

Handbook for Technical Panels

Synchronized Skating

Season 2023 - 2024

CALLING PROCEDURES

DURING PRACTICES & OFFICIAL PRACTICES

To avoid any bias there must be no discussion regarding levels or the quality of execution (flat turn, pivoting too short etc)

Keep track of what the Team does meaning recognition of Element, Features/Additional Feature only and level must not be written

Scenario; During practice there may be four Skaters not executing a Feature or Additional Feature correctly, but during the competition perhaps only three Skaters make the mistake and not four. This is the main reason not to discuss execution or levels during practices

HOW TO CALL

TS1 is not permitted to have practice papers. Official ISU documents may be checked in-between Teams if needed.

TC & TS2 are permitted to have official ISU documents and practice session documents

The practice session documents are only to be used to speed up the review process. Example; confirming the number of steps/turns performed and the number of Features included etc.

For the Precall: TS2 makes the precall and must be clear. Wait for TS1 to call the Element and level before announcing the next Element. Allow TS1 to do their job and have time to think

For the Calls: Using a strong and clear voice, TS1 must call what is performed and not what is remembered from practice. As the Team is executing the Elements etc., state what you do not accept (example: no travel, no change of position, no rocker etc.)

Both TS2 and TC must write down the calls (Element and level) as TS1 pronounces them

CALLING REVIEWS

If any member of the Technical Panel notices a reason to review an Element, they must say "REVIEW"

TS2 and TC must keep track of the reviews and FALLS

HOW TO REVIEW – General

After each performance, the Data Operator (DO) informs the panel about the executed Elements and the number of reviews, e.g. "8 Elements performed, 3 reviews are called."

The DO calls the first Element for review - Elements are reviewed in the order they were performed

TC first states what Element is being reviewed, the level called and asks the person who called the review for their reason

State the reason for the review and only review this concern. No hunting for other mistakes during the review process

Note: Before the DO opens each Element for review, the message must be given, what to review and at which speed, e.g., "Element # 2, to review the lifted position, normal speed." The DO will not play the clip until told to do so by the TC

How to guide the discussion of an Element amongst the panel:

TC guides all discussions with the Technical Specialists, including the final decision based on the majority vote among the three members of the TP

Before the Elements are authorized the TC asks the panel if there is anything additional to be discussed or reviewed

As the DO is reading back the Elements and levels, the TC and TS2 are verifying that the Elements and levels match with their notes.

Before the Elements are authorized the TC will ask TS2 if they agree and if so the TC states "Elements Authorized"

HOW TO CALL FALLS

For any FALL(S) - A Fall (and Review) is called when the Fall occurs

TS1 calls all Fall(s) and must say "Fall by one (or more) in Element" OR "Fall by one (or more) in Connection" and "Review"

FEEDBACK TO ATHLETES/COACHES after the competition.

Any requested feedback by a Coach/Skater can be provided

All information related to the final levels which were called is given to the TC to provide feedback when requested

Since the TC is the spokesperson for the panel, the TC shall provide this information. TC may also invite either or both TSs to join the feedback.

HOW TO HANDLE MISTAKES

Unless there is a numerical/calculation error, NO changes can be made once the score has been announced

Prior to the announcement of the score, the Technical Panel may continue to review and/or change the call (Element and/or level)

If Elements have been authorized and the scores have NOT been announced, the TC will alert the Referee immediately to stop the announcement of the score so an error can be corrected

It is NOT possible to change any Elements or levels once the score has been announced

If the Referee notices an Element is missing, they may ask the Technical Controller to check for the omission

How to handle requests, protests, media

TC speaks on behalf of the TP (excluding protests)

How to handle questions not covered in the Communications and Handbook

As a general note, it is best to use common sense when encountering a scenario not covered within the Communications or Handbooks (when determining the Element and/or level). A decision must be made in favor of the Team if the scenario has no clear resolution.

