

INTERNATIONAL SKATING UNION

Communication No. 2040

SYNCHRONIZED SKATING

This Communication replaces ISU Communication No. 1967

Included are Corrections to ISU Communications 2008, 2012, 2016 and the Clarifications and Calling details for the Technical Requirements Season 2016/17 Appendix A – Calling Specifications for Elements, Additional Features and Features

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August 31, 2016
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ISU Communication 2008

Page 2 para 2. – Correction, replaces text at point 2:

2. For ~~Basic Novice and Advanced Novice~~: Teams may attempt any level but highest level that will be called for an element will be level 3. Highest difficulty Group of Additional Features may be attempted and will be called as executed

Basic Novice (A & B): Maximum element levels can be skated but the level awarded will be one level lower than the maximum defined in the ISU Technical Rules. The highest Difficulty Group of an Additional Feature may be attempted and will be called as executed.

Advanced Novice: Maximum element levels can be skated and the level will be called as executed. Maximum levels of Additional Features can be skated and will be called according to the execution of the team.

Page 3 – JUNIOR SHORT (Five (5) Elements) – Correction / Clarification to the Move Element

2. Move Element

- ~~One fm's~~ must be executed by ~~all each~~ skaters ~~at the same time~~
- One fm must be an unsupported spiral with the free leg extended to the back executed by at least ½ of the team

Page 5 - SENIOR SHORT (Five (5) Elements) – Correction / Clarification to the Move Element

2. Move Element

- ~~One fm's~~ must be executed by ~~all each~~ skaters ~~at the same time~~
- One fm must be an unsupported spiral with the free leg extended to the back executed by at least ½ of the team

ISU Communication 2012

Page 4 - COMBINED ELEMENT

Correction due to Congress decisions for the Basic Requirements

Basic Requirements:

Choice of Block, Circle, ~~fm's~~, Intersection, Line, Pair Element, ~~Spin~~ and Wheel...

- If using a ~~Spin~~ or Pair Element there must be a minimum of four (4) skaters (may be the same or different spin/pivot)

Page 4 – GROUP LIFT ELEMENT – Senior - Definition and Requirements (see Regulations for details)

Clarification of Basic Requirements (para 2) and Change of Position:

Basic Requirements

2. The lifted skater must be lifted off the ice (any height) for GLB. The majority of the torso of the lifted skater must be above head level of the supporting skaters during the required rotations for GL1, GL2, GL3 and GL4

Change of Position

The torso must be kept above head level of the supporting skaters ~~during~~ before and after the change of position of the lifted skater(s). During the transition from one position to the next, the torso of the lifted skater is permitted to drop below head level of the lifting skaters. The transition from one position to the other must have a continuous movement.

Page 7 - INTERSECTION ELEMENT without Point of Intersection (pi)

Correction to the Chart for Level Base

LEVEL BASE – IB	LEVEL 1 – I1	LEVEL 2 – I2	LEVEL 3 – I3
An Intersection that does not meet the <u>requirements for Level 1, 2, or 3 but meets the Basic Requirements and Calling Specifications for an Intersection Element with no Features</u>	An Intersection with one (1) of the following Features: - Creative movement during the Preparation OR - Creative movement during the Approach OR - Creative movement at the Axis of Intersection OR - Creative movement during the Exit of the Intersection	An Intersection with two (2) of the following Features: - Creative movement during the Preparation OR - Creative movement during the Approach OR - Creative movement at the Axis of Intersection OR - Creative movement during the Exit of the Intersection	An Intersection with three (3) of the following Features: - Creative movement during the Preparation OR - Creative movement during the Approach OR - Creative movement at the Axis of Intersection OR - Creative movement during the Exit of the Intersection

**Page 14 - FREE SKATING MOVES (fm) ADDITIONAL FEATURE – Applies to Move Element
Corrections to the Chart and renaming fm for clarity of requirements**

LEVEL BASE – fmB	LEVEL 1 – fm1	LEVEL 2 – fm2	LEVEL 3 – fm3
Any fm that does not meet the basic requirements and/or calling specifications for Level 1, 2, or 3 or 4 but has been attempted by the team	<ul style="list-style-type: none"> - Inside Spread Eagle (<i>with or without a change of edge</i>) - <u>Spiral: Unsupported Spiral with the free leg held to the back</u> - Variation of a Spiral - Inside Spread Eagle - Inside Ina Bauer - Difficult change of Position – from high level to low level 	<ul style="list-style-type: none"> - Spiral: Unsupported Spiral with the free leg held to the back with one (1) change of edge (<i>free leg fully extended</i> unsupported to the back) - Spiral with a change of free leg position only (<i>free leg fully extended, unsupported as it changes to a front, side or back position</i>) - Variation of a Spiral with a change of edge - Spiral 135° (<i>free leg fully extended to the front, side or behind self-supported or unsupported</i>) - Outside Spread Eagle - Outside Ina Bauer - Difficult change of Position – from low level to high level 	<ul style="list-style-type: none"> - Biellmann Spiral - Spiral: Unsupported Spiral with the free leg held to the back with no less than 135° with one (1) change of edge (<i>free leg fully extended + 135° held at least 2 seconds on one (1) edge</i>) - Spiral 170° (<i>free leg fully extended to the front, side or behind, self-supported or unsupported</i>) - Outside Spread Eagle in both rotational directions - Outside Ina Bauer in both rotational directions - Outside Ina Bauer in one rotational direction + Outside Spread Eagle in the opposite rotational direction

ISU Communication 2016

Appendix A – Correction to Elements in Synchronized Skating

Page 3 – Intersection Element – level 5 – Base Values

INTERSECTION ELEMENT (I)			
LEVELS	DIFFICULTY GROUPS	ADDITIONAL FEATURE POINT OF INTERSECTION	BASE VALUES
LB	IB	-	1.5
	IB	piB	
L1	IB	pi1	2.0
	I1	-	
	I2	-	
L2	IB	pi2	2.6
	I1	piB	
	I2	-	
	I3	-	
L3	IB	pi3	3.1
	I1	pi1	
	I2	piB	
	I3	-	
	I3	-	
L4	I1	pi2	4.1
	I2	pi1	
	I3	piB	
	I3	-	
L5	I1	pi3	4.6 4.7
	I2	pi2	
	I3	pi1	
	I3	-	
L6	I2	pi3	5.3
	I3	pi2	
	I3	-	
L7	I3	pi3	6.0

