



Judging System

First Aid for Calls

for
Technical Controllers and Technical Specialists

Synchronized Skating

PROVISIONAL VERSION

2010/2011

(as of: 07.07.2010)

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SHORT PROGRAM – General – Junior and Senior		
	Technical Panel	Referee
The team must use a variety of holds. A minimum of three (3) different clearly recognizable holds is required in Junior and Senior Short Programs. The holds may be done either in elements or transitions		DED2 or DED4; depending on the number of omitted holds
A variety of different holds may be used, but all skaters must use the same hold at the same time, except during fm's and a change of rotational direction		DED2 per element where all skaters are not using the same hold at the same time
Any music including vocal music using lyrics is permitted. However, the teams must skate the program in time to the music. Additions of the sounds of applause or cheers are not permitted		DED2; for sounds of applause or cheers DED2; skating to the lyrics
Un-prescribed or additional elements or repetitions even of elements which have failed, are not allowed and will not be marked and a deduction must be made if any of those elements are included	DED3; Additional or repeated elements	
Transitions necessary to link the required elements are permitted provided they cover less than one half (½) of the length of the ice surface	DED2; transitions more than one half (½) of the length of the ice surface	
The choreography and elements should be executed facing towards all sides of the ice rink and not excessively facing one side only		judges' PC's

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – BLOCK (Group A & B)		
	Technical Panel	Referee
A block element must have a minimum of three (3) lines	Block is not called; if less than three (3) lines	
A configuration of less than 3 lines will end a block element	ends the Block	
There must be at least three (3) skaters in a line	Block is not called; if there are not at least three (3) skaters in each line	
Additional Features, other than creative modifications, are permitted in the Short Program (See Additional Features for requirements) Linking steps/turns may be included but will not be counted for a Step Sequence	creative modifications are not counted; Block + DED1; for NAR if a creative modification is executed	
Mirror image pattern is not permitted in the short program	mirror image pattern not counted + DED 4	
Pivoting is required	pivoting is counted if executed correctly no punishment is given if pivoting is not attempted	
Group A: During pivoting there must be three (3) lines On a team of sixteen (16) each line must have five (5), five (5), and six (6)	Pivoting is not counted if the number of skaters per line is not correct	
Group B: During pivoting there must be four (4) lines On a team of sixteen (16) each line must have four (4) Skaters	Pivoting is not counted if the number of skaters per line is not correct	
Blocks must be closed	Block is called but the open configuration/shape is not counted + DED 3; for wrong shape	
Free skating moves, if used, must be done at the same time in all lines but need not be the same by all skaters	Block is called + DED1; if not done at the same time	
All skaters must be attached during the majority of the block element	Block is called + DED1: if not attached most of the time	
All skaters must be using the same hold at the same time	Block is called even if holds are different	judges reduce GOE
Ice Coverage Requirements		
	Technical Panel	Referee
The block element must travel at least the full length of the ice surface or comparable distance to be counted	Block is not called; if minimum ice coverage is not met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – CIRCLE (Group A)		
	Technical Panel	Referee
Creative innovations and variations are not permitted in the Short Program	Circle + DED1; for NAR if a creative modification is executed	
Only one (1) change of configuration is permitted	Change of Configuration; counted if executed correctly	
	Circle element + DED 1 is called for each additional change of configuration	
The configurations may be skated in any order	Change of Configuration; counted if executed correctly	
Two (2) circles at one time are permitted (must be a circle in a circle in opposite direction)	Circle is not called if the two circles are side by side	
There must be a minimum of four (4) Skaters in the centre circle	Circle is not called if there are less than four (4) skaters in the centre circle	
Travel is required in the one (1) circle (See Additional Features for requirements)	travel is counted; if executed correctly	
	travel is not counted if executed during the circle in a circle opposite direction	
	if travel is omitted; travel is not counted + no DED	
Only one (1) travel is permitted	travel is not counted if repeated + DED1	
Only the first change of rotational direction will be counted when executed by the entire team at the same time. (must be executed in the configuration circle in a circle opposite direction)	cd is not counted if not executed at the same time	
	cd is not counted if executed during the one circle configuration	
A change of rotational direction is permitted by no more than ½ of the team in order to change configuration (if necessary)	if executed by more than ½ of the team to create the required configuration call DED 1	
Un-prescribed or additional circles are not permitted	DED3; for an additional circle	
Dance jumps and free skating moves are allowed but not required	Circle is called	
Variety of different holds may be used but all Skaters must use the same hold at the same time except during the change of rotational direction and free skating moves	Call circle without penalties	Judges reduce GOE if holds are not the same
Ice Coverage Requirements		
	Technical Panel	Referee
All skaters in the circle must rotate a minimum of 360°	circle is not counted if it does not rotate the minimum	
The size of the circle must be no larger than 1/3 of the length of the ice surface	Circle is called + DED2; excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – INTERSECTION (Group A & B)		
	Technical Panel	Referee
Intersection must be the correct shape for the year Group A: Box intersection Group B: Triangle intersection	Intersection is not called if the wrong shape is executed	
The intersection element begins once the skaters begin to approach each other and all skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
Point of Intersection (pi) is required (See Features for requirements)	- pi is counted; if executed correctly - pi is not counted + no DED: if omitted	
A combined intersection is not permitted	Intersection is not called + DED 3; if included	
Un-prescribed or additional intersections are not permitted	Additional / Un-prescribed Intersection is not called +; DED3; if additional	
Back to back Preparation and Approach must be included in both intersections (Senior) (See Additional Features for requirements)	It is called; for any required intersection without a Back to Back Preparation and Approach	
If teams are turning/rotating during the approach phase of the intersection and the skaters are not within the point of intersection (as defined)	These rotations will not be counted as a pi but the back to back difficult variation will be counted	
Jumps (except for dance jumps) and back spirals during intersection are illegal (forbidden) elements	Intersection is not called + DED 4; for illegal feature	
Collapsing Intersection (Box or Triangle)		
All skaters must intersect	Intersection is not called; if all skaters do not intersect	
All skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
When using multiple lines the number of skaters in each of the lines must be as equal as possible Group A - box intersection has four (4) lines of four (4) Skaters on a team of sixteen (16) Group B - triangle intersection has three (3) lines and on a team of sixteen (16) each line has five (5), five (5) and six (6)	Intersection is called + DED 3	
Examples of Correct Shape for Intersections:		
	Technical Panel	Referee
Triangle, Box, L and other variations must keep the same shape shown during the approach phase of that intersection at the exit phase	Intersection is called; even if there is a poor/incorrect shape	
INTERSECTION – Ice Coverage – Requirements		
Collapsing Intersection: All Skaters must remain within ½ of the length of the ice surface during the preparation and approach phase.	Intersection is called + DED 2 for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – MOVES IN THE FIELD (Group A & B)		
	Technical Panel	Referee
This element is a sequence of only 3 (three) different free skating moves that must not be repeated and which can be connected with linking steps/turns	fm is not called if; it is a repeated fm	
	fm is not called; if it is the fourth (4 th) fm + DED1	
One of the free skating moves must be a Spiral and may be skated in any order	If the 3 rd fm is not called; if one of the other fm's is not a spiral (only the first two (2) fm's will be called)	
If an fm is not called then the Additional Feature (simple or difficult variation) will also not be counted	no fm called + no Additional Feature is counted	
All skaters must execute the same free skating move, in the same position, on the same edge at the same time. (includes free skating moves with a change of edge)	fm not called; if all skaters are not on the same edge and / or in the same position	
The team must act as a unit throughout the whole element	Moves in the Field is called; even if not a unit	DED 4 – sub-grouping if not acting as a unit
Skaters may pass by each other in order to change position, but this pass by may not resemble any intersection	call the fm + DED 3; for NAR (wrong pattern) and the MF will end if resembles an intersection	
fm with a visible error by three(3) or more skaters	call the fm one (1) level lower	
Mirror Image is not permitted	fm and additional feature are not counted + DED 4; if used in Short Program (illegal)	
(See Features for Free Skating Moves for further information, if there is to be a reduction in the level of an fm)		
Ice Coverage – Requirements		
The team must stay within a maximum of ½ of the length of the ice surface from each other as they prepare and execute an fm	Moves in the Field level + DED 2; for excessive use of ice for each fm (maximum of three (3) DED 2)	
Transitions linking the free skating moves are permitted, provided that the entire team does not cover more than ½ of the length of the ice surface	Moves in the Field level + DED 2; for excessive use of ice for each transition (maximum of two (2) DED 2)	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – NO HOLD STEP SEQUENCE (Group A & B)		
	Technical Panel	Referee
The No Hold Step Sequence (NHSS) element must be executed in a closed block	NHSS is not called; if an open block	
The closed block must consist of four (4) skaters in four (4) lines	call level of the NHSS + DED 3 for NAR (wrong shape)	
A Change of Configuration is not permitted	call level of the NHSS + DED3; for change of configuration	
The NHSS must include a step sequence (See Features for requirements)	NHSS + ss feature is called; if executed correctly NHSS is not called + no DED; if ss is omitted	
Additional Features are permitted and will be counted	Additional Features are counted; if executed correctly	
Creative modifications are not permitted in the Short Program	NHSS is called + DED 1	
A step sequence is not permitted to be executed during a mirror image pattern in the NHSS (in short program only)	Call the NHSS + step sequence + DED 4 Those turns executed during a mirror image pattern will not be counted towards the level of the Step Sequence. The step sequence is not considered as interrupted	
The NHSS must start AND end in a no hold	NHSS is not called; if the start AND end is with a hold NHSS is called + DED 1; if any part of the NHSS has a hold	
Ice Coverage – Requirements		
Steps must cover 2/3'rds of the length of the ice surface or a comparable distance	ss + DED 1 is called if the ss does not cover 2/3'rds of the length of the ice surface or a comparable distance	
The NHSS Element must begin at one end of the ice surface at any place along the short barrier and ends at any place along end at the opposite short barrier keeping the approximate shape of the straight line or diagonal pattern end across from the starting point	NHSS is called	
The pattern must only be a straight or diagonal axis	NHSS is called	
The axis must not change once it has been established at the start of the NHSS	Element is called	judge reduces GOE
Straight Block Pattern; The back line of the block must start behind the red hockey goal line and the front line of the block must end behind the red hockey goal line at the opposite end of the ice surface	NHSS is not called; if the start AND end of the NHSS is not correct	
	NHSS is called; if the start OR end is correct	judge reduces GOE
Diagonal Block Pattern; The block must begin at one corner of the ice surface and end at the opposite end across from the starting point showing the same angle. - At least one skater must start behind the red hockey goal line and at least one skater must end behind the red hockey goal line at the opposite end of the ice surface	NHSS is not called; if the start AND end of the NHSS is not correct	
	NHSS is called; if the start OR end is correct	judge reduces GOE

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – WHEEL – (Group B - 2 spoke + 3 spoke)		
	Technical Panel	Referee
Change of configuration is required - Only one (1) change of configuration is permitted (two (2) shapes)	Change of Configuration is counted if executed correctly Wheel level + DED 3 is called for each additional configuration	
There must be only two (2) configurations - two-spoke wheel - three-spoke wheel	Configuration is not counted if not either a two or three-spoke	
There must be at least three (3) skaters in each spoke	Wheel is not called; if less than three (3) skaters	
There may be only one (1) wheel at a time	Wheel is not called	
The spokes must be as equal as possible	Wheel is called + DED 1 for NAR	
The skaters within the spokes may or may not be joined as long as they are all using the same hold. (pivot skaters in the centre of the wheel may have a different hold)	Wheel is called	Judge: will reduce GOE -1
Travel is required travel must be executed in the two-spoke wheel (See Additional Features for requirements)	travel is counted; if executed correctly travel is not counted if executed during 3 spoke wheel) if travel is omitted; travel is not counted + no DED	
Only one travel is permitted	repeated travel is not counted + DED1	
Change of rotational direction is required - change of rotational direction must be executed in the three-spoke wheel	change of rotational direction is counted; if executed correctly change of rotational direction is not counted + no DED; if omitted change of rotational direction is not counted; if not executed in the three-spoke wheel	
Creative modifications are not permitted in the Short Program	Wheel + DED3; for NAR (if the required shape is executed + a change of configuration that is a creative modification) Wheel is not called if the creative modification is executed as the wheel configuration	
Ice Coverage – Requirements		
	Technical Panel	Referee
To fulfill the requirements for the wheel element, a wheel must rotate at least 360°	Wheel is not called; if wheel does not rotate a minimum of 360°	
Skaters at the one end of each spoke, closest to the pivot point, must remain close to each other to a maximum distance of 1/6 of the length of the ice surface, even during a cd. (approximately 10m)	Wheel is called + DED2 for excessive use of ice	

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SENIOR SHORT PROGRAM – BLOCK STEP SEQUENCE (Group A)		
	Technical Panel	Referee
The Block Step Sequence element must be executed in a closed block	BSS is not called; if an open block	
Any configuration is permitted (a minimum of three (3) lines)	BSS is not called; if there are less than three (3) lines	
There must be at least three (3) skaters in a line	BSS is not called; if there are less than three (3) skaters per line	
The Block Step Sequence element begins when all skaters are in the block configuration and are on the entry edge on the entry edge of the first turn	Do not start calling the BSS until all skaters are participating in the configuration	
BSS may not occur during (as part of) the block element	BSS is not called: if part of a block element	
All Skaters must be using the same hold at the same time while executing the Block Step Sequence element	BSS is called	Judge: reduce GOE – 1 for holds
Changes of configuration are permitted	Changes of configurations are not counted	
Pivoting is permitted	Pivoting is not counted	
Creative modifications are not permitted in the Short Program	Creative modification is not counted + DED 3	
Ice Coverage – Requirements		
The Block Step Sequence Element must cover at least two thirds (2/3) of the length of the ice surface or comparable distance during the step sequence	BSS + DED 1 is called if the ss does not cover 2/3' rds of the length of the ice surface or a comparable distance	
Must not resemble the No Hold Step Sequence Element	BSS is not called if resembles the NHSS	
Mirror image pattern is not permitted	Call the BSS + DED 4 for illegal	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - SHORT PROGRAM – SENIOR - DRAFT - JULY 2010

SENIOR SHORT PROGRAM – CIRCLE STEP SEQUENCE (Group B)		
	Technical Panel	Referee
Only one (1) circle configuration is permitted One (1) circle is the required configuration	CSS is not called; if the wrong configuration is used	
The Circle Step Sequence element begins when all skaters are in the circle configuration and are on the entry edge of the first turn	Do not start calling the CSS until all skaters are participating in the configuration	
Circle Step Sequence may not occur during (as part of) the circle element	CSS is not called; if part of a circle element	
The Circle Step Sequence element must rotate in either a clockwise or anti-clockwise direction	CSS will end if; a cd is executed	
Changes of Configuration are not permitted	CSS will end; if there is a change of configuration	
Travel is not permitted	CSS is not called	
All Skaters must be using the same hold at the same time while executing the Circle Step Sequence element	CSS is called	Judge: reduces GOE for not the same hold
Creative modifications are not permitted in the Short Program	Creative modification is not counted + DED 3	
Ice Coverage – Requirements		
The Circle Step Sequence Element must cover at least 240° of the circle during the step sequence	CSS + DED 1 is called if the ss doesn't cover at least 240° of the circle	
Mirror image pattern is not permitted	Call CSS + DED 4 for illegal	
The size of the circle must be no larger than 1/3 of the length of the ice surface	CSS + DED2 for excessive use of ice	

JULY 6, 2010

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

SHORT PROGRAM – General – Junior and Senior		
	Technical Panel	Referee
The team must use a variety of holds. A minimum of three (3) different clearly recognizable holds is required in Junior and Senior Short Programs. The holds may be done either in elements or transitions		DED2 or DED4; depending on the number of omitted holds
A variety of different holds may be used, but all skaters must use the same hold at the same time, except during fm's and a change of rotational direction		DED2 per element where all skaters are not using the same hold at the same time
Any music including vocal music using lyrics is permitted. However, the teams must skate the program in time to the music. Additions of the sounds of applause or cheers are not permitted		DED2; for sounds of applause or cheers DED2; Skating to the lyrics
Un-prescribed or additional elements or repetitions, even of elements which have failed, are not allowed and will not be marked and a deduction must be made if any of those elements are included	Additional Element is not called + DED3; Additional or repeated elements	
Transitions necessary to link the required elements are permitted provided they cover less than one half (½) of the length of the ice surface	DED2; Transitions more than one half (½) of the length of the ice surface	
The choreography and elements should be executed facing towards all sides of the ice rink and not excessively facing one side only		judges – PC's

