Handbook
for Technical Panels

Synchronized Skating

Season 2025 – 2026

CALLING PROCEDURES

DURING PRACTICES & OFFICIAL PRACTICES

To avoid any bias there must be no discussion regarding levels or the quality of execution (flat turn, pivoting too short etc).

Keep track of what the Team does meaning recognition of Element, Features/Additional Feature only and level must not be written.

HOW TO CALL

TS1 is not permitted to have practice papers. Official ISU documents may be checked in-between Teams if needed.

TC & TS2 are permitted to have official ISU documents and practice session documents.
The practice session documents are only to be used to speed up the review process. Example; confirming the number of steps/turns performed and the number of Features included etc.

For the Pre-call: TS2 makes the pre-call and must be clear. Wait for TS1 to call the Element and level before announcing the next Element. Allow TS1 to do their job and have time to think. If the pre-call is incorrect, the TS must say "correction" then call the correct Element.

For the Calls: Using a strong and clear voice, TS1 must call what is performed and not what is remembered from practice. As the Team is executing the Elements etc., state the Features/turns etc. and identify those not accepted (Example: no travel, no change of place, no rocker etc.).

Both TS2 and TC must write down the calls (Element and level) as TS1 announces them.

CALLING REVIEWS

If any member of the Technical Panel notices a reason to review an Element, they must say "REVIEW" and, if possible, the reason for review.

TS2 and TC must keep track of the reviews and FALLS.

HOW TO REVIEW – General

After each performance, the Data Operator (DO) informs the panel about the executed Elements and the number of reviews, Example; "8 Elements performed, 3 reviews are called."

The DO calls the first Element for review - Elements are reviewed in the order they were performed.

TC first states what Element is being reviewed, and asks the person who called the review for their reason.

State the reason for the review and only review this concern. No hunting for other mistakes during the review process.

Note: Before the DO opens each Element for review, the message must be given, what to review and at which speed (5 speeds), Example; "Element # 2, to review the lifted position, normal speed." The DO will not play the clip until told to do so by the TC (Fast, Super fast, Normal Speed, Slow, Super Slow).

How to guide the discussion of an Element amongst the panel:
TC guides all discussions with the TSs, including the final decision based on the majority vote among the three members of the TP.

Before the Elements are authorized the TC asks the panel if there is anything additional to be discussed or reviewed.

As the DO is reading back the Elements and levels, the TC and TS2 are verifying that the Elements and levels match with their notes.

Before the Elements are authorized the TC will ask TS2 if he agrees and if so the TC states "Elements Authorized".

HOW TO CALL FALLS

For any FALL(S) - A Fall (and Review) is called when the Fall occurs. (See NHE – Jump Feature for exception)

TS1 calls all Fall(s) and must say "Fall by one (or more) IN" OR "Fall by one (or more) OUT" and "Review". If the fall(s) was clear and the panel agrees, there is no need to watch the video clip during the review process.

FEEDBACK TO ATHLETES/COACHES after the Competition

Any requested feedback by a Coach/Skater can be provided.

All information related to the final levels which were called is given to the TC to provide feedback when requested.

Since the TC is the spokesperson for the panel, the TC shall provide this information. TC may also invite either or both TSs to join the feedback.

HOW TO HANDLE MISTAKES

Unless there is a numerical/calculation error, NO changes can be made once the score has been announced.

Prior to the announcement of the score, the Technical Panel may continue to review and/or change the call (Element and/or level).

If Elements have been authorized and the scores have NOT been announced, the TC will alert the Referee immediately to stop the announcement of the score so an error can be corrected.

It is NOT possible to change any Elements or levels once the score has been announced.
If the Referee notices an Element is missing, they may ask the Technical Controller to check for the omission.

How to handle questions not covered in the Communications and Handbook
As a general note, it is best to use common sense when encountering a scenario not covered within the Communications or Handbooks (when determining the Element and/or level) A decision must be made in favor of the Team if the scenario has no clear resolution.

NUMBER OF SKATERS ON A TEAM OR NUMBER OF SKATERS ATTEMPTING AN fm and/or ME FEATURE	**NUMBER OF SKATERS NEEDED TO COUNT THE ERROR (1/4 of the Team making an error OR ¼ of the Skaters attempting a Feature making an error)**
16 Skaters	4 Skaters making an error
12-15 Skaters	3 Skaters making an error
8-11 Skaters	2 Skaters making an error
For Teams requiring a certain number of Skaters according to the Category and Competitions and compete with less Skaters (Advanced Novice, Junior, Senior, Elite 12) Referee must inform the Technical Controller when Teams are competing with less Skaters than intended	
The Technical Panel will determine the level of the Element as skated then lower the Element one level. **Exception:** for the Cr and Mi there will be no penalty	
International Competitions: If the TP has not been informed that a Team is competing with less than the intended number of Skater(s), the TP will apply the penalties accordingly	
Championships: If a Team is competing with less than required numbers of Skater(s), the TP will apply the penalties accordingly	

