

INTERNATIONAL SKATING UNION

Communication No. 1967

SYNCHRONIZED SKATING

This Communication replaces ISU Communication 1905

Included are Corrections to Communication 1942 & 1966 and the Clarifications and Calling details for the Technical Requirements Season 2015/16
Appendix A – Calling Specifications for Elements, Additional Features and Features

1. Corrections to Communication 1942

Appendix A

Page 6. Group Lift; Feature Requirements: number 3.

3. Difficult / or Unexpected Entry

Page 6. Group Lift Element; Feature Requirements 3.

- A ~~small~~ lift/vault immediately preceding the group lift will be considered as a difficult or unexpected entry even if there is a brief touchdown on the ice before going up into the lift

Appendix B

Page 15: DIFFICULTY GROUPS OF ADDITIONAL FEATURES; FREE SKATING MOVES (fm)

ADDITIONAL FEATURE – Applies to Moves Element; See Chart and list of fm3's

- Spiral 135° (*free leg fully extended to the front, side ~~or behind~~ self-supported or unsupported*)

2. Correction to Communication 1966

Page 2: Elements in Synchronized Skating (Appendix A)

CIRCLE/WHEEL and BLOCK/LINE – ROTATING and LINEAR ELEMENTS (C/W – B/L)					
LEVELS	DIFFICULTY GROUPS				BASE VALUES
	CIRCLE	WHEEL	BLOCK	LINE	
LB	CB	WB	B <u>B</u>	LB	1.0

Milan,
September 23, 2015
Lausanne,

Ottavio Cinquanta, President
Fred Schmid, Director General

Calling specifications for Elements, Additional Features and Features (Appendix A)

For a full list of calls please go to the ISU website for the 2015/16 Technical Handbook

In some cases, previously required requirements have been deleted and, if they are not mentioned either in an ISU Communication or in the Regulations, it will no longer be taken into consideration

GENERAL TO ALL ELEMENTS AND ADDITIONAL FEATURES

Each element (except Creative Element and Combined Element) and additional feature has a Level Base, which indicates that the element/additional feature does not meet the requirements for Level 1 – 4, but meets the Calling Specifications and Basic Requirements for the element/additional feature (*exception for pi and fm*)

- If the calling specifications and/or basic requirements are not met for any element it will be given a no value
- If the calling specifications and/or basic requirements are not met for the pi and fm's additional feature (Level 1, 2, or 3) **it will be called as Level Base as long as the fm or pi has been attempted**

ELEMENT ICE COVERAGE REQUIREMENTS

Minimum ice coverage

Some elements (B, PB, TC, L, PL, NHE, W and TW) must meet a minimum ice coverage requirement

- If ice coverage is not met; there will be a no value called for the element
- NHE will be called if the block covers a minimum of ½ of the length of the ice counted from the moment 4 lines with 4 skaters in each line in a no hold is recognized (*NHE may start and end anywhere on the ice*)

Maximum ice coverage

There is no maximum amount of ice restrictions in any element (*exception see below*)

- I (angled intersection): one (1) level lower will be called if the corridor between the two (2) lines are more than approximately 2.5 meters apart once the lead skaters of each line begin to overlap

TRANSITIONS (Short Program)

In the short program, transitions may be comprised of varied and/or complex footwork, linking steps, formations and other movements to link the required Elements, which also include the entrances and exits of Elements. No other connecting Elements are allowed to link the required Elements of a short program other than basic Element shapes (level base) (*Creative Element or Combined Element are permitted as transitions*). There are no ice restrictions regarding the transitions in the short program

Example: The team performs the required Traveling Wheel, followed by a transition using a block formation. The transition (block) covers more than ½ of the length of the ice surface and has recognizable pivoting without turns/steps. The next element is the required Triangle intersection. The transition (block) only meets the requirements of level base of a PB, and is therefore permitted and will not receive any penalty

Transitions that meet the requirements for level 1 – 4 of any Element are not permitted and will be considered an Additional Element (DED3 from the total score). This includes intersections where all skaters intersect and are including the back-to-back preparation and approach feature

ACROBATIC LIFTS (FREE PROGRAM)

Holding onto the foot (feet) / leg(s) AND arm(s)/hand(s) together and swung around will be permitted

LIFTS & VAULTS (FREE PROGRAM)

- The same vault / lift executed using syncopated choreography (using a rhythmic time delay) is permitted and will be counted as one (1) vault / lift
- Different vaults / pair lifts / group lifts executed at the same time will each be counted and considered separately as one (1) vault / pair lift / group lift
- One (1) pair lift and one (1) group lift executed at the same time will be each be counted and considered in total as two (2) lifts (*one (1) pair lift + one (1) group lift*)
- Two (2) different vaults / lifts executed using syncopated choreography will be counted as two (2) vaults / lifts
- A lift that begins as a pair lift and directly moves into to a group lift (or vice versa) where the lifted skater does not touch down in-between the lifts will be counted as one (1) group lift
- A lift (group or pair lift) or vault that is executed as the feature “difficult or unexpected entry” to the Group Lift element, will not be counted as a lift/vault even if there is a brief touchdown between the feature and the Group Lift element