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – BLOCK – (GROUP A & B)		
	Technical Panel	Referee
A block element must have a minimum of 3 lines	Block is not called; if there are less than 3 lines Shape is not counted if there are less than 3 lines	
A configuration of less than 3 lines will end a block element	ends the Block	
There must be at least three (3) skaters in a line	Block is not called; if there are not at least three (3) skaters in each line	
Additional Features, other than creative modifications, are permitted in the Short Program (See Additional Features for requirements) Linking steps/turns may be included but will not be counted for a Step Sequence	creative modifications are not counted; Block + DED1; for NAR if a creative modification is executed	
Mirror image pattern is not permitted in the short program	mirror image pattern not counted + DED 4	
Pivoting is required	pivoting is counted if executed correctly no punishment is given if pivoting is not attempted	
Group A: During pivoting there must be three (3) lines On a team of sixteen (16) each line must have five (5), five (5), and six (6)	Pivoting is not counted if the number of skaters per line is not correct	
Group B: During pivoting there must be four (4) lines On a team of sixteen (16) each line must have four (4) Skaters	Pivoting is not counted if the number of skaters per line is not correct	
Blocks must be closed	open shape is not counted + DED 3; for wrong shape	
Free skating moves, if used, must be done at the same time in all lines but need not be the same by all skaters	Block is called + DED1; if not done at the same time	
All skaters must be attached during the majority of the block element	Block is called + DED1: if not attached most of the time	
All skaters must be using the same hold at the same time	Block is called even if holds are different	judges reduce GOE
Ice Coverage Requirements		
	Technical Panel	Referee
The block element must travel at least the full length of the ice surface or comparable distance to be counted	Block is not called; if minimum ice coverage is not met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – CIRCLE ELEMENT (One circle) (GROUP A)		
	Technical Panel	Referee
Creative innovations and variations are not permitted in the Short Program	Circle + DED1; for NAR if a creative modification is executed	
Only one (1) configuration is permitted One (1) circle is the required configuration	Circle Element is not called if there is a different configuration other than one (1) Circle	
Change of Configuration is not permitted	Change of Configuration is not counted: Call the Circle level + DED1; for NAR for each change of configuration	
A change of rotational direction (cd) is permitted (See Additional Features for requirements)	- cd is counted; if executed correctly - if cd is omitted: cd not counted + no DED	
Travel is required (See Additional Features for requirements)	- travel is counted; if executed correctly - if travel is omitted; travel is not counted + no DED	
Only one (1) travel is permitted	- travel is not counted if repeated + DED1	
Un-prescribed or additional circles are not permitted	DED3; for an additional circle	
Dance jumps and free skating moves are allowed but not required	Circle is called	
Variety of different holds may be used but all Skaters must use the same hold at the same time except during the change of rotational direction and free skating moves	Call circle without penalties	Judges reduce GOE if holds are not the same
Ice Coverage – Requirements	Technical Panel	Referee
All skaters in the circle must rotate a minimum of 360°	Circle is not called; if not rotating 360° minimum	
The size of the circle must be no larger than 1/3 of the length of the ice surface	Circle is called + DED2; excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – INTERSECTION (Group A & B)		
	Technical Panel	Referee
Intersection must be the correct shape for the year Group A: Box intersection Group B: Triangle intersection	Intersection is not called if the wrong shape is executed	
The intersection element begins once the skaters begin to approach each other and all skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
Point of Intersection (pi) is required (See Features for requirements)	- pi is counted; if executed correctly - pi is not counted + no DED: if omitted	
A combined intersection is not permitted	Intersection is not called + DED 3; if included	
Un-prescribed or additional intersections are not permitted	Additional / Un-prescribed Intersection is not called +; DED3; if additional	
Back to back Preparation and Approach must be included in both intersections (Senior) (See Additional Features for requirements)	I1 is called; for any required intersection without a Back to Back Preparation and Approach	
If teams are turning/rotating during the approach phase of the intersection and the skaters are not within the point of intersection (as defined)	These rotations will not be counted as a pi but the back to back difficult variation will be counted	
Jumps (except for dance jumps) and back spirals during intersection are illegal (forbidden) elements	Intersection is not called + DED 4; for illegal feature	
Collapsing Intersection (Box or Triangle)		
All skaters must intersect	Intersection is not called; if all skaters do not intersect	
All skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
When using multiple lines the number of skaters in each of the lines must be as equal as possible Group A - box intersection has four (4) lines of four (4) Skaters on a team of sixteen (16) Group B - triangle intersection has three (3) lines and on a team of sixteen (16) each line has five (5), five (5) and six (6)	Intersection is called + DED 3	
Examples of Correct Shapes for required Intersections:		
Triangle, Box, L and other variations must keep the same shape shown during the approach phase of that intersection at the exit phase	Intersection is called; even if there is a poor/incorrect shape	
Ice Coverage - Requirements		
Collapsing Intersection: All Skaters must remain within ½ of the length of the ice surface during the preparation and approach phase.	Intersection is called + DED 2 for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – NO HOLD STEP SEQUENCE		
	Technical Panel	Referee
The No Hold Step Sequence (NHSS) element must be executed in a closed block	NHSS is not called; if an open block	
The closed block must consist of four (4) skaters in four (4) lines	call level of the NHSS + DED 3 for NAR (wrong shape)	
A Change of Configuration is not permitted	call level of the NHSS + DED3; for change of configuration	
The NHSS must include a step sequence (See Features for requirements)	NHSS + ss feature is called; if executed correctly NHSS is not called + no DED; if ss is omitted	
Additional Features are permitted and will be counted	Additional Features are counted; if executed correctly	
Creative modifications are not permitted in the Short Program (mirror image is considered a creative modification during a NHSS)	NHSS is called + DED1	
A step sequence is not permitted to be executed during a mirror image pattern in the NHSS (in short program only)	Call the NHSS + step sequence + DED 4 Those turns executed during a mirror image pattern will not be counted towards the level of the Step Sequence. The step sequence is not considered as interrupted	
The NHSS must start AND end in a no hold	NHSS is not called; if the start AND end is with a hold NHSS is called + DED 1; if any part of the NHSS has a hold	
Ice Coverage – Requirements		
Steps must cover 2/3'rds of the length of the ice surface or a comparable distance	ss + DED 1 is called if the ss does not cover 2/3'rds of the length of the ice surface or a comparable distance	
The NHSS Element must begin at one end of the ice surface at any place along the short barrier and ends at any place along end at the opposite short barrier keeping the approximate shape of the straight line or diagonal pattern end across from the starting point	NHSS is called	
The pattern must only be a straight or diagonal axis	NHSS is called	
The axis must not change once it has been established at the start of the NHSS	Element is called	judge reduces GOE
Straight Block Pattern; The back line of the block must start behind the red hockey goal line and the front line of the block must end behind the red hockey goal line at the opposite end of the ice surface	NHSS is not called; if the start AND end of the NHSS is not correct	
	NHSS is called; if the start OR end is correct	judge reduces GOE
Diagonal Block Pattern; The block must begin at one corner of the ice surface and end at the opposite end across from the starting point showing the same angle. - At least one skater must start behind the red hockey goal line and at least one skater must end behind the red hockey goal line at the opposite end of the ice surface	NHSS is not called; if the start AND end of the NHSS is not correct	
	NHSS is called; if the start OR end is correct	judge reduces GOE

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – SPIRAL ELEMENT (Group A & B)		
	Technical Panel	Referee
This element consists of a spiral		
All Skaters must execute the same spiral, in the same skating direction, on the same foot, on the same edge at the same time (forwards or backwards)	Spiral Element is not called; if all skaters are not on the same edge and / or in the same position	
The spiral position must be held for a minimum of three (3) seconds	Spiral Element is lowered one level if held for less than 3 seconds	
Any formation(s) is permitted		
The free leg must be fully extended and unassisted, held at least at hip level (including the knee and free foot)	Spiral elements is not called if the free leg is not fully extended Spiral element is not call if the free leg is assisted Spiral element is not called if the free leg is not at least at hip level	
The team must act as a unit throughout the whole element	Spiral Element is called; even if not a unit	DED4 – sub-grouping if not acting as a unit
Skaters may pass by each other in order to change position, but this pass by may not resemble any intersection	call the Spiral Element + DED3; for NAR (wrong pattern)	
Spiral with a visible error by three (3) or more skaters	call the Spiral Element one (1) level lower	
The element ends with the completion of the spiral		
Mirror Image is not permitted	fm and additional feature are not counted + DED 4; if used in Short Program (illegal)	
Ice Coverage – Requirements		
	Technical Panel	Referee
The team must stay within a maximum of ½ the length of the ice surface from each other as they prepare and execute the Spiral Element	Variation is called + DED 2 for excessive use of ice if not	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – WHEEL ELEMENT – (Group B) – 4 spoke		
	Technical Panel	Referee
Only a 4-spoke configuration is permitted	Wheel is not counted if not a 4-spoke	
There may be only one (1) wheel at a time	Wheel is not called + DED3; if there is more than one (1) wheel (wrong shape)	
The spokes must be as equal as possible	Wheel is called	
The skaters within the spokes may or may not be joined as long as they are all using the same hold. (pivot skaters in the centre of the wheel may have a different hold)	Wheel is called	
Travel is required (See Additional Features for requirements)	- travel is counted; if executed correctly - travel is not counted; if omitted and no DED	
Only one travel is permitted	repeated travel not called + DED1	
Change of rotational direction is required (See Additional Features for requirements)	change of direction is counted; if executed correctly change of direction is not counted + no DED; if omitted	
Change of Configuration is not permitted	change of configuration is not counted + DED 3; for wrong shape	
Creative modifications are not permitted in the Short Program	Wheel + DED3; for NAR (if the required shape is executed + a change of configuration that is a creative modification)	
	Wheel is not called if the creative modification is executed as the wheel configuration	
Ice Coverage – Requirements		
	Technical Panel	Referee
To fulfill the requirements for the wheel element, a wheel must rotate at least 360°	Wheel is not called; if wheel does not rotate a minimum of 360°	
Skaters at the one end of each spoke, closest to the pivot point, must remain close to each other to a maximum distance of 1/6 of the length of the ice surface, even during a cd. (approximately 10m)	Wheel is called + DED 2 for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – BLOCK STEP SEQUENCE		
	Technical Panel	Referee
The Block Step Sequence element must be executed in a closed block	BSS is not called; if an open block	
Any configuration is permitted (a minimum of three (3) lines)	BSS is not called; if there are less than three (3) lines	
There must be at least three (3) skaters in a line	BSS is not called; if there are less than three (3) skaters per line	
The Block Step Sequence element begins when all skaters are in the block configuration and are on the entry edge on the entry edge of the first turn	Do not start calling the BSS until all skaters are participating in the configuration	
BSS may not occur during (as part of) the block element	BSS is not called: if part of a block element	
All Skaters must be using the same hold at the same time while executing the Block Step Sequence element	BSS is called	Judge: reduce GOE – 1 for holds
Changes of configuration are permitted	Changes of configurations are not counted	
Pivoting is permitted	Pivoting is not counted	
Creative modifications are not permitted in the Short Program	Creative modification is not counted + DED 3	
Ice Coverage – Requirements		
	Technical Panel	Referee
The Block Step Sequence Element must cover at least two thirds (2/3) of the length of the ice surface or comparable distance during the step sequence	BSS + DED 1 is called if the ss does not cover 2/3'rds of the length of the ice surface or a comparable distance	
Must not resemble the No Hold Step Sequence Element	BSS is not called if it resembles the NHSS	
Mirror image pattern is not permitted	Call the BSS + DED 4 for illegal	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – DRAFT – JULY 2010

JUNIOR SHORT PROGRAM – CIRCLE STEP SEQUENCE		
	Technical Panel	Referee
Only one (1) circle configuration is permitted One (1) circle is the required configuration	CSS is not called; if the wrong configuration is used	
The Circle Step Sequence element begins when all skaters are in the circle configuration and are on the entry edge of the first turn	Do not start calling the CSS until all skaters are participating in the configuration	
Circle Step Sequence may not occur during (as part of) the circle element	CSS is not called; if part of a circle element	
The Circle Step Sequence element must rotate in either a clockwise or anti-clockwise direction	CSS will end if; a cd is executed	
Changes of Configuration are not permitted	CSS will end; if there is a change of configuration	
Travel is not permitted	CSS is not called	
All Skaters must be using the same hold at the same time while executing the Circle Step Sequence element	CSS is called	Judge: reduces GOE for not the same hold
Creative modifications are not permitted in the Short Program	Creative modification is not counted + DED 3	
Ice Coverage – Requirements		
	Technical Panel	Referee
The Circle Step Sequence Element must cover at least 240° of the circle during the step sequence.	CSS + DED 1 is called if the ss doesn't cover at least 240° of the circle	
Mirror image pattern is not permitted	Call CSS + DED 4 for illegal	
The size of the circle must be no larger than 1/3 of the length of the ice surface	CSS + DED2 for excessive use of ice	

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

JUNIOR and SENIOR FREE SKATING – General		
	Technical Panel	Referee
Step sequences of a complex variety may be used both in the elements and during transitions.	ss will end once two (2) crossovers in row are executed	
Step Sequence Feature is permitted in elements (including Block and Circle) but the steps/turns used will not be counted towards the levels of the elements.	ss is not counted but no punishment if included	
The ss may be executed on opposite feet (mirror image)	See Step Sequence Feature for requirements	
The team must use a variety of holds. Three (3) different clearly recognizable holds are required in Junior free skating and four (4) different clearly recognizable holds in Senior Free Skating. The holds may be done either in elements or transitions		DED 2 or DED 4; depending on the number of omitted holds
Lifts may be used in Senior Free Skating but limited to a maximum of three (3) lifts. One (1) of those three lifts may be a Pair lift where lifting skaters may not have their lifting hand(s) higher than shoulders and the remaining two (2) lifts may be Group lifts or all (3) lifts may be Group lifts	Junior DED 4; Lifts are illegal and are not called Senior DED 3; for a fourth (4 th) lift (even if executed as a Transition)	
Vaults may be used in Senior and Junior Free Skating but limited to a maximum of two (2) Vaults	third vault is not counted + DED 3; for a third (3 rd) vault	
The choreography and elements must be executed facing towards all sides of the rink and not excessively facing one side		judges PC
The team must predominately act as one unit. Division of the team into several units is allowed during the required MI. Additionally several units can be used as short transitions if the element following the transition so requires (i.e. preparation for an Intersection or beginning of a MI). Excessive division into small groups without the reasons mentioned above is not according to the requirements and deduction –2.0 will be given by the Referee. Also deduction -2.0 should be applied if more than ½ of the program is sub-grouping		DED 4; if there is excessive division of the team into small groups
Additional sounds of applause or cheers are not permitted		DED 2; for sounds of applause or cheers

