



# Handbook for Technical Panels

Synchronized Skating

Season **2021-2022**

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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 sixteen (16) Skaters only and compete with less (Advanced Novice, Junior, Senior)	Technical Panel will call the Elements in the following manner
16 Skaters	4 Skaters making an error	Intersections	Determine the level of the Element as skated then lower the Element one (1) level  <b>NOTE: Referee must inform Technical Controller when Teams are competing with less Skaters than required/intended. If the TP has not been informed, then see each Element for penalties</b>
15 Skaters	3 Skaters making an error	Move Element	
14 Skaters	3 Skaters making an error	No Hold Element	
13 Skaters	3 Skaters making an error	Pivoting Elements	
12 Skaters	3 Skaters making an error	Synchronized Spin Element	
11 Skaters	2 Skaters making an error	Travelling Elements	
10 Skaters	2 Skaters making an error	Twizzle Element	
9 Skaters	2 Skaters making an error		
8 Skaters	2 Skaters making an error		

SITUATION	NOTES	TECHNICAL PANEL
<b>GENERAL</b>		
<b>To call the level of an Element/Additional Feature the requirements listed in ISU Communication 2392 for that level must be met</b>		
If a minimum ice coverage requirement as defined in the ISU Special Regulations for SYS and/or ISU Communication 2392 (Difficulty Groups) is not met for an Element		Element is called no value
If any restriction for ice coverage as defined in the ISU Special Regulations for SYS, and/or ISU Communication 2392 (Difficulty Groups) is not met (applies to Pa, ME, GL, SySp)	<ul style="list-style-type: none"> <li>- Pairs, fms, Group Lifts/remaining Skaters and Spins must be executed within thirty meters (30m) from each other (including Features and Additional Features) and IF the Element is not constructed correctly then the Element is considered in error (no matter how many Skaters/Pairs/Groups are outside of the thirty meters (30m))</li> <li>- If the distance is not clear, then the decision is to the benefit of the Team and no DED3 is called</li> </ul>	Element/Feature/Additional Feature is counted + DED 3
If the requirements listed for each Element in the ISU Special Regulations for SYS are not met by ¼ of the Team or more (not due to a fall, illness or interruption)	Including the correct number of Skaters in a Block, Circle, Intersection, Line, Wheel etc.	Element is called no value
If the basic requirements listed for each Element in the ISU Communication 2392 (Difficulty Groups) are not met/attempted by ¼ of the Team or more (not due to a fall, illness or interruption)		Element is called no value

SITUATION	NOTES	TECHNICAL PANEL
<b>GENERAL - continued</b>		
<b>ADDITIONAL FEATURES – GENERAL</b>		
If the basic requirements for an Additional Feature are not met/attempted by ¼ of the Team or more (not due to a fall, illness, or interruption)		Additional Feature is called no value
If an Additional Feature is repeated within an Element ( <i>exception ME where the first fm executed is counted – see Element for more calls</i> )	The first (1 <sup>st</sup> ) <b>correctly</b> executed Additional Feature will be counted for the level ( <i>Exception: fm in the ME</i> )	Additional Feature is counted once per Element
<b>FEATURES - GENERAL</b>		
If the requirements for a Feature are not met by ¼ of the Team or more (not due to a fall, illness or interruption)	Exception: Group Lift, Intersection and Pair Element ( <i>See those Elements for further details</i> )	Feature is not counted
If a Feature is repeated within an Element	The first (1 <sup>st</sup> ) correctly executed Feature will be counted for the level ( <i>See PB/PL and TC/TW for further details</i> )	Each Feature is counted once per Element
If a Feature is not executed at the same time by all Skaters and unless otherwise stated in the ISU Communication 2392 (Difficulty Groups)	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted
<b>Errors for Turns/Steps that must be correctly executed</b>		
<p>If ¼ of the Team or more execute any of the following errors (not due to a fall)</p> <p><b>Errors for Turns/Steps</b></p> <ul style="list-style-type: none"> <li>- A two (2) footed entry or exit of a turn/step</li> <li>- A turn/step executed on the spot</li> <li>- A turn/step that is jumped</li> <li>- The entry and/or exit of a turn/step is executed on a straight line (is flat)</li> <li>- Turns/steps that are not clearly on the correct entry or exit edge</li> <li>- Skidded turns (when the blade moves over the ice sideways)</li> <li>- A turn/step not attempted</li> </ul> <p>Turns/steps that are not the same type of turn/step at the same time</p>	¼ of the Team or more may make the same or different types of error(s) during a turn/step (there may be multiple errors at the same time)	Turn(s)/step(s) are not counted

SITUATION	NOTES	TECHNICAL PANEL
<b>GENERAL - continued</b>		
<b>STOPPING/STATIONARY</b>		
<p>If Stopping OR becoming Stationary is not permitted during an Element and ¼ of the Team or more Stops OR becomes Stationary</p> <p><b>Stopping Is NOT permitted</b> during; Artistic Element, Creative Element, Group Lift Element, Intersection, Linear and Rotating Elements, Mixed Element, during any Feature of the No Hold Element, Pivoting Elements (Block/Line), Traveling Elements (Circle/Wheel)</p> <p><b>Stationary is NOT permitted</b> during Creative Element, Group Lift Element, Intersection, Pivoting Elements (Block/Line), Traveling Elements (Circle/Wheel)</p>	<p>See Specific requirements for each Element</p> <p><b>Stopping is permitted</b> during the Move Element, No Hold Element (before or after any Feature), Pair Element, Synchronized Spin Element, Twizzle Element</p> <p><b>Stationary is permitted</b> during Artistic Element, Linear and Rotating Elements, Mixed Element, Move Element, No Hold Element (before or after any Feature), Pair Element, Synchronized Spin Element, Twizzle Element</p>	<p>Element is lowered one (1) level IF there are no specific requirements stated for the Element</p>
<p>If Stopping OR becoming Stationary is not permitted during a Feature and ¼ of the Team or more Stops OR becomes Stationary</p>		<p>Feature is not counted</p>
<b>SHORT PROGRAM</b>		
<p>If Un-prescribed or additional Elements or a repetition of Elements are included/executed</p>	<p>Basic element shapes up to and including Level 1, Creative Elements and/or Artistic Elements (any level) will not be considered as an un-prescribed or additional Element(s)</p> <p><b>During the PB</b> All Features from the Linear Elements (Block) are permitted before and/or after pivoting</p> <p><b>During the TC/TW</b></p> <ul style="list-style-type: none"> <li>- A change of configuration is permitted in the TC</li> <li>- A change of configuration is only permitted before and/or after traveling in the TW</li> <li>- A change of rotational direction is permitted in TC and TW</li> </ul>	<p>DED3</p>
<p>If a Team executes an Element that is not according to the SP requirements (Wrong Element shape)</p>	<p>Rule 991 3e)</p>	<p>Element is called no value</p>

SITUATION	NOTES	TECHNICAL PANEL
<b>GENERAL - continued</b>		
<b>DED 3 - NON-PERMITTED ELEMENTS/FEATURES/ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior Short Program &amp; Novice Free Skating)</b>		
If the Non-permitted Movement is an Element	The deduction is given even if the Non-permitted Element/Feature or Additional Feature is presented by one (1) Skater	Element is called no value + DED3
If the Non-permitted Movement is included in the Feature		Element is called + Feature is not counted + DED3
If the Non-permitted Movement is included in the Additional Feature		Element is called + Additional Feature is called no value + DED3
If there is a Non-permitted Element, Feature, or Additional Feature executed in a Transition		DED3
<b>DED 4 - ILLEGAL ELEMENTS</b>		
If an Illegal Element, Feature, Additional Feature or Movement is performed during the execution of any Element	Rule 954 1.f) If an Illegal Element/Feature/Additional Feature/Movement is performed during the execution of any Element, the Element will be called as Base Level if the requirements for Base Level are fulfilled, otherwise the Element will be called "No Level".	Element is called Base Level + Additional Feature Base Level +DED4 (if meeting basic requirements) <b>OR</b> Element is called No Value + Additional Feature No Value + DED4 (if not meeting basic requirements)
If there is an Illegal Element, Feature, or Additional Feature executed between two (2) Elements in a Transition	The deduction is given even if the Illegal Element/Feature or Additional Feature is presented by one (1) Skater	DED4

