



Handbook for Technical Panels

Synchronized Skating

Season 2019-2020

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NUMBER OF SKATERS SKATING ON A TEAM	¼ of the Team making an error	For Teams required to be comprised of sixteen (16) Skaters only and compete with less (Advanced Novice, Junior, Senior)	Technical Panel will call the Elements in the following manner
16 Skaters	4 Skaters making an error	Pivoting Elements	Determine the level of the Element as skated then lower the Element one (1) level
15 Skaters	3 Skaters making an error	Intersections (Excluding Angled/Whip)	
14 Skaters	3 Skaters making an error	Move Element	
13 Skaters	3 Skaters making an error	No Hold Element	
12 Skaters	3 Skaters making an error	Travelling Wheel	
11 Skaters	2 Skaters making an error	Twizzle Element	
10 Skaters	2 Skaters making an error		
9 Skaters	2 Skaters making an error		
8 Skaters	2 Skaters making an error		

SITUATION	NOTES	TECHNICAL PANEL
GENERAL		
To call the level of an Element/Additional Feature the requirements listed for that level must be met		
If a minimum ice coverage requirement is defined in the ISU Regulations and/or ISU Communication 2270 (Difficulty Groups) and is not met for an Element		Element is called no value
If any restriction for ice coverage as defined in the ISU Regulations, ISU and/or Communication 2270 (Difficulty Groups) has not been met (applies to Pa, ME, GL, SySp)	Pairs, fms, Group Lifts/remaining Skaters and Spins must be executed within thirty meters (30m) from each other	Element is counted + DED 3
If the requirements listed for each Element in the ISU Regulations are not met by ¼ of the Team or more (not due to a Fall)	Including the correct number of Skaters in a Block, Circle, Intersection, Line, Wheel etc.	Element is called no value
If the basic requirements listed for each Element as in the ISU Comm. 2270 are not met/attempted by ¼ of the Team or more (not due to a fall, illness or interruption)		Element is called no value
ADDITIONAL FEATURES - GENERAL		
If the basic requirements for an Additional Feature are not met/attempted by ¼ of the Team or more		Additional Feature is called no value
If an Additional Feature is repeated within an Element (<i>exception ME where the first fm executed is counted – see Element for more calls</i>)	The first (1 st) correctly executed Additional Feature will be counted for the level (<i>Exception: fm in the ME</i>)	Additional Feature is counted once per Element
FEATURES - GENERAL		
If the requirements for a Feature are not met by ¼ of the Team or more	Exception: Group Lift and Intersection (<i>See those Elements for further details</i>)	Feature not counted
If a Feature is repeated within an Element	The first (1 st) correctly executed Feature will be counted for the level (<i>See PB/PL and TC/TW for further details</i>)	Each Feature is counted once per element
If a Feature is not executed at the same time by all Skaters (due to choreography error), and unless otherwise stated in the Difficulty Groups ISU Communication 2270)		Feature is not counted
STOPPING/STATIONARY		
If Stopping OR becoming Stationary is not permitted during an Element and ¼ of the Team or more Stops OR becomes Stationary	See Specific requirements for each Element	Element ends Call the level accordingly before the Element ended
If Stopping OR becoming Stationary is not permitted during a Feature and ¼ of the Team or more Stops OR becomes Stationary		Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
SHORT PROGRAM		
If Un-prescribed or additional Elements or a repetition of Elements are included/executed	Rule 991 3a) Level Base Elements and Artistic Elements will not be considered as an additional Element	DED3
	During the PB: All Features from the Artistic and Linear Elements (Block) are permitted before and/or after pivoting	
	During the TC/TW: Some Features from the Artistic and Rotating Elements (Circle/Wheel) are permitted during the travel (<i>example; 3 different holds, Skaters/Spokes change places/positions and extra Features</i>) A change of configuration is permitted only before or after traveling	
If a Team executes an Element that is not according to the SP requirements (Wrong Element shape)	Rule 991 3e)	Element is called no value
If requirements are omitted (i.e.; pi is not included)	Rule 991 3d)	Element is called + DED1
DED 3 - NON-PERMITTED ELEMENTS/FEATURES/ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior Short Program & Novice Free Skating)		
If the non-permitted Movement is an Element	The deduction is given even if the non-permitted Element/Feature or Additional Feature is presented by one (1) Skater	Element is called no value + DED3
If the non-permitted Movement is included in the Feature		Element is called + Feature is not counted + DED3
If the Non-permitted Movement is included in the Additional Feature		Element is called + Additional Feature is called no value + DED3
If there is a non-permitted Element, Feature, or Additional Feature executed in a Transition		DED3
DED 4 - ILLEGAL ELEMENTS		
If an Illegal Element, Feature, Additional Feature or Movement is performed during the execution of any Element	Rule 954 1.f) If an Illegal Element/Feature/Additional Feature/Movement is performed during the execution of any Element, the Element will be called as Base Level if the requirements for Base Level are fulfilled	Element is called Base Value +DED4 (if meeting basic requirements) Element is called No Value+ DED4 (if not meeting basic requirements)
If there is an illegal Element, Feature, or Additional Feature executed between two (2) Elements in a Transition	The deduction is given even if the illegal Element/Feature or Additional Feature is presented by one (1) Skater	DED4

