

Skate WA Artistic Division

# DEVELOPMENT COMPETITIONS

HANDBOOK FOR  
SKATERS  
COACHES  
AND JUDGES



March 2026

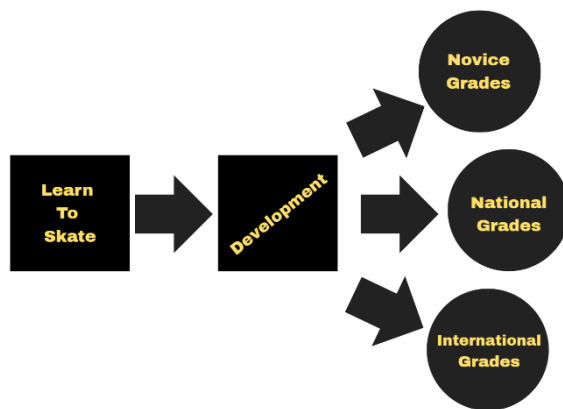
## Definition of a Development Skater

A skater in development grade refers to a skater who has passed Learn to Skate classes and is in their first or second year of skating. These skaters are developing the fundamental skills of artistic roller-skating.

Development skaters usually have not specialised in any of the skating disciplines and have not yet commenced competing at League competitions.

The Artistic Development grade is intended to be a pathway to the higher skating grades, giving skaters the opportunity to gain experience and try new things in a fun, encouraging, and positive space. Skaters in this grade can learn the basics and experiment with different disciplines in a relaxed and casual manner.

The future of artistic roller-skating lies within the Artistic Development Division. These skaters are the future of the sport and each of them has the potential to become a Champion for Western Australia.



This represents the general pathway most skaters take as they grow and learn. Development is a stepping stone between learn to skate and the higher-level grades and is designed to set skaters with the basic skills and competition experience they will need as their skating career grows.

## Goals/Objectives of the Artistic Development Division:

- To be a low-cost option for skaters to experience the sport of Artistic Roller-skating. Competition costumes.
- Focus on building fundamental skills, allowing skaters to explore the sport and choose the disciplines that suit them.
- Offer Development competitions which are aimed at competitors who primarily learn in group classes.
- Development Competitions also provide a space for skaters who wish to compete but are not ready for higher level competitions.
- Offer classes and competitions where skaters can participate without the requirement to specialise in the sport.
- Development competitions also provide a space for new skaters to build confidence and gain experience ready for higher level competitions.
- To provide classes and competitions that are inclusive for all skaters.

- To encourage new skaters to become involved which in turn will help the sport grow and evolve.

## Schedule

There will be 4 open Development competitions plus 1 Development Championship competition held each calendar year. Open competition means that skaters from all 4 registered clubs can register. Skate WA sanctions these events.

There are currently 4 registered clubs within WA – the Cobras RSC, Southwest Stars RSC, Morley Panthers RSC, and Bunbury RSC. It is the expectation that each of the 4 clubs hold **ONE** open competition with organisation and hosting being the responsibility of that club.

Posters are to be sent out to all clubs before a competition. An online nomination form has been created and the QR code to access this should be included on competition posters.

Clubs are welcome to organise their own closed competitions. This is at the discretion of the clubs themselves and can be discussed with the club Artistic Representative. Closed competitions are informal and are **not** sanctioned events.

## Eligibility

To be eligible to register for OPEN competitions or Championships, skaters must:

- Be registered as a member of the club of their choice - the Cobras RSC, Southwest Stars RSC, Morley Panthers RSC, and Bunbury RSC.
- Hold a **current** Skate Australia membership for 'Competitive' grade. If a Skate Australia membership is not held, this must be completed and paid for **prior** to the event.

## Costumes & Clothing

Development Competitions are intended to be low cost and there is no requirement to invest in specific costumes. Borrowed or Second-hand costumes are perfectly acceptable.

Skaters who do not feel comfortable wearing a traditional skating costume are welcome to wear comfortable activewear. Clothing should be comfortable to skate in and not restrict the skaters movement when performing skills.

