



2019-2020 SYNCHRONIZED SKATING

TECHNICAL REQUIREMENTS

PRE-JUVENILE - ADULT III

TECHNICAL REQUIREMENTS INTRODUCTION

Please use the information outlined below in preparation for the 2019-2020 synchronized skating season. The required elements for all domestic categories have been defined.

Additional information regarding element descriptions pertaining to Basic Requirements, Difficulty Groups of Elements, Difficulty Groups of Features and Calling Specifications for Elements and Features, Additional Features and Extra Features can be found in ISU Communication 2247 The Base Value for Levels and Scale of Values for elements in synchronized skating can be found in ISU Communication 2259.

Please visit www.isu.org to ensure you have the most accurate and up-to-date information available.

TRANSITIONS:

Other elements may be incorporated into the free skating program but they must be labeled as “Transitions” on the Planned Program Content Sheet.

ILLEGAL AND NON-PERMITTED RESTRICTIONS:

All domestic categories will follow the guidelines for illegal and non-permitted elements, features, additional features and movements as defined by the ISU Special Regulations and Technical Rules and Skate Canada technical documents.

ISU Novice guidelines (Communication 2238) for illegal and non-permitted elements will apply to all categories below Novice including Adult.

HOLDS:

There is no minimum requirement for the number of holds in a program, however the use of different and creative holds is encouraged and will be taken into account during the overall scoring of the program.

Pre-Juvenile

8 – 16 skaters, maximum music time 2:40 minutes (program times may be shorter and will receive no penalty).

Skaters must not have reached the age of 12 as of July 1st preceding the competition.

Pre-Juvenile teams must perform a well-balanced program containing the following **five** elements:

Intersection Element (I) (pi optional)	Pivoting Element (Block) (PB)	Traveling Element (Circle) (TC)	Linear Element (Line) (L)	Rotating Element (Wheel) (W)
One intersection element.	One pivoting element - block.	One rotating element - circle.	One linear element - line.	One rotating element - wheel.
The intersection element and pi feature will be called no higher than Level Base.	The pivoting element will be called up to and including Level 1.	The traveling element (circle) will be called up to and including Level 1	The linear element will be called up to and including Level 1.	The rotating element (wheel) will be called up to and including Level 1.

Intersection element:

- Must be executed with a face-to-face approach or the element will be given no value.

Juvenile

8 – 16 skaters, maximum music time 3:10 minutes (program times may be shorter and will receive no penalty).

Skaters must not have reached the age of 15 as of July 1st preceding the competition and at least 75% of skaters must not have reached the age of 13 as of July 1st preceding the competition.

Juvenile teams must perform a well-balanced program containing the following **six** elements:

Intersection Element + Point of Intersection (I+pi) (pi optional)	No Hold Element (NHE +s) (step sequence optional)	Pivoting Element (Block) (PB)	Move Element (ME)	Traveling Element (Circle) (TC)	Choice of Linear or Rotating Element	
					Linear Element (Line) (L)	Rotating Element Wheel (W)
One intersection element	One no hold element.	One pivoting element - block.	One move element. The fm must be an unsupported spiral selected from the fm levels chart below	One traveling element – Circle.	One linear Element - Line	One rotating Element - Wheel
The intersection element will be called up to and including Level 2. The pi feature will be called up to and including Level 2.	NHE and step sequence additional feature will be called up to and including Level 2.	The pivoting element will be called up to and including Level 2.	ME and fm will be called up to and including level 1.	The traveling element will be called up to and including Level 2.	The element will be called up to and including Level 2	The element will be called up to and including Level 2

Juvenile fm requirements:

Basic Requirements:

1. Any fm must be held for a minimum of three seconds in the correct position and on the correct edge

Level Base – fmB	Level 1 – fm1
Any fm that does not meet the basic requirements and/or calling specifications for Level 1, 2, or 3 but has been attempted by the team.	<ul style="list-style-type: none"> • Spiral (<i>forwards</i>) • Spiral (<i>backwards</i>) • Variation of a spiral (unsupported)

Pre-Novice

8 – 16 skaters, maximum music time 3:10 minutes (program times may be shorter and will receive no penalty).