SITUATION	NOTES	TECHNICAL PANEL
ARTISTIC ELEMENTS		
If a Feature(s) is not part of the Artistic Element		Feature is not counted
If Skater(s) executing a Feature does not return to the Element Shape		Feature is not counted
If the AC/AW does not rotate before, during and/or after the Feature(s)		Feature is not counted
If the AB/AL does not progress along/across the ice before, during and after the Feature(s)		Feature is not counted
Interlocking		
If Interlocking occurs once in a Wheel and the overlap is minimal	There is no need to count the number of spokes that are interlocking	Feature is counted
If the Interlocking occurs once in a Circle and the overlap is minimal	There is no need to count the number of Skaters who are interlocking	Feature is counted
Free Skating Elements		
If a Spin does not revolve at least three (3) times		Feature is not counted
If a Jump does not rotate	Any basic jump will be counted; i.e. waltz jump	Feature is not counted
If a Lift is not maintained for at least 3 seconds	Will be considered as an Un-sustained lift	Feature is counted
Pivoting		
If the element does not pivot at least 45°	There is no minimum requirement	Feature is counted

GROUP LIFT ELEMENT (GL)		
If all of the Group Lifts do not meet the Rulebook definition for Rotational Lift that glides and rotates at the same time		Element is called no value
		Level of the element is called according to the number of correctly executed Group Lift(s)
If a Group Lift does not set down the lifted Skater		Group Lift is not counted towards the level
If any Group Lift has a lifting/supporting Skater without their skate(s) on the ice		Element is called no value
If All Group Lifts and remaining Skaters (if any) do not stay within thirty meters (30m) from each other while executing the Group Lifts	The preparation may use more than 30m. Measurement is considered using the length of the ice	Element is called according to the number of correctly executed Group Lifts + DED3
If the Features of a Group Lift are executed in a choreographed syncopation		Feature is not counted
If the Features are not the same (exception remaining Skaters executing a GL at a lower level)		The number of Groups Lifts containing the same Features are counted (count the highest level)

SITUATION	NOTES	TECHNICAL PANEL
GROUP LIFT ELEMENT (GL) continued		
Remaining Skaters		
If the remaining Skaters do not meet the requirements listed for the remaining Skaters (¼ of the Team or more)		Group Lift is called no value
If the remaining Skaters execute a lower level Group Lift	The lift done by the remaining Skaters must be a lower level than the rest of the Group Lift(s) considered for the level	This Group Lift is not considered for the level. The highest level will be counted for the GL
If the remaining Skaters Stop or become Stationary		Group Lift is given no value; if the remaining Skaters do not meet the requirements listed (¼ of the Team or more)
Flexible/Balancing position		
If Team is using a combination of flexible and balancing position at the same time; <ul style="list-style-type: none"> - using an incorrect hold for the position - lifted Skaters not meeting the requirements for a Flexible position 	Balancing Position; Check for the correct hand placement for holds (If using a split position; a complete split for the lifted Skater(s) is not required) Flexible Position; Check if using a split position; a complete split for the lifted Skater(s) is required (holds are not considered)	Feature is not counted
Two (2) Different Positions		
If the change of position is not a continuous movement executed during the required rotation	Teams are permitted to include more than one (1) Flexible or Balancing position and to change position during the 360° from one (1) Flexible/Balancing position to the next Flexible/ Balancing position	Feature is not counted
Difficult Entry		
If using only two (2) supporting Skaters when lifting directly into the main position	Using two (2) supporting Skaters is permitted when executing a pre-lift/vault before the main position	Feature is not counted
If a pre-group lift/pair lift is held for less than two (2) seconds preceding the main GL	There is no time requirement for the fixed position; but the pre-group lift/pair lift must stop in a lifted position at any level	Feature is counted
If a pre-group lift is lowered to rest on the shoulders of the supporting Skaters before being raised to the main position	The lifted Skater may be lowered to touch the shoulders of the supporting Skaters before being raised to the main position There is no time requirement for resting on the shoulders but the lowering and raising motion must be continuous	Feature is not counted
Difficult Exit		
If during the exit of a GL there is a combination of a horizontal exit plus a vault	The amount of rotation done in each part is not considered	Feature is counted

