

**INDEX for Senior Short Program Elements**

<b>General for Short Program</b>	<b>Page 2</b>
<b>Block</b>	<b>Page 3</b>
<b>Intersection</b>	<b>Page 4-5</b>
<b>Moves in the Field</b>	<b>Page 6</b>
<b>No Hold Block</b>	<b>Page 7</b>
<b>Wheel</b>	<b>Page 8-9</b>

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

<b>SHORT PROGRAM – General – Junior and Senior</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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	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		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

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

<b>SENIOR SHORT PROGRAM – BLOCK</b>		
	<b>Technical Panel</b>	<b>Referee</b>
A block element must have a minimum of 3 lines	Block is not called; if 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 modification 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	Block is called but the open configuration/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	
<b>Ice Coverage Requirements</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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	

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

<b>SENIOR SHORT PROGRAM – INTERSECTION #1 and #2</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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 <b>all</b> skaters must participate in the intersection	Intersection is not called; if all skaters do not participate	
Point of Intersection (pi) is required (See Features for requirements)	<ul style="list-style-type: none"> <li>- pi is counted; if executed correctly</li> <li>- pi is not counted + no DED: if omitted</li> </ul>	
Intersection #1 and Intersection #2 may occur separately or as a sequence of two elements.	Intersection is called; when they appear	
A combined intersection is not permitted	Intersection is not called + DED 3; 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	
Back to back Preparation and Approach must be included in both intersections (Senior) (See Additional Features for requirements)	I1 is called; for any required intersection without a Back to Back Preparation and Approach	
Jumps (except for dance jumps) and back spirals during intersection are illegal (forbidden) elements.	Intersection is not called + DED 4; for illegal feature	
When using multiple lines the number of skaters in each of the lines must be as equal as possible <b>Group A;</b> Whip Intersection has two lines and on a team of sixteen (16) each line has eight (8) skaters. <b>Group B;</b> Triangle Intersection has three lines and on a team of sixteen (16) each line has five (5), five (5) and six (6)	Intersection is called	
<b>Angled Intersection</b>		
The lines must be as equal as possible	Intersection is called	
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	Intersection is called; even if direction changes during exit phase	

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

<b>Collapsing Intersection</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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 all skaters do not participate	
The lines must be as equal as possible	Intersection is called	
<b>Whip Intersection</b>		
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	Intersection is called	
There must also be a “Whip” action	Intersection is called 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	
<b>Examples of Correct Shapes for some Intersections:</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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	
<b>INTERSECTION – Ice Coverage – Requirements</b>		
The maximum distance between the lines of an intersection must be approximately ½ 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
<b>Angled Intersection:</b> 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
<b>Collapsing Intersection:</b> 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

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

<b>SENIOR SHORT PROGRAM – MOVES IN THE FIELD</b>		
	<b>Technical Panel</b>	<b>Referee</b>
This element is a sequence of only 3 (three) different free skating moves that must not be repeated and which can be connected with linking steps/turns	fm is not called if; - It is a repeated fm - It is a fourth (4 <sup>th</sup> ) fm – DED1 for NAR	
One of the free skating moves must be a Spiral and may be skated in any order	The 3 <sup>rd</sup> fm is not called; if one of the other fm's is not a spiral (only the first two (2) fm's will be called)	
If an fm is not called then the Additional Feature (simple or difficult variation) will also not be counted	no fm called + no Additional Feature is counted	
All skaters must execute the same free skating move, in the same position, on the same edge at the same time. (refers to ½ of the team executing one move and the other ½ executes a different move, edge etc and this is not permitted in the short program)	fm not called; if not the same fm on the same edge or same position	
The team must act as a unit throughout the whole element	Moves in the Field is called; even if not a unit	DED4 – sub-grouping if not acting as a unit
Skaters may pass by each other in order to change position, but this pass by may not resemble any intersection	call the fm + DED3; for NAR (wrong pattern) and the MF will end if resembles an intersection	
fm with a visible error by three(3) or more skaters	call the fm one (1) level lower	
<b>(See Features for Free Skating Moves for further information, if there is to be a reduction in the level of an fm)</b>		
<b>Ice Coverage – Requirements</b>		
The team must stay within a maximum of ½ the length of the ice surface from each other as they prepare and execute an fm.	Variation is called; even if not	DED 2 for excessive use of ice
The transition between each of the free skating moves must not be longer than 1/3 of the length of the ice surface.	Variation is called; even if not	DED 2 for excessive use of ice
Mirror Image is not permitted	fm and additional feature are not counted + DED 4; if used in Short Program (illegal)	

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

<b>SENIOR SHORT PROGRAM – NO HOLD BLOCK</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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	call level of the NHB + DED 3 for NAR (wrong shape)	
The NHB must include a step sequence (See Features for requirements)	feature is called; if executed correctly - step sequence is not called + no DED; if omitted	
Additional Features are permitted (except creative modifications) and will be counted	Additional Features are counted; if executed correctly	
Creative modifications are not permitted in the Short Program (mirror image is considered a creative modification during a NHB)	Creative modification is not counted + DED1; for NAR OR Creative modification is 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 + DED3 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 <b>no hold</b>	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;	
<b>Ice Coverage – Requirements</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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	Element 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 correct - 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 correct  - NHB is called; if the start OR end is correct	

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

<b>SENIOR SHORT PROGRAM – WHEEL #1 - 2 Line Parallel Wheel</b>		
	<b>Technical Panel</b>	<b>Referee</b>
Must be a 2 Line Parallel Wheel	Wheel is not called + DED 3 for NAR if the wrong shape	
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 + no DED; if omitted	
Only one travel is permitted	repeated travel is not counted + DED1	
Change of rotational direction (cd) is permitted and will be counted if executed correctly	- change of rotational direction is counted; if executed correctly - change of rotational direction is not counted + no DED; if omitted	
Only one change of rotational direction (cd) is permitted (cd is counted only when the direction of the rotation is correct both before and after)	- change of rotational direction is counted; if executed correctly - repeated cd not counted + DED 1	
No other Additional Features are permitted	Other variations are not counted + DED 1	
Creative modifications are not permitted in the Short Program	Creative modifications are not counted + DED 1; for NAR (if the required shape is executed + variation) OR Creative modifications are not counted + DED 3; for NAR (wrong shape) (if only the variation is executed)	
<b>Ice Coverage – Requirements</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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°	
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

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

<b>SENIOR SHORT PROGRAM – WHEEL #2 – Group B - 3-SPOKE</b>		
	<b>Technical Panel</b>	<b>Referee</b>
Must be a 3 spoke wheel (five (5), five (5) + six (6))	Wheel is not called + DED3 for NAR if the wrong shape	
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 wheel at a time	Wheel is not called + DED3; if there is more than one wheel (wrong shape)	
No Additional Features are permitted	Other Variations are not counted + DED1; for NAR	
Creative modifications are not permitted in the Short Program.	creative modifications are not counted + DED1; for NAR (if the required shape is executed + variation) or creative modifications are not counted + DED3; for wrong shape (if only the variation is executed)	
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	
<b>Ice Coverage – Requirements</b>		
	<b>Technical Panel</b>	<b>Referee</b>
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

November 1, 2009