Handbook
for Technical Panels

Synchronized Skating

Season 2021-2022

NUMBER OF SKATERS SKATING ON A TEAM	Number of Skaters needed to count the error (¼ of the Team making an error)	For Teams required to be comprised of sixteen Skaters only and compete with less (Advanced Novice, Junior, Senior)	Technical Panel will call the Elements in the following manner
16 Skaters	4 Skaters making an error	Intersections	Determine the level of the Element as skated then lower the Element one level
15 Skaters	3 Skaters making an error	Move Element	
14 Skaters	3 Skaters making an error	No Hold Element	
13 Skaters	3 Skaters making an error	Pivoting Elements	**NOTE: Referee must inform Technical Controller when Teams are competing with less Skaters than required/intended. If the TP has not been informed, then see each Element for penalties**
12 Skaters	3 Skaters making an error	Synchronized Spin Element	
11 Skaters	2 Skaters making an error	Travelling Elements	
10 Skaters	2 Skaters making an error	Twizzle Element	
9 Skaters	2 Skaters making an error		
8 Skaters	2 Skaters making an error		

SITUATION	NOTES	TECHNICAL PANEL
GENERAL		
To call the level of an Element/Additional Feature the requirements listed in ISU Communication 2392 for that level must be met		
If a minimum ice coverage requirement as defined in the ISU Special Regulations for SYS and/or ISU Communication 2392 (Difficulty Groups) is not met for an Element		Element is called no value
If any restriction for ice coverage as defined in the ISU Special Regulations for SYS, and/or ISU Communication 2392 (Difficulty Groups) is not met (applies to Pa, ME, GL, SySp)	- Pairs, fms, Group Lifts/remaining Skaters and Spins must be executed within thirty meters (30m) from each other (including Features and Additional Features) and IF the Element is not constructed correctly then the Element is considered in error (no matter how many Skaters/Pairs/Groups are outside of the thirty meters (30m)) - If the distance is not clear, then the decision is to the benefit of the Team and no DED3 is called	Element/Feature/Additional Feature is counted + DED 3
If the requirements listed for each Element in the ISU Special Regulations for SYS are not met (not due to a fall, illness or interruption)	- Including the correct number of Skaters in a Block, Circle, Intersection, Line, Wheel etc. - Even if one Skater does not meet the basic requirements	Element is called no value
If the basic requirements listed for each Element in the ISU Communication 2392 (Difficulty Groups) are not met/attempted (not due to a fall, illness or interruption)	Even if one Skater does not meet the basic requirements	Element is called no value

SITUATION	NOTES	TECHNICAL PANEL
ADDITIONAL FEATURES – GENERAL		
If the basic requirements for an Additional Feature are not met/attempted (not due to a fall, illness, or interruption)	- Even if one Skater does not meet the basic requirements - Not including any Skater(s) who falls or unsuccessfully "attempts" the Additional Feature	Additional Feature is called no value
If an Additional Feature is repeated within an Element *(exception ME where the first fm executed is counted – see Element for more calls)*	The first (1st) **correctly** executed Additional Feature will be counted for the level *(Exception: fm in the ME)*	Additional Feature is counted once per Element
FEATURES - GENERAL		
If the requirements for a Feature are not met by ¼ of the Team or more (not due to a fall, illness or interruption)	Exception: Group Lift, Intersection and Pair Element *(See those Elements for further details)*	Feature is not counted
If a Feature is repeated within an Element	The first (1st) correctly executed Feature will be counted for the level *(See PB/PL and TC/TW for further details)*	Each Feature is counted once per Element
If a Feature is not executed at the same time by all Skaters and unless otherwise stated in the ISU Communication 2392 (Difficulty Groups)	Reflected in GOE if done with errors in unison due to choreography	Feature is counted
Errors for Turns/Steps that must be correctly executed (ELEMENTS, FEATURES AND ADDITIONAL FEATURE)		
ELEMENTS (PB); If ¼ of the Team or more execute any of the following same type of error(s) (not due to a fall) **FEATURES:** If ¼ of the Team or more execute any of the following same type of error(s) (not due to a fall) **ADDITIONAL FEATURE:** If ¼ of the Team or more execute any of the following same OR different type of error(s) (not due to a fall) **Errors for Turns/Steps** - A two-footed entry or exit of a turn/step (except Twizzles) - Free foot touches down during a Step/Turn - 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 - Turns/steps that are not the same type of turn/step at the same time	**ELEMENTS (PB):** ¼ of the Team or more MUST make the same type of errors during a turn/step **FEATURES:** ¼ of the Team or more MUST make the same type of error(s) during a turn/step **ADDITIONAL FEATURES:** - ¼ of the Team or more may make the same type of error(s) during a turn/step **OR** - If there are multiple errors being made by ¼ of the Team or more at the same time (with less than ¼ of the Team per error) - This reduction for multiple errors will only be utilized when there have been no other reduction(s) Twizzles may have a two-footed entry and/or exit	**ELEMENTS & FEATURES** Turn(s)/step(s) are not counted for each error (same type) **ADDITIONAL FEATURES** Turn(s)/step(s) are not counted for each error (same type) **OR** Turn(s)/step(s) are not counted for multiple errors made by ¼ of the Team or more *(Called one time only if there have been no other reduction(s))*

SITUATION	NOTES	TECHNICAL PANEL
GENERAL - continued		
STOPPING/STATIONARY		
If Stopping OR becoming Stationary is not permitted during an Element and ¼ of the Team or more Stops OR becomes Stationary **Stopping Is NOT permitted** during; Artistic Element, Creative Element, Group Lift Element, Intersection, Linear and Rotating Elements, Mixed Element, during any Feature of the No Hold Element, Pivoting Elements (Block/Line), Traveling Elements (Circle/Wheel) **Stationary is NOT permitted** during Creative Element, Group Lift Element, Intersection, Pivoting Elements (Block/Line), Traveling Elements (Circle/Wheel)	See Specific requirements for each Element **Stopping is permitted** during the Move Element, No Hold Element (before or after any Feature), Pair Element, Synchronized Spin Element, Twizzle Element **Stationary is permitted** during Artistic Element, Linear and Rotating Elements, Mixed Element, Move Element, No Hold Element (before or after any Feature), Pair Element, Synchronized Spin Element, Twizzle Element	Element is lowered one level IF there are no specific requirements stated for the Element **Cr:** Element is called no value if Stopping or Stationary occurs
If Stopping OR becoming Stationary is not permitted during a Feature and ¼ of the Team or more Stops OR becomes Stationary		Feature is not counted
SHORT PROGRAM		
If Un-prescribed or additional Elements or a repetition of Elements are included/executed	Basic element shapes up to and including Level 1, Creative Elements and/or Artistic Elements (any level) will not be considered as an un-prescribed or additional Element(s)	DED3
	During the PB All Features from the Linear Elements (Block) are permitted before and/or after pivoting	No penalty
	During the TC/TW - **TC:** A change of configuration is permitted at any time in the TC (see TC for calling details) - **TW**: A change of configuration is only permitted before and/or after traveling in the required TW shape - A change of rotational direction is permitted in TC and TW	**TW:** Element is called no value if travel does not occur in the required shape
	During the TE - If Twizzles are each using the same rotational direction	Call the Element level accordingly and no higher than TE1
If a Team executes an Element that is not according to the SP requirements (Wrong Element shape)	Rule 991 3e)	Element is called no value

