



2018-2019 - TECHNICAL HANDBOOK FOR SYNCHRONIZED SKATING

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NUMBER OF SKATERS SKATING ON A TEAM	¼ of the team making an error
16 Skaters	4 Skaters making an error
15 Skaters	3 Skaters making an error
14 Skaters	3 Skaters making an error
13 Skaters	3 Skaters making an error
12 Skaters	2 Skaters making an error
11 Skaters	2 Skaters making an error
10 Skaters	2 Skaters making an error
9 Skaters	2 Skaters making an error
8 Skaters	2 Skaters making an error

For Teams required to be comprised of sixteen (16) Skaters only (Novice, Junior, Senior) – but compete with less	Technical Panel will call the Elements in the following manner
Pivoting Block	Determine the level of the Element as skated then lower the Element one (1) level
Intersections	
Move Element	
No Hold Element	
Travelling Elements	
Twizzle Element	



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GENERAL - APPLIES TO ALL ELEMENTS AND ADDITIONAL FEATURE	TECHNICAL PANEL
To call the level of an Element/Additional Feature the requirements listed for each level has to be met	Element level is called according to the requirements met
If a minimum ice coverage requirement is defined in the Difficulty Groups ISU Communication 2182 and is not met for an Element	Element is given no value; if the minimum ice coverage requirement is not met
If any restriction for ice coverage is defined in the Difficulty Groups ISU Communication 2182 and in the Regulations and is not met (applies to Pa, ME, GL, SySp)	Element is called + DED 3; if the ice coverage restriction is not met
If the requirements listed for each Element in the Regulation (Special Regulation & Technical Rules for Synchronized Skating 2018) are not met by $\frac{1}{4}$ of the team or more Skaters	Element is given no value
If the basic requirements listed for each Element/Additional Feature in the Difficulty Groups in ISU Comm. 2182 are not met/attempted by $\frac{1}{4}$ of the team or more Skaters (not due to a fall, illness or interruption)	Element/Additional Feature is given no value
If the requirements for a Feature are not met (by $\frac{1}{4}$ of the team or more)	Feature is not counted
If the requirements for an Additional Feature are not met by $\frac{1}{4}$ of the team or more	Additional Feature is not counted
Features will be counted only once per Element Features may be repeated within the same Element	Feature is counted once per element. The best executed Feature will be counted
Some Features may be executed at the same time as other Features (unless otherwise stated in the Difficulty Groups ISU Communication 2182)	all Features will be counted towards the level: if executed correctly and at the same time (unless otherwise stated in the Difficulty Groups ISU Communication 2182)
Feature must be executed at the same time, by all Skaters (unless otherwise stated in the Difficulty Groups ISU Communication 2159)	Feature is counted; if correctly executed and all Skaters attempt the Feature at the same time (unless otherwise stated in the Difficulty Groups ISU Communication 2182)
	Feature is not counted; if all Skaters do not attempt the Feature at the same time (unless otherwise stated in the Difficulty Groups ISU Communication 2182)
Elements (AB, AC, AL, AW, C, B, L, W, NHE, TC, TW) must start before and continue after the Feature has been executed	Feature is not counted if the Element does not start before and continue after the Feature
FALLS	
Fall(s) will not affect the level of an Element, except in the Group Lift Element, Pair Element	call is based on the number of correctly executed Group Lifts, Pairs
For all other Elements, Falls are called as follows:	
Fall by one (1) Skater, two (2) Skaters or more than two (2) Skaters + no other Skaters make an error	call the level of the Element/Additional Feature executed by the Skaters not affected by the fall + DED for the fall
Fall by one (1) Skater + one (1) or more other Skaters make an error due to the fall	call the level of the Element/Additional Feature as executed by the Skaters not affected by the fall + DED for the fall
Fall by two (2) Skaters + one (1) or more other Skaters make an error due to the fall	call the level of the Element/Additional Feature executed by the Skaters not affected by the falls + DED for the two (2) falls
Fall by more than two (2) Skaters + one (1) or more other Skaters make an error due to the fall	Maximum fall DED is -3.0 per Element call the level of the Element/Additional Feature executed by the Skaters not affected by the falls + DED -3 for the falls
STOPPING	
A Spin or Pair Pivot is considered to be stopping	Spin or Pair Pivot with the supporting skaters toe pick in the ice, is an Element or if listed as a Feature or is required as a free skating element will be permitted without penalty