SITUATION	NOTES	TECHNICAL PANEL
INTERSECTION ELEMENT (I)		
If an Intersection is executed with eight (8) Pairs		Element is called no value
If weaving is meant to be the intersection	Weaving during a Circle in a Circle (opposite or same direction) with eight (8) Skaters in each Circle is not considered to be an Intersection Element	Element is called no value
Back-to-Back Approach		
If any of the following types of errors for back-to-back feature are made by ¼ of the Team or more; <ul style="list-style-type: none"> - Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized - Skaters do not execute a pivoting entry of at least 90° (for a box or triangle) - Skaters do not keep their shoulders parallel to the axis of intersection - Any forward rotations or forward step executed without a connected hold while Skaters are back-to-back - Any backward rotation that is not continuous/pauses - Pushes within a 360° rotation 	The lowest call will be Base	I is lowered one (1) level for each type of error
Errors for Specific Intersections		
If ¼ of the Team does not intersect at the same time as required	Reflected in GOE	I is called without penalty
Angled Intersection <ul style="list-style-type: none"> - Corridor wider than 3m - Lines pivot more than 45° - Corridor is not reducing once the lead Skaters have overlapped 	The lowest call will be Base	I is lowered one (1) level for each type of error
Collapsing Intersections <ul style="list-style-type: none"> - No specific requirements 	The lowest call will be Base	
Combined Intersection <ul style="list-style-type: none"> - Circle/Wheel (if included) must rotate during all phases (the shape is permitted to form without rotation) 	The lowest call will be Base	I is lowered one (1) level for each type of error
Two (2) Line Intersection <ul style="list-style-type: none"> - No specific requirements 	The lowest call will be Base	
Whip intersection <ul style="list-style-type: none"> - The lines do not maintain a curved shape (minimum of a ½ Circle shape) during the required 90° pivot - If either line does not pivot a minimum of 90° until the lead Skaters of each line, become back-to-back to each other - If lead Skaters do not become back-to-back to each other - If there are backward 360° or more rotations done during the approach phase: Example; IF backward 360° rotation + push + backward 720° rotation for the pi 	The lowest call will be Base The quality of the curved shape is reflected in GOE Example note: <ul style="list-style-type: none"> - When the backward 360° is completed before the Skaters intersect the penalty is for the Element – I is lowered one (1) level - When this backward 360° rotation occurs as the Skaters intersect then pi2 is called 	I is lowered one (1) level for each error

SITUATION	NOTES	TECHNICAL PANEL
POINT OF INTERSECTION (pi) – Additional Feature		
If ¼ of the Team or more does not attempt at least one (1) pi rotation	Not including any Skater(s) who falls or unsuccessfully “attempts” a pi rotation	pi is called no value
If a ¼ of the Team or more complete the pi rotation before intersecting		pi is called no value
If ½ of the Team executes a different pi level than the other ½ of the Team	½ of the Team is permitted to execute different turns/steps/linking steps at the point of intersection than the other ½ of the Team (choreographed)	The lowest level pi is called
If a ¼ of the Team within the same line executes different pi's than the rest of the Team		pi is called no value
If executing a double twizzle as/instead of two (2) separate 360° continuous rotations	A double twizzle will not be counted as two (2) separate 360° continuous rotations	Rotation is counted as one (1) 720°
If the backward 360° or 720° rotation (turns/steps) ends forwards	Once ALL Skaters have completed intersecting it is permitted to end a backward rotation forward without penalty Exception; during a Whip Intersection	pi is lowered one (1) level if a pi rotation ends forwards before completing a pi and if done during a Whip Intersection
pi Errors: (Any type of error made by ¼ of the Team or more) <ul style="list-style-type: none"> - pi rotation that does not start before the axis of intersection - pi rotations that do not continue to rotate as the Skaters go through the axis of intersection - Skaters in the same line executing rotations in opposite directions - pi rotations that begin backward and have forward pushes - A 360° or 720° pi rotation that is not continuously executed - Pauses in order to assist Skaters to pass each other - Pauses due to a stumble/collision - A clear push within a 360° and/or 720° - Part of a pi's rotation executed on the same spot 	¼ of the Team or more make the same type of error	pi is lowered one (1) level for each error (same type) piB will be the lowest call if all Skaters attempt a pi rotation
If there is a ¼ of the or more making multiple types of errors	This reduction will only be utilized when there have been no other reduction(s)	pi is lowered one (1) level
Point of Intersection - Collapsing Intersections and Combined Intersections		
If there are crossovers during any pi level	Crossovers are not permitted	pi is called no value
Level 1: If there is only one (1) 360° rotation executed correctly and is ended within the Intersection		pi base is called

SITUATION	NOTES	TECHNICAL PANEL
POINT OF INTERSECTION continued		
Collapsing Intersections and Combined Intersections - Continued		
For pi3:		
If the 720° rotation is completed before intersecting through any corners	The backward 720° rotation must start before the lines begin to intersect, and end inside the Intersection. Two (2) subsequent backward 360° rotations must start within the Intersection however the last (third (3rd)) pi rotation may end after the Skaters have exited the Intersection	720° rotation is not counted
If the 720° rotation is completed before intersecting through one (1) corner		720° rotation is counted
If the 720° rotation is completed before intersecting through two (2) corners		720° rotation is not counted
If there are only two (2) rotations executed correctly		pi2 is the highest call
If only one (1) correctly executed rotation occurs within the Intersection		pi1 is the highest call
If there are no correctly executed pi rotations within the Intersection		piB is the lowest call
Point of Intersection – Whip Intersection		
If pi rotations are executed in the opposite rotational direction respective to the Skater's line during the approach		pi is lowered one (1) level
For pi3:		
If pi rotation rotates in total more than the required 720° by ¼ of the Team or more		pi base is called
If the required 720° pi rotation rotates more than 360° prior to the axis of the intersection by ¼ of the Team or more	Exception: the two (2) fast end Skaters on each line may rotate more than 360° before the axis of intersection and must continue to rotate as they intersect	pi is lowered one (1) level
Point of Intersection - Angled Intersection		
If the rotation does not begin before or at the latest when the lines being to overlap		pi is lowered one (1) level