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

NOVICE FREE SKATING – Restrictions (See Junior and Senior for requirements) PENDING ISU DECISIONS		
	Technical Panel	Referee
Step sequence; level 4 is not permitted	element is called + ss is not called + DED 3 if s4 is attempted	
Free Skating Elements/Moves; level 3 is not permitted	fe/fm is not called + DED 3	
Point of Intersection; level 3 is not permitted	element is called + pi is not called + DED 3 if pi level 3 is attempted	
Block, Circle, Intersection, Line, Wheel; Group 4 is not permitted	element is not called + DED 3 if an element at level 4 is attempted	
Movements in Isolation: MI3 and/or fe3/fm3 is not permitted	MI element is not called + DED 3	
See Summary of Calls for Features, Additional Features and Junior and Senior Free Skating for further clarifications		
The team must use a variety of holds. Three (3) different clearly recognizable holds are required in Novice free skating The holds may be done either in elements or transitions		DED 2 or DED 4; depending on the number of omitted holds
Vaults are illegal in Novice programs	DED 4 is called	
Lifts may be used only in Senior Free Skating	Novice DED 4; Lifts are illegal and are not called	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - BLOCK		
	Technical Panel	Referee
A block element must have a minimum of three (3) lines	Block is not called; if there are less than three (3) lines; BLOCK ENDS	
Creative modifications are permitted	Creative modification is not penalized	
Free skating moves, if used, must be done at the same time in all lines but need not be the same by all skaters	Call the block level + DED 1; for NAR if not done at the same time	
Variety of different holds may be used		
All skaters must be attached during the majority of the block element	Call the block level + DED 1; if not attached most of the time	
Ice Coverage Requirements		
The block element must travel at least the full length of the ice surface or comparable distance to be counted	Block is not called if minimum ice coverage is not met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - CIRCLE		
	Technical Panel	Referee
A circle must have a minimum of four (4) skaters	Circle is not called; if less than four (4) skaters	
Creative modifications are permitted in Free Skating	Creative modification is not penalized	
Ice Coverage Requirements		
To fulfill the requirement for a circle element, a circle must rotate a total of at least 360°	Circle is not called; if the circle rotates less than 360°	
The size of the circle must be no larger than 1/3 of the length of the ice surface	Circle + DED 2; excessive use of ice	
If using multiple circles then all circles must be within 1/2 of the length of the ice surface	Circle + DED 2; excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - INTERSECTION		
	Technical Panel	Referee
The intersection element begins once the skaters begin to approach each other and all skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
The skaters may pass each other simultaneously or separately as long as every skater is involved in the intersection	Intersection is not called; if all skaters do not participate	
Intersection #1 and Intersection #2 must be different	Intersection #2 is not called if it is the same as Intersection #1	
Intersection #1 and Intersection #2 may occur separately or as a sequence of two (2) elements	Intersection is called; when they appear	
The lines must be as equal as possible	Intersection is called + DED 3; if the lines are not as equal as possible	
Angled Intersection		
The lines must be as equal as possible	Intersection is called + DED 3; if the lines are not as equal as possible	
The corridor between the two lines must be narrow. The lines cannot be more than 2.5m apart for the angled intersection to be counted	lower the level of the intersection by one (1) level	
The lines must remain parallel to the “axis of the point of intersection” during the approach phase for the angle to be counted. (slight pivot is permitted – less than 45°)	lower the level of the intersection by one (1) level	
To continue an angled direction during the exit phase of this intersection is optional	Intersection is called; if direction changes during exit phase	
Collapsing Intersection		
All skaters must intersect	Intersection is called + DED 3; if the lines are not as equal as possible	
The lines must be as equal as possible	Intersection is called	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING – INTERSECTION – CONTINUED		
Combined Intersection		
	Technical Panel	Referee
An intersection that combines a rotating element(s) such as a circle or wheel with a line	“Any Intersection” is called; if one part is not rotating	
If the rotating element stops rotating during the intersection	“Any Intersection” is called; if one part stops (completely) rotating	
The elements must intersect with each other	Intersection is not called; if all skaters do not intersect	
All skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
All skaters may intersect at different times (similar to a collapsing intersection) OR all skaters may intersect at the same time (as in other intersections)	Intersection is called if executed correctly	
There must be a minimum of (five) 5 skaters in a line	Intersection is not called; if not minimum of five (5) skaters in a line	
A circle must have a minimum of four (4) skaters	Intersection is not called; if not a minimum of four (4) skaters in a circle	
A wheel must have a minimum of 2 (two) spokes with 3 (three) skaters in each of the spokes OR in the case of a one (1) spoke wheel there must be at least 5 (five) skaters in that spoke	Intersection is not called; if requirements aren't met	
There must be the correct number of skaters in each component of the combined intersection	Intersection is not called; if minimum number of skaters within any line or circle are not met	
Whip Intersection		
Lines must be as equal as possible	Intersection is called + DED 3; if the lines are not as equal as possible	
Both lines must maintain a strong curve until just prior to the point of intersection	Lower the intersection one (1) level; if both or only one (1) line does not maintain the strong curve shape	
The lines are allowed to straighten at the point of intersection	Intersection is called	
There must also be a “Whip” action	Intersection is called no matter what the strength of the whip action is	reflected in GOE by judges
All skaters must intersect at “almost” the same time, according to the requirements	Lower the intersection one (1) level if the skaters do not intersect according to the requirements	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - INTERSECTION – CONTINUED		
Examples of Correct Shapes for some Intersections:		
	Technical Panel	Referee
Two (2) lines parallel from the same direction must have two (2) lines parallel at the exit phase of the intersection	Intersection is called; even if there is a poor/incorrect shape	
Triangle, Box, L and other variations must keep the same shape shown during the preparation and approach phase of that intersection at the exit phase	Intersection is called; even if there is a poor/incorrect shape	
Angled Intersection must have two parallel lines at the exit phase of that intersection	Intersection is called; even if there is a poor/incorrect shape	
Combined Intersection must have the same shape at the exit phase of that intersection that was shown during the approach phase	Intersection is called; even if there is a poor/incorrect shape	
Whip Intersection: The exit shape must show two (2) straight lines which may be a “V” or parallel	Intersection is called; even if there is a poor/incorrect shape	
INTERSECTION – Ice Coverage – Requirements		
The maximum distance between the lines of an intersection must be approximately 1/2 of the length of the ice surface during the Preparation and Approach phase of the Intersection	Level of the Intersection + DED 2; for excessive use of ice	
Angled Intersection: The maximum distance between the end of one (1) line when compared to the end of the other line shall be no more than ½ of the length of the ice surface during the preparation and approach phase. The distance is measured from the two (2) Skaters (one from each line) who are closest to each other	Level of the Intersection + DED 2: for excessive use of ice	
Collapsing Intersection: The maximum distance between the lines of an intersection of ½ of length of the ice surface during the preparation and approach phase	Level of the Intersection + DED 2 for excessive use of ice	
Combined Intersection: The maximum distance between two (2) shapes of a combined intersection of ½ of length of the ice surface during the preparation and approach phase	Level of the Intersection + DED 2 for excessive use of ice	

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - LINE		
	Technical Panel	Referee
There may be one (1) line or two (2) lines	Line is not called; if there are more than two (2) lines	
The number of skaters in each line must be as equal as possible	Line is called + DED 3 if not as equal as possible	
Ice Coverage – Requirements		
The line element must cover at least the full length of the ice surface or comparable distance to be counted, except when lines are interacting and pivoting at the same time	Line is not called; if it does not meet the ice coverage requirement	
The two (2) lines (except for interacting and pivoting lines) must be in close proximity to each other, within ½ of the ice surface	Line + DED 2; for excessive use of ice	
Interacting and Pivoting lines; Includes two (2) turns and linking steps		
All skaters must use the same skating direction/turns/linking steps at the same time during pivoting and interacting (<i>see below</i>)	Lower line one (1) level if the same skating direction/turns/linking steps are not used at the same time (<i>see below</i>)	
Small variances/differences in linking steps are only permitted in order to change rotational direction (clockwise or anti-clockwise) when executing turns/linking steps in a mirror pattern	Line is lowered one (1) level	
Must include at least two (2) turns from any level and linking steps during the interacting and pivoting	Line is called + DED 1; if one (1) of the turns is incorrectly executed by three (3) or more skaters Line is lowered one (1) level; if the two (2) turns are not included or if three (3) or more skaters do not execute the two (2) turns correctly	
If using crossovers, there must be a balance between the crossovers and the turns/linking steps	Line is called with no penalty for unbalance	
Using mainly crossovers is not permitted	Lower the line one (1) level if there are mainly crossovers	
Only (2) crossovers in a row are permitted	Line is called + DED 1 if there are more than two (2) crossovers in a row	
Both lines must pivot a minimum of 180°	Lower line one (1) level; if the line does not meet the requirements	
Both lines must pivot at the same time	Lower line one (1) level; if lines do not pivot at the same time	
The lines must pivot at all times (slowly or quickly)	Lower line one (1) level; if not pivoting at all times	
Both lines must change their position (interact)	Lower line one (1) level; if lines do not change position	
The lines must pass each other at 90° when compared to each other as they pivot	Lower the line one (1) level if not	
The pivot point must change from one (1) end of the line to the other end of the line	Lower the line one (1) level; if pivot point does not change ends	
The pivoting line(s) must not resemble a wheel	Lower the line one (1) level; if the pivoting lines resemble a wheel	
Ice Coverage – Requirements for interacting and pivoting line		
All skaters must cover a minimum of the full length of the ice surface or comparable distance	Line is not called; if it does not cover the required ice	
Lines can be no further apart than three (3) meters ALL of the time	Line is called + DED 2 for excessive use of ice	
As the one end of a line passes the other end of the opposite line, those two (2) skaters may be no further apart than two (2) meters	Line is called + DED 2 for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - MOVES IN THE FIELD		
FEATURES – Free Skating Moves – (see Summary of Calls for Features on how to call fm's for MF)		
	Technical Panel	Referee
This element is a sequence of only 3 (three) different free skating moves that must not be repeated and which can be connected with linking steps/turns	fm is not called if; it is a repeated fm	
	fm is not called; if it is the fourth (4 th) fm + DED1	
One of the free skating moves must be a Spiral and may be skated in any order	If the 3 rd fm is not a spiral then it will not be called if one of the first two (2) fm's is not a spiral (only the first two (2) fm's will be called)	
Any type of spiral is permitted	any spiral listed is accepted	
If an fm is not called then the Additional Feature (simple or difficult variation) will also not be counted	no fm called + no Additional Feature is counted	
The team must act as a unit throughout the whole element	Moves in the Field is called; even if not a unit	DED 4 – sub-grouping if not acting as a unit
Skaters may pass by each other in order to change position, but this pass by may not resemble any intersection	call the fm + DED 3; for NAR (wrong pattern) and the MF will end if resembles an intersection	
All skaters must perform a free skating move at the same time	fm not called; if not executed at the same time	
One half of the team may perform one type of a free skating move and the other half of the team may perform another type of a free skating move	call the lowest level fm	
fm with a visible error by three (3) or more skaters	call the fm one (1) level lower	
Only one (1) mirror image variation is permitted in Free Skating	If a second mirror image is executed; Call the fm + no variation (the second mirror image variation is not counted)	
Ice Coverage – Requirements		
The team must stay within ½ of the length of the ice surface from each other as they prepare and execute an fm.	MF level + DED 2; for excessive use of ice for each fm (maximum of three (3) DED 2)	
Transitions linking the free skating moves are permitted, provided that the entire team does not cover more than ½ of the length of the ice surface	Moves in the Field level + DED 2; for excessive use of ice for each transition (maximum of two (2) DED 2)	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - MOVEMENTS IN ISOLATION (see Summary of Calls, Features and Free Skating for fe/fm’s requirements)		
MI – Element – General		
	Technical Panel	Referee
The free skating element(s)/move(s) to be counted for evaluation should be marked on the program content sheet OR When two (2) free skating element(s) and / or free skating move(s) are executed at the same time, the lowest level free skating element / move will be counted	The lowest level will be called; if not specified on the Program Content Sheet	
Only one (1) free skating element(s)/move(s) will be evaluated at one (1) time	Only one (1) fe/fm will be called	
Only one free skating element or one free skating move may be included	fe/fm is counted; if executed correctly	
The remaining skaters (not executing the fe/fm for points) may not stand/stop or become stationary during the element	Movements in Isolation will be called one (1) level lower	
FREE SKATING - MOVEMENTS IN ISOLATION – Senior		
Only one (1) free skating element will be called for points	fe is called; if executed correctly	
If the team attempts an MI1 (with the minimum number of skaters, pairs or groups lifts)	- Call MI1 + the level of the fe; if all skaters/pairs/groups execute the fe correctly - Movements in Isolation is not called: if none of the skater/pair/group are executing an fe correctly	
If the team attempts an MI1 (with the minimum number of skaters, pairs or groups lifts) and the fe has a fall	No MI element is called but a DED for the fall is called	
If a team is attempting MI2, MI3 or MI4 and the fe has visible error(s)	Movements in Isolation is called according to the number of skaters, pairs or group lifts correctly executing the fe	
If a team is attempting MI2, MI3 or MI4 and the fe has a fall	Movements in Isolation is called according to the number of skaters, pairs or group lifts correctly executing the fe + DED for the fall	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - MOVEMENTS IN ISOLATION - JUNIOR		
	Technical Panel	Referee
If a team is attempting M12 OR MI3 and the fe/fm has error(s)	Movements in Isolation is called according to the number of skaters, pairs correctly executing the fe/fm	
If the team attempts an MI1 (with the minimum number of skaters, pairs or groups lifts)	<ul style="list-style-type: none"> - Movements in Isolation is called + the level of the fe/fm; if all skaters/pairs execute the fe/fm correctly - Movements in Isolation is not called: if none of the skater/pair/group are executing an fe correctly 	
If the team attempts an MI1 (with the minimum number of skaters, pairs or groups lifts) and the fe has a fall	No MI element is called but a DED for the fall is called	
If a team is attempting MI2 or MI3 and the fe/fm has a fall	Movements in Isolation is called according to the number of skaters correctly executing the fe/fm + DED for the fall	
Ice Coverage – Requirements for both Junior and Senior MI		
The whole team must stay within ½ of the ice surface during a Movement in Isolation including the preparation and execution of the free skating element(s)/move(s)	Movements in Isolation is called + DED 2; for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - NO HOLD STEP SEQUENCE		
	Technical Panel	Referee
The No Hold Step Sequence (NHSS) element must be executed in a closed block	NHSS is not called; if an open block	
The closed block must consist of four (4) skaters in four (4) lines	NHSS is called+ DED 3 for NAR (wrong shape)	
A Change of Configuration is not permitted	call level of the NHSS + DED3; for change of configuration	
The NHSS must include a step sequence (See Features for requirements)	NHSS + ss feature is called; if executed correctly - step sequence is not called + no DED; if omitted	
Creative modifications are permitted	No penalty is called for a creative modification	
Additional Features are permitted and will be counted	Additional Features are counted; if executed correctly	
The NHSS must start AND end in a no hold	NHSS is not called; if the start AND end is with a hold NHSS is called + DED 1; if any part of the NHSS has a hold	
A step sequence is permitted to be executed during a mirror image pattern in the NHSS (in free skating only)	Call the NHSS + step sequence Those turns executed during a mirror image pattern will not be counted towards the level of the Step Sequence. The step sequence is not considered as interrupted	
Ice Coverage – Requirements		
Steps must cover 2/3’rds of the length of the ice surface or a comparable distance	ss + DED 1 is called if the ss does not cover 2/3’rds of the length of the ice surface or a comparable distance	
The NHSS Element must begin at one end of the ice surface at any place along the short barrier and ends at any place along end at the opposite short barrier keeping the approximate shape of the straight line or diagonal pattern end across from the starting point	NHSS is called	
The pattern must only be a straight or diagonal axis	NHSS is called	
The axis must not change once it has been established at the start of the NHSS	Element is called	judge reduces GOE
Straight Block Pattern; The back line of the block must start behind the red hockey goal line and the front line of the block must end behind the red hockey goal line at the opposite end of the ice surface	NHSS is not called; if the start AND end of the NHSS is not correct	
	NHSS is called; if the start OR end is correct	judge reduces GOE
Diagonal Block Pattern; The block must begin at one corner of the ice surface and end at the opposite end across from the starting point showing the same angle. - At least one skater must start behind the red hockey goal line and at least one skater must end behind the red hockey goal line at the opposite end of the ice surface	NHSS is not called; if the start AND end of the NHSS is not correct	
	NHSS is called; if the start OR end is correct	judge reduces GOE

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - PAIR ELEMENT - SENIOR		
	Technical Panel	Referee
This element consists of (eight) 8 pairs	Pair Element is not called; if there are less than eight (8) pairs on a team of sixteen (16)	
The pairs must act as a unit	Pair Element is called	DED 4; if not acting as a unit
If three (3) pairs fail to attempt the element then the Pair element will not be counted	Pair Element is not called	
If one (1) pair fails to attempt the element	Pair Element is lowered by one (1) level	
If two (2) pairs fails to attempt the element	Pair Element is lowered by two (2) levels	
All Pairs must execute the same pair element	Pair Element not called; if not all the same	
If three (3) or more skaters makes an obvious error (not including falls) (Skaters may make either the same or a different errors)	lower the pair element by one (1) level	
If a fall occurs with one of the pairs (If the fall affects other skaters then those errors are not considered)	Call the level of the pair element + DED for the fall	
Ice Coverage – Requirements		
The eight (8) pairs must stay within ½ of the ice surface as they execute their free skating element or free skating move	Pair Element + DED 2; for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - SPIN		
	Technical Panel	Referee
All skaters must perform the same spin at the same time	Spin is not called; if different	
Variations of the head, arms or free leg as well as fluctuations of speed are permitted as long as it is the same variation etc executed at the same time by all skaters	Spin is called + DED 1; if intentionally executed at the same time by all skaters	
If three (3) or more skaters/pairs fail to attempt the element then the Spin will not be called	Spin is not called	
If three or more skaters / pairs do not rotate at least three (3) revolutions (to meet the criteria established for the spin)	-Spin is not counted if they do not rotate a minimum of 3 revolutions - Spin is not called if there are three skaters/pairs not meeting the rotation requirements	
If three (3) or more individual skaters / three (3) or more skaters within any pair makes an obvious error (not including falls) (Each skater may make either the same or a different error)	Lower the spin element by one (1) level	
If a fall occurs (If the fall affects other skaters then those errors are not considered)	Call the level of the spin element + DED for the Fall	
Flying spins are illegal when executed by the entire team	Spin is not called + DED 4 is called	
Ice Coverage – Requirements		
All skaters must spin within ½ of the ice surface	Spin + DED 2; for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - WHEEL		
	Technical Panel	Referee
The wheel element begins once the configuration is recognized and starts to rotate with all skaters participating in the configuration	Wheel is not called; if all skaters are not participating in a wheel	
There must be three (3) skaters in each spoke	Wheel is not called; if less than three (3) skaters in each spoke	
Only one (1) wheel may be executed to a maximum of three (3) wheels executed at the same time	Wheel is called; as long as there are enough skaters in each spoke Wheel is not counted; if there are more than three (3) wheels	
If there are two (2) or more wheels, there must be at least three (3) skaters in a spoke with a team of sixteen (16) skaters	Wheel is not called; if less than three (3) skaters in a spoke	
Ice Coverage Requirements		
To fulfill the requirements for the wheel element, a wheel must rotate at least 360°	Wheel is not called; if not rotating a minimum of 360°	
Skaters at the one end of each spoke, closest to the pivot point, must remain close to each other to a maximum distance of 1/6 of the length of the ice surface, even during a cd. (approximately 10m)	Wheel is called + DED2 for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - BLOCK STEP SEQUENCE		
	Technical Panel	Referee
The Block Step Sequence element must be executed in a closed block	BSS is not called; if an open block	
Any configuration is permitted (a minimum of three (3) lines)	BSS is not called; if there are less than three (3) lines	
There must be at least three (3) skaters in a line	BSS is not called; if there are less than three (3) skaters per line	
The Block Step Sequence element begins when all skaters are in the block configuration and are on the entry edge on the entry edge of the first turn	Do not start calling the BSS until all skaters are participating in the configuration	
BSS may not occur during (as part of) the block element	BSS is not called: if part of a block element	
All Skaters must be using the same hold at the same time while executing the Block Step Sequence element	BSS is called	Judge: reduce GOE – 1 for holds
Changes of configuration are permitted	Changes of configurations are not counted	
Pivoting is permitted	Pivoting is not counted	
Creative modifications are permitted	Creative modification will be counted	
Ice Coverage – Requirements		
The Block Step Sequence Element must cover at least two thirds (2/3) of the length of the ice surface or comparable distance during the step sequence	BSS + DED 1 is called if the ss does not cover 2/3' rds of the length of the ice surface or a comparable distance	
Must not resemble the No Hold Step Sequence Element	BSS is not called if resembles the NHSS	
Mirror image pattern is permitted	Call the BSS + step sequence Those turns executed during a mirror image pattern will not be counted towards the level of the Step Sequence. The step sequence is not considered as interrupted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FREE SKATING – DRAFT JULY 2010