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SHORT PROGRAM	
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 except any Element at level base and Artistic Elements (any level)	no value + DED3 is called; for any Un-prescribed, additional or repeated Elements. Level Base Elements and Artistic Elements will not be considered as an additional Element
During the PB: All Features from the Artistic and Linear Elements (Block) are permitted before and/or after pivoting	
During the TW: Some Features from the Artistic and Rotating Elements (Wheel) are permitted during the travel (<i>3 different holds, Skaters/Spokes change places/positions and extra Features</i>) A change of configuration is permitted only before or after traveling	travel is considered as ended; if there is a change of configuration
Wrong Element shape: If a team executes an Element that is not according to the SP requirements	Element is given no value; if executed in the wrong Element shape or requirement(s)
Any required Features and/or Additional Features that are omitted (not attempted) in a SP Element	Element is given no value; if the required Feature or additional Feature for SP is omitted
DED 3 - NON-PERMITTED ELEMENTS/FEATURES/ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior Short Program and Novice Free Skating)	
If the non-permitted Movement is an Element	Element is given no value + DED3
If the non-permitted Movement is included in the Feature	Element is called + Feature is not counted + DED3
If the Non-permitted Movement is included in the Additional Feature	Element is called + Additional Feature is not counted + DED3
If there is a non-permitted Element, Feature, or Additional Feature executed between two (2) Elements	DED3 will be called: will be deducted from the total score
DED 4 - ILLEGAL ELEMENTS	
If an Illegal Element, Feature, Additional Feature or Movement is performed during the execution of any Element	Element is called Base Level if the requirements for Base Level are fulfilled, otherwise the Element will be called "No Level" + DED 4
If there is an illegal Element, Feature, or Additional Feature executed between two (2) Elements	DED4 will be called: will be deducted from the total score

ARTISTIC ELEMENT	TECHNICAL PANEL
GENERAL FOR ALL ARTISTIC ELEMENTS	
All Skaters must begin in the first shape of the Artistic Element and must return to the Element shape (same or different shape) after the Feature(s) has been executed (<i>if applicable to the Feature</i>)	Element is given no value: if all Skaters do not begin and/or end in the first shape of the Element (correct number of Skaters, lines must be shown for the respective Element)
	Feature is not counted: if Skaters do not return to the Element shape after the Feature(s) have been executed (correct number of Skaters, lines must be shown for the respective Element)
Skaters are permitted to briefly break away from the Element before rejoining/returning	Feature is not counted; if the Skaters do not re-join/return to the Element
Pivoting	
A minimum of four (4) Skaters must pivot and be connected	Feature is not counted; if a minimum of four (4) Skaters are not connected
Lifts (Senior only)	
Lifts are permitted in the Artistic Element in Senior Free Programs only	Junior: Lifts will not be counted if executed in any Artistic Element
	Novice; lifts are not permitted and if executed will receive a DED 3
Choreographic Sequence	
Choreographic Sequence must be executed by at least 1/2 the team	Feature is counted; if there are the same or different movements executed at the same time
	Feature is not counted; if the Choreographed Sequence is syncopated

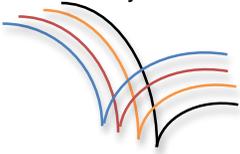
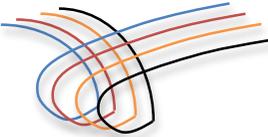


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MIXED ELEMENT	TECHNICAL PANEL
GENERAL	
The two (2) or more Elements must interact with each other	Element is given no value: if at least two (2) Elements are not interacting with each other
The two (2) selected Elements may or may not be connected	Element is confirmed; if the two (2) selected Elements are connected or not connected
LINEAR ELEMENT - BLOCK	
A block configuration must have a minimum of three (3) lines	Element ends if there are less than three (3) lines
Must be a closed block formation with parallel lines (lined up or staggered)	Element is given no value if is not a closed block
All Skaters must be attached (for most of the time)	Element is given a no value; if Skaters are not attached during the majority of the linear Element - Block
Execute four turns/steps maintaining a hold	
Turns/Steps may be executed in mirror pattern	Feature is counted only if all four (4) steps/turns are executed in mirror pattern
Turns/Steps may not be executed using syncopated choreography	Feature is not counted if using syncopated choreography
Use of Circular Pattern	
The lines of the block must remain as parallel as possible to the circular pattern	Feature is not counted; if the lines of the block become more than 45° perpendicular to the circular pattern
LINEAR ELEMENT - LINE	
There may be one (1) line or two (2) lines	Element ends; if there are more than two (2) lines
If there are two (2) lines, the two (2) lines may be joined or separate and may pass by each other	Element is counted in both cases
The number of Skaters in each line must be as equal as possible	Element will be given no value if the number of Skaters in each line is not as equal as possible
ROTATING ELEMENT - CIRCLE	
There may be a maximum of three (3) circles at the same time	Circle Element ends; if there are more than three (3) circles
Must have at least four (4) Skaters in each circle	Element is given no value; if less than four (4) Skaters are included in each circle
Interlocking	
Interlocking may be executed at the same time as a change of rotational direction	both Features are counted
Weaving	
Circles must be as equal as possible	Feature is not counted; if circles are not as even as possible
Weaving must occur approximately at the same time by all Skaters	Feature is not counted; if weaving does not occur at the same time by all Skaters
ROTATING ELEMENT - WHEEL	
There may be to a maximum of three (3) wheels at the same time	Element ends; if there are more than three (3) wheels
Must have at least three (3) Skaters in each spoke	Element is given no value; if there are less than three (3) Skaters in each spoke
Skater/lines change places/position with another Skater/line	
It is permitted to combine both the change of position with another of Skater and change place of spokes	Feature is counted only once; as long as both the change of place with another Skater and change of position of spokes are done at the same time