PRINCIPLES OF CALLING		
BASIC REQUIREMENTS FOR ELEMENTS		
Scenario	**Call**	**Notes/Examples**
If a Fall, illness, or interruption occurs	Call Element, Feature(s), Additional Features as executed	Call what is executed by the rest of the Team
If the Element does not meet the technical requirements in the current Special Regulations and Technical Rules OR the requirements in the WBP AND Basic Requirements for the Element	Call Element No Value **(NV)**	The Intersection required in the SP is included in the FS AL and L – line(s) may be curved **Exceptions for basic requirements** for: ME, Pa, SySp and TwE
If two of these Elements (NHE, SySp or TwE) follow one another without a clear difference between the two Elements	Call the first Element + NV for the 2nd	The NHE, TwE, and SySp may be skated in any order with a clear difference between the two Elements
DIFFICULTY GROUP (Chart)		
If the Difficulty level requirements are not met/attempted	Call the Element	The level is called when meeting the requirements listed in the Element Chart
GENERAL ELEMENT REQUIREMENTS		
If the General Element Requirements listed for each Element are not met/attempted by ¼ of the Team or more	Lower Element one level for each requirement not met	Base is the lowest call Includes Specific Intersection Requirements
If the first attempt of a GL, Spin, fm or Pair Pivot etc. fails, and the Skater(s) make a 2nd attempt	Count the error and ignore the 2nd attempt	fm position not attained or there is a failure to lift/spin/pivot
CHOREOGRAPHIC REQUIREMENTS		
If an Element, Feature or Additional Feature has not been choreographed correctly when required to be at the same time	Call Element, Feature or Additional Feature as executed + "choreo error" (!)	IF fms begin at different times and part of the first fm(s) does NOT overlap with the start of the next fm(s) The choreographic error is not called for errors in unison/poor execution

GENERAL FEATURE REQUIREMENTS

If the General Feature and Specific Feature requirements are not met/attempted by ¼ of the Team or more	Feature is not counted	
If All, ½ or ¼ of the Team are required to execute a Feature and the number of Skaters is incorrect	Feature is not counted	Artistic Element - When ½ of the Team must Pivot, but less than ½ of the Team is participating
If a Feature is repeated in an Element	Feature is counted	Count the one correct and most difficult Feature only
If two or more Features are executed at the same time	Features are counted	
Are movement(s) permitted during fms that require a correct visibly held fixed position	Feature is counted	Free legs, arms etc are permitted to move as long as the fm position is correctly maintained

GENERAL ADDITIONAL FEATURE REQUIREMENTS (Point of Intersection and Step Sequence)

If the Basic Requirements for an Additional Feature are not met/attempted	Call Additional Feature NV	Even when not met by one Skater or more (exception pi)
If the Difficulty level requirements are not met	Additional Feature is called	According to the requirements listed in the Chart
If an Additional Feature is repeated within an Element	Additional Feature is called	Only one correctly executed and the most difficult Additional Feature will be counted

SHORT PROGRAM (SP)

If un-prescribed or additional Elements or a repetition of Elements are included/executed	DED3 will be called	See Rule 991 para 3.

DED 4 – ILLEGAL ELEMENTS / FEATURES / ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior/Senior Elite 12 SP/FS & Novice FS)

If the Illegal Movement is an Element	Element is called NV + DED4
If the Illegal Movement is included in the Feature	Element is called + Feature is not counted + DED4
If the Illegal Movement is included in the Additional Feature	Element is called + Additional Feature is called NV + DED4
If there is an Illegal Movement included in a Connection	DED4

ERRORS FOR REQUIRED TURNS/LOOPS that must be correctly executed in Elements, Additional Features & Features (see TwE for twizzle errors)

ELEMENT: If ¼ of the Team or more execute the same type of error(s) (not due to a fall) **FEATURE (s) & ADDITIONAL FEATURE (s):** If ¼ of the Team or more execute the same OR different type of error(s) (not due to a fall) **Types of Errors for one-foot or two-foot Turns, loop** - A two-footed entry or exit - Free foot touches down - Jumped - Entry and/or exit is executed on a straight line (flat) - Skidded, when the blade moves over the ice sideways - Not attempted - Not the same type at the same time	**ELEMENT:** Each turns/step will not be counted if ¼ of the Team or more make the same type of error **FEATURE & ADDITIONAL FEATURE:** Each turns/step will not be counted if ¼ of the Team or more make the same type of error(s) **OR** Each Turns/step will not be counted if multiple errors made by ¼ of the Team or more	- Scratched and/or Turns with shallow lobes are counted towards the level The reduction for multiple errors will only be utilized once when there have been no other reduction(s).
If only two difficult turns are correctly executed in a series of three different difficult turns	Count as a series of two difficult turns	Even if the turns are not executed one after the other
If recognizable Turns are required	Feature is counted	Must be done using one foot at a time A correct entry edge or exit edge is not required
If slowly rotating Twizzle(s) are executed	Tw(s) are counted	The speed/quickness of rotation is not a TP consideration

ARTISTIC ELEMENTS (AB, AC, AL, AW)