Calling specifications for Elements, Additional Features and Features (Appendix A)

For a full list of calls please go to the ISU website for the 2016/2017 Technical Handbook

In some cases, previous requirements have been deleted and, if they are not mentioned either in an ISU Communication or in the Regulations, it will no longer be taken into consideration

GENERAL TO ALL ELEMENTS AND ADDITIONAL FEATURES

Each element (except Creative Element and Combined Element) and Additional Feature has a Level Base, which indicates that the element/Additional Feature does not meet the requirements for Level 1 – 4, but meets the Calling Specifications and Basic Requirements for the element/Additional Feature (*exception for pi and fm*)

- If the calling specifications and/or basic requirements are not met for any element it will be given a no value
- If the calling specifications and/or basic requirements are not met for the pi and fm's Additional Feature (Level 1, 2, or 3) it will be called as Level Base as long as the fm or pi has been attempted

ELEMENT ICE COVERAGE REQUIREMENTS

Minimum ice coverage

Some elements (PB, C, L, NHE and TW) must meet a minimum ice coverage requirement

- If ice coverage is not met; there will be a no value called for the element
- PB ice coverage will begin to be counted as soon as the block formation is recognized. There is no ice coverage required for the actual pivoting
- NHE will be called if the block covers a minimum of ½ of the length of the ice counted from the moment 4 lines with 4 skaters in each line in a no hold is recognized (*NHE may start and end anywhere on the ice*)

Maximum ice coverage

There is no maximum amount of ice restrictions in any element (*exceptions see below*)

- I (angled intersection): one (1) level lower will be called if the corridor between the two (2) lines are more than approximately 2.5 meters apart once the lead skaters of each line begin to overlap
- ME: fm's (and Features) must be executed within approximately ½ of the length of the ice surface to be counted. The team may execute one (1) fm at one end of the rink and then move to a different part of the rink to execute another fm, etc.

SHORT PROGRAM (Junior/Senior)

In the short program, transitions may be comprised of varied and/or complex footwork, linking steps, formations and other movements to link the required Elements, which also include the entrances and exits of Elements. No other connecting Elements are allowed to link the required Elements of a short program other than basic Element shapes (level base) (*Creative Element or Combined Element are permitted as transitions*). There are no ice restrictions regarding the transitions in the short program

Basic element shapes (level base) will not be considered as an additional element

- Transitions that meet the requirements for level 1 – 4 of any Element are not permitted and will be considered an Additional Element (DED 3 from the total score). This includes intersections with pi where all skaters intersect and are including the back-to-back preparation and approach Feature, Intersection without pi with one creative phase, or a Linear Element (Block) that changes configurations

Example: Permitted in Junior/Senior Short and will not be counted as an extra Element

- During the PB: All Features from the Linear Element (Block) are permitted before and/or after pivoting
- Rotating Element (Circle): may travel without penalty

NOTE: a half loop jump, executed as a small hop or dance jump, is permitted in the NHE without penalty

ELEMENT SHAPES

SP: Elements that require a specific shape will NOT be called if executed with the incorrect number of lines and/or shape

- Example: Wrong type of intersection is included in the SP: Intersection no value; is called for the wrong shape

Elements, that in the basic requirements require a specific configuration/shape, will be given a no value if executed in another configuration/shape

- Example: Synchronized Spin Element is given a no value if not executed in any closed block formation

Elements that require a specific number of skaters in a configuration will be called + DED1 if executed in a correct configuration including an incorrect number of skaters

- Example: NHE is called + DED 1 if there are an incorrect number of skaters in any of the four (4) lines (not due to illness, Fall or Interruption)

Intersection Free Skating: Intersection #1(with pi) and Intersection #2 (without a pi) must be different; Intersection #2 is given a no value if it is the same type of Intersection as Intersection #1 (i.e.; two-line, box, triangle, angle, whip, etc.)

FALLS

Fall(s) will not affect the level of an element, EXCEPT in the Group Lift element where the call is based on the number of correctly executed lifts

COMBINED ELEMENT

- Individual Spins and/or fm's are not permitted in the Combined Element. Combined Element is not confirmed if there are spins and/or fm's included
- If using a Pair Element as a part of the Combined Element, then both a pair pivot + pair spin may be executed at the same time therefore meeting the requirement of having two (2) pairs

FEATURES

ICE COVERAGE REQUIREMENTS

All Features must meet the minimum ice coverage/rotational/pivoting requirements. If ice coverage/rotation/pivoting is not met, the Feature will not be counted towards a level

- Applies to: degrees of pivoting (PB), ice coverage (TW) and degrees of rotation for travel (TW)

PIVOTING ELEMENTS - GENERAL REQUIREMENTS (PB)

During all parts of pivoting (including change of pivot point) the Block must continue to progress over and/or across the ice

The skater(s) are not permitted to cross their own track during a change of pivot point

- If the skater(s) cross their own old track during a change of pivot point, the change of pivot point will not be counted towards the level

The call will be according to the correctly executed criteria

Pivoting will be considered ended when there has been no pivoting movement for at least two (2) seconds

- **IF** pivoting is considered as ended (*due to an interruption 2 (two) seconds or more*), level is given according to highest requirements met either before or after the pivoting is considered ended

PIVOTING BLOCK (PB)

For PB2, 3, 4 - The measurement for the requirements of the pivoting degrees begin with the entry edge of the first turn/step **once the skaters have established their own track**; and for PB2 ends when the block stops pivoting; and for PB3 & PB4 ends during the exit edge of the last turn

The required numbers of turns/steps must be correctly executed for the Feature to be counted

- If ¼ of the team or more become stationary, the turn will not be counted

Level 3 (ii) pivoting: a change of edge is permitted in-between each turn in the series