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PIVOTING ELEMENTS	TECHNICAL PANEL
All Skaters must execute the same recognizable steps/turns/edges /linking steps, in the same skating direction, at the same time during pivoting	Turn(s)/step(s) are not counted; if not the on the same edge Turn(s)/step(s) are not counted; if not in the same skating direction Turn(s)/step(s) are not counted; if not executed at the same time
Pivoting is considered as ended when; <ul style="list-style-type: none"> - Pivoting has stopped for two (2) seconds or more - There is a change of configuration (other than if required for a level) or a change of rotational direction - At least ¼ of the team are no longer skating on their own track, for more than two (2) seconds after pivoting has started 	Count the correctly executed Features that occurred before the pivoting has ended
The slow end Skater may not stop, the Block/Line must progress along/across the ice at all times	PB: Turn/step is not counted towards pivoting level; if the turn/steps or any part of the PB is executed on the spot (during any part of the turn) by ¼ of the team or more PB All levels: lower one (1) level; if all lines do not progress along or across the ice at all times (any one (1) line stops pivoting, not due to a turn/step executed on the spot) PL: lower one (1) level; if any line stops progressing along/across the ice (one (1) slow end Skater stops) PL: lower two (2) levels; if both slow end Skaters stop
All Skaters must be attached (for most of the time)	Element is given no value; if Skaters are not attached during the majority of the Block Element
Change of Pivot Point may not be executed in a circular manner	PB1 is called if the change of pivot is executed in a Circular manner
 <p>Acceptable</p>  <p>Not permitted (circular)</p>	
PIVOTING ELEMENT - BLOCK	
For PBB and PB1 The measurement for the degrees of pivoting begins when the block begins to pivot once the Skaters have established their own track and ends when the block stops pivoting	Pivoting before the entry edge of the first turn is counted towards the amount of pivoting
For PB2, PB3, PB4 The measurement for the degrees of pivoting begins with the entry edge of the first turn (turn/step for PB2), once the Skaters have established their own track, and ends at the completion of the exit edge of the last turn (when the block stops pivoting for PB2 only)	any pivoting before the entry edge of the first turn (turn/step for PB2) is permitted but will not be counted towards the amount of pivoting
PIVOTING ELEMENTS	TECHNICAL PANEL
Pivoting ends when; <ul style="list-style-type: none"> - Pivoting has stopped for two (2) seconds or more - There is a change of configuration or a change of rotational direction - At least 1/4 of the team are no longer skating on their own track, for more than two (2) seconds after pivoting has started 	Count the correctly executed turns/steps, linking steps, degrees of pivoting etc. that occurred before pivoting has ended



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<p>Pivoting (level 1 to level 4) must be executed using the required turns/steps on recognizable and correct edges and with the required degrees of pivoting <i>Scratched and/or shallow turns are not incorrectly executed turns and will be counted towards the level (however this will be reflected in the GOE)</i> Errors for Turns/Steps (same or different error made by ¼ or the team or more at the same time)</p> <ul style="list-style-type: none"> - 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 - Skidded turns (when the blade moves over the ice sideways) - A turn/step not attempted (not due to a fall) 	<p>pivoting will be called according to the number of correctly executed turns/steps together with the amount of pivoting</p>
<p>If the degree's required for the level during pivoting are not met for the level</p>	<p>turn(s) will not be counted; if ¼ of the team or more execute any type of error</p>
<p>For PB3, PB4: The total required degrees of pivoting per level must be covered during the series of turns</p>	<p>PB level is called; according to the number of degrees achieved PLUS the number of correctly executed turns required for the level. The lowest level is counted if the level for degrees and the level for the turns are different</p>
<p>PIVOTING ELEMENT - LINE</p>	<p>pivoting is not counted towards the level; if less than the total required degrees of pivoting has been completed</p>
<p>The measurement for pivoting begins to be counted as soon as the line(s) begin to pivot once the Skaters have established their own track</p>	<p>Element level is called according to the requirements met</p>
<p>Pivoting must be executed with the use of turns/steps and linking steps (<i>exception level 1& base</i>)</p>	<p>turns/steps are counted towards the level; if executed on one (1) foot</p>
<p>There are no restrictions on the types of linking steps (i.e. crossovers)</p>	<p>Element level is called; independently of which linking steps are included and of the number of crossovers included</p>

