surface, relation to the body, and relation to the employed skate..

### **SYMMETRY**

(Figures) The even arrangement of all elements of the figure, such that all actions on one foot are reflected in the other.

(Dance) The even arrangement of all elements of the Dance, such that all actions on one side of the pattern are reflected in the other.

### **TABULATION**

The act or result of processing the judges marks in an event of a contest, and thereby determining the order of placement of the contestants or contestant teams. Also called calculating.

### **TABULATOR**

(See Calculator)

### **TAKE-OFF**

The beginning of a new edge or flat from another edge or flat.

- (a) TWO FOOT - An incorrect movement during which the skater rides both skates for a noticeable distance.
- (b) TOE STOP - An incorrect movement where the toe stop is used to help impart momentum.
- (c) CORRECT - A take-off employing a smooth transition from one foot to the other without placing, hitching, jumping or any other stiff unnatural movement. (Clean Take-off).
- (d) INITIAL - Strike off.

### **TANDEM**

(dancing) - See Dance Holds.

### **TECHNICAL MERIT**

The grade given by a judge for the items which constitute a Free skating, Precision, original set pattern dance, Creative solo dance or Free dance routine.

### **TEMPO**

- 1. MUSIC - The pace and speed of a musical composition.
- 2. SKATING - The number of skater's counts per minute.

### **THREE**

(abr.3) A one foot turn from a forward edge to an opposite backward edge or vice versa, with the rotation of the turn in the direction of the initial edge and with the cusp inside the circle.

- (a) DROPPED - A three turn, the concluding edge of which is held for less than one beat of music, with the next step stroked on the next succeeding beat of music.
- (b) HELD - A three turn, the concluding edge of which is held for more than one beat of music.

### **THROW JUMP**

In pairs skating, a movement in which the woman performs a recognised jump, being assisted by her partner in the take-off.

### **THRUSTING FOOT**

The old tracing foot on which pressure is exerted to produce momentum during take-off.

### **TIME**

The time indicated by the stop watches and recording of the appropriate official. In dance, Precision and free skating, the elapsed time used by a skater or team. See Maximum and Minimum.

### **TIMER**

An official whose duty it is to determine the elapsed time of any event or part of an event in accordance with the established rules for the test or contest in which he serves.

### **TIMING FOR SKATE DANCING**

Timing for skate dancing is the harmonious relationship between the team movements in executing the correct fundamentals of skating and the specific requirements of the dance to support the musical accompaniment. As a primary fundamental, harmonious relationship would require that the proper steps are skated on the proper count and are sustained for the proper number of beats. Timing is the relationship between the accent of the music and the steps skated.

### **TOE ASSIST**

(Free skating) Incorrect use of the toe stop to assist in the execution of an item.

### **TOE POINT**

Dancing - A required contact with the skating surface of the toe roller or rollers of the unemployed skate.

- (a) Front Toe Point (abr. FTP) - A toe point with the outside front roller in front of the body without regard to direction of travel.
- (b) Back Toe Point (abr. BTP) - A toe point with the inside front toe roller behind the body without regard to direction of travel.

Free skating - Use of the toe stop of the unemployed skate to assist the takeoff and/or landing of a jump as provided in the description and requirements of the jump executed.

### **TRACE**

The real or imaginary mark showing the path of the employed skate.

### **TRACING**

Employed. In use.

- (a) TRACING FOOT - The employed 'foot.
- (b) TRACING KNEE - The knee of the employed foot.
- (c) TRACING SKATE - The skate on the surface; the employed skate.

### **TRACKING**

The superimposition of tracings of partners.

### **TRANSITION**

A change from one edge to another; a change from one circle to another; a take-off.

### **TRANSVERSE AXIS**

In figure skating, also called a short axis. Imaginary straight lines which cross the long axis at right angles to the point of tangents of the circles. In dance skating, an imaginary line which bisects the width of the skating surface.

### **TRAVEL SPIN**

See Spin.

### **TRIPLE REPETITION - TRIPLE TRACING**

(school figures) The skating of a school figure three consecutive times without pause, completed by the stroke into the fourth repetition, or by permitting the final edge of the third repetition to follow the short axis.

## **TURN**

A change of direction of skate or skates.

- (a) **ONE FOOT TURN** - A turn without a change of feet. See Bracket, Counter, Rocker and Three.
- (b) **TWO FOOT TURN** - A turn produced with both feet by changing from one foot to the other. See Choctaw and Mohawk.
- (c) **OPEN** - A turn with the free leg behind the body after the turn. See Choctaw and Mohawk.
- (d) **CLOSED** - A turn with the free leg in front of the body after the turn. See Choctaw and Mohawk.
- (e) **HELD** - A turn of which the concluding edge is held longer than one beat of music. See Choctaw, Mohawk and Three.
- (f) **DROPPED** - A turn of which the concluding edge is held no longer than one beat of music, with the next succeeding step occurring on the first beat of music after the turn. See Choctaw, Mohawk and Three.
- (g) **PULLED** - An incorrect movement wherein the skater uses some part of his body to increase the momentum of the tracing skate during the execution of a one-foot turn.
- (h) **JUMPED** - An incorrect movement during which more than one wheel of the employed skate leaves the floor during the execution of a one-foot turn.

## **TWIZZLE TURN**

(dancing) A turn of one revolution in less than one beat of music. The approach to the turn is an LFO edge during which the free leg is advanced forward and the right shoulder pressed back. To execute the turn, the free foot is brought to the heel of the tracing foot. Then a very short counter turn followed by a BO half-three turn is executed. The right foot should be turned outward at right angles to help create a semi-spin and to be in a position for a right angle push to the RFO when the turn has been completed.

## **UNITY**

The harmonious performance of identical or compatible skating movements by partners.

## **WEAK BEAT**

(music) - See Beat.