



**Handbook
for Technical Panels
Synchro 12-16**

Synchronized Skating

Season 2026 – 2027

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.

Count the number of Skaters in each program and ensure that the same number of Skaters is maintained during competition, and the number of Skaters making an error is correctly calculated.

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 a 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 requests, protests, media
TC speaks on behalf of the TP (excluding protests)
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	NUMBER OF SKATERS NEEDED TO COUNT THE ERROR (1/4 of the Team making an error)
16 Skaters	4 Skaters making an error
12-15 Skaters	3 Skaters making an error
10-11 Skaters	2 Skaters making an error
7-9 Skaters (Novice only)	2 Skaters making an error
NUMBER OF SKATERS ATTEMPTING an fm and/or ME FEATURE	NUMBER OF SKATERS NEEDED TO COUNT THE ERROR (1/4 of the Skaters attempting a Feature making an error)
8 Skaters (1/2 of a Team of 16)	2 Skaters making an error
7 Skaters (1/2 of a Team of 14-15 Skaters)	2 Skaters making an error
6 Skaters (1/2 of a Team of 12-13 Skaters)	2 Skaters making an error
5 Skaters (1/2 of A Team of 10 Skaters)	1 Skater making an error
4 Skaters (1/2 of a Team of 7-8 Skaters) (Novice only)	1 Skater making an error
For all International Events and ISU Championships: Teams may compete with 2 Skaters less than registered in case of injury or illness occurring on site of the event (see SYS Sports Rules, Rule 800). If an injury or illness occurs on site of the event resulting the Team to compete with less Skaters than intended at any segment of the competition, the Team must inform the Referee and the Referee must inform the Technical Controller. The injury/illness must be certified by the ISU Medical Advisor assigned to the respective Competition or the Team Physician.	
The Technical Panel will determine the level of the Element as skated then lower the Element one level. Exception: for the Cr, CrD and Mi there will be no penalty	

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 not affected by the fall
If the Element does not meet the technical requirements in the current SYS Sports 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 2 nd	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
SP: If an element is repeated		
If the first attempt of a GL, Spin, fm or Pair Pivot etc. fails, and the Skater(s) make a 2 nd attempt	Count the error and ignore the 2 nd 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 if 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 Sports Rules
FREE SKATING (FS)		
If a repetition of Elements is included/executed	Call the highest level	
DED 4 – ILLEGAL ELEMENTS / FEATURES / ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior 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 on 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 Element does not meet the requirements for the number of lines/spokes/circles and/or the number of Skaters in a line/spoke/circle	Call the Element as executed before or after the error(s) were made	Start calling the Element once a correct number of lines/spokes/circles and/or Skaters in a line/spoke/circle appear Once the Element no longer meets these requirements, no other correctly executed Feature(s) will be counted towards the level
AL: Features must be done while Skaters are in one or two lines. If Skater(s) leave the end of a line to execute a SM/fe	Call the Element as executed	Skaters leaving the end of a line to execute a SM/fe will not be counted towards the total number of lines
If there are two lines + a Feature such as a fe is performed within one of the lines	Feature is counted	Feature is counted if the fe remains part of the now separated lines

CREATIVE DANCE ELEMENT (CrD)		
If the shape of the element has some of the Skaters close to a barrier and others further away (at the beginning or end)	Call the Element	For example a 4-line Block - some Skaters will start close to a barrier while others are closer to centre ice. Skaters must not be at centre ice at the start or end of the element.
If the Skater(s) retrogress during the Element	Call the Element	Retrogression and sideways movements are permitted

CREATIVE ELEMENT (CrL) – 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

GROUP LIFT (GL)		
Serious Errors		
<ul style="list-style-type: none"> - 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 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
If two serious errors	Lower Element two levels	
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 Lifted 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 45°)	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 45° have been met Accepted: A lifted Skater begins in a U-Position before changing to a Biellmann Position (different pose + change of 45°) Not Accepted: A lifted Skater's torso begins vertically – standing in an Upright Extension 170° and then becomes horizontal as they lay on their back remaining in an Upright Extension 170° (same pose)
If the 2 nd 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
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

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 (b-t-b) before the pi begins unless there are continuous backward 360°/720° pi	Lower Element one level for each type of error IB will be the lowest call	ABR: Skaters do not have to be b-t-b before the ABR begins but must be b-t-b once the lines start to overlap
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SPECIFIC REQUIREMENTS

For All Intersections

If ¼ of the Team does not achieve or maintain the hold required for each type of Intersection prior to the pi rotation	Lower Element one level	Two spaces without a hold involving at least ¼ of the Team
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Angled Intersection

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Collapsing Intersection

If two or more corners of the Intersection do not intersect at the same time	Lower Element one level	
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Whip Intersection