TRAVELING ELEMENTS – CIRCLE / WHEEL	TECHNICAL PANEL
<p>There may be a maximum of three (3) circles / two (2) separate wheels at the same time</p>	<p>Element ends; if there are more than three (3) circles / two (2) separate wheels at the same time</p>
<p>All separate circles/separate wheels must travel at the same time</p>	<p>traveling begins to be counted when all Skaters/spokes have begun to travel (<i>count the lesser distance if two (2) shapes are travelling for a different distance</i>)</p>
<p>Travel is considered as ended when:</p> <ul style="list-style-type: none"> - Travelling has stopped for two (2) seconds or more - There is a change of configuration or a change of rotational direction - when ¼ of the team or more has made any travel error 	<p>Count the correctly executed Features that occurred before the travel has ended</p>
<p>Travel is considered ended when there is;</p> <p>Travel Errors (Any errors made by ¼ of the team or more at the same or different times)</p> <ul style="list-style-type: none"> - Use of different linking steps/turns/steps or skating directions - (TC) Linking steps/crossovers/turns/steps that do not glide and are executed using the toe pick instead of the blade (<i>not including toe steps that are part of the choreography</i>) - (TW) Use of different linking steps/turns/steps or skating directions that are executed using the toe pick instead of the blade (<i>not including toe steps that are part of the choreography</i>) - not stepping on the circle(s) pattern 	<p>Count the correctly executed turns/steps, linking steps, amount of ice coverage etc. that occurred before travel has ended</p>



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Weaving (TC)	
For TC3/TC4 on a team of sixteen (16) Skaters, there must be eight (8) Skaters in each circle	TC2 is the highest call; if there are not eight (8) Skaters in each circle
Circles must be as equal as possible	Feature is not counted if circles are not as equal as possible
Skaters/Spokes change places/positions with another Skater/Spoke (TW)	
Combining both the change of places with another Skater and a change of position of Spokes is permitted	change places/position is counted; as long as both methods are done at the same time
If using an odd number of Skaters (i.e.; 3, 5 or 7); the change place/position will still be counted even if one (1) of the Skaters remains in the same position	change places/position is counted
Two (2) 360° continuous rotations executed one (1) after the other (TW)	
The two (2) rotations must be continuous	Travel extra Features is not counted if each rotation is not continuous i.e. Each 360° rotation is permitted to be comprised of two (2) 180° rotations but these must be executed one (1) after the other showing a continuous total rotation, i.e. a backward outside three turn + forward outside three turn can be considered one (1) 360° rotation but there must not be a stop/pause in the rotation between the two (2) turns
A double Twizzle will not be counted as two (2) 360° continuous rotations	rotation is counted as one (1) 360° rotation

GROUP LIFT ELEMENT	TECHNICAL PANEL
GENERAL	
The GL must meet the definition for a Lift and a Group Lift (in the Regulations)	Element is given no value; if all of the Group Lifts do not meet the definition of a Lift or a Group Lift (in the regulations) see below
Definition of a Lift; Lift is defined as an action in which Skater(s) are lifted/elevated to any height either by the lifting Skaters or by the lifted Skater(s) themselves using body support from other Skaters. Gliding Lifts will be counted as a Lift when held off the ice for more than three (3) seconds, while Lifts that rotate will be counted as a Lift independent of time in the air	Level of the Element is called; according to the number of correctly executed Group Lifts. Group Lifts that rotate and the lifted Skater is held off the ice for less than three (3) seconds will not be counted towards the level
Definition of a Group Lift; A Group Lift is defined as an action where one (1) or more Skaters is/are lifted and sustained at any height by two (2) or more Skaters and set down	Group Lift is not counted towards the level; if that GL does not set down the lifted Skater
Each lifting Skater must have at least one (1) skate on the ice at all times	Element is given no value; if any Group Lift has a lifting Skater without their skate(s) on the ice
All Group Lifts must be executed within ½ of the length of the ice from each other	Element is called + DED 3; if the Group lifts (and/or the remaining Skaters, if any) are not within ½ ice from each other
The same Feature must be executed by all of the Group Lifts, at the same time	Element is given a no value; If the Features of a Group Lift are executed in syncopation Lowest level Feature is counted; if the Features are not the same (exception remaining skaters if doing a GL at a lower level)
Features, required to be executed during a rotation, must ALL be executed in the same rotational direction (exception for the Feature: Mirror Image pattern)	Features will not be counted if executed in different rotational direction (except if using the Mirror Image pattern Feature)
Remaining Skaters	
The remaining Skaters (those who have not participated in any part of a Group Lift) must execute Free Skating Elements (fe's), several different fe's are permitted	Group Lift is given no value; if the remaining Skaters do not meet the requirements listed for the remaining Skaters (1/4 of the team or more) If the remaining Skaters execute a lower level Group Lift: then this Group Lift is not considered for the level and the highest level will be counted for the GL
The fe's or lower level Group Lift executed by the remaining Skaters are permitted to be executed in any formation, pairs (pair lifts are not permitted) or as individuals and must remain within ½ of the ice surface of each other and the Group Lifts that are being counted for the level (main Group Lifts)	
fe's/lower level Group Lifts must be executed at approximately the same time as the main Group Lift(s)	
If a Skater(s) has participated in any part of the Group Lift then this Skater(s) is not required to execute a Free Skating Element but is permitted execute either an fe or fm	



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The remaining Skaters are not permitted to stop/stand still	
Flexible/Balancing position	
Teams are permitted to include more than one (1) Flexible or Balancing position and to change position during the 360° from one (1) Flexible/Balancing position to the next Flexible or Balancing position	Feature is not counted; if the change of position is not a continuous movement executed during the required rotation
Any Flexible/Balancing Position must be held for at least 360° rotation	Feature is not counted; if the Flexible/Balancing position is not held for the required 360° rotation

