



TECHNICAL PANEL HANDBOOK SYNCHRONIZED SKATING 12-16

2026-2027

INITIAL TECHNICAL PANEL MEETING (PRE-EVENT MEETING)

Technical Controllers, Technical Specialists and Data & Replay Operators of International Competitions, ISU Events, the OWG and YOG must attend a closed meeting moderated by the Technical Controller in the presence of the TPA, if any, held before the competition starts.

It is the duty of the TC to prepare the meeting:

- TC should communicate with the TS's prior to this meeting
- Reminder of the Code of Ethics, conflicts of interests etc.
- Review new rules for the season
- Divide the tasks on the team – who is responsible for what, as per suggestions listed
- Discuss event procedures and calling process for the event (offers TS1 to distribute the calling tasks to TS2 and TC), refer to Start of Program process
- Refer to the Review Process for suggestions listed (e.g. what to look for, clarify video replay speed with the DRO)
- Plan your practice schedule
- Schedule a time for the Technical Panel Discussion (post event meeting)

CALLING PROCEDURES

DURING PRACTICES & OFFICIAL PRACTICES

To ensure consistency, all panel members should be present for the entirety of the practice session. Panel members attending practice sessions should go as a team and not alone. Headsets are recommended during practice, if available, for all panel members to properly hear the discussions.

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.

Identify what the Team attempts, meaning recognition of Elements, Features/Additional Feature only, but level must not be written. To avoid any bias, there must be no discussions regarding levels or the quality of execution (flat turn, pivoting too short, etc). However, the panel should discuss grey zone elements to ensure consistency during the event.

Notes taken during practices sessions may be referenced and transferred to the competition paperwork to support panel decision making. However, Element calls must not be pre-determined or finalized during practice. All final calls shall be based solely on the Elements as during the competition.

The ISU event team should be notified of any changes to the planned program content sheet prior to the commencement of the competition

10 MINUTES PRIOR TO THE EVENT

TC does a sound check with each panel member before the start of the event. *"TS1 or Name of TS1?"* TC to check every panel member. TS1, TS2, DVRO reply: "Yes/Confirmed".

No unnecessary conversations throughout the event, including during warm up period

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.
REVIEW PROCESS
After each performance, the Data Operator (DO) informs the panel: “We have (number of elements) elements, (number of review) for review. First review element (number of element to review)”
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 should ensure that the reason for the review is identified by the panel prior to commencing the video on the replay screen. If possible, video should not be replayed more than twice to ensure efficiency.
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 TC must instruct the DO what to review and at which speed. 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).
TC is to lead the review process ensuring both TS1 and TS2 provide their opinion of each reviewed Element. If both TS1 and TS2 provide split opinions, the TC will break the tie. If the TC disagrees with a consensus by both TS1 and TS2, the TC should voice their opinion; however, not attempt to change the view of any panel member.
TC is to summarize the final call of the Element back to the DRO to ensure accurate input. DRO is to inform the panel that the change has been made.
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 TS1 and TS2 if they agree. If so the TC states “Elements Authorized”.

RECOMMENDED EXAMPLE OF A REVIEW PROCESS	
Role	Task / Call
DRO	“We have (number of elements) elements, (number of review) for review. First review element (number of element to review)” Note: DRO only says this at the start of the review process
TC	“Element number, Name and role of TS or TC who called the review?”
TS1, TS2, TC	“Checking fall, spinning positions, features, etc.”
TC	TC to instruct the DRO how to conduct the replay and speed
TS1, TS2	State their opinion.
TS2	Agree/ Disagree/ different call
TC	Summarise opinion and state theirs if they disagree
TC	“Element 2: Synchronized Spin level 2” Note: If there is no change to the element, the TC can say “Element or Call Stays” if the element input is correct on the data screen as well. If not, the correct element needs to be verbalized by the TC for input.
DRO	“Element changed” or “element stays” (to confirm a change or that no change has been done)
TC	“Element 6 Name/role of TS/TC who called the review?” Repeat process as above until all reviews are completed
TC	When all elements have been reviewed, the TC will instruct the DRO to read back “The list” of elements performed and all falls and deductions Any TP member who sees an input error should say “STOP” to ensure the error can be corrected prior to continuing with the rest of the read back
DRO	DRO to read all elements of “The list” as well as all deductions and total number of falls
TS1, TS2	Upon conclusion of the read back, TS1 and TS2 are to ensure all input and calls are accurately reflected and to say “AGREE” if all calls have been inputted correctly.
TC	Instruct the DRO to authorize elements: “Elements Authorized”
DRO	Confirms when authorization button has been sent: “Elements are 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 consider the intention of the rule when encountering a scenario not covered within the Communications or Handbooks (when determining the Element and/or level) rather than focusing only on semantics. A decision must be made in favor of the Team if the scenario has no clear resolution.

