

# **Handbook for Technical Panels**

**Synchronized Skating**

**Season 2024 - 2025**

## **CALLING PROCEDURES**

### **DURING PRACTICES & OFFICIAL PRACTICES**

To avoid any bias there must be no discussion regarding levels or the quality of execution (flat turn, pivoting too short etc)

Keep track of what the Team does meaning recognition of Element, Features/Additional Feature only and level must not be written

### **HOW TO CALL**

TS1 is not permitted to have practice papers. Official ISU documents may be checked in-between Teams if needed

TC & TS2 are permitted to have official ISU documents and practice session documents

The practice session documents are only to be used to speed up the review process. Example; confirming the number of steps/turns performed and the number of Features included etc.

**For the Pre-call:** TS2 makes the pre-call and must be clear. Wait for TS1 to call the Element and level before announcing the next Element. Allow TS1 to do their job and have time to think. If the pre-call is incorrect, the TS must say "correction" then call the correct Element.

**For the Calls:** Using a strong and clear voice, TS1 must call what is performed and not what is remembered from practice. As the Team is executing the Elements etc., state the Features/turns etc. and identify those not accepted (Example: no travel, no change of place, no rocker etc.)

Both TS2 and TC must write down the calls (Element and level) as TS1 announces them

### **CALLING REVIEWS**

If any member of the Technical Panel notices a reason to review an Element, they must say "REVIEW" and, if possible, the reason for review

TS2 and TC must keep track of the reviews and FALLS

### **HOW TO REVIEW – General**

After each performance, the Data Operator (DO) informs the panel about the executed Elements and the number of reviews, Example; "8 Elements performed, 3 reviews are called."

The DO calls the first Element for review - Elements are reviewed in the order they were performed

TC first states what Element is being reviewed, and asks the person who called the review for their reason

State the reason for the review and only review this concern. No hunting for other mistakes during the review process

**Note:** Before the DO opens each Element for review, the message must be given, what to review and at which speed (5 speeds), Example; "Element # 2, to review the lifted position, normal speed." The DO will not play the clip until told to do so by the TC (Fast, Super fast, Normal Speed, Slow, Super Slow)

### **How to guide the discussion of an Element amongst the panel:**

TC guides all discussions with the TSs, including the final decision based on the majority vote among the three members of the TP

Before the Elements are authorized the TC asks the panel if there is anything additional to be discussed or reviewed

As the DO is reading back the Elements and levels, the TC and TS2 are verifying that the Elements and levels match with their notes

Before the Elements are authorized the TC will ask TS2 if he agrees and if so the TC states "Elements Authorized"

### **HOW TO CALL FALLS**

For any FALL(S) - A Fall (and Review) is called when the Fall occurs

TS1 calls all Fall(s) and must say "Fall by one (or more) IN" OR "Fall by one (or more) OUT" and "Review". If the fall(s) was clear and the panel agrees, there is no need to watch the video clip during the review process

### **FEEDBACK TO ATHLETES/COACHES after the Competition**

Any requested feedback by a Coach/Skater can be provided

All information related to the final levels which were called is given to the TC to provide feedback when requested

Since the TC is the spokesperson for the panel, the TC shall provide this information. TC may also invite either or both TSs to join the feedback.

### **HOW TO HANDLE MISTAKES**

Unless there is a numerical/calculation error, NO changes can be made once the score has been announced

Prior to the announcement of the score, the Technical Panel may continue to review and/or change the call (Element and/or level)

If Elements have been authorized and the scores have NOT been announced, the TC will alert the Referee immediately to stop the announcement of the score so an error can be corrected
<b>It is NOT possible to change any Elements or levels once the score has been announced</b>
If the Referee notices an Element is missing, they may ask the Technical Controller to check for the omission
<b>How to handle requests, protests, media</b>
TC speaks on behalf of the TP (excluding protests)
<b>How to handle questions not covered in the Communications and Handbook</b>
As a general note, it is best to use common sense when encountering a scenario not covered within the Communications or Handbooks (when determining the Element and/or level) A decision must be made in favor of the Team if the scenario has no clear resolution

<b>NUMBER OF SKATERS ON A TEAM OR NUMBER OF SKATERS ATTEMPTING AN fm and/or ME FEATURE</b>	<b>NUMBER OF SKATERS NEEDED TO COUNT THE ERROR (1/4 of the Team making an error OR ¼ of the Skaters attempting a Feature making an error)</b>
16 Skaters	4 Skaters making an error
12-15 Skaters	3 Skaters making an error
8-11 Skaters	2 Skaters making an error
<b>For Teams requiring a certain number of Skaters according to the Category and Competitions and compete with less Skaters (Advanced Novice, Junior, Senior, Elite 12) Referee must inform the Technical Controller when Teams are competing with less Skaters than intended</b>	
The Technical Panel will determine the level of the Element as skated then lower the Element one level. <b>Exception:</b> for the Cr and Mi there will be no penalty	
<b>International Competitions:</b> If the TP has not been informed that a Team is competing with less than the intended number of Skater(s), the TP will apply the penalties accordingly	
<b>Championships:</b> If a Team is competing with less than required numbers of Skater(s), the TP will apply the penalties accordingly	