SITUATION	NOTES	TECHNICAL PANEL
LINEAR ELEMENTS - BLOCK (B) & LINE (L)		
If Block/Line does not progress along/across the ice before, during and after the Feature(s)		Feature is not counted
If ¼ of the Team does not execute a Feature at the same time	Reflected in GOE	Feature is counted
If two (2) Features are executed at the same time (see Exceptions)	NOTE: Any Feature may be done in either configuration when executing two (2) different configurations Exceptions; - Feature #1 cannot be done at the same time as Features #4, #7, #10 or #11 - Feature #5 cannot be done together with Features #1, #2, #3 or #4	Both Features are counted For the Exceptions; Features are not counted if executed at the same time
Line; If there are two (2) lines, the two (2) lines may be joined or separate and may pass by each other		Element is counted
Block; If Skaters are not attached during the majority of this Linear Element	Majority = the greater part of the Element except when a release of hold is necessary to execute a turn or a step	Element is called no value
Execute four (4) turns/steps maintaining a hold		
If using syncopated choreography		Feature is not counted
Use of Circular Pattern		
If the lines of the Block become more than 45° perpendicular to the circular pattern		Feature is not counted
ROTATING ELEMENTS – CIRCLE (C) & WHEEL (W)		
If two (2) Features are executed at the same time (see Exceptions)	NOTE: Any Feature may be done in either configuration when executing two (2) different configurations Exceptions; - Feature #1 cannot be done at the same time as Features #4, #7, #10 or #11 - Feature #5 cannot be done together with Features #1, #2, #3 or #4	Both Features are counted For the Exceptions; Features are not counted if executed at the same time
ROTATING ELEMENT – CIRCLE (C)		
Weaving		
If Weaving does not occur at the same time, due to an error of execution/due to quality reasons	Reflected in GOE	Feature is counted
If Weaving does not occur at the same time due to a choreographic error		Feature is not counted
ROTATING ELEMENT – WHEEL (W)		
Skater/lines change places/position with another Skater/line		
If different methods of changing places are executed at the same time (choreographed)	Permitted: Change of places/position with another Skater is done by part of the Team + a change place of the spokes is done by another part of the Team at the same time	Feature is counted

SITUATION	NOTES	TECHNICAL PANEL
MOVE ELEMENT (ME)		
If fms are not executed within thirty meters (30m) from each other	The preparation may use more than thirty meters (30m). Measurement is considered using the length of the ice	Element is called as executed + DED3
If ¼ of the Team or more does not attempt at least one (1) fm	Not including any Skater(s) who fall or unsuccessfully “attempt” an fm	ME is called no value
If an fm is called as fmB	Feature(s) are not counted	MEB + fmB is called
If executing up to four (4) different fms and all or some of the fms have different levels		The lowest fm level is called
If there are up to four (4) different fms and there are not at least four (4) Skaters executing each fm not due to a fall		MEB + fmb is called
If there are not at least four (4) Skaters executing the same fm at the same time not due to a fall	See Short Program for further details when using the same fm	fm is not counted
MOVE ELEMENT (ME) – Free Skating only		
If fms do not start and/or end at the same time as required due to choreographic errors; <i>Teams may choose one (1) of the following options</i> 1. <i>All fms executed at the same time - all fms must start and end at the same time</i> 2. <i>All fms start at the same time and may end at different times</i> 3. <i>fms may start at different times and/or fms may end at the same time</i>	Reflected in GOE (when the error is in execution)	ME is lowered one (1) level if the requirements for the options are not met (choreographic error)
For ME4 (Free Skating); If the change of position is not executed with an fm on one (1) foot		ME3 will be the highest level called if the change of position is executed correctly