FREE SKATING - CIRCLE STEP SEQUENCE		
	Technical Panel	Referee
Only one (1) circle configuration is permitted One (1) circle is the required configuration	CSS is not called; if the wrong configuration is used	
Circle Step Sequence may not occur during (as part of) the circle element.	CSS is not called; if part of a circle element	
The Circle Step Sequence element must rotate in either a clockwise or anti-clockwise direction	CSS will end if; a cd is executed	
Changes of Configuration are not permitted	CSS will end; if there is a change of configuration	
Travel is not permitted	CSS is not called	
All Skaters must be using the same hold at the same time while executing the Circle Step Sequence element	CSS is called	Judge: reduces GOE for not the same hold
Creative modifications is permitted	CSS is called	
Mirror image pattern is not permitted	CSS is not called	
Ice Coverage – Requirements		
The Circle Step Sequence Element must cover at least 240° of the circle during the step sequence.	CSS is not called if the ss doesn't cover at least 240° of the circle	
The size of the circle must be no larger than 1/3 of the length of the ice surface	CSS + DED2 for excessive use of ice	

July 6, 2010

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

STEP SEQUENCE FEATURE – FALLS AND OTHER ERRORS		
	Technical Panel	Referee
One skater falls before the step sequence begins and does not catch up to the team and therefore misses all turns of that step sequence	<ul style="list-style-type: none"> - DED for the fall + the remainder of the step sequence is evaluated as executed (with the missing skater not participating). - if the initial level of the step sequence is evaluated as a level one (1), then the step sequence is called as a level one (1) step sequence and will not be lowered any further + DED for the fall 	
Fall by one (1) skater during the step sequence (where that skater and one or more other skaters miss subsequent turns due to the fall)	DED for fall + determine the step sequence level that the team executes	
Fall by one (1) skater during the step sequence , but only the fallen skater omits some subsequent turns (due to the fall) and the rest of the team continues to execute the step sequence:	DED for the fall + determine the step sequence level that the team executes.	
Fall by two (2) or more skaters during the step sequence	DED for fall + determine the step sequence level that the team executes	
If a turn is not attempted, (no fall has occurred) by three (3) or more skaters	that turn is not counted	
A turn that is attempted but with a visible error by three (3) or more skaters;	that turn is not counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

STEP SEQUENCE FEATURE – General		
	Technical Panel	Referee
Use of crossovers must be kept at a minimum and only one (1) cross over in a row may be included.	two (2) crossovers in a row ends the ss	
A step sequence can be used several times during the whole element however, only the first step sequence that fulfills the requirements for step sequences will determine the difficulty	step sequence is called	
During a ss all skaters must execute the same linking steps/turns/edges in the same skating direction at the same time except during a change of rotational direction and free skating moves	step sequence is not called; if the linking steps/turns/edges are not the same	
During a step sequence all skaters must execute the linking steps/turns/edges at the same time except during a change of rotational direction and free skating moves	step sequence is called + DED1; if the same linking steps and turns are the same but are not executed at the same time	
If part of a ss is executed on opposite feet (mirror image) then the skaters must execute the same steps at the same time in the same skating direction (<i>see below</i>)	The turns used during the mirror image will not be counted towards the level of the ss. The step sequence is not considered as interrupted (<i>see below</i>)	
Small variances/differences in linking steps/turns/edges are permitted when beginning or ending a mirror pattern in a Step Sequence.	No penalty is given for these small differences	
Short free skating moves are allowed within step sequences but must be held for less than 3 seconds	fm longer than 3 seconds end the step sequence	
Ice Coverage Requirements		
BLOCK STEP SEQUENCE ELEMENT: The step sequence in a Block must cover a minimum of 2/3 of the length of the ice surface or comparable distance using other pattern	BSS is called + DED 1; if minimum ice coverage requirements is not met	
CIRCLE STEP SEQUENCE ELEMENT: The step sequence in a Circle must cover a minimum of 2/3 (240°) of the circle or a comparable distance if changing rotational direction	CSS is called + DED 1; if minimum ice coverage requirements is not met	
NO HOLD STEP SEQUENCE: The step sequence in a NHSS must cover a minimum of 2/3 of the length of the ice surface	NHSS is called + DED 1; if minimum ice coverage requirements is not met	
Turn Requirements		
Step sequences that do not have sustained edges due to a quicker tempo shall be counted	step sequence is called	
Teams that use a good quality of skating but have shorter and quicker edges, must not be penalized in the GOE	step sequence is called	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

STEP SEQUENCE Requirement - (Applies to BSS, CSS, NHSS)		
	Technical Panel	Referee
A step sequence must meet the requirements of a level, no matter how many incorrectly executed turns	step sequence is called if it meets the requirements of a level	
Basic turns (three turns and/ or mohawks) may be used during any step sequence	step sequence is called	
There must be a balance of linking steps and turns	step sequence is called	
The turns required in a difficulty level must be distributed throughout the entire step sequence for that step sequence to be considered as balanced	step sequence is called	
The turn has controlled edges. The edge can be shallow or deep, long or short	turn is counted	
The axis of a step sequence may change from one (1) turn to the next turn	turn is counted	
The turn may have a strong entry curve and a weaker exit curve	turn is counted	
If entry edge or exit edge is not recognizable/visible (is flat) by three (3) or more skaters	turn is not counted	
Turns executed on the spot by three (3) or more skaters	turn is not counted	
Turns with a two-footed entry or exit by three (3) or more skaters	turn is not counted	
Turns when the free foot touches down by three (3) or more skaters	turn is not counted	
Turns that are jumped by three (3) or more skaters	turn is not counted	
Turns that are not on the correct entry edge by three (3) or more skaters	turn is not counted	
Turns that are not on the correct exit edge by three (3) or more skaters	turn is not counted	
A “flicked” turn (example: skidded or scratched edge or the entry and/or exit of a turn is usually executed on a straight line) by three (3) or more skaters	turn is not counted	
Turns that are not attempted by three (3) or more skaters	turn is not counted	
Both the Change of Rotation 360° and the Series of Turns may be executed at the same time	change of rotation 360° and series of turns are both counted if executed separately or at the same time See below for further details	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

STEP SEQUENCE Requirement - Continued (Applies to BSS, CSS and NHSS)		
Change of Rotation 360°	Technical Panel	Referee
A rotation of 360° clockwise or anti-clockwise must not be interrupted	change of rotation 360° is not counted if interrupted	
A change of rotation 360° must contain the turn(s) from the level that the team is trying to achieve in each of the 360° rotation clockwise and the 360° rotation anti-clockwise	change of rotation 360° is not counted if not included	
If using two (2) 180° turns (clockwise) then both of the turns must be from the level that the team is trying to achieve (same for anti-clockwise)	change of rotation 360° is not counted if not included	
Only one change of edge OR one change of foot is permitted within and between a 360° rotation	change of rotation 360° is not counted if there are more	
When stepping from forward to backwards (or visa versa) between a 360° rotation one direction and a 360° rotation in the other direction	change of rotation 360° - not counted as a turn of 180°	
A loop is not permitted	change of rotation 360° is not counted if included	
If one (1) turn with a visible error is executed by three (3) skaters or more during a rotation 360°	change of rotation 360° is not counted and the step sequence level is determined by the remaining turns correctly executed	
If a second turn with a visible error is executed by three (3) skaters or more during a rotation 360°	change of rotation 360° is not counted and the step sequence level is determined by the remaining turns correctly executed	
If a third turn with a visible error is executed by three (3) skaters or more during a rotation 360°	change of rotation 360° is not counted and the step sequence level is determined by the remaining turns correctly executed	
A team MUST meet the requirements of a step sequence level, no matter the number of incorrectly executed turns	step sequence level will be called if the requirements of a level are met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

STEP SEQUENCE Requirement - Continued (Applies to BSS, CSS and NHSS)		
A Series of Turns;	Technical Panel	Referee
A series of turns consists of three (3) different types of turns all executed on the same foot	series of turns is not counted if the free foot touches down between any of the turns by three (3) skaters or more	
The three (3) different types of turns must each be from the level that the team is trying to achieve	series of turns is not counted if even one (1) of the three (3) different types of turns are not executed correctly by three (3) skaters or more	
The three (3) different types of turns must be executed consecutively	series of turns is not counted if not executed consecutively	
Loop, choctaw and mohawks are not permitted	series of turns is not counted if included	
Only one change of edge is permitted in between each of the turns	series of turns is not counted if there is more than one change of edge between the turns	
The free foot must not touch down during the series of turns	step sequence will be lowered by one (1) level, however all other requirements must be met for that level if the free foot touches down between any of the turns by three (3) skaters or more	
More turns may be included but must be executed either before or after the series of turns	The other turns will be counted as part of the SS	
If one (1) turn with a visible error by three (3) skaters or more is executed during a series of one (1) foot turns	step sequence will be lowered one (1) level, however all other requirements must be met for that level	
If a second turn with a visible error by three (3) skaters or more is executed during a series of one foot turns	step sequence will be lowered another level	
If a third turn with a visible error is executed by three (3) skaters or more during a series of one foot turns	Levels will be lowered until there is no call for the additional feature	
A team MUST meet the requirements of a step sequence level, no matter the number of incorrectly executed turns	step sequence level is called if the requirements of a level are met	
SERIES OF TURNS + CHANGE OF ROTATION 360° executed at the same time		
If (1) one turn with a visible error by three (3) skaters or more is part of a change of rotation 360° and series of one (1) foot turns executed at the same time	step sequence will be lowered one (1) level as long as the rest of the turns are executed correctly	
If a second turn with a visible error by three (3) skaters or more is part of a change of rotation 360° and series of one (1) foot turns executed at the same time	The level will be lowered by two (2) levels, however all other requirements must be met for that level	
If a third turn with a visible error by three (3) skaters or more is part of a change of rotation 360° and series of one (1) foot turns executed at the same time	Levels will be lowered until there is no call for the additional feature	
A team MUST meet the requirements of a step sequence level, no matter the number of incorrectly executed turns	step sequence level is called if the requirements of a level are met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING ELEMENTS / FREE SKATING MOVES – FALLS AND OTHER ERRORS		
(Applies to Pair Element and Moves in the Field (MF))		
	Technical Panel	Referee
NOTE: fe / fm's will NOT have the same principles applied during Movements in Isolation. SEE Movement in Isolation Element for clarification		
Fall by one (1) skater (and one or more other skaters make an error during the fe/fm due to the fall)	DED for fall + level of the fe/fm	
Fall by one (1) skater (and no other skaters make an error during the fe/fm):	DED for the fall + level of the fe/fm	
Fall by two (2) or more skaters (and one or more other skaters may or may not make an error during the fe/fm due to the fall)	DED for fall + level of the fe/fm	
fe/fm not attempted by three (3) or more skaters (not due to a fall or stumble but because of a lack of ability)	fe/fm reduced one level	
FREE SKATING MOVES – If a reduction is to be applied to an fm, please follow the guidelines below		
(Applies to Pair Element and Moves in the Field (MF))		
Free Skating Moves must be held in the correct position for a minimum of 3 seconds.	lower one level; if not in the correct position	
The positions must be held on an edge for a minimum of 3 seconds	lower one level; if not held on an edge for 3 seconds	
A free skating move with a change of edge	lower one level: for each edge that is not held for 2 seconds	
If choosing the Combination of Ina Bauer and Spread Eagle; then in this case each position must be held for 2 seconds	lower one level; if not held long enough	
A change of edge in Spirals requires a minimum of 2 seconds on each edge and in each position	lower one level; if not executed correctly	
The length of a change of edge must be no longer than 1 meter in length (by each individual skater, skating their own pattern or when necessary by the lead skater if the lines are tracking the same pattern)	counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING MOVES		
If a reduction is to be applied to an fm please follow the guidelines below		
	Technical Panel	Referee
Hydroblading	<p>lower one level; if not on a recognizable edge</p> <p>lower one level; if not held in the correct low sit-like position that is counter balanced and the supporting leg is bent to at least 90° (parallel to the ice) and the free leg is not resting on the ice surface. The skater's torso, including the shoulders, are leaning far in towards the centre of the circle and the free leg is placed to the outside of that circle. The skaters' hands may not touch the ice</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Ina Bauer	<p>lower one level; if not on recognizable and correct edges</p> <p>lower one level; if not held in the correct position with one foot on a forward tracing and the other a different but parallel tracing.</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Lunges (forward or backward)	<p>counted; if executed on a flat</p> <p>lower one level; if not held in the correct position low to the ice with one leg bent (with at least 90° between the thigh and shin of the skating leg) and with the other leg directly behind touching the ice</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Shoot the Duck	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position where the supporting leg is bent to at least 90° (parallel to the ice) and the free leg is resting on the ice surface</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Spirals	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position with the free leg (including knee and foot) held at least at hip level or higher than hip level</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Biellmann Spiral	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Charlotte	<p>counted; if executed on a flat or an edge</p> <p>lower one level; if not held in the correct position where the skater's body must bend forward so that the head and chest is "close" to the supporting leg. The free leg and supporting leg should be straight with the free leg extended behind and held at a minimum of 135°. The body must be bent forwards more than 135° from upright. The skaters' hands may not touch the ice</p> <p>lower one level; if the position is not held for at least 3 seconds</p>	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING MOVES – Continued		
If a reduction is to be applied to an fm please follow the guidelines below		
	Technical Panel	Referee
Spiral with a Change of Edge and Free Leg Position	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position where the free leg must remain at least at hip level or higher as it changes position</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Spiral 135°	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position where the skater's body remains upright with the free leg held at a 135° angle to the skating leg.</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Spiral Variation	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position where the free leg must be held higher than hip level (including the knee and foot).</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Spread Eagle	<p>lower one level; if not on a recognizable and correct edge</p> <p>lower one level; if not held in the correct position which the skater skates with one foot on a forward edge and the other on a matching backward edge on the same curve</p> <p>lower one level; if the position or edge is not held for at least 3 seconds</p>	
Free Skating Moves with one change of edge	<p>lower one level: if not on a recognizable and correct edges</p> <p>lower one level; if the move is not in the correct position</p> <p>lower one level; if the edge is not held for at least 2 seconds on each edge or if the position is not held for the minimum of 4 seconds</p> <p>the change of edge must be executed within one meter</p>	
Free Skating Moves with two changes of edge	<p>lower one level: if not on a recognizable and correct edges</p> <p>lower one level; if the move is not in the correct position</p> <p>lower one level; if the edge is not held for at least 2 seconds on each edge or if the position is not held for the minimum of 6 seconds</p> <p>both changes of edge must be executed within one meter</p>	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING ELEMENTS – Requirements – (Applies to Pair Element) If a reduction is to be applied to an fm please follow the guidelines below		
	Technical Panel	Referee
All Free skating elements must be executed in the correct position	not counted: if position is not correct	
Spins must meet the minimum rotation requirements to be counted	not counted if the rotation requirements are not met	
Lifts, Pair pivot must meet the minimum rotation requirements to be counted	not counted: if the rotation requirements are not met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING ELEMENTS		
If a reduction is to be applied to an fe please follow the guidelines below		
	Technical Panel	Referee
Assisted Jump	not counted; if more than 1 revolution not counted; landed on two feet not counted; if there is not a continuous action not counted; supporting skater lifts their hands above their head	
Butterfly (pair or individual)	not counted; if the body is not nearly horizontal at take-off not counted; landed on two feet not counted; if either one or both hands touch the ice	
Jump	not counted; if landed on two feet	
Jump Sequence	not counted; if there is a crossover between jumps not counted; if one of the jumps is landed on two feet	
Jump Combination	not counted; if landed on two feet not counted; if even one jump is not a 360° rotation	
Lifts	not counted + DED 4; if rotating more than 3 ½ revolutions	
Lifts	not counted; if the lifted skater is not set down (lands the lift)	
Pair Lift	not counted + DED 4; if the lifting skater fully extends their arms above their head	
Group Lift	not counted + DED 4; if lifting skater does not have at least one skate on the ice at all times	
Stationary Lift	not counted: if lifted skater falls out of lift	
Lift that glides during the preparation, lift and exit	not counted; if ALL skaters are not skating or gliding during the preparation or lift or exit	
Rotational Lift	not counted; if all supporting skaters do not rotate at least 180° once the lifted skater is in the elevated position	
Rotational Lift The <i>entire</i> rotation must be executed with the lifted skater held above shoulder height of the supporting skaters	During a rotation: If even one (1) of the required two (2) lifting skaters drops their hand below the top of their own head, during the rotation, then that rotation (or part of) will not be counted	
Rotational Lift that glides and rotates at the same time	not counted; if all skaters are not skating or gliding during the preparation or lift or exit (rotating on the spot)	
The body (torso) of the lifted skater must be above the shoulders of the supporting skaters	fe1 will be called if the body is not above the shoulders of the supporting skaters during the entire required rotation	
The lifted skater may not sit, lay or kneel on the shoulders or arm(s) of the supporting skaters	lift is not counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING ELEMENTS - Continued		
If a reduction is to be applied to an fe please follow the guidelines below		
	Technical Panel	Referee
In a group lift with three (3) supporting skaters, at least two (2) of the supporting skaters must have at least one (1) lifting hand/arm fully extended above their own head	During a rotation: If even one (1) of the required two (2) lifting skaters drops their hand below the top of their own head, during the rotation, then that rotation (or part of) will not be counted The supporting skater(s) must attempt to have at least one (1) lifting arm fully extended. The level of a group lift should not be lowered if the supporting skater(s) are in a position that does not allow for them to fully extend his/her arms	
Acrobatic Lifts	no call + DED 4 for illegal	
Lifts where the lifting skater is rotating around herself / himself are allowed, provided there is no sustained, totally vertical position with the head down.	not called + DED 4 for illegal lift – if the lifted skater is sustained in a totally vertical position with the head down	
Lifts performed by only one (1) lifting skater who fully extends their lifting arms above the head	not called + DED 4 for illegal lift – if supporting skaters fully extend their lifting arms above their head	
Pair Pivot	not counted; if a skater does not have the toe pick in the ice not counted; if a skater/skaters do not rotate at least 360°	
Death Spiral	not counted; if the body and head is not close to the ice surface not counted; if the head or free hand or any part of the body touches the ice	
	not counted; if the toe pick is not in the ice for at least 360°	
Spins	not counted; if at least three (3) revolutions without interruption performed on one (1) foot on the spot (except a cross foot spin) and in the correct position	
Types of Spins		
Spin with a change of foot or position	not counted; if not three (3) revolutions on each foot respective in each position not counted; if the position is not correct	
Spin Combination	not counted; if not three (3) revolutions on each foot not counted; if not two (2) revolutions in each of the three (3) positions not counted; if not three (3) basic positions not counted; if even one (1) position is not correct	
Pair spin:	not counted; if not three (3) revolutions not counted; if spin is not started and completed on one foot lowest level is counted; if the partners are in different spinning positions	
Types of Spinning Positions		
Camel spin	not counted; if not three (3) revolutions not counted; if the spiral position is not correct	
Sit spin	not counted; if not three (3) revolutions not counted; if the supporting leg is not bent at least to 90° angle	
Upright spin	not counted; if not three (3) revolutions	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