INTERSECTION ELEMENT	TECHNICAL PANEL
Eight (8) pairs of Skaters, passing by each other is not considered to be an Intersection Element	Element is given no value; if the intersection is executed with eight (8) Pairs
Weaving during a Circle in a Circle (opposite or same direction) with eight (8) Skaters in each Circle is not considered to be an Intersection Element	Element is given no value; if weaving is meant to be the intersection
The back-to-back approach or backward pivoting entry during the approach phase must meet following requirements: <ul style="list-style-type: none"> - all Skaters must be back-to-back in any hold (other than a no hold) - if using the pivoting entry, each line must pivot at least 90° - Skaters' shoulders must be kept parallel and not twisted 	one (1) level lower will be called for each error; if there is a "back-to-back" error: <ul style="list-style-type: none"> - ¼ of the team or more Skaters do not have a hold or have not maintained their hold during the approach phase once the shape is recognized - ¼ of the team or more do not execute a pivoting entry of at least 90° (for a box or triangle) - ¼ of the team or more do not keep their shoulders parallel to the axis of intersection
Only backward rotations are permitted if executed during the approach once the shape is recognized, must be continuous, starting and ending backwards	IB is called: if ¼ of the team or more executing forward rotations or a backward rotation that is not continuous or that does not start or end backward is executed during the approach
If teams are turning/rotating during the approach phase and the Skaters are not intersecting, during any part of the turn(s)/rotation(s), then these turn(s)/rotations(s) will not be counted as a pi but the back-to-back approach will still be counted as long as the rotations are starting and ending backward and rotate continuously	one (1) level lower will be called; if ¼ of the team or more 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 forward (unless they are already through the axis of intersection)
	one (1) level lower will be called; if ¼ of the team or more pause during a backward rotation during the approach phase of the intersection
Errors for Specific Intersections	
Angled Intersection <ul style="list-style-type: none"> - Corridor wider than 3m - Lines pivot more than 45° - Corridor is not reducing once the lead Skaters have overlapped - ¼ of the team or more not intersecting at the same time Collapsing Intersections <ul style="list-style-type: none"> - ¼ of the team or more not intersecting at the same time (at least two (2) corners) Combined Intersection <ul style="list-style-type: none"> - Circle/Wheel (if included) must rotate during all phases (the shape is permitted to form without rotation) Two Line Intersection <ul style="list-style-type: none"> - ¼ of the team or more not intersecting at the same time Whip intersection <ul style="list-style-type: none"> - The lines do not maintain a ½ circle shape before the lead Skaters, of each line, become back-to-back - ¼ of the team or more not intersecting at the same time, however the two (2) fast end Skaters of each line will be permitted to intersect slightly after the rest 	one (1) level lower will be called for each error <ul style="list-style-type: none"> - The lowest call will be Base



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POINT OF INTERSECTION	TECHNICAL PANEL
If ½ of the team executes the same turns/steps/linking steps at the point of intersection then the other ½ of the team may execute a different turn/step/linking steps (choreographed)	pi will be given a no value; if a ¼ of the team executed different pi's than the rest of the team pi level is called; the lowest level is called if ½ of the team is executing a different level than the other ½ of the team
The pi rotation(s) must begin before the Skaters begin to intersect and must continue as the Skaters go through the point of intersection	pi is given a no value; if ¼ of the team or more Skaters do not start the pi rotation before the Skaters begin to intersect and/or do not continue as they go through the point of intersection
A double twizzle will not be counted as two (2) separate 360° continuous rotations	rotation is counted as one (1) 720° rotation
Backward 360° and 720° rotations (turns/steps and/or rotating linking steps) must start and end backwards	pi is lowered one (1) level; if the backward rotation (turns/steps) ends forwards once ALL Skaters have completed intersecting it is permitted to end a backward rotation forward
Only correctly executed rotations will be counted towards the pi level	pi is called according to the number of correctly executed rotations, any rotations with errors will not be counted towards the pi level
A rotation that is attempted but with an error (same type) by ¼ of the team or more <i>pi Errors:</i> <ul style="list-style-type: none"> - A collision affecting the rotation(s) - pi rotation is not continuous - A stumble affecting the rotation(s) - Skaters in the same line executing rotations in opposite directions - Skaters executing different rotations at the pi (1/2 of the team is permitted to execute a different pi than the other ½ of the team – choreographed) 	pi is lowered one (1) level; for each error (same type) made by a ¼ of the team or more each type of error will be penalized only once pi base; will be the lowest call
The following reduction will only be utilized when there have been no other reductions applied: If there is a 1/4 of the team or more making an error (any type of error)	pi is lowered one (1) level; for the reasons stated only when no other reduction has been applied
Use of crossovers during any pi level are not permitted	pi will be given a no value
Point of Intersection - Angled Intersection	
The pi rotation must begin start before or at the latest, when the lines begin to overlap and must continue to rotate in the same rotational direction until the Skaters are through their space	pi will be lowered one (1) level; if the rotation does not start before the lines begin to overlap pi is lowered one (1) level; if rotations are executed in both rotational directions
Point of Intersection - Collapsing Intersections and Combined Intersections (where Skaters intersect at different times)	
Level 1: Rotations must start before the Skaters begin to intersect and two (2) forward 360° rotations must be completed within the intersection	pi base is called; if there is only one (1) 360° rotation executed correctly and ended within the Intersection
Level 2: Rotations must start before the Skaters begin to intersect and two (2) backward 360° rotations must be completed within the intersection. If the first rotation is completed before the Skaters have started to intersect, the minimum number of subsequent rotations are needed to be executed and completed within the intersection	pi is lowered one (1) level; for each not attempted rotation per Skater pi1 is the highest call; if only one (1) correctly executed rotation occurs within the Intersection
Level 3: The backward 720° rotation must begin before the lines begin to intersect, and end inside the Intersection. Two (2) subsequent backward 360° rotations must start within the Intersection however the last (third (3rd)) pi rotation may end after the Skaters have exited the Intersection	pi is lowered one (1) level; if the remaining part of the 720° rotation is completed before intersecting
	pi is lowered one (1) level; for each missing subsequent 360° rotation within the Intersection
	pi2 is the highest call: if there are only two (2) rotations executed correctly pi1 is the highest call; if only one (1) correctly executed rotation occurs within the Intersection
Only correctly executed rotations will be counted towards the pi level	pi is called according to the number of correctly executed rotations, any rotations with errors will not be counted towards the pi level