Number of Skaters skating on a Team	Number of Skaters needed to count the error (¼ of the Team making an error)		For Teams required to be comprised of certain number of Skaters according to the Category and Competitions and compete with less Skaters (Advanced Novice, Junior, Senior, Senior Elite 12)
16 Skaters	4 Skaters making an error		The Technical Panel will determine the level of the Element as skated then lower the Element one level
15 Skaters	3 Skaters making an error		Exception: for the Creative and Mixed Elements there will be no penalty
14 Skaters	3 Skaters making an error		Referee must inform Technical Controller when Teams are competing with less Skaters than intended
13 Skaters	3 Skaters making an error		For International Competitions:
12 Skaters	3 Skaters making an error		- If the TP has not been informed that a Team is competing with less than the intended number of Skater(s), the TP will apply the penalties accordingly
11 Skaters	2 Skaters making an error		- If a Team is competing with less than the required number of Skaters. The TP will apply the penalties accordingly
10 Skaters	2 Skaters making an error		- If a Team is competing with less than the required number of Skaters. The TP will apply the penalties accordingly
9 Skaters	2 Skaters making an error		- For Championships:
8 Skaters	2 Skaters making an error		- If a Team is competing with less than the required number of Skaters. The TP will apply the penalties accordingly

PRINCIPLES OF CALLING		
BASIC REQUIREMENTS for ELEMENTS		
Scenario	Call	Notes/Examples
If a Fall, illness or interruption occurs	Call Element, Feature(s), Additional Features as executed	Call what is executed by the rest of the Team
If the Element does not meet the technical requirements in the current Special Regulations and Technical Rules for SyS OR the requirements in the WBP OR Basic Requirements for Element	Call Element no value	Even when not met by one Skater or more i.e. – one Skater or more stops (not due to a fall or interruption) The Intersection required in the SP is included in the FS Exception: Pa, SySp and TwE
If two of these Elements (NHE, SySp or TwE) follow one another without a clear difference between the two Elements	Call the first Element as executed + No Value for the 2 nd	The NHE, TwE, and SySp may be skated in any order with a clear difference between the two Elements such as; a different Element Shape at the start of the next Element OR a clear connection in-between the two Elements
DIFFICULTY GROUP (Chart)		
If the Difficulty level requirements are met/attempted	Call the Element	The level is called when meeting the requirements listed in the Element Chart
GENERAL ELEMENT REQUIREMENTS		
If the General Element Requirements listed for each Element are not met/attempted by ¼ of the Team or more	Lower Element one level for each requirement not met	Base is the lowest call Includes Specific Intersection Requirements
If the first attempt of a GL, Spin, fm or Pair Pivot fails, and the Skater(s) make a 2 nd attempt	Count the error and ignore the 2 nd attempt	fm position not attained or there is a failure to lift/spin/pivot
SPECIFIC ELEMENT REQUIREMENTS		
CHOREOGRAPHIC REQUIREMENTS		
If an Element, Feature or Additional Feature has not been choreographed correctly when required to be at the same time	Call the Element, Feature or Additional Feature + “choreo error” (!)	IF fms begin at different times and part of the first fm(s) does NOT overlap with the start of the next fm(s) NOTE: The choreographic error is not called for errors in unison or poor execution
GENERAL FEATURE REQUIREMENTS		
If the General Feature and Specific Feature requirements are not met/attempted by ¼ of the Team or more	Feature is not counted	
If All, ½ or ¼ of the Team are required to execute a Feature and the number of Skaters is incorrect	Feature is not counted	Artistic Element - When ½ of the Team must Pivot, but less than ½ of the Team is participating
If a Feature is repeated in an Element	Feature is counted	Count the one correct and most difficult Feature only
If two or more Features are executed at the same time	Features are counted	A Circle Element has two recognizable Features being executed at the same time 1. Weaving (weaving twice) 2. Change of Position (weaving once) - Both Features will be counted if weaving occurs three times - Only Weaving will be counted if occurring twice

GENERAL ADDITIONAL FEATURE REQUIREMENTS (Point of Intersection and Step Sequence)		
If the Basic Requirements for an Additional Feature are not met/attempted	Call Additional Feature no value	Even when not met by one Skater or more (exception pi)
If the Difficulty level requirements are not met	Additional Feature is called	According to the requirements listed in the Chart
If an Additional Feature (Step Sequence) is repeated within an Element	Additional Feature is called	Only one correctly executed and the most difficult Additional Feature will be counted
SPECIFIC ADDITIONAL FEATURE REQUIREMENTS – see Errors for Turns/Step and Point of Intersection for details		
SHORT PROGRAM (SP)		
If un-prescribed or additional Elements or a repetition of Elements are included/executed	DED3 will be called	See Rule 991 para 3.
FALLS		
If a Fall is identified within an Element	Call the Element level + Additional Feature <i>(if required)</i> + Fall + DED	DED is called for each Skater that Falls. Evaluate Element using the remaining Skaters who were not affected by the Fall
DED 4 – ILLEGAL ELEMENTS / FEATURES / ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior/Senior Elite 12 SP/FS & Novice FS)		
If the Illegal Movement is an Element	Element is called no value + DED4	
If the Illegal Movement is included in the Feature	Element is called + Feature is not counted + DED4	
If the Illegal Movement is included in the Additional Feature	Element is called + Additional Feature is called no value + DED4	
If there is an Illegal Movement included during a Connection	DED4	