ELEMENT SHAPES

SP: Elements that require a specific shape will be called + receive a DED1 if executed with the incorrect number of lines and/or shape

- Example: Wrong type of intersection is included in the SP: Intersection is called + DED1

Elements, that in the basic requirements require a specific configuration/shape, will be given a no value if executed in another configuration/shape

- Example: Synchronized Spin Element is given a no value; if not executed in any closed block formation

Elements that require a specific number of skaters in a configuration will be called + DED1 if executed in a correct configuration including an incorrect number of skaters

- Example: NHE is called + DED 1; if there are an incorrect number of skaters in any of the four (4) lines (not due to illness, Fall or Interruption)

Intersection Free Skating: Intersection #1 and Intersection #2 must be different; Intersection #2 is given a no value if it is the same as Intersection #1

FALLS

Fall(s) will not affect the level of an element, EXCEPT in the Group Lift element where the call is based on the number of correctly executed lifts

FEATURES

ICE COVERAGE REQUIREMENTS

All features must meet the minimum ice coverage / rotational / pivoting requirements. If ice coverage / rotation / pivoting is not met; the feature will not be counted towards a level

- Applies to: degrees of pivoting (PB, PL), ice coverage (PL, TC, TW) and degrees of rotation for travel (TC, TW)

PIVOTING ELEMENTS - GENERAL REQUIREMENTS (PB, PL)

During all parts of pivoting (including change of pivot point) the Element must continue to progress over and/or across the ice

The skater(s) are not permitted to cross their own track during a change of pivot point

- If the skater(s) cross their own old track during a change of pivot point; the change of pivot point will not be counted towards the level

The call will be according to the correctly executed criteria

Pivoting should be executed with a pivoting action

Pivoting will be considered ended when;

- there has been no pivoting movement for at least two (2) seconds

IF pivoting is considered as ended (*due to an interruption 2 (two) seconds or more*); level is given according to highest requirements met either before or after the pivoting is considered ended

PIVOTING BLOCK (PB)

The required numbers of turns/steps must be correctly executed for the feature to be counted

- If ¼ of the team or more become stationary; the turn will not be counted

Level 3 (ii) pivoting: a change of edge is permitted in-between each turn in the series

Level 3 (i) and Level 4 pivoting: no change of edge is permitted in-between the turns

- The exit edge of one turn must be the entry edge of the following turn etc.
 - Level 4: Series of four (4) turns executed without a change of edge in-between the turns: If one (1) turn is incorrectly executed by ¼ of the team or more; a series of three (3) turns will be counted
 - Level 3(ii): Series of four (4) turns executed with a change of edge in-between the turns: If one (1) turn is incorrectly executed by ¼ of the team or more; pivoting with two (2) turns will be counted
 - Level 3(ii) or Level 4: Series of four (4) turns executed with or without a change of edge in-between the turns: If two (2) turns are incorrectly executed by ¼ of the team or more; pivoting with two (2) turns will be counted
 - Level 3i): Series of three (3) turns executed without a change of edge in-between the turns: If one (1) turn is incorrectly executed ¼ of the team or more; pivoting with two (2) turns will be counted

PIVOTING LINE (PL)

Pivoting must be executed using turns/steps and linking steps (*except for Level B and I*)

- A minimum of two (2) turns/steps must be included to reach a higher level than Level 1
 - The same type of turn/step must be executed at the same time – may be different edges and/or skating directions
 - Linking steps may be different
- Turns/steps are not required to be on correct edges but must be executed on one (1) foot
 - If two (2) turns/steps are attempted but one (1) or both of the turns/steps is not executed on one (1) foot by ¼ of the team or more; one (1) level lower will be called
- When in one (1) or two (2) Line(s):
 - If the slow end skater(s) becomes stationary at any time (at the start, during or at the end) of pivoting; the element will be reduced by one (1) level

Each slow end skater during pivoting must cover a specific length of the ice (or comparable distance as skated on a curved pattern) according to the level requirements

- If one (1) slow end skater does not cover the required distance; the element will be reduced by one (1) level
- PL4: If both slow end skaters do not cover the required distance; the element will be reduced by two (2) levels

Change of Pivot point (PL) - A minimum pivot of 90° is required before the pivot point changes ends; pivoting is counted + DED 1 if pivoting less than 90° before change of pivot point

ROTATIONAL AND LINEAR ELEMENTS

Change of Configuration (B, L, W)

The number of lines/spokes must change in a B, L, and W for the feature to be counted