SITUATION	NOTES	TECHNICAL PANEL
<b>ARTISTIC ELEMENTS</b>		
If a Feature is not part of the Artistic Element		Feature is not counted
If Skater(s) executing a Feature does not return to the Element Shape		Feature is not counted
If the AC/AW does not rotate before, during and/or after the Feature(s)	When the error lasts for two (2) seconds or more - The AC/AW stops rotating for two (2) seconds or more - The AB/AL stops progressing along/across for two (2) seconds or more	Feature is not counted + Element ends
If the AB/AL does not progress along/across the ice before, during and after the Feature(s)		Feature is not counted + Element ends
<b>Free Skating Elements</b>		
If a Spin does not revolve at least for three (3) revolutions		Feature is not counted
If a Jump does not rotate	Any basic jump will be counted, i.e., waltz jump	Feature is not counted
If a Lift is not maintained for more than three (3) seconds	Will be considered as an Un-sustained lift	Feature is counted
<b>Interlocking (Circle/Wheel)</b>		
If ½ of the Team does not interlock at least once		Feature is not counted
If the overlap is minimal	There is no minimum requirement of overlap, interlocking must be recognizable	Feature is counted
If Interlocking is done in pairs	Interlocking must be executed by individual Skaters only	Feature is not counted
<b>Weaving</b>		
If ½ of the Team does not weave at least once		Feature is not counted
If Weaving does not occur at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted
<b>Pivoting</b>		
If there is pivoting of any number of degrees	There is no minimum requirement, pivot must be recognizable	Feature is counted
If using a line(s) and the line(s) do not consist of at least three (3) Skaters		Feature is not counted
If Pivoting does not occur at the same time by all lines	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted

SITUATION	NOTES	TECHNICAL PANEL
<b>GROUP LIFT ELEMENT (GL)</b>		
If <b>ALL</b> of the Group Lifts do not meet the definition but there was an attempt to lift, included in the ISU Special Regulations for SYS, for Rotational Lift that glides and rotates at the same time	<ul style="list-style-type: none"> <li>- All Skaters in a Group Lift/both Skaters in a Pair Lift must be skating or gliding as they prepare for the lift. The lift must glide during the rotation.</li> <li>- All Skaters in a Group Lift/both Skaters in a Pair Lift must continue to skate/glide during the exit of the lift.</li> </ul>	Element is called base level as long as a GL is attempted and attempts to rotate and glide
If <b>any</b> of the Group Lifts do not meet the ISU Special Regulations for SYS definition for a Rotational Lift that glides and rotates at the same time	<ul style="list-style-type: none"> <li>- The lifted Skater must be set down and after the lifted Skater has been set down all Skaters must continue to skate/glide</li> </ul>	Level of the Element is called according to the number of correctly executed Group Lift(s)
If a GL stops rotating (for two (2) seconds or more) during the Features	<b>Exception</b> - For the Difficult Entry and/or Difficult Exit Features there is no rotation required	Feature is not counted for that GL
If a Group Lift does not set down the lifted Skater		This Group Lift is not counted towards the level
If any Group Lift has a lifting/supporting Skater without their skate(s) on the ice		Element is called no value
If All Group Lifts and remaining Skaters (if any) do not stay within thirty meters (30m) from each other while executing the Group Lifts including the Features	<ul style="list-style-type: none"> <li>- The preparation may use more than 30m</li> <li>- Measurement is considered using the length of the ice</li> <li>- <b>If the distance is not clear, then the decision is made to the benefit of the Team and no DED3 is called</b></li> </ul>	Element is called according to the number of correctly executed Group Lifts + DED3
If the Features of a Group Lift are executed in a choreographed syncopation	Features must be executed at the same time	Features are not counted
If the Features are not the same (exception remaining Skaters executing a GL at a lower level)		The number of Groups Lifts containing the same Features are counted (count the highest level)
<b>Remaining Skaters</b>		
If the remaining Skaters do not execute free skating elements (fes) (¼ of the Team or more)	if executing fms (remaining Skaters must execute a fe is a basic requirement)	Element is called No Value
If fes are not executed at the same time as the group lift(s) (¼ of the Team or more)	Reflected in GOE	
If Skaters are Stopping or becoming stationary during the free skating element or at any time during the GL (¼ of the Team or more)		Element is lowered one (1) level
If the remaining Skaters execute a any level Group Lift	The lift done by the remaining Skaters may be a lower, higher, or same level as the rest of the Group Lift(s) considered for the level	This Group Lift is not considered for the level, call the highest level according to the other GL correctly executed



SITUATION	NOTES	TECHNICAL PANEL
<b>GROUP LIFT ELEMENT (GL) FEATURES</b>		
<b>Flexible and Balancing Position</b>		
If Team is using a combination of Flexible and Balancing position at the same time - using an incorrect hold for the position - lifted Skaters not meeting the requirements for a Flexible position	<b>Balancing Position:</b> Check for the correct hand placement for holds (If using a split position; a complete split for the lifted Skater(s) is not required)  <b>Flexible Position:</b> Check if using a split position; a complete split for the lifted Skater(s) is required (holds are not considered)	Neither Feature is counted
<b>Difficult Entry</b>		
If using <b>only</b> two (2) supporting Skaters when lifting directly into the main position	- Using two (2) supporting Skaters is permitted when executing a pre-lift/vault before the main position - Using only two (2) skaters when lifting is not considered to be a difficult entry	Feature is not counted
If the lifted Skater in a pre-Pair Lift quickly moves directly into the Group Lift	- There is no time requirement for keeping/holding a pair lift before moving into a Group Lift, but the pre-Pair Lift must be recognizable. - The entire Group Lift must be held for more than three (3) seconds	Feature is counted
If the lifted Skater rests on the shoulders of supporting Skater while in a pre-Pair Lift and then rest on the shoulders of the other supporting Skater(s) after the pre-Pair Lift and before achieving the main lift position	Resting on the shoulder(s) of the supporting Skater is permitted for the pre-Pair Lift	Feature is counted
If a pre-group lift is lowered to rest on the shoulders of the supporting Skaters before being raised to the main position	- The lifted Skater may be lowered to touch the shoulders of the supporting Skaters before being raised to the main position - The lowering and raising to the shoulders of the supporting Skaters must be in a continuous up/down/up movement. - There is not a time requirement for pausing during the up/down/up movement since the movement must be continuous	Feature is not counted
<b>Difficult Exit</b>		
If during the exit of a GL there is a combination of a horizontal exit plus a vault	The amount of rotation done in each part is not considered, even if the horizontal part roll down is less than 270° the feature will be counted	Feature is counted
If the lifted Skater is lowered to the shoulders of the supporting Skaters before starting to roll down	The lifted Skater may not be lowered to the shoulders of the supporting Skaters before starting to roll down	Feature is not counted
<b>Two (2) Different Positions</b>		
If the change of position is not a continuous movement executed during the required rotation	Teams are permitted to include more than one (1) Flexible or Balancing position and to change position during the required 180°/360° from one (1) Flexible/Balancing position to the next Flexible/ Balancing position	Feature is not counted
If changing from a balancing/flexible position into a 2 <sup>nd</sup> different position that is not considered balancing or flexible and the 2 <sup>nd</sup> position is not completely achieved during the GL rotations	- The 2 <sup>nd</sup> different position (if this position is not a balancing or flexible position) must be completely achieved during a rotation. - Additional rotations are permitted, following the required 180°/360° rotation for a flexible/balancing position Feature, to achieve the 2 <sup>nd</sup> different position during a rotation	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
<b>INTERSECTION ELEMENT (I)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level + pi is called as executed
If an Intersection is executed with Pair(s)		Element is called no value
If weaving is meant to be the Intersection Element	Weaving during a Circle in a Circle (opposite or same direction) is not considered to be an Intersection Element	Element is called no value
If the lines are not as equal as possible	Lines as equal as possible is a basic requirement and therefore the element is called no value if not met <b>Exceptions</b> - Fall (falls) - Competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having lines as equal as possible")	Element is called no value
If the lines are not as equal as possible due to a Fall(s)		Element is called as executed + pi is called as executed + DED for the Fall(s)
<b>GENERAL FOR LEVEL 2, 3, 4</b>		
<p>If any of the following types of errors for the back-to-back requirements (if required for the Intersection) are made by ¼ of the Team or more (not due to a fall)</p> <ul style="list-style-type: none"> <li>- Skaters stop or become stationary</li> <li>- Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized (Exception; Angled)</li> <li>- Skaters do not execute a pivoting entry of at least 90° (if applicable for a box, triangle, whip)</li> <li>- Skaters do not keep their shoulders parallel to the axis of intersection before backward 360°/720° rotations and/or pi rotation(s) begin</li> <li>- Any forward rotations or forward step(s) executed without a connected hold</li> <li>- Any backward rotation that is not continuous/pauses</li> <li>- Forward pushes within a continuous backward 360°/720° rotation</li> </ul>	<p>All Skaters must be back-to-back during the approach phase</p> <p><b>Exception</b></p> <ul style="list-style-type: none"> <li>- Intersection level 1 does not require all Skater to be back-to-back during the approach phase</li> </ul>	<p>Element is lowered one (1) level for each type of error</p> <p>The lowest call will be Base</p>