<b>PRINCIPLES OF CALLING</b>		
<b>BASIC REQUIREMENTS FOR ELEMENTS</b>		
<b>Scenario</b>	<b>Call</b>	<b>Notes/Examples</b>
If a Fall, illness, or interruption occurs	Call Element, Feature(s), Additional Features as executed	Call what is executed by the rest of the Team
If the Element does not meet the technical requirements in the current Special Regulations and Technical Rules OR the requirements in the WBP AND Basic Requirements for the Element	Call Element No Value	The Intersection required in the SP is included in the FS  Exceptions for basic requirements for: ME, Pa, SySp and TwE
If two of these Elements (NHE, SySp or TwE) follow one another without a clear difference between the two Elements	Call the first Element as executed + No Value for the 2 <sup>nd</sup>	The NHE, TwE, and SySp may be skated in any order with a clear difference between the two Elements
<b>DIFFICULTY GROUP (Chart)</b>		
If the Difficulty level requirements are not met/attempted	Call the Element	The level is called when meeting the requirements listed in the Element Chart
<b>GENERAL ELEMENT REQUIREMENTS</b>		
If the General Element Requirements listed for each Element are not met/attempted by ¼ of the Team or more	Lower Element one level for each requirement not met	Base is the lowest call Includes Specific Intersection Requirements

If the first attempt of a GL, Spin, fm or Pair Pivot etc. fails, and the Skater(s) make a 2 <sup>nd</sup> attempt	Count the error and ignore the 2 <sup>nd</sup> attempt	fm position not attained or there is a failure to lift/spin/pivot
<b>CHOREOGRAPHIC REQUIREMENTS</b>		
If an Element, Feature or Additional Feature has not been choreographed correctly when required to be at the same time	Call the Element, Feature or Additional Feature + "choreo error" (!)	IF fms begin at different times and part of the first fm(s) does NOT overlap with the start of the next fm(s) NOTE: The choreographic error is not called for errors in unison/poor execution
<b>GENERAL FEATURE REQUIREMENTS</b>		
If the General Feature and Specific Feature requirements are not met/attempted by ¼ of the Team or more	Feature is not counted	
If All, ½ or ¼ of the Team are required to execute a Feature and the number of Skaters is incorrect	Feature is not counted	Artistic Element - When ½ of the Team must Pivot, but less than ½ of the Team is participating
If a Feature is repeated in an Element	Feature is counted	Count the one correct and most difficult Feature only
If two or more Features are executed at the same time	Features are counted	A Circle Element has two recognizable Features being executed at the same time 1. Weaving (weaving twice) 2. Change of Place (weaving once) - Both Features will be counted if weaving occurs three times Only Weaving will be counted if occurring twice

<b>GENERAL ADDITIONAL FEATURE REQUIREMENTS (Point of Intersection and Step Sequence)</b>		
If the Basic Requirements for an Additional Feature are not met/attempted	Call Additional Feature No Value	Even when not met by one Skater or more (exception pi)
If the Difficulty level requirements are not met	Additional Feature is called	According to the requirements listed in the Chart
If an Additional Feature is repeated within an Element	Additional Feature is called	Only one correctly executed and the most difficult Additional Feature will be counted

<b>SHORT PROGRAM (SP)</b>		
If un-prescribed or additional Elements or a repetition of Elements are included/executed	DED3 will be called	See Rule 991 para 3.

<b>DED 4 – ILLEGAL ELEMENTS / FEATURES / ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior/Senior Elite 12 SP/FS &amp; Novice FS)</b>		
If the Illegal Movement is an Element	Element is called No Value + DED4	
If the Illegal Movement is included in the Feature	Element is called + Feature is not counted + DED4	
If the Illegal Movement is included in the Additional Feature	Element is called + Additional Feature is called No Value + DED4	
If there is an Illegal Movement included in a Connection	DED4	