SITUATION	NOTES	TECHNICAL PANEL
GENERAL - continued		
DED 3 - NON-PERMITTED ELEMENTS/FEATURES/ADDITONAL FEATURES/MOVEMENTS (Junior/Senior Short Program & Novice Free Skating)		
If the Non-permitted Movement is an Element	The deduction is given even if the Non-permitted Element/Feature or Additional Feature is presented by one Skater	Element is called no value + DED3
If the Non-permitted Movement is included in the Feature		Element is called + Feature is not counted + DED3
If the Non-permitted Movement is included in the Additional Feature		Element is called + Additional Feature is called no value + DED3
If there is a Non-permitted Element, Feature, or Additional Feature executed in a Transition		DED3
DED 4 - ILLEGAL ELEMENTS		
If an Illegal Element, Feature, Additional Feature or Movement is performed during the execution of any Element	Rule 954 1.f) If an Illegal Element/Feature/Additional Feature/Movement is performed during the execution of any Element, the Element will be called as Base Level if the requirements for Base Level are fulfilled, otherwise the Element will be called "No Level".	Element is called Base Level + Additional Feature Base Level +DED4 (if meeting basic requirements) **OR** Element is called No Value + Additional Feature No Value + DED4 (if not meeting basic requirements)
If there is an Illegal Element, Feature, or Additional Feature executed between two Elements in a Transition	The deduction is given even if the Illegal Element/Feature or Additional Feature is presented by one Skater	DED4

SITUATION	NOTES	TECHNICAL PANEL
ARTISTIC ELEMENTS		
If a Feature is not part of the Artistic Element		Feature is not counted
If Skater(s) executing a Feature does not return to the Element Shape	Skaters may return to any shape of the Element (same or different than the first shape established)	Feature is not counted
If the AC/AW does not rotate before, during and/or after the Feature(s)	When the error lasts for two seconds or more	Feature is not counted + Element ends
If the AB/AL does not progress along/across the ice before, during and after the Feature(s)	- The AC/AW stops rotating for two seconds or more - The AB/AL stops progressing along/across for two seconds or more	Feature is not counted + Element ends
Free Skating Elements		
If a Spin does not revolve at least for three revolutions		Feature is not counted
If a Jump does not rotate	Any basic jump will be counted, i.e., waltz jump	Feature is not counted
If a Lift is not maintained for more than three seconds	Will be considered as an Un-sustained lift	Feature is counted
Interlocking (Circle/Wheel)		
If ½ of the Team does not interlock at least once		Feature is not counted
If the overlap is minimal	There is no minimum requirement of overlap, interlocking must be recognizable	Feature is counted
If Interlocking is done in pairs	Interlocking must be executed by individual Skaters only	Feature is not counted
Weaving		
If ½ of the Team does not weave at least once		Feature is not counted
If Weaving does not occur at the same time	Reflected in GOE if done with errors in unison due to choreography	Feature is counted
Pivoting		
If there is pivoting of any number of degrees	There is no minimum requirement, pivot must be recognizable	Feature is counted
If using a line(s) and the line(s) do not consist of at least three Skaters		Feature is not counted
If Pivoting does not occur at the same time by all lines	Reflected in GOE if done with errors in unison	Feature is counted

SITUATION	NOTES	TECHNICAL PANEL
GROUP LIFT ELEMENT (GL) - GENERAL		
If **ALL** Group Lifts do not meet the definition but there was an attempt to lift, included in the ISU Special Regulations for SYS, for Rotational Lift that glides and rotates at the same time	- All Skaters in a Group Lift/both Skaters in a Pair Lift must be skating or gliding as they prepare for the lift. The Group Lift must glide during rotation(s). - All Skaters in a Group Lift/both Skaters in a Pair Lift must continue to skate/glide during the exit of the lift.	Element is called a minimum of base level as long as a GL is attempted and attempts to rotate and glide
If **any** of the Group Lifts do not meet the ISU Special Regulations for SYS definition for a Rotational Lift that glides and rotates at the same time	- The lifted Skater must be set down and after the lifted Skater has been set down all Skaters must continue to skate/glide	Level of the Element is called according to the number of correctly executed Group Lift(s)
If a GL stops rotating (for two seconds or more) during the Features	**Exception** - For the Difficult Entry and/or Difficult Exit Features there is no rotation required	Feature is not counted for that GL
If a Group Lift does not set down the lifted Skater		This Group Lift is not counted towards the level
If any Group Lift has a lifting/supporting Skater without their skate(s) on the ice		Element is called no value
If All Group Lifts and remaining Skaters (if any) do not stay within thirty meters from each other while executing the Group Lifts including the Features	- The preparation may use more than thirty meters - Measurement is considered using the length of the ice - **If the distance is not clear, then the decision is made to the benefit of the Team and no DED3 is called**	Element is called according to the number of correctly executed Group Lifts + DED3
If the Features of a Group Lift are executed in syncopated choreography	Features must be executed at the same time	Features will be not counted
If the Features are not the same (exception remaining Skaters executing a GL at a lower level)		The number of Groups Lifts containing the same Features are counted (count the highest level)
Remaining Skaters		
If the remaining Skaters do not execute free skating elements (fes) (not due to a fall, illness, or interruption)	- If executing fms (remaining Skaters must execute a fe is a basic requirement) - Even if one Skater does not execute/attempt a fe	Element is called No Value
If fes are not executed at the same time as the group lift(s)	Reflected in GOE if done with errors in unison due to choreography	Element is called as executed
If Skaters are Stopping or becoming stationary during the free skating element or at any time during the GL (¼ of the Team or more)		Element is lowered one level
If the remaining Skaters execute any level Group Lift	The lift done by the remaining Skaters may be a lower, higher, or same level as the rest of the Group Lift(s) considered for the level	This Group Lift is not considered for the level, call the highest level according to the other GL correctly executed