SITUATION	NOTES	TECHNICAL PANEL
MOVE ELEMENT (ME) – Short Program only		
If fms do not start and/or end at the same time as required due to choreographic errors; <i>Teams may choose one (1) of the following options</i> 1. <i>All fms executed at the same time – All fms must start and end at the same time</i> 2. <i>All fms start at the same time and may end at different times (a minimum of four (4) Skaters (must end the fm at the same time)</i> 3. <i>fms may start at different times and all fms must end at the same time (a minimum of four (4) Skaters must start the fm at the same time)</i>	Reflected in GOE (when the error is in execution)	ME is lowered one (1) level if the requirements for the options are not met (choreographic error)
If there are not at least four (4) Skaters executing the fm at the same time	NOTE: In the Short Program all Skaters must execute the same fm; there must be at least a group of four (4) Skaters executing the selected fm when starting or ending at different times	fm is lowered one (1) level
SP ; If a change of position is executed with an fm done on two (2) feet		MEB + fm level as executed will be the highest level
If there are the following choreographic errors for ME in the Short Program made by ¼ of the Team or more: - Not the same fm - Not the same edge - Not the same skating direction	(Omitted Requirements, Rule 991 3d))	MEB + fmB + DED1 is called for any of the choreographic errors
Feature: At least ½ of the Skaters execute a change of position		
If a fall occurs and the Skaters executing the change of position are less than half of the Team	Two (2) spaces without a re-grasp - Feature is not counted even if the fallen Skater is the cause	ME is called + Feature as executed + fm level + DED for Fall
If a change of position is not executed at the same time – release of hold and re-grasp of hold is done not at the same time (execution error)	Reflected in GOE	Feature is called as executed
If a change of position is not executed at the same time – release of hold and re-grasp of hold is done not at the same time due to choreographic errors		Feature will not be counted
If at least the level of the fm called is not maintained either before, during OR after the change of position (by ¼ of the Team or more)	For example: If fm2 is called, then the fm2 position or higher must be maintained before, during and after the change of position	Feature will not be counted
Feature: At least ½ of the Team executes an fm that Intersects/Passes through		
If Intersecting/Passing through is executed using backward spirals	(Illegal)	ME is called Base level + DED4
If at least the level of the fm called is not maintained either before, during or after the Team Intersects/Passes through (by ¼ of the Team or more)	For example: If fm2 is called for the fm, therefore the fm2 position or higher must be maintained before, during and after at least ½ of the Team or more intersects/Passes through	Feature will not be counted
If at first, four (4) Skater pass thru each other and later another four (4) Skaters pass thru each other	fms may intersect/pass-through at the same or different times	Feature will be counted

SITUATION	NOTES	TECHNICAL PANEL
FREE SKATING MOVES (fm) – Additional Feature		
If ¼ of the Team or more does not attempt at least one (1) fm	not including any Skater(s) who fall or unsuccessfully “attempt” an fm	ME is called no value + fm is called no value
fm errors (any type of error made by ¼ of the Team or more) - fm position is not correct - fm that is not executed on a clear lobe/edge for a minimum of three (3) seconds - fm that is not held in the correct position for a minimum of three (3) seconds (if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for two (2) seconds)	¼ of the Team or more make the same type of error	fm is lowered one (1) level for each error (same type) fmB; will be the lowest call if all Skaters attempt an fm
If there are more than the required number of changes of edges/positions included for an fm (i.e. a spiral that has two (2) changes of edge)	The additional lobes/edges/positions are not counted towards the fm level or Feature(s)	fm is evaluated using the required lobes/edges/positions
If there is a ¼ of the Team or more making multiple types of errors	This reduction will only be utilized when there have been no other reduction(s)	fm is lowered one (1) level
fms with a change of edge or a change of rotational direction		
If executing the same fm (starting at the same time) with a change of edge/fm position/change or rotational directions, in multiple lines/pairs, but the lines/pairs (at least one (1) line or one (1) pair) do not change edges/ fm position/rotational direction at the same time as the rest of the lines/pairs (error in choreography)	Reflected in GOE (if an error in execution) The Technical Panel will begin to evaluate the fm on the 2 nd edge once All Skaters are on their 2 nd edge / 2 nd rotational direction Spirals in a follow the leader pattern are permitted. The first Skater in each line (if multiple lines/pairs) must change their edge/rotational direction at the same time	fm is lowered one (1) level (for fm errors (if any) as listed above) PLUS fm is lowered one (1) level if a timing (choreography error)
If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa) for a Spread Eagle or Ina Bauer executed in both cw and acw directions (or vice versa)		fm is lowered one (1) level
If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa) for an Outside Spread Eagle + Outside Ina Bauer combination (clockwise & anti-clockwise direction)		fm is lowered one (1) level
For fm3; If the correct position is held on the correct edges/lobes only before and after the change of edge (not held during the change of edge)		fm is lowered one (1) level