<b>ERRORS FOR REQUIRED TURNS/LOOPS that must be correctly executed in Elements, Additional Features &amp; Features (see TwE for twizzle errors)</b>		
<b>ELEMENT:</b> If ¼ of the Team or more execute the same type of error(s) (not due to a fall) <b>FEATURE (s) &amp; ADDITIONAL FEATURE (s):</b> If ¼ of the Team or more execute the same OR different type of error(s) (not due to a fall) <b>Types of Errors for one-foot or two-foot Turns, loop</b> - A two-footed entry or exit - Free foot touches down - Jumped - Entry and/or exit is executed on a straight line (flat) - Skidded, when the blade moves over the ice sideways - Not attempted - Not the same type at the same time	<b>ELEMENT:</b> Each turns/step will not be counted if ¼ of the Team or more make the same type of error  <b>FEATURE &amp; ADDITIONAL FEATURE:</b> Each turns/step will not be counted if ¼ of the Team or more make the same type of error(s) <b>OR</b> Each Turns/step will not be counted if multiple errors made by ¼ of the Team or more	- Scratched and/or Turns with shallow lobes are counted towards the level  The reduction for multiple errors will only be utilized once when there have been no other reduction(s).
If only two difficult turns are correctly executed in a series of three different difficult turns	Count as a series of two difficult turns	Even if the turns are not executed one after the other
If recognizable Turns are required	Feature is counted	Must be done using one foot at a time A correct entry edge or exit edge is not required
If slowly rotating Twizzle(s) are executed	Tw(s) are counted	The speed/quickness of rotation is not a TP consideration

<b>ARTISTIC ELEMENTS (AB, AC, AL, AW)</b>		
If the fe has not ended when the Element breaks apart	Feature is not counted	Spin: must exit, Lift: must be set down (unless the last movement of the program), Jump: landed etc.
If the AE does not meet the requirements for the number of lines/spokes/circles and/or the number of Skaters in a line/spoke/circle (for example; only two Skaters in a spoke)	Call the level accordingly before the error(s) were made	Start calling the AE once a correct number of lines/spokes/circles and/or Skaters in a line/spoke/circle appear Once the AE no longer meets these requirements, no other correctly executed Feature(s) will be counted towards the level

<b>CREATIVE ELEMENT (Cr)</b>		
The Element begins when the group(s) and/or pair(s) are formed		
If the Team executes only an Un-sustained Pair or Group Lift (held for less than three seconds) OR a Junior team includes Pair Lift(s)	Call Element No Value	Stationary, Gliding and Rotational Lifts are acceptable if the lifts are held for more than three seconds Un-sustained lift(s) (all Categories) and pair lifts (Junior) are permitted as choreography BEFORE OR AFTER all Skaters have participated in a required lift
If a Skater falls and does not arrive in time to lift or be lifted	Confirm the Element	No matter if the fall occurs during a Connection or after the GL/pairs have been formed if the remaining lifts are held for more than three seconds
If a lift(s) is attempted but the Skaters do not complete the lift (collapses or position not achieved)	Confirm the Element	If the remaining lifts are held for more than three seconds
The Element ends when all lifted Skater(s) have been set down and/or the pair(s)/group(s) break apart OR if Cr is the last Element of the program, lifted Skater(s) remains lifted for the ending pose		

**GROUP LIFT (GL)**

The first lifted position executed by each lifted Skater determines the level (difficult or basic, majority of torso above head level)  
 The lifted position begins to be evaluated once a fixed position of all lifted Skaters has been attained  
 - If using syncopation, the evaluation begins once all lifted Skaters using the same rhythm have attained a fixed position

For a Team of 16 Skaters:  
 - GL4 – All lifted Skaters begin the GL in a difficult position  
 - GL3 – at least ½ of the Skaters begin the GL in a difficult position  
 - GL2 – Most the Skaters begin the GL in a basic position

**A downgrade will be applied each time the following error(s) are made within each GL** (for the first position and/or second position (if part of a Feature))

**Minor Errors**


- Lifted Skater has achieved but does not maintain the lifted position  
 o NOTE: The torso may be lowered below head level during a Change of Lifted Position


**Severe Errors**

- Collapsing GL – collapse occurs after the lifted Skater achieves the fixed lifted position  
 - Lift position not attained – the lifted Skater fails to achieve the first or second lifted position (above head level)

If one minor error	Downgrade Element once (<)	Severe and Minor Errors are cumulative All types of errors will be added together to determine the penalty as outlined below - Types of Errors may be the same or different and may be in the same or different Groups Lifts GLB is the lowest level if all Skaters attempt a GL
If two minor errors	Downgrade Element twice (<<)	
If three minor errors	Lower Element one level	
If one severe error	Lower Element one level	
If one severe error occurs + one minor error occurs	Lower Element one level + Downgrade once (<)	
If one severe error occurs + two minor errors occur	Lower Element one level + Downgrade twice (<<)	
If GL4 is attempted and a collapse occurs after the lifted Skater achieves the fixed lifted position (Severe Error)	Call the Element GL3	Element starts at GL4 (all lifted Skaters achieve a difficult position) + Element is lowered one level (for one severe error)
If GL4 is attempted and one of the lifted positions is not attained (Severe Error)	Call the Element GL2	Element starts at GL3 (if at least ½ of the GL use a difficult position) + Element is lowered one level (for one severe error)
Failure to lift due to a Fall, either in the Connection before the Group(s) form or after the Group(s) has formed	Call Element as executed + Fall	Evaluate the remaining GL(s) not affected by the Fall Call the Fall where it occurs - in the Connection or Element
Failure to lift not due to a Fall	Call Element No Value	Even if one GL makes the error