SITUATION	NOTES	TECHNICAL PANEL
GROUP LIFT ELEMENT (GL) - FEATURES		
Flexible and Balancing Position		
If Team is using a combination of Flexible and Balancing position at the same time - using an incorrect hold for the position - lifted Skaters not meeting the requirements for a Flexible position	**Balancing Position:** Check for the correct hand placement for holds (If using a split position; a complete split for the lifted Skater(s) is not required) **Flexible Position:** Check if using a split position; a complete split for the lifted Skater(s) is required (holds are not considered)	Neither Feature is counted
Difficult Entry		
If using **only** two supporting Skaters when lifting directly into the main position	- Using two supporting Skaters is permitted when executing a pre-lift/vault before the main position - Using only two Skaters when lifting is not considered to be a difficult entry	Feature is not counted
IF the lifted Skater in a pre-Pair Lift quickly moves directly into the Group Lift	- There is no time requirement for keeping/holding a pair lift before moving into a Group Lift, but the pre-Pair Lift must be recognizable. - The entire Group Lift must be held for more than three seconds	Feature is counted
If the lifted Skater rests on the shoulders of supporting Skater while in a pre-Pair Lift and then rest on the shoulders of the other supporting Skater(s) after the pre-Pair Lift and before achieving the main lift position	Resting on the shoulder(s) of the supporting Skater is permitted for the pre-Pair Lift	Feature is counted
If a pre-group lift is lowered to rest on the shoulders of the supporting Skaters before being raised to the main position	- The lifted Skater may be lowered to touch the shoulders of the supporting Skaters before being raised to the main position - The lowering and raising to the shoulders of the supporting Skaters must be in a continuous up/down/up movement. - There is not a time requirement for pausing during the up/down/up movement since the movement must be continuous	Feature is not counted
Difficult Exit		
If during the exit of a GL there is a combination of a horizontal exit plus a vault	The amount of rotation done is in each part is not considered, even if the horizontal part roll down is less than 270° the feature will be counted	Feature is counted
If the lifted Skater is lowered to the shoulders of the supporting Skaters before starting to roll down	The lifted Skater may not be lowered to the shoulders of the supporting Skaters before starting to roll down	Feature is not counted
Two Different Positions		
If the change of position is not a continuous movement executed during the required rotation	Teams are permitted to include more than one Flexible or Balancing position and to change position during the required 180°/360° from one Flexible/Balancing position to the next Flexible/ Balancing position	Feature is not counted
IF changing from a balancing/flexible position into a second different position that is not considered balancing or flexible and the second position is not completely achieved during the GL rotations	- The second different position (if this position is not a balancing or flexible position) must be completely achieved during a rotation. - Additional rotations are permitted, following the required 180°/360° rotation for a flexible/balancing position Feature, to achieve the second different position during a rotation	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
INTERSECTION ELEMENT (I) - GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level + pi is called as executed
If; - all Skaters do not pass another Skater - Lines are not as equal as possible (not due to a fall, interruption or illness)	Even if one Skater does not pass at least one other Skater **Exceptions** - Fall (falls) - Competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having lines as equal as possible")	Element is called no value
If an Intersection is executed with Pair(s)		Element is called no value
If weaving is meant to be the Intersection Element	Weaving during a Circle in a Circle (opposite or same direction) is not considered to be an Intersection Element	Element is called no value
If the lines are not as equal as possible due to a Fall(s)		Element is called as executed + pi is called as executed + DED for the Fall(s)
If a ¼ of a Team of more Stops or becomes Stationary during the Approach, Point of Intersection and/or Exit Phase	- If Stopping or becoming Stationary in more than one phase – penalty is applied only one time **NOTE:** When Skaters are moving away from the axis of intersection then it's considered part of the exit phase - If stopping at the end of the program during the exit phase of an Intersection there is no penalty	Element is lowered one level

SITUATION	NOTES	TECHNICAL PANEL
INTERSECTION ELEMENT (I) - GENERAL continued		
GENERAL FOR LEVEL 2, 3, 4		
Errors for back-to back requirements; If a ¼ of the Team or more make the **same** type of error(s) (not due to a fall) - Skaters stop or become stationary during the approach phase - Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized (Exception; Angled) - Skaters do not execute a pivoting entry of at least 90° (if applicable for a box, triangle, whip) - Skaters do not keep their shoulders parallel to the axis of intersection, during the approach phase, before backward 360º/720º rotations and/or pi rotation(s) begin - Any forward rotations or forward step(s) executed without a connected hold during the approach phase - Any backward rotation that is not continuous/pauses during the approach phase - Forward pushes within a continuous backward 360º/720º rotation during the approach phase	The **same** type of error must be made by ¼ of the Team or more All Skaters must be back-to-back during the approach phase **Exception** - Intersection level 1 does not require all Skater to be back-to-back during the approach phase	Element is lowered one level for each type of error The lowest call will be Base
Errors for the Intersections listed below		
If all Skaters do not intersect at the same time as required per type of Intersection	Reflected in GOE if done with errors in unison	Element is called as executed
Errors for the "L" Intersection, Two Line Intersection, "V" Intersection		
Either Line is not straight as they approach the axis of intersection		Element is called as executed
Errors for the Whip Intersection		
- If one or both Lines did NOT maintain a curved shape (minimum of a ½ Circle shape) for a minimum of a 90º pivot - If one or both Lines do NOT have a curved shape (minimum of a ½ Circle shape) when their lead Skater becomes back-to-back with the axis of intersection - If lead Skaters do not become back-to-back with the axis of Intersection - If ¼ of the Team or more execute backward 360º/720º or more rotations during the approach phase and is completed before intersecting	The quality of the curved shape is reflected in GOE **Example**: - When a backward 360º/720º rotation has been completed during the approach phase and before the Skaters start the pi rotation the penalty is for the Element – I is lowered one level	Element is lowered one level for each error The lowest call will be Base
Errors for the Angled Intersection		
If the angled intersection is arranged with each half having two lines of 4 Skaters (4+4 and 4+4) occurring at the same time	Not considered two lines of eight Skaters	Element is called I1
- If ¼ of the Team or more do not achieve a hold before the lead Skaters begin to overlap AND there are no backward rotations - If the corridor is wider than three meters when the lead Skaters have overlapped - If the corridor is not reducing once the lead Skaters have overlapped - If the Lines pivot more than 45° once the lead Skaters have overlapped	- The corridor must be reducing in width once the lead Skaters have overlapped. - The TP does not have to confirm that each line is reducing the corridor	Element is lowered one level for each type of error The lowest call will be Base

SITUATION	NOTES	TECHNICAL PANEL
POINT OF INTERSECTION (pi) – Additional Feature		
If all Skaters do not attempt at least one pi rotation (not due to a fall, illness, or interruption)	Even if one Skater fails to attempt a pi rotation	pi is called no value
If ½ of the Team executes a different pi level than the other ½ of the Team	½ of the Team is permitted to execute different turns/steps/linking steps at the point of intersection than the other ½ of the Team	The lowest level pi is called
If a ¼ of the Team, within the same line, executes a different pi level than the rest of the Team		pi is called no value
If pi rotations are completed before Skaters begin to pass/intersect at the axis of intersection or start to rotate after Skaters have intersected	Skaters are gliding through the axis of intersection	piB is called
If executing a double twizzle as/instead of two separate 360º continuous rotations	A double twizzle will not be counted as two separate 360° continuous rotations	Rotation is counted as one 720°
If the completed backward 360° or 720°rotation ends forwards after intersecting	Once ALL Skaters have completed intersecting it is permitted to end a backward rotation forward without penalty **Exception** - Whip Intersection - 720°rotation ends forwards after intersecting	- pi called as executed (except for the whip intersection see below) **WHIP Intersection;** - pi is called piB if a backward 720º pi rotation ends forwards