FREE SKATING ELEMENTS - Continued		
If a reduction is to be applied to an fe please follow the guidelines below		
	Technical Panel	Referee
Variations of an Upright Spin	not counted; if not three (3) revolutions not counted; if there is no variation of the upright spin	
Cross foot spin	not counted; if not three (3) revolutions on each foot not counted; if both feet are not on the ice while spinning	
Layback spin	not counted; if not three (3) revolutions not counted; if the skater is not leaning backwards with the head leaning away from the core axis of the body	
Sideways Leaning spin	not counted; if not three (3) revolutions not counted; if there is not at least a 45° angle from the torso	
Spin with one change of foot or position	not counted: if not three (3) revolutions on each foot/position	
Difficult Variation of an Upright Spin	not counted; if not three (3) revolutions not counted; if the movement of the free leg does not require strength and flexibility not counted; if the movement of the free leg does not have an effect on the balance of the main body core	
<u>Biellmann spin</u> (<i>Biellmann position in a spin</i>)	not counted; if not three (3) revolutions not counted; if the Biellmann position is not correct	
Spiral 135° spin	not counted; if not three (3) revolutions not counted; if the skater's body does not remain upright with the free leg held at a 135° angle to the skating leg	
Flying Spins	not counted; if not three (3) revolutions not counted; if there is no "fly" during the entry of the spin not counted; if the skaters are not in the same position after landing not counted; if the position after landing is not correct	
Throw Jumps	DED 4 for illegal	
Vault	not counted as a vault; if the vaulting skater is held off of the ice for 3 seconds or more this will be counted as a lift (Junior Free a lift is illegal) (4 th lift in Senior Free is illegal) DED 4 for a 3 rd vault during a Junior or Senior Free Skating	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

POINT OF INTERSECTION – General		
	Technical Panel	Referee
Jumps (except for dance jumps) and back spirals during intersection are illegal	Intersection is not counted + pi is not called + DED 4; called for illegal	
Short Program: All skaters must execute the same turns/linking steps at the point of intersection	pi is not called; if skaters execute different turns/linking steps at the same time	
Free Skating: If one half of the team executes the same turns/linking steps at the point of intersection then the other half of the team may execute a different turn/linking steps.	pi is called; The lowest pi will be counted if ½ and ½ of the team executed different pi's	
Each ½ of the team must execute the same turns/linking steps at the pi (including the direction of the rotation)	pi is not called; if three (3) or more skaters within ½ of the team execute different rotation direction, turns/linking steps at the same time	
All skaters must execute the turns/linking steps at the point of intersection at the same time	pi is called + DED 1 if skaters do not execute the turns/linking steps at the same time (not a timing issue but choreographed at different times)	
The rotation must start before the skaters pass each other and the rotation must continue as the skaters pass each other	pi is not counted; if three (3) or more skaters have passed through the point of intersection before beginning a rotation pi is not counted; if three (3) or more skaters do not continue to rotate as they pass each other	
A rotation that is completed or does not begin before the skaters pass through the point of intersection	pi is not counted; if three or more skaters complete or does not begin a rotation before passing	
Fall by one (1) skater (and other skaters make an error due to the fall)	DED for fall + pi level	
Fall by one (1) skater (and no other skaters make an error due to the fall)	pi is called + DED for fall	
Fall by two (2) or more skaters (no other skaters make an error due to the fall)	pi is called + DED for fall	
A collision (with less than three skaters making a visible error)	pi is called	
If a rotation is not attempted, (no fall has occurred) by three (3) or more skaters	pi is not called; for that rotation	
A rotation that is attempted but with a visible error by three (3) or more skaters	pi is called one (1) level lower	
A 360° rotation that is not continuous executed by three (3) or more skaters (not twizzle-like action or pauses in the rotation in order to assist skaters to pass each other)	pi is called one (1) level lower	
If a rotation is executed on the spot (by three (3) or more skaters)	pi is not called	
See Short Program and Free Skating for details regarding the requirements for rotations/linking steps to be executed at the pi	pi is called; if executed as per requirements	
If the team is not intersecting during a forward rotation(s) during the approach phase and there is a pause in the rotation(s)	the back to back approach will not be counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

POINT OF INTERSECTION – General		
	Technical Panel	Referee
The rotations or turns and/or linking steps are permitted must be executed near the point of intersection to be counted (see definitions) The point of intersection is defined where skaters pass each other	pi is called; when the rotation begins before the skaters pass and continues as they pass	
If teams are turning/rotating during the approach phase of the intersection and the skaters are not within the point of intersection (as defined)	these rotations will not be counted as a pi but the back to back difficult variation will be counted	
Point of Intersection for Angled Intersection		
If the rotation is not executed on a diagonal path during the approach	pi lowered one (1) level	
The rotation starts before and continues after the axis of intersection	pi is called	
The rotation begins just before the skaters pass each other	pi is called	
	pi is not called if three (3) or more skaters do not rotate as they pass	
The rotation is completed before the skaters pass each other	pi is not called	
The rotation has not started until after the skaters have passed the axis of the intersection (by three (3) or more skaters)	pi is not called	
The first part of a 360° rotation must begin when the skaters are at least two (2) spots away from their hole	pi lowered one (1) level if not started correctly	
Point of Intersection for Collapsing Intersection:		
In the case of a collapsing intersection (box, triangle etc.) the point of intersection is defined as being the area when the majority of the skaters have reached approximately the ½ way point of that intersection	pi is called: when the skaters execute the first rotation before and continues as they pass and execute the second rotation as they complete the intersection	
The rotations must occur as all skaters are intersecting	pi level is lowered one level: if even one skater is not executing the rotation correctly	
In Collapsing Intersections only, (Example: Box or Triangle Intersection) there must be two (2) separate backward or forward entry rotations of either 180° or 360° continuous rotation (using turns and/or linking steps)	- lower pi one (1) level if there is only one (1) correctly executed rotation	
	- lower pi two (2) levels if both rotations are not correct - lower pi one (1) level if only one rotation is attempted	
In the case where there are both forward and <u>two (2)</u> backward entry directions	the most difficult rotations will be counted	
A double twizzle will not be counted as two (2) 360° continuous rotations	called as one 360° rotation	
If a team executes only one (1) 180° rotation	no pi is called if there is only one (1) 180° rotation	
If a team executes one (1) forward 360° rotation followed by one (1) continuous backward 360° rotation (or visa versa)	pi 2 is called	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – DRAFT JULY - 2010

POINT OF INTERSECTION REQUIREMENTS – CONTINUED		
	Technical Panel	Referee
Point of Intersection for Combined Intersection: where skaters intersect all at different times		
Where skaters intersect at different times as in a collapsing intersection	<p>pi is called: when the skaters execute first rotation as they begin to intersect and execute the second rotation as they complete the intersection. There is no pi being executed when the majority of the skaters are at the ½ way point</p> <p>pi is not called: if all skaters have not begun to rotate before the axis of intersection</p>	
In the case where there are both forward and two (2) backward entry directions	the most difficult rotations is called	
Point of Intersection for Combined Intersection: where skaters intersect all at the same time		
The rotation begins just before the skaters pass each other	<p>pi is called</p> <p>pi is not called if three (3) or more skaters do not</p> <p>pi is not called if three (3) or more skaters do not continue to rotate as they pass</p>	
The rotation is completed before the skaters pass each other	pi is not called	
The rotation has not started until after the skaters have passed the axis of the intersection (by three (3) or more skaters)	pi is not called	
Point of Intersection for Whip Intersection		
The rotation begins just before the skaters pass each other	<p>pi is called</p> <p>pi is not called if three (3) or more skaters do not</p> <p>pi is not called if three (3) or more skaters do not continue to rotate as they pass</p>	
The rotation is completed before the skaters pass each other	pi is not called	
The rotation has not started until after the skaters have passed the axis of the intersection (by three (3) or more skaters)	pi is not called	

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) - DRAFT - JULY 2010

ADDITIONAL FEATURES (Simple and Difficult Variations)	Technical Panel	Referee
Additional Features will be counted only once per element	All variations are counted if executed correctly and the highest level for the element will be called	
Additional Features may be repeated within the same element (<i>as outlined in Technical Regulations</i>)	The most difficult Additional Feature that meets the requirements will be counted	
Some variations may be executed at the same time as other variations	See each element for details	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

BLOCK - SIMPLE VARIATIONS		
	Technical Panel	Referee
1. Pivoting (at least 180° and less than 360°) executed with at least two (2) turns from any level		
The block rotates around the same pivot point		
Pivoting must be a minimum of 180° and less than 360° by all lines in the block Pivoting starts on the entry edge of the first turn and ends after the pivoting stops	pivoting is not counted; if less than 180° or 360° or more	
Pivoting must be continuous and executed all at once (Pivoting of the entire 180° must occur at the same time and may not occur as two separate pivots of 90° (or other parts))	pivoting is not counted; if interrupted before meeting the minimum requirements	
The pivot point may change from one end of the block to the other When the pivot point changes from one end of the block to the other, the pivoting action must be uninterrupted	Pivoting is not counted; if interrupted when the pivot point changes ends	
All skaters must cover at least 1/3 of the length of the ice surface or comparable distance	pivoting is not counted; all skaters do not cover at least 1/3 of the ice surface or a comparable distance	
Pivoting is permitted to be wheel-like as long as all skaters cover at least 1/3 of the length of the ice surface or comparable distance	pivoting is not counted; all skaters do not cover at least 1/3 of the ice surface or a comparable distance	
The lines should remain close and parallel to each other as possible	pivoting is counted; even if lines are not close and parallel to each other	
Pivoting must occur during only one (1) configuration of a block	pivoting is not counted; if minimum requirements are not met before a change of configuration A change of configuration during pivoting will end the pivoting	
The pivoting will be counted if executed either quickly or slowly	pivoting is counted	judges reflect slow pivot with a -GOE
Any two (2) turns from any level may be used Both turns must be correctly executed	If one (1) turn is incorrectly executed by three (3) or more skaters then the pivoting will be counted plus a DED 1 If both turns are incorrectly executed by three (3) or more skaters then the pivoting will not be counted	
There is no required pivot distance or ice coverage for the two (2) turns to cover	pivoting is counted	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting	pivoting is not counted if not the same etc.	
2. One (1) Change of Configuration (same shape) executed with one (1) 180° rotation / turn (linking steps are permitted but not required) (crossovers are not permitted)		
There is no specific length of time that a configuration must be held The configuration must be recognizable	change of configuration is counted; must be recognized	
The transition into the second configuration may be executed quickly or more slowly	change of configuration is counted	reflected in GOE
A rotation may be executed on one (1) or two (2) feet	change of configuration is counted	
Rotations of 180° and / or linking steps are required	change of configuration is counted	
Rotations of 360° and linking steps are permitted	change of configuration is counted	
If using turns, the turns do not have to be correctly executed	change of configuration is counted	
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if one crossover is included	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

BLOCK – DIFFICULT VARIATIONS		
	Technical Panel	Referee
1. Two (2) or more different Configurations (at least two (2) different forms/shapes)		
There is no specific length of time that a configuration must be held. The configuration must be recognizable	change of configuration is counted; if recognized	
Changing only to a no hold and keeping the same formation will not be considered as a different configuration	change of configuration is not counted; as a different configuration	
There must be two (2) different configurations (shapes)	change of configuration is not counted; if less than two (2) different configuration	
2. Pivoting (at least 180°) executed with a series of at least three (3) different types of turns executed consecutively on one (1) foot from choice of rocker, counter, bracket, twizzle. The pivot point must change ends		
Pivoting must be a minimum of 180° and may be more than 360° by all lines in the block	pivoting is not counted; if less than 180°	
Pivoting must be continuous and executed all at once	pivoting is not counted; if interrupted before meeting the minimum requirements	
When the pivot point changes from one end of the block to the other, the pivoting action must be uninterrupted	pivoting is not counted; if interrupted before meeting the minimum requirements	
The direction of pivoting may be in a clockwise or anti-clockwise direction or a combination of both	pivoting is not counted; if interrupted before meeting the minimum requirements	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting	pivoting is not counted if not the same	
The total pivoting on one (1) foot must be a minimum of 180° and must be completed while executing a series of three (3) different types of turns executed consecutively on one (1) foot	pivoting is counted + DED 1; if the required pivoting is completed but has stopped before all three (3) turns have been executed	
The block may pivot more than 180° using other steps or turns, however the series of three (3) different types of turns executed consecutively on one (1) foot must pivot a minimum of 180°	pivoting is counted + DED 1; if the required pivoting is completed but has stopped before all three (3) turns have been executed	
The pivoting will be counted if executed either quickly or slowly	pivoting is counted;	judges reflect slow pivot with a -GOE
At least three (3) different types of turns from the choice of rocker, counter, bracket, twizzle, must all be executed consecutively on the same foot	pivoting is not counted; if the three difficult turns are not executed consecutively	
	pivoting is not counted; if there is a touch down of the free foot by three (3) or more skaters	
	pivoting is counted + DED 1: if three (3) or more skaters do not execute one (1) turn correctly	
	pivoting is not counted if three (3) or more skaters do not execute at least two (2) turns correctly	
	pivoting is not counted if even one (1) turn is omitted (not attempted)	
One (1) change of edge is permitted between each of the three (3) turns	pivoting is not counted if there is more than one change of edge in-between the required three (3) turns	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