Skaters must have reached the age of 12 as of July 1st preceding the competition but must not have reached the age of 18 as of July 1st preceding the competition.

Pre-Novice teams must perform a well-balanced program containing the following **six** elements:

Intersection Element + Point of Intersection (I+pi) (pi optional)	Move Element (ME)	No Hold Element + Step Sequence (NHE+s) (step sequence optional)	Pivoting Element (Block) (PB)	Traveling Element Circle (TC)	Choice of one Artistic Element: Artistic Line (AL) Artistic Wheel (AW)
One intersection element.	One move element.	One no hold element.	One pivoting element - block.	One traveling element - circle	Artistic element - Line OR Artistic element - wheel
The intersection element and pi feature will be called up to and including Level 2 and pi Level 2.	The move element and fm additional feature will be called up to and including Level 2.	The NHE and optional step sequence additional feature will be called up to and including Level 2.	The pivoting element will be called up to and including Level 2.	The traveling element will be called up to and including Level 2.	The artistic element will be called up to and including Level 2

Novice

12 – 16 skaters, 3:00 min program +/- 10 sec.

Skaters must have reached the age of 10 as of July 1st preceding the competition but must not have reached the age of 15 as of July 1st preceding the competition.

Novice teams must perform a well-balanced program containing the following **seven** elements:

Intersection Element + Point of Intersection (I+pi) (pi optional)	Move Element (ME)	No Hold Element + Step Sequence (NHE+s) (step sequence optional)	Pivoting Element (Block) (PB)	Traveling Element Circle (TC)	Twizzle Element (TE)	Choice of one Artistic Element: Artistic Line (AL) Artistic Wheel (AW)
One intersection element.	One move element.	One no hold element.	One pivoting element - block.	One traveling element - circle	One twizzle element	Artistic element - Line OR Artistic element - wheel
The intersection element and pi feature will be called up to and including Level 4 and pi Level 3.	The move element and fm additional feature will be called up to and including Level 4.	The NHE and optional step sequence additional feature will be called up to and including Level 4.	The pivoting element will be called up to and including Level 4.	The traveling element will be called up to and including Level 4.	The twizzle element will be called up to and including Level 4	The artistic element will be called up to and including Level 2

Intermediate

12 – 16 skaters, 3:30 min program +/- 10 sec.

Skaters must have reached the age of 13 as of July 1st preceding the competition but must not have reached the age of 19 as of July 1st preceding the competition.

Intermediate teams must perform a well-balanced program containing the following **seven** elements:

Intersection Element + Point of Intersection (I+pi) (pi optional)	Move Element (ME)	No Hold Element + Step Sequence (NHE+s) (step sequence optional)	Pivoting Element (Block) (PB)	Traveling Element Circle (TC)	Twizzle Element (TE)	Choice of one Artistic Element: Artistic Line (AL) Artistic Wheel (AW)
One intersection element.	One move element.	One no hold element.	One pivoting element - block.	One traveling element - circle	One twizzle element	Artistic element - Line OR Artistic element - wheel
The intersection element and pi feature will be called up to and including Level 4 and pi Level 3.	The move element and fm additional feature will be called up to and including Level 4.	The NHE and optional step sequence additional feature will be called up to and including Level 4.	The pivoting element will be called up to and including Level 4.	The traveling element will be called up to and including Level 4.	The twizzle element will be called up to and including Level 4	The artistic element will be called up to and including Level 2

- The Intermediate well-balanced program will follow the guidelines of the ISU Junior Free Program Illegal Elements, Features, Additional Features and Movements and Non-Permitted Elements, Features, Additional Features and Movements with the exception that sustained lifts are non-permitted.

Open

12 – 16 skaters, 4:00 min program +/- 10 sec.

Skaters must have reached the age of 15 as of July 1st preceding the competition.