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POINT OF INTERSECTION continued	TECHNICAL PANEL
For pi2 & pi3 only backward turns/steps and rotating linking steps are permitted	pi is lowered one (1) level; if any non-rotating linking steps are included
	pi1 is called; if any forward rotations are included
	there may be a slight (minimal) pause in-between the rotations in order to permit the Skaters to change feet or change their rotational direction without lowering the pi
Point of Intersection for Whip Intersection	
Only one (1) rotation (turn/step) is required at the point of intersection	pi is called; if correctly executed
All pi rotations must be in the same rotational direction as the Skater's respective line during the approach	pi is lowered one (1) level; if pi rotations are executed in the opposite rotational direction

MOVE ELEMENT	TECHNICAL PANEL
Each Skater must attempt at least one (1) fm	The first fm each Skater performs during the ME will be evaluated and called accordingly <i>(Subsequent fm's are permitted without penalty and are not counted)</i>
If an fm is called as fmB then the Feature(s) are not counted	ME is given no value; if each Skater does not attempt an fm (not including Skater(s) who falls or unsuccessfully "attempt" an fm)
One part of the team may perform one (1) type of a Free Skating Move and another part of the team may perform another type of a Free Skating Move. Up to four (4) different types of Free Skating Moves (either the same or different levels) executed at the same time will be permitted but is not required. At least four (4) Skaters must execute each selected fm	MEB + fmB is called; Feature(s) are not counted toward the Element level
All fm's must start and/or end at approximately the same time	The lowest fm level is called; if the fm's have different levels
	MEB + fmb is called; if not at least four (4) Skaters execute each type of fm
Feature: At least ½ of the Skaters execute a change of position	lower the Element one (1) level; if the fm's do not start and/or end at approximately the same time
	fmB is called + Feature is not counted (MEB + fmB); if the fm's are executed completely separately (the second fm starts after the first fm has ended)
A hold both before and after the change of position is required	Feature is not counted; if there are two (2) or more spaces without a hold both before and/or after the change of position
	Feature is counted; if starting with a hold using one (1) line of eight (8) Skaters, then execute a change position and re-grasp into two (2) lines of four (4) Skaters (considered one (1) space without a hold)
	Feature is not counted; if starting with a hold using two (2) lines of six (6) Skaters, then execute a change position and each of the lines re-grasp into lines of three (3) Skaters or other permutations not having a minimum of four (4) Skaters re-grasping in each line
Any listed fm may be used during this Feature (both SP and FS). It is permitted to use two (2) or more different fm's to execute the Feature	Feature will be counted; if executed in any fm as long as ½ of the team is participating and is executing the change of position at the same time
If a fall occurs and the Skaters executing the change of position are less than half of the team	Feature will not be counted



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FREE SKATING MOVES	TECHNICAL PANEL
Types of errors for fm's: each type of error (same type) made by ¼ team or more, is penalized only once - fm position is not correct - fm that is not executed on a clear lobe/edge for a minimum of three (3) seconds - fm that is not held in the correct position for a minimum of three (3) seconds (if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for two (2) seconds)	fm is lowered one (1) level for each error; if ¼ of the team or more execute the same type of error fm is lowered one (1) level; if not on a recognizable edge fm is lowered one (1) level; if the position is not correct fm is lowered one (1) level; if the edge/position is not held for the correct amount of time according to the specific fm(s) fmB; will be the lowest call if at least all Skaters show a fm
The following reduction will only be utilized when there have been no other reductions applied: If there is a 1/4 of the team or more making an error (any type of error)	fm is lowered one (1) level; for the reasons stated only when no other reduction has been applied
fm's must be executed within approximately ½ of the length of the ice (or comparable distance) from each other	Element is called + DED 3; if all fm's are not within approximately ½ the length of the ice (or comparable distance)
Spread Eagle or Ina Bauer executed in both cw and acw directions	fm is lowered one (1) level; if there are more than the necessary turns/edges (i.e. crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa)
Outside Spread Eagle + Outside Ina Bauer combination (clockwise & anti-clockwise direction)	fm is lowered one (1) level; if there is an extra push in-between
fm's with two (2) or more changes of edge are permitted	fm is lowered one (1) level for errors done on any of the edges, except the last edge of the spiral with two (2) changes will not be evaluated