If the fe has not ended when the Element breaks apart	Feature is not counted	Spin: must exit, Lift: must be set down (unless the last movement of the program), Jump: landed etc.
If the AE does not meet the requirements for the number of lines/spokes/circles and/or the number of Skaters in a line/spoke/circle (for example; only two Skaters in a spoke)	Call the Element as executed before or after the error(s) were made	Start calling the AE once a **correct** number of lines/spokes/circles and/or Skaters in a line/spoke/circle appear Once the AE no longer meets these requirements, no other correctly executed Feature(s) will be counted towards the level

CREATIVE ELEMENT (CrL) – Lift / Group Lift

If a Skater falls and does not arrive in time to lift or be lifted	Confirm the Element	No matter if the fall occurs during a Connection or after the GL/pairs have been formed if the remaining lifts are held for more than three seconds
If a lift(s) is attempted but the Skaters do not complete the lift (collapses or position not achieved)	Confirm the Element	If the remaining lifts are held for more than three seconds

CREATIVE ELEMENT (CrI) - Intersection

If more than ½ of the Team is on the spot	Element is called NV	
If a part of the Team executes the same type of SM with different movements at the pi	Confirm the Element	Teams may execute the same type of SMs with different movements if the same movements are used by at least ¼ of the Team
If using pairs at the pi and one of the Skaters glides as the other performs a movement	Element is called NV	Both Skaters in a pair must participate in the movement by lifting, supporting (as in a DS) or executing a SM
Are several SMs permitted if done as a chain (syncopated) for ex: in a box or triangle like intersection	Confirm the Element	Permitted if the SMs start before and end after the axis

GROUP LIFT (GL)

Serious Errors
- Collapsing GL – collapse occurs after the lifted Skater achieves the fixed lifted position
- Lift position not achieved– the lifted Skater fails to achieve the first or second lifted position

If one serious error	Lower Element one level	Serious Errors are cumulative and will be added together to determine the penalty as outlined
If two serious errors	Lower Element two levels	Serious Errors may be the same or different and may be in the same or different GL GLB is the lowest level if all Skaters attempt a GL
Failure to lift due to a Fall, either in the Connection before the Group(s) form or after the Group(s) has formed	Call Element as executed + Fall	Evaluate the remaining GL(s) not affected by the Fall Call the Fall where it occurs - in the Connection or Element
Failure to lift not due to a Fall	Call Element NV	Even if one GL makes the error
IF lifted Skaters rest on the shoulders of supporting Skater(s)	Feature is counted	Lifted Skaters are permitted to rest on the shoulders of the Supporting Skater(s) during any part of a GL

Types of LIFTED POSITIONS

A Spiral Variation is not considered as a Difficult Position		The lifted Skater does not show a STRONG bend/arch of their back in at least semi-circle A lifted position will be considered as a Difficult Position if the back shows a STRONG bend/arch and even IF the legs are not in a full split
Balancing Position is not counted when using only two Skaters for support AND the lifted Skater's position does not affect their balance		Lifted Skater is supported at shoulders and legs

GL FEATURE NOTES

Entry Variation

If there is not a continuous movement that has an impact on achieving the main lifted position	Feature is not counted	The continuous movement is permitted to pause briefly in-between the Entry Variation and the main lifted position for Skaters to stabilize before attaining the main lifted position

Change of Position

NOTE: the Change of Position may be done at any lifted level – above head level or below shoulder level

If a lifted Skater(s) pauses in any lifted position in-between the two positions counted for the Feature	Feature is counted	The highest-level lifted position is counted towards the Feature if executed correctly
If using the same type of lifted position and both lifted positions are distinctly different (recognizable different poses + change of 45º)	Feature is counted	Two different lifted positions will be accepted, even if in each lifted position the lifted Skater remains on their front, if the requirement of more than 45º have been met **Accepted:** A lifted Skater begins in a U-Position before changing to a Biellmann Position (different pose + change of 45º) **Not Accepted:** A lifted Skater's torso begins vertically – standing in an Upright Extension 170º and then becomes horizontal as they lay on their back remaining in an Upright Extension 170º (same pose)