Level 3 (i) and Level 4 pivoting: no change of edge is permitted in-between the turns

- The exit edge of one turn must be the entry edge of the following turn, etc.
- Level 4: Series of four (4) turns executed without a change of edge in-between the turns: If one (1) turn is incorrectly executed by ¼ of the team or more, a series of three (3) turns will be counted
- Level 3(ii): Series of four (4) turns executed with a change of edge in-between the turns: If one (1) turn is incorrectly executed by ¼ of the team or more, pivoting with two (2) turns will be counted
- Level 3(ii) or Level 4: Series of four (4) turns executed with or without a change of edge in-between the turns: If two (2) turns are incorrectly executed by ¼ of the team or more, pivoting with two (2) turns will be counted
- Level 3(i): Series of three (3) turns executed without a change of edge in-between the turns: If one (1) turn is incorrectly executed ¼ of the team or more, pivoting with two (2) turns will be counted

ROTATIONAL AND LINEAR ELEMENTS

Change of Configuration (C, L)

- The number of circles/lines must change in a C and L for the Feature to be counted
- May be executed in any manner except stopping is not permitted
- If ¼ of the team or more stop or become stationary during the change of configuration, the Feature will not be counted

Change of Rotational Direction (C)

At least ½ of the team must execute the change of rotational direction at the same time for the Feature to be counted. May be executed in any manner except stopping is not permitted

- If ¼ of the team or more stop or become stationary during the change of rotational direction, including the ½ of the team not changing rotational direction, the Feature will not be counted
- There is no amount of rotation required before or after the change of rotational direction, but the cd must be recognizable
- Change of Rotational Direction and the Change of Configuration may occur at the same time

Interlocking (C)

There are no restrictions/requirements on how at least two (2) circles must interlock other than at least two (2) circles must skate in opposite directions and at least ½ of the team (eight (8) skaters – four (4) consecutive skaters from each circle if using two (2) circles) must interlock at least once

- If ½ of the team does not interlock at least once, the Feature will not be counted

Weaving (C)

The two (2) circles must be as even as possible: Feature is counted + DED1; if not as even as possible

Skaters change places/positions with another Skater (C)

All skaters must participate and change places/positions with another skater

- If the rotation of the circle stops for two (2) seconds or more; the Feature will not be counted
- There are no restrictions on how the change of places/positions should be executed (stopping is not permitted)
- Skaters may be joined in pairs or small lines.
 - Weaving is not considered as a change of place/position
- If there is an odd number of skaters (i.e.: 5 or 7); the change of places/position will still be counted even if one (1) of the skaters remains in the same position

Change of Axis (L)

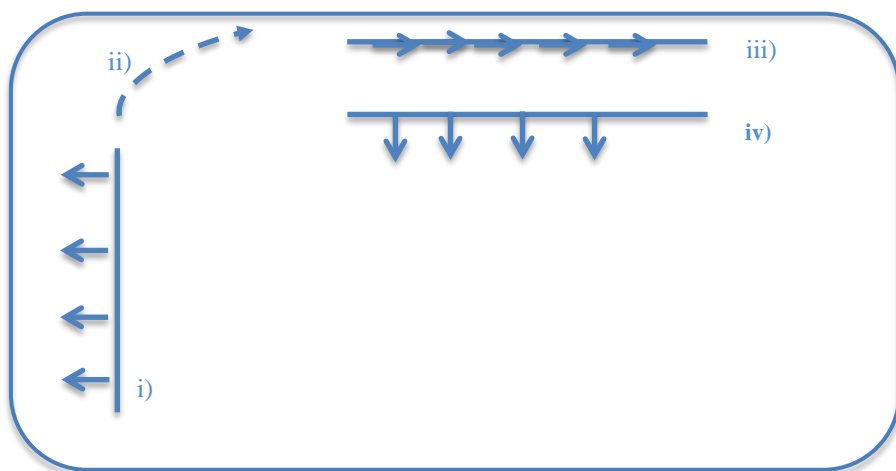
The Line must show the change of axis and not only the skaters

The skaters must each skate along their own new axis so that the new axis is easily recognizable

- Skaters may pivot the line or follow the leader in order to change axis
 - However, pivoting/follow-the-leader only, is not considered as the change of axis
 - A diagonal axis is also permitted

Diagram below shows:

- i) + iv) use of two (2) different axis
- ii) follow-the-leader to change axis – permitted
- iii) follow-the-leader continues – permitted BUT is not consider as a use of a second axis



Three (3) Different Holds (L)

- The requirement for the Feature is to use “Three (3) Different Holds” and may be the same or different type of hold
- Any “type” of hold (*except a no hold*) will be counted towards the Feature *Three (3) different holds*, even if the holds are three (3) different types of hold such as three (3) different types of elbow hold etc.

TRAVELING ELEMENTS and FEATURES (TW)

Level of the element will be called according to the correctly executed requirements/Features (length of travel in the correct shape, with the correct amount of rotation etc.)

Travel will be considered ended when:

- There is a change of configuration (a change of position is permitted and may temporarily change the shape of the wheel)
- ¼ of the team or more make any type of error (same or different errors) (listed below) at either the same time or at different times during the travel
- There has been no traveling movement for at least two (2) seconds

IF travel is considered ended, level is given according to highest requirements met either before or after the travel is considered ended

Travel errors:

- Use of different linking steps/turns/steps or skating directions
- Linking steps/crossovers/turns/steps that are executed with the toe pick instead of the blade (*not including toe steps that are part of the choreography*)
- Stepping mostly towards the center (or towards the outside, depending on their position) of the circular pattern

The skaters must always step in the correct direction even if not gliding

Traveling must be executed using turns/steps and linking steps

- A minimum of two (2) turns/steps must be attempted to reach a higher level than Level 1
- Turns/steps are not required to be on correct edges but must be executed on one (1) foot
 - If two (2) turns/steps are attempted but one (1) or both of the turns/steps is not executed on one (1) foot by ¼ of the team or more, one (1) level lower will be called