NO HOLD ELEMENT	TECHNICAL PANEL
The NHE must start in four (4) lines of four (4) Skaters on a team requiring sixteen (16) Skaters 16-12 - a four (4) line configuration is required 16 Skaters = 4+4+4+4 15 Skaters = 4+4+4+3 14 Skaters = 4+4+3+3 13 Skaters = 4+3+3+3 12 Skaters = 3+3+3+3 8-11 Skaters – a three (3) line configuration is required 11 Skaters = 3+4+4 10 Skaters = 3+3+4 9 Skaters = 3+3+3 8 Skaters = 3+3+2	Element will begin to be evaluated when: - there are four (4) lines (on a team comprised of 12,13,14,15 and 16 skaters) - there are three (3) lines on a team which has less than 12 skaters
Diagonal axis	
One (1) Series of at least two (2) turns (see requirements for the Step Sequence Additional Feature) is executed on a diagonal axis	Feature is counted; if the series of difficult turns is correctly executed and counted towards the level of the step sequence
The series must consist of at least two (2) difficult turns The series may or may not be part of the step sequence requirements	Feature is not counted: if the series does not consist of at least two (2) correctly executed turns Feature is counted: if a series of three (3) difficult turns has one (1) turn incorrectly executed
Pivoting at least 90°	
Pivoting must not be interrupted	Feature is not counted; if the pivoting is interrupted for two (2) seconds
No one (1) Skater may stop during pivoting	Feature is not counted; if one (1) Skater stops during pivoting
Skaters/Lines change places with another Skater/Line	
The Feature is permitted to be executed in any manner except stopping is not permitted	Feature is not counted; if ¼ of the team or more stops
The Element shape (required number of Skaters etc.) may disappear momentarily while executing this Feature	Feature is counted; if the shape disappears momentarily



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Two Different Configurations	
A different closed block configuration is required for the second configuration Technical Panel must consider the configuration from all angles & decide in favour of the team	Element ends; if there is an open Block
STEP SEQUENCE	TECHNICAL PANEL
Turns/Steps must be recognizable	Turn/Step is not counted toward the level: if skated on a flat and not clearly correct edge
One (1) Skater falls before the step sequence begins and does not catch up to the team and therefore misses all turns/steps of that step sequence	step sequence is called as executed by the rest of the team (with the missing Skater not participating) + DED for the fall
Step Sequence starts with the entry edge of the first turn/step executed in the NHE configuration	Two (2) or more crossovers in a row are permitted during a step sequence and will not end the step sequence
If the team is executing the turns/steps/edges and linking steps that are <i>required</i> 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 and linking steps, free skating moves etc. may be different and executed at different times	turn/step is not counted if the turns/steps/edges are not the same and/or not at the same time
Short fm's are permitted within step sequences but must be held for less than three (3) seconds	step sequence ends; if an fm is held longer than three (3) seconds
Types of errors for step sequences: (same or different type of error made by ¼ or the team or more) <ul style="list-style-type: none"> - 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 - Skidded turns (when the blade moves over the ice sideways) - A turn/step not attempted (not due to a fall) 	turn/step is not counted; if ¼ of the team or more execute the same or different error during a turn/step (there may be multiple errors at the same time)
	step sequence is given no value; if there are not at least two (2) turns/steps correctly executed
General - Series of Turns	
One (1) or two (2) series/combination of difficult turns: consists of two (2) or three (3) different types of difficult turns (<i>depending on the level</i>) executed on one (1) foot (<i>on each foot when doing two (2) series</i>)	series of turns is not counted; if there are not two (2)/three (3) difficult turns executed consecutively
	series of three (3) turns is counted as a series of two (2) turns; if the free foot touches down (once) between any of the three (3) turns by ¼ of the team or more
	series of two (2) turns is not counted; if the free foot touches down between any of the turns by ¼ of the team or more
The required number of different types of turns must be executed consecutively and without a change of edge in-between the turns	series of turns is not counted; if there is a change of edge in-between any two (2) turns
More turns may be included but must be executed either before or after the series of turns	Any other correctly executed turns will be counted towards the level step sequence
Series of two (2) Turns	
Series of two (2) turns with one (1) turn incorrectly executed by ¼ of the team or more	series is not counted towards the level
Two (2) Series of three (3) Turns on opposite feet	
The same series must not be repeated on the opposite foot	the second series is not counted; if the series is exactly the same as the first (consist of the same turns executed in the same order, on the same edge and in the same skating direction)
Series of three (3) turns with one (1) turn incorrectly executed by ¼ of the team or more	series of two (2) turns will be counted; no matter which turn has the error
Series of three (3) turns; all of the turns in the series must be from the listed difficult turns	series of turns is counted; according to the number of correctly executed difficult listed turns