TECHNICAL PANEL DISCUSSION (POST-EVENT MEETING)

Technical Controllers, Technical Specialists and, when possible, Data & Replay Operators of International Competitions, ISU Events, the OWG and YOG, must attend a closed meeting moderated by the TPA, if any, otherwise the Technical Controller, held as soon as possible after conclusion of each discipline but not later than the following day of the discipline in question.

It is the duty of the TC to prepare the meeting

- Evaluation of teamwork
- Evaluation of service
- Difficult decisions
- Review grey zone calls using videos from event
- Possible improvements to the calling specifications, the equipment, the printouts and the flow of information both internally and externally
- Give each other positive and constructive feedback
- TC must send in the report within 14 days after the event

NUMBER OF SKATERS ON A TEAM	NUMBER OF SKATERS NEEDED TO COUNT AN ERROR/ATTEMPT A FEATURE	
	1/4 of the Team making an error/attempting a Feature	1/2 of the Team attempting a Feature
16 Skaters	4 Skaters	8 Skaters
14-15 Skaters	3 Skaters	7 Skaters
12-13 Skaters	3 Skaters	6 Skaters
10-11 Skaters	2 Skaters	5 Skaters
7-9 Skaters (Novice only)	2 Skaters	4 Skaters
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 Senior SP is included in the Senior 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 $\frac{1}{4}$ 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 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 + attention for 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 $\frac{1}{4}$ of the Team or more	Feature is not counted	
If All, $\frac{1}{2}$ or $\frac{1}{4}$ of the Team are required to execute a Feature and the number of Skaters is incorrect	Feature is not counted	Artistic Element - When $\frac{1}{2}$ of the Team must Pivot, but less than $\frac{1}{2}$ 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 visibly held in a correct fixed position
Choreographic Series – If the series does NOT include two different TYPES of movement in a visibly held correct fixed position listed under the requirements for Choreographic Series	Choreographic Series is not counted	For example, using an upright extension and a spiral is acceptable. Using two different non—listed jumps is not acceptable.
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 $\frac{1}{4}$ of the Team or more execute the same type of error(s) (not due to a fall) FEATURE (s) & ADDITIONAL FEATURE (s): If $\frac{1}{4}$ 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 $\frac{1}{4}$ of the Team or more make the same type of error FEATURE & ADDITIONAL FEATURE: Each turns/step will not be counted if $\frac{1}{4}$ 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 $\frac{1}{4}$ 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
If a backward outside mohawk is correctly executed	Mohawk is counted as a difficult step	Only stepping forward not on a correct edge will not be counted as a mohawk

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 once the Element meets requirements	Start calling Call the Element once a correct number of lines/spokes/circles and/or Skaters in a line/spoke/circle appear for the first time 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

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. All Skaters must not be at centre ice at the start or end of the element.
If the Skater(s) retrogress or perform in mirror image during the Element	Call the Element	Retrogression, sideways movements and mirror image 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)	Confirm the Element	If all remaining lifted skaters are held off the ice for more than three seconds.