SITUATION	NOTES	TECHNICAL PANEL
<b>INTERSECTION ELEMENT (I)</b>		
<b>Errors for the Intersections listed below</b>		
If ¼ of the Team does not intersect at the same time as required	Reflected in GOE (if an error in choreography and/or execution)	Element is called without penalty
<b>Errors for the Box/Triangle Intersection</b>		
- Crossovers included inside the Intersection once the corners have started to intersect	Crossovers are not permitted inside the shape	Element is lowered one (1) level
<b>Errors for the “L” Intersection, Two (2) Line Intersection, “V” Intersection</b>		
- Either Line is not straight and/or parallel to each other as they approach the axis of intersection		Element is called without penalty
<b>Errors for the Whip Intersection</b>		
<ul style="list-style-type: none"> <li>- If one or both Lines did NOT achieve and maintain a curved shape (minimum of a ½ Circle shape) for a minimum of a 90° pivot until the lead Skaters become back-to-back with the axis of intersection</li> <li>- If lead Skaters do not become back-to-back with the axis of Intersection</li> <li>- If ¼ of the Team or more execute backward 360°/720° or more rotations during the approach phase and is completed before intersecting</li> </ul>	<p>The quality of the curved shape is reflected in GOE</p> <p><b>Example:</b></p> <ul style="list-style-type: none"> <li>- When a backward 360°/720° rotation has been completed during the approach phase and before the Skaters start the pi rotation the penalty is for the Element – I is lowered one (1) level</li> </ul>	<p>Element is lowered one (1) level for each error</p> <p>The lowest call will be Base</p>
<b>Errors for the Angled Intersection</b>		
If the angled intersection is arranged with each half having two (2) lines of 4 Skaters (4+4 and 4+4) occurring at the same time	Not considered two (2) lines of eight (8) Skaters	Element is called I1
<ul style="list-style-type: none"> <li>- If ¼ of the Team or more do not achieve a hold before the lead Skaters begin to overlap AND there are no backward rotations</li> <li>- If the corridor is wider than 3m when the lead Skaters have overlapped</li> <li>- If the corridor is not reducing once the lead Skaters have overlapped</li> <li>- If the Lines pivot more than 45° once the lead Skaters have overlapped</li> </ul>	<ul style="list-style-type: none"> <li>- The corridor must be reducing in width once the lead Skaters have overlapped.</li> <li>- The TP does not have to confirm that each line is reducing the corridor</li> </ul>	<p>Element is lowered one (1) level for each type of error</p> <p>The lowest call will be Base</p>

SITUATION	NOTES	TECHNICAL PANEL
<b>POINT OF INTERSECTION (pi) – Additional Feature</b>		
If ¼ of the Team or more does not attempt at least one (1) pi rotation (not due to a fall)	Not including any Skater(s) who falls or unsuccessfully “attempts” a pi rotation	pi is called no value
If ½ of the Team executes a different pi level than the other ½ of the Team	½ of the Team is permitted to execute different turns/steps/linking steps at the point of intersection than the other ½ of the Team (choreographed)	The lowest level pi is called
If a ¼ of the Team, within the same line, executes a different pi level than the rest of the Team		pi is called no value
pi rotations that are completed before or after Skaters start to pass/intersect at the axis of intersection	Skaters are gliding through the axis of intersection	piB is called
If executing a double twizzle as/instead of two (2) separate 360° continuous rotations	A double twizzle will not be counted as two (2) separate 360° continuous rotations	Rotation is counted as one (1) 720°
If the completed backward 360° or 720° rotation ends forwards after intersecting	Once ALL Skaters have completed intersecting it is permitted to end a backward rotation forward without penalty  <b>Exception</b> - backward 360° or 720° rotation ends forwards after intersecting in a Whip Intersection	pi is lowered one (1) level if a pi rotation ends forwards if done during a Whip Intersection
<p><b>pi Errors:</b> If a ¼ of the Team or more make the <b>same</b> type of error(s) (not due to a fall)</p> <ul style="list-style-type: none"> <li>- pi rotations that do not start before the axis of intersection (Exception: See pi1/2 for Collapsing Intersections)</li> <li>- Skaters in the same Line executing rotations in opposite directions</li> <li>- A forward or backward 360° or backward 720° pi rotation that is not continuously executed <ul style="list-style-type: none"> <li>- pauses in the pi rotation in order to assist Skaters to pass by each other</li> <li>- pauses in the pi rotation due to a stumble/collision</li> </ul> </li> <li>- A forward push within a backward 360° and/or backward 720° pi rotation</li> <li>- At least 360° of a pi rotation is executed on the same spot</li> </ul>		<p>pi is lowered one (1) level for each error (same type)</p> <p>piB will be the lowest call if all Skaters attempt a pi rotation</p>
If there is a ¼ of the Team or more are making multiple types of errors (with less than ¼ of the Team per error)	This reduction will <b>only</b> be utilized when there have been no other reduction(s)	pi is lowered one (1) level

SITUATION	NOTES	TECHNICAL PANEL
<b>POINT OF INTERSECTION (pi) – Additional Feature - continued</b>		
<b>Collapsing Intersections (Box/Triangle)</b>		
If there is only one (1) 360° rotation executed correctly and is ended within the Intersection (only one (1) rotation is attempted)	The correct number of rotations must be included and correctly executed to achieve a level - <b>Level 1:</b> Must have at least one (1) rotation - <b>Level 2:</b> Must have at least two (2) rotations from the same level - <b>Level 3:</b> Must have at least one (1) backward 720° rotation plus two (2) backward 360° (or more) rotations	pi base is called
If there are no correctly executed pi rotations <b>within</b> the Intersection (at least one (1) rotation is attempted)		piB is the lowest call
If there are crossovers executed between any of the pi rotations	If even 1 crossover is included	pi is the lowered one (1) level
<b>For pi1 - Box/Triangle Intersections</b>		
If the 360° rotation is completed before intersecting through one (1) corner (less than ¼ of the Team)	For level 1; at least one (1) rotation (forwards or backwards) must end within the Intersection	This 360° rotation is counted towards the level
If the 360° rotation is completed before intersecting through two (2) corners or more (¼ of the Team or more)		This 360° rotation is not counted towards the level
If only one (1) correctly executed rotation occurs <b>within</b> the Intersection (two (2) rotations are attempted)		pi is lowered one (1) level
<b>For pi2 - Box/Triangle Intersections:</b>		
If the 360° rotation is completed before intersecting through one (1) corner (less than ¼ of the Team)	For level 2; two (2) rotations must end within the Intersection	This 360° rotation is counted towards the level
If the 360° rotation is completed before intersecting through two (2) corners or more (¼ of the Team or more)		This 360° rotation is not counted towards the level
If only one (1) correctly executed rotation occurs <b>within</b> the Intersection (two (2) rotations are attempted)		pi is lowered one (1) level
<b>For pi3 - Box/Triangle Intersections:</b>		
If the 720° rotation is completed before intersecting through one (1) corner (less than ¼ of the Team)	The backward 720° rotation must start before the lines begin to intersect, and end inside the Intersection. Two (2) subsequent backward 360° rotations must start within the Intersection however the last (third (3rd)) pi rotation may end after the Skaters have exited the Intersection	This 720° rotation is counted towards the level
If the 720° rotation is completed before intersecting through two (2) corners or more (¼ of the Team or more)		This 720° rotation is not counted towards the level
If there are only two (2) rotations placed correctly		pi2 is the highest call
If only one (1) correctly executed rotation occurs <b>within</b> the Intersection (three (3) rotations are attempted)		pi1 is the highest call