Change of Configuration is a feature in Rotating and Linear Element, but may also be required in some levels for pivoting or traveling elements. May be executed in any manner except stopping is not permitted

- If ¼ of the team or more stop or become stationary during the change of configuration; the feature will not be counted

Short Program (where a change of configuration is required): element + DED1 is called; if a change of configuration is attempted but the number of lines/spokes remains the same

Change of Rotational Direction (W)

All skaters must execute the change of rotational direction at the same time for the feature to be counted. May be executed in any manner, except stopping is not permitted

- If ¼ of the team or more stop or become stationary during the change of rotational direction; the feature will not be counted
- There is no required amount of rotation required before or after the change of rotational direction

Execute four (4) turns/steps while maintaining a hold (choice of: chocktaw, rocker, bracket) (B)

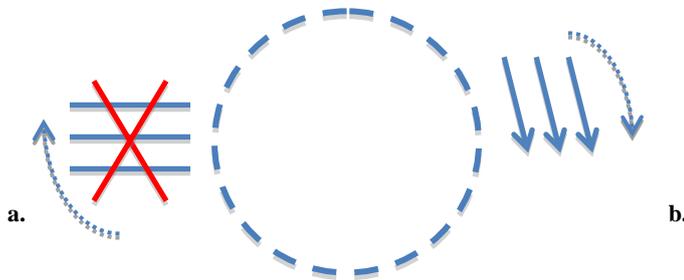
IF other linking steps are executed between any of the turns/steps other than one (1) changes of edge or change of foot; feature will not be counted

- Skaters are permitted to change feet in between the turns/steps as long as the new foot is the entry edge of the next turn/step
- May be executed in mirror image pattern
 - If choosing to do the turns/steps using the mirror image pattern, all turns/steps must be executed using the mirror pattern to be counted
- If turns are executed in a syncopated choreography; feature is not counted
- IF a hold is not maintained throughout the four (4) turns/steps; feature is not counted
 - NOTE: A break in a line where either i) a skater fails to get their a hold at the start of the block OR ii) a hold was first established then the line broke, is not a consideration for the technical panel

Use of Circular Pattern (B)

If block does not cover more than 270° on a circular pattern in one (1) rotational direction; feature is not counted

- The lines of the block must remain as parallel as possible to the circle's pattern (see b. in diagram below)
 - If executed perpendicular to the circles pattern (see a. in diagram below); feature is not counted
 - If the block lines are held less than 45° compared to the circle pattern; feature is counted
- The lines may be straight or curved; feature is counted
- The lines of the block may be lined up or staggered; feature is counted



Interlocking (W)

There are no restrictions / requirements on how at least two (2) wheels must interlock other than at least two (2) wheels must skate in opposite directions and each spoke must take part during the interlocking and interlock at least once

- If all spokes do not interlock at least once; the feature will not be counted
- Two (2) separate side-by-side one-spoke wheels rotating in opposite directions will not be considered as interlocking
- Each spoke of a wheel must pass in-between at least two-spokes of the other wheel in order for interlocking to be counted

Change of Axis (L)

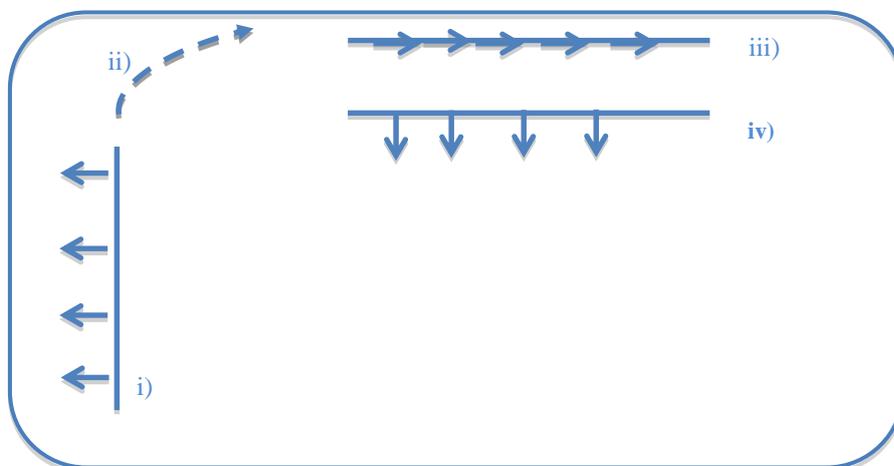
The Line must show the change of axis and not only the skaters

The skaters must each skate along their own new axis so that the new axis is easily recognizable

- Skaters may pivot the line or follow the leader in order to change axis
 - However, pivoting / follow-the-leader only, is not considered as the change of axis
 - A diagonal axis is also permitted.