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 fixed 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
Self-supported Lifted Positions: If a lifted Skater uses 1 hand and both knees OR both of their hands and one knee for a self-supported lifted position	Feature is not counted	Self-supported Positions: There is a maximum of two support points in total (per lift). For GL4, the lifted skater can use only one of their arms (as one of two support points) to self support.
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		
If one or more Lifted Skater(s) achieves but does not maintain the visibly held 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
Rotation Feature		
If using different rotational directions (change in rotational direction) in the same group lift to achieve 360 ° or more than 360 ° of rotation	Feature is counted	Rotation must be continuous (a brief pause to change directions is permitted) provided that the required rotation is achieved

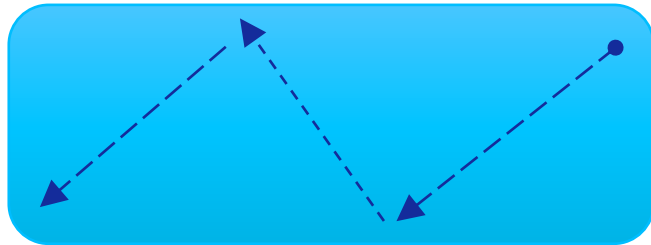
INTERSECTION ELEMENT (I)		
Types of Errors for back-to back requirements , if a $\frac{1}{4}$ of the Team or more make the same type of error(s) (not due to a fall) - Skaters do not have a hold before the pi or ABR begin - Skaters do not remain back-to-back (b-t-b) before the pi begins unless there are continuous backward 360°/720° pi	Lower Element one level for each type of error IB will be the lowest call	Intersection begins with the approach phase – skaters must be b-t-b for levels 2-4 Movements used to enhance creativity are permitted to be done forward as long as the majority of the approach phase is skated b-t-b
SPECIFIC REQUIREMENTS		
For All Intersections		
If $\frac{1}{4}$ 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 $\frac{1}{4}$ of the Team
Angled Intersection		
If the corridor between the two Lines is more than approximately 2.5 metres apart from the moment the lead Skaters of each line begin to overlap	Lower Element one level	
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 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
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

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; - 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 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 a team does not execute ANY ABR prior to the pi rotation	Lower pi one level	piB is lowest call
If executing forward pi rotations	Call pi as executed	
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		
- 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 $\frac{1}{4}$ of the Team and the second pi (as required) begins inside the intersection and ends inside the intersection or after the Skaters exit the Intersection	Lower pi one level	
If the first pi starts after the corners intersect by $\frac{1}{4}$ of the Team and the second pi (as required) starts in the Intersection and ends inside the Intersection or after the Skaters exit 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 inside the Intersection: Skaters must clearly demonstrate a backwards exit from the pi before executing any further (forward) movements
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	13 in basic fm	12 in basic fm	11 in basic fm	10 in basic fm
ME1	8 in basic fm	7 in basic fm	7 in basic fm	6 in basic fm
Element level	Minimum number of Skaters required for the starting level			
	Team of 11	Team of 10	Team of 8/9 (Novice Only)	Team of 7 (Novice Only)
ME4	9 in difficult fm	8 in difficult fm	7 in difficult fm	6 in difficult fm
ME3	5 in difficult fm	5 in difficult fm	4 in difficult fm	4 in difficult fm
ME2	9 in basic fm	8 in basic fm	7 in basic fm	6 in basic fm
ME1	5 in basic fm	5 in basic fm	4 in basic fm	4 in basic 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	
If ¼ of the Skaters attempting an fm with no Feature do not hold the correct fm position for at least 3 seconds			Counted as one error = downgrade once (<). Even if there are several different types of fm making the error. Downgrades are only applied to fm positions with no Feature	
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 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
If a Team uses a two-footed shoot the duck as their entry fm	Feature is not counted	Only a shoot the duck executed on one foot will be accepted for the Feature
Intersecting/Passing-through		
Must be executed at the same time/same occasion	Feature is counted	