SITUATION	NOTES	TECHNICAL PANEL
<b>POINT OF INTERSECTION (pi) – Additional Feature - continued</b>		
<b>Collapsing Intersections (“L”, “V”)</b>		
If pi rotation(s) do not start, before or at the latest, once the first Skaters begin to intersect		pi is lowered one (1) level
<b>For pi1 “L” and “V” Intersections</b>		
If the forward 360° rotation does not begin before and/or continue to rotate as the first Skater(s) intersect	<b>For pi1</b> - At least one (1) rotation (forwards or backwards) must begin or end while intersecting	pi base is called
<b>For pi2 “L” and “V” Intersections</b>		
If the backward 360° rotation does not begin before and/or continue to rotate as the first Skater(s) intersect	Must have at least two (2) rotations from the same level <b>For pi2</b> - Two (2) backwards rotations must end within the Intersection	pi is lowered one (1) level
<b>For pi3 “L” and “V” Intersections</b>		
If the first backward 720° rotation does not begin before and/or continue to rotate as the first Skater(s) intersect <small>(SEP)</small>		pi is lowered one (1) level
If all Skaters do not execute continuous backward 720° rotations (as many 720° rotations as are needed) until the final Skaters have passed thru their space	Skaters must be rotating as they pass thru their space	pi is lowered one (1) level
<b>Whip Intersection</b>		
If pi rotations are executed in the opposite rotational direction respective to the Skater’s line rotational direction (by ¼ of the team or more)		pi is lowered one (1) level
<b>For pi3 Whip Intersection:</b>		
If pi rotation rotates in total more than the required 720° by ¼ of the Team or more		pi base is called
If the required 720° pi rotation rotates more than 360° prior to the axis of the intersection by ¼ of the Team or more		pi is lowered one (1) level
<b>Angled Intersection (pi)</b>		
If the rotations do not begin before or at the latest when the lines being to overlap		pi is lowered one (1) level
<b>For pi3 Angled Intersection:</b>		
If the last rotation, used to intersect, is not at least a backward continuous 720° rotation		pi is called according to the number of rotations in the last continuous rotation

SITUATION	NOTES	TECHNICAL PANEL
<b>LINEAR ELEMENTS - BLOCK (B) &amp; LINE (L)</b>		
If Block/Line does not progress along/across the ice before, during and after the Feature(s)		Feature is not counted
If ¼ of the Team does not execute a Feature at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted
If two (2) Features are executed at the same time (see Exceptions)	<p><b>NOTE:</b> Any Feature may be done in either configuration when executing two (2) different configurations</p> <p><b>Exceptions</b></p> <ul style="list-style-type: none"> <li>- Feature #1 cannot be done at the same time as Features #4, #7, #10 or #11</li> <li>- Feature #4 may not be done at the same time as #1, 7,10,11</li> <li>- Feature #5 (B) cannot be done together with Features #1, #2, #3 or #4</li> </ul>	<p>Both Features are counted</p> <p><b>For the Exceptions</b> None of these Features are counted if executed at the same time</p>
<b>Line</b> - If there are two (2) lines, the two (2) lines may be joined or separate and may pass by each other		Element is counted
<b>Block</b> - If Skaters are not attached during the majority of this Linear Element	Majority = the greater part of the Element except when a release of hold is necessary to execute a turn or a step	Element is called no value
<b>Four (4) turns/steps</b>		
If using syncopated choreography		Feature is not counted
<b>Circular Pattern</b>		
If the lines of the Block become more than 45° perpendicular to the circular pattern		Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
<b>ROTATING ELEMENTS – CIRCLE (C) &amp; WHEEL (W)</b>		
If two (2) Features are executed at the same time (see Exceptions)	Any Feature may be done in either configuration when executing two (2) different configurations <b>Exceptions</b> - Feature #1 cannot be done at the same time as Features #4, #7, #10 or #11 - Feature #4 may not be done at the same time as #1, 7,10,11 - Feature #5 (B) cannot be done together with Features #1, #2, #3 or #4	Both Features are counted  <b>For the Exception</b> None of these Features will be counted if executed at the same time
<b>ROTATING ELEMENT – CIRCLE (C)</b>		
<b>Change of Position</b>		
If the Skaters are joined in pairs/lines during the Change of Position	- Change of Position may be executed either in pairs/lines and/or as individual Skaters - The Change of Position refers to the order of Skaters within the same Circle - Skaters may return to the same place after a Change of Position	Feature is counted
	If the Skaters within each pair/line change position with each other	Feature is counted
<b>Weaving</b>		
If Weaving does not occur at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted
If using pairs/lines when Weaving		Feature is not counted
<b>ROTATING ELEMENT – WHEEL (W)</b>		
<b>Change of Position</b>		
If All Skaters and/or spokes are not involved when changing positions with another Skater and/or spoke	- The Change of Position refers to either the spoke in total and/or the order of individual Skaters within the same spoke <b>Examples but not limited to the following:</b> - Spokes may change position with each other - Skaters within a spoke may change position with each other as long as all Skaters have changed their place - Skaters from one (1) spoke may change position with Skaters from a different spoke if all Skaters remaining within a spoke have also changed their place - One or two Skater(s) moving from one (1) end of a spoke to the opposite end of their spoke will NOT be counted as a Change of Position - If there is an odd number of Skaters within a Spoke or small line, then it is possible for some Skaters to be in the same place/position after the Change of Position has been completed	Feature is not counted
If different methods of changing places are executed at the same time (choreographed)	<b>Permitted:</b> Change of places/position with another Skater is done by part of the Team + a change place/position of the spokes is done by another part of the Team at the same time	Feature is counted
If using pairs/lines while changing position (within the same spoke) and Skaters within the pair/line do not change their position	- Individual Skaters must change their position inside the pair/line when the pair/line remains within the same spoke - If using pair/lines when changing from one spoke to another spoke the individual Skaters may remain in the same order	Feature is not counted



SITUATION	NOTES	TECHNICAL PANEL
<b>MOVE ELEMENT (ME)</b>		
<b>MOVE ELEMENT (ME) - GENERAL</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level + fm is called as executed
If ¼ of the Team or more does not attempt at least one (1) fm	Not including any Skater(s) who falls or unsuccessfully “attempt” an fm	Element is called no value + fm is called no value
If fms, including any Features, are not within thirty meters (30m) from each other	The preparation may use more than thirty meters (30m) Measurement is considered using the length of the ice If the distance is not clear, then the decision is to the benefit of the Team and no DED3 is called	Element is called as executed + DED3
If fms do not begin and/or end at the same time as required due to choreographic errors	Teams may choose one (1) of the following options: a. fms begin and end at the same time b. all fms begin at the same time and fms end at different times c. fms begin at different times and all fms end at the same time - Reflected in GOE (if an error in execution) - fms are considered to begin or end at the same time when the Skaters begin to take or exit the fm position at the same time - When different types of fms are executed, it may take a different length of time to take and/or exit the various positions	Element is lowered one (1) level if the requirements or the options are not met
<b>MOVE ELEMENT (ME) + ADDITIONAL FEATURE – SHORT PROGRAM ONLY</b>		
If there are the following choreographic errors for ME in the Short Program made by ¼ of the Team or more: - Not the same type of fm - Not the same edge - Not the same skating direction	Same type of fm must be executed using the same edge and in the same skating direction. Using different feet is permitted when executed by at least ¼ of the team	Element is called no value + fm no value