Errors for Required Turns / Loops / Twizzles that must be correctly executed in ELEMENTS, ADDITIONAL FEATURE & FEATURES (see TwE for twizzle errors)		
<p>ELEMENT: If ¼ of the Team or more execute the same type of error(s) (not due to a fall)</p> <p>FEATURE & ADDITIONAL FEATURE (s): If ¼ of the Team or more execute the same OR different type of error(s) (not due to a fall)</p> <p>Types of Errors for one-foot or two-foot Turns, loop or twizzle</p> <ul style="list-style-type: none"> - A two-footed entry or exit (except Twizzles) - Free foot touches down —Knee action (three turns) during all or part of a Twizzle —Executed on the spot (Twizzles for at least 360° rotation) - Jumped - Entry and/or exit is executed on a straight line (flat) (except Twizzles) - Skidded, when the blade moves over the ice sideways (except Twizzle) - Not attempted - Not the same type at the same time 	<p>ELEMENT: - Each turns/step will not be counted if ¼ of the Team or more make the same type of errors</p> <p>FEATURE & ADDITIONAL FEATURE: - Each turns/step will not be counted if ¼ of the Team or more make the same type of error(s)</p> <p>OR</p> <p>Each Turns/step will not be counted if multiple errors made by ¼ of the Team or more</p> <p>Exception: Twizzle Element — twizzle Errors (lower Element one level)</p>	<ul style="list-style-type: none"> - Scratched and/or Turns with shallow lobes are counted towards the level - The reduction for multiple errors will only be utilized once when there have been no other reduction(s).
If only two difficult turns are correctly executed in a series of three different difficult turns	Count as a series of two difficult turns	Even if the turns are not executed one after the other
If recognizable Turns are required	Feature is counted	Must be done using one foot at a time. A correct entry edge or exit edge is not required

CREATIVE ELEMENT (Cr)		
The Element begins when the group(s) and/or pair(s) are formed		
If the Team executes an Un-sustained Pair or Group Lift (<u>held for less than three seconds</u>)	Call Element no value	Stationary, Gliding and Rotational Lifts are acceptable <u>as long as the lifts are held for more than three seconds</u>
If a Skater falls and does not arrive in time to lift or be lifted	Confirm the Element	No matter if the fall occurs during a Connection or after the GL/pairs have been formed <u>as long as the remaining lifts are held for more than three seconds</u>
If a lift(s) is attempted but the Skaters do not complete the lift (collapses or position not achieved)	Confirm the Element	<u>As long as the remaining lifts are held for more than three seconds</u>

GROUP LIFT (GL) HOW TO CALL THE GL

The first lifted position executed by each lifted Skater determines the level (difficult or simple, majority of torso above head level)
 The lifted position begins to be evaluated once a fixed position of all lifted Skaters has been attained

For a Team of 16 Skaters:

- GL4 – All lifted Skaters begin the GL in a difficult position
- GL3 – at least ½ of the Skaters begin the GL in a difficult position
- GL2 – Most the Skaters begin the GL in a simple position

A downgrade will be applied each time the following error(s) are made within each GL (for the first position and/or second position (if part of a Feature))

Minor Errors

- Lifted Skater has achieved but does not maintain the lifted position
 - o NOTE: The torso may be lowered below head level during a Change of Lifted Position OR during the Interaction Between Group Lifts and/or Lifted Skaters

Severe Errors


- Collapsing GL – collapse occurs after the lifted Skater achieves the fixed lifted position
- Lift position not attained – the lifted Skater fails to achieve the first or second lifted position

Severe and Minor Errors are cumulative

All types of errors will be added together to determine the penalty as outlined below