pi Errors
ADDITIONAL FEATURE: If ¼ of the Team or more execute any of the following same OR different type of error(s) during a pi rotation executed during INTERSECTING PHASE (not due to a fall)
- pi rotations that do not start before the axis of intersection (Exception: See pi1/2 for Collapsing Intersections)
- Skaters in the same Line executing rotations in opposite directions
- A forward or backward 360° or backward 720° pi rotation that is not continuously executed
    - pauses in the pi rotation to assist Skaters to pass by each other
    - pauses in the pi rotation due to a stumble/collision
- A forward push within a backward 360º and/or backward 720º pi rotation
- At least 360º of a pi rotation is executed on the same spot
	ADDITIONAL FEATURES:
	- ¼ of the Team or more may make the same type of error(s) during a pi rotation executed during the intersecting phase
	OR
	- If there are multiple pi errors being made by ¼ of the Team or more at the same time (with less than ¼ of the Team per error)
	- This reduction for multiple errors will only be utilized when there have been no other reduction(s)
		pi is lowered one level for each error (same type)
		OR
		pi is lowered one level for multiple errors made by ¼ of the Team or more *(Called one time only if there have been no other reduction(s))*
		
		piB will be the lowest call if all Skaters attempt a pi rotation

SITUATION	NOTES	TECHNICAL PANEL
POINT OF INTERSECTION (pi) – Additional Feature - continued		
Collapsing Intersections (Box/Triangle)		
If there is only one 360° rotation executed correctly and is ended within the Intersection (only one rotation is attempted)	The correct number of rotations must be included and correctly executed to achieve a level - **Level 1:** Must have at least one rotation - **Level 2:** Must have at least two rotations from the same level - **Level 3:** Must have at least one backward 720° rotation plus two backward 360° (or more) rotation	pi base is called
If there are no correctly executed pi rotations **within** the Intersection (at least one rotation is attempted)		piB is the lowest call
If there are crossovers executed in-between any of the pi rotations	If even 1 crossover is included	pi is the lowered one level
For pi1 - Box/Triangle Intersections		
If the 360° rotation is completed before intersecting through one corner (less than ¼ of the Team)	For level 1; at least one rotation (forwards or backwards) must end within the Intersection	This 360º rotation is counted towards the level
If the 360° rotation is completed before intersecting through two corners or more (¼ of the Team or more)		This 360º rotation is not counted towards the level
If only one correctly executed rotation occurs **within** the Intersection (two rotations are attempted)		pi is lowered one level
For pi2 - Box/Triangle Intersections:		
If the 360° rotation is completed before intersecting through one corner (less than ¼ of the Team)	For level 2; two rotations must end within the Intersection	This 360º rotation is counted towards the level
If the 360° rotation is completed before intersecting through two corners or more (¼ of the Team or more)		This 360º rotation is not counted towards the level
If only one correctly executed rotation occurs **within** the Intersection (two rotations are attempted)		pi is lowered one level
For pi3 - Box/Triangle Intersections:		
If the 720° rotation is completed before intersecting through one corner (less than ¼ of the Team)	The backward 720° rotation must start before the lines begin to intersect, and end inside the Intersection. Two subsequent backward 360° rotations must start within the Intersection however the last (third) pi rotation may end after the Skaters have exited the Intersection	This 720º rotation is counted towards the level
If the 720° rotation is completed before intersecting through two corners or more (¼ of the Team or more)		This 720º rotation is not counted towards the level
If there are only two rotations placed correctly		pi2 is the highest call
If only one correctly executed rotation occurs **within** the Intersection (three rotations are attempted)		pi1 is the highest call

SITUATION	NOTES	TECHNICAL PANEL
POINT OF INTERSECTION (pi) – Additional Feature - continued		
Collapsing Intersections ("L", "V")		
If pi rotation(s) do not start, before or at the latest, once the first Skaters begin to intersect		pi is lowered one level
For pi1 "L" and "V" Intersections		
If the forward 360º rotation does not begin before and/or continue to rotate as the first Skater(s) intersect	**For pi1** - At least one rotation (forwards or backwards) must begin or end while intersecting	pi base is called
For pi2 "L" and "V" Intersections		
If the backward 360º rotation does not begin before and/or continue to rotate as the first Skater(s) intersect	**For the "L" Intersection** - Must have at least two rotations from the same level - for pi2 – at least two backwards rotations must end within the Intersection (as or after the first Skaters intersect and as or before the last Skaters intersect) **For the "V" Intersection** - for pi 2 - must have at least one backward rotation	pi is lowered one level
For pi3 "L" and "V" Intersections		
If the first backward 720º rotation does not begin before and/or continue to rotate as the first Skater(s) intersect [↑] [SEP]		pi is lowered one level
For the "L" Intersection; If all Skaters do not execute continuous backward 720º rotations (as many 720º rotations as are needed) until the final Skaters have passed thru their space	**For the "L" Intersection** - Each Skater must be rotating as they pass through their space **For the "V" Intersection** - All Skaters must be rotating as they pass through their space	pi is lowered one level
Whip Intersection		
If pi rotations are executed in the opposite rotational direction respective to the Skater's line rotational direction (by ¼ of the team or more)		pi is lowered one level
For pi3 Whip Intersection:		
If pi rotation rotates in total more than the required 720°by ¼ of the Team or more		pi base is called
If the required 720º pi rotation rotates more than 360° prior to the axis of the intersection by ¼ of the Team or more		pi is lowered one level
Angled Intersection (pi)		
If the rotations do not begin before or at the latest when the lines being to overlap		pi is lowered one level
For pi3 Angled Intersection:		
If the last rotation, used to intersect, is not at least a backward continuous 720° rotation		pi is called according to the number of rotations in the last continuous rotation

SITUATION	NOTES	TECHNICAL PANEL
LINEAR ELEMENTS - BLOCK (B) & LINE (L) - GENERAL		
If Block/Line does not progress along/across the ice before, during and after the Feature(s)		Feature is not counted
If the Team does not execute a Feature at the same time	Reflected in GOE done with errors in unison	Feature is counted

If two Features are executed at the same time (see exceptions)	**NOTE:** Any Feature may be done in either configuration when executing two different configurations
	    Exceptions
	      - Feature #1 cannot be done at the same time as Features #4, #7, #10 or #11
	      - Feature #4 may not be done at the same time as #1, 7,10,11
	      - Feature #5 (B) cannot be done together with Features #1, #2, #3 or #4
	      - None of these Features will be counted if executed at the same time
		Both Features are counted unless an exception