**NOTE** – It is a requirement that costumes and clothing adhere to the official costume rules regarding rhinestones and other attachments. These rules are in place for safety purposes and should be carefully considered when choosing competition attire. If you are unsure, your coach or club Artistic Representative can provide guidance around this rule.

## Events

Development Competitions include skill-based events as well as events across the 4 skating disciplines. Skaters can register for as many events as they like, there is no minimum requirements for event registration.

All Development competition events are judged, and skaters will be scored on how they perform and the execution of the skill. Judges will be looking for a variety of things in each skill and will award scores accordingly. Skaters will have ONE opportunity to perform the skill. In the interest of fairness and equal opportunity, restarts/do-overs are not permitted.

EVENT	DESCRIPTION
<b>Spiral</b>	Competitors will perform a spiral down the long side of the floor, usually between cones marking the start and the end of the skating area.
<b>Catchfoot Spiral</b>	Skaters will perform a catchfoot spiral down the long side of the floor, between the same markers used for the Spiral event.
<b>Shoot the Duck</b>	Competitors will perform a shoot the duck down the long side of the floor, between the markers used for the Spiral and Catchfoot Spiral events.
<b>Circuit 1, 2 and 3</b>	This is a set circuit around the floor demonstrating the skater's skills. Cones may be placed around the floor to indicate where some skills should be performed. Entrants will skate out when directed in an anticlockwise direction performing each skill at the designated points. <b>NOTE</b> - The entrant's coach should decide the Level of their skater for this event. This event is open with no age restrictions and is entered on skill level.
<b>Short Routine to Music</b>	Skaters will perform a short routine to music. There are no formal requirements for the routine, and skaters can choose which music they would like to perform to. The purpose of this event is to give skaters the opportunity to gain experience a routine when they may not yet have the skill level required for the other events (freedance, freeskate etc). <b>Time: Up to 2 minutes + 5 secs</b>
<b>Compulsory Dance – Gilde Waltz</b>	Skaters will complete 1-2 laps of the Glide Waltz set dance pattern. A 120BPM waltz song will be played from a list of acceptable songs and skaters may skate to the same songs, or different songs.
<b>Freeskate</b>	Skaters will complete a freeskate routine to music which will include skills, performance, and choreography. Routines must include the required elements. Routine length: <b>2 minutes +/- 10 seconds.</b>
<b>Freedance</b>	Skaters will perform a dance routine to showcase skating skill, choreography, and artistry. Routines must include the required elements. <b>Time: 2 minutes +/- 10 seconds.</b>
<b>Duo – Development/Novice/Masters</b>	2 skaters, any age, any gender, any level, skating together to music with a theme. Routines should include show elements and have costumes, music and choreo to match the theme. <b>Time</b> – Development - 1 minute – 1 minute 30 sec <b>Time</b> – Novice/ Masters - 1 minute 20 sec – 1 minute 50 sec <b>Time</b> – Advanced/ Advanced Masters 1 minute 30 sec – 2 minutes

## Levels

Males and females will compete together.

Some events are OPEN meaning the event is not divided into age categories. These events are:

- Circuit 1
- Circuit 2
- Circuit 3

The remaining events are split into age groups. This gives skaters a chance to compete against those of a similar age and provides a more balanced competition where everyone can do well. These groupings also align more closely with the event structures of the higher-level competitions and thus helps to build confidence and experience for skaters before they reach the higher levels.

The age groups for these events are:

- Under 10
- Over 10
- Over 16/Adult

For the age group-based events, the skaters age is their age on the day of competition. This is a clear method which avoids confusion and allows for skaters to move up through age categories throughout the year leading to a more balanced competition.

## 2-year Rule

Skaters may compete in Artistic Development competitions for 2 years from the date of their first competition. After the 2 years has passed, skaters are expected to move to a higher-grade being Novice or above.

There may be cases where a skater is not ready to move on from Development once the 2 years has passed. There are many reasons why this may be the case and exceptions to this rule will be considered on a case-by-case basis. Chat with your coach or Artistic Representative for options.

## Move Up rules

'Move Up' rules in development competitions are in place to keep competitions fair and balanced whilst also encouraging skaters to develop their skills and move through to the higher grades.