NOTE: All travel Features must be executed during the travel

Length of Travel: (more than 2m, 5m or 10m)

The amount of travel will be will be measured using the center point of the element once the traveling has begun

and will stop when the traveling has ended or when the wheel breaks apart to go into the next transition or element (*see above for examples of when travel is considered ended*)

- If a team correctly travels for at least 5m (*including two (2) turns/steps for traveling wheels*); level 2 will be called, irrespective if ¼ of the team or more have made travel errors elsewhere

Required Rotation of 360°

- Each skater must cover the required amount in one (1) rotational direction (*both rotational directions are allowed to be used, however individual skaters are not allowed to change from one (1) rotational direction to the other during the traveling*)
- The degree of rotation will be measured once the traveling has begun and stops when traveling has ended

Release of hold for three (3) seconds

During the release of hold each skater must turn/rotate or use both skating directions (forward and backward) i.e. only skating backward (or forward) are not permitted

- If skaters choose to turn/rotate during the release of hold: skaters must turn/rotate at least 360°
- If skaters choose to use both forward and backward skating: skaters must take at least two (2) consecutive foot placements in the new skating direction for the Feature to be counted
- If a turn/rotation or use of both skating direction is not included, travel extra Feature is not counted
- Feature may be executed together with the two consecutive 360° rotations or as the skaters/spokes change places/position with another skater/spoke

Skaters/Spokes change places/positions with another Skater/Spoke

There are no restrictions on how the change of places/positions should be executed (stopping is not permitted)

All skaters must participate and change places/positions with another skater

- If the rotation/traveling of the wheel stops for two (2) seconds or more; the travel extra Feature will not be counted
- The change of places/position refers to either the spoke in total or the individual skaters
- It is permitted to combine both the change places of skaters and change position of spokes
- If using a wheel with any of the spokes consisting of an odd number of skater (i.e.: 3, 5 or 7); the change of places/position will still be counted even if one (1) of the skaters remains in the same position

INTERSECTION ELEMENT (with pi)

Back-To-Back Preparation and Approach (I)

During the Preparation Phase: Any type of hold (except a “no hold”) must be attained by the end of the preparation phase and before the skaters begin the approach phase

The hold must be maintained until the skaters start to rotate

- If there are two (2) spaces or more without a hold during the end of the preparation and/or during the approach phase (before the rotation of the pi begins), one (1) level lower will be called

If there are rotation(s) executed during the approach phase, these rotations will not affect level of the intersection as long as the rotations start backwards and have a continuous rotation (ending backwards)

- The skaters must have a hold if there are crossovers or non-rotating linking steps executed before the rotation for the pi begins
- Turns/steps (including mohawks and three turns) or any linking step that rotates 180° executed without a release of hold during the approach phase will not result in a downgrade
- If ¼ of the team or more release their hold to execute any forward rotation(s) during the approach phase; one (1) level lower will be called
- If ¼ of the team or more execute a backward rotation that ends forwards; one (1) level lower will be called

Angle Intersection

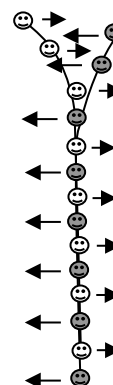
The corridor between the two (2) lines cannot be more than approximately 2.5m apart once the lead skaters of each line begin to overlap; one (1) level lower will be called if the corridor is too wide

Whip Intersection

During the Approach Phase, both lines must maintain and keep a true curved shape (½ circle) until the pivot skaters in each of the lines are approximately back-to-back; one (1) level lower will be called if not correct shape

All skaters must be intersecting at the same time, however the two (2) fast end skaters of each line will be permitted to intersect slightly after the rest (*see figure at right*)

- If more than the two (2) fast end skaters of each line intersect at a different time than the rest, one (1) level lower will be called
- If any other part of the line (i.e. the fast end or middle) intersect before the slow end of the line, one (1) level lower will be called



INTERSECTION ELEMENT (without a pi)

Must be a recognizable intersection: Two-Line, Collapsing, Combined, Angle, Whip

- The Intersection Element begins once the skaters begin the Preparation phase of the Intersection.
- All skaters must pass another skater during the Intersection Element. There are several different manners in which this can be executed
- Individual Skaters may pass each other simultaneously or separately as long as each Skater is involved in the Intersection

- **Eight (8) pairs of skaters passing by each other will not be considered as an Intersection Element**
- Weaving during a circle in a circle (opposite or same direction) is not considered an Intersection
- The lines must be as equal as possible (DED1 applies)
- The Intersection Element ends after the Exit phase of the intersection and upon the start of the transition into a different Element or transitional Element

Creative movement during Phases of an Intersection; Preparation, Approach, Axis of Intersection, Exit of the Intersection

- All Intersection levels will be called as executed with recognized creative phases + pi no value
- Creative Movements consist of but are not limited to any type of movement: pivoting, lines rotating, pair movements, vault, free skating movements, free skating elements, etc.
- The same Creative Movement will be counted each time during any phase of an Intersection
 - Example: If a team started a spiral during the Approach phase of an Intersection and continued through the Axis of Intersection and held the spiral during the Exit phase, this would meet the requirements for I3 + pi no value
- Back-to-back Preparation and Approach or any type of hold before the axis of Intersection is not required
- A rotation executed during any of the four (4) Intersection phases *MAY* be considered as creative IF the rotation has a creative component and does not resemble the usual type of rotation associated with the Intersection + pi
- **NOTE:** a different/unusual arm/hand position will not be considered as creative
- Crossovers or non-rotating linking steps executed at any time (including through a collapsing type of Intersection, etc.) are permitted
- Combined Intersections: if teams choose to use a Combined Intersection, they must meet the requirements for this intersection (number of skaters in a circle or line)
- Pairs may be used during the Intersection without a pi (as long as ALL skaters are passing by at least one (1) other skater and there are not eight (8) pairs)
- Syncopated Choreography may be used during the four (4) phases of the Intersection

GROUP LIFT ELEMENT (GL)

The two (2) Group Lift Elements must be different from each other

- Different is defined when the GL uses a different type of movement for each of the Features to be counted towards the level

