

CATEGORY (TIME)	INTERSECTION	PIVOTING ELEMENT	TRAVELLING ELEMENT	NO HOLD ELEMENT	MOVE ELEMENT	TWIZZLE ELEMENT	ARTISTIC ELEMENT / MIXED ELEMENT	LINEAR / ROTATING ELEMENT	ADDITIONAL ELEMENTS
STAR 6 (Juvenile) (max 3:10) <i>Max Level 2*</i>	Max 1 (pi optional)	Choice of Block or <u>Line (must be</u> <u>in two parallel</u> <u>lines</u>)	Max 1 <u>Must include circle</u> <u>shape</u> (feature: two different element shapes is not permitted)	Max 1 (step sequence optional)	Max 1	N/A	N/A	Choice of <u>Wheel</u> or Line	N/A
				There must be at least one Twizzle included within the Element	*ME Max Level 1 **See Juv fm Requirements				
STAR 8 (Pre-Novice) (max 3:10) <i>Max Level 2</i>	Max 1 (pi optional)	Choice of Block or <u>Line (must be</u> <u>in two parallel</u> <u>lines)</u>	Max 1 <u>Must include circle</u> <u>shape</u> (feature: two different element shapes is not permitted)	Max 1 (step sequence optional) There must be at least one Twizzle included within the Element	Max 1 Max two different fm's	N/A	Choice of <u>Wheel</u> or Line	N/A	N/A
Novice (3:30 ±0:10)	Max 1 (pi optional)	Block	Max 1	Max 1 (step sequence optional)	Max 1 Max <u>four</u> different fm's, <u>only two</u> <u>different fms</u> <u>permitted at the</u> <u>same time</u>	Max 1	Choice of Block, Circle, Line or Wheel	N/A	SYS Spin Element
Gold (Intermediate) (3:30 ±0:10)	Max 1 (pi optional)	Block	Max 1	Max 1 (step sequence optional)	Max 1 Max <u>four</u> different fm's, <u>only two</u> <u>different fms</u> <u>permitted at the</u> <u>same time</u>	Max 1	Choice of Block, Circle, Line or Wheel	N/A	SYS Spin Element
Open (4:00 ±0:10)	Max 1 (pi optional)	Block	Max 1	Max 1 (step sequence optional)	Max 1 Max <u>four</u> different fm's, <u>only two</u> <u>different fms</u> <u>permitted at the</u> <u>same time</u>	Max 1	Choice of Artistic – Block, Circle, Line, Wheel, or Mixed Element	N/A	Choice of SYS Spin Element or Pair Element and Creative Element – Lift <u>(***see Open Cr</u> <u>requirements)</u>



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Junior Short (max 2:50)	Angled Intersection (pi required)	Block Must be in four lines	N/A	Max 1 (features required; max sB)	Max 1 All skaters must execute the same fm; second fm is permitted only as part of a feature; different feet are permitted	Max 1	N/A	N/A	N/A
Junior Free (3:30 ±0:10)	Max 2 Must be different, angled intersection not permitted (pi will be called)	N/A	Max 1	Max 1 (step sequence required; max NHEB)	See Additional Elements	N/A	N/A	Linear Element - Line	Creative Element – Group Lift SYS Spin Element Choice of Move element (<i>see Senior</i> <i>Free Requirements</i>) OR Pair element
Senior / Senior Elite Short (max 2:50)	Triangle Intersection (pi required)	N/A	N/A	Max 1 (step sequence required; max NHEB)	Max 1 All skaters must execute the same fm; second fm is permitted only as part of a feature; different feet are permitted	Max 1	Choice of Circle or Wheel	N/A	N/A
Senior / Senior Elite Free (4:00 ±0:10)	Max 2 Must be different, triangle not permitted Intersection # 1 – pi will be called Intersection #2 – max piB, must include movement at axis of intersection other than additional feature	Block	Max 1	Max 1 (features required; max sB)	Max 1 Max <u>four</u> different fm's, only two different fms permitted at the same time	N/A	N/A	N/A	Creative Element – Lift Group Lift Element Pair Element SYS Spin Element



2023-2024 Synchronized Skating Program Requirements Quick Reference Guide *Effective July 1, 2023*

Note: The NHE, TwE, and SySp may be skated in any order. If two of these elements follow one another, there must be a clear difference between the two elements such as:

- <u>a different element shape is required at the start of the next element,</u> OR
- a connection in-between the two elements.

****Juvenile fm requirements:**

- Maximum one fm (sub-types are permitted)
- Any fm must be held for a minimum of three seconds in the correct position and on the correct edge
- Permitted fm types:
 - Unsupported spiral
 - Unsupported spiral variation

***Open Creative Element – Lift Requirements:

- All skaters must participate in creating the picture of the Creative Element Lift
- All skaters must stay within 30m from each other during the entire element once the element's shape has been formed
- The element may include group and/or pair lifts
- At least one skater must be lifted off the ice for more than three seconds
- <u>The lift(s) must always glide:</u>
 - <u>Stopping (choreographed) is not permitted during any part of the element, unless the Creative Element is the last element/movement of the program</u>
 - <u>Stationary lifts are permitted.</u>