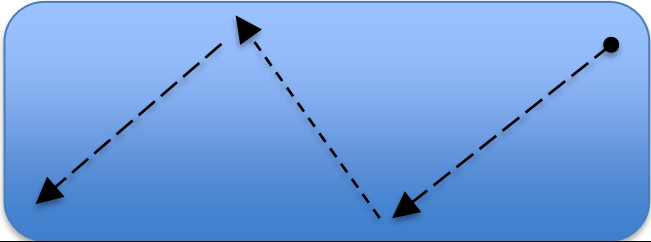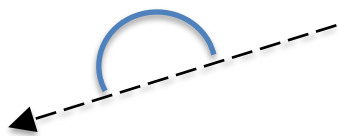|		
If the 2nd position required for a Feature is not achieved by the required number of Skaters for a level	Feature is not counted	Even if only one lifted Skater does not achieve the correct 2nd position
If the 2nd position required for a Feature is achieved but not maintained	Feature is counted + Downgrade once (<)	Even if only one lifted Skater does not maintain the correct lifted position
Difficult Lifted Position		
Minor Error: If one of the lifted Lifted Skaters has achieved but does not maintain the fixed lifted position	Feature is counted + Downgrade once (<)	There are no specific timing requirements for the position to be held, but it must be a visibly held fixed position.
If two or more Lifted Skaters achieves but does not maintain the fixed lifted position	Feature is not counted	
Change of lifted level/height		
Most of the torso must be held either above head level or below shoulder level	Feature is counted	If torso is held above head level - Legs, arms, head may be held below head level If torso held below shoulder level – Legs, arms, head may be held above shoulder level
<u>**Difficult Supporting Base**</u>		
Must the supporting Skater be in the fm position during the entire fixed lifted positions	Feature is counted	Supporting Skater must be in a visibly held correct position during part of one of the fixed lifted position(s)
Lifted Skater Changes GL		
If Supporting Skaters change from one participating GL to a different participating GL	Feature is counted	ALL Supporting Skaters must be different in the 2nd GL Supporting Skaters do not need to execute an fe during this Feature when without a lifted Skater

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INTERSECTION ELEMENT (I)		
Types of Errors for back-to back requirements, if a ¼ of the Team or more make the **same** type of error(s) (not due to a fall) - Skaters do not have a hold before the pi or ABR begin - Skaters do not remain back-to-back before the pi begins unless there are continuous backward 360º/720º pi	Lower Element one level for each type of error IB will be the lowest call	
SPECIFIC REQUIREMENTS		
For All Intersections		
If ¼ of the Team does not achieve or maintain the hold required for each type of Intersection	Lower Element one level	Two spaces without a hold involving at least ¼ of the Team
Collapsing Intersection		
If two or more corners of the Intersection do not intersect at the same time	Lower Element one level	
Whip Intersection		
The required distance in-between the end Skaters of one or each line is not achieved or maintained for the last 90º pivot	Lower Element one level	The distance is measured as the lead Skaters become back to back before the last 90º pivot
If the lead Skaters skate along the axis of the intersection instead of being mostly stationary (=pulling-up)	Lower Element one level	A slight deviation by the lead Skater(s) movement is permitted
ENTRY VARIATION		
If the Team is only gliding on one or two feet to achieve their hold after the EV Feature	Count the Feature + Lower Element one level	If the EV (Simple or Complex) is performed correctly (Complex; different types of SM, shape hidden, pattern complex, variety of steps etc.). Pausing to achieve the hold is not permitted
If the Team remains in the Spread Eagle with a hold before beginning the pi	Call the Element	Only gliding on one or two feet to achieve the hold is not permitted Spread Eagles, Ina Bauers and Lunges are permitted
If a Team only uses crossovers, mohawks, chassé and forward steps during the Entry Variation	Feature is counted	Complex pattern must contain a variety of turns, steps and linking steps. A minimum of two of the following are required; turns, steps and/or types of linking steps and must be included between SM#1 and SM#2 There is no required number of Skater(s) needed to execute each turn/step/linking step, but they must be recognizable.
Approach Phase: **Collapsing**: Skaters are moving towards the axis of intersection once the Element shape has formed **Whip:** the last 90º of pivoting **Angled**; once the lines begin to skate towards each other until the ABRS begins	Feature is not counted	If not done during the before taking the required hold **Exception Whip**; EV must be completed before the last 90º pivot as per Difficulty Group requirements **Angled:** The shape is permitted to be visible near the end of the approach phase before taking the required hold
If a Team is attempting a Complex Pattern and the required two different types of SM's overlap	Feature is not counted	At least two different types of SMs must be executed on two (or more) separate occasions
All lines must include a SM for both the Simple and Complex Patterns. For the Complex Pattern, do all line(s) during SM#1 have to include the movements	Feature is counted	Only the last SM done close to the pi rotation must be included in all lines of the Intersection shape
If a Team is attempting a Complex Pattern and executes the same type of SMs at the same time with different movements	Feature is counted	A Skating Movement is further defined as to when at least ½ of the Team is executing an fe and/or fm

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		Complex Pattern
		- there must be at least two different types of SM - Meaning that SM#1 is different than SM#2
		At least 8 Skaters execute the SM#1 + at least 8 Skaters *(same or different)* execute the SM#2 = 2 SMs
		If using two different types of SM (SM#1 & SM#2) then;
		- SM#1 and SM#2 must each contain different movements
		  - One SM may consist of either the same or different movements
		  - Different movements are permitted when done by ¼ of the Team