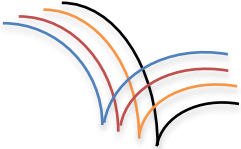
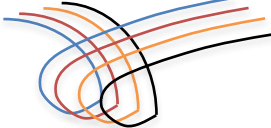
SITUATION		NOTES	TECHNICAL PANEL
NO HOLD ELEMENT (NHE)			
If the NHE is executed after the Twizzle Element without a current WBP Element executed in-between			NHE is called a no value
If the NHE does not start in four (4) lines of four (4) Skaters on a Team that requires sixteen (16) Skaters			Element will begin to be evaluated when: - there are four (4) lines (on a Team comprised of 12,13,14,15 and 16 Skaters) - there are three (3) lines on a Team which has less than 12 Skaters
16-12 Skaters - a four (4) line configuration is required 16 Skaters = 4+4+4+4 15 Skaters = 4+4+4+3 14 Skaters = 4+4+3+3 13 Skaters = 4+3+3+3 12 Skaters = 3+3+3+3	8-11 Skaters - a three (3) line configuration is required 11 Skaters = 3+4+4 10 Skaters = 3+3+4 9 Skaters = 3+3+3 8 Skaters = 3+3+2		
Two (2) Different Configurations			
If there is an open Block as any part of the NHE			Element ends
If the two (2) different configurations are not recognized		Technical Panel must consider the configuration from all angles & decide in favor of the Team	Feature is not called if not recognized
If executing two (2) different configurations and other Features are done in the second (2 nd) configuration		Any Feature may be executed in either configuration but must not be done at the same time when changing configuration	Features are counted (unless done at the same time when changing configurations)
Diagonal axis			
If the series of two (2) difficult turns is correctly executed on a diagonal axis		The two (2) turns are permitted to be either the same or a different type. Example of the same type; RFI Rocker + RBI Rocker	Feature is counted and the turns will be counted towards the level of the Step Sequence
If the series of two (2) difficult turns is executed on a diagonal axis and has a change of edge in between the two (2) turns		The turns must be consecutive and without a change of edge in-between	Feature is not counted
If a series of three (3) difficult turns does not consist of at least two (2) correctly executed turns		The series of turns may or may not be part of the Step Sequence Series of Turns requirements	Feature is not counted
If a series of three (3) difficult turns has one (1) turn incorrectly executed			Feature is counted

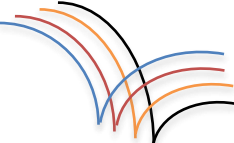
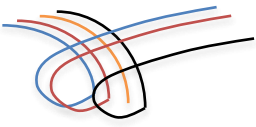
SITUATION	NOTES	TECHNICAL PANEL
STEP SEQUENCE (s) – Additional Feature		
If one (1) Skater falls before the Step Sequence begins and does not catch up to the Team and therefore misses all turns/steps of that Step Sequence		Step Sequence is called as executed by the rest of the Team (with the missing Skater not participating) + DED for the fall
If ¼ of the or more do not attempt at least two (2) turns/steps	Not including any Skater(s) who falls or unsuccessfully “attempt” a turn/step	Step Sequence is called a no value
If there are not at least two (2) turns/steps correctly executed but are both attempted		Step Sequence level base is called
If there are two (2) crossovers or more in a row after the Step Sequence has begun	Step Sequence begins with the entry edge of the first turn/step executed in the NHE	Step Sequence is called including all turns/steps done during the NHE
If there is a correctly executed loop done anywhere in the Step Sequence		A Loop is counted
If there is an fm that is held longer than three (3) seconds		Step Sequence ends
If any of the following errors for Step Sequence are made by ¼ or the Team or more; <ul style="list-style-type: none"> - A two (2) footed entry or exit of a turn/step (not including a twizzle) - A turn/step executed on the same spot (not including loop) - Part of a twizzle’s rotation executed on the same spot - A turn/step that is jumped - The entry and/or exit of a turn/step is executed on a straight line (is considered flat) - Turns/steps that are not clearly on the correct entry or exit edge and lobe - Skidded turns (when the blade slides sideways along the ice) - A turn/step not attempted (not due to a fall) 	¼ of the Team or more may make the same or different types of error(s) during a turn/step (there may be multiple errors at the same time)	turn/step is not counted
Series of Turns - General		
If there is one (1) correctly executed turn in a series of two (2) difficult turns		Series of two (2) turns is not counted
If there are two (2) correctly executed turns in a series of three (3) difficult turns	The correctly executed turns do not have to be consecutively executed	Series of two (2) turns is counted
If there is one (1) correctly executed turn in a series of three (3) difficult turns		Series of three (3) turns is not counted
If there is a change of edge in-between the two (2) turns in a series of two (2) turns		Series of two (2) turns is not counted
If there is a change of edge in-between any two (2) turns in a series of three (3) turns		Series of three (3) turns is not counted
		Series of two (2) turns may be counted if two (2) consecutive turns are correctly executed

SITUATION	NOTES	TECHNICAL PANEL
STEP SEQUENCE (s) - Additional Feature - Continued		
Two (2) different series (one (1) on each foot) of Three (3) different types of difficult turns executed on one (1) foot		
If the same series is repeated on the opposite foot	Same series consists of; the same turns executed in the same order, on the same edge and in the same skating direction	The second series is not counted
Errors during the Series		
If the free foot touches down (once) between any of the three (3) correctly executed turns in a series of three (3) difficult turns by 1/4 of the Team or more		Series of two (2) turns is counted
If the free foot touches down between any of the two (2) correctly executed turns in a series of two (2) difficult turns by 1/4 of the Team or more		Series is not counted