NOTE: The hands/arms of supporting skaters do not have to be above their heads, as long as the majority of the torso of the lifted skater is held above head level of the supporting skaters

Each lift will be evaluated separately

- If one (1) skater within one (1) Group Lift is not gliding during all parts of the lift, DED1 is given for each lift where one (1) skater makes this error
- If two (2) skaters within one (1) Group Lift are not gliding during all parts of the lift, that lift will not be counted (*except in level B*)
- If all supporting skaters within one (1) Group Lift do not rotate the minimum requirement for that level, that GL will not be counted towards the level
- If a lifted skater within one (1) Group Lift does not complete a Feature correctly, the Feature within their group lift will not be counted

Level will be called according to requirements met (*irrespective of level attempted*)

Features, that are required to be executed during a rotation, must ALL be executed during the same rotation

- **Example:** If choosing to include change of position of the lifted skater and supporting skaters in approximately one (1) line, the change of position must be executed while the supporting skaters are in approximately one (1) line

1. Flexible Position

- Positions for the lifted skater include but are not limited to: front split, side split, 135°, backward arch in approximately a semi-circle or full circle
- A Flexible Position must be held for at least 360° rotation

2. Balancing Position

The position of the lifted skaters is stabilized mostly by their own strength. The lifted skater's position becomes precarious and influences (affects) their balance

- Any balancing position must be held for at least 180° rotation
- Teams are permitted to include more than one (1) balancing position and to change position

Acceptable balancing positions may include but are not limited to:

- Front split position (supported hands and feet, no body support)
- Middle sit split position (supported lower body, no support to upper body or hands)
- Sideways position with the free leg extended higher than the supported leg (support is only to one side of the lifted skaters body)
- For the sideways balancing lift any placement of the hand(s) of the supporting skaters is accepted as long as the support is only to one side of the lifted skater(s) body. It does not matter which part of the lifted

skater(s) body (armpit, arm, body, leg, foot, etc.) is being supported, or how many places the lifting skaters' hands are touching.

- The support at the hip must be on the side of the body and may also be positioned with part of the hand(s) placed to the back or to the front of the lifted skater
- However the hand(s) of the lifting skaters must not be placed entirely on the lifted skater(s) back/front torso area respectively, since this placement of the hand(s) will stabilize the lifted skater and therefore will not fulfill the balancing lift criteria.

3. Support

- Two (2) supporting skaters must rotate at least 180° rotation
 - Three (3) skaters may lift the one (1) skater into position
- Three (3) supporting skaters – lifted skater is held by only one (1) hand of a supporting skaters
 - The “free” hand of the supporting skater may be held out to the side or may support their own lifting arm/hand, by holding below the wrist and not the hand, and must not touch the lifted skater
 - See acceptable/not acceptable holds in the diagrams below



Acceptable: Holding below the wrist



Not Acceptable: Holding at the wrist

4. Change of Position of the Lifted Skater

- To show a 90° vertical/horizontal rotation, the lifted skaters' torso must execute the rotation
 - Examples:
 - when the lifted skater is in a forward split, their torso must rotate 90° vertically to face sideways as they take the side sit split position
 - when the skater is laying down horizontally and sits up showing a 90° rotation using their torso
- After the change of position has been executed, the lifted skater(s) may place their arms and legs however they want in order to create an aesthetically pleasing position. If this “new” position is different than the position achieved following the Feature “change of position of the lifted skater”, there will be no penalty
- The complete change of position of the lifted skater must occur during the required 180°/360° rotation by the supporting skaters
 - During the transition from one position to the next, the torso of the lifted skater is permitted to drop below head level of the lifting skaters. The transition must have a continuous movement
 - The lift may rotate more than the 180°/360° to complete the lifted skaters change of position

5. Entry

a) Difficult Entry

Requires strength and/or agility for either the supporting or lifted skaters

Examples of a difficult entry (not limited to the following):

- The pre-lift/vault or other free skating element executed immediately preceding the group lift will be considered as a difficult entry
 - A touchdown/bounce (less than a ½ second) is permitted in-between the pre-lift/vault or other free skating element and the Group Lift
- The supporting skaters in an fm position while lifting
- Using only two (2) supporting skaters to lift
 - Other Features may be executed using three (3) supporting skaters
- All (when using three (3)) supporting skaters lift using only one (1) hand
 - Other Features may be executed using both hands by all of the supporting skaters

b) Creative Entry

The Feature is awarded only when skating movements/elements are executed by either the lifted or supporting skaters preceding the lift or during the takeoff

- The creative movement must have an effect on the position of the lifting skaters so that they must move quickly into position in order to lift
- A syncopated entry or exit into a lift will NOT be permitted if the entry or exit is to be counted as a Feature

6. Difficult/Creative Exit: includes but is not limited to:

- Exit from the lift could be, but is not limited to, a cartwheel or somersault type of action

7. Mirror Image Pattern

- GL4 – all four (4) Group Lifts must participate with the mirror image pattern

8. Supporting skaters (*three (3) or more*) are approximately in one (1) line during the required rotation

During the Entry and the Exit phase of the lift, any placement of the supporting skaters is permitted and will not affect the level of the GL

- If the supporting skaters are not approximately in one (1) line during the required rotation, the Feature will not be counted

Remaining Skaters in a Group Lift Element

Remaining skaters may not stop or become stationary

- If the remaining skaters are executing a Group Lift (same or different) and there is any type of error (for example one (1) skater stopping on the exit of the lift, the GL level will be called + DED1 for the stationary skater
- Remaining skaters must execute an fe for the element level, however fm's may be included either before or after the required fe
- Spins are not considered as stationary if executed by the remaining skaters and may be included
- If a skater(s) has participated in any part of the Group Lift – this skater(s) is not required to execute a free skating element but may execute an fe or fm

NO HOLD ELEMENT

If the team is executing the turns/steps/edges and linking steps *required* for a Feature/Additional Feature, then the turns/steps/edges and linking steps must be the same and executed at the same time, otherwise turns/steps/edges and linking steps may be different and executed at different times