- Types of Errors may be the same or different and may be in the same or different Groups Lifts

if one minor error	Downgrade Element once (<)	GLB is the lowest level if all Skaters attempt a GL
if two minor errors	Downgrade Element twice (<<)	
if three minor errors	Lower Element one level	
if one severe error	Lower Element one level	
if one severe error occurs + one minor error occurs	Lower Element one level + Downgrade once (<)	
if one severe error occurs + two minor errors occur	Lower Element one level + Downgrade twice (<<)	
If a collapse occurs after the lifted Skater achieves the fixed lifted position	Call the Element GL3	Element starts at GL4 (if all lifted Skaters are in a difficult position) + Element is lowered one level (for one severe error)
If GL4 is attempted but one of the GLs does not attain the first lifted position	Call the Element GL2	Element starts at GL3 (if at least ½ of the GL use a difficult position) + Element is lowered one level (for one severe error)
Failure to lift due to a Fall (Either in the Connection before the Group(s) form or after the Group(s) has formed)	Call Element as executed + Fall	Evaluate the remaining GL(s) not affected by the Fall Call the Fall where it occurs - in the Connection or Element
Failure to lift not due to a Fall	Call Element no value	Even if one GL makes the error

Types of LIFTED POSITIONS			
A Spiral Variation is not considered as a Difficult Position		The lifted Skater does not show a STRONG bend/arch of their back in at least semi-circle.	A lifted position will be considered as a Difficult if the back shows a STRONG bend/arch and even IF the legs are not in a full split
Split Position – the lifted Skater’s legs may be straight or slightly bent			
GL FEATURE NOTES			
If a GL with a Rotation does not rotate as required for a Feature	Feature is not counted	Even if only one GL does not rotate	
If the 2 nd position required for a Feature is not achieved by the required number of Skaters for a level	Feature is not counted	Even if only one lifted Skater does not achieve the correct 2 nd position	
If the 2 nd position required for a Feature is achieved but not maintained	Feature is counted + Downgrade once (<)	Even if only one lifted Skater does not maintain the correct lifted position	
If there are four front Split positions used at the same time	Feature is not counted	Maximum of two front Split positions must be used at the same time	
IF lifted Skaters rest on the shoulders of supporting Skaters	Feature is counted	Lifted Skaters are permitted to rest on the shoulders of the Supporting Skater(s) during any part of a GL (entry/exit, during the first or 2 nd lifted position if using a Feature)	
Change of Lifted Position			
If the lifted Skater drops below head level of the supporting Skaters during the transition from the first position to the 2 nd	Feature is counted		
If using the same type of lifted position and both lifted positions are distinctly different	Feature is counted	Two different lifted positions will be accepted even if each lifted position the lifted Skater remains on their front. Accepted: A lifted Skater begins in a U-Position before changing to a Biellmann Position Only changing the orientation of the lifted Skaters torso does not meet the requirements for the Feature; Not accepted: A lifted Skater’s torso begins vertical - standing in an Upright Extension 170° and then becomes horizontal as they lay on their back remaining in an Upright Extension 170°	
Difficult Entry			
If there is not a continuous movement that has an impact on achieving the main lifted position	Feature is not counted	The continuous movement is permitted to pause briefly in-between the Difficult Entry and the main lifted position for Skaters to stabilize before attaining the main lifted position	
Interaction Between the Group Lifts and/or the Lifted Skaters			
If the lifted Skater drops below head level of the supporting Skaters during the Feature	Feature is counted		