Angled Intersection

If the Feature is correctly completed BUT the required hold is achieved AFTER the lead Skaters begin to overlap (as a result the ABR begin later than required)	Lower Element one level + Feature is counted + Lower pi one level	**For the Element** the required hold was achieved too late **For the Feature:** must be completed during the Approach phase (once the lines overlap, the approach phase has ended) **For the pi:** ABR started too late
If the last SM (executed with a hold) is completed AFTER the lead Skaters begin to overlap and the ABR begin later than required	Feature is not counted + Lower pi one level	**For the Feature:** not completed before the lines overlap **For the pi:** ABR started too late
If the last SM (executed without a hold) is completed AFTER the lead Skaters begin to overlap and the ABR begin later than required	Lower Element one level + Feature is not counted + Lower pi one level	**For the Element:** the required hold was achieved too late **For the Feature:** not completed before the lines overlap **For the pi:** ABR started too late

Whip Intersection

If the Feature is completed during and/or after the last 90º of pivoting and ¼ of the Team doesn't achieve a hold	Feature is not counted + Lower Element one level	Must be completed before the last 90º and the required hold

GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF INTERSECTION (pi)

If ¼ of the Team or more does not attempt a pi	Call pi NV	Not due to a fall or interruption
If less than ¼ of the Team does not attempt a pi	Lower pi one level	Not due to a fall or interruption
If ¼ of the Team or more complete the pi before OR start the pi after the axis **Exception:** Collapsing Intersection	piB is called	See Collapsing Intersection

If ¼ of the Team or more execute any of the following same OR different type of error(s) during a pi (not due to a fall)
- extra pi or ABR
- pi is rotating in opposite directions within the same line
- pauses in pi (not continuous) including ABR
- A forward push within a backward pi or ABR
- Any part of the pi is executed on the spot
- Stopping or becoming stationary
	Lower pi one level for each error (same type)
	
	OR
	
	Lower pi one level for multiple errors
	
	piB will be the lowest call
		Reduction for multiple errors will only be utilized when there have been no other reduction(s)
		Extra pi;
		i) More than the permitted degrees of rotation for a level
		  - If a backward 720º pi rotation ends forwards / vice versa
		ii) More than the permitted number of pi
		  - If a Collapsing includes a 3rd pi rotation
		Pauses in pi rotations, not continuous;
		- assists Skaters to intersect or due to a bump

ADDITIONAL FEATURE REQUIREMENTS FOR VARIOUS TYPES OF INTERSECTIONS

Angled Intersection: Additional Backward Rotations (ABR)

If the Skaters do not change feet or push in-between the ABR and the pi rotation	Lower pi one level	A change of foot or push is required in-between
IF the ABR begin after the lines overlap	Lower pi one level	
IF the ABR 720º Twizzle is two footed	Lower pi one level	pi3 is the highest possible call if using a two-footed ABR

Collapsing Intersection

• IF in all corners the Skaters end the first pi rotation before intersecting occurs • IF in all corners the Skaters begin the first pi rotation after intersecting has occurred	piB is called	
If the first pi ends before the corners intersect by ¼ of the Team and the second pi (as required) ends inside the intersection	Lower pi one level	
If the 2ⁿᵈ backward pi finishes forwards inside the box/triangle	Lower pi one level	A backward pi must end backwards
If the 2ⁿᵈ backward pi finishes backwards inside the box/triangle but the Team steps forwards without pausing	Lower pi one level	If executing a backward pi that ends backwards: Skaters may continue to skate backwards, OR must pause after the backward pi IF turning to skate forwards to exit

Whip Intersection

If the pi rotates **more** than 360º before Skaters go through the axis	Lower pi one level	

MOVE ELEMENT (ME)

The first fm executed by each Skater determines the level. The fm begins to be evaluated once a fixed position of all Skaters (in their respective fm) has been attained. If using syncopation, the evaluation begins once all Skaters using the same rhythm have attained a fixed position		
If less than ¼ of the Team does not attempt an fm	Lower Element one level	
If ¼ or more of the Team does not attempt an fm	Call Element NV	

For a Team of 16 Skaters	**For a Team of 12 to 15 Skaters**	
ME4 – when at least 13 Skaters begin the fms in a difficult fm position ME3 – when at least 8 Skaters begin the fms in a difficult fm position ME2 – when at least 13 Skaters begin the fms in a basic fm position or do not achieve a difficult fm position	ME4 – when at least 10 Skaters begin the fms in a difficult fm position ME3 – when at least 6 (for a Team of 12 & 13) or 7 (for a Team of 14 or 15) Skaters begin the fms in a difficult fm position ME2 – when at least 7 Skaters begin the fms in a basic fm position or do not achieve a difficult fm position	
Attain and maintain fm position (held for 3 secs) → Lose fm position (no Feature included)	No penalty	Skaters attain and maintain their first fm position for the required amount of time and then lose the position
Attain fm position → Lose fm position (not held for 3 secs) (no Feature included) Skaters attain their first fm position and do not maintain the position for the required amount of time	Counted as one error if made by ¼ of the Team = downgrade once (<) (even if there are several different types of fm making the error)	
If a fall occurs while any Skater is in an fm	Call Element + Fall	The Element ends when ALL fms have ended