Twizzles Series (NHE)

Only the required rotations are evaluated and must be executed correctly on one (1) foot

Any type of exit of the twizzles are permitted (including two-footed exit)

- A two-footed exit will be counted as one (1) foot placement

Twizzle errors include:

- Two-footed twizzles
- Knee action is present during all or part of a twizzle
- Three turns are executed
- Twizzles executed on the spot

A maximum of three (3) foot placements are permitted in-between the twizzles

Example: The exit of Twizzle #1 is on a RBO edge, followed by three foot placements; LFI, RFI, LFI Three turn
The entry of Twizzle #2 could be on a RBI (the 4th foot placement)

- If ¼ of the team or more execute more than the maximum of three (3) foot placements in-between the correctly executed twizzles, Feature is not counted

Pivoting at least 90° (NHE)

- If the pivoting is interrupted for two (2) seconds or more, Feature will not be counted
- If any one (1) skater stops (becomes stationary) during pivoting, Feature will not be counted

Diagonal Axis (NHE)

The skaters must each skate along their own diagonal axis so that the diagonal axis is easily recognizable

- The lines of the block may or may not be parallel to the end barrier when skating along the diagonal pattern

Skaters/Lines Change places/positions with another Skater/Line (L, NHE)

This Feature may be executed in any manner. Creativity should be encouraged

- The change of places/position refers to either the line in total and/or the individual skaters
- It is permitted to combine both the change places of skaters and change position of lines

Examples:

- If one (1) line passes thru the other three (3) lines; Feature is counted
- If one (1) line skates around the other three (3) lines; Feature is counted
- If all skaters change place with another skater; Feature is counted
- Skaters may use different turns/steps as they change places/positions

Extra Features (C, L, NHE)

½ the team is required to execute an extra Feature for the extra Feature to be counted

A maximum of two (2) different extra Features from each group (i, ii) or iii)) will be counted towards the Feature:

- When including two (2) different extra Features executed at the same time (Example; ½ of the team performs a small hop and the other ½ of the team performs toe steps), this will be counted as two (2) different extra Features from group (ii)
- Two (2) different extra Features executed at the same time from different extra Feature groups will be counted as two (2) different extra Features

- None of the performed extra Features may be repeated in order to be counted as a second extra Feature from that group
- Example:
 - Toe steps rotating are considered different from toe steps not rotating
 - A forward spiral is considered to be different from a backward spiral

Body Movement Errors:

- Body core does not move from the vertical axis enough to have a significant impact of the body's weight distribution over the blade; body movement will not be counted as an extra Feature

MOVE ELEMENT (ME) - GENERAL

Each skater must execute one (1) fm

- The first fm each skater performs during the ME will be evaluated and called accordingly. Subsequent fm's are permitted without penalty and are not counted
- ME is given no value if each skater does not present an fm (not including skaters who fall, fake or only "attempt" the fm)

There must be at least four (4) skaters executing the same fm

- If there are not at least four (4) skaters executing the same fm; ME will be called one (1) level lower

An fm will be counted only when executed within approximately ½ of the ice surface

- fmB is called if the skaters executing any one (1) type of fm are not approximately within ½ of the ice surface of each other
- The preparation may use the entire ice surface
- The fm(s) themselves may cover/use as much ice as needed
- Once meeting the requirements for an fm(s), that fm(s) may continue but is no longer required to remain within approximately ½ of the ice surface during subsequent fm(s)

FEATURES

At least two (2) or three (3) different fm's (depending on the ME level)

There must be at least two (2) or three (3) different fm's, depending on the ME level, executed (*same or different times*) during the element (see additional requirements above)

- While executing the same or different fm(s) at the same time, those fm's must be within approximately ½ of the ice surface of each other
 - MEB + fmB is called; if the two (2) different fm's for ME2 (*or three (3) different fm's for ME3*) are executed at the same time and are not approximately within ½ of the ice surface of each other
- **The two (2) different fm's for ME2 (*or three (3) different fm's for ME3*) are not required to be executed at the same time**
- IF choosing two (2) or three (3) fm's with different time requirements
 - The same type of fm's must begin and end at approximately the same time
 - **Different types of fm's** may begin and/or end at different times
 - (*see Additional Feature for fm's for further information*)

At Least ½ of the Skaters Execute a Change of Position (ME)

The skaters performing the change of position must all be within approximately ½ of the ice surface of each other

- The change of position itself may cover/use as much ice as needed

Change of position will not be counted

- If skaters do not establish their own track both before and after the change of position
- If skaters do not cross the track of the other skater with whom they are changing position
- If there are two (2) or more spaces without a hold either before and/or after the change of position (a minimum of four (4) skaters in each line)
- If at least ½ of the skaters do not execute the change of position at the same time

Any listed fm may be used during this Feature (both SP and FS) (*other than for the low level where the team may choose to use a shoot the duck or hydroblading etc.*)

- IF a team chooses to execute the change of position following an fm with one change of edge, the team is permitted to execute a second change of edge and then the change of position. The change of position will be counted if executed correctly
- It is permitted to use two (2) or more different fm's to execute the Feature

At least four (4) consecutive skaters in each line (if using two (2) or more lines of six (6) or two (2) lines of eight (8) skaters) must have a hold both before and after a change of position

Example: When more than ½ of the skaters are executing the change of position (twelve (12) skaters in two lines of six (6)) and there are two (2) spaces in each without a hold either before or after the change of position, the change of position will still be counted if the Feature meets the requirements of ½ of the skaters (four (4) consecutive skaters in each line) execute the change of position correctly

PAIR ELEMENT GENERAL

The pair spin or pair pivot may be selected

- If the chosen movements contain errors (same type of error) done by ¼ of the team or more; see below for further details and calls regarding specific pair movements
- All pairs must execute the same pair movement: PaB is called as long as a pair movement was attempted
- All pairs must attain their position for the technical panel to begin counting the rotation

PAIR PIVOT

Skaters executing the fm must attain and hold the correct position for 360°

Death Spiral

The lower skaters' head must be held at least at knee level of the supporting skater or lower for the complete 360°