Diagram below shows:

- i) + iv) use of two (2) different axis
- ii) follow-the-leader to change axis – permitted
- iii) follow-the-leader continues – permitted BUT is not consider as a use of a second axis



TRAVELING ELEMENTS (TC, TW)

Level of the element will be called according to the correctly executed requirements / features (length of travel in the correct shape, with the correct amount of rotation etc.)

Short Program - If wheel is not the correct shape: element is called + DED1

Travel will be considered ended when:

- there is a change of configuration
- ¼ of the team or more make any type of error (same or different errors) (listed below) at either the same time or at

different times during the travel

- there has been no traveling movement for at least two (2) seconds

IF travel is considered ended level is given according to highest requirements met either before or after the travel is considered ended

Travel errors:

- use of different linking steps/turns/steps or skating directions
- linking steps/crossovers/turns/steps that are executed with the toe pick instead of the blade (*not including toe steps that are part of the choreography*)
- stepping mostly towards the centre (or towards the outside, depending on their position) of the circular pattern

Circle: There must be flow and glide by all skaters, at all times, as they step in the correct direction

Wheel: The skaters must always step in the correct direction even if not gliding

NOTE: All travel features must be executed during the travel

Wheel: Traveling must be executed using turns/steps and linking steps

- A minimum of two (2) turns/steps must be attempted to reach a higher level than Level 1
- Turns/steps are not required to be on correct edges but must be executed on one (1) foot
 - If two (2) turns/steps are attempted but one (1) or both of the turns/steps is not executed on one (1) foot by $\frac{1}{4}$ of the team or more; one (1) level lower will be called

Length of Travel: (more than 2m, 5m or 10m)

The amount of travel will be measured using the center point of the element once the traveling has begun and will stop when the traveling has ended or the shape has been changed

- Travel is considered ended when there has been no traveling movement for at least two (2) seconds
- If a team correctly travels for at least 5m including two (2) turns/steps (for traveling wheels); level 2 will be called, irrespective if $\frac{1}{4}$ of the team or more have made travel errors elsewhere

Required Rotation of 360°

- Each skater must cover the required amount in one (1) rotational direction (*both rotational directions are allowed to be used, however individual skaters are not allowed to change from one (1) rotational direction to the other during the traveling*)
- The degrees of rotation will be measured once the traveling has begun and will stop when the traveling has ended

Release of hold for three (3) seconds (TW)

During the release of hold each skater must turn / rotate or use both skating directions (forward and backward) i.e. only skating backward (or forward) are not permitted

- If a turn / rotation or use of both skating direction is not included; travel extra feature is not counted
- feature may be executed together with the two consecutive backward 360° rotations or as the skaters/spokes change places/position with another skater/spoke

Skaters/Spokes change places/positions with another Skater/Spoke (TW)

- If the rotation/traveling of the wheel stops for two (2) seconds or more; the travel extra feature will not be counted
- The change of places/position refers to either the spoke in total or the individual skaters
- It is permitted to combine both the change places of skaters and change position of spokes
- If using a wheel with any of the spokes consisting of an odd number of skater (ie: 3, 5 or 7); the change of places/position will still be counted even if one (1) of the skaters remains in the same position

INTERSECTION ELEMENT

Back-To-Back Preparation and Approach (I)

During the Preparation Phase: Any type of hold (except a “no hold”) must be attained by the end of the preparation phase and before the skaters begin the approach phase

The hold must be maintained until the skaters start to rotate

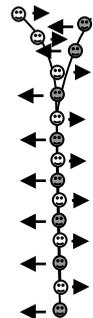
- If there are two (2) spaces or more without a hold during the end of the preparation and/or during the approach phase (before the rotation of the pi begins); one (1) level lower will be called

If there are rotation(s) executed during the approach phase, these rotations will not affect level of the intersection as long as the rotations start backwards and have a continuous rotation (ending backwards)

- The skaters must have a hold if there are crossovers or non-rotating linking steps executed before the rotation for the pi begins
- Turns/steps (including mohawks and three turns) or any linking step that rotates 180° executed without a release of hold during the approach phase will not result in a downgrade
- If $\frac{1}{4}$ of the team or more release their hold to execute any forward rotation(s) during the approach phase; one (1) level lower will be called
- If $\frac{1}{4}$ of the team or more execute a backward rotation that ends forwards; one (1) level lower will be called

Whip intersection

- All skaters must be intersecting at the same time, however the two (2) fast end skaters of each line will be permitted to intersect slightly after the rest (*see Figure to the right*)
 - If more than the two (2) fast end skaters of each line intersect at a different time than the rest; one (1) level lower will be called
 - If any other part of the line (i.e. the fast end or middle) intersect before the slow end of the line; one (1) level lower will be called



GROUP LIFT ELEMENT (GL)

Note: The hands / arms of supporting skaters do not have to be above their heads, as long as the torso of the lifted skater is held above head level of the supporting skaters

Each lift will be evaluated separately

- If one (1) skater within one (1) Group lift is not gliding during all parts of the lift; DED1 is given for each lift where