ME FEATURES

If ¼ of the Skaters attempting the Feature, do not achieve the correct fm position OR do not hold the correct fm position for the required time	Feature is not counted	The correct fm position must also be held **before, during and after** a change
If the fm includes One or Two Features If the fm position(s) are not held for the correct amount of time	Feature is not counted	ONE Feature = position must be held for 2 seconds before, during + 2 seconds after a change TWO Features = position must be held for 2 seconds before,

		during the 1st Feature + 2 seconds after 1st Feature and before, during 2nd Feature + 2 seconds after 2nd Feature = 6 seconds
If executing a Change of Rotational Direction (cr) or Change of Edge (ce) followed by a Change of Side (cs) the position must be held for 2 seconds before the 1st Feature (cr or ce). The cs may be executed immediately after the cr/ce without holding the position for 2 seconds on the 2nd lobe before changing sides. The position must be held for at least 2 seconds after ==the regrasp==		Ensure that the fm position is held for at least two seconds before the Change of Rotational Direction (or Change of Edge) and at least two seconds and after the Change of Side ==(regrasp).==
If there are more than the necessary turns/edges when changing Rotational Direction or changing feet	Feature is not counted	(i.e., crossovers or extra pushes)
Change of Type		
For ME3 & ME4: If the Skaters attempting the Feature execute a one-foot turn or a change of edge in-between the two different types of fm	Feature is counted	A one-foot turn and/or change of edge is permitted. Additional steps, or linking steps are not permitted if changing position/foot
Change of Side		
If ¼ of the Skaters attempting the Feature do not establish their own track before If ¼ of the Skaters attempting the Feature do not hold/regrasp for two seconds	Feature is not counted	Two spaces = four Skaters (on a Team of 16) Begin counting the two seconds after the regrasp
Entry Variation		
If ¼ of the Skaters attempting the Feature do not attain the correct fm position	Feature is not counted	The correct entry fm position does not need to be held for 2 or 3 seconds
Intersecting/Passing-through		
Must be executed at the same time/same occasion	Feature is counted	

NO HOLD ELEMENT (NHE)		
Diagonal Axis		
If the Team uses different Diagonal Axis continuously one after the other	Feature is counted	
If Skaters are doing the SM or required turns on a lobe uses a diagonal axis	SM is counted	The lobe should start and return on the same diagonal axis
Jump		
==If 2 Skaters perform an Axel and 2 perform a double jump==	==Feature is counted==	==As long as the rest of the Team uses a single jump of the same type==
If ¼ of the Team executes a 1.5 jump other than an axel	Feature is not counted	Must be an axel OR a double==/triple== jump

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Jumps that are two footed or under-rotated by some or all Skaters	Feature is counted	If the axel and/or double/triple jump rotations are attempted it will be counted
If Skater(s) have a loss of control where their weight is supported by a touch down with their hand(s) and/or free leg	Feature is counted + no Fall(s)	Touching down with the hand(s) and/or free leg will not be considered a fall for the Jump Feature
If Skater(s) have a loss of control where their weight is supported by their knees, or buttocks	Feature is counted + Fall(s)	
Pivoting		
Measurement ends when the block has stopped pivoting for three seconds or more, or changed configuration or rotational direction		
If using the Feature plus Different Configurations and/or Change of Place	Features are not counted	
Choreographic Series		
If the Choreo Series begins at the same time as pivoting	Feature is counted	
If a Team only uses same types of difficult turns, such as a BO twizzle and a FI twizzle	Feature is not counted	Teams must use two different types of difficult turns, such as bracket and twizzle. The four different ways of execution will not be counted as different types of turns.

PAIR ELEMENT (Pa)		
Errors of the Supported Skater: - Head and/or body is higher than knee level - Any part of the body touches the ice at any time (not including a fall) - Not gliding on their blade for the required number of rotations	Counted as one pair making an error	**Not gliding on the blade:** Supported Skater's blade is coming off from the ice or Supported Skater is gliding on a boot. Exception: when changing edges during the Change of Edge Feature **Unexpected Entry and/or Exit may be done while not gliding on the blade.**
If a Team performs a Pair Pivot with upright extension/spiral and attempts any Pa Feature which is described in the DG using the DS position	Feature is counted	Teams may choose any Pa Feature regardless of the attempted difficulty level. Holding the free foot does not apply to the Upright Extension. Holding the Free foot & Difficult Position will be counted if done while in a DS position
If at least ¼ of the Supported Skaters exit the DS using two feet	Lower Element one level	
Errors (same or different) must be made by at least ¼ of the Team (2 Pairs) or more before a penalty can be applied. Number of Errors for a Team comprised of and competing with 14 to 16 Skaters		
If less than ¼ of the Team does not attempt the Pa	Lower Element one level	Not due to a fall
If ¼ of the Team or more (at least two pairs) do not attempt the Pa	Call Element NV	Not due to a fall
If two or three pairs make an error (two pairs for 11 to 13 Skaters)	Lower Element one level	
If four or five pairs make an error (three pairs for 11 to 13 Skaters)	Lower Element two levels	
If six pairs make an error (four pairs for 11 to 13 Skaters)	Lower Element three levels	
If all pairs make an error	PaB is called	
Change of Edge		
If the Supported Skater starts the DS on a RFI edge and changes feet to a LFO edge	Feature is not counted	
Entry Feature		
If Teams have a long preparation in-between the EV and the DS/Pair Pivot	Feature is counted	There is no time requirement for in-between an EV and the DS/Pair Pivot