**Types of LIFTED POSITIONS**

A Spiral Variation is not considered as a Difficult Position		The lifted Skater does not show a STRONG bend/arch of their back in at least semi-circle	A lifted position will be considered as a Difficult Position if the back shows a STRONG bend/arch and even IF the legs are not in a full split
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Balancing Position is not counted when using only two Skaters for support AND the lifted Skater's position does not affect their balance		Lifted Skater is supported at shoulders and legs	
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**GL FEATURE NOTES**

If a GL with a Rotation does not rotate as required for a Feature	Feature is not counted	Even if only one GL does not rotate
If the 2 <sup>nd</sup> position required for a Feature is not achieved by the required number of Skaters for a level	Feature is not counted	Even if only one lifted Skater does not achieve the correct 2 <sup>nd</sup> position
If the 2 <sup>nd</sup> position required for a Feature is achieved but not maintained	Feature is counted + Downgrade once (<)	Even if only one lifted Skater does not maintain the correct lifted position
IF lifted Skaters rest on the shoulders of supporting Skater(s)	Feature is counted	Lifted Skaters are permitted to rest on the shoulders of the Supporting Skater(s) during any part of a GL

**Change of Position**

If a lifted Skater(s) pauses in any lifted position in-between the two positions counted for the Feature	Feature is counted	The highest-level lifted position is counted towards the Feature if executed correctly
If the lifted Skater drops below head level of the supporting Skaters during the transition from the first position to the 2 <sup>nd</sup>	Feature is counted	
If using the same type of lifted position and both lifted positions are distinctly different (recognizable different poses + change of 45°)	Feature is counted	Two different lifted positions will be accepted, even if in each lifted position the lifted Skater remains on their front, if the requirement of more than 45° have been met <b>Accepted:</b> A lifted Skater begins in a U-Position before changing to a Biellmann Position (different pose + change of 45°) <b>Not Accepted:</b> A lifted Skater's torso begins vertically – standing in an Upright Extension 170° and then becomes horizontal as they lay on their back remaining in an Upright Extension 170° (same pose)
If there are four front Split positions used at the same time and GL4 is attempted	Feature is not counted	Maximum of two front Split positions must be used at the same time. If four front Split positions are used at the same time, GL3 is the highest call

**Entry Variation**

If there is not a continuous movement that has an impact on achieving the main lifted position	Feature is not counted	The continuous movement is permitted to pause briefly in-between the Entry Variation and the main lifted position for Skaters to stabilize before attaining the main lifted position
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**Group C Features**

Must the GL(s) rotate for Group C Features when the lifted Skater is ONLY using a basic, Balancing, Flexible, Self-Supported position (for the level) or another Difficult Position	Feature is counted	If a lifted Skater is executing <b>two</b> different types of Difficult lifted positions at the same time (Balancing, Flexible Self-Supported Position and/or another Difficult Position) then rotating is not required
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<b>INTERSECTION ELEMENT (I)</b>		
<b>Types of Errors for back-to back requirements</b> , if a ¼ of the Team or more make the <b>same</b> type of error(s) (not due to a fall) - Skaters do not have a hold before the pi or ABR begin - Skaters do not remain back-to-back before the pi begins unless there are continuous backward 360°/720° pi	Lower Element one level for each type of error  IB will be the lowest call	
<b>SPECIFIC REQUIREMENTS</b>		
<b>For All Intersections</b>		
If ¼ of the Team does not achieve or maintain the hold required for each type of Intersection	Lower Element one level	Two spaces without a hold involving at least ¼ of the Team
<b>Collapsing Intersection</b>		
If two or more corners of the Intersection do not intersect at the same time	Lower Element one level	
<b>Whip Intersection</b>		
The required distance in-between the end Skaters of one or each line is not achieved or maintained for the last 90° pivot	Lower Element one level	For the last 90° pivot until the lead Skaters become back-to-back with the axis
If the lead Skaters skate along the axis of the intersection instead of being mostly stationary	Lower Element one level	A slight deviation by the lead Skater(s) movement is permitted
<b>ENTRY VARIATION</b>		
If the Team is only gliding on two feet to achieve their hold after the Feature	Lower Element one level	Only gliding on two feet to achieve the hold is not permitted
If the Team remains in the Spread Eagle with a hold before beginning the pi	Call the Element	Only gliding on two feet to achieve the hold is not permitted Spread Eagles, Ina Bauers and Lunges are permitted
<b>Approach Phase for Simple Pattern:</b> <b>Collapsing:</b> Skaters are moving towards the axis of intersection once the Element shape has formed <b>Whip:</b> the last 90° of pivoting <b>Angled;</b> once the lead Skaters begin to overlap or the ABR have begun	Feature is not counted	If not done during the approach. <b>Exception Whip;</b> EV must be completed before the last 90° pivot as per Difficulty Group requirements.
If a Team is attempting a Complex Pattern and the two different SM's overlap	Feature is not counted	At least two different types of SMs must be executed on two (or more) separate occasions
If a Team is attempting a Complex Pattern and executes same types of SMs at the same time with different movements	Feature is counted	Teams may execute the same type of SMs with different movements
<b>Angled Intersection</b>		
If the Feature is correctly completed BUT the required hold is achieved AFTER the lead Skaters begin to overlap (as a result the ABR begin later than required)	Lower Element one level + Feature is counted + Lower pi one level	<b>For the Element</b> the required hold was achieved too late <b>For the Feature:</b> must be completed during the Approach phase (once the lines overlap, the approach phase has ended) <b>For the pi:</b> ABR started too late
If the Feature is completed AFTER the lead Skaters begin to overlap and the ABR begin later than required	Lower Element one level + Feature is not counted + Lower pi one level	<b>For the Element:</b> the required hold was achieved too late <b>For the Feature:</b> not completed before the lines overlap <b>For the pi:</b> ABR started too late
<b>Whip Intersection</b>		
If the Feature is completed during and/or after the last 90° of pivoting and ¼ of the Team doesn't achieve a hold	Feature is not counted	Must be completed before the last 90° and the required hold