2. Pivoting (at least 180°) executed with a series of at least three (3) different types of turns executed consecutively on one (1) foot from choice of rocker, counter, bracket, twizzle. The pivot point must change ends		
	Technical Panel	Referee
There is no required amount of ice coverage while executing the series of turns	pivoting is counted;	
The pivot point must change from one end of the block to the other	pivoting is counted;	
The pivot point must change from one end of the block to the other during the series of three (3) different types of turns	pivoting is counted;	
There is no required amount of pivoting either before or after the pivot point changes ends. The total pivoting must be a minimum of 180°	pivoting is counted;	
Pivoting must occur during only one (1) configuration of a block	A change of configuration will end the pivot	
A wheel-like pivot will NOT be counted for a Difficult Variation	pivot not counted;	
The block must progress along at least 1/3 of the length of the ice surface or comparable distance across the width of the ice surface, during pivoting	pivot is not counted; if the block does not progress along at least 1/3 of the length of the ice.	
3. One (1) Change of Configuration (must be a different shape) executed with at least one (1) 360° rotation /turn(s) and no linking steps (crossovers are not permitted)		
There is no specific length of time that a configuration must be held	change of configuration is counted; if recognized	
At least one (1) 360° rotation / turn(s) must occur during the Change of Configuration	change of configuration is counted;	
The rotation / turn(s) must be continuous The 360° turn(s) may consist of turns such as a twizzle, double three turns, or a three turn / mohawk	change of configuration is not counted; if the rotation / turn is not continuous	
If using turns, the turns do not have to be correctly executed	change of configuration is counted;	
The 360° rotation / turn(s) may be executed on one (1) or two (2) feet	change of configuration is counted;	
More than one 360° rotation / turn(s) is permitted in order to complete the change of configuration	change of configuration is counted;	
Linking steps and crossovers are not permitted during the change of configuration	change of configuration is not counted; if even one (1) crossover is executed during a change of configuration	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

CIRCLE - SIMPLE VARIATIONS		
	Technical Panel	Referee
1. One (1) Change of Configuration executed with one (1) 180° rotation / turn. (linking steps (except crossovers) are permitted, but not required) (at least 4 skaters in a circle) Example: Two (2) circles to One (1) circle OR One (1) circle to Two (2) circles		
The circles must be skated any order	change of configuration is counted	
There may be a maximum of three (3) circles (<i>in free skating only</i>)	change of configuration is not counted if there are more than three (3) circles	
There is no specific length of time that a configuration must be held	change of configuration is counted if the configuration is recognized	
One (1) circle must have all skaters participating in the same formation	change of configuration is not counted; if all skaters are not in the one circle	
The two (2) circles may be two (2) separate circles or a circle inside a circle (same or opposite directions) Example: The two (2) circles may be side by side	change of configuration is counted; any two circles are permitted as long as there is a minimum of 4 skaters any one circle	
The circles may be different sizes but there must be at least four (4) skaters in a circle for the circle element to be counted	change of configuration is not counted; if there are not at least 4 skaters within a circle	
The transition into the second configuration may be executed quickly or more slowly	change of configuration is counted	
Rotation / turn of 180° is required	change of configuration is not counted if a 180° rotation/turn is not included	
A rotation / turn(s) may be executed either quickly, continuous or more slowly	change of configuration is counted	
A 180° rotation may consist of a rotating linking step or turn such as three turn or mohawk etc, If using a turn, the turn does not have to be correctly executed	change of configuration is counted	
A rotation / turn may be executed on one (1) foot or two (2) feet.	change of configuration is counted	reflected in the GOE
The entry of the rotation / turn may be forwards or backwards	change of configuration is counted	
Crossovers are not permitted during the change of configuration, If even one (1) crossover is executed before the new configuration is complete;	change of configuration is not counted if there is a crossover or if three (3) or more skaters execute a crossover as they change configuration	
Linking steps may start a change of configuration but a rotation must complete the change of configuration OR A rotation may start a change of configuration and linking steps may complete the change of configuration	change of configuration is counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

2. Travel with crossovers (using mainly crossovers and with a hold for a minimum of ¼ of the ice surface)		
	Technical Panel	Referee
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the circle doesn't travel enough	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if the travel is interrupted	
Travel may occur either in a straight line or on a curve	travel is counted	
Travel may be executed in one (1) circle, two (2) circles either side by side or a circle inside a circle	travel is counted	
If executing two (2) circles side by side then both circles must travel at the same time	travel is not counted : if only one circle travels ¼ of the length of the ice	
If there are three (3) circles	travel is not counted	
Travelling of ¼ of the ice surface must be executed with a hold	travel is not counted if there is a hold during any part of the ½ of the ice surface the ½ of the ice must be traveled with a hold	
A release of the hold (even to execute a turn or change of rotational direction) will end the travelling	travel is not counted if there is a release of holds	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	travel is not counted if the skaters are not executing the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	
If three (3) or more skaters are not executing the same turns, linking steps, crossovers, at the same time as the majority of the team (in order to assist the travel)	travel is not counted	
Example of traveling not counted: Most of the team executes backward crossovers and three (3) or more skaters execute a forward step or forward crossover in order to assist the travel	travel is not counted	
The three (3) skaters may make the error at either the same time or at different times during the traveling	travel is not counted	
When three (3) or more skaters are pulled off of the correct foot and/or skating direction due to the dynamics of the traveling, then the travel will not be counted	travel is not counted	
When three (3) or more skaters who are not gliding while executing steps during traveling but are still stepping in the correct direction (forward or backward), then this will be considered as assisting the travel.	travel is not counted	
When three (3) or more skaters deliberately step forward or execute a different step/turn than the rest of the team in order to assist the travel	travel is not counted	
Skaters must step along the circle axis. If three (3) or more skaters step mostly towards the centre (or towards the outside of the circle depending on their position) of the circle rather than along the circle axis	travel is not counted if three (or more skaters step towards the centre of the circle; either at the same time or at different times)	
Some linking steps may be included but there are mostly crossovers	travel is counted with mostly crossovers	
Circle(s) must rotate as they travel	travel is counted	GOE will be lowered
If the rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered	travel is not counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

3. Change of rotational direction without stopping. (use of a 180° rotation / turn from any level is permitted, but not required)		
	Technical Panel	Referee
The change of rotational direction must be executed at the same time by all skaters If executing two (2) circles then both circles must change rotational direction at the same time	change of rotational direction will be not be counted if not executed at the same time by all skaters	
Skaters may execute different rotation / turn steps / free skating moves etc. at the same time during a change of rotational direction	change of rotational direction will be counted	
A hand hold may be maintained during a simple variation for the change of rotational direction	change of rotational direction will be counted	
Stopping is not permitted	change of rotational direction is not counted if there is a stop	
The skaters must maintain their flow during the change of rotational direction Example: If skaters execute the change of rotational direction on the spot then it will not be counted	change of rotational direction will be not counted if flow is not continued	
Use of a 180° rotation / turn from any level is permitted, but not required	change of rotational direction will be counted	
If using a rotation / turn, it may be executed on one (1) foot or two (2) feet.	change of rotational direction will be counted	reflected in GOE
The entry of the rotation / turn may be forwards or backwards	change of rotational direction will be counted	
If using a turn, the turn does not have to be correctly executed	change of rotational direction will be counted	
The 180° rotation / turn must be executed on the correct pattern Skaters may take a short edge / step off of the first pattern before beginning the 180° rotation / turn	change of rotational direction will be not be counted if the 180° rotation / turn is not executed on the correct pattern	
It is not necessary to maintain the same circle configuration after a change of rotational direction if changing the configuration at the same time (<i>in free skating only</i>)	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
The change of rotational direction may occur between shapes (<i>in free skating only</i>) Creative modification of a circle will be permitted as a shape (<i>in free skating only</i>)	change of rotational direction will be counted	
For a change of rotational direction, a circle configuration must be recognized and maintained both before and after a change of rotational direction. The circle may rotate a minimum of 90° either before or after a change of rotational direction as long as the total amount of rotation for the circle element meets the 360° rotational requirement	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
The total rotation required for a circle element to be counted must be a minimum of 360°	if the circle does not rotate the minimum then the circle element and cd will not be counted	
When executing a change of rotational direction skaters must noticeably change tracks	change of rotational direction is not counted if skaters do not noticeably change tracks	
If the track immediately following the cd is the same track as before the cd then the cd will be considered as having a stop or being on the spot	change of rotational direction is not counted	
The change of rotational direction may be executed towards the centre or the outside of a circle	change of rotational direction is counted	
At least part of the rotation / turn(s) must start OR end during the pattern	change of rotational direction is not counted if not partly executed on the pattern	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

4. An fm (from any level) executed for a minimum of three (3) seconds		
	Technical Panel	Referee
An fm from any level is permitted	any fm will be counted for this variation if executed correctly	
The fm must be held for a minimum of three (3) seconds	variation is not counted if the fm is not held for a minimum of 3 second	
The fm must meet have the correct edge and / or position (see Free Skating Moves)	variation is not counted; if the fm is not skated on the correct edge and / or position	
If three (3) or more skaters make an error then the variation will not be counted	variation is not counted	
The same formation must be maintained during the fm	variation is not counted if there is a change of configuration	
The circle must continue to rotate as the fm is executed	variation is not counted if the circle does not continue to rotate	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

CIRCLE - DIFFICULT VARIATIONS		
1. One (1) Change of Configuration executed with at least one (1) 360° rotation / turn(s) (linking steps (except crossovers) are permitted, but not required. Example: Two (2) circles to One (1) circle OR One (1) circle to Two (2) circles (at least six (6) skaters in a circle)		
	Technical Panel	Referee
The circles must be skated any order	change of configuration is counted	
There is no specific length of time that a configuration must be held The configuration must be recognizable	change of configuration is counted; as long as the configuration can be recognized	
One (1) circle must have all skaters participating in the same formation	Circle is not counted; if all skaters are not participating	
The two (2) circles may be two (2) separate circles or a circle inside a circle (same or opposite directions) Example: The two (2) circles may be side by side	change of configuration is counted; as long as there is a minimum of 6 skaters in a circle	
The circles may be different size	change of configuration is counted; as long as there is a minimum of 6 skaters in a circle	
The transition into the second configuration may be executed quickly or more slowly	change of configuration is counted	reflected in the GOE
One 360° rotation / turn(s) is required	change of configuration is counted	
A rotation / turn(s) may be executed either quickly, continuous or more slowly	change of configuration is counted	
A 360° rotation may consist of rotating linking steps or turns	change of configuration is counted	
The 360° rotation may be executed on one (1) or two (2) feet	change of configuration is counted	
The 360° rotation may consist of turns such as a twizzle, double three turns, or a three turn / mohawk	change of configuration is counted	
If using turns, the turns do not have to be correctly executed	change of configuration is counted	
A rotation / turn(s) may be executed on one (1) foot or two (2) feet.	change of configuration is counted	reflected in GOE
The entry of the rotation / turn may be forwards or backwards	change of configuration is counted	
More than one (1) 360° rotation / turn(s) is permitted in order to complete the change of configuration	change of configuration is counted	
Linking steps (except crossovers) are permitted during the change of configuration	change of configuration is counted	
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if there are crossovers during change of configuration or if three (3) or more skaters executed a crossover as they change configuration	
A 360° rotation / turn(s) may start a change of configuration and a linking step (not a crossover) may complete the change of configuration OR Linking steps may start the change of configuration but a 360° rotation / turn(s) must complete the change of configuration	change of configuration is counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

2. Travel with turns and linking steps (all skaters must use the same skating direction/turns and linking steps at the same time with a hold for a minimum of ¼ of the ice surface)		
	Technical Panel	Referee
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the minimum ice coverage is not correct	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if interrupted	
Travel may occur either in a straight line or on a curve	travel is counted	
Travel may be executed in one (1) circle, two (2) circles either side by side or a circle inside a circle. If executing two (2) circles side by side, both must travel at the same time	travel is not counted; if only one circle travels the required distance	
If there are three (3) circles	Travel is not counted	
Travelling of ¼ of the ice surface must be executed with a hold	Travel is not counted if there is a no hold A release of the hold will end the travel	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	travel is not counted if the skaters are not executing the same linking steps/turns/edges etc.	
If three (3) or more skaters are not executing the same turns, linking steps, crossovers, at the same time as the majority of the team (in order to assist the travel)	travel is not counted	
Most of the team executes backward crossovers and three (3) or more skaters execute a forward step or forward crossover in order to assist the travel	travel is not counted	
The three (3) skaters may make the error at either the same time or at different times during the traveling	travel is not counted	
When three (3) or more skaters are pulled off of the correct foot and/or skating direction due to the dynamics of the traveling	travel is not counted	
When three (3) or more skaters who are not gliding while executing steps during traveling but are still stepping in the correct direction (forward or backward), then this will be considered as assisting the travel	travel is not counted	
When three (3) or more skaters deliberately step forward or execute a different step/turn than the rest of the team in order to assist the travel	travel is not counted	
Skaters must step along the circle axis. If three (3) or more skaters step mostly towards the centre (or towards the outside of the circle depending on their position) of the circle rather than along the circle axis	travel is not counted if three (or more skaters step towards the centre of the circle; either at the same time or at different times)	
Circle(s) must rotate as they travel	travel will be counted	GOE will be lowered
If the travel and / or rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered	travel is not counted	
If the traveling has covered the required ice surface and then a change of rotational direction is executed (and the rotation stops)	travel will be counted	
Turns and linking steps must be included during the travel	travel will be counted	
A maximum of two (2) crossovers in a row are permitted during travel	more than two (2) crossovers will end the travel	
If using crossovers; there must be a balance between the crossovers and turns/linking steps	travel is counted; if there is no balance	reflected in GOE
At least two (2) turns must be included	travel will be counted	
The turns must be executed on one (1) foot during the entry and exit (mohawks / choctaws are permitted)	travel is not counted if the turns are not executed on one (1) foot during the entry and exit of the turn	
The correct entry and exit edges are not required	travel is counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

3. Travel with a no hold (all skaters must use the same skating direction/turns and linking steps at the same time with a no hold for a minimum of ¼ of the ice surface)		
	Technical Panel	Referee
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the minimum ice coverage is not correct	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if interrupted	
Travel may occur either in a straight line or on a curve	travel is counted	
Travel may be executed in one (1) circle, two (2) circles either side by side or a circle inside a circle If executing two (2) circles side by side then both circles must travel at the same time	travel is not counted; if only one circle travels the required distance	
If there are three (3) circles	travel is not counted	
Travelling of ¼ of the ice surface must be executed without a hold	travel is counted	
Travel may begin while the skaters have a hold but the distance traveled while in a hold will not be counted	travel without a hold is counted towards the required distance	
The spacing must remain as equal as possible between the skaters.	travel is counted	reflected with -GOE
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	travel is not counted if the skaters are not executing the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	
If three (3) or more skaters are not executing the same turns, linking steps, crossovers, at the same time as the majority of the team (in order to assist the travel)	travel is not counted	
Most of the team executes backward crossovers and three (3) or more skaters execute a forward step or forward crossover in order to assist the travel	travel is not counted	
The three (3) skaters may make the error at either the same time or at different times during the traveling	travel is not counted	
When three (3) or more skaters are pulled off of the correct foot and/or skating direction due to the dynamics of the traveling	travel is not counted	
When three (3) or more skaters who are not gliding while executing steps during traveling but are still stepping in the correct direction (forward or backward), then this will be considered as assisting the travel	travel is not counted	
When three (3) or more skaters deliberately step forward or execute a different step/turn than the rest of the team in order to assist the travel	travel is not counted	
Skaters must step along the circle axis. If three (3) or more skaters step mostly towards the centre (or towards the outside of the circle depending on their position) of the circle rather than along the circle axis	travel is not counted if three (or more skaters step towards the centre of the circle; either at the same time or at different times)	
Circle(s) must rotate as they travel	travel will be counted	GOE will be lowered
If the travel and / or rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered	travel is not counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