PAIR ELEMENT (Pa)		
If the pairs are not executed within thirty meters (30m) from each other	The preparation may use more than thirty meters (30m). Measurement is considered using the length of the ice	Element is called as executed + DED3
If there is a solo Skater who is NOT executing part of the Pa		Element is called no value
If there is a solo Skater who is executing part of the Pa		Counted as one (1) error
If a Supported Skater is not clearly on one foot during the entry or exit		Counted as one (1) pair making an error (for each)
If the knee/hand of the supported Skater touches the ice as they are exiting the death spiral position and this is NOT considered a Fall		Counted as one (1) pair making an error
If there is a Fall in a pair (either by one (1) or both Skaters) will be considered as one (1) error by a pair	<i>(Consider the total number of errors including the error due to the fall)</i>	Element level is called; based on the number of pairs correctly executing the Pa + DED for the fall(s)
If at least two (2) pairs do not execute the extra feature at the same time (choreographic error)	Reflected in GOE (errors in execution)	- Feature (extra feature) is not counted (choreographic error) - Feature (extra feature) is counted (execution error)
If two (2) or three (3) pairs make an error		lower Element one (1) level
If four (4) or five (5) pairs make an error	PaB is the lowest call	lower Element two (2) levels
If six (6) pairs make an error	PaB is the lowest call	lower Element three (3) levels
If eight (8) pairs make an error		PaB is called
Extra Feature - Difficult Variation at the Exit of the Death Spiral		
If either Skater executes a twizzle during the exit of the Death Spiral	Any difficult movement during the exit of the Death Spiral will be counted	Extra Feature will be counted

SITUATION	NOTES	TECHNICAL PANEL
PIVOTING ELEMENT – BLOCK (PB)		
If ¼ of the Team or more are not attached during the majority of the Pivoting Element - Block	Majority = the greater part of the Element except when a release of hold is necessary to execute a turn or a step	Element is called no value
If at least ¼ of the Team or more have done the following <ul style="list-style-type: none"> - stopped pivoting for two (2) seconds or more - changed configuration - changed rotational direction 	Count the correctly executed turns/steps, linking steps, degrees of pivoting etc. that occurred before pivoting has ended	Pivoting is considered as ended Call the level accordingly before pivoting ended
If any line stops progressing along or across the ice for at least two (2) seconds or more	Any one (1) line of the PB may consist of 1, 2, 3 or more Skaters	Pivoting is considered ended
Pivoting with turns/steps and linking steps or a series of turns		
If Pivoting (level 1 to level 4) is not executed using the required turns/steps on recognizable and correct edges and with the required degrees of pivoting	<i>Scratched and/or shallow turns are not incorrectly executed turns and will be counted towards the level (this will be reflected in GOE)</i>	Element is called according to the number of correctly executed turns/steps together with the degrees of pivoting
If ¼ of the Team or more execute any of the following errors; Errors for Turns/Steps <ul style="list-style-type: none"> - A two (2) footed entry or exit of a turn/step - A turn/step executed on the spot - A turn/step that is jumped - The entry and/or exit of a turn/step is executed on a straight line (is flat) - Turns/steps that are not clearly on the correct entry or exit edge - Skidded turns (when the blade moves over the ice sideways) - A turn/step not attempted (not due to a fall) - Turns/steps that are not the same type of turn/step at the same time 	¼ of the Team or more may make the same or different types of error(s) during a turn/step (there may be multiple errors at the same time)	Turn(s)/step(s) are not counted
If steps/turns/edges/linking steps are executed in different skating directions by ¼ of the Team or more		Turn(s)/step(s) are not counted
If steps/turns/edges/linking steps are choreographed to be executed at different times by ¼ of the Team or more		Turn(s)/step(s) are not counted

SITUATION	NOTES	TECHNICAL PANEL
PIVOTING ELEMENT – BLOCK (PB) - Continued		
Pivoting a Total of 90°, 180° or 270°		
If the level for the number of degrees and the level for the number of correctly executed turns are different	Level is called according to the number of degrees achieved PLUS the number of correctly executed turns required for the level	The lowest level is counted
	NOTE for PB3 & PB4; the measurement of the requirements for the degrees of pivoting ends at the completion of the exit edge of the last required turn	
Change of pivot point		
<p>If the change of pivot is executed in a Circular/looped manner</p> <div style="display: flex; justify-content: space-around; align-items: flex-end;"> <div style="text-align: center;">  <p>Acceptable</p> </div> <div style="text-align: center;">  <p>Not permitted (circular/looped)</p> </div> </div>		Feature is not counted and in this case PB1 is the highest call