<b>GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF INTERSECTION (pi)</b>		
If ¼ of the Team or more does not attempt a pi	Call pi No Value	Not due to a fall or interruption
If less than ¼ of the Team does not attempt a pi	Lower pi one level	Not due to a fall or interruption
If ¼ of the Team or more complete the pi before OR start the pi after the axis <b>Exception:</b> Collapsing Intersection	piB is called	See Collapsing Intersection
If ¼ of the Team or more execute any of the following same OR different type of error(s) during a pi (not due to a fall) - extra pi or ABR - pi is rotating in opposite directions within the same line - pauses in pi (not continuous) including ABR - A forward push within a backward pi or ABR - Any part of the pi is executed on the spot - Stopping or becoming stationary	Lower pi one level for each error (same type)  <b>OR</b> Lower pi one level for multiple errors  piB will be the lowest call	Reduction for multiple errors will only be utilized when there have been no other reduction(s) <b>Extra pi;</b> i) More than the permitted degrees of rotation for a level - If a backward 720° pi rotation ends forwards / vice versa ii) More than the permitted number of pi - If a Collapsing includes a 3 <sup>rd</sup> pi rotation <b>Pauses in pi rotations, not continuous;</b> - assists Skaters to intersect or due to a bump
<b>ADDITIONAL FEATURE REQUIREMENTS FOR VARIOUS TYPES OF INTERSECTIONS</b>		
<b>Angled Intersection: Additional Backward Rotations (ABR)</b>		
If the Skaters change feet or push in-between the ABR and the pi	Count the pi	A change of foot or push is permitted in-between
IF the ABR begin after the lines overlap	Lower pi one level	
IF the ABR 720° Twizzle is two footed	Lower pi one level	
<b>Collapsing Intersection</b>		
• IF in all corners the Skaters end the first pi rotation before intersecting occurs • IF in all corners the Skaters begin the first pi rotation after intersecting has occurred	piB is called	
If the first pi ends before the corners intersect by ¼ of the Team and the second pi (as required) ends inside the intersection	Lower pi one level	
If the 2 <sup>nd</sup> backward pi finishes forwards inside the box/triangle	Lower pi one level	A backward pi must end backwards
If the 2 <sup>nd</sup> backward pi finishes backwards inside the box/triangle but the Team steps forwards without pausing	Lower pi one level	If executing a backward pi that ends backwards: Skaters may continue to skate backwards, OR must pause after the backward pi IF turning to skate forwards to exit
<b>Whip Intersection</b>		
If the pi rotates <b>more</b> than 360° before Skaters go through the axis	Lower pi one level	
<b>Senior FS Intersection #2</b>		
If a Team executes a pi rotation at the axis of intersection	Call pi No Value	Executing a pi rotation is not permitted (WBP)
If a part of the Team executes the same type of SM with different movements at the pi	Call pi	Teams may execute the same type of SMs with different movements if the same movements are used by at least ¼ of the Team