- one (1) skater makes this error
- If two (2) skaters within one (1) Group lift are not gliding during all parts of the lift; that lift will not be counted (*except in level B*)
- If all supporting skaters within one (1) Group Lift do not rotate the minimum requirement for that level; that GL will not be counted towards the level
- If a lifted skater within one (1) Group Lift does not complete a feature correctly; then the feature within their group lift will not be counted

Level will be called according to requirements met (*irrespective of level attempted*)

Features, that are required to be executed during a rotation, must ALL be executed during the same rotation

Example: if choosing to include change of position of the lifted skater and supporting skaters in approximately one (1) line; then the change of position must be executed while the supporting skaters are in approximately one (1) line

Supporting skaters in approximately one (1) line during the required rotation

During the entry and the exit phase of the lift any placement of the supporting skaters is permitted and will not affect the level of the GL

- If the supporting skaters are not approximately in one (1) line during the required rotation; the feature will not be counted

Difficult or Unexpected Entry/Exit

A syncopated entry or exit into a lift will NOT be permitted, if the entry or exit is to be counted as a feature

Difficult or Unexpected Entry: This feature will be awarded when the team includes any skating movements/elements that have an effect on the entry of the lift and/or the lifting action in addition to the typical set up from a lift

- **Technical Panels are not required to evaluate or give an opinion regarding the level of difficulty of the entry or exit**

Change of position of the lifted skater

After the change of position has been executed, the lifted skater(s) may place their arms and legs however they want in order to create an aesthetically pleasing position. If this “new” position is different than the position achieved following the feature “change of position of the lifted skater”, there will be no penalty

- The complete change of position of the lifted skater must occur during the required 180°/360° rotation by the supporting skaters
- The lift may rotate more than the 180°/360° to complete the lifted skaters change of position

Remaining Skaters in a Group Lift Element

Remaining skaters may not stop or become stationary

- If the remaining skaters are executing a group lift (same or different) and there is any type of error (for example; one (1) skater stopping on the exit of the lift); the GL level will be called + DED1 for the stationary skater

If the remaining skaters are executing fe’s:

Example: one (1) skater executes a spin + three (3) skaters execute jumps (same or different) is NOT permitted and the GL will be called + highlighting DED

NO HOLD ELEMENT

If the team is executing the turns/steps/edges and linking steps *required* for a Feature / Additional Feature, then the turns/steps/edges and linking steps must be the same and executed at the same time, otherwise turns/steps and linking steps may be different and executed at different times

Twizzles Series (NHE)

The required rotations only are evaluated and must be executed correctly on one (1) foot

Any type of exit of the twizzles are permitted (including two-footed exit)

- A two-footed exit will be counted as one (1) foot placement

Twizzle errors include:

- two footed twizzles
- knee action is present during all or part of a twizzle
- three turns are executed
- twizzles executed on the spot

A maximum of three (3) foot placements are permitted in-between the twizzles

Example: The exit of Twizzle #1 is on a RBO edge; followed by three foot placements; LFI, RFI, LFI Three turn

The entry of Twizzle #2 could be on a RBI (the 4th foot placement)

- If ¼ of the team or more execute more than the maximum of three (3) foot placements in-between the correctly executed twizzles; feature is not counted

Pivoting at least 90° (NHE)

- If the pivoting is interrupted for two (2) seconds or more; feature will not be counted
- If any one (1) skater stops (becomes stationary) during pivoting; feature will not be counted

Change of Axis (NHE)

The skaters must each skate along their own new axis so that the new axis is easily recognizable

- When the skaters take a step in order to change from one lobe to another along the same axis it will not be considered as a change of axis
- Diagonal Axis – the lines of the block may or may not be parallel to the end barrier when skating along the diagonal pattern

Skaters/Lines/Spokes Change places/positions with another Skater/Line/Spoke (B, L, NHE, W)

This feature may be executed in any manner. Creativity should be encouraged

- The change of places/position refers to either the Line / Spoke in total and/or the individual skaters
- It is permitted to combine both the change places of skaters and change position of lines/spokes
- If using a wheel with any of the spokes consisting of an odd number of skater (ie: 3, 5 or 7); the change of places/position will still be counted even if one (1) of the skaters remains in the same position

Examples:

- If one (1) line passes thru the other three (3) lines; feature is counted
- If one (1) line skates around the other three (3) lines; feature is counted
- If all skaters change place with another skater; feature is counted
- Skaters may use different turns/steps as they change places/positions

Extra Features (B, L, NHE, W)

A maximum of two (2) different extra features from each group (i, ii) or iii)) will be counted towards the feature:

- When including two (2) different extra features at the same time (½ of the team performs a small hop and the other ½ of the team performs toe steps), this will only be counted as one (1) extra feature from group ii)
 - None of the performed extra features may be repeated in order to be counted as a second extra feature from that group
 - Example:
 - toe steps rotating are considered different from toe steps not rotating
 - a forward spiral is considered to be different from a backward spiral
 - a ½ loop jump is permitted in the NHE without penalty (jumps up to one (1) rotation are allowed)

Body Movement Errors:

- body core does not move from the vertical axis enough to have a significant impact of the body's weight distribution over the blade; body movement will not be counted as an extra feature

MOVE ELEMENT (ME)

There must be at least four (4) skaters executing the same fm

- If there are not at least four (4) skaters executing the same fm; ME will be called one (1) level lower

Free Skating: If including a second ME, none of the fm's from the first ME may be repeated, or the element will be given a no value

At Least Two (2) Different fm's at the Same Time Interacting with Each Other (ME)

There must be at least two (2) different fm's executed at the same time (see additional requirements above)

- Interacting is present when the different fm's cross paths, intersect, circle, mirror, pass by, or are connected to each other etc.
- If including three (3) or four (4) fm's, then any one (1) fm must interact with each of the other fm's
- If one (1) fm does not interact with any of the other fm's; feature will not be counted
- All included fm's are not required to interact with each other at the exact same time

In the case of choosing fm's with different time requirements: the fm's must either start or end at approximately the same time

- fm's are considered to start or end approximately at the same time when the skaters begin to take OR exit the fm position at the same time. It is acceptable that not all fm's take OR exit the position at exactly the same time since in many cases it takes a different length times to take or exit a position of the various fm's
- if the fm's do not start or end at approximately the same time; call the fm + DED1
- if the fm's are executed completely separately; fm base is called + feature is not counted

Example 1:

- Spiral with two changes of edge (fm#1) + Spiral with one change of edge (fm#2); Both start at the same time and the skaters executing fm#2 finish earlier, but then these skaters execute another different fm from a lower level; the lower level fm will be counted

Example 2:

There are three different fm's executed at approximately the same time: Spiral with two changes of edge (fm#1) + Spiral with one change of edge (fm#2) + Spiral with one change of edge and a change of position (fm #3)

- fm #1 + fm #2 begin at the same time, and the skaters executing fm#2 finish earlier; the skaters executing fm #3 start later than fm#1 and fm#2, but end at the same time as fm #1; this is acceptable

At Least ½ of the Skaters Execute a Change of Position (ME)

Change of position will not be counted:

- if skaters do not establish their own track both before and after the change of position
- if skaters do not cross the track of the other skater with whom they are changing position
- if there are two (2) or more spaces without a hold either before and/or after the change of position (a minimum of four (4) skaters in each line)
- if at least ½ of the skaters do not execute the change of position at the same time

Any listed fm may be used during this feature (both SP and FS)

- it is permitted to use two (2) or more different fm's to execute the feature

PAIR ELEMENT

GENERAL

The pair ss, pair sp, and/or pair pivot may be executed in any order

- If one (1) of the chosen movements contain errors (same type of error) done by ¼ of the team or more; see below for further details and calls regarding specific pair movements

For Pa1 or Pa2

- All pairs must execute the same pair movement: PaB is called as long as a pair movement was attempted

For Pa3 or Pa4

- The same pair of skaters must execute both of the required pair movements; pair element ends once the pairs break apart
- All pairs must execute the same pair movement:
- Pair movement #1 must be different than pair movement #2
 - If the two (2) pair movements are from different levels; call the lower level
 - If only one (1) of the pair movements is counted; call the level accordingly

- If neither of the two (2) required pair movements can be counted; PaB is called as long as a pair movement was attempted

Pair Step Sequence (any level)

The turns required for the pair step sequence may not be done in two separate parts and must be completed either before or following the spin / pair pivot

In the case that the pair step sequence is interrupted and executed in two separate parts; level is given according to highest requirements met either before or after the ss was interrupted

Turn errors:

- If a turn is not attempted; turn is not counted
- If the turn is executed in a manner that makes it unrecognizable; turn is not counted

Pair Pivot

- The skater(s) executing the fm must attain their position for that fm in order for the technical panel to begin counting the rotations
- Skaters executing the fm must pivot in the correct position for 360°

Pair Pivot Errors

- Skaters executing the fm do not attain or hold the correct position for 360°
 - Pa1/Pa2 – Pa1 is called
 - Pa3 – Pair pivot is not counted
- The skaters do not rotate 360° (correct or wrong position)
 - Pa1/Pa2 – Pa1 is called
 - Pa3 – Pair pivot is not counted

Death Spiral

The lower level skater(s) must attain their position for the technical panel to begin counting the rotation

- The lower level skater(s) must rotate at least 360° in the correct position

The correct position for the lower skaters is described as follows: the lower skaters' head must be held at knee level of the supporting skater or lower for 360°

