

INDEX for Junior Short Program Elements

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – JUNIOR SHORT PROGRAM – Revised November 2009

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

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JUNIOR SHORT PROGRAM – BLOCK		
	Technical Panel	Referee
A block element must have a minimum of 3 lines	Block is not called; if there are less than 3 lines Shape is not counted if there are less than 3 lines	
A configuration of less than 3 lines will end a block element	ends the Block	
Additional Features, other than creative modifications, are permitted in the Short Program (See Additional Features for requirements)	creative modifications are not counted + DED1; for NAR if a creative modification is executed	
Mirror image pattern is not permitted in the short program	mirror image pattern not counted + DED 3	
Blocks must be closed	open shape is not counted + DED 3; for wrong shape	
Free skating moves, if used, must be done at the same time in all lines but need not be the same by all skaters	Block is called + DED1; if not done at the same time	
All skaters must be attached during the majority of the block element (not including the ss)	Block is called + DED1; if not attached most of the time	
The block must include a step sequence (ss) (See Features for requirements)	- step sequence is called; if executed correctly - step sequence is not called + no DED; if omitted	
The step sequence must be executed using a hold when possible according to the types of turns	Block is called + step sequence	
All skaters must be using the same hold at the same time while executing the step sequence Feature	Block is called + step sequence	
Ice Coverage Requirements		
	Technical Panel	Referee
The block element must travel at least the full length of the ice surface or comparable distance to be counted	Block is not called; if minimum ice coverage is not met	

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JUNIOR SHORT PROGRAM – CIRCLE #1 (One circle)		
	Technical Panel	Referee
Additional Features including creative modifications are not permitted in the Short Program	creative modification is not counted + DED1; for NAR or DED3; for NAR (wrong shape)	
The circle must include a step sequence (ss) (See Features for requirements)	- step sequence is called; if executed correctly - step sequence is not called + no DED; if omitted	
Free skating moves, if used, must be done at the same time but not necessarily be the same by all skaters	- Circle is called + DED 1 if not done at the same time	
A change of rotational direction (cd) is permitted (See Additional Features for requirements)	- cd counted; if executed correctly - cd not counted + no DED; if omitted	
Travel is required (See Additional Features for requirements)	- travel is counted; if executed correctly - travel is not counted + no DED; if omitted	
Only one (1) is permitted	- travel is not counted if repeated + DED1	
Un-prescribed or additional circles are not permitted	Additional-circle is not called + DED3; if additional Additional circle is not called + DED3; if repeated	
Ice Coverage – Requirements	Technical Panel	Referee
All skaters in the circle must rotate a minimum of 360°	Circle is not called; if not rotating 360° minimum	
The size of the circle must be no larger than 1/3 of the length of the ice surface	Circle is called	DED2; excessive use of ice
One Circle configuration must be maintained both before and after the cd for at least 180°. If the circle configuration rotates at first 360°, then the configuration may be maintained for only 90° after the cd	cd not counted; if configuration is not maintained for the correct rotation	

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JUNIOR SHORT PROGRAM – INTERSECTION #1 and #2 – Teams choice of intersection		
	Technical Panel	Referee
Intersection #1 and #2 must be different	The second intersection executed will not be called + DED3; if two are the same	
The intersection element begins once the skaters begin to approach each other and all skaters must participate in the intersection	Intersection is not called if all skaters do not participate	
The lines must be as equal as possible		
Point of Intersection is required (See Features for requirements)	- pi counted; if executed correctly - pi not counted + no DED; if omitted	
Intersection #1 and Intersection #2 may occur separately or as a sequence of two elements	Intersection is called when they appear	
One of the two intersections must have a Back to Back Preparation and Approach	I1 is called for any intersection with a Forward Preparation or Approach	
A combined intersection is not permitted	Intersection is not called + DED3; if included	
Un-prescribed or additional intersections are not permitted	Additional / Un-prescribed Intersection is not called + - DED3 if additional - DED3 if repeated - DED3 if wrong shape (combined)	
Jumps (except for dance jumps) and back spirals during intersection are illegal (forbidden) elements	Intersection is not called + DED4; for illegal elements	
Angle Intersection		
The lines must be as equal as possible	Intersection is called if not even	
The corridor between the two lines must be narrow. The lines cannot be more than 2.5m apart for the angled intersection to be counted.	lower the level of the intersection by one (1) level	
The lines must remain parallel to the “axis of the point of intersection” during the approach phase for the angle to be counted. (A SLIGHT PIVOT of less than 45° is permitted)	lower the level of the intersection by one (1) level	
To continue an angled direction during the exit phase of this intersection is optional	angle will be counted; even if direction changes during exit phase	
Collapsing Intersection		
All skaters must intersect	Intersection is not called; if all skaters do not intersect	
All skaters must participate in the intersection	Intersection is not called; if not	
The lines must be as equal as possible	Intersection is called	

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INTERSECTION (#1 and #2) – CONTINUED		
Whip Intersection		
	Technical Panel	Referee
Both lines must maintain and keep a STRONG curved shape (1/2 circle) until the pivot skaters of each line become back to back	One (1) level lower is called; if both or only one (1) line does not maintain the strong curve shape	
The lines are allowed to straighten just prior to the point of intersection	whip is called	
There must also be a “Whip” action	call the intersection no matter what the strength of the whip action is; reflected in GOE by judges	
All skaters must intersect at “almost” the same time	Lower the intersection one (1) level if the skaters do not intersect according to the requirements	
Examples of Correct Shapes for some Intersections:		
Two (2) lines parallel from the same direction must have two (2) lines parallel at the exit phase of the intersection	Intersection is called; even if there is a poor/incorrect shape	
Triangle, Box, L and other variations must keep the same shape shown during the preparation and approach phase of that intersection at the exit phase	Intersection is called; even if there is a poor/incorrect shape	
Angled Intersection must have two parallel lines at the exit phase of that intersection	Intersection is called; even if there is a poor/incorrect shape	
Whip Intersection: The exit shape must be a “V” shape or two (2) parallel lines. The lines may be curved after pi	Intersection is called; even if there is a poor/incorrect shape	
Ice Coverage - Requirements		
The maximum distance between the lines of an intersection must be approximately 1/2 of the length of the ice surface during the Preparation and Approach phase of the Intersection	Intersection is called	DED2; for excessive use of ice
Angled Intersection: The distance between the lines before starting the approach phase must be no further apart than a maximum of ½ of the length of the ice surface during the preparation phase.	Intersection is called	DED2: for excessive use of ice
Collapsing Intersection: The maximum distance between the lines of an intersection of ½ of length of the ice surface during the preparation and approach phase	Intersection is called	DED 2 for excessive use of ice

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JUNIOR SHORT PROGRAM – NO HOLD BLOCK		
	Technical Panel	Referee
The No Hold Block (NHB) element must be executed in a closed block	NHB is not called; if an open block	
The closed block must consist of four (4) skaters in four (4) lines	level of the NHB + DED 3 for NAR (wrong shape)	
The NHB must include a step sequence (See Feature for requirements)	- ss is called; if executed correctly - ss not called + no DED; if omitted	
Additional Features are permitted (except creative modifications) and will be counted	Permitted Additional Features are counted; if executed correctly	
Creative modifications are not permitted in the Short Program	Creative modifications are not counted + DED1; for NAR OR Creative modifications are not counted + DED3; if wrong shape	
A step sequence is permitted to be executed during a mirror image pattern in the NHB (in free skating only)	Call the NHB + step sequence + DED 3 Those turns executed during a mirror image pattern will not be counted towards the level of the Step Sequence. The step sequence is not considered as interrupted	
The NHB must start AND end in a no hold	NHB is not called; if the start AND end is with a hold	
If the NHB starts OR ends with a hold	NHB is called + DED 1	
Ice Coverage – Requirements		
	Technical Panel	Referee
The direction of the No Hold Block element must begin at one end of the ice surface and end at the opposite end across from the starting point	NHB is called	
The pattern must only be a straight or diagonal axis	NHB is called	
The axis must not change once it has been established at the start of the NHB	NHB is called	
Straight Block Pattern; - The back line of the block must start behind the red hockey goal line and the front line of the block must end behind the red hockey goal line at the opposite end of the ice surface	- NHB is not called if the start AND end of the NHB is not executed correctly - NHB is called if the start OR end is correct	
Diagonal Block Pattern; - The block must begin at one corner of the ice surface and end at the opposite end across from the starting point showing the same angle - At least one skater must start behind the red hockey goal line and at least one skater must end behind the red hockey goal line at the opposite end of the ice surface	- NHB is not called if the start AND end of the NHB is not executed correctly - NHB is called the NHB if the start OR end is correct	

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JUNIOR SHORT PROGRAM – WHEEL #1 – Teams’ Choice of Configuration		
	Technical Panel	Referee
There must be at least three (3) skaters in each spoke	Wheel is not called; if less than three (3) skaters	
There may be only one (1) wheel at a time	Wheel is not called + DED3; if there is more than one (1) wheel (wrong shape)	
The spokes must be as equal as possible	Wheel is called	
The skaters within the spokes may or may not be joined as long as they are all using the same hold. (pivot skaters in the centre of the wheel may have a different hold)	Wheel is called	
Travel is required (See Additional Features for requirements)	- travel is counted; if executed correctly - travel is not counted; if omitted and no DED	
Only one travel is permitted	repeated travel not called + DED1	
Change of rotational direction is permitted but not required and will be counted (See Additional Features for requirements)	- change of direction is counted; if executed correctly - change of direction is not counted + no DED; if omitted	
No other Additional Features are permitted	Other variations are not counted + DED 1	
Creative modifications are not permitted in the Short Program	Creative modification is not counted + DED1; for NAR (if the required shape is executed + variation) OR Creative modification is not counted + DED3; for NAR (wrong shape) (if only the variation is executed)	
Ice Coverage – Requirements		
	Technical Panel	Referee
To fulfill the requirements for the wheel element, a wheel must rotate at least 360°	Wheel is not called; if wheel does not rotate a minimum of 360°	
The skaters at the one end of each spoke, closest to the pivot point, must remain close to each other to a maximum distance of 1/6 of the length of the ice surface, even during a cd	Wheel is called	DED2; for excessive use of ice

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JUNIOR SHORT PROGRAM – WHEEL #2 – Teams’ Choice of Configuration (different shape than Wheel #1)		
	Technical Panel	Referee
There must be at least three (3) skaters in each spoke	Wheel is not called; if less than three (3) skaters	
There may be only one (1) wheel at a time	Wheel is not called + DED3; if there is more than one (1) wheel (wrong shape)	
The spokes must be as equal as possible	Wheel is called	
The skaters within the spokes may or may not be joined as long as they are all using the same hold. (pivot skaters in the centre of the wheel may have a different hold)	Wheel is called	
No Additional Features are permitted	Additional variations are not counted + DED1; for NAR	
Creative modifications are not permitted in the Short Program	Creative modification is not counted + DED1; for NAR (if the required shape is executed + variation) OR Creative modification is not counted + DED3; for NAR (wrong shape) (if only the variation is executed)	
Ice Coverage – Requirements		
	Technical Panel	Referee
To fulfill the requirements for the wheel element, a wheel must rotate at least 360°	Wheel is not called; if wheel does not rotate a minimum of 360°	
The skaters at the one end of each spoke, closest to the pivot point, must remain close to each other to a maximum distance of 1/6 of the length of the ice surface, even during a change of rotational direction	Wheel is called	DED2; for excessive use of ice