<b>MOVE ELEMENT (ME)</b>		
The first fm executed by each Skater determines the level. The fm begins to be evaluated once a fixed position of all Skaters (in their respective fm) has been attained. If using syncopation, the evaluation begins once all Skaters using the same rhythm have attained a fixed position		
If less than ¼ of the Team does not attempt an fm	Lower Element one level	
If ¼ or more of the Team does not attempt an fm	Call Element No Value	
<b>For a Team of 16 Skaters</b>		<b>For a Team of 12 Skaters</b>
ME4 – when at least 13 Skaters begin the fms in a difficult fm position ME3 – when at least 8 Skaters begin the fms in a difficult fm position ME2 – when at least 9 Skaters begin the fms in a basic fm position or do not achieve a difficult fm position	ME4 – when at least 10 Skaters begin the fms in a difficult fm position ME3 – when at least 6 Skaters begin the fms in a difficult fm position ME2 – when at least 7 Skaters begin the fms in a basic fm position or do not achieve a difficult fm position	
<b>fm errors:</b> - loss of fm position after attaining - correct fm position is not held for the required amount of time	Each is counted as one error	
Attain fm position → Lose fm position (not maintained)	Counted as 1 error = downgrade once (<)	
Attain fm position → Lose fm position → Feature → Attain and/or regain fm position	Counted as 1 error = downgrade once (<)	
Attain fm position → Lose fm position → Feature → Attain then lose fm position	Counted as 1 error = downgrade once (<)	
Attain fm position → Lose fm position → Feature → fm position not Attained/Regained	Feature not counted	
fm position never attained	Feature not counted	
If ¼ or more of the Skaters attempting an fm make an fm error	One error is counted	See Page 3 for the required number of Skaters needed to count the error (1/4 of the number of Skaters attempting an fm)
One error	Downgrade once (<)	Lower pi one level for each error (same type) <b>OR</b> Lower pi one level for multiple errors Reduction for multiple errors will only be utilized when there have been no other reduction(s) MEB is the lowest level
Two errors	Downgrade twice (<<)	
Three errors	Lower Element one level	
If a fall occurs while any Skater is in an fm	Call Element + Fall	The Element ends when ALL fms have ended
<b>ME FEATURES</b>		
If the fm includes One or Two Features ONE Feature = position must be held for 2 seconds before + 2 seconds after a change TWO Features = position must be held for 2 seconds before the 1 <sup>st</sup> Feature + 2 seconds after 1 <sup>st</sup> Feature and before 2 <sup>nd</sup> Feature + 2 seconds after 2 <sup>nd</sup> Feature = 6 seconds	Feature is not counted	If the position is not held for the correct amount of time
If executing a Change of Rotational Direction (cr) or Change of Edge (ce) followed by a Change of Side (cs) the position must be held for 2 seconds before the 1 <sup>st</sup> Feature (cr or ce). The cs may be executed immediately after the cr /ce without holding the position for 2 seconds on the 2 <sup>nd</sup> lobe before changing sides. The position must be held for at least 2 seconds after the cs		Ensure that the fm position is held for at least two seconds before the Change of Rotational Direction (or Change of Edge) and at least two seconds after the Change of Side.
If ¼ of the Skaters attempting the Feature do not achieve the correct fm position OR hold the position for at least two seconds before and/or after a change	Feature is not counted	See Page 3 for the required number of Skaters needed to count the error (1/4 of the number of Skaters attempting a Feature)
If there are more than the necessary turns/edges when changing Rotational Direction or changing feet	Feature is not counted	(i.e., crossovers or extra pushes)

<b>Change of Type</b>		
For ME3 & ME4: If the Skaters attempting the Feature execute a one-foot turn or a change of edge in-between the two different types of fm	Feature is counted	A one-foot turn and/or change of edge is permitted. Additional steps, or linking steps are not permitted if changing position/foot
<b>Change of Side</b>		
If ¼ of the Skaters attempting the Feature do not establish their own track before If ¼ of the Skaters attempting the Feature do not hold/regrasp for two seconds	Feature is not counted	Two spaces = four Skaters (on a Team of 16) Begin counting the two seconds after the regrasp
<b>Entry Variation</b>		
If ¼ of the Skaters attempting the Feature do not attain the correct fm position	Feature is not counted	The correct entry fm position does not need to be held for 2 or 3 seconds
<b>Intersecting/Passing-through</b>		
Must be executed at the same time/same occasion	Feature is counted	

**NO HOLD ELEMENT (NHE)**

<b>Change of Configuration</b>			
If using an open block - count the number of lines creating the silhouette/shape	4 lines	5 lines	6 lines
	<pre> x x x x x   x x   x x   x x   x x x x x </pre>	<pre>       x      x x     x   x    x x x   x x x x  x x x x </pre>	<pre>           x          x x         x   x        x x x       x x x x      x x x x     x x x x    x x x x   x x x x  x x x x </pre>

<b>Pivoting</b>		
Measurement ends when the block has stopped pivoting for two seconds or more, or changed configuration or rotational direction		
If using the Feature plus Different Configurations and/or Change of Place	Features are not counted	
<b>Choreographic Series</b>		
If the Choreo Series begins at the same time as pivoting	Feature is counted	