Death Spiral Errors

- The lower skater does not attain or hold the correct position for 360° - Death Spiral is not counted
- The pair does not rotate 360° (correct or wrong position) - Death Spiral is not counted

Pair Spin

- All pairs (both skaters) must attain their position for the technical panel to begin counting the revolutions
- A pair must rotate in the correct position for at least three (3) revolutions

Pair Spin Errors

- Skaters do not attain or hold the correct position for at least three (3) revolutions
 - Pa1/Pa2 - lower by one (1) level – PaB is the lowest call
 - Pa3/Pa4 – Pair Spin is not counted
- The pair does revolve at least three (3) revolutions (correct or incorrect position)
 - Pa1/Pa2 – PaB is called
 - Pa3/Pa4 – Pair Spin is not counted

SYNCHRONIZED SPIN ELEMENT (Sp)

Variations of an upright spin are permitted

- A Difficult variation of an upright spin is not permitted
- A spin that has a change of foot is not considered as a variation of an upright spin and is not permitted

In the regulations Rule 990 para ix c): The variation of an upright spin has 4 possibilities listed

1. Layback
2. Sideways leaning
3. Cross foot (*not permitted for the Synchronized Spin Element since it is a two foot spin*)
4. A-Frame

The number rotations will begin to be counted, once all skaters have attained their position, and thus determine the level; if ¼ of the team or more rotates a lesser amount than the rest of the team then the number of rotations executed by these skaters will be counted towards the level

ADDITIONAL FEATURES

STEP SEQUENCE (s)

Step sequences must be completed and at least fulfill the calling specifications and basic requirements to be called

- All steps and turns must be skated on distinct, recognizable correct edges, and lobes
- turn(s)/step(s) with an error (same or different) executed by ¼ of the team or more will not be counted towards the level
- Visible Errors for Turns/Steps:
 - a two-footed entry or exit of a turn/step
 - a turn/step executed on the spot
 - a turn/step that is jumped
 - the entry and/or exit of a turn/step is executed on a straight line (is flat)
 - turns/steps that are not clearly on the correct entry or exit edge
 - a turn/step not attempted (not due to a fall)

If the requirements of a level are met it must be used to make the call, independently of the number of incorrectly executed turns/steps

- turn(s)/step(s) that are scratched (by using the toe pick), are still counted by the Technical Panel towards the level

Mirror image pattern is permitted during a Step Sequence, and the turns/steps executed in a mirror image pattern will not be counted towards the level of the Step Sequence

Series / combination of difficult Turns

One (1) or two (2) series / combination of difficult turns: consists of two (2) or three (3) different types of difficult turns (*depending on the level*) executed on one (1) foot (*on each foot when doing two (2) series*)

The free foot may not touch down in- between any of the turns or the turn will not be counted

For the two (2) series / combination of difficult turns:

- The exact same series is not permitted to be repeated on the opposite foot
- The same turn(s) may be used but must be executed in either a different order or starting on a different edge or in the different skating direction than in the first series
- If there is one (1) turn with a visible error by ¼ of the team or more; the series of two (2) turns will be counted independently which of the turns that are incorrectly executed
- If there are two (2) turns with a visible error by ¼ of the team or more; that series will not be counted

FREE SKATING MOVES (fm)

When changing from clockwise to anti-clockwise directions (or vice versa) additional steps, turn(s) or linking steps are NOT permitted other than those required to quickly change the direction (may be executed using either one (1) foot or two (2) feet) for the following fm3's:

- Outside Spread Eagle in both rotational directions
- Outside Ina Bauer in both rotational directions
- Outside Spread Eagle + Outside Ina Bauer Combination: both fm's executed first in one (1) rotational direction and then in the opposite rotational direction. May start with either the Ina Bauer or Spread Eagle (A minimum of two (2) seconds in each position is required)

If the fm's are not from the same level then the lowest level will be counted and any reductions will be taken from the lower level

The fm will be reduced by one (1) level IF a visible error (same type) has been made by ¼ of the team or more

- Visible errors: fm position is not correct, fm that is not executed on a clear lobe / edge for a minimum of three (3) seconds, fm that is not held in the correct position for a minimum of three (3) seconds, if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for at least two (2) seconds
- Each type of visible error will be penalized only once during a fm
- The fm will be lowered one (1) level at a time until reaching Level Base

The time will be counted once all skaters take their position and edge of the fm fm's that are not attempted (not due to a fall or interruption)

- If one (1) skater fails to attempt the fm: Call fm + DED 1
- If two (2) skaters fails to attempt the fm: Call one (1) level lower
- If three (3) skaters fails to attempt the fm: Call one (1) level lower + DED1
- If a ¼ of the team or more fails to attempt the fm: fm base is called

If an fm is given a Level Base then the feature will not be counted

Any listed fm in Communication 1942 is considered as a different type of fm, than the other fm's in the list

- A listed fm is considered different when the same type of fm is executed using a different edge and/or in a different skating direction.