Line - If there are two lines, the two lines may be joined or separate and may pass by each other		Element is counted
Block - If Skaters are not attached during the majority of this Linear Element	Majority = the greater part of the Element except when a release of hold is necessary to execute a turn or a step	Element is called no value
Four turns/steps		
If turns are executed using syncopated choreography		Feature is not counted
Circular Pattern		
If the lines of the Block become more than 45° perpendicular to the circular pattern		Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
ROTATING ELEMENTS – CIRCLE (C) & WHEEL (W) - GENERAL		

If two Features are executed at the same time (see exceptions)	Any Feature may be done in either configuration when executing two different configurations
	Exceptions
	  - Feature #1 cannot be done at the same time as Features #4, #7, #10 or #11
	      - Feature #4 may not be done at the same time as #1, 7,10,11
	      - Feature #5 (B) cannot be done together with Features #1, #2, #3 or #4
	  - None of these Features will be counted if executed at the same time
		Features are counted unless an exception

ROTATING ELEMENT – CIRCLE (C)		
Change of Configuration		
If using two circles that are not as even as possible (all levels) (not due to a fall/injury)		Element is lowered one level
For C3/C4 - if Features are executed while the Team is in a one or three Circle configuration	One/three Circle Configurations are permitted at any time during C3/C4 without penalties. - Any Features executed during one Circle and/or three Circles will not be counted towards level 3 or level 4	Features are not counted towards level 3 or level 4 if done in one or three circles
For C3/C4 - if a Team starts with two circles as equal as possible and includes a change of configuration to one circle	**C3/C4** must have two (2) Circles which are as equal as possible, and all Features must be correctly executed within the two Circle configuration to be counted - Any Features executed during one Circle and/or three Circles will not be counted towards level 3 or level 4	Feature Change of Configuration is not counted towards the level C3/C4 Features are counted when executed in two Circles
Change of Position		
If a Change of Position is not executed at the same time but is done on the same occasion	- Reflected in GOE if done with errors in unison due to choreography	Feature is counted
If the Skaters are joined in pairs/lines during the Change of Position	- Change of Position may be executed either in pairs/lines and/or as individual Skaters - The Change of Position refers to the order of Skaters within the same Circle - Skaters may return to the same place after a Change of Position	Feature is counted
	If the Skaters within each pair/line change position with each other	Feature is counted
Weaving		
If Weaving does not occur at the same time by all Skaters	Reflected in GOE if done with errors in unison due to choreography	Feature is counted
If using pairs/lines when Weaving		Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
ROTATING ELEMENT – WHEEL (W)		
Change of Position		

If All Skaters and/or spokes are not involved when changing positions with another Skater and/or spoke	- The Change of Position refers to either the spoke in total and/or the order of individual Skaters within the same spoke
	Examples but not limited to the following:
	  - Spokes may change position with each other
	  - Skaters within a spoke may change position with each other if all Skaters have changed position
	  - Skaters from one spoke may change position with Skaters from a different spoke if all Skaters remaining within a spoke have also changed their place
	- One or two Skater(s) moving from one end of their spoke to the opposite end will NOT be counted
	- If there is an odd number of Skaters within a Spoke or small line, then it is possible for some Skaters to be in the same place/position after the Change of Position has been completed
		Feature is not counted

If different methods of changing places are executed at the same time	**Permitted:** Change of places/position with another Skater is done by part of the Team + a change place/position of the spokes is done by another part of the Team at the same time	Feature is counted
If using pairs/lines while changing position (within the same spoke) and Skaters within the pair/line do not change their position	- Individual Skaters must change their position inside the pair/line when the pair/line remains within the same spoke - If using pair/lines when changing from one spoke to another spoke the individual Skaters may remain in the same order	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
MOVE ELEMENT (ME) - GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level + fm is called as executed
If all Skaters do not attempt at least one fm (not due to a fall, illness, or interruption)	- Even if one Skater does not attempt at least one fm - Not including any Skater(s) who falls or unsuccessfully "attempts" an fm	Element is called no value + fm is called no value
If fms, including any Features, are not within thirty meters from each other	The preparation may use more than thirty meters Measurement is considered using the length of the ice If the distance is not clear, then the decision is to the benefit of the Team and no DED3 is called	Element is called as executed + DED3

If fms do not begin and/or end at the same time as required
 	
Teams may choose one of the following options:
  a. fms begin and end at the same time
  b. all fms begin at the same time and fms end at different times
  c. fms begin at different times and all fms end at the same time
	Reflected in GOE if done with errors in unison due to choreography
	- fms are considered to begin or end at the same time when the Skaters begin to take or exit the fm position at the same time
	- When different types of fms are executed, it may take a different length of time to take and/or exit the various positions
		Element is called as executed

MOVE ELEMENT (ME) + ADDITIONAL FEATURE – SHORT PROGRAM ONLY		
If a ¼ of the Team or more make the **same** type of error(s) (not due to a fall) - Not the same type of fm - Not the same edge - Not the same skating direction	Same type of fm must be executed using the same edge and in the same skating direction. Using different feet is permitted when executed by at least ¼ of the team The **same** type of error must be made by ¼ of the Team or more	Element is called no value + fm no value

SITUATION	NOTES	TECHNICAL PANEL
MOVE ELEMENT - FEATURES		
Change of Position		
If a fall occurs and the Skaters not completing the Change of Position are less than ¼ of the Team (due to the fall)		Element is called + Feature is called as executed-+ fm level + DED for Fall
If a fall occurs and ¼ of the Team or more do not attempt the Change of Position	Feature is not counted even if the fallen Skater is the cause	Element is called + Feature is not counted + fm level + DED for Fall
If ¼ of the Team do not regrasp after a Change of Position	For any reason (including a fall(s))	Element is called + Feature is not counted + fm level + DED for Fall
If a Change of Position is not executed at the same time by at least ½ of the Team (on the same occasion)	The Technical Panel must be able to clearly identify that ½ of the Team has executed the Change of Position and if not, the Feature will not be counted towards the level Reflected in GOE if done with errors in unison due to choreography	Feature is counted
If at least the correct fm position (of the fm level called) is not maintained either before, during OR after the Change of Position (by ¼ of the Team or more)	For example: If fm2 is called, then the fm2 position or higher must be maintained before, during and after the change of position	Feature will not be counted
For ME4 (Free Skating); If the Change of Position is not executed with an fm on one foot		ME3 will be the highest level called
Difficult Entry		
If the Difficult Entry is not executed at the same time	Reflected in GOE if done with errors in unison - There must be at least ½ of the Team executing the difficult entry at the same time - ¼ of the Team may use one type of difficult turn and the other ¼ of the Team may use another type or different difficult turn	Feature is counted
If ½ of the Team executes a difficult turn and the Team chooses to start other fms (or all fms) at the same time	Reflected in GOE if done with errors in unison due to choreography In this case all Skaters must begin to take their fm position at the same time **Example** - If ½ of the Team exits a difficult turn and goes directly into their fm position, then the other half of the Team (not attempting a difficult turn) must begin to take their fm position at the same time as the other ½ of the Team	Feature is counted
If the difficult turn is not correctly executed by ¼ of the Team or more	The difficult turn must be recognizable	Feature is counted