**PAIR ELEMENT (Pa)**

The degree of pivoting begins to be counted once the pivoting begins and a fixed position of all supported Skaters has been attained		
<b>Errors of the Supported Skater:</b> - Head and/or body is higher than knee level - Any part of the body touches the ice at any time (not including a fall) - Not gliding on their blade for the required number of rotations - On two feet during the entry or exit	Counted as one pair making an error	<b>Not gliding on the blade:</b> Supported Skater's blade is coming off from the ice or Supported Skater is gliding on a boot. Exception: when changing edges during the Change of Edge Feature <b>Unexpected Entry and/or Exit may be done while not gliding on the blade.</b>
If a Team performs a Pair Pivot with upright extension/spiral and attempts any Pa Feature which is described in the DG using the DS position	Feature is counted	Teams may choose any Pa Feature regardless of the attempted difficulty level. Holding the free foot does not apply to the Upright Extension

<b>Errors (same or different) must be made by at least ¼ of the Team (2 Pairs) or more before a penalty can be applied. Number of Errors for a Team comprised of and competing with 14 to 16 Skaters</b>		
If less than ¼ of the Team does not attempt the Pa	Lower Element one level	Not due to a fall
If ¼ of the Team or more (at least two pairs) do not attempt the Pa	Call Element No Value	Not due to a fall
If two or three pairs make an error (two pairs for 11 to 13 Skaters)	Lower Element one level	
If four or five pairs make an error (three pairs for 11 to 13 Skaters)	Lower Element two levels	
If six pairs make an error (four pairs for 11 to 13 Skaters)	Lower Element three levels	
If all pairs make an error	PaB is called	
<b>Change of Edge</b>		
If the lower Skater starts the DS on a RFI edge and changes feet to a LFO edge	Feature is not counted	
<b>Entry Variation</b>		
If Teams have a long preparation in-between the EV and the DS/Pair Pivot	Feature is counted	There is no time restriction/requirement for in-between an EV and the DS/Pair Pivot

<b>PIVOTING ELEMENTS (PB and PL)</b>		
If ¼ of the Team or more are not attached for the majority of the Element	Call Element No Value	
<b>GENERAL PIVOTING REQUIREMENTS</b>		
<b>Pivoting Errors</b> If at least ¼ of the Team or more have done the following - Stopped pivoting for two seconds or more (pivoting is interrupted) - Changed configuration - Changed rotational direction	Call the level accordingly before pivoting interrupted	Once pivoting has been interrupted no other correctly executed turn(s) will be counted towards the level
If the block/line does not pivot a minimum of 90°	Call Element No Value	All Levels: Pivoting begins to be counted on the entry edge of the first required turn. For PB/PL1 measurement for pivoting ends when the Element stops pivoting
<b>For PB3/PL3 - For the “+ One “Difficult one-foot turn”</b>	Turn is counted	The turn may or may not be part of a series
<b>Change of pivot point measurement – Block/Line</b>		
The measurement for pivoting begins during and/or after the pivot point changes ends		
<b>For PB2/PL2:</b> Pivoting ends when the Block/Line(s) stops pivoting		
<b>For PB3 &amp; PB4 / PL3 &amp; PL4:</b> Pivoting ends at the completion of the exit edge of the last required turn		
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track	Feature is not counted PB1/PL1 is the highest call	Change of pivot point will not be counted regardless of the number of degrees executed after the change

<b>SYNCHRONIZED SPIN ELEMENT (SySp)</b>		
If ¼ of the Team is not in a correct basic position for 3 revolutions with no Features	SySpB is called	(sit or camel)
If ¼ of the Team or more does not attempt a spin	Call Element No Value	
If less than ¼ of the Team does not attempt a spin	Lower Element one level	
If ¼ of the Team or more does not rotate a spin a minimum of three revolutions	Call Element No Value	
If less than ¼ of the Team does not rotate a spin a minimum of three revolutions	Lower Element one level	
If ¼ of the Team or more does not achieve the correct spin position for a Feature	Feature is not counted	

If ¼ of the Team or more does not rotate the required number of revolutions in the correct spin position for a Feature	Feature is not counted	Count the number of rotations executed while in a correct spin position during the Feature
<b>Difficult Spinning Position</b>		
All Skaters are attempting a difficult position, a maximum of ½ of the Team does not achieve the difficult position	Feature is counted	If ½ of the Team correctly execute the difficult position
<b>Same Spin</b>		
If All Skaters are in a basic solo spinning position (camel/sit) and ¼ of the Team or more are not in a correct position	Feature is not counted	
If All Skaters are attempting solo Difficult Position(s) and ¼ of the Team or more does not achieve the Difficult Position	Feature is not counted	The Difficult Position Feature will be counted if ½ of the Team achieves the position. If the Difficult Position Feature is not counted then the Same Spin Feature will not be counted as it will be considered to have 2 different positions (1 difficult position + 1 basic position)

<b>ROTATING (C/W) and TRAVELING ELEMENT (TrE)</b>		
If traveling/rotating has been interrupted for two seconds or more	Call the level accordingly before travel/rotating was interrupted	Once travel and/or rotating has been interrupted, no other correctly executed Feature(s) will be counted towards the level