The 'Move Up' rules mean that once a skater has achieved either 1<sup>st</sup> or 2<sup>nd</sup> place in an event, they can no longer compete in that event in future Development Competitions. This helps to keep the competition balanced and gives the opportunity for more skaters to win medals.

There may be instances where a skater is not yet ready to move on to different events due to age or many other factors. This will be considered on a case-by-case basis. Your coach or club artistic representative can assist with this.

The current 'Move Up' rules are as follows:

- **Skill Events** - If a skater places 1<sup>st</sup> or 2<sup>nd</sup> in Spiral, Catchfoot Spiral and/or Shoot the Duck they cannot enter those events again at future competitions.
- **Circuit 1** – Skaters who place 1<sup>st</sup> or 2<sup>nd</sup> in Circuit 1 cannot enter this again and must move up to Circuit 2.
- **Circuit 2** – Skaters who place 1<sup>st</sup> or 2<sup>nd</sup> in Circuit 2 cannot enter this again and must move up to Circuit 3.
- **Circuit 3** – Skaters who place 1<sup>st</sup> or 2<sup>nd</sup> in Circuit 3 cannot enter this again and have finished competing in circuit events.
- **Short Routine to Music** – This even is intended for 1<sup>st</sup> year development skaters only as it gives skaters the opportunity to have a routine without having requirements which they may not yet be ready for.
- **Development Compulsory Dance, FreeDance, FreeSkate, Duo, Quartet & Figures** – There are no move up rules for these events. Skaters can enter these events as many times as they wish during the skating year.

### **IMPORTANT NOTE – Clarification for skaters who have competed at Novice level:**

Once a skater has competed in any Novice-grade event at a league competition in any discipline, they are classified as a Novice skater and may no longer compete in Development-grade events in that discipline.

#### **Exceptions and permissions:**

- If the skater has **not** previously competed at Novice level in Compulsory Dance, Freeskate, Figures or Free Dance, they may still enter these specific events at Development competitions (as these disciplines have unique requirements and were historically offered at league level).
- If a skater is competing in Development events (freeskate, freedance, figures) under an exception as detailed above, they must still be within the 2-year Development period. If a skater is no longer within the 2-year rule, they would not be eligible to compete in any development competition events.
- Novice skaters are permitted to compete in the duo events at Development competitions however they would compete in the Novice Duo event.

However, once a skater has competed in any Novice-grade event, they **may not** enter the following at Development level:

- Shoot the Duck
- Spiral
- Catchfoot Spiral
- Circuits
- Short Routine to Music

## Medals & Awards

All events have 3 podium placements – 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> place. Skaters who finish in these placements will be awarded a medal.

For Championship events only – First place in Short Routine to Music, Compulsory Dance, Freedance, Freeskate and figures will be awarded a trophy and will be the Development Champion in that event for that year. 2<sup>nd</sup> and 3<sup>rd</sup> place in these events will receive a medal.

For Development Championship competitions, winners of the skill-based events (spiral, catch etc) will be awarded medals.

**Medal Defaults:** For Development skaters who receive a gold or silver medal in events from Shoot the Ducks through Short Routines to Music—where there were three or fewer competitors (and the medal was awarded by default)—it is permissible to repeat the same event at the following competition.

All coaches are requested to familiarize themselves with these rules when advising skaters on event nominations.

## Development Championship

The Development Championship shall be held once per year.

The Championship competition shall feature all Development events.

Only the following events are Championship events:

- Short Routine to music
- Freeskate
- Freedance
- Figures
- Complusary Dance
- Duo
- Development Quartet

The skill-based events – Shoot the duck, spiral, catch and circuits are not considered championship events, so the move up rules still apply to these events in the Development Championship.

## Warmups

- There will be a general warmup prior to the competition commencing – up to 15 minutes in length.
- There will be no individual warmups before events.

- Only Development skaters are to be present on the floor during warmups. Exhibition skaters and any skater not competing in the Development events should not be on the floor during warm up for the development competition.

## Marshalling

Skaters are required to marshal in at the start of the competition.