Open teams must perform a well-balanced program containing the following **nine** elements:

Intersection Element + Point of Intersection (I+pi) (pi optional)	Move Element (ME)	No Hold Element + Step Sequence (NHE+s) (step sequence optional)	Pivoting Element (Block) (PB)	Traveling Element Circle (TC)	Twizzle Element (TE)	Choice of Pair or SyS Spin Element: Pair Element (Pa) SyS Spin Element (SySp)		Choice of one Artistic Element: Artistic Line (AL) Artistic Wheel (AW)	Creative Element- Lift (Cr)
One intersection element.	One move element.	One no hold element.	One pivoting element - block.	One traveling element - circle	One twizzle element	One pair element	One SyS spin element	Artistic element - Line OR Artistic element - Wheel	One creative element - lift
The intersection element and pi feature will be called up to and including Level 4 and pi Level 3.	The move element and fm additional feature will be called up to and including Level 4.	The NHE and optional step sequence additional feature will be called up to and including Level 4.	The pivoting element will be called up to and including Level 4.	The traveling element will be called up to and including Level 4.	The twizzle element will be called up to and including Level 4	The pair element OR the SySp element will be called up to and including Level 4		The artistic element will be called up to and including Level 2	The creative element will be confirmed at fixed level 1

- The Open well balanced program will follow the guidelines of the ISU Junior Free Program Illegal Elements, Features, Additional Features and Movements and Non-Permitted Elements, Features, Additional Features and Movements with the exception that sustained lifts are only permitted in the creative element.

Junior

16 skaters, maximum 2:50 min short program and 3:30 minutes free skating program +/- 10 sec.

Skaters must have reached the age of 13 as of July 1st preceding the competition but must not have reached the age of 19 as of July 1st preceding the competition.

Please see ISU rules and regulations for a full description of the Junior short and free skating program requirements and restrictions.

Senior

16 skaters, maximum music time 2:50 minutes short program and 4:00 minutes +/- 10 sec free skating program.

Skaters must have reached at least the age of 15 as of the July 1st preceding the competition.

Please see ISU rules and regulations for a full description of the Senior short and free skating program requirements and restrictions.

Adult SYS Class I

8 – 20 skaters, maximum music time 3:10 minutes (program times may be shorter and will receive no penalty).

Skaters must have reached the age of 18 as of July 1st preceding the competition.

Adult SYS Class I teams must perform a well-balanced program containing the following **six** elements:

Intersection Element + Point of Intersection (I+pi) (pi optional)	No Hold Element + Step Sequence (NHE+s) (step sequence optional)	Pivoting Element (Block) (PB)	Traveling Element Circle (TC)	Artistic Element: Artistic Line (AL)	Artistic Element: Artistic Wheel (AW)
One intersection element.	One no hold element.	One pivoting element - block.	One traveling element - circle	One Artistic element - Line	One Artistic element - wheel
The intersection element and pi feature will be called up to and including Level 4 and pi Level 3.	The NHE and optional step sequence additional feature will be called up to and including Level 4.	The pivoting element will be called up to and including Level 4	The traveling element will be called up to and including Level 4.	The artistic element will be called up to and including Level 2	The artistic element will be called up to and including Level 2

Adult SYS Class II

8 – 20 skaters, maximum music time 3:10 minutes (program times may be shorter and will receive no penalty).

Skaters must have reached the age of 18 as of July 1st preceding the competition and at least 75% of the skaters must have reached the age of 25 as of July 1st preceding the competition.

Adult SYS Class II teams must perform a well -balanced program containing the following **five** elements:

Intersection Element (I) (pi optional)	Pivoting Element (Block) (PB)	Traveling Element (Circle) (TC)	Choice of Linear Element (Line) (L) OR Rotating Element (Wheel) (W)	Choice of one Artistic Element**: Artistic Line (AL) Artistic Wheel (AW)
One intersection element.	One pivoting element - block.	One rotating element - circle.	One linear element - line. OR One rotating element - wheel	Artistic element - Line OR Artistic element - Wheel
The intersection element and pi feature will be called up to and including Level 2	The pivoting element will be called up to and including Level 2.	The traveling element (circle) will be called up to and including Level 2.	The linear / rotating element will be called up to and including Level 2.	The artistic element will be called up to and including Level 2.