<b>TWIZZLE ELEMENT (TwE)</b>		
A maximum of four-foot placements are permitted in-between each of the twizzles (including Jump entry)		
<ul style="list-style-type: none"> <li>- When Skaters are standing on two feet (not counting the exit of a twizzle) it will be considered as one foot placement</li> <li>- For each of the foot placements permitted in-between twizzles, there is no limit on the number of turns or movements performed while on one foot</li> <li>- The fifth foot placement must be the entry of the twizzle</li> </ul>		
If less than ¼ of the Team does not attempt one or both Twizzles	Lower Element one level	
If ¼ of the Team or more does not attempt one or both Twizzles	Call Element No Value	
<b>Twizzle errors:</b> The <b>same</b> type of error executed by ¼ of the Team or more in either twizzle (not due to a fall) <ul style="list-style-type: none"> <li>- Touch down during the rotations (not including the entry/exit)</li> <li>- Checked three turns</li> <li>- Executed on the spot during any part of the Twizzle</li> <li>- Twizzle not attempted</li> <li>- Not the same type of twizzle executed at the same time</li> <li>- A 6<sup>th</sup> foot placement is the entry of a Twizzle</li> <li>- Looping action</li> </ul>	Lower Element one level for each type of twizzle error <b>OR</b> Lower Element one level if there are multiple errors  TwEB will be the lowest called	<ul style="list-style-type: none"> <li>- If ¼ of the Team make an error in twizzle #1 + ¼ of the Team made the same error in twizzle #2 = one error</li> <li>- If ¼ of the Team make an error in Twizzle #1 + ¼ of the Team make a different error in twizzle #2 = two errors</li> <li>- If ¼ of the Team make the same error in twizzle #1 + 2 Skaters make a different error + 2 Skater make another different error in twizzle #2 = two errors</li> <li>- If one error is made by 2 Skaters in twizzle #1 + 2 Skater make the same or different error in twizzle #2 = one error</li> <li>- Twizzles are permitted to have a two-foot entry and/or exit</li> </ul>

<b>TwE FEATURES</b>		
<b>Group A - Continuous Movement of Arms</b>		
If a Team is using both the Continuous Movement of Arms and Holding the Free Foot Features at the same time	Both Features are counted	The movement of the arms may be done using any height(s). Moving only one arm is permitted when the other hand Holds the Free Foot
<b>Group C - A Third Twizzle</b>		
If there are errors in the third Twizzle	Feature is not counted	
If the third Twizzle is not counted and included other Feature(s)	Feature(s) are not counted	

If a Team executes a different number of rotations in the third Twizzle than executed in the first two Twizzles	Feature is counted	Teams may execute any number of rotations in any Twizzle if each Twizzle contains the number of rotations required for the level
<b>Group D Features</b>		
If a Twizzle has a long entry (with or without a Jump Entry) and Skaters have already Changed Place / Configuration / Element Shape before starting to rotate	Feature is not counted	Skaters are already in their new place before starting the Twizzle

**COMMON FEATURES NOTES**

**Change of Place (B, C, L, W, NHE, TrE, TwE)**

- Each Skater assists by skating towards their new place (Skaters may remain in their new place or return to their starting place).
- Slowing down to allow another Skater/Line to pass will not meet the requirements
- Refers to either the movement of a line/spoke changing places OR the movement of individual Skaters within the same line/spoke who are changing places while remaining in the same Element shape and/or configuration
  - Lines or Spokes may change places with each other
  - Skaters/pairs within a line may change places with each other as long as all Skaters/pairs have changed their places and remained in the same line
  - A combination of the above two examples may be executed together
- If there are an odd number of Skaters within the line then it is permitted for some Skaters to be in the same place after the Change has been completed

**Change of Configuration (AE, B, C, L, W, HHE, TrE, TwE)**

**For the Block**

- A block that only pivots to show a different number of lines will not meet the requirements for this Feature
- Teams of 12 Skaters - changing from four Lines of three Skaters to three Lines of four Skaters (or vice versa) will not be counted as two different configurations
- Changing from an Open to a Closed block will not be counted as two different configurations IF the number of lines has not changed

**Jump and/or Throw Jumps (B, C, L, W) / Listed Jump (NHE) or Non-Listed Jump (Pa, ME, TwE)**

- A recognizable jump, rotation(s) may be cheated, Skaters may take-off / land on two feet
- A slight pause is permitted upon landing the Listed or Non-Listed Jump, before beginning the Pa, fm or Twizzle
- There must be an up/down motion (LIFT during take-off)
- The number of rotations executed by each Skater may be different if the same type of jump is executed (same type = flip, axel, loop etc.)

**Change of Place, Change of Configuration, Change of Element Shape**

The Element shape/configuration may disappear momentarily during any of these Features  
 For the AL and L; Features must be done while Skaters are in one or two lines.  
 If Skater(s) leave the AL/L to execute a SM/fe, they will not be counted towards the total number of lines.  
 For the C/W; must continue to rotate