INTERSECTION ELEMENT (I)		
Types of Errors for back-to back requirements , if a ¼ of the Team or more make the same type of error(s) (not due to a fall) <ul style="list-style-type: none"> - Skaters do not have a hold before the pi begins - Skaters do not pivot a minimum of 90° (box or triangle, V) - Skaters do not remain back-to-back before the pi begins unless there are continuous backward 360°/720° pi 	Lower Element one level for each type of error The lowest call will be Base	Exception: Level 1 does not require all Skaters to be back-to-back during the approach
SPECIFIC REQUIREMENTS FOR EACH TYPE OF INTERSECTION		
For All Intersections		
If the Team is only gliding on two feet to achieve their hold after the Feature	Lower Element one level	Only gliding on two feet to achieve the hold is not permitted
If the Team remains in the Spread Eagle with a hold before beginning the pi	Call the Element	Only gliding on two feet to achieve the hold is not permitted Spread Eagles, Ina Bauers and Lunges are permitted
Angled Intersection		
If the “additional rotations” are not backward and/or more than the required number of rotations	Lower pi one Level each	
If ¼ of the Team does not achieve a hold before the “additional rotations” begin	Lower Element one level	Two spaces without a hold = four Skaters
If the Feature is correctly completed BUT the required hold is achieved AFTER the lead Skaters begin to overlap (as a result the “additional rotations” begin later than required)	Lower Element one level + Feature is counted + Lower pi one level	For the Element the required hold was achieved too late For the Feature: must be completed during the Approach phase (once the lines overlap, the approach phase has ended) For the pi: additional rotations started too late
If the Feature is completed AFTER the lead Skaters begin to overlap (the “additional rotations” begin later than required)	Lower Element one level + Feature is not counted + Lower pi one level	For the Element: the required hold was achieved too late For the Feature: not completed during the Approach phase (once the lines overlap, the approach phase has ended) For the pi: additional rotations started too late
Collapsing Intersection		
If ¼ of the Team does not achieve a hold before the pi begins or if pivoting; before the 90° pivot begins	Lower Element one level	Two spaces without a hold = four Skaters
If all corners of the Intersection do not intersect at the same time	Lower Element one level	If two or more corners do not intersect at the same time
Whip Intersection		
If ¼ of the Team doesn’t achieve or maintain a hold before the last 90° of pivoting	Lower Element one level	Two spaces without a hold = four Skaters
The required distance in-between the end Skaters of one or each line is not achieved or maintained for the last 90° pivot	Lower Element one level	For the last 90° pivot until the lead Skaters become back-to-back with the axis
If the lead Skaters skate along the axis of the intersection instead of being mostly stationary	Lower Element one level	A slight deviation by the lead Skater(s) movement is permitted
If the Feature is completed during and/or after the last 90° of pivoting and ¼ of the Team doesn’t achieve a hold	Feature is not counted	Must be completed before the required hold

GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF INTERSECTION (pi)		
If ALL Skaters $\frac{1}{4}$ of the Team or more complete the pi before OR start the pi after the axis	piB is called	If all Skaters attempt a pi
If $\frac{1}{4}$ of the Team or more does not attempt a pi	Call pi no value	Not due to a fall or interruption
If less than $\frac{1}{4}$ of the Team does not attempt a pi	Lower pi one level	Not due to a fall or interruption
<p>If $\frac{1}{4}$ of the Team or more execute any of the following same OR different type of error(s) during a pi (not due to a fall)</p> <ul style="list-style-type: none"> - pi is completed before the axis - pi starts after the axis - extra pi (including Angled; additional rotations) - pi in opposite directions within the same line - pauses in pi (not continuous) including additional rotations (Angled) - A forward push within a backward pi - Any part of the pi is executed on the same spot - Stopping or becoming stationary 	<p>Lower pi one level for each error (same type)</p> <p>OR</p> <p>Lower pi one level for multiple errors made by $\frac{1}{4}$ of the Team or more (Called one time only if there have been no other reduction(s)) piB will be the lowest call if all Skaters attempt a pi</p>	<p>The reduction for multiple errors will only be utilized when there have been no other reduction(s)</p> <p>Extra pi:</p> <ul style="list-style-type: none"> i) More than the permitted degrees of rotation for a level <ul style="list-style-type: none"> - If a backward 720° pi rotation ends forwards or vice versa ii) More than the permitted number of pi <ul style="list-style-type: none"> - If a Collapsing includes a 3rd pi rotation <p>Pauses in pi rotations, not continuous:</p> <ul style="list-style-type: none"> - That assists Skaters to pass by each other or are due to a bump

ADDITIONAL FEATURE REQUIREMENTS FOR VARIOUS TYPES OF INTERSECTIONS		
Angled Intersection		
IF the ‘additional rotations’ begin considerably more before the lead Skaters begin to overlap	Lower pi one level	The “additional rotations” are part of the pi requirements and must begin “just” before or as the lines begin to overlap
Collapsing Intersection		
If the first pi ends before the corners intersect by more than $\frac{1}{4}$ of the Team and the second pi (as required) ends inside the intersection	Lower pi one level	
If the 2 nd backward pi finishes forwards inside the box/triangle	Lower pi one level	A backward pi must end backwards
If the 2 nd backward pi finishes backwards inside the box/triangle but the Team steps forwards without pausing	Lower pi one level	If executing a backward pi that ends backwards, then Skaters may continue to skate backwards, OR must pause after the backward pi IF turning to skate forwards to exit
Whip Intersection		
If the pi rotates more than 360° before Skaters go through the axis	Lower pi one level	
Collapsing Intersection		
If each required pi rotation includes one of the pi Features	Count one pi Feature	At least one of the required pi rotations must include all pi Features

MOVE ELEMENT (ME) HOW TO CALL THE ME

The first fm executed by each Skater determines the level

The fm begins to be evaluated once a fixed position of all Skaters (in their respective fm) has been attained