SITUATION	NOTES	TECHNICAL PANEL
PIVOTING ELEMENT – LINE (PL)		
If any line does not progress along or across the ice for at least two (2) seconds or more not due to a turn/step executed on the spot)		Pivoting is considered ended
If any line stops pivoting for two (2) seconds or more		Pivoting is considered ended
If at least ¼ of the Team or more make any of the following errors: - stopped pivoting for two (2) seconds or more - changed configuration - changed rotational direction	Count the correctly executed turns/steps, linking steps, degrees of pivoting etc. that occurred before pivoting has ended	Pivoting is considered ended Call the level accordingly before pivoting ended
If ¼ of the Team stops or become stationary		Pivoting is considered ended
Pivoting with turns/steps and linking steps		
If ¼ of the Team or more execute the steps/turns/edges/linking steps in the following manners; - not clearly on one (1) foot - not executed at the same time		Turn(s)/step(s) will not be counted
If ¼ of the Team or more execute any of the following errors; Errors for Turns/Steps - A two (2) footed entry or exit of a turn/step - A turn/step executed on the spot - A turn/step that is jumped - A turn/step not attempted - Turns/steps that are not the same type of turn/step at the same time	¼ of the Team or more may make the same or different types of error(s) during a turn/step (there may be multiple errors at the same time)	Turn(s)/step(s) will not be counted
Change of pivot point		
If any line stops progressing along/across the ice		Feature is not counted and Pivoting is considered ended
If the change of pivot is executed in a Circular/looped manner   Acceptable Not permitted (circular/looped)		Feature is not counted and in this case PL1 is the highest call

SITUATION	NOTES	TECHNICAL PANEL
SYNCHRONIZED SPIN ELEMENT (SySp)		
If the spins are not executed within thirty meters (30m) from each other	The preparation may use more than thirty meters (30m). Measurement is considered using the length of the ice	Element is called as executed + DED3
If All Skaters do not execute the same spin (even if one (1) Skater/pair does a different spin)	Not including the number of rotations Skaters may use the same or different rotational direction	Element is called a no value; if there are different spins (even one (1))
If All Skaters do not execute the spin at the same time due to an error of execution/due to quality reasons	Reflected in GOE	Element is counted
If All Skaters do not execute the spin at the same time due to a choreographic error		Element is called a no value
Pair Spin		
If two (2) or three (3) pairs make an error		lower Element one (1) level
If four (4) or five (5) pairs make an error	PaB is the lowest call	lower Element two (2) levels
If six (6) pairs make an error	PaB is the lowest call	lower Element three (3) levels
If eight (8) pairs make an error		PaB is called

SITUATION	NOTES	TECHNICAL PANEL
TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW)		
If ¼ of the Team or more have done the following; <ul style="list-style-type: none"> - Stopped gliding - Stopped/Interrupted traveling for two (2) seconds or more - Stopped/Interrupted rotation for two (2) seconds or more - Changed configuration - Changed rotational directions 		Travel is considered as ended Call the level accordingly before travel was ended
If the Element stops traveling for two (2) seconds or more during the Feature		Feature is not counted and travel is considered as ended
If ¼ of the Team stop or become stationary during travel with or without a Feature		Feature (if included) is not counted and travel is considered as ended
TC: Weaving (one (1) or two (2) times depending on the level)		
If Weaving does not occur at the same time, due to an error of execution/due to quality reasons	Reflected in GOE	Feature is counted
If Weaving is choreographed to not occur at the same time		Feature is not counted
TW: Skaters/Spokes change places/positions with another Skater/Spoke		
If All Skaters and/or spokes are not involved when changing places/positions with another Skater and/or spoke	<p>Spokes changing places/positions with another; All Skaters within each spoke must stay with their respective spoke as it changes place/position with another spoke</p> <p>Skaters changing places/positions;</p> <ul style="list-style-type: none"> - All Skaters within a spoke must stay with their respective spoke as they change place/position with other Skaters. - A Skater or small line moving from one (1) end of a spoke to the opposite end of their spoke will be counted as a change of place/position. - If there is an odd number of Skaters within a Spoke or small line then it is possible for some Skaters to remain in the same place/position after the change of place/position has been completed 	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
TWIZZLE ELEMENT (TE)		
If All Skaters do not execute the same twizzle (even if one (1) Skater does a different twizzle)	Not including the number of rotations	Element is called a no value; if there are different twizzles (even one (1))
If the TE is executed after the NHE without a current WBP Element in-between		TE is called a no value
If there are more than a maximum of three (3) foot placements taken in-between each of the twizzles		TE is lowered one (1) level
If ¼ of the Team or more executes any of the following twizzle errors; <ul style="list-style-type: none"> - Two (2) footed twizzles (two (2) footed - during the rotations not including the entry/exit) - Knee action is used during all or part of a twizzle/three (3) turns are executed - Part of a twizzle's rotation is executed on the same spot 	¼ of the Team or more may make the same or different types of error(s) during a turn/step (there may be multiple errors at the same time)	Count the correctly executed rotations before the error
If a third (3 rd) twizzle is included, as a Feature from Group C and one (1) of the first two (2) twizzles are not counted	Any other Feature(s) executed during the 3 rd twizzle are not considered for the TE level. (The 3 rd twizzle is a Feature)	The third (3 rd) twizzle (Feature) is not counted as one (1) of the required two (2) twizzles for the TE