The required distance between the two end Skaters in either line is not achieved or not maintained for the last 90° pivot	Lower Element one level	The measurement is taken when the lead Skater begins the last 90° pivot. The correct distance between the two end Skaters of the line must be maintained during the last 90° pivot until the lead Skater becomes b-t-b with the axis of intersection
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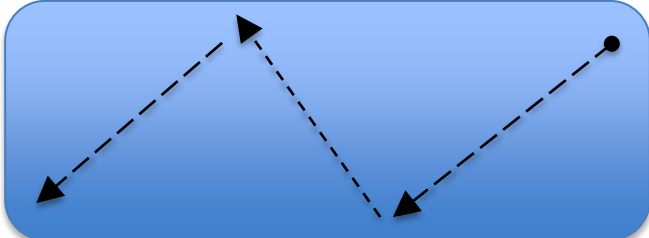
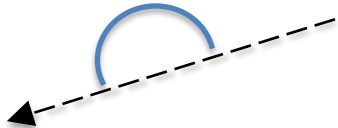
If the lead Skaters skate along the axis of the intersection instead of being mostly stationary (=pulling-up)	Lower Element one level	A slight deviation by the lead Skater(s) movement is permitted
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GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF 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; <ul style="list-style-type: none"> • the same type of pi error OR • different types of pi error(s) during a pi (not due to a fall) Types of pi Errors - extra pi, - extra rotation - additional 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 type of pi error (same type) OR Lower pi one level for multiple types of pi 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, extra pi rotation, additional ABR; i) More than the permitted degrees of rotation for a level - If a backward pi rotation or ABR rotation ends forwards ii) Extra pi or additional ABR rotation - If a Collapsing includes a 3 rd 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 720° Twizzle is two footed	Lower pi one level	pi3 is the highest possible call if using a two-footed ABR
If for pi4 the ABR is not fully rotated correctly, for example a 1.5 Twizzle + Mohawk	Lower pi one level	If the rotation is continuous
Collapsing Intersection		
<ul style="list-style-type: none"> • 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 2 nd backward pi finishes forwards inside the box/triangle	Lower pi one level	A backward pi must end backwards
If the 2 nd 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
If there is an error in the hand Feature in one or both pi rotations	Feature is not counted	
If there is an error in the one-foot Feature in one or both pi rotations	Feature is not counted	
If a Team executes different Hand Features in both pi rotations; for example Arms above shoulders in the first and Continuous Movement in the second	Features are counted	Different hand features are permitted in each pi rotation if both pi rotations include all Feature(s) required for the level
Whip Intersection		
If the pi rotates more than 360° before Skaters go through the axis	Lower pi one level	

MOVE ELEMENT (ME)				
The first fm executed by each Skater determines the starting level (basic /difficult). The fm begins to be evaluated once a fixed position of all Skaters (in their respective fm) has been attained. The final level is determined based on correctly executed Features. If using syncopation, the evaluation begins once all Skaters using the same rhythm have attained a fixed position				
Element level	Minimum number of Skaters required for the starting level			
	Team of 16	Team of 15	Team of 14	Team of 12-13
ME4	13 in difficult fm	12 in difficult fm	11 in difficult fm	10 in difficult fm
ME3	8 in difficult fm	7 in difficult fm	7 in difficult fm	6 in difficult fm
ME2	8 in basic fm/not achieving difficult fm	7 in basic fm/not achieving difficult fm	7 in basic fm/not achieving difficult fm	7 in basic fm/not achieving difficult fm
Element level	Minimum number of Skaters required for the starting level			
	Team of 11	Team of 10	Team of 9 (Novice Only)	Team of 7-8 (Novice Only)
ME4	9 in difficult fm	8 in difficult fm	7 in difficult fm	7 in difficult fm
ME3	5 in difficult fm	5 in difficult fm	4 in difficult fm	4 in difficult fm
ME2	5 in basic fm/not achieving difficult fm	5 in basic fm/not achieving difficult fm	5 in basic fm/not achieving difficult fm	5 in basic fm/not achieving difficult fm
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	
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 1 st Feature (cr or ce). The cs may be executed immediately after the cr/ce without holding the position for 2 seconds on the 2 nd lobe before changing sides. The position must be held for at least 2 seconds after the regrasp			Feature(s) are counted	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)

Advanced Novice: If a Team does not attempt a Twizzle in both rotational directions in their NHE	Call Element NV	The WBP requirements are not met if one Twizzle in each rotational direction is not attempted
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
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	Pivoting Feature is not counted	The other Features can be counted if executed correctly

Choreographic Series

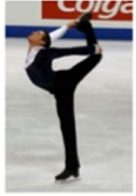



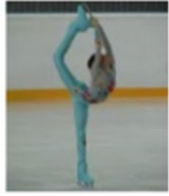






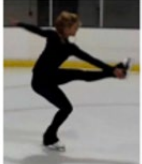



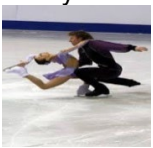
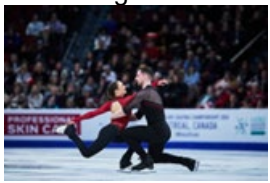