SITUATION	NOTES	TECHNICAL PANEL
MOVE ELEMENT – FEATURES - continued		
Intersecting and/or Passing-through		
If Intersecting is executed using backward spirals	(Illegal)	Element is called Base level + fmB + DED4
If at least the correct fm position (of the fm level called) is not maintained either before, during or after the Team Intersects and/or Passes through (by ¼ of the Team or more)	For example: If fm2 is called for the fm, therefore the fm2 position or higher must be maintained before, during and after at least ½ of the Team or more Intersects and/or Passes through Skaters must be executing their fm during the Feature - a change of edge is permitted - a change of rotational direction is permitted - a change of fm position is permitted	Feature will not be counted
If at least the correct fm edge (of the fm level called) is not maintained either before, during or after the Team Intersects and/or Passes-through (by ¼ of the Team or more)	If executing an fm with a change of edge (even if the fm is not listed with a change of edge in the Additional Features) while intersecting and/or Passing-through - Feature will be counted if done during a change of edge	Feature will not be counted
If at first, ¼ of the Team Intersects and/or Passes-through each other and later another ¼ of the Team Intersects and/or Passes through each other	- fms may Intersect and/or Pass-through at the same or different times - Feature is counted if ½ of the Team passes through/intersect	Feature will be counted
If Skaters/Pairs/Lines are not close to each other while Intersecting and/or Passing through	Reflected in GOE	Feature will be counted
If there are less than ½ of the Team Intersecting and/or Passing-through other Skaters	Only the Skater(s) passing through other Skaters will be counted	Feature will not be counted
Two Different Types of fms (Free Skating only)		
If there are less than ¼ of the Team presenting each type of fm	**Exceptions** - Fall (falls) - Competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having at least ¼ of the Team executing the "same fm")"	Feature will not be counted + fmB will be called
If there is less than ¼ of the Team presenting each type of fm due to a Fall (s)		Element is called as executed + fm is called as executed + DED for the Fall(s)

SITUATION	NOTES	TECHNICAL PANEL
FREE SKATING MOVES (fm) – ADDITIONAL FEATURE		
REMINDER: If a Team competes with less than the required/intended number of Skaters (due to illness/injury)		Element is lowered one level + fm is called as executed
If all Skaters do not attempt at least one fm (not due to a fall, illness, or interruption)	- Even if one Skater does not attempt at least one fm - Not including any Skater(s) who falls or unsuccessfully "attempts" an fm	Element is called no value + fm is called no value
When a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury If there are less than ¼ of the Team executing the 'same fm "using the same feet, same edge(s) and same skating direction	**Exceptions** - Fall (falls) OR competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having at least ¼ of the Team executing the "same fm")" **"Same fm"** is a term that includes one "type" of free skating move executed in the same position, on the same edge(s), on the same foot and in the same skating direction	Element is lowered one level + fm is called as executed
IF at least ¼ of the Team does not execute the same fm using the same feet, same edge, and same skating direction	- Features will be counted if meeting their requirements - Errors for any fms will not be counted - IF the penalty "lower the Element one level" has be applied due to the number of Skaters. There will not be any further penalties given to the Element or Additional Feature (fm) for this error **Exception** - Fall (falls) When competing with less than the required/intended number of Skaters due to illness or injury and therefore resulting in not having at least ¼ of the Team executing the "same fm" **NOTE:** Spread Eagles or Ina Bauers using different rotational directions (cw & acw) will be considered as the "same fm" and not considered to be a "different fm" from each other **Example** Two outside Spread Eagles in a clockwise direction PLUS two outside Spread Eagles in an anticlockwise direction will be considered as the same fm and not considered to be a "different fm" from each other	Element called as executed + fmB level
If executing up to four different fms and all or some of the fms have different levels		The lowest fm level is called (and reductions for errors are applied starting from this level)

SITUATION	NOTES	TECHNICAL PANEL
FREE SKATING MOVES (fm) – ADDITIONAL FEATURE - continued		
fm errors: If a ¼ of the Team or more make the **same or a different** type of error(s) (not due to a fall) **Correct fm position not held for at least:** - three seconds if executing an fm using one edge OR - two seconds in each position if executing an fm with a change of fm position OR - two seconds on each edge/rotational direction if executing an fm with a change of edge or change of rotational direction **fm is not skated on an edge/lobe for at least;** - three seconds if executing an fm using one edge OR - two seconds in each position if executing an fm with a change of fm position OR - two seconds on each edge/rotational direction if executing an fm with a change of edge or change of rotational direction	**ADDITIONAL FEATURES:** - ¼ of the Team or more may make the **same** type of error(s) during the fm **OR** - If there are multiple errors being made by ¼ of the Team or more at the same time (with less than ¼ of the Team per error) - This reduction for multiple errors will only be utilized when there have been no other reduction(s) The **same** type of error must be made by ¼ of the Team or more	fm is lowered one level for each error (same type) **OR** fm is lowered one level for multiple errors made by ¼ of the Team or more *(Called one time only if there have been no other reduction(s))* fmB; will be the lowest call if all Skaters attempt an fm
If there are more than the required number of changes of edges/positions included for an fm (i.e., a spiral that has two changes of edge)	The Features are permitted to be executed during the additional changes of edge and subsequent lobes	fm level is evaluated using the required lobes/edges/positions - Features are counted if the requirements for the fm are met
fms that use one or several changes of edge and/or change of free leg position		
If a change of edge and/or a change of free leg position does not occur at the same time	Reflected in GOE if done with errors in unison due to choreography	Feature is counted
fms that use both clockwise and anti-clockwise directions		
If the change of rotational direction does not occur at the same time	Reflected in GOE if done with errors in unison due to choreography	Feature is counted
If there are more than the necessary turns/edges used (i.e., crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa) for a Spread Eagle or Ina Bauer executed in both cw and acw directions (or vice versa)		fm is lowered one level
If there are more than the necessary turns/edges used (i.e. crossovers or extra pushes) to quickly change from cw to acw direction (or vice versa) for an Outside Spread Eagle + Outside Ina Bauer combination (clockwise & anti-clockwise direction)		fm is lowered one level