Exit Feature

The supported Skater becomes upright in a normal manner before executing an unexpected movement for the exit	Feature is counted	As long as they remain on the same one foot before the unexpected movement
If the Supported Skater becomes upright using two feet	Feature is not counted	IF the exit Feature is attempted and the exit is on two feet then the Feature is not counted, and no other penalty is given
If Skaters use a change of edge, foot or turn between becoming upright and the Unexpected Exit	Feature is counted	

PIVOTING ELEMENTS (PB and PL)

If ¼ of the Team or more are not attached for the majority of the Element	Call Element NV	
GENERAL PIVOTING REQUIREMENTS		
Pivoting Errors If at least ¼ of the Team or more have done the following - Stopped pivoting for **three** seconds or more (pivoting is interrupted) - Changed configuration - Changed rotational direction	Call the level accordingly before pivoting interrupted	Once pivoting has been interrupted no other correctly executed turn(s) will be counted towards the level
If the block/line does not pivot a minimum of 90º	Call Element NV	All Levels: Pivoting begins to be counted on the entry edge of the first required turn. For PB/PL1 measurement for pivoting ends when the Element stops pivoting
For PB3/PL3 - For the "+ One "Difficult one-foot turn"	Turn is counted	The turn may or may not be part of a series
Change of pivot point measurement – Block/Line		
The measurement for pivoting begins during and/or after the pivot point changes ends		
For PB2/PL2: Pivoting ends when the Block/Line(s) stops pivoting. **For PB3 & PB4 / PL3 & PL4:** Pivoting ends at the completion of the exit edge of the last required turn.		
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track	Feature is not counted PB1/PL1 is the highest call	Change of pivot point will not be counted regardless of the number of degrees executed after the change

SYNCHRONIZED SPIN ELEMENT (SySp)

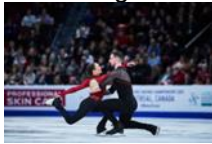|		
If ¼ of the Team is not in a correct basic position for 3 revolutions with no Features	SySpB is called	(sit or camel)
If ¼ of the Team or more does not attempt a spin	Call Element NV	
If less than ¼ of the Team does not attempt a spin	Lower Element one level	
If ¼ of the Team or more does not rotate a spin a minimum of three revolutions	Call Element NV	
If less than ¼ of the Team does not rotate a spin a minimum of three revolutions	Lower Element one level	
If ¼ of the Team or more does not achieve the correct spin position for a Feature	Feature is not counted	Count the number of rotations executed while in a correct spin position during the Feature
If ¼ of the Team or more does not rotate the required number of revolutions in the correct spin position for a Feature	Feature is not counted	
Changing Spots/Centre of a Spin		
If Skaters are standing/gliding on two feet it as they change the centre of a spin	Standing/gliding on two feet will be counted as one change of foot	
If Skaters execute a spin on the left foot and exit the spin using a "traditional exit" (pushing out onto the right foot). Skaters then change feet to spin on the left foot	Lower Element one level	Changing feet only once is permitted while changing spots. Executing a spin with a "traditional exit" will be counted as changing feet once. In the scenario, Skaters change feet a second time as they enter the next part of the spin.

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Entry Feature		
If Skaters exit the Skating Movement on two feet (ie supporting Skater of a pair lift)	Feature is counted	It is permitted to exit the SM on two feet. The permitted number of turns, change of edge, change of foot will start to be counted AFTER the exit
If Skaters are using pairs where one partner glides and the other performs the movement	Feature is not counted	Both Skaters must participate in the pair movement.
If there is a change of foot between an Illusion and the spin	Feature is not counted	For an Illusion a change of edge, change of foot, a turn is not permitted before the entry of the spin
If a Stationary Rotating Pair Lift exits first before becoming a spin	Feature is counted	The exit may be on one or two feet Up to three of the following is permitted between the stationary lift and the spin; change of edge, change of foot, a turn
Same Spin		
Must be a solo/individual spin from start to finish	Feature is counted	The entire SySP element must be a solo spin
If All Skaters are in a basic solo spinning position (camel/sit) and ¼ of the Team or more are not in a correct position	Feature is not counted	
If All Skaters are attempting a Difficult Position(s) and more than ½ of the Team do not achieve the Difficult Position	Same Spin is counted Difficult Position is not counted	The Same Spin Feature will be counted IF the position is the same type of spinning position
Difficult Spinning Position		
All Skaters are attempting a difficult position, ½ of the Team does not achieve the difficult position	Feature is counted	If ½ of the Team correctly executes the difficult position
Change of Foot		
If the spin travels when executing the Change of Foot	Feature is counted	The Feature must be done while spinning, Poor technique, quality, traveling will be evaluated in the GOE
If Skaters change feet and are also changing spots without using any additional turn(s) and/or changes of edge(s) between changing spots/center	Feature is counted	Skaters have no choice but to change spots/centres when changing from a solo to a pair spin (or vice versa) or pair spins changing partners, or changing shape/configuration.
If Skaters change feet and are also changing spots with turn(s) and/or changes of edge(s) between changing spots/center	Feature is not counted	
Change of Rotational Direction		
If during a Change of Rotational direction the Skaters change feet and spots	Feature is counted	Change of foot is not counted as a Feature