** The Artistic element choice must be different element shape than Linear/Rotating element choice

Adult SYS Class III

8–20 skaters, maximum music time 2:40 minutes (program times may be shorter and will receive no penalty).

Skaters must have reached the age of 19 as of July 1st preceding the competition. At least 75% of the skaters must have reached the age of 35 as of July 1st preceding the competition.

Adult SYS Class III teams must perform a well-balanced program containing the following **five** elements:

Intersection Element (I) (pi optional)	Pivoting Element (Block) (PB)	Rotating Element (Circle) (C)	Linear Element (Line) (L)	Rotating Element (Wheel) (W)
One intersection element.	One pivoting element - block.	One rotating element - circle.	One linear element - line.	One rotating element - wheel.
The intersection element and the pi feature will be called no higher than Level Base.	The pivoting element will be called up to and including Level 1.	The rotating element (circle) will be called up to and including Level 1.	The linear element will be called up to and including Level 1.	The rotating element (wheel) will be called up to and including Level 1.

The focus in the Adult SYS III category is on developing basic skating skills while executing the prescribed elements; the focus should remain on the basic elements.

Intersection element:

- Must be executed with a face-to-face approach or the element will be given no value.

Deductions

Violation	Senior/Junior/ Intermediate/ Open	Novice/Adult I	Juvenile/ Pre Novice/ Adult II	Pre Juvenile/ Adult III	Responsibility for applying deduction
Time Violation - up to every 5 seconds in excess (Short Program) - up to every five seconds lacking or in excess (Free Skating)	1.0	1.0	0.50	0.20	Referee
Late Start 1-30 seconds late	1.0	1.0	0.50	0.20	Referee
Late Start 31 or more seconds	Withdrawn	Withdrawn	Withdrawn	Withdrawn	Referee
Music Violation	1.0	1.0	0.50	0.20	Referee
Part of costume/decoration falls on ice	1.0	1.0	0.50	0.20	Referee
Stopping in excess	1.50	1.50	0.75	0.30	Referee
Costume and Prop Violation (theatrical in design, feathers anywhere, rhinestones or sequins on the face)	1.0	1.0	0.50	0.20	Majority Decision
Separations in excess	1.50	1.50	0.75	0.30	Majority Decision
Falls: One Skater (each time)	1.00	0.50	0.50	0.25	Technical Panel
Falls: Two or more skaters at one time	2.00	1.00	1.00	0.50	Technical Panel
Falls: Maximum Fall deduction per element	3.00	1.50	1.50	0.75	Technical Panel

Violation	Senior/Junior/ Intermediate/ Open	Novice/Adult I	Juvenile/ Pre Novice/ Adult II	Pre Juvenile/ Adult III	Responsibility for applying deduction
Not according to requirements (NAR)/Omitted requirements	0.50	0.50	0.20	0.20	Technical Panel
Non permitted elements/ features/ extra features/ movements	1.50	1.50	0.75	0.30	Technical Panel
Ice Coverage Restriction not met	1.50	1.50	0.75	0.30	Technical Panel
Illegal elements/ features/ additional features/ movements	2.00	2.00	1.00	0.50	Technical Panel
Un-prescribed or additional element/ repeated element shape	1.50 (Junior Senior only)	N/A	N/A	N/A	Technical Panel
Wrong element shape in Short Program	No Value (Junior Senior only)	N/A	N/A	N/A	Technical Panel
Interruptions					
11- 20 seconds	1.00	0.50	0.50	0.25	Referee
21-30 seconds	2.00	1.00	1.00	0.50	Referee
31-40 seconds	3.00	1.50	1.50	.075	Referee
More than 40 seconds by one or more skaters	4.00	2.00	2.00	1.00	Referee
More than 40 seconds per team	Withdrawn	Withdrawn	Withdrawn	Withdrawn	Referee
Allowance of up to 3 minutes to resume program from point of interruption	5.0	2.50	2.50	1.25	Referee