3. Travel with a no hold (all skaters must use the same skating direction/turns and linking steps at the same time with a no hold for a minimum of ¼ of the ice surface)		
	Technical Panel	Referee
If the traveling has covered the required ice surface and then a change of rotational direction is executed (and the rotation stops)	travel will be counted	
Turns and linking steps must be included during the travel	travel will be counted	
A maximum of two (2) crossovers in a row are permitted during travel	more than two (2) crossovers will end the travel	
If using crossovers; there must be a balance (in the distribution) between the crossovers and turns/linking steps	travel is counted; if there is no balance	reflected in GOE
At least two (2) turns must be included	travel will be counted	
The turns must be executed on one (1) foot during the entry and exit (mohawks / choctaws are permitted)	travel is not counted if the turns are not executed on one (1) foot during the entry and exit of the turn	
The correct entry and exit edges are not required	travel is counted	
4. Change of rotational direction executed without stopping and with a backward 360° rotation / turn(s) or more (not executed on the spot)		
The change of rotational direction must be executed at the same time by all skaters If executing two (2) circles then both circles must change rotational direction at the same time	change of rotational direction will be not be counted if not executed at the same time by all skaters	
Skaters may execute different rotation / turn steps / free skating moves etc. at the same time during a change of rotational direction	change of rotational direction will be counted	
If using a hand hold the skaters must release that hold as they execute the change of rotational direction	change of rotational direction will be not be counted if the hold is not released in order to execute the rotation / turns	
Stopping is not permitted	change of rotational direction is not counted if there is a stop	
The skaters must maintain their flow during the change of rotational direction Example: If skaters execute the change of rotational direction on the spot then it will not be counted	change of rotational direction will be not counted if flow is not continued	
A backward 360° rotation / turn(s) or more is required	change of rotational direction will be counted	
The backward 360° rotation / turn(s) or more may be executed with a slower rotation using longer edges or with a quicker rotation using shorter edges	change of rotational direction will be counted	reflected in GOE
A backward 360° or more rotation / turn(s) must be a continuous rotation in the same direction	change of rotational direction will not be counted if the rotation / turn is not continuous	
The 360° rotation or more may consist of rotating linking steps and / or turns Example: two (2) 180° turns or a 360° twizzle or combinations of both	change of rotational direction will be counted	
If using a turn(s), those turn(s) do not have to be correctly executed	change of rotational direction will be counted	
A rotation / turn(s) may be executed on one (1) foot or two (2) feet.	change of rotational direction will be counted	reflected in the GOE
The entry of the rotation / turn(s) must be executed backwards	change of rotational direction will not be counted if the rotation starts forwards	
Free skating moves are permitted	change of rotational direction will be counted	
Small hops are permitted	change of rotational direction will be counted	
A change of foot is permitted	change of rotational direction will be counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

4. Change of rotational direction executed without stopping and with a backward 360° rotation / turn(s) or more (not executed on the spot)		
	Technical Panel	Referee
A loop will not be considered as a rotation of 360°	change of rotational direction will not be counted if a loop is executed	
It is not necessary to maintain the same circle configuration after a change of rotational direction if changing the configuration at the same time (<i>in free skating only</i>)	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
Short Program: The same configuration must be held both before and after the required change of rotational direction	change of rotational direction not counted + no DED; if the same configuration is not maintained for the correct rotation	
The change of rotational direction may occur between shapes (<i>in free skating only</i>) Creative modification of a circle will be permitted as a shape (<i>in free skating only</i>)	change of rotational direction will be counted	
For a change of rotational direction, a circle configuration must be recognized and maintained both before and after a change of rotational direction. The circle may rotate a minimum of 90° either before or after a change of rotational direction as long as the total amount of rotation for the circle element meets the 360° rotational requirement	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
The total rotation required for a circle element to be counted must be a minimum of 360°	if the circle does not rotate the minimum then the circle element and cd will not be counted	
When executing a change of rotational direction skaters must noticeably change tracks	change of rotational direction is not counted if skaters do not noticeably change tracks	
If the track immediately following the cd is the same track as before the cd then the cd will be considered as having a stop or being on the spot	change of rotational direction is not counted	
The change of rotational direction may be executed towards the centre or the outside of a circle	change of rotational direction is counted	
At least part of the rotation / turn(s) must start OR end during the pattern indicated by the dotted line in the diagram shown for the difficult variation of the change of rotational direction	change of rotational direction is not counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

INTERSECTIONS - DIFFICULT VARIATIONS		
1. Back to back preparation and approach or a pivoting entry (<i>backward skating</i>) and back to back approach		
	Technical Panel	Referee
The lines of the intersection may be no further apart than ½ of the length of the ice surface during the preparation and approach phase	DED 2 for excessive use of ice	
In the case of backward skating and pivoting lines, the pivot skaters must be no further apart than ½ of the length of the ice surface	DED 2 for excessive use of ice	
All lines must be back to back during both the preparation and approach	back to back preparation and approach is not counted; if even one line is face to face	
If teams are turning/rotating during the approach phase of the intersection and the skaters are not intersecting, during any part of the turn(s)/rotation(s), then these turn(s)/rotation(s) will not be counted as a pi but the back to back approach will still be counted as long as the rotations are continuous	back to back preparation and approach is counted: as long as the rotations are continuous during the approach	
During the preparation phase the skaters must be back to back for at least 4 <u>steps</u> before beginning the approach phase	back to back preparation and approach is not counted; if not back to back during the last four steps	
<i>Back to back preparation and approach phase executed without a hold:</i> The shoulders must remain facing back to back and not held twisting to face towards the point of intersection. The shoulders will be permitted to face the point of intersection as needed in order to correctly execute a forward turn	back to back preparation and approach is not counted; if the shoulders are held twisted to face towards the point of intersection	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

LINE - SIMPLE VARIATIONS		
1. Two lines Interacting		
	Technical Panel	Referee
An action where two (2) lines change their position in relationship to each other	interacting is not counted if the two (2) lines do not change their position	
The lines must not be further apart than 3 m	level of the line + DED 2 for excessive use of ice	
The ends of the lines must pass closely as they change position and the end skaters must be no further than two (2) meters apart	level of the line + DED 2 for excessive use of ice	
2. Retrogression (executed with a stop and the line(s) remain on the same vertical or horizontal axis)		
The team shows a movement in a direction opposite to that of the initial direction. The team must show a reverse of the first direction	retrogression is counted	
All skaters must retrogress at the same time	retrogression is not counted; if not executed at the same time	
A change of configuration is permitted during retrogression and will be counted	retrogression is counted	
There is no specific length of time or minimum ice coverage required for retrogression	retrogression is counted; as long as retrogression is recognized	
In the case of two (2) separate lines: both lines must retrogress at the same time	retrogression is not counted; if not executed at the same time	
Retrogression executed with a stop; The line(s) must remain parallel to the same axis during retrogression	retrogression is not counted; if the lines deliberately pivot and change their axis during retrogression. A slight deviation is permitted	
The line must return to a position close to the starting axis	retrogression is not counted; if the line does not return to a position close to the starting axis	
3. One (1) Change of Configuration, executed with one (1) 180° rotation / turn. (Linking steps (except crossovers) are permitted, but not required) Example: One (1) line to two (2) lines OR two (2) lines to one (1) line		
There is no specific length of time or required ice cover for any one shape to be held	change of configuration is counted	
Each shape must be recognizable	change of configuration is not counted; if the configurations are unrecognizable	
The one line must include all skaters	change of configuration is counted; as long as the one (1) line includes all skaters	
The number of skaters in each of the two (2) separate lines must be as equal as possible	change of configuration is counted; even if unequal	
The two (2) separate lines may or may not be parallel to each other as long as they remain within 1/2 of the ice surface	change of configuration is counted + DED 2 for excessive use of ice	
A rotation of 180° or any turn of 180° must occur	change of configuration is counted	
If using a turn, the turn does not have to be correctly executed	change of configuration is counted	
A rotation may be executed on one (1) or two (2) feet	change of configuration is counted	
Linking steps are permitted (no crossovers)	change of configuration is not counted; If a crossover is executed before the new configuration is completed	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) - DRAFT - JULY 2010

LINE - SIMPLE VARIATIONS – Continued		
4. Pivoting – One (1) line or Two (2) Parallel Lines (at least 180° and less than 360°) with any two (2) turns and linking steps. Pivot point remains at the same end of the line		
	Technical Panel	Referee
Pivoting must be a minimum of 180° and less than 360°	pivoting is not counted; if less than 180° or 360° or more	
Pivoting must be continuous and executed all at once without interruption	pivoting is not counted if interrupted	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting	pivoting is not counted if the same skating direction/turns/linking steps are not used at the same time	
Both lines must pivot at the same time	pivoting is not counted if only one (1) line is pivoting at a time	
Using mainly crossovers is not permitted	pivoting is not counted; if there are mainly crossovers	
Only two (2) crossovers in a row are permitted	pivoting ends; if there are more than two (2) crossovers in a row	
At least two (2) turns must be correctly executed as the line pivots. The turn may be from any level.	If one (1) turn is incorrectly executed by three (3) or more skaters then the pivoting will be counted plus a DED 1	
	If both turns are incorrectly executed by three (3) or more skaters then the pivoting will not be counted	
All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting	pivoting is not counted if not at least ½ of the length of the ice or comparable distance	
The pivoting line(s) must not resemble a wheel	pivoting is not counted if wheel-like	
Pivoting the 180° must be continuous	pivoting is not counted if pivot is interrupted	
A change of configuration is not permitted during pivoting	pivoting is not counted if there is a change of configuration before completing 180°	
The pivoting will be counted if executed either quickly or slowly	pivoting is counted	Slow pivoting will be reflected with a minus GOE

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

LINE - DIFFICULT VARIATIONS

1. Pivoting – One (1) line (at least 180°) with any two (2) turns and linking steps. Pivot point must change ends

	Technical Panel	Referee
Pivoting must be a minimum of 180° and may be more than than 360°	pivoting is not counted; if less than 180° or 360° or more	
Pivoting must be continuous and executed all at once without interruption	pivoting is not counted; if pivot is interrupted	
All skaters must execute the same linking steps/turns/edges, in the same skating direction at the same time	pivoting is not counted; if the same skating direction/turns/linking steps are NOT used at the same time	
There must be a balance between the crossovers and turns/linking steps	pivoting is counted	
At least two (2) turns must be correctly executed as the line pivots. The turns may be from any level	If one (1) turn is incorrectly executed by three (3) or more skaters then the pivoting will be counted plus a DED 1 If both turns are incorrectly executed by three (3) or more skaters then the pivoting will not be counted pivoting is not counted if even one (1) turn is omitted (not attempted)	
If using crossovers; there must be a balance between the crossovers and turns / linking steps	pivoting is counted if there is an unbalance	reflected in GOE
Using mainly crossovers is not permitted	pivoting is not counted	
Only two (2) crossovers in a row are permitted	pivoting is ends; if there are more than two (2) crossovers in a row	
All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting	pivoting is not counted: if minimum ice coverage requirements are not met by all skaters	
The line must progress down or across the ice surface during pivoting The pivoting line must not resemble a wheel	pivoting is not counted: if pivoting resembles a wheel	
The pivot point must change from one (1) end of the line to the other end of the line	pivoting is not counted; if the point does not change ends	
When the pivot point changes from one end of the line to the other, the pivoting action must be uninterrupted	pivoting is not counted; if pivot is interrupted	
There is no amount of pivot required while the pivot point is on one end of the line or the other end. The total pivoting must be a minimum of 180°	pivoting is counted as long as it meets the minimum requirements	
A change of configuration is NOT permitted	pivoting is not counted if there is a change of configuration before completing 180°	
The pivoting will be counted if executed either quickly or slowly	pivoting is counted	Slow pivoting will be reflected with a lower GOE

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

2. One Change of Configuration, executed with at least one (1) 360° rotation / turn(s)		
	Technical Panel	Referee
There is no specific length of time or required ice coverage for any one (1) shape to be held	Change of Configuration is counted as long as each shape is recognizable	
The one (1) line must include all skaters	Change of Configuration is not counted if all skaters are not in the one line	
The number of skaters in each of the two (2) separate lines must be as equal as possible	Change of Configuration is not counted if not as equal as possible	
The two (2) separate lines may or may not be parallel to each other as long as they remain within 1/2 of the ice surface	line level is called + DED 2 for excessive use of ice if not	
A 360° rotation / turn(s) must occur during the Change of Configuration	change of configuration is counted	
A rotation of 360° may consist of rotating linking steps or turns The type of turns may be a turn of 360° or two (2) consecutive turns of 180°	change of configuration is counted	
If using a turn(s), the turn(s) do not have to be correctly executed	change of configuration is counted	
A rotation may be executed on one (1) or two (2) feet	change of configuration is counted	
A rotation may start forwards or backwards	change of configuration is counted	
Linking step are permitted (no crossovers).	change of configuration is not counted if there is a crossover executed	
3. Retrogression executed without a stop and with linking steps and turns from any level. (The line formation remains on the same vertical, horizontal or diagonal axis)		
	Technical Panel	Referee
All skaters must retrogress at the same time	retrogression is not counted; if not executed at the same time	
There may be one (1) or two (2) lines	retrogression is counted; as long as retrogression is recognized	
If there are two (2) lines, they may be no further apart than 1/3 of the length of the ice surface or a comparable distance	call the level of the line + DED 2 for excessive use of ice	
Both lines must retrogress at the same time	retrogression is not counted if only one line retrogresses	
Retrogression may start and end on any part of the pattern along the axis or may be executed with the line(s) remaining perpendicular to the axis	retrogression is counted; as long as retrogression is recognized	
The line(s) must return to a position close to their starting position	retrogression is not counted; if the line(s) do not return	
There is no specific length of time or minimum ice coverage required for retrogression	retrogression is counted; as long as retrogression is recognized	
There must not be a stop during any part of the retrogression	retrogression is not counted; if a stop occurs	
At least two (2) turns from any level are required The turns must be correctly executed	If one (1) turn is incorrectly executed by three (3) or more skaters then the pivoting will be counted plus a DED 1 If both turns are incorrectly executed by three (3) or more skaters then the pivoting will not be counted	
The retrogression must be easily recognizable	retrogression is counted	
A change of configuration is permitted during retrogression	retrogression is counted	
The line(s) must remain parallel to the same axis during retrogression	retrogression is not counted; if the lines deliberately change their axis during retrogression. A slight deviation is permitted	
The line(s) may not pivot during retrogression	retrogression is not counted; if the lines deliberately change their axis during retrogression	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) - DRAFT - JULY 2010

MOVES IN THE FIELD - SIMPLE VARIATIONS		
Each variation for Moves in the Field must occur separately		
1. Three (3) Configurations (<i>same form</i>)		
	Technical Panel	Referee
Each free skating move must be executed within a configuration to be counted	configuration is not counted; if not	
The first configuration that the fm is executed in will be counted towards this simple variation	configuration is counted	
One of the shapes may be repeated. The two same shapes may not be skated one after the other	configuration is not counted; if skated one after the other	
It does not matter how many skaters change their position in order to make a new formation	configuration is counted	
The formation on one (1) side of a mirror image pattern will be counted as the configuration (in free skating only)	configuration is counted	
2. One free skating move is partly executed with a release of hold		
The free skating move may start with a hold	release of hold is counted	
All skaters must release their hold at the same time and maintain the correct fm position and edge	release of hold is counted; if the hold is released at the same time release of hold is not counted: if three (3) or more skaters obviously do not release their holds	
There is no required length of time that the release must be maintained, as long as the technical panel is able to recognize the no hold	release of hold is counted	
The skaters may re-grasp before ending the fm or they may end the fm without re-grasping	release of hold is counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

MOVES IN THE FIELD - DIFFICULT VARIATIONS		
Each variation for Moves in the Field must occur separately		
1. Three (3) Different Configurations (each fm must be executed in a different configuration)		
	Technical Panel	Referee
There is no specific length of time that a configuration must be held The formation must be recognizable	change of configuration is counted; as long as the configuration is recognized	
The first configuration that the fm is executed in will be counted towards this difficult variation	change of configuration is counted; if the configuration is different	
Each free skating move must be executed within a different configuration for the configuration to be counted	change of configuration is counted; as long as the configuration is different and recognized	
The formation on one (1) side of a mirror image pattern will be counted as the configuration (in free skating only)	configuration is counted	
2. One free skating move is executed in a no hold (individuals only)		
The free skating move must begin and end in a no hold	no hold is not counted; if either part is not executed correctly	
The same configuration must be held during the no hold free skating move	no hold is not counted; if there is a change of configuration	
3. Use of Mirror Pattern (only one of the three (3) required fm's may be executed using a mirror pattern) (In Free Skating only)		
A mirror image pattern is shown when the team uses a combination of both clockwise and anti-clockwise directions.	mirror image is counted	
The number of skaters on each side must be as equal as possible	mirror image is counted; even if the number of skaters in each half is not equal as possible	
The skaters must stay within a maximum of ½ the length of the ice surface	mirror image is counted + DED 2 for excessive use of ice	
Mirror image is considered illegal in the short program	mirror image is not counted + call the fm + DED 4: for an illegal element if included in the short program	
Only one mirror image is permitted in the free program	a second Mirror image is not counted + fm is not counted; if an fm is executed using a second mirror image pattern	
A mirror image is permitted to be executed at the same time as a no hold	mirror image only is counted	
A mirror image is permitted to be executed at the same time as a change of configuration	mirror image only is counted	
4. Change of Configuration during one free skating move		
The free skating move must start in one (1) configuration and must not end until the new formation is recognized	change of configuration is counted; as long each configuration is recognized	
There is no specific length of time a configuration must be held. The configuration must be recognizable	change of configuration is counted; as long as the configuration is recognized	
Change of configuration during one free skating move may be executed in a no hold, but only the change of configuration during one free skating move difficult variation will be counted	change of configuration is counted; if requirements are met	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) - DRAFT - JULY 2010