Individual/Solo Difficult Spinning Positions (not limited to the following examples)

CAMEL POSITIONS			UPRIGHT POSITIONS			SIT POSITIONS		
Camel Variation Knee higher than hip level	Camel sideways	Camel upward	Upright straight and sideways	Upright Biellmann	Upright layback	Sit forward	Sit sideways	Sit behind

NON-BASIC POSITIONS			PAIR – Difficult Positions					
			Sit forward	Sit behind	Sit back	Sit lay back	Sit holding the free foot	Split like position

ROTATING (C/W) and TRAVELING ELEMENT (TrE)

If traveling/rotating has been interrupted for **three** seconds or more	Call the level accordingly before travel/rotating was interrupted	Once travel and/or rotating has been interrupted, no other correctly executed Feature(s) will be counted towards the level

TWIZZLE ELEMENT (TwE)

A maximum of four-foot placements are permitted in-between each of the twizzles (including the Jump entry)
- When Skaters are standing on two feet (not counting the exit of a twizzle) it will be considered as one foot placement
- For each of the foot placements permitted in-between twizzles (including the Third Twizzle Feature), there is no limit on the number of turns or movements performed while on one foot
- The fifth foot placement must be the entry of the twizzle

If less than ¼ of the Team does not attempt one or both Twizzles	Lower Element one level	
If ¼ of the Team or more does not attempt one or both Twizzles	Call Element NV	

TwE FEATURES

Group A - Continuous Movement of Arms

If a Team is using both the Continuous Movement of Arms and Holding the Free Foot Features at the same time	Both Features are counted	The movement of the arms may be done using any height(s). Moving only one arm is permitted when the other hand Holds the Free Foot

Group C - A Third Twizzle

If there are errors in the third Twizzle	Feature is not counted	
If the third Twizzle is not counted and included other Feature(s)	Feature(s) are not counted	
If a Team executes a different number of rotations in the third Twizzle than executed in the first two Twizzles	Feature is counted	Teams may execute any number of rotations in any Twizzle if each Twizzle contains the number of rotations required for the level

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Group D Features		
If a Twizzle has a long entry (with or without a Jump Entry) and Skaters have already Changed Place / Configuration / Element Shape before starting to rotate	Feature is not counted	Skaters are already in their new place before starting the Twizzle

COMMON FEATURES NOTES
Change of Configuration (AE, B, C, L, W, NHE, TrE, TwE)
For the Block
- A block that only pivots to show a different number of lines will not meet the requirements for this Feature
- Teams of 12 Skaters - changing from four Lines of three Skaters to three Lines of four Skaters (or vice versa) will not be counted as two different configurations
- Changing from an Open to a Closed block will not be counted as two different configurations IF the number of lines has not changed
Change of Place (B, C, L, W, NHE, TrE, TwE)
- Each Skater assists by skating towards their new place (Skaters may remain in their new place or return to their starting place).
- Slowing down to allow another Skater/Line to pass will not meet the requirements
- Refers to either the movement of a line/spoke changing places OR the movement of individual Skaters within the same line/spoke who are changing places while remaining in the same Element shape and/or configuration
- Lines or Spokes may change places with each other
- Skaters/pairs within a line may change places with each other as long as all Skaters/pairs have changed their places and remained in the same line
- A combination of the above two examples may be executed together
- If there are an odd number of Skaters within the line then it is permitted for some Skaters to be in the same place after the Change has been completed
Change of Place, Change of Configuration, Change of Element Shape
The Element shape/configuration may disappear momentarily during any of these Features
For the AL and L; Features must be done while Skaters are in one or two lines.
If Skater(s) leave the AL/L to execute a SM/fe, they will not be counted towards the total number of lines.
For the C/W; must continue to rotate
Choreo Slide Movement
Choreo slides are permitted when SM's are required for a Feature (Entry/Exit etc)
Jump and/or Throw Jumps (B, C, L, W) / Non-Listed Jumps (Pa, ME, TwE)
- A recognizable jump, rotation(s) may be cheated, Skaters may take-off / land on two feet
- A slight pause is permitted upon landing the Listed or Non-Listed Jump, before beginning the Pa, fm or Twizzle
- There must be an up/down motion (LIFT during take-off)
- The number of rotations executed by each Skater may be different if the same type of jump is executed (same type = flip, axel, loop etc.)
Entry and Exit Features in Pairs
If Skaters are using pairs where one partner does not participate other than holding or glides and the other performs the movement then the Feature is not counted
Both Skaters in a pair must participate in the movement either by lifting, supporting or executing a SM