For a Team of 16 Skaters:

- ME4 – when at least 13 Skaters begin the fms in a difficult type of fm position
- ME3 – when at least 8 Skaters begin the fms in a difficult type of fm position
- ME2 – when at least 9 Skaters begin the fms in a simple type of fm position or do not achieve a difficult type of fm position

If a move has one Feature 2 seconds before and after the change are required

If a move has two Features 2 seconds before the 1st change are required, 2 seconds after the 1st change are required, and **only** 2 seconds is required after the 2nd change. (ex: Spiral 2 seconds on the 1st edge + change of Edge – second edge is held 2 seconds after the change but the change position occurs a + change position 2 seconds after the change)

A downgrade will be applied for the following errors each time

For an fm without a Feature; requiring 3 seconds in the correct position + edge:

1. Correct fm position is not maintained for at least three seconds (loss of position)
2. Correct edge is not maintained for at least three seconds (loss of edge)
3. Three seconds is not achieved in a correct fm position/edge (loss of time)

For an fm with a Feature: the 1st fm position before (or during) the Feature: requiring 2 seconds in correct position + edge;

Features: Change of Free Leg Position, Change of Rotational Direction, Change of Type of fm, Change of Edge, Change Position during a Free Skating Move

1. Correct fm position is not maintained for at least two seconds (loss of position)
2. Correct fm position is not maintained during the Change of Edge or Change Position during a fm (loss of position)
3. Correct edge is not maintained for at least two seconds (loss of edge)
4. Two seconds is not achieved while in a correct fm position/edge (loss of time)

For an fm with a Feature: the 2nd part of the Feature: requiring 2 seconds on the correct edge;

Features: Change of Free Leg Position, Change of Rotational Direction, Change of Type of fm, Change of Edge, Change Position during a Free Skating Move

1. Correct edge is not maintained for at least two seconds (loss of edge)
2. Two seconds is not achieved while in a correct fm position/edge (loss of time)

Errors are cumulative – IF there are different types of errors, they will be added together to determine the penalty

The same fm error must be made by at least ¼ of the Team or more before a downgrade can be applied

One error	Element is downgraded once (<)	MEB is the lowest level if all Skaters attempt an fm
Two errors	Element is downgraded twice (<<)	
Three errors	Element is lowered one level	

GENERAL ELEMENT REQUIREMENTS

If the timing requirements have been met by an fm but the Skaters remain in the fm position

Call Element

fm is considered as ended; Skater(s) are permitted to remain in an fm position after the fm or ME has ended

Fall(s): If there is a fall and all fms are considered as ended (timing requirement is met)

Call Element
+ Fall in Connection

ME FEATURES		
Count the number of correctly executed Features		
Calling the 2ND part of the fm during the following Features:		
Change of Free Leg Position, Change of Rotational Direction, Change of Type of fm, Change of Edge, Change Position during a Free Skating Move		
If the 2 nd required fm position of the Feature is not achieved	Feature is not counted	Position not achieved
If the 2 nd required fm position of the Feature is achieved and not maintained OR If the position after the Change Position or Change of Edge is not maintained	Feature is counted + downgrade once (<)	Loss of position during the Feature
If there are more than the necessary turns/edges when changing Rotational Direction or changing feet	Feature is not counted	(i.e., crossovers or extra pushes)
Change Position during an fm		
If ¼ of the Team does not have a hold before OR after the change	Feature is not counted	Two spaces = four Skaters
If ¼ of the Team does not establish their own track before OR after the change	Feature is not counted	
If ¼ of the Team does not hold or achieve the fm position or edge for two seconds after the change	Feature is not counted	The two seconds for the edge/position will begin once the Skaters have regripped
Intersecting/Passing-through		
Must be executed at the same time	Feature is counted	

NO HOLD ELEMENT (NHE)		
FEATURE NOTES		
Features may be done separately or together with another Feature(s) Exception; Pivoting		
Pivoting Feature		
Measurement ends when the block has stopped pivoting for two seconds or more, or changed configuration or rotational direction		
If using the Feature plus Different Configurations and/or Change of Position	Features are not counted	
Choreographic Series		
If the Choreo Series begins at the same time as pivoting	Feature is counted	