To make sure the competition runs smoothly, it is encouraged that skaters remain in the marshalling area until the end of the competition (unless changing costumes)

Prior to each event, the marshal will line skaters up in skating order. When directed by the marshal, skaters will enter the floor one at a time to complete the skill/routine/circuit etc.

Once the skater has completed their event, they will return to the marshalling area and be seated until their next event or to the end of the competition.

If a skater has a fall or similar and did not complete their event, it is at the discretion of the referee to give another chance for the skater to complete their event. The aim is to give everyone a fair chance within time restraints.

# REQUIREMENTS & JUDGING

All Development competition events are judged, and skaters will be scored on how they perform and the execution of the skill. Judges will be looking for a variety of things in each skill and will award scores accordingly.

**The judging criteria for each event is as follows:**

### **Spirals**

Scored out of 10

Height of the free leg to be above the body

Stability while rolling, no wobbling, skater looks strong in position.

Distance travelled, making it to the end easily.

Consistent speed

## **Catch foot Spiral**

Scored out of 10

Height of free leg, foot to be higher than head

Free leg is up behind body, not out to the side.

Stability while rolling, no wobbling, skater looks strong in position.

Distance travelled, making it to the end without needing to push again.

Consistent speed.

## **Shoot the Duck**

Scored out of 10

Entrance to skill – single leg entry will score higher.

Exit of skill – single leg exit will score higher.

Free leg straight in front, wheels off the floor, free leg unsupported and fully extended.

Distance travelled, making it to the end without needing to push again.

Consistent speed

**To assist judges, circuits must be performed in the exact order as outlined below. Points will be deducted for any missed skills/elements.**

### **Circuit 1**

Skills to be performed in exact order.

Five elements including general skating as an element.

Scored out of 10

Skating from starting position

1<sup>st</sup> element – 2-foot jump at the start of the long side of floor

2<sup>nd</sup> element – 3-6 forward Scissor pumps to middle of long side of floor.

3<sup>rd</sup> element – Forward Chair balance with strong horizontal arms to the end of the long side of floor

4<sup>th</sup> element – 2-foot Slaloms through cones on short side of floor

5<sup>th</sup> element - Shoot-the- duck/Cabbage starting at the start of the long side of floor and holding to the finish.

### **Circuit 2**

Skills to be performed in exact order.

Eight elements including general skating as an element.

Scored out of 10

Skating from starting position

1<sup>st</sup> element – Skate a circle of anticlockwise crossovers on short side of rink

2<sup>nd</sup> element – 2-foot jump from forwards to backwards to enter the long side of the floor.

3<sup>rd</sup> element – 3-6 backwards scissor pumps to middle of long side of floor.

4<sup>th</sup> element – Backward Chair balance with strong horizontal arms to the end of the long side of floor

5<sup>th</sup> element - Turn forwards and skate to start of long side of floor. T-Stop to a complete stop

6<sup>th</sup> element - 2-foot spin (1 revolution)

7<sup>th</sup> element – T-start to skate down long side of floor

8<sup>th</sup> Element – Glides to the finish, arms up, good body position, free leg extended, using outside edges, equal timing on both feet.

### **Circuit 3**

Skills to be performed in exact order.

Eight elements including general skating as an element.

Scored out of 10

1<sup>st</sup> element – Skating from start position, LOF 3 turn to backwards.

2<sup>nd</sup> element – Complete a full circle of backwards cross pulls in anticlockwise direction.

3<sup>rd</sup> element – Mohawk turn to forwards.

4<sup>th</sup> element - Perform a Waltz jump.

5<sup>th</sup> element - perform a Tap Toe Mazurka

6<sup>th</sup> element – On the long side of the rink, perform ‘Skaters Own Choice’ element which could be E.g. a Bunny hop, backwards spiral, coffin, backward shoot the duck, spread eagle etc.

7<sup>th</sup> element - Cross overs or Progressive runs around the short end of the floor,

8<sup>th</sup> element - 3 – 6 Cross rolls to finish, demonstrating outside edges, free leg extension, good body posture, arms up in strong aeroplane position.

### **Short routine to music – For first year development skaters only**

No specified elements

Solo event

Skaters will perform a routine to music.

Can be dance or freeskate.