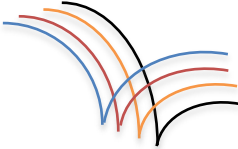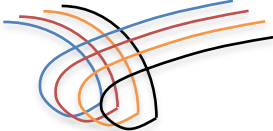| SITUATION	NOTES	TECHNICAL PANEL
NO HOLD ELEMENT (NHE) - GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level + s is called as executed
If the NHE is executed after the Twizzle Element without a current WBP Element executed in-between		Element is called a no value
If the NHE does not start in four lines of four Skaters on a Team that requires sixteen Skaters	The NHE is permitted to start in any closed block configuration	Element will begin to be evaluated in any closed block configuration with a no hold
If two or more Features are executed at the same time (see exception)	**Exception** If using the Feature "Two different Configurations", then all Features will be counted if executed in either Configuration	Features are not counted if executed at the same time as another Feature (other than the exception)
The NHE must continue to progress across/along the ice before, during and after Feature(s) and IF the NHE stops progressing across the ice due to Skaters becoming Stationary during a Feature	In this case if some Skaters become stationary during the Feature (permitted), the NHE must continue to progress across/along the ice before and after a Feature has been completed, and if not the Feature will not be counted	Features are counted as long as the NHE continues to progress across/along the ice before and after the Feature
NO HOLD ELEMENT (NHE) - FEATURES		
Diagonal axis		
If turns/steps are correctly executed using a mirror image pattern	- Correctly executed turns/steps executed using a mirror image pattern and on the same diagonal axis will be counted towards the Feature	Feature is counted
If the two different types of difficult turns in the series are not executed using the same diagonal axis		Feature is not counted but the turns will be counted towards the level of the Step Sequence
If a series of two difficult turns, same type, are correctly executed on a diagonal axis	The two turns must be different types of difficult turns Example; Rocker + counter Correctly executed turns will be counted towards the level of the Step Sequence	Feature is NOT counted
If the series of two different types of difficult turns is executed on a diagonal axis and has a change of edge in between the two turns	The two turns must be consecutive and without a change of edge in-between	Feature is not counted
If a series of three different types of difficult turns is executed but does not consist of at least two different difficult correctly executed turns		Feature is not counted
If a series of three different types of difficult turns (all turns use the same diagonal axis) and one turn is incorrectly executed	- The two turns must be consecutive but in case when using a series of three different types of difficult turns, the same approach in evaluating a series in the step sequence additional feature is applied - a series of two different types of difficult turns will be counted if the turns are executed correctly	Feature is counted if at least two turns in the series of three different types of difficult turns are executed correctly and are using the same diagonal axis
If a series of three different types of difficult turns is included and the first or last turn is not executed on the same diagonal axis	Two different types of difficult turns must be executed using the same diagonal axis (including the entry and exit edges)	Feature is counted if at least two turns in the series of three different types of difficult turns are executed correctly and are using the same diagonal axis

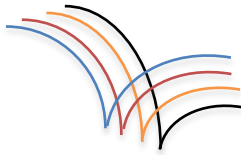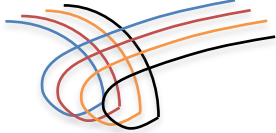| SITUATION	NOTES	TECHNICAL PANEL
NO HOLD ELEMENT (NHE) – FEATURES - continued		
Pivoting		
If turns/steps are correctly executed using a mirror image pattern	Correctly executed turns/steps are counted towards the Feature and Additional Feature (Step Sequence)	Feature is counted
If pivoting 90° is ended before the number of turns/steps (as required per level) are correctly executed	**NHE1** – pivots at least 90° **NHE2** – pivots at least 90° with two turns and/or steps and linking steps **NHE3** – pivots at least 90° with two different types of difficult turns. Linking steps may be included **NHE4** - pivots at least 90° with a series of two different types of difficult turns executed on one foot. Linking steps may be included before and/or after the series	Feature is not counted
If the turns/steps required per certain level are not executed correctly	Turns/steps must be executed correctly	Feature is not counted
If the turns/steps required per certain level are executed correctly but pivoting is less than 90°		Feature is not counted
If the block does not begin to pivot before taking the entry edge of the first turn OR continues to pivot after completing the exit edge of the last turn	- Both entry and exit edge of the turns/steps (if applicable) must be executed while the block is pivoting - Pivoting must start before taking the entry edge of the first turn. The Block must continue to pivot after completing the exit edge of the last turn	Feature is not counted
If at least ¼ of the Team or more have done the following: - Stopped pivoting for two seconds or more - Change of configuration - Change of rotational direction	- Feature is counted according to the number of degrees achieved PLUS the number of correctly executed turns required for the level - Pivoting starts to be counted as soon as the Block begins to pivot and ends when the Block stops pivoting, a change of configuration, a change of rotational direction or when the Element Shape breaks apart to end the NHE	Pivoting is considered as ended when one of the error occurs Feature is counted accordingly before pivoting has ended
Two Different Configurations		
If there is an open Block as any part of the NHE		Element ends
If the two different configurations are not recognized	Technical Panel must consider the configuration from all angles & decide in favor of the Team	Feature is not called
If there are less than three lines in any part of the NHE	Block must have at least three lines Lines of two Skaters (pairs) are not permitted	Element ends

SITUATION	NOTES	TECHNICAL PANEL
STEP SEQUENCE (s) – Additional Feature		
IF all Skaters do not execute the same steps/turns in the same skating direction, on the same edge, at the same time, except to initiate or end a mirror image pattern	Reflected in GOE if errors in unison due to choreography	Step Sequence is counted
If one or more Skater(s) 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(s)
If all Skaters do not attempt at least two turns/steps (not due to a fall, illness, or interruption)	- Even if one Skater does not attempt at least two turns/steps - Not including any Skater(s) who falls or unsuccessfully "attempts" the turns/steps	Step Sequence is called a no value
If there are not at least two turns/steps correctly executed but are both attempted		Step Sequence level base is called
If there is an fm that is held longer than three seconds		Step Sequence ends
If there are turns/steps executed correctly in mirror image pattern	**Mirror Image Pattern;** Turns executed on opposite feet but on the same edge and in the same skating direction	Turns/Steps are counted towards the Step Sequence level
Series of Different types of Difficult Turns – General		
IF a series is done using mirror image pattern	Correctly executed Turns will be counted towards the level of the Step Sequence (See requirements for Two different series (one on each foot)	Series is counted
If there is one correctly executed turn in a series of two different types of difficult turns		Series of two turns is not counted
If there are two correctly executed turns in a series of three different types of difficult turns	The correctly executed turns do not have to be consecutively executed	Series of two turns is counted
If there is one correctly executed turn in a series of three different types of difficult turns		Series is not counted
If there is a change of edge in-between the two turns in a series of two different types of difficult turns		Series of two turns is not counted
If there is a change of edge in-between any two turns in a series of three different types of difficult turns		Series of three turns is not counted Series of two turns may be counted if two consecutive turns are correctly executed
Two different series (one on each foot) of Three different types of difficult turns executed on one foot		
IF a series is done using mirror image pattern	Correctly executed Turns will be counted towards the level of the Step Sequence	Series is counted
If two series (one on each foot) of different types of difficult turns is done in mirror image pattern,	Technical Panel must be able to clearly identify that ALL Skaters have executed the series (one on each foot) - if not then neither of the Series will be counted towards the Step Sequence level	Series is counted if all Skaters have executed a series (one on each foot)
If the same series is repeated on the opposite foot	Same series = the same turns executed in the same order, on the same edge and in the same skating direction	The second series is not counted