Pair Pivot Errors

Skaters executing the fm/death spiral do not attain or hold the correct position for 360°:

- Lower one (1) level; if two (2) or three (3) pairs make an error
- Lower two (2) levels; if four (4) or five (5) pairs make an error
- Lower three (3) levels; if six (6) pairs make an error
- PaB is the lowest call

Pairs do not rotate 360 ° (correct or wrong position):

- PaB is called if two (2) or more pairs do not rotate enough

PAIR SPIN

Skaters must attain and hold the correct position for at least three (3) revolutions

Pair Spin Errors

Skaters do not attain or hold the correct position for at least three (3) revolutions

- Lower one (1) level; if two (2) or three (3) pairs make an error
- Lower two (2) levels; if four (4) or five (5) pairs make an error
- Lower three (3) levels; if six (6) pairs make an error
- PaB is the lowest call

Pairs do not revolve at least three (3) revolutions (correct or wrong position)

- PaB is called if two (2) or more pairs do not revolve enough

SYNCHRONIZED SPIN ELEMENT (Sp)

Variations of an upright spin are permitted

- A difficult variation of an upright spin is not permitted
- A spin that has a change of foot is not considered as a variation of an upright spin and is not permitted

In the regulations Rule 990 para ix c): The variation of an upright spin has four (4) possibilities listed

1. Layback
2. Sideways leaning
3. Cross foot (*not permitted for the Synchronized Spin Element since it is a two-foot spin*)
4. A-Frame

The number revolutions will begin to be counted, once all skaters have attained their position, and thus determine the level. If ¼ of the team or more revolves a lesser amount than the rest of the team then the number of revolutions executed by these skaters will be counted towards the level

If ¼ of the team or more revolve less than three (3) revolutions, the Synchronized Spin Element will not be counted – no value

1. Entry

- Not counted when four (4) or more skaters step into the spin on a different axis than the rest of the team (90° or more difference from the rest of the team)
- Not counted when four (4) or more skaters step into the spin at a different time

2. Rise Up from the Knee

- Not counted when four (4) or more skaters pull up into the spin at a different time

3. Rotation

- Not counted when four (4) or more skaters are not rotating in unison (90° or more difference compared to the rest of the team)

4. Exit

- Not counted when four (4) or more skaters exit the spin on a different axis (90° or more different from the rest of the team)
- Not counted when any skater(s) exit in mirror image pattern – Skaters may spin in opposite rotational directions but must push out of the spin on the same axis (on the same curve)

ADDITIONAL FEATURES

STEP SEQUENCE (s)

Step sequences must be completed and at least fulfill the calling specifications and basic requirements to be called

- All steps and turns must be skated on distinct, recognizable correct edges and lobes

- Turn(s)/step(s) with an error (same or different) executed by ¼ of the team or more will not be counted towards the level

Visible Errors for Turns/Steps:

- A two-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
- A turn/step not attempted (not due to a fall)

If the requirements of a level are met they must be used to make the call independently of the number of incorrectly executed turns/steps

- Turn(s)/step(s) that are scratched (by using the toe pick), are still counted by the Technical Panel towards the level

Mirror image pattern is permitted during a Step Sequence, but the turns/steps executed in a mirror image pattern will not be counted towards the level of the Step Sequence

Series/Combination of Difficult Turns

One (1) or two (2) series/combination of difficult turns consists of two (2) or three (3) different types of difficult turns (*depending on the level*) executed on one (1) foot (*on each foot when doing two (2) series*)

The free foot may not touch down in-between any of the turns or the turn will not be counted

For the two (2) series/combination of difficult turns:

- The exact same series is not permitted to be repeated on the opposite foot
- The same turn(s) may be used but must be executed in either a different order or starting on a different edge or in the different skating direction than in the first series
- If there is one (1) turn with a visible error by ¼ of the team or more, the series of two (2) turns will be counted independently which of the turns that are incorrectly executed
- If there are two (2) turns with a visible error by ¼ of the team or more, that series will not be counted

FREE SKATING MOVES (fm)

When changing from clockwise to anti-clockwise directions (or vice versa) additional steps, turn(s) or linking steps are NOT permitted other than those required to quickly change the direction (may be executed using either one (1) foot or two (2) feet) for the following fm's:

- Outside Spread Eagle in both rotational directions
- Outside Ina Bauer in both rotational directions
- Outside Spread Eagle + Outside Ina Bauer Combination: One of the fm's executed first in one (1) rotational direction and then the other fm is executed in the opposite rotational direction. May start with either the Ina Bauer or Spread Eagle (a minimum of two (2) seconds in each position is required)

If there is an extra push in-between the Outside Spread Eagle or Outside Ina Bauer in both rotational directions, lower one (1) level

If the fm's are not from the same level then the lowest level will be counted and any reductions will be taken from the lower level

The fm will be reduced by one (1) level IF a visible error (same type) has been made by ¼ of the team or more

- Visible errors: 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 at least two (2) seconds
- Each type of visible error will be penalized only once during a fm
- The fm will be lowered one (1) level at a time until reaching Level Base

The time will be counted once all skaters take their position and edge of the fm

fm's that are not attempted (not due to a fall or interruption)

- If one (1) skater fails to attempt the fm: call fm + DED 1
- If two (2) skaters fails to attempt the fm: call one (1) level lower
- If three (3) skaters fails to attempt the fm: call one (1) level lower + DED1
- If a ¼ of the team or more fails to attempt the fm: fm base is called

If an fm is given a Level Base then the Feature will not be counted

Any listed fm in Communication 2012 is considered a **different type of fm** than the other fm's in the list

- A listed fm is considered as a **different fm** when the fm is executed using a different edge and/or in a different skating direction

Examples of **different fm's**;

- A forward inside spiral is considered as different than a forward outside spiral
- A backward spiral is considered as different than a forward spiral
- **Different type of fm's** may begin and end at any time

Example #1: Biellman Spirals – Bellman's with different edges and/or skating directions are considered

the same type of fm and must start and end at the same time

Example #2: Unsupported Spiral and a Spread Eagle are considered to be different types of fm's and may start and end at the same or different times.