Up to 2 minutes long

Scored out of 10

### **Solo Development Free Dance Routine**

Dance routine performed to music

There is not a set pattern to follow.

Judged on choreography, skating skills and performance.

**Levels** - Under 16 and 16+/Adults

Time: 2 minutes +/- 10 seconds

<b>Requirements: Footwork Sequence (30 sec max)</b>	<b>Choreography sequence (30 sec max)</b>
Four turns or steps, chosen by the skater from the 7 listed below, must be confirmed and each type can only be counted twice. <ul style="list-style-type: none"><li>• Inside Three Turn</li><li>• Outside Three Turn</li><li>• Cross in front</li></ul>	<ul style="list-style-type: none"><li>• The sequence must start from a stopped position or a stop and go.</li><li>• Sequence of free-choice elements, where the skaters must demonstrate: the ability to skate creatively, choreographic ability, originality, musicality, with body movements, using all the personal space.</li></ul>

<ul style="list-style-type: none"> <li>• Open Mohawk</li> <li>• Traveling</li> <li>• Forward to Backward Closed Mohawk</li> <li>• Choctaw</li> </ul>	<ul style="list-style-type: none"> <li>• The skater must demonstrate the ability to skate on the music and to interpret the music using technical elements such as steps, turns, arabesque, pivot, Ina Bauer, spread eagles, (not declared) one rotation jumps, (included in the permitted jumps), quick spins.</li> <li>• There is not a set pattern to follow.</li> </ul>
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**SCORING - SOLO DEVELOPMENT FREE DANCE**

(a) Choreography sequence ---- mark out of 10

(b) Performance (Overall)---- mark out of 10

(c) Skating skills/ Footwork sequence --- If skaters achieve all 4 required elements skaters achieve a base level of 4 ---- mark out of 10

TOTAL MARKS OUT OF 30 (E.g. 21/30)

**Solo Development Freeskate Routine**

Freeskate routine performed to music

Required elements must be performed.

Same requirements as the First Bronze Bar medal test

Judged on choreography, skating skills and performance.

**Levels** - Under 16 and Over 16/ Adults

**Time: 2 minutes +/- 5 sec**

<p><b>Required Elements</b></p> <ul style="list-style-type: none"> <li>• 1 Forward Spiral to be a minimum of ½ the length of the skating surface displaying 1edge.</li> <li>• IB Upright Spin</li> <li>• IF Upright Spin</li> <li>• Heel &amp; Toe</li> <li>• Waltz Jump</li> <li>• Toe Loop</li> <li>• Bunny Hop</li> <li>• Salchow</li> <li>• A jump combination of 2 jumps from any of the compulsory jumps.</li> </ul>	<p><b>Required Footwork Sequence</b></p> <ul style="list-style-type: none"> <li>• 1 diagonal sequence of primary footwork to be a minimum of ½ the length of the skating surface.</li> <li>• To include any of the following: swings, chasses, cross in fronts, cross behinds, cross rolls,</li> </ul>
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**SCORING – SOLO DEVELOPMENT FREESKATE**

a) For each of the 8 elements, the skater will be awarded either DONE (1pt) or DONE WELL (2pts)

b) For the footwork sequence, the skater will be awarded either DONE (1pt) or DONE WELL (2pts)

c) For the combination jump the skater will be awarded either DONE (1pt) or DONE WELL (2pts)

TOTAL MARKS OUT OF 20. E.g. 12/20

## Solo Development Compulsory Dance

Glide Waltz - 120 bpm.

Set pattern dance.

Skaters must skate the correct steps at the correct timing.

Club competitions – 1 ½ laps.