SITUATION	NOTES	TECHNICAL PANEL
STEP SEQUENCE (s) – Additional Feature - Continued		
Errors during the Series of Different types of Difficult Turns		
If the free foot touches down (once) in-between any of the three correctly executed turns in a series of three different types of difficult turns by at least ¼ of the Team or more		Series of two turns is counted
If the free foot touches down in-between any of the two correctly executed turns in a series of two different types of difficult turns by at least ¼ of the Team or more		Series is not counted

SITUATION	NOTES	TECHNICAL PANEL
PAIR ELEMENT (Pa) - GENERAL		
If the pairs are not executed within thirty meters from each other	- The preparation may use more than thirty meters (30m). Measurement is considered using the length of the ice. - IF the distance is not clear then the decision is to the benefit of the Team and DED3 is NOT called	Element is called as executed + DED3

If All Skaters do not attempt
  - the same pair pivot
  - at the same time (in this case at the same time refers to "on the same occasion")
(not due to a fall, illness, or interruption)
	- Even if one Skater does not attempt the Pa
	- Even if one Skater does not execute the same pair pivot (rotational directions may be different)
	- Not including any Skater(s) who falls or unsuccessfully "attempts" the Pa
		Element is called a no value

If there is a solo Skater who is NOT executing part of the Pa at the same time (due to a fall, illness, or interruption)	Reflected in GOE if done with errors in unison	Counted as one pair making an error + DED for the fall if needed
If a Supported Skater is not clearly on one foot during the entry or exit		Counted as one pair making an error
If the knee/hand of the supported Skater touches the ice as they are exiting the death spiral position, and IF NOT considered a Fall		Counted as one pair making an error
If there is a Fall in a pair (either by one or both Skaters)	Considered as one error by a pair	Element level is called; based on the number of correctly executed pairs + DED for the fall(s)
If two pairs or more do not execute the Feature at the same time	Reflected in GOE if done with errors in unison	Feature is counted
Number of Errors for a Team comprised of and competing with fourteen (14) to sixteen Skaters (Juniors, Seniors, Advanced Novice)		
If two or three pairs make an error	PaB is the lowest call	Element is lowered one level
If four or five pairs make an error	PaB is the lowest call	Element is lowered two levels
If six or seven pairs make an error	PaB is the lowest call	Element is lowered three levels
If eight pairs make an error		PaB is called
Number of Errors for a Team comprised of and competing with thirteen (13) to eleven (11) Skaters		
If two pairs make an error	PaB is the lowest call	Element is lowered one level
If three pairs make an error	PaB is the lowest call	Element is lowered two levels
If four or five pairs make an error	PaB is the lowest call	Element is lowered three levels
If six pairs make an error		PaB is called
PAIR ELEMENT (Pa) – Features for Death Spiral		
Difficult Exit		
If either Skater executes a twizzle or other difficult turn during the exit of the Death Spiral	Any turn/step is NOT counted as a difficult exit	Feature will not be counted
Holding by One Hand		
If the Skaters hold with two hands, after completing the required rotations holding by One Hand, to exit the Death Spiral position	Skaters are permitted to hold with two hands to exit from the death spiral	Feature will be counted

SITUATION	NOTES	TECHNICAL PANEL
PIVOTING ELEMENT – BLOCK (PB) - GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level
If ¼ of the Team or more are not attached during the majority of the Pivoting Element - Block	Majority of the Pivoting Element = the greater part of the Element except when a release of hold is necessary to execute a turn or a step	Element is called no value
If at least ¼ of the Team or more have done the following - Stopped pivoting for two seconds or more - Changed configuration - Changed rotational direction	Count the correctly executed turns/steps, linking steps, degrees of pivoting etc. that occurred before pivoting has ended	Pivoting is considered as ended Call the level accordingly before pivoting ended
If any line (comprised of at least ¼ of the Team or more) stops progressing along or across the ice or become stationary for at least two seconds or more (not due to a turn/step executed on the spot)		Pivoting is considered ended Call the level accordingly before pivoting ended
Pivoting with turns/steps and linking steps or a series of turns		
If the Element (level 1 to level 4) is not executed using the required turns/steps on recognizable and correct edges and with the required degrees of pivoting	Scratched and/or shallow turns are not incorrectly executed turns and will be counted towards the level (this will be reflected in GOE)	Element is called according to the number of correctly executed turns/steps together with the degrees of pivoting
If steps/turns/edges/linking steps are executed in different skating directions by ¼ of the Team or more		Turn(s)/step(s) are not counted
If steps/turns/edges/linking steps are not executed at the same time by ¼ of the Team or more	Reflected in GOE if done with errors in unison due to choreography	Turn(s)/step(s) are counted
Pivoting a Total of 90°, 180° or 270°		
If the level for the number of degrees and the level for the number of correctly executed turns are from different levels	Level is called according to the number of degrees achieved PLUS the number of correctly executed turns required for the level **For PB3 & PB4;** the measurement of the requirements for the degrees of pivoting ends at the completion of the exit edge of the last required turn	The lowest level is counted Call the level accordingly before pivoting ended

SITUATION	NOTES	TECHNICAL PANEL
PIVOTING ELEMENT – BLOCK (PB) - Continued		
Change of pivot point		
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track Correct Pattern Not permitted (circular/looped)	If the Team changes pivot points using a circular/looped Pattern, then the change of pivot point will not be counted regardless of the number of degrees executed before and after	Feature is not counted PB1 is the highest call
PB2/PB3 does not pivot at least 45º before and/or after the pivot point changes ends		PB1 is called as the change of pivot point will not be counted
PB3/PB4 does not pivot at least 90º before and/or after the pivot point changes ends	Level is called according to the number of degrees achieved PLUS the number of correctly executed turns required for the level **For PB3 & PB4;** the measurement of the requirements for the degrees of pivoting ends at the completion of the exit edge of the last required turn	The lowest level is counted Call the level accordingly before pivoting ended

SITUATION	NOTES	TECHNICAL PANEL
PIVOTING ELEMENT – LINE (PL) – GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level
If any line including ¼ of the Team or more, does not progress along or across the ice or becomes stationary for at least two seconds or more (not due to a turn/step executed on the spot)		Pivoting is considered ended Call the level accordingly before pivoting ended
If at least ¼ of the Team or more make any of the following errors: - Stopped pivoting for two seconds or more - Changed configuration (exception PL3) - Changed rotational direction	- If any Skaters (slow end Skaters especially) stop pivoting for two seconds or more - In general, to determine the level, count the recognizable turns/steps, linking steps, degrees of pivoting and required distance etc. that occurred before pivoting has ended	Pivoting is considered ended Call the level accordingly before pivoting ended
Change of pivot point		
If any line stops progressing along/across the ice		Feature is not counted, and Pivoting is considered ended
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track Correct Pattern Not permitted (circular/looped)	If the Team changes pivot points using a circular/looped Pattern, then the change of pivot point will not be counted regardless of the number of degrees executed before and after	Feature is not counted PL2 is the highest possible call

SITUATION	NOTES	TECHNICAL PANEL
SYNCHRONIZED SPIN ELEMENT (SySp) