

INDEX for Features

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SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – Revised November 2009

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

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

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| STEP SEQUENCE Requirement - (Applies to Block, Circle, No Hold Block) | | |
|--|--|----------------|
| | Technical Panel | Referee |
| A step sequence must meet the requirements of a level, no matter how many incorrectly executed turns | step sequence is called if it meets the requirements of a level | |
| Basic turns (three turns and/ or mohawks) may be used during any step sequence | step sequence is called | |
| There must be a balance of linking steps and turns | step sequence is called | |
| The turns required in a difficulty level must be distributed throughout the entire step sequence for that step sequence to be considered as balanced | step sequence is called | |
| Any twizzle is permitted (single, 1 1/2, double or more) | turn is counted | |
| The turn has controlled edges. The edge can be shallow or deep, long or short | turn is counted | |
| The axis of a step sequence may change from one (1) turn to the next turn | turn is counted | |
| The turn may have a strong entry curve and a weaker exit curve | turn is counted | |
| If entry edge or exit edge is not recognizable/visible (is flat) by three (3) or more skaters | turn is not counted | |
| Turns executed on the spot by three (3) or more skaters | turn is not counted | |
| Turns with a two-footed entry or exit by three (3) or more skaters | turn is not counted | |
| Turns when the free foot touches down by three (3) or more skaters | turn is not counted | |
| Turns that are jumped by three (3) or more skaters | turn is not counted | |
| Turns that are not on the correct entry edge by three (3) or more skaters | turn is not counted | |
| Turns that are not on the correct exit edge by three (3) or more skaters | turn is not counted | |
| A “flicked” turn (example: skidded or scratched edge or the entry and/or exit of a turn is usually executed on a straight line) by three (3) or more skaters | turn is not counted | |
| Turns that are not attempted by three (3) or more skaters | turn is not counted | |
| Both the Change of Rotation 360° and the Series of Turns may be executed at the same time | change of rotation 360° and series of turns are both counted if executed separately or at the same time See below for further details | |

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| STEP SEQUENCE Requirement - Continued (Applies to Block, Circle, No Hold Block) | | |
|---|---|----------------|
| Change of Rotation 360° | Technical Panel | Referee |
| A rotation of 360° clockwise or anti-clockwise must not be interrupted | change of rotation 360° is not counted if interrupted | |
| A change of rotation 360° must contain at least one (1) turn from the level that the team is trying to achieve in both the 360° rotation clockwise and the 360° rotation anti-clockwise | change of rotation 360° is not counted if not included | |
| If using two 180° turns (clockwise) then at least one of the turns must be from the level that the team is trying to achieve (same for anti-clockwise) | change of rotation 360° is not counted if not included | |
| Only one change of edge OR one change of foot is permitted within and between a 360° rotation | change of rotation 360° is not counted | |
| When stepping from forward to backwards (or visa versa) between a 360° rotation one direction and a 360° rotation in the other direction | change of rotation 360° is not counted as a turn of 180° | |
| A loop is not permitted | change of rotation 360° is not counted if included | |
| If one (1) turn with a visible error is executed by three (3) skaters or more during a rotation 360° | step sequence will be lowered one (1) level | |
| If a second turn with a visible error is executed by three (3) skaters or more during a rotation 360° | step sequence will be lowered another level | |
| If a third turn with a visible error is executed by three (3) skaters or more during a rotation 360° | step sequence will be lowered again (<i>see next row</i>) | |
| A team MUST meet the requirements of a step sequence level, no matter the number of incorrectly executed turns | step sequence level will be called if the requirements of a level are met | |

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – Revised November 2009

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

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – Revised November 2009

| FREE SKATING ELEMENTS / FREE SKATING MOVES – FALLS AND OTHER ERRORS (Applies to Pair Element and Moves in the Field (MF)) | | |
|--|---------------------------------------|----------------|
| | Technical Panel | Referee |
| NOTE: fe / fm's will NOT have the same principles applied during Movements in Isolation. SEE Movement in Isolation Element for clarification | | |
| Fall by one (1) skater (and one or more other skaters make an error during the fe/fm due to the fall) | DED for fall + level of the fe/fm | |
| Fall by one (1) skater (and no other skaters make an error during the fe/fm): | DED for the fall + level of the fe/fm | |
| Fall by two (2) or more skaters (and one or more other skaters may or may not make an error during the fe/fm due to the fall) | DED for fall + level of the fe/fm | |
| fe/fm not attempted by three (3) or more skaters (not due to a fall or stumble but because of a lack of ability) | fe/fm reduced one level | |

| FREE SKATING MOVES – If A Reduction Is To Be Applied To an fm Please Follow the Guidelines Below (Applies to Pair Element, Moves in the Field (MF)) | | |
|--|---|--|
| Free Skating Moves must be held in the correct position for a minimum of 3 seconds. | lower one level; if not in the correct position | |
| The positions must be held on an edge for a minimum of 3 seconds | lower one level; if not held on an edge for 3 seconds | |
| A free skating move with a change of edge | | |
| If choosing the Combination of Ina Bauer and Spread Eagle; then in this case each position must be held for 2 seconds. | lower one level; if not held long enough | |
| A change of edge in Spirals requires a minimum of 2 seconds on each edge and in each position | lower one level; if not executed correctly | |
| The length of a change of edge must be no longer than 1 meter in length (by each individual skater, skating their own pattern or when necessary by the lead skater if the lines are tracking the same pattern) | counted | |

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FREE SKATING MOVES – If a reduction is to be applied to an fm please follow the guidelines below

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

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

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**FREE SKATING ELEMENTS – Requirements – (Applies to Pair Element)
If a reduction is to be applied to an fm please follow the guidelines below**

| | Technical Panel | Referee |
|---|---|----------------|
| All Free skating elements must be executed in the correct position | not counted: if position is not correct | |
| Spins must meet the minimum rotation requirements to be counted | not counted if the rotation requirements are not met | |
| Lifts, Pair pivot must meet the minimum rotation requirements to be counted | not counted: if the rotation requirements are not met | |

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| FREE SKATING ELEMENTS – If a reduction is to be applied to an fm please follow the guidelines below | | |
|--|---|----------------|
| | Technical Panel | Referee |
| Assisted Jump | not counted; if more than 1 revolution not counted; landed on two feet not counted; if there is not a continuous action not counted; supporting skater lifts their hands above their head | |
| Butterfly (pair or individual) | not counted; if the body is not nearly horizontal at take-off not counted; landed on two feet not counted; if either one or both hands touch the ice | |
| Jump | not counted; if landed on two feet | |
| Jump Sequence | not counted; if there is a crossover between jumps not counted; if one of the jumps is landed on two feet | |
| Jump Combination | not counted; if landed on two feet | |
| Lifts | not counted + DED 4; if rotating more than 2 ½ revolutions | |
| Lifts | not counted; if the lifted skater is not set down (lands the lift) | |
| Pair Lift | not counted + DED 4; if the lifting skater fully extends their arms above their head | |
| Group Lift | not counted + DED 4; if lifting skater does not have at least one skate on the ice at all times | |
| Stationary Lift | not counted; if lifted skater falls out of lift | |
| Lift that glides during the preparation, lift and exit | not counted; if ALL skaters are not skating or gliding during the preparation or lift or exit | |
| Rotational Lift | not counted; if all supporting skaters do not rotate at least 180° once the lifted skater is in the elevated position | |
| Rotational Lift that glides and rotates at the same time | not counted; if all skaters are not skating or gliding during the preparation or lift or exit (rotating on the spot) not counted; if the even one (1) of the skaters do not fully extend at least one (1) of their arms Exception: The supporting skaters must attempt to have one lifting arm fully extended. The level of a group lift should not be lowered if the supporting skaters are in a position that does not allow for them to fully extend their arms. | |
| Acrobatic Lifts | no call + DED 4 for illegal | |
| Lifts where the lifting skater is rotating around herself / himself are allowed, provided there is no sustained, totally vertical position with the head down. | not called + DED 4 for illegal lift – if the lifted skater is sustained in a totally vertical position with the head down | |
| Lifts performed by only one (1) lifting skater who fully extends their lifting arms above the head | not called + DED 4 for illegal lift – if supporting skaters fully extend their lifting arms above their head | |

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| FREE SKATING ELEMENTS – Continued | | |
|--|--|----------------|
| If a reduction is to be applied to an fm please follow the guidelines below | | |
| | Technical Panel | Referee |
| Pair Pivot | not counted; if a skater does not have the toe pick in the ice not counted; if a skater/skaters do not rotate at least 360° | |
| Death Spiral | not counted; if the body and head is not close to the ice surface | |
| | not counted; if the head or free hand or any part of the body touches the ice | |
| | not counted; if the toe pick is not in the ice for at least 360° | |
| Spins | not counted; if at least three (3) revolutions without interruption performed on one (1) foot on the spot (except a cross foot spin) and in the correct position | |
| Types of Spins | | |
| Spin with a change of foot or position | not counted; if not three (3) revolutions on each foot respective in each position not counted; if the position is not correct | |
| Spin combination | not counted; if not three (3) revolutions on each foot not counted; if not two (2) revolutions in each position not counted; if the position is not correct not counted; if the change of foot is jumped | |
| Pair spin: | not counted; if not three (3) revolutions not counted; if spin is not started and completed on one foot lowest level is counted; if the partners are in different spinning positions | |
| Types of Spinning Positions | | |
| Camel spin | not counted; if not three (3) revolutions not counted; if the spiral position is not correct | |
| Sit spin | not counted; if not three (3) revolutions not counted; if the supporting leg is not bent at least to 90° angle | |
| Upright spin | not counted; if not three (3) revolutions | |
| Variations of an Upright Spin | not counted; if not three (3) revolutions not counted; if there is no variation of the upright spin | |
| Cross foot spin | not counted; if not three (3) revolutions on each foot not counted; if both feet are not on the ice while spinning | |
| Layback spin | not counted; if not three (3) revolutions not counted; if the skater is not leaning backwards with the head leaning away from the core axis of the body | |
| Sideways Leaning spin | not counted; if not three (3) revolutions not counted; if there is not at least a 45° angle from the torso | |
| Spin with one change of foot or position | not counted: if not three (3) revolutions on each foot/position | |
| Difficult Variation of an Upright Spin | not counted; if not three (3) revolutions not counted; if the movement of the free leg does not require strength and flexibility not counted; if the movement of the free leg does not have an effect on the balance of the main body core | |

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FREE SKATING ELEMENTS – Continued

If a reduction is to be applied to an fm please follow the guidelines below

| | Technical Panel | Referee |
|---|--|----------------|
| <u>Biellmann spin</u> (<i>Biellmann position in a spin</i>) | not counted; if not three (3) revolutions not counted; if the Biellmann position is not correct | |
| Spiral 135° spin | not counted; if not three (3) revolutions not counted; if the skater's body does not remain upright with the free leg held at a 135° angle to the skating leg | |
| Flying Spins | not counted; if not three (3) revolutions not counted; if there is no "fly" during the entry of the spin not counted; if the skaters are not in the same position after landing not counted; if the position after landing is not correct | |
| Throw Jumps | DED 4 for illegal | |
| Vault | not counted as a vault; if there is no continuous ascending and descending movement DED 3 for a 3 rd vault during a Junior or Senior Free Skating | |

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

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| POINT OF INTERSECTION REQUIREMENTS – CONTINUED | | |
|--|--|----------------|
| | Technical Panel | Referee |
| Point of Intersection for Angled Intersection | | |
| If the rotation is not executed on a diagonal path during the approach | pi lowered one (1) level | |
| The rotation starts before the axis of intersection and within the 1 meter | pi is called | |
| The rotation begins before the one (1) meter requirement and only part of the rotation is executed within the 1 meter requirement | - pi is called - pi is not called if three (3) or more skaters do not | |
| When the rotation is started ON the axis of the intersection by three or more skaters | pi is not called | |
| The rotation has not started until after three (3) or more skaters have passed the axis of the intersection | pi is not called | |
| The first part of a 360° rotation must begin when the skaters are at least two (2) spots away from their hole | pi lowered one (1) level if not started correctly | |
| Point of Intersection for Collapsing Intersection: | | |
| In the case of a collapsing intersection (box, triangle etc.) the point of intersection is defined as being the area when the majority of the skaters have reached approximately the ½ way point of that intersection | pi is called: when the skaters execute first rotation as they begin to intersect and execute the second rotation as they complete the intersection. There is no pi being executed when the majority of the skaters are at the ½ way point pi not counted: if all skaters have not begun to intersect during a collapsing intersection | |
| In Collapsing Intersections only, (Example: Box or Triangle Intersection) there must be two (2) separate backward or forward entry rotations of either 180° or 360° continuous rotation (using turns and/or linking steps) | - lower pi one level if there is only one correctly executed - lower pi two levels if both are not correct - lower pi one level if only one rotation is attempted | |
| In the case where there are both forward and <u>two (2)</u> backward entry directions | the most difficult rotations will be counted | |
| A double twizzle will not be counted as two (2) 360° continuous rotations | called as one 360° | |
| If a team executes only one (1) 180° rotation | pi is not called | |
| If a team executes one (1) forward 360° rotation followed by one (1) continuous backward 360° rotation | pi2 is called | |

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – Revised November 2009

| POINT OF INTERSECTION REQUIREMENTS – CONTINUED | | |
|---|---|----------------|
| | Technical Panel | Referee |
| Point of Intersection for Combined Intersection: where skaters intersect all at different times | | |
| Where skaters intersect at different times as in a collapsing intersection | pi is called: when the skaters execute first rotation as they begin to intersect and execute the second rotation as they complete the intersection. There is no pi being executed when the majority of the skaters are at the ½ way point | |
| | pi is not called: if all skaters have not begun to rotate before the axis of intersection | |
| In the case where there are both forward and two (2) backward entry directions | the most difficult rotations is called | |
| Point of Intersection for Combined Intersection: where skaters intersect all at the same time | | |
| The rotation starts before the axis of the intersection and is executed within one (1) meter requirement but three (3) or more skaters do not | pi is not called | |
| The rotation begins before one (1) meter and only part of the rotation is executed within one (1) meter requirement | pi is called | |
| The rotation is completed before one (1) meter requirement by three (3) or more skaters | pi is not called | |
| Point of Intersection for Whip Intersection | | |
| The rotation starts before the axis of the intersection but at least three skaters do not | pi is not called | |
| The rotation begins before the one (1) meter requirement and only part of the rotation is executed within the 1 meter requirement | - pi is called - pi is not called if three (3) or more skaters do not | |
| When the rotation is started ON the axis of the intersection by three (3) or more skaters | pi is not called | |
| The rotation has not started until after three (3) or more skaters have passed the axis of the intersection | pi is not called | |