PAIR ELEMENT (Pa)		
The degree of pivoting begins to be counted once the pivoting begins and a fixed position of all supported Skaters has been attained		
PAIR REQUIREMENTS		
Pair Errors of the Supported Skater: - Head and/or body is higher than knee level - Knee, hand and/or head touches the ice at any time (not including a fall) - Not gliding on their blade for the required number of rotations - On two feet during the entry or exit	Counted as one pair making an error	Not gliding on the blade: Supported Skater's blade is coming off from the ice or Supported Skater is gliding on a boot Exception: when changing edges during the Change of Edge Feature
Errors (same or different) must be made by at least ¼ of the Team (2 Pairs) or more before a penalty can be applied		
Number of Errors for a Team comprised of and competing with 14 to 16 Skaters		
If one pair does not attempt the pa	Counted as two pair errors	
If two pairs do not attempt the pa	Call pa NV	
If two or three pairs make an error (two pairs for 11 to 13 Skaters)	Lower one level	
If four or five pairs make an error (three pairs for 11 to 13 Skaters)	Lower two levels	
If six pairs make an error (four pairs for 11 to 13 Skaters)	Lower three levels	
If all pairs make an error	PaB is called	
Backward Inside DS		
If the body is held higher than knee level of the Supporting Skater	Feature is not counted	
Change of Edge		
If the lower Skater starts the DS on a RFI edge and changes feet to a LFO edge	Feature is counted	
PIVOTING ELEMENTS (PB and PL)		
If ¼ of the Team or more are not attached for the majority of the Element	Call no value	
GENERAL PIVOTING REQUIREMENTS		
Pivoting Errors If at least ¼ of the Team or more have done the following - Stopped pivoting for two seconds or more (pivoting is ended) - Changed configuration - Changed rotational direction	Call the level accordingly before pivoting ended	Once pivoting has ended no other turns will be counted towards the level
NOTES		
If the block/line does not pivot a minimum of 90°	Call no value	For PB1/PL1 measurement for pivoting begins on the entry edge of the first turn and ends when the Element stops pivoting
For PB3/PL3 - The "+ One "Difficult one-foot turn"	Turn is counted	The turn may or may not be part of a series

CHANGE OF PIVOT POINT MEASUREMENT – BLOCK/LINE		
The measurement for pivoting begins during and/or after the pivot point changes ends		
For PB2/PL2: Pivoting ends when the Block/Line(s) stops pivoting		
For PB3 & PB4 / PL3 & PL4: Pivoting ends at the completion of the exit edge of the last required turn		
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track	Feature is not counted PB1/PL1 is the highest call	Change of pivot point will not be counted regardless of the number of degrees executed after the change
SPIN ELEMENT (SySp)		
If the spin is not in a correct simple position (no Features)	Lower Element one level	If a ¼ of the Team is not in the correct position
If ¼ of the Team or more does not attempt a spin	Call Element no value	
If less than ¼ of the Team does not attempt a spin	Lower element one level	
If ¼ of the Team or more does not rotate a spin a minimum of three revolutions	Call Element no value	
If less than ¼ of the Team does not rotate a spin a minimum of three revolutions	Lower element one level	
If ¼ of the Team or more does not achieve the correct spin position for a Feature and/or maintained for the required number of revolutions	Call Element + Feature is not counted	Count the number of rotations executed while in a correct spin position during the Feature
If ¼ of the Team or more does not rotate the required number of revolutions in the correct spin position for a Feature	Feature is not counted	
Difficult Spinning Position		
If ¼ of the Team the spin is not in a correct difficult position	Call Element + Feature is not counted	If a ¼ of the Team is not in the correct position even when only ½ of the Team is required to execute the Feature
Same Spin		
If All Skaters are in a basic spinning position (camel/sit) and ¼ of the Team or more are not in a correct position	Feature is not counted	
If All Skaters are attempting a Difficult Position(s) and ¼ of the Team or more does not achieve the Difficult Position	Feature is not counted	The Difficult Position Feature will be counted as long as ½ of the Team achieves the position. If the Difficult Position Feature is not counted then the Same Spin Feature will not be counted as it will be considered to have 2 different positions (1 position difficult and 1 position not difficult) even if everyone is in the same type of spin.
ROTATING and TRAVELING ELEMENT (TrE)		
GENERAL TRAVELLING/Rotating REQUIREMENTS		
If the Element has stopped traveling/rotating for two seconds or more (travel is ended)	Call the level accordingly before travel ended	Element is considered as ended. Once travel and/or rotating has stopped, no other correctly executed Feature may be counted towards the level
Change of Rotational Direction		
If the Element stops rotating for more than two seconds	Feature is not counted	Element is considered as ended