Examples of Different fm's;

- A forward inside spiral is considered as different than a forward outside spiral
- A backward spiral is considered as different than a forward spiral
- Hydroblading, Shoot the duck, Lunges and Charlotte are no longer listed and will not be considered an fm (fm is given a no value)

Outside Spread Eagle or Ina Bauer with one (1) or two (2) changes of edges: The team must keep the same fm thru out the changes of edge. No combinations are permitted

POINT OF INTERSECTION (pi)

A pi will be reduced by one (1) level IF a rotation has a visible error (same type) made by ¼ of the team or more skaters until reaching piB

- Visible errors: a collision that affects the rotation, a stumble that affects the rotation, a pause in the rotation, skaters in the same line executing rotations in opposite directions, rotations that are executed on the spot
- Each type of error will be penalized only once
- If a level 2 & 3 rotation ends forwards (during the intersection), one (1) level lower will be called
 - Once all skaters are through the intersection it is permitted to exit a pi2/pi3 rotation forward without penalty
- Use of a crossover in any pi level; one (1) level lower will be called
- For level 3 at least the first 360° of the required 720° or more rotation must be completed before the skaters start to intersect to be counted; if ¼ of the team or more do not complete at least 360° before starting to intersect, pi2 will be the highest call

pi rotations that are not attempted (not due to a fall, stumble or collision or interruption)

- a rotation not attempted by one (1) skater; pi is counted + DED1
- a rotation not attempted by two (2) skaters; pi is called one (1) level lower
- a rotation not attempted by three (3) skaters; pi is called one (1) level lower + DED1
- a rotation not attempted by ¼ of the team or more; pi base is called
- if a pi rotation has NOT been attempted by the whole team; pi with no value will be called

For a Collapsing intersection; the specific rotation that the skaters fail to attempt is the rotation that will be affected (i.e. if two (2) or more skaters fail to attempt a rotation, that rotation will not be counted toward the level)

If the pi rotation is completed or does not begin before the skaters have passed through the point of intersection by $\frac{1}{4}$ of the team or more; pi base will be called (*except collapsing – see below*)

Angled Intersection

One (1) level lower will be called when:

- rotations not traveling along a diagonal path towards the axis of intersection
- not all rotations are executed in the same rotational direction (error by $\frac{1}{4}$ of the team or more)
- rotations do not begin at least 4 places away from the skaters intersection space

Collapsing Intersection

- Rotations must start before the skaters begin to intersect (and continue to rotate as the skaters intersect thru the corners) and the correct number of rotations must end within the intersection
- One (1) level lower for the pi level is called if the first rotation is not correctly placed

Whip Intersection

- All rotations must be in the same rotational direction as the line skates during the approach phase; lower pi one (1) level if not in the same rotational direction
- IF the pi rotation is completed or does not begin before the skaters have passed through the point of intersection by $\frac{1}{4}$ of the team or more; pi base will be called (*see figure at the side*)

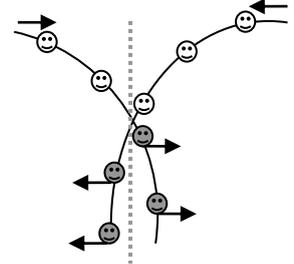


Figure: piB will be called: These four (4) skaters (grey faces) have intersected, but have not started the rotation

SKATING WITH LESS THAN 16 SKATERS

In the case that an illness, injury, interruption and/or fall has occurred and the team must compete with less than 16 skaters, there will be no punishment for those elements not meeting the required shape / number of lines / number of skaters in a spoke etc., except in Senior: Group Lift Element where the number of correctly executed group lifts will be counted towards the level

$\frac{1}{4}$ of the team or more equals:

- four (4) skaters on a team of 16 skaters (alternates are not included)
- three (3) skaters on a team of 12-15 skaters (alternates are not included)
- two (2) skaters on a team of 8-11 skaters (alternates are not included)

In the case that the team is comprised of less than 16 skaters prior to competing, there will be no punishment NHE in a block configuration with four (4) lines should have the following number of skaters (in any order)

- 15 skaters: 4, 4, 4, 3
- 14 skaters: 4, 4, 3, 3
- 13 skaters: 4, 3, 3, 3
- 12 skaters: 3, 3, 3, 3
- And so on

NON-PERMITTED and ILLEGAL Elements, Features, Additional Features

If there is an illegal Element, Feature, or Additional Feature; Element is called as level base + DED4 (illegal)

If there is a non-permitted Element, Feature, or Additional Feature:

- Element is called as level base + DED3 (non-permitted); if the non-permitted movement is the Element
- Element is called + Feature is given a no value + DED3 (non-permitted); if the non-permitted movement is included in the Feature
- Element is called + Additional Feature is not counted + DED3 (non-permitted); if the non-permitted movement is included in an Additional Feature