If a Team only uses same types of difficult turns, such as a BO twizzle and a FI twizzle	Feature is not counted	Teams must use two different types of difficult turns, such as bracket and twizzle. The four different ways of execution will not be counted as different types of turns.
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PAIR ELEMENT (Pa)		
Senior: DS 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 at least ¼ of the Supported Skaters exit the DS using two feet	Lower Element one level	
Junior: fm Errors of the Supported Skater: - fm position does not meet minimum requirements for the chosen fm - fm position is achieved but not maintained for the required rotation	Counted as one pair making an error	fm position not maintained – position loss due to a Feature is acceptable. Unexpected Entry and/or Exit may be done while not gliding on the blade
Junior: If the fm is done in the manner of a Death Spiral	Element called NV	Supported Skater must not lean more than necessary on the pivoting Skater
Errors (same or different) must be made by at least ¼ of the Team or more before a penalty can be applied.		
Number of Errors for a Team comprised of and competing with 12 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 do not attempt the Pa	Call Element NV	Not due to a fall
Number of Pairs Making an Error		
14 OR 16 Skaters	10 OR 12 Skaters	
If 2 or 3 pairs make an error	If 2 pairs make an error	Lower Element one level
If 4 or 5 pairs make an error	If 3 pairs make an error	Lower Element two levels
If 6 pairs make an error	If 3 pairs make an error	Lower Element three levels
If all pairs make an error	If all pairs make an error	PaB is called
If a Team competes with an odd number of Skaters		
For 15 Skaters: ½ of the Team = 3 pairs	¼ of the Team = 2 pairs make an error	Lower Element one level
For 13 Skaters: ½ of the Team = 3 pairs	¼ of the Team = 2 pairs make an error	Lower Element one level
For 11 Skaters: ½ of the Team = 2 pairs	¼ of the Team = 1 Pair make an error	Lower Element one level
Pa FEATURES		
If a Team executes Feature(s) and the Supported Skater briefly loses the required fm/DS position	Feature(s) are counted	Rotations executed during the Feature resulting in a brief loss of the required position will be counted towards the required rotation; For example if executing a turn in-between positions or flying during the required position
Change of Edge (Senior)		
If the Supported Skater starts the DS on a RFI edge and changes feet to a LFO edge	Feature is not counted	
Entry Variation (Junior & Senior)		
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

PIVOTING ELEMENTS (PB and PL)		
If ¼ of the Team or more are not attached for most 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 90°	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	
SySp FEATURES		
Change of Configuration/Element Shape		
Skater(s) may change spots/center within a Spin Element - A maximum of four-foot placements are permitted during a change of spot/centre. The fifth foot placement must be the entry of the 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 foot placement	
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 and a change of configuration is completed.	Feature is counted	Executing a spin with a "traditional exit" will be counted as one foot placement. In the scenario, Skaters have a second foot placement as they enter the next part of the spin
Entry Variation		
If Skaters exit the Skating Movement on two feet (i.e. 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 also counted as a Feature only if there are no additional foot placements in between

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 after the Jump entry and before the third Twizzle)		
- 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 there is no limit on the number of turns or movements performed while on one foot. A twizzle with a different number of rotations is permitted between the required twizzles. 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	
If the first two twizzles use the same rotational direction	Lower Element one level	
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

If the third Twizzle uses the same rotational direction as the second Twizzle	Feature is not counted	
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		
Same time / Same Occasion		
<p>At the same time; refers to two or more movements/actions occurring simultaneously or indicates that the action is happening at the same point in time as another. There may be multiple movements/actions occurring during the exact same time in an element, or for a specific Feature</p> <p>On the Same Occasion; refers to two or more required movements/actions occurring one after the other without any significant interruption between the movement/action. This applies to Features where same occasion is permitted</p>		
Change of Configuration (AE, B, C, L, W, NHE, TrE, TwE)		
<p>For the Block - A block that only pivots to show a different number of lines will not meet the requirements for this Feature</p> <ul style="list-style-type: none"> - Teams of 12 Skaters or less - 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)		
<ul style="list-style-type: none"> - 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 <ul style="list-style-type: none"> - 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		
<p>The Element shape/configuration may disappear momentarily during any of these Features</p> <p>For the Change of Place: If there are an uneven number of Skaters in a line/spoke; one Skater may end in the same place once the Feature is finished</p> <p>For the C/W; must continue to rotate (Feature(s) not counted if rotation pauses for 3 seconds or more</p>		
Sliding Movement		
Sliding Movements 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)		
<ul style="list-style-type: none"> - A 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.) 		
<p>Waltz Jump as a Feature requirement; Must have up/down motion (lift) when jumping. A small hop will not be considered a Waltz Jump. There is a take-off, lift and landing. Crossing the free foot over the landing foot immediately upon landing is not acceptable. Landing and gliding first before crossing the free foot over the landing foot is OK</p> <p>Split Jump as a Feature requirement; While in the air, the legs ideally form a 180° split. A minimum of 45° split is required for the Feature. It can be a side split or a front-back split. A stag position is permitted with one leg bent at the knee or both legs may be straight. Takeoff is from a toe pick</p>		
Entry Variation and Exit Features performed using pairs		
<p>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.</p> <p>Both Skaters in a pair must participate in the movement either by lifting, supporting or executing a SM/IM.</p>		