TWIZZLE ELEMENT (TwE)		
<p>A maximum of four-foot placements are permitted in-between each of the twizzles</p> <ul style="list-style-type: none"> - When Skaters are standing on two feet (not counting the exit of a twizzle) it will be considered as one foot placement - For each of the foot placements permitted in-between twizzles, there is no limit on the number of turns or movements performed while on one foot - The fifth foot placement must be the entry of the twizzle 		
For TwE3 and TwE4: If two Features or more are included from the same Group	Only one Feature will be counted from each Group	
<p>Twizzle errors: The same type of error executed by a total of ¼ of the Team or more in either twizzle (not due to a fall)</p> <ul style="list-style-type: none"> - Touch down during the rotations (not including the entry/exit) - Knee action (three turns) - At least 360° rotation of a Twizzle is Executed on the same spot during any part of the Twizzle - Twizzle not attempted - Not the same type of twizzle executed at the same time - A 6th foot placement is the entry of a Twizzle - Looping action 	<p>Lower Element one level for each type of twizzle error</p> <p>Lower Element one level if there are multiple errors made by ¼ of the Team or more</p> <p>TEB will be the lowest called</p>	<p>On a Team of 16 Skaters</p> <ul style="list-style-type: none"> - If 4 Skaters make an error in twizzle #1 + 4 Skaters made the same error in twizzle #2 = one error - If 4 Skaters make an error in Twizzle #1 + 4 Skaters make a different error in twizzle #2 = two errors - If 4 Skaters make the same error in twizzle #1 + 2 Skaters make a different error + 2 Skater make another different error in twizzle #2 = two errors - If one error is made by 2 Skaters in twizzle #1 + 2 Skater make the same or different error in twizzle #2 = one error - Twizzles are permitted to have a two-foot entry and/or exit

Twizzle Element FEATURE NOTES		
Group A		
Continuous Movement of Arms		
If a Team is using both the Continuous Movement of Arms and Holding the Free Foot Features at the same time	Both Features are counted	The movement of the arms may be done using any height(s) . Moving only one arm is permitted when the other hand is also Holding the Free Foot
Group C		
Interaction		
All Skaters/Pairs must execute the same Feature (and the same movement(s))	Feature is not counted	If the pairs are not the same
Group D		
A Third Twizzle		
If an Error is executed by ¼ of the Team or more	Feature is not counted	
If Feature(s) are included in the third twizzle	Feature is counted + Other Features are not counted	Features must be included in either of the first two twizzles to be counted
Group D Features		
If there is a long entry to the twizzle (with or without a Jump Entry) and Skaters have already changed Position / Configuration / Element Shape before starting to rotate	Feature is not counted	Skaters are already in their new place before starting the Twizzle

NOTES on COMMON FEATURES

Change of Position (B, C, L, W, NHE, TrE, TwE)

- Each Skater assists by skating towards their new place (Skaters may remain in their new place or return to their starting place)
- Slowing down to allow another Skater/Line to pass will not meet the requirements
- The Change of Position refers to either the movement of a line/spoke changing places OR the movement of individual Skaters within the same line/spoke who are changing places while remaining in the same Element shape and/or configuration
 - Lines or Spokes may change places with each other
 - Skaters/pairs within a line may change places with each other as long as all Skaters/pairs have changed their places and remained in the same line
 - A combination of the above two examples may be executed together
- If there are an odd number of Skaters within the line then it is permitted for some Skaters to be in the same place/position after the Change of Position has been completed

Different Configurations (AE, B, C, L, W, HHE, TrE, TwE)

For the Block

- A block that only pivots in order to show a different number of lines will not meet the requirements for this Feature
- Teams of 12 Skaters - changing from four Lines of three Skaters to three Lines of four Skaters (or vice versa) will not be counted as two different configurations

Jump and/or Throw Jumps (B, C, L, W) / Jump or Dance Jump (Pa, ME, TwE) / Jump (NHE)

- A recognizable jump, rotation(s) may be cheated, Skaters may take-off / land on two feet
- A slight pause is permitted upon landing the Jump or Dance Jump, before beginning the Pa, fm or Twizzle
- There must be an up/down motion (LIFT during take off and landing)

Change of Position, Different Configurations, Different Element Shapes

The Element shape/configuration may disappear momentarily during the Change of Position, Different Configurations and Different Element Shapes Features (Exception: AL and L where only one or two lines are permitted) **however the C/W must continue to rotate**