SITUATION	NOTES	TECHNICAL PANEL
<b>MOVE ELEMENT - FEATURES</b>		
<b>Change of Position</b>		
If a fall occurs and the Skaters not completing the Change of Position are less than ¼ of the Team (due to the fall)		Element is called + Feature is called as executed-+ fm level + DED for Fall
If a fall occurs and ¼ of the Team or more do not attempt the Change of Position	Feature is not counted even if the fallen Skater is the cause	Element is called + Feature is not called + fm level + DED for Fall
If ¼ of the Team do not regrasp after a Change of Position	For any reason (including a fall(s))	Element is called + Feature is not called + fm level + (DED for Fall if needed)
If a Change of Position is not executed at the same time – release of hold and re-grasp of hold is not done at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature will be counted
If at least the correct fm position (of the fm level called) is not maintained either before, during OR after <sup>[SEP]</sup> the Change of Position (by ¼ of the Team or more) <sup>[SEP]</sup>	For example: If fm2 is called, then the fm2 position or higher must be maintained before, during and after the change of position	Feature will not be counted
For ME4 (Free Skating); If the Change of Position is not executed with an fm on one (1) foot <sup>[SEP]</sup>		ME3 will be the highest level called
<b>Difficult Entry</b>		
If the Difficult Entry is not executed at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison - There must be at least ½ of the Team executing the difficult entry at the same time - ¼ of the Team may use one type of difficult turn and the other ¼ of the Team may use another type or different difficult turn	Feature will be counted
If ½ of the Team executes a difficult turn and the Team chooses to start other fms (or all fms) at the same time	In this case all Skaters must begin to take their fm position at the same time <b>Example</b> - If ½ of the Team exits a difficult turn and goes directly into their fm position, then the other half of the Team (not attempting a difficult turn) must begin to take their fm position at the same time as the other ½ of the Team	Feature will be counted
If the difficult turn is not correctly executed by ¼ of the Team or more		Feature will be counted if a difficult turn is recognizable

SITUATION	NOTES	TECHNICAL PANEL
<b>MOVE ELEMENT – FEATURES - continued</b>		
<b>Intersecting and/or Passing-through</b>		
If Intersecting is executed using backward spirals	(Illegal)	Element is called Base level + fmB + DED4
If at least the correct fm position (of the fm level called) is not maintained either before, during or after <sup>[SEP]</sup> the Team Intersects and/or Passes through (by ¼ of the Team or more) <sup>[SEP]</sup>	For example: If fm2 is called for the fm, therefore the fm2 position or higher must be maintained before, during and after at least ½ of the Team or more Intersects and/or Passes through Skaters must be executing their fm during the Feature - a change of edge is permitted - a change of rotational direction is permitted - a change of fm position is permitted	Feature will not be counted
If at least the correct fm edge (of the fm level called) is not maintained either before, during or after <sup>[SEP]</sup> the Team Intersects and/or Passes-through (by ¼ of the Team or more)	If executing an fm with a change of edge (even if the fm is not listed with a change of edge in the Additional Features) while intersecting and/or Passing-through - Feature will be counted if done during a change of edge	Feature will not be counted
If at first, ¼ of the Team Intersects and/or Passes-through each other and later another ¼ of the Team Intersects and/or Passes through each other	- fms may Intersect and/or Pass-through at the same or different times - Feature is counted if ½ of the Team passes through/intersect	Feature will be counted
If Skaters/Pairs/Lines are not close to each other while Intersecting and/or Passing through	Reflected in GOE	Feature will be counted
If there are less than ½ of the Team Intersecting and/or Passing-through other Skaters	Only the Skater(s) passing through other Skaters will be counted	Feature will not be counted
<b>Two (2) Different Types of fms (Free Skating only)</b>		
If there are less than ¼ of the Team presenting each type of fm	<b>Exceptions</b> - Fall (falls) - Competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having at least ¼ of the Team executing the “same fm”)	Feature will not be counted + fmB will be called
If there is less than ¼ of the Team presenting each type of fm due to a Fall (s)		Element is called as executed + fm is called as executed + DED for the Fall(s)

SITUATION	NOTES	TECHNICAL PANEL
<b>FREE SKATING MOVES (fm) – ADDITIONAL FEATURE – GENERAL - continued</b>		
<b>REMINDER:</b> If a Team competes with less than the required/intended number of Skaters (due to illness/injury)		Element is lowered one (1) level + fm is called as executed
When a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury If there are less than ¼ of the Team executing the 'same fm' "using the same feet, same edge(s) and same skating direction"	<b>Exceptions</b> - Fall (falls) OR competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having at least ¼ of the Team executing the "same fm") <b>"Same fm"</b> is a term that includes one "type" of free skating move executed in the same position, on the same edge(s), on the same foot and in the same skating direction	Element is lowered one (1) level + fm is called as executed
IF at least ¼ of the Team does not execute the same fm using the same feet, same edge, and same skating direction	- Features will be counted if meeting their requirements - Errors for any fms will not be counted - IF the penalty "lower the Element one level" has been applied due to the number of Skaters. There will not be any further penalties given to the Element or Additional Feature (fm) for this error <b>Exception</b> - Fall (falls)  When competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having at least ¼ of the Team executing the "same fm" <b>NOTE:</b> Spread Eagles or Ina Bauers using different rotational directions (cw & acw) will be considered as the "same fm" and not considered to be a "different fm" from each other <b>Example</b> Two (2) outside Spread Eagles in a clockwise direction PLUS two (2) outside Spread Eagles in an anticlockwise direction will be considered as the same fm and not considered to be a "different fm" from each other	Element called as executed + fmB level
If executing up to four (4) different fms and all or some of the fms have different levels		The lowest fm level is called (and reductions for errors are applied starting from this level)
If ¼ of the Team or more does not attempt at least one (1) fm	Not including any Skater(s) who fall or unsuccessfully "attempt" an fm	Element is called no value + fm is called no value

SITUATION	NOTES	TECHNICAL PANEL
<b>FREE SKATING MOVES (fm) – ADDITIONAL FEATURE – GENERAL - continued</b>		
<p><b>fm errors:</b> (Any type of error executed by ¼ of the Team or more) (not due to a fall)  <b>Correct fm position not held for at least:</b>  - three (3) seconds if executing an fm using one (1) edge  OR  - Two (2) seconds in each position if executing an fm with a change of fm position  OR  - two (2) seconds on each edge/rotational direction if executing an fm with a change of edge or change of rotational direction  <b>fm is not skated on an edge/lobe for at least;</b>  - three (3) seconds if executing an fm using one edge  OR  - Two (2) seconds in each position if executing an fm with a change of fm position  OR  - two (2) seconds on each edge/rotational direction if executing an fm with a change of edge or change of rotational direction</p>	<p>¼ of the Team or more make the <b>same</b> type of error</p>	<p>fm is lowered one (1) level for each error (same type)   fmB; will be the lowest call if all Skaters attempt an fm</p>
<p>If there are at least ¼ of the Team or more making multiple types of errors (with less than ¼ of the Team per error)</p>	<p><b>This reduction will only be utilized when there have been no other reduction(s)</b></p>	<p>fm is lowered one (1) level</p>
<p>If there are more than the required number of changes of edges/positions included for an fm (i.e., a spiral that has two (2) changes of edge)</p>	<p>The Features are permitted to be executed during the additional changes of edge and subsequent lobes</p>	<p>fm level is evaluated using the required lobes/edges/positions  - Features are counted if the requirements for the fm are met</p>

SITUATION	NOTES	TECHNICAL PANEL
<b>FREE SKATING MOVES (fm) – ADDITIONAL FEATURE - continued</b>		
<b>fms that use one (1) or several changes of edge and/or change of free leg position</b>		
If executing the same fm (starting at the same time) with one (1) or several changes of edge and/or change of free leg position in multiple lines/pairs, but the lines/pairs (at least one (1) line or one (1) pair) do not change edges/ free leg position at the same time as the rest of the lines/pairs due to a choreographic error	<ul style="list-style-type: none"> <li>- Reflected in GOE (when the error is in execution)</li> <li>- The Technical Panel will begin to evaluate the fm on the 2<sup>nd</sup> edge once All Skaters are on their 2<sup>nd</sup> edge</li> <li>- Spirals in a follow the leader pattern are permitted. The first Skater in each line (if multiple lines/pairs) must change their edge/free leg position at the same time</li> </ul>	fm is lowered one (1) level
On a <b>Team of Sixteen (16) Skaters</b> If there are four (4) Skaters (¼ of the Team) beginning first, executing a LFO spiral with one change of edge and all four (4) Skaters change their edges at the same time + twelve (12) Skaters begin together but later than the first four (4) Skaters, and are executing a RFO Spiral with one change of edge BUT less than four (4) Skaters of the twelve (12) do not change edges at the same time due to a choreographic error. All fms end at the same time	Reflected in GOE (if an error in execution)	Element is lowered one (1) level + fm called as executed if meeting all requirements
If there are groups of Skaters (1/4 of the Team each) executing a FO spiral with a change of edge and each of the groups begin at different times but end at the same time	<ul style="list-style-type: none"> <li>- There must be at least ¼ of the Team, using the same foot, changing edges at the same time</li> <li>- Each group must be comprised of at least ¼ of the Team (arranged in any manner)</li> <li>- If using different feet, there must be at least ¼ of the Team on the same foot</li> </ul>	<p>Element + fm called as executed if meeting all requirements</p> <p>Element called as executed + fmB: if there are less than ¼ of the Team within each group and/or on the same foot</p>
<b>fms that use both clockwise and anti-clockwise directions</b>		
If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa) for a Spread Eagle or Ina Bauer executed in both cw and acw directions (or vice versa)		fm is lowered one (1) level
If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa) for an Outside Spread Eagle + Outside Ina Bauer combination (clockwise & anti-clockwise direction)		fm is lowered one (1) level
If executing the same fm (starting at the same time) with change of rotational direction, in multiple lines/pairs, but the lines/pairs (at least one (1) line or one (1) pair) do not change rotational direction at the same time as the rest of the lines/pairs due to a choreographic error	<ul style="list-style-type: none"> <li>- Reflected in GOE (when the error is in execution)</li> <li>- The Technical Panel will begin to evaluate the fm on the 2<sup>nd</sup> edge once All Skaters are executing their 2<sup>nd</sup> rotational direction</li> </ul>	fm is lowered one (1) level