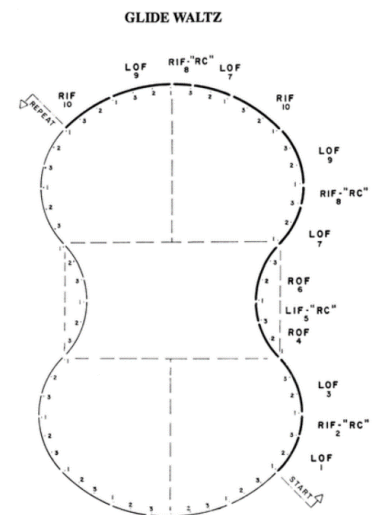
Championship competitions - 2 laps

**Levels** - Under 16 and Over 16/ Adults

### SCORING – SOLO COMPULSORY DANCE

- a) Skating Skills ---- mark out of 10
- b) Pattern ---- mark out of 10.
- c) Timing ---- mark out of 10

TOTAL MARKS OUT OF 30. E.g. 21/30



## Development Figures

Figure 1

RFO – LFO Circle 8

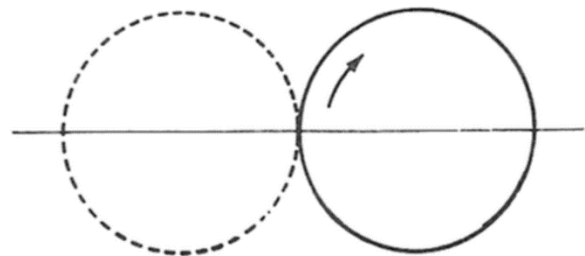
2 repetitions to be skated.

**Levels** - Under 16 and Over 16/ Adults

### SCORING – DEVELOPMENT FIGURES

- (a) Take offs ---- mark out of 10.
- (b) Tracing ---- mark out of 10
- (c) Posture ---- mark out of 10.

TOTAL MARKS OUT OF 30. E.g. 21/30



**CIRCLE EIGHT**

Figure: 1..... ROF-LOF

## Duo – Development/Novice/Masters/Advance

2 people, any age, any gender, any level, skating together to music with a theme.

Duo skaters can be of different levels, but the level will be that of the higher-level skater.

Duos are show events.

Costumes, performance, and music should match the theme of the Duo.

### Levels and timing:

Duo – Development (1 minute – 1 minute 30 sec)

Duo – Novice/ Masters (1 minute 20 sec – 1 minute 50 sec)

Duo – Advanced/ Advanced Masters (1 minute 30 sec – 2 minutes)

### SCORING - DUO

- (a) Choreography ---- mark out of 10
- (b) Skating Skills ---- mark out of 10
- (c) Performance ---- mark out of 10

TOTAL MARKS OUT OF 30. E.g. 21/30

## Quartet – Development

Open to any 4 skaters from Development Grade

4 skaters, any age, any gender, skating together to music with a theme.

Quartets are show events.

Music, costumes, and performance should suit the theme of the routine.

**Time** – Up to 3 minutes

**Levels** - Quartet – Development Grade skaters only

### SCORING - QUARTET'S

(a) *Choreography* ---- mark out of 10

(b) *Skating Skills* ---- mark out of 10

(c) *Performance* ---- mark out of 10

TOTAL MARKS OUT OF 30. E.g. 21/30

## Marking – All events

Events will be marked using this scorecard with points out of 10 to be awarded based on the execution of the skill, routine, circuit etc.

Refer to the event requirements and scoring information earlier in this handbook for a breakdown on how each event should be scored.

0.0.....	<i>not skated</i>
1.0.....	<i>very poor</i>
2.0.....	<i>poor</i>
3.0.....	<i>defective</i>
4.0.....	<i>below average</i>
5.0.....	<i>average</i>
6.0.....	<i>fair</i>
7.0.....	<i>good</i>
8.0.....	<i>very good /</i>
9.0.....	<i>excellent</i>
10.0.....	<i>perfect</i>

## Judging

Judges are volunteers who give their time to help make Development Competitions happen.

There should be 3 judges for Development Competitions.

Ideally, judges will be senior level skaters with an advanced level coach on hand for advice however this will be dependent on availability.

Coaches may also judge but cannot judge in events where they have a skater competing.

# Volunteers

**MAKE IT HAPPEN**

Development competitions would not be possible without volunteers who give their time to make sure each competition runs smoothly.

There is no prior experience required, and volunteers can be anyone from family, friends and even skaters from other grades who may not be competing.

Volunteers are required for:

Marshals	Judges	DJ/ Emcee
Calculators	Set up/Pack up.	

If you would like some more information or would like to volunteer, have a chat to your clubs Art Rep which will be able to assist.