For fm3; Spiral: Unsupported Spiral with the free leg held to the back at no less than 135° with one (1) change of edge:

- Must be held for at least two (2) seconds during any part/edge of the spiral
 - The measurement of the 135° is considered using the angle between the supporting leg and free leg
 - The upper body of the skater must be held not lower than parallel to the ice surface
 - Lower one (1) level; if a 1/4 of the team or more has errors in the body and/or free leg position

It is very important to confirm IF the supporting foot / leg is pushed forward. If so, the actual free foot and knee may be correct and are achieving the 135° yet appear to be lower. The fm executed in this manner must be accepted for the level

Difficult Change of Position from Low level to High level (and vice versa)

A glide on a long forward or backward, inside or outside edge on one (1) foot, that begins first in a low level position and changes to a high level position (or vice versa). The free leg must be unsupported and extended during each position and may be held to the front, side or back.

- Each Position must be executed on an edge and on the same leg
 - Each position must be held for a minimum of two (2) seconds
- The change of position must be executed without assistance (from free leg or arms)
 - Skaters must remain on one (1) foot as they change levels
 - Skaters may hold in a line as they change levels. If not in a hold, skaters must not use their arms to assist themselves while they change levels

Low level will be counted when supporting leg is bent at a minimum of 90° (quad is parallel to the ice)

High level position will be counted when the supporting leg is straightened (may have a slight bend) and the free leg (including the foot and knee) are held higher than hip level

Changes of edge are permitted

Spiral 170°

A Spiral 170° is a glide on a forward or backward inside or outside edge. The skaters' body remains upright with the free leg held at a minimum of 170° angle to the skating leg. The free leg may be held to back, front or to the side. (*see photo with the free leg held to the back*)

The free leg and skating leg should be straight (GOE). The free leg may be supported, either by the same or another skater, or unsupported



POINT OF INTERSECTION (pi)

A pi will be reduced by one (1) level IF a rotation has a visible error (same type) made by 1/4 of the team or more skaters until reaching piB

- Visible errors: a collision that affects the rotation, a stumble that affects the rotation; a pause in the rotation; skaters in the same line executing rotations in opposite directions; rotations that are executed on the spot
- Each type of error will be penalized only once
- If a level 2 & 3 rotation ends forwards (during the intersection), one (1) level lower will be called
 - Once all skaters are through the intersection it is permitted to exit a pi2/pi3 rotation forward without penalty
- Use of a crossover in any pi level; one (1) level lower will be called

Pi rotations that are not attempted (not due to a fall, stumble or collision or interruption)

- A rotation not attempted by one (1) skater; pi is counted + DED1
- A rotation not attempted by two (2) skaters; pi is called one (1) level lower
- A rotation not attempted by three (3) skaters; pi is called one (1) level lower + DED1
- A rotation not attempted by 1/4 of the team or more; pi base is called
- If a pi rotation has NOT been attempted by the whole team; pi with no value will be called

For a Collapsing intersection; the specific rotation that the skaters fail to attempt is the rotation that will be affected (i.e. if two (2) or more skaters fail to attempt a rotation, that rotation will not be counted toward the level)

If the pi rotation is completed or does not begin before the skaters have passed through the point of intersection by 1/4 of the team or more; pi base will be called (*except collapsing – see below*)

Angled Intersection

One (1) level lower will be called when:

- Rotations not traveling along a diagonal path towards the axis of intersection
- Not all rotations are executed in the same rotational direction (error by 1/4 of the team or more)
- Rotations do not begin at least four (4) places away from the skaters intersection space

Collapsing Intersection

- Rotations must start before the skaters begin to intersect, and continue to rotate as the skaters intersect through the corners. This rotation will not be counted if it does not begin before the skaters intersect
- The correct number of rotations must end within the intersection in order to achieve a level

Whip Intersection

- All rotations must be in the same rotational direction as the line skates during the approach phase; Lower pi one (1) level if not in the same rotational direction
- IF the pi rotation is completed or does not begin before the skaters have passed through the point of intersection by $\frac{1}{4}$ of the team or more; pi base will be called (see figure at the side)

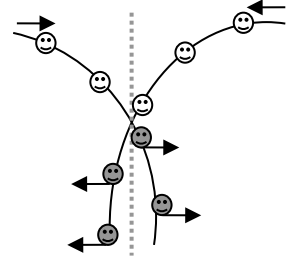


Figure: piB will be called. The four (4) skaters (grey faces) have intersected but have not started the rotation

SKATING WITH LESS THAN 16 SKATERS

In the case that an illness, injury, interruption and/or fall has occurred and the team must compete with less than 16 skaters, there will be no punishment for those elements not meeting the required shape/number of lines/number of skaters in a spoke etc., except in Senior: Group Lift Element where the number of correctly executed group lifts will be counted towards the level

$\frac{1}{4}$ of the team or more equals:

- Four (4) skaters on a team of 16 skaters (alternates are not included)
- Three (3) skaters on a team of 12-15 skaters (alternates are not included)
- Two (2) skaters on a team of 8-11 skaters (alternates are not included)

In the case that the team is comprised of less than 16 skaters prior to competing, there will be no punishment NHE in a block configuration with four (4) lines should have the following number of skaters (in any order)

- 15 skaters: 4, 4, 4, 3
- 14 skaters: 4, 4, 3, 3
- 13 skaters: 4, 3, 3, 3
- 12 skaters: 3, 3, 3, 3
- And so on

NON-PERMITTED and ILLEGAL Elements, Features, Additional Features

If there is an illegal Element, Feature or Additional Feature, Element is called as level base + DED4 (illegal)

If there is a non-permitted Element, Feature or Additional Feature:

- Element is called as level base + DED3 (non-permitted); if the non-permitted movement is the Element
- Element is called + Feature is given a no value + DED3 (non-permitted); if the non-permitted movement is included in the Feature
- Element is called + Additional Feature is not counted + DED3 (non-permitted); if the non-permitted movement is included in an Additional Feature