SITUATION	NOTES	TECHNICAL PANEL
<b>NO HOLD ELEMENT (NHE)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level + s is called as executed
If the NHE is executed after the Twizzle Element without a current WBP Element executed in-between		Element is called a no value
If the NHE does not start in four (4) lines of four (4) Skaters on a Team that requires sixteen (16) Skaters	The NHE is permitted to start in any closed block configuration	Element will begin to be evaluated in any closed block configuration with a no hold
If two (2) or more Features are executed at the same time	<b>Exception</b> If using the Feature "Two (2) different Configurations", then other Features may be executed in either Configuration	None of the Features are counted if executed at the same time as another Feature other than the Exception
<b>NO HOLD ELEMENT (NHE) - FEATURES</b>		
<b>Diagonal axis</b>		
If the two (2) different types of difficult turns in the series are not executed using the same diagonal axis		Feature is not counted but the turns will be counted towards the level of the Step Sequence
If a series of two (2) difficult turns, same type, are correctly executed on a diagonal axis	The two (2) turns must be different types of difficult turns Example; Rocker + counter Correctly executed turns will be counted towards the level of the Step Sequence	Feature is NOT counted
If the series of two (2) different types of difficult turns is executed on a diagonal axis and has a change of edge in between the two (2) turns	The two (2) turns must be consecutive and without a change of edge in-between	Feature is not counted
If a series of three (3) different types of difficult turns is executed but does not consist of at least two (2) different difficult correctly executed turns		Feature is not counted
If a series of three (3) different types of difficult turns (all turns use the same diagonal axis) and one (1) turn is incorrectly executed	- The two (2) turns must be consecutive but in case when using a series of three (3) different types of difficult turns, the same approach in evaluating a series in the step sequence additional feature is applied - a series of two (2) different types of difficult turns will be counted if the turns are executed correctly	Feature is counted if at least two (2) turns in the series of three (3) different types of difficult turns are executed correctly and are using the same diagonal axis
If a series of three (3) different types of difficult turns is included and the first or last turn is not executed on the same diagonal axis	Two (2) different types of difficult turns must be executed using the same diagonal axis (including the entry and exit edges)	Feature is counted if at least two (2) turns in the series of three (3) different types of difficult turns are executed correctly and are using the same diagonal axis

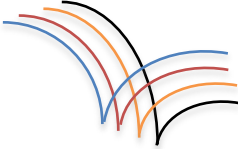
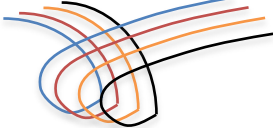
SITUATION	NOTES	TECHNICAL PANEL
<b>NO HOLD ELEMENT (NHE) – FEATURES - continued</b>		
<b>Pivoting</b>		
If pivoting 90° is ended before the number of turns/steps (as required per level) are correctly executed	<b>NHE1</b> – pivots at least 90° <b>NHE2</b> – pivots at least 90° with two (2) turns and/or steps and linking steps <b>NHE3</b> – pivots at least 90° with two (2) different types of difficult turns. Linking steps may be included <b>NHE4</b> - pivots at least 90° with a series of two (2) different types of difficult turns executed on one (1) foot. Linking steps may be included before and/or after the series	Feature is not counted
If the turns/steps required per certain level are not executed correctly	Turns/steps must be executed correctly	Feature is not counted
If the turns/steps required per certain level are executed correctly but pivoting is less than 90°		Feature is not counted
If at least ¼ of the Team or more have done the following: - Stopped pivoting for two (2) seconds or more - Change of configuration - Change of rotational direction	- Feature is counted according to the number of degrees achieved PLUS the number of correctly executed turns required for the level - Pivoting starts to be counted as soon as the Block begins to pivot and ends when the Block stops pivoting, a change of configuration, a change of rotational direction or when the Element Shape breaks apart to end the NHE	Pivoting is considered as ended when one (1) of the error occurs  Feature is counted accordingly before pivoting has ended
<b>Two (2) Different Configurations</b>		
If there is an open Block as any part of the NHE		Element ends
If the two (2) different configurations are not recognized	Technical Panel must consider the configuration from all angles & decide in favor of the Team	Feature is not called
If there are less than three (3) lines in any part of the NHE	Block must have at least three (3) lines  Lines of two (2) Skaters (pairs) are not permitted	Element ends

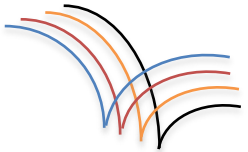
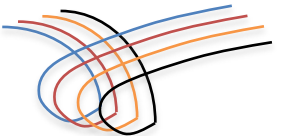


SITUATION	NOTES	TECHNICAL PANEL
<b>STEP SEQUENCE (s) – Additional Feature</b>		
If one (1) or more Skater(s) falls <b>before the Step Sequence begins</b> and does not catch up to the Team and therefore misses all turns/steps of that Step Sequence		Step Sequence is called as executed by the rest of the Team (with the missing Skater not participating) + DED for the fall(s)
If ¼ of the or more do not attempt at least two (2) turns/steps	Not including any Skater(s) who falls or unsuccessfully “attempt” a turn/step	Step Sequence is called a no value
If there are not at least two (2) turns/steps correctly executed but are both attempted		Step Sequence level base is called
If there are two (2) crossovers or more in a row after the Step Sequence has begun	- Step Sequence begins with the entry edge of the first turn/step executed in the NHE - Crossovers must be kept to a minimum but there are no maximum number of crossovers permitted	Step Sequence is called including all correctly executed turns/steps done during the NHE
If there is an fm that is held longer than three (3) seconds		Step Sequence ends
<b>Series of Different types of Difficult Turns – General</b>		
If there is one (1) correctly executed turn in a series of two (2) different types of difficult turns		Series of two (2) turns is not counted
If there are two (2) correctly executed turns in a series of three (3) different types of difficult turns	The correctly executed turns do not have to be consecutively executed	Series of two (2) turns is counted
If there is one (1) correctly executed turn in a series of three (3) different types of difficult turns		Series of three (3) turns is not counted
If there is a change of edge in-between the two (2) turns in a series of two (2) different types of difficult turns		Series of two (2) turns is not counted
If there is a change of edge in-between any two (2) turns in a series of three (3) different types of difficult turns		Series of three (3) turns is not counted
		Series of two (2) turns may be counted if two (2) consecutive turns are correctly executed
<b>Two (2) different series (one (1) on each foot) of Three (3) different types of difficult turns executed on one (1) foot</b>		
If the same series is repeated on the opposite foot	Same series consists of; the same turns executed in the same order, on the same edge and in the same skating direction	The second series is not counted
<b>Errors during the Series of Different types of Difficult Turns</b>		
If the free foot touches down (once) in-between any of the three (3) correctly executed turns in a series of three (3) different types of difficult turns by at least ¼ of the Team or more		Series of two (2) turns is counted
If the free foot touches down in-between any of the two (2) correctly executed turns in a series of two (2) different types of difficult turns by at least ¼ of the Team or more		Series is not counted