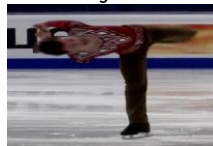
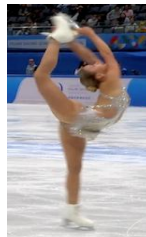
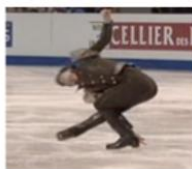
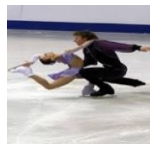
NO HOLD ELEMENT (NHE)		
Advanced Novice: If a Team does not attempt a Twizzle in both rotational directions in their NHE	Call Element NV	The WBP requirements are not met if one Twizzle in each rotational direction is not attempted
Diagonal Axis		
If the Team uses different Diagonal Axis continuously 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.
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 - Exiting the DS not gliding on the blade - Exiting the DS not on one foot	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 may be done while not gliding on the blade.
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 - Exiting the fm not gliding on the blade(s) - Exiting the fm not on one foot (for one-foot fms)	Counted as one pair making an error	fm position not maintained – position loss due to a Feature is acceptable. Unexpected Entry may be done while not gliding on the blade
Junior: If the fm is done in the manner of a Death Spiral or the Senior Feature Flying is used	Element called NV	For any fm position chosen, the Supported Skater must bear the majority of their weight through their blade/leg rather than their arm/shoulder joint. Lifts may be used as part of the Entry Variation
Junior: If the fm is not done as a Pair Pivot but on a larger pattern	Lower Element one level	The intention of the Element is to execute it as a Pair Pivot
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			
14-16 Skaters (7 or 8 pairs)	10-12 Skaters (5 or 6 pairs)		The solo Skater is not considered when evaluating errors
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 4 pairs make an error	Lower Element three levels	
If all pairs make an error	If all pairs make an error	PaB is called	
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 position 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	
Change of fm position (Junior)			
If a team is attempting a change of position from a one-foot fm to a two-foot fm (or vice versa) and they keep the same one foot on the ice throughout both positions		Feature is counted	At least 1 supporting foot must remain the same (on the ice) for both fm positions for the Feature to be counted for Levels 3 and 4. For example, going from a spiral to a spread eagle by just putting the other foot down is acceptable. If a Team uses both one-foot and two-foot positions, the One-foot fm Feature is not counted unless the change of position to a two-foot fm is done after completing the required rotations on one foot.
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 more than 3 seconds (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 and/or supported 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 A change of edge/foot or turn is permitted between the exit and the spin
If the Entry Variation is a Pair Lift that clearly glides (is not stationary)	Feature is counted	A Pair Lift that clearly glides will be considered an Unexpected Entry.
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	Camel sideways	Camel upward	Upright straight and sideways	Upright Biellmann	Upright layback	Sit forward	Sit sideways	Sit behind
								
Knee higher than hip level								
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 more than three seconds	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)		
Twizzle errors: The same type of error executed by $\frac{1}{4}$ of the Team or more in either twizzle (not due to a fall) - Touch down during the rotations (not including the entry/exit) - Checked three turns - Executed on the spot during any part of the Twizzle - Not the same type of twizzle executed at the same time - Looping action	Lower Element one level for each type of twizzle error OR Lower Element one level if there are multiple errors TwEB will be the lowest called	- Twizzles are permitted to have a two-foot entry and/or exit
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 $\frac{1}{4}$ of the Team does not attempt one or both Twizzles	Lower Element one level	
If $\frac{1}{4}$ 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 and the Team is attempting levels 2-4	Lower Element one level	Same or different rotational directions in each Twizzle are permitted for Level 1
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 C – Jump Entry		
If a Team uses a Split Jump as Entry and lands on one foot and then changes feet quickly before starting the first Twizzle	Feature is 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		
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 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		
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 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)		
- 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 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 For the C/W; must continue to rotate (Feature(s) not counted if rotation pauses for 3 seconds or more		
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)

- 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.)

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

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

Entry Variation and Exit Features performed using 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/IM.