Examples of MF		
	Technical Panel	Referee
fm#1 executed in four (4) lines + fm#2 starting in four (4) lines changing to two (2) lines + fm#3 executed in five (5) lines	change of configuration during one fm	
fm#1 starting in two (2) lines changing to three (3) lines + fm#2 executed in three (3) lines + fm#3 executed in four (4) lines	three (3) different configurations change of configuration during one fm	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

NO HOLD STEP SEQUENCE– SIMPLE VARIATIONS		
1. One (1) Body movement (two (2) footed or with a stop)		
	Technical Panel	Referee
Body movement must meet the requirements and is recognized	body movement is counted	
Body movement must affect the balance on the blades	body movement is not counted if balance is not affected	
The body movement must be executed within the step sequence, either on two (2) feet or during a stop, short field move or linking step	body movement is counted; if executed within step sequence	
The body movement may not be executed as the first or final movement of the NHSS	body movement is not counted; if it is the first or final movement	
More than one body movement (2-footed or with a stop) is permitted	one (1) correct body movement (2-footed or with a stop) will be counted and there is no penalty for additional body movements	
	Technical Panel	Referee
2. Retrogression without stopping		
Retrogression must be executed without a stop or pause	retrogression is not counted; if there is a stop or pause	
May be part of the step sequence	retrogression is counted	
The step sequence must remained balanced during retrogression	retrogression is counted; even if there is no balance	
All skaters must retrogress at the same time	retrogression is not counted; if all skaters do not retrogress at the same time	
There is no specific length of time or minimum ice coverage required for retrogression. The retrogression must be easily recognizable	retrogression is counted; as long as retrogression is recognizable	
Body movement may occur during retrogression	retrogression is counted	
Skaters must return to the original starting axis of the NHSS after retrogressing	retrogression is counted; even if there is a change of axis	judges will lower the GOE if there is a change of axis
The team must change the direction quickly and is permitted to use the horizontal axis for the retrogression	retrogression is counted;	
The team must keep their movement along the horizontal axis as short as possible If the team moves the block too far along the horizontal axis for such a time that the pattern of a NHSS has been changed It is not permitted to move the NHSS across the entire width of the ice surface	retrogression is counted NHSS level (including retrogression) + DED 3 is called	
Skaters must stay close to their own skating axis while executing retrogression without stopping	retrogression is counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

NO HOLD STEP SEQUENCE– DIFFICULT VARIATIONS		
1. One (1) Body Movement executed on one (1) foot		
	Technical Panel	Referee
Both body movements must meet the requirements and are each recognized	body movement is counted	
Body movement must affect the balance on the blades	body movement is not counted if balance is not affected	
Both body movements must be executed within the step sequence and without a full and complete stop	body movement is not counted; if not executed within the SS and executed with a full and complete stop	
A team that only slows down is not considered to be a full/complete stop	body movement is counted	
One of the body movements must be executed on one (1) foot	body movement is not counted as a difficult variation; if even one (1) of the body movements is not executed on one (1) foot	
The body movement may not be executed as the first or final movement of the NHSS	body movement is not counted	
If body movement occurs during linking steps that are executed as the last part of the step sequence then that body movement will not be counted	body movement is not counted	
More than one body movement on one (1) foot are permitted	one correct body movement on (1) foot will be counted and there is no penalty for additional body movement on one (1) foot	
2. One (1) Body Movement executed on one (1) foot and during a turn (entry and / or exit edge)		
One (1) of the body movements must be executed during a turn while skating on one (1) foot	body movement is counted	
Any level turn is permitted as long as the body movement is executed on one (1) foot	body movement is not counted if three (3) or more skater two (2) foot turn during the body movement	
Mohawk and choctaws are permitted	body movement is counted	
The turns do not have to be correctly executed	body movement is counted	
The body movement may not be executed as the first or final movement of the NHSS	body movement is not counted unless a turn is the first or final movement of the NHSS	
The body movement will be counted if it occurs during the first or last turn of the step sequence	body movement is counted	
More than one (1) body movement is permitted	one correct body movement on (1) foot during a turn will be counted and there is no penalty for additional body movement on one (1) foot during a turn	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

WHEEL - SIMPLE VARIATIONS		
1. Change of rotational direction without stopping. (use of a 180° rotation / turn from any level is permitted, but not required)		
	Technical Panel	Referee
The change of rotational direction must be executed at the same time by all skaters	change of rotational direction is not counted; if at different times	
If executing two (2) separate wheels side by side then both wheels must change rotational direction at the same time	change of rotational direction is not counted; if at different times	
Skaters may execute different linking steps / fm's / 180° rotation / turn at the same time during a change of rotational direction	change of rotational direction is counted if the same or different linking steps / fm's / 180° rotation / turn are executed	
A hand hold may be maintained during a simple variation for the cd	change of rotational direction is counted	
Stopping is not permitted	change of rotational direction is not counted; if three (3) or more skaters stop	
The skaters must maintain their flow during the change of rotational direction Example: If skaters execute the change of rotational direction on the spot then it will not be counted	change of rotational direction is not counted if executed on the spot by three (3) or more skaters	
Use of a 180° rotation / turn from any level is permitted, but not required	change of rotational direction is counted	
If using a rotation / turn, it may be executed on one (1) foot or two (2) feet	change of rotational direction is counted	reflected in GOE
The entry of the rotation / turn may be forwards or backwards	change of rotational direction is counted	
If using a turn, the turn does not have to be correctly executed	change of rotational direction is counted	
The 180° rotation / turn must be executed on the correct pattern Skaters may take a short edge / step off of the first pattern before beginning the 180° rotation / turn	change of rotational direction will be not be counted if the 180° rotation / turn is not executed on the correct pattern	
It is not necessary to maintain the same wheel configuration after a change of rotational direction if changing the configuration at the same time (<i>in free skating only</i>)	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
The change of rotational direction may occur between shapes (<i>in free skating only</i>)	change of rotational direction will be counted	
For a change of rotational direction, a wheel configuration must be recognized and maintained both before and after a change of rotational direction. The wheel may rotate a minimum of 90° either before or after a change of rotational direction as long as the total amount of rotation for the wheel element meets the 360° rotational requirements	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
The total rotation required for a wheel element to be counted must be a minimum of 360°	cd & wheel element is not counted if it does not rotate the minimum	
When executing a change of rotational direction skaters must noticeably change tracks	change of rotational direction is not counted if skaters do not	
If the track immediately following the cd is the same track as before the cd then the cd will be considered as having a stop or being on the spot and therefore not counted	change of rotational direction is not counted	
The change of rotational direction may be executed towards the centre or the outside of a wheel	change of rotational direction is counted	
At least part of the rotation / turn(s) must start OR end during the pattern	change of rotational direction is not counted if not partly executed on the pattern	
The pivot skaters (slow end skaters of the spokes) must stay within 1/6 of the length of the ice surface (from each other) during the change of rotational direction	Wheel level (including cd) is called + DED 2 for excessive use of ice	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

WHEEL - SIMPLE VARIATIONS – Continued		
2. Travel with crossovers (using mainly crossovers)		
	Technical Panel	Referee
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if minimum ice coverage is not met	
Travel must be continuous for the ¼ of the ice surface	travel is counted	
Travel may occur either in a straight line or on a curve	travel is not counted; if minimum ice coverage is not met not counted; if the travel is interrupted	
Travel may be executed in one (1) wheel or two (2) wheels If executing two (2) separate wheels side by side then both wheels must travel the required distance at the same time	travel is not counted; if minimum ice coverage is not met not counted; if only one wheel travels the required distance travel is not counted: if the wheels travel at different times	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	travel is not counted even if the three (3) errors occur at different times and by either the same or different skaters during traveling	
If three (3) or more skaters are not executing the same turns, linking steps, including crossovers, at the same time as the majority of the team, in order to assist the travel Example of traveling not counting; If the majority of the team executes a mohawk and three (3) or more skaters execute a forward chasse in order to assist the travel The three (3) skaters may make the error at either the same time or at different times during the traveling	travel is not counted	
When three (3) or more skaters are pulled off of the correct foot and/or skating direction due to the dynamics of the traveling	travel is not counted	
When three (3) or more skaters who are not gliding while executing steps during traveling but are still stepping in the correct direction (forward or backward), then this will be considered as assisting the travel	travel is not counted	
When three (3) or more skaters deliberately step forward or execute a different step/turn than the rest of the team in order to assist the travel	travel is not counted	
Skaters must step along the circular pattern. If three (3) or more skaters step mostly towards the centre (or towards the outside of the circular pattern, depending on their position) of the wheel rather than along the circular pattern	travel is not counted	
Some linking steps may be executed but there are mainly crossovers	travel is counted	
Wheel(s) must continue to rotate as they travel.	travel is counted	GOE will be lowered
If the travel and / or rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered, then the travel will not be counted	travel is not counted	
If the traveling has covered the required ice surface before a change of rotational direction is executed (and the rotation stops), then the travel will still be counted (without penalty)	travel is counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) - DRAFT - JULY 2010

3 An fm (from any level) executed for a minimum of three (3) seconds		
	Technical Panel	Referee
Any fm is permitted	any fm will be counted for this variation if executed correctly	
The fm must have the correct edge and position (see Free Skating Moves)	variation is not counted if the fm is not held for a minimum of 3 seconds by three (3) or more skaters	
	variation is not counted; if the fm is not skated on the correct edge and / or position by three (3) or more skaters	
The same formation must be maintained during the fm	variation is not counted if there is a change of configuration	
The wheel must continue to rotate as the fm is executed	variation is not counted if the wheel does not continue to rotate	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

WHEEL - DIFFICULT VARIATIONS		
1. Change of rotational direction executed without stopping and with a backward 360° rotation / turn or more (not executed on the spot)		
	Technical Panel	Referee
The change of rotational direction must be executed at the same time by all skaters If executing two (2) wheels then both wheels must change rotational direction at the same time	change of rotational direction will be not be counted if not executed at the same time by all skaters	
Skaters may execute different rotation / turn steps / free skating moves etc. at the same time during a change of rotational direction	change of rotational direction will be counted	
If using a hand hold the skaters must release that hold as they execute the change of rotational direction	change of rotational direction will be not be counted if the hold is not released in order to execute the rotation / turns	
Stopping is not permitted	change of rotational direction is not counted if there is a stop	
The skaters must maintain their flow during the change of rotational direction Example: If skaters execute the change of rotational direction on the spot	change of rotational direction will be not counted if flow is not continued	
A backward 360° rotation / turn(s) or more is required	change of rotational direction will be counted	
The backward 360° rotation / turn(s) or more may be executed with a slower rotation using longer edges or with a quicker rotation using shorter edges	change of rotational direction will be counted	reflected in GOE
A backward 360° or more rotation/turn(s) must be continuous rotation in the same direction	change of rotational direction is not counted if not continuous	
The 360° rotation or more may consist of rotating linking steps and / or turns Example: two (2) 180° turns or a 360° twizzle or combinations of both	change of rotational direction will be counted	
If using a turn(s), those turn(s) do not have to be correctly executed	change of rotational direction will be counted	
A rotation / turn(s) may be executed on one (1) foot or two (2) feet	change of rotational direction will be counted	reflected in GOE
The entry of the rotation / turn(s) must be executed backwards	change of rotational direction is not counted if rotation starts forwards	
Free skating moves are permitted	change of rotational direction will be counted	
Small hops are permitted	change of rotational direction will be counted	
A change of foot is permitted	change of rotational direction will be counted	
A loop will not be considered as a rotation of 360°	change of rotational direction will not be counted if a loop is executed	
It is not necessary to maintain the same wheel configuration after a change of rotational direction if changing the configuration at the same time (<i>in free skating only</i>)	change of rotational direction is counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
Short Program: The same configuration must be held both before and after the required change of rotational direction	change of rotational direction not counted + no DED; if the same configuration is not maintained for the correct rotation	
The change of rotational direction may occur between shapes (<i>in free skating only</i>) Creative modification of a circle will be permitted as a shape (<i>in free skating only</i>)	change of rotational direction will be counted	
For a change of rotational direction, a wheel configuration must be recognized and maintained both before and after a change of rotational direction. The wheel may rotate a minimum of 90° either before or after a change of rotational direction as long as the total amount of rotation for the wheel element meets the 360° rotational requirement	change of rotational direction will be counted as long as the configuration is recognized and meets the rotational requirements following the change of rotational direction	
The total rotation required for a wheel element to be counted is a minimum of 360°	cd & wheel element is not counted; if the wheel does not rotate 360°	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

1. Change of rotational direction executed without stopping and with a backward 360° rotation / turn or more (not executed on the spot)		
	Technical Panel	Referee
When executing a change of rotational direction skaters must change tracks	change of rotational direction is not counted if skaters do not	
If the track immediately following the cd is the same track as before the cd then the cd will be considered as having a stop or being on the spot	change of rotational direction is not counted	
The change of rotational direction may be executed towards the centre or the outside of a wheel	change of rotational direction is counted	
At least part of the rotation / turn(s) must start OR end during the pattern indicated by the dotted line in the diagram shown for the difficult variation of the change of rotational direction	change of rotational direction is not counted	
2. Travel (All skaters using the same skating direction/ turns and linking steps at the same time; Includes turns and linking steps)		
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the minimum ice coverage is not correct	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if interrupted	
Travel may occur either in a straight line or on a curve	travel is counted	
Travel may be executed in one (1) wheel, two (2) wheels either side by side	travel is not counted; if only one wheel travels the required distance	
If executing two (2) wheels side by side then both must travel at the same time	travel is not counted if only one wheel travels	
If there are three (3) wheels	travel is counted (if there is a minimum of 3 skaters in each spoke)	
Travelling of ¼ of the ice surface must be executed with a hold	travel without a hold is counted towards the required distance	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	travel is counted	
If three (3) or more skaters are not executing the same turns, linking steps, crossovers, at the same time as the majority of the team (in order to assist the travel)	travel is not counted if the skaters are not executing the same linking steps/turns/edges, in the same skating direction, at the same time during traveling	
Most of the team executes backward crossovers and three (3) or more skaters execute a forward step or forward crossover in order to assist the travel	travel is not counted	
The three (3) skaters may make the error at either the same time or at different times during the traveling	travel is not counted	
When three (3) or more skaters are pulled off of the correct foot and/or skating direction due to the dynamics of the traveling	travel is not counted	
When three (3) or more skaters who are not gliding while executing steps during traveling but are still stepping in the correct direction (forward or backward), then this will be considered as assisting the travel	travel is not counted	
When three (3) or more skaters deliberately step forward or execute a different step/turn than the rest of the team in order to assist the travel	travel is not counted	
Skaters must step along the circular pattern. If three (3) or more skaters step mostly towards the centre (or towards the outside of the circular pattern, depending on their position) of the wheel rather than along the circular pattern	travel is not counted if three (or more skaters step towards the centre of the wheel; either at the same time or at different times)	
Wheels(s) must rotate as they travel	travel will be counted	GOE is lowered
If the travel and / or rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered	travel is not counted	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – DRAFT - JULY 2010

2. Travel (All skaters using the same skating direction/ turns and linking steps at the same time; Includes turns and linking steps)		
	Technical Panel	Referee
If the traveling has covered the required ice surface and then a change of rotational direction is executed (and the rotation stops)	travel will be counted	
Turns and linking steps must be included during the travel	travel will be counted	
A maximum of two (2) crossovers in a row are permitted during travel	more than two (2) crossovers will end the travel	
If using crossovers; there must be a balance (in the distribution) between the crossovers and turns/linking steps	travel is counted; if there is no balance	reflected in GOE
At least two (2) turns must be included	travel will be counted	
The turns must be executed on one (1) foot during the entry and exit (mohawks / choctaws are permitted)	travel is not counted if the turns are not executed on one (1) foot during the entry and exit of the turn	
The correct entry and exit edges are not required	travel is counted	
3. Change of Configuration: Two (2) or more Different Configurations (in free skating only)		
There is no specific length of time that a configuration must be held or rotate	change of configuration is counted; as long as it is recognized	
The change of configuration must be executed without stopping	change of configuration is not counted; if there is stopping	
Each configuration must be recognizable	change of configuration is counted; as long as the configuration is recognizable	
There must be at least three (3) skaters in each spoke	Wheel is not called and change of configuration is not counted; if there are not at least 3 skaters in a spoke	
Multiple wheels may be executed as one of the configurations	change of configuration is counted; as long as the requirements for a wheel are met	
There may be a maximum of three (3) wheels	change of configuration is not counted; if there are more than three (3) wheels	
One of the configurations may be a creative modification of a basic wheel formation	change of configuration is counted; as long as the requirements are met	
If using a creative modification the circle(s) or spoke(s) must be attached	change of configuration is not counted if the circle(s) or spoke(s) are not attached	

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