SITUATION	NOTES	TECHNICAL PANEL
<b>PAIR ELEMENT (Pa)</b>		
If the pairs are not executed within thirty meters (30m) from each other	- The preparation may use more than thirty meters (30m). Measurement is considered using the length of the ice. - IF the distance is not clear then the decision is to the benefit of the Team and DED3 is NOT called	Element is called as executed + DED3
If there is a solo Skater who is OR is NOT executing part of the Pa		Counted as one (1) pair making an error
If a Supported Skater is not clearly on one foot during the entry or exit		Counted as one (1) pair making an error
If the knee/hand of the supported Skater touches the ice as they are exiting the death spiral position and this is NOT considered a Fall		Counted as one (1) pair making an error
If there is a Fall in a pair (either by one (1) or both Skaters)	Considered as one (1) error by a pair	Element level is called; based on the number of correctly executed pairs + DED for the fall(s)
If two (2) pairs or more do not execute the Feature at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted
<b>Number of Errors for a Team comprised of and competing with fourteen (14) to sixteen (16) Skaters (Juniors, Seniors, Advanced Novice)</b>		
If two (2) or three (3) pairs make an error	PaB is the lowest call	Element is lowered one (1) level
If four (4) or five (5) pairs make an error	PaB is the lowest call	Element is lowered two (2) levels
If six (6) or seven (7) pairs make an error	PaB is the lowest call	Element is lowered three (3) levels
If eight (8) pairs make an error		PaB is called
<b>Number of Errors for a Team comprised of and competing with thirteen (13) to eleven (11) Skaters</b>		
If two (2) pairs make an error	PaB is the lowest call	Element is lowered one (1) level
If three (3) pairs make an error	PaB is the lowest call	Element is lowered two (2) levels
If four (4) or five (5) pairs make an error	PaB is the lowest call	Element is lowered three (3) levels
If six (6) pairs make an error		PaB is called
<b>PAIR ELEMENT (Pa) – Features for Death Spiral</b>		
<b>Difficult Exit</b>		
If either Skater executes a twizzle or other difficult turn during the exit of the Death Spiral	Any turn/step is NOTE counted for a difficult exit	Feature will not be counted
<b>Holding by One (1) Hand</b>		
If the Skaters hold with Two (2) Hands to exit the Death Spiral position	Skaters are permitted to hold with two (2) hands to exit from the death spiral	Feature will be counted

SITUATION	NOTES	TECHNICAL PANEL
<b>PIVOTING ELEMENT – BLOCK (PB)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level
If ¼ of the Team or more are not attached during the majority of the Pivoting Element - Block	Majority of the Pivoting Element = the greater part of the Element except when a release of hold is necessary to execute a turn or a step	Element is called no value
If at least ¼ of the Team or more have done the following - Stopped pivoting for two (2) seconds or more - Changed configuration - Changed rotational direction	Count the correctly executed turns/steps, linking steps, degrees of pivoting etc. that occurred before pivoting has ended	Pivoting is considered as ended  Call the level accordingly before pivoting ended
If any line (comprised of at least ¼ of the Team or more) stops progressing along or across the ice or become stationary for at least two (2) seconds or more (not due to a turn/step executed on the spot)		Pivoting is considered ended  Call the level accordingly before pivoting ended
<b>Pivoting with turns/steps and linking steps or a series of turns</b>		
If the Element (level 1 to level 4) is not executed using the required turns/steps on recognizable and correct edges and with the required degrees of pivoting	Scratched and/or shallow turns are not incorrectly executed turns and will be counted towards the level (this will be reflected in GOE)	Element is called according to the number of correctly executed turns/steps together with the degrees of pivoting
If steps/turns/edges/linking steps are executed in different skating directions by ¼ of the Team or more		Turn(s)/step(s) are not counted
If steps/turns/edges/linking steps are not executed at the same time by ¼ of the Team or more	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Turn(s)/step(s) are counted

SITUATION	NOTES	TECHNICAL PANEL
<b>PIVOTING ELEMENT – BLOCK (PB) - Continued</b>		
<b>Pivoting a Total of 90°, 180° or 270°</b>		
<p>If the level for the number of degrees and the level for the number of correctly executed turns are from different levels</p>	<p>Level is called according to the number of degrees achieved PLUS the number of correctly executed turns required for the level  <b>For PB3 &amp; PB4;</b> the measurement of the requirements for the degrees of pivoting ends at the completion of the exit edge of the last required turn</p>	<p>The lowest level is counted  Call the level accordingly before pivoting ended</p>
<b>Change of pivot point</b>		
<p>If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track</p> <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>Correct Pattern</p> </div> <div style="text-align: center;">  <p>Not permitted (circular/looped)</p> </div> </div>	<p>If the Team changes pivot points using a circular/looped Pattern, then the change of pivot point will not be counted regardless of the number of degrees executed before and after</p>	<p>Feature is not counted  PB1 is the highest call</p>
<p><b>PB2/PB3</b> does not pivot at least 45° before and/or after the pivot point changes ends</p>		<p>PB1 is called as the change of pivot point will not be counted</p>
<p><b>PB3/PB4</b> does not pivot at least 90° before and/or after the pivot point changes ends</p>	<p>Level is called according to the number of degrees achieved PLUS the number of correctly executed turns required for the level  <b>For PB3 &amp; PB4;</b> the measurement of the requirements for the degrees of pivoting ends at the completion of the exit edge of the last required turn</p>	<p>The lowest level is counted  Call the level accordingly before pivoting ended</p>

SITUATION	NOTES	TECHNICAL PANEL
<b>PIVOTING ELEMENT – LINE (PL)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level
If any line including ¼ of the Team or more, does not progress along or across the ice or becomes stationary for at least two (2) seconds or more (not due to a turn/step executed on the spot)		Pivoting is considered ended  Call the level accordingly before pivoting ended
If at least ¼ of the Team or more make any of the following errors: - Stopped pivoting for two (2) seconds or more - Changed configuration (exception PL3) - Changed rotational direction	- If any Skaters (slow end Skaters especially) stop pivoting for two seconds or more  - In general, to determine the level, count the recognizable turns/steps, linking steps, degrees of pivoting and required distance etc. that occurred before pivoting has ended	Pivoting is considered ended  Call the level accordingly before pivoting ended
<b>Change of pivot point</b>		
If any line stops progressing along/across the ice		Feature is not counted, and Pivoting is considered ended
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track  <div style="display: flex; justify-content: space-around; align-items: center;"> <div style="text-align: center;">  <p>Correct Pattern</p> </div> <div style="text-align: center;">  <p>Not permitted (circular/looped)</p> </div> </div>	If the Team changes pivot points using a circular/looped Pattern, then the change of pivot point will not be counted regardless of the number of degrees executed before and after	Feature is not counted  PL2 is the highest possible call