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PAIR ELEMENT	TECHNICAL PANEL
All Skaters must be in pairs (if competing with an odd number of Skater where one Skater is without partner, the remaining solo Skater must execute one (1) part of the pair Element)	Element is given no value; If competing with an odd number of Skater where one (1) Skater is without partner and this Skater does not present one (1) part of the pair Element
	a solo Skater executing part of the pair movement is considered as making one (1) error
	Element level is called according to the number of pairs correctly executing the requirements
Fall in a pair (either by one (1) or both Skaters) will be considered as one (1) error by a pair	Element level is called; based on the number of correctly executed pairs (<i>considering the total number of errors including the error due to the fall</i>) + the DED for the fall(s)
The Skaters executing the fm/death spiral must attain their position for that fm/death spiral in order for the technical panel to begin counting the rotation	any rotation executed before the position is attained will not be counted towards the level but will be counted for meeting the basic requirement
Pairs pivot 360° but Skaters executing the fm/death spiral do not attain or hold the correct position for 360°	lower Element one (1) level; if two (2) or three (3) pairs make an error
	lower Element two (2) levels; if four (4) or five (5) pairs make an error
	lower Element three (3) levels; if six (6) pairs make an error
	PaB is the lowest call, if all pairs at least rotate 360° in total (with/without position)
For Spirals and Death Spirals; The supported Skater must clearly be on one (1) foot as they begin to take their position AND must clearly be on one (1) foot when exiting their position	counted as one (1) pair making an error: if one (1) Skater does not enter or exit on one (1) foot
The Element must be executed within ½ ice	Element is called + DED 3; if the Skaters do not stay within ½ ice surface

SYNCHRONIZED SPIN ELEMENT	TECHNICAL PANEL
All Skaters must execute the same spin at the same time (the rotation of the Skaters may be in the same or different rotational direction)	Element is given a no value; if there are different spins
	Element is called; if the same spin is revolving in different rotational directions
	Element is given a no value; If the Spins are not executed at the same time
JUNIOR SP 2018-2019 must be an solo upright spin (no variation is permitted)	Element is given a no value; if the spin is not an Individual spin or if any variations are included
The Element must be executed within ½ ice	if there is a change of foot only the rotation executed on the first foot will be counted
Element must be executed in the required configuration	Element is called + DED 3; if the Element will exceed ½ ice
Pair Spin and Group Spin	
Camel positions: free leg, including the free foot and knee, must be at least hip level or higher	Element is called + DED3; if not executed in the correct configuration
Sit position: supporting leg must be bent to at least 90°	counted as one (1) pair making an error or one (1) group making an error: if one (1) Skater does not hold the free leg in the correct position
Skaters do not attain or hold the correct position for the required number of revolutions	counted as one (1) pair making an error or one group making an error: if one (1) Skater does not have their supporting leg bent to 90°
	lower one (1) level; if two (2) or three (3) pairs make an error or if one (1) group makes an error
	lower two (2) levels; if four (4) or five (5) pairs make an error or if two (2) groups make an error
	lower three (3) levels; if six (6) pairs make an error or if three (3) groups make an error
	SySpB is the lowest call



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TWIZZLE ELEMENT	TECHNICAL PANEL
All Skaters must execute the same Twizzle, including the entry edge, in the same skating direction, at the same time	Element is given a no value; if not all Skaters execute the same Twizzle
Three (3) foot placements are permitted in-between each of the Twizzles. The fourth step (if taken) must be the entry foot/edge to the Twizzle	Element is lowered one (1) level: if there are more than three (3) foot placements in between any of the Twizzles A two (2) footed exit of a Twizzle or a two footed movement executed in-between Twizzles will be counted as one (1) of the foot placements permitted in between Twizzles
The Twizzles must be correctly executed Twizzle errors include: (same or different error) made by ¼ of the team or more at the same time <ul style="list-style-type: none"> - two (2) footed Twizzles (two (2) footed - during the rotations) (not including the entry and exit) - knee action is present during all or part of a Twizzle - three turns are executed - Twizzle is executed on the spot - Twizzle not attempted (not due to a fall) 	Count the correctly executed rotations
Entrance to either of the first two twizzles from the landing of a dance jump	
The landing foot of the dance jump must be the entry foot for the Twizzle. The Twizzle must directly follow the jump	Entrance Feature' will not be counted if the Twizzle does not start directly from the landing foot and on the same edge on which the jump was landed
A third Twizzle of at least three (3) rotations, may be preceded by a maximum of three (3) foot placements	
The third Twizzle is a Feature from Group C	Third Twizzle cannot be counted for the level of the main twizzles if either one (1) of the first two (2) Twizzles are not counted