SITUATION	NOTES	TECHNICAL PANEL
<b>SYNCHRONIZED SPIN ELEMENT (SySp)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level
If any spin(s) are not executed within thirty meters (30m) from each other	- The preparation may use more than thirty meters (30m). Measurement is considered using the length of the ice. - IF the distance is not clear then the decision is to the benefit of the Team and no DED3 is called	Element is called as executed + DED3
If All Skaters do not execute the same spin (even if one (1) Skater/pair does a different spin)	Skaters may use the same or different rotational direction	Element is called no value
If All Skaters do not execute the spin at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Element is called as executed
If there is a Fall in a pair spin (either by one (1) or both Skaters)	Considered as one (1) error by a pair	Element level is called; based on the number of correctly executed pair spins + DED for the fall(s)
<b>Pair Spin</b>		
<b>Numbers of Errors for a Team comprised of and competing with fourteen (14) to sixteen (16) Skaters (Juniors, Seniors, Advanced Novice)</b>		
If two (2) or three (3) pairs make an error	SySpB is the lowest call	Element is lowered one (1) level
If four (4) or five (5) pairs make an error	SySpB is the lowest call	Element is lowered two (2) levels
If six (6) or seven (7) pairs make an error	SySpB is the lowest call	Element is lowered three (3) levels
If eight (8) pairs make an error		SySpB is called
<b>Numbers of Errors for a Team comprised of and competing with thirteen (13) to eleven (11) Skaters</b>		
If two (2) pairs make an error	SySpB is the lowest call	Element is lowered one (1) level
If three (3) pairs make an error	SySpB is the lowest call	Element is lowered two (2) levels
If four (4) or five (5) pairs make an error	SySpB is the lowest call	Element is lowered three (3) levels
If six (6) pairs make an error		SySpB is called
<b>FEATURES</b>		
<b>Difficult Entry</b>		
If executing an inside Spread Eagle into the forward outside entry (without a push) of a solo spin	A change of edge is permitted The inside spread Eagle position does not have to be held during a change of edge for the entry of the spin however a push is not permitted	Feature is counted
<b>Free Leg Extended, Hand(s) held above the Skater(s) Shoulder(s), Supporting and/or Holding the Free Leg</b>		
<b>Level 3 and Level 4:</b> If any one of the Features is not held for the required number of rotations by at least ¼ of Skaters or more	- Any Feature not done correctly by ¼ of the Team or more will not be counted - All Features must be fully achieved by all Skaters and held for the required number of rotations for that level	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
<b>TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level
If ¼ of the Team or more have done the following - Element has “stopped traveling” for two (2) seconds or more - Skaters have stopped or become stationary for two (2) seconds or more - Element has stopped rotating for two (2) seconds or more		Travel is considered as ended  Call the level accordingly before travel was ended
If a Change of Configuration is executed during the travelling	- A configuration may disappear during the Change of Configuration - Short Program TW: A change of configuration is only permitted before or after traveling in the TW  <b>Exception</b> - Travel will be considered as ended if executed <b>within</b> TW in the Short Program	Travel will not be considered as ended if travelling is correctly executed
If the Travelling Element does not clearly travel before, during and/or after any Feature		Feature will not be counted
If a Change of Rotational Direction is executed during the travelling		Travel will not be considered as ended if travelling is correctly executed
If Change of Position (Feature #1) is executed at the same time as the following features: - #3 Interlocking (TC/TW) - #6 Weaving (TC) - #6 Intersecting (TW) - #2 Change of Relative Position if Intersecting (TC/TW)		None of these Features are counted if executed at the same time
If a Team uses different turns/steps/linking steps during travel or Features		Element / Features are counted

SITUATION	NOTES	TECHNICAL PANEL
<b>TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW) – FEATURES</b>		
<b>Change of Position – TC</b>		
If the Skaters are joined in pairs/lines during the Change of Position	<ul style="list-style-type: none"> <li>- It is permitted to be executed either in pairs, lines and/or as individual Skaters</li> <li>- The Change of Position refers to the order of Skaters within the same Circle</li> <li>- Skaters may return to the same place after a Change of Position</li> </ul>	Feature is counted
	If the Skaters within each pair/line change position with each other	Feature is counted
<b>Change of Position – TW</b>		
If All Skaters and/or spokes are not involved when changing positions with another Skater and/or spoke	<ul style="list-style-type: none"> <li>- The Change of Position refers to either the spoke in total and/or the order of individual Skaters within the same spoke Examples but not limited to the following: <ul style="list-style-type: none"> <li>- Spokes may change position with each other</li> <li>- Skaters within a spoke may change position with each other <u>as long as</u> all Skaters have changed their place</li> <li>- Skaters from one (1) spoke may change position with Skaters from a different spoke as long as all Skaters remaining within a spoke have changed their place</li> </ul> </li> <li>- One or two Skater(s) moving from one (1) end of a spoke to the opposite end of their spoke will NOT be counted as a Change of Position</li> <li>- If there is an odd number of Skaters within a Spoke or small line, then it is possible for some Skaters to be in the same place/position after the Change of Position has been completed</li> </ul> <p><b>Spokes Changing Position with another spoke</b> All Skaters within each spoke must stay with their respective spoke as the spoke changes position with another spoke</p> <p><b>Skaters Changing Positions</b> Skaters (more than two) from one (1) spoke may change position with Skaters (more than two) from a different spoke if all Skaters in within each spoke have also changed their place</p> <ul style="list-style-type: none"> <li>- A combination of the two (2) above methods are permitted to be executed at the same time</li> </ul>	Feature is not counted
If different methods of changing places are executed at the same time (choreographed)	<b>Permitted:</b> Change of places/position with another Skater is done by part of the Team + a change place/position of the spokes is done by another part of the Team at the same time	Feature is counted



SITUATION	NOTES	TECHNICAL PANEL
<b>TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW) – FEATURES - continued</b>		
<b>Change of Relative Position – TC/TW</b>		
If the two (2) shapes complete the Change of Relative Position and are ending at <b>approximately</b> the opposite side when compared to the start	The two (2) shapes must change their relative position when compared to the start Examples but not limited to the following - circles/wheels may start side-by-side and change their relative position by ending in <b>approximately</b> the opposite side - circles/wheels may start with one in front of the other and change their relative position by ending on <b>approximately</b> the opposite place - Individual Skaters may change (one Skater at a time, skating a figure 8 pattern) from one Circle to another A Circle in a Circle changing to become two (2) side-by-side circles is not enough for the Feature to be counted	Feature is counted
If Skaters/Pairs/Lines Change Relative Position one (1) Skater/Pair/Line at a time	Travel must not be interrupted, and a circle shape must be maintained Skaters/Pairs/Lines may be used	Feature is counted
If two (2) circles are executing the Change of Relative Position by traveling from opposite sides of the ice rink	Travel must not be interrupted, and a circle shape must be maintained	Feature is counted
If Change of Relative Position is executed as Weaving once	Weaving will not be considered as a Change of Relative Position	Feature is not counted
<b>Interlocking - TC/TW</b>		
If in a TC there are Pairs/Lines used to interlock	- Individual Skaters must interlock and remain in the same Circle - Pairs/Lines are NOT permitted as per the definition in the ISU Special Regulations for SYS	Feature is not counted
<b>Intersecting – TW (Free Skating Only)</b>		
If at the start of the TW Element the team has two (2) spokes rotating in one rotational direction and the other spoke(s) is rotating in the opposite rotational direction	TW begins when all Skaters are traveling in the wheel configuration and are rotating (in one or both rotational directions) around a common point	Feature is counted in FS only Feature is not counted in the SP with no other deductions
<b>Weaving - TC</b>		
If Weaving does not occur at the same time	Reflected in GOE if intentionally performed at different times or if done with errors in unison	Feature is counted
If weaving is done using pairs/lines	Pairs/Lines are not permitted	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
<b>TWIZZLE ELEMENT (TE)</b>		
If a Team requiring sixteen (16) Skaters competes with less Skaters, due to illness or injury		Element is lowered one (1) level
If ¼ of the Team or more do not execute the same twizzle (not due to a fall)	Not including the number of rotations	Element is called a no value if there are different twizzles
If the TE is executed after the NHE without a current WBP Element in-between		Element is called a no value
If there are more than a maximum of four (4) foot placements taken in-between each of the twizzles	The fifth (5 <sup>th</sup> ) foot placement is permitted to be the entry of the subsequent twizzle	Element is lowered one (1) level
If ¼ of the Team or more executes any of the following twizzle errors (not due to a fall); <ul style="list-style-type: none"> <li>- Two (2) footed twizzles (two (2) footed - during the rotations not including the entry/exit)</li> <li>- Knee action is used during all or part of a twizzle/three (3) turns are executed</li> <li>- At least 360° rotation of a twizzle is executed on the same spot</li> </ul>		Element is lowered one (1) level for each type of error (same)  TEB will be the lowest level called
If there is a ¼ of the Team or more are making multiple types of errors (with less than ¼ of the Team per error)	This reduction will <b>only</b> be utilized when there have been no other reduction(s)	Element is lowered one (1) level
If a third (3 <sup>rd</sup> ) twizzle is included, as a Feature from Group C and one (1) of the first two (2) twizzles are not counted	Any other Feature(s) executed during the 3 <sup>rd</sup> twizzle are not considered for the TE level. (The 3 <sup>rd</sup> twizzle is a Feature)	The third (3 <sup>rd</sup> ) twizzle (Feature) is not counted as one (1) of the required two (2) twizzles for the TE
If a dance jump is executed before the first (1 <sup>st</sup> ) or second (2 <sup>nd</sup> ) twizzle and there is a change of the free leg position before the twizzle begins	The twizzle must immediately follow the Jump or Dance Jump but a small pause before starting the twizzles rotation/position is permitted	The Feature “Jump or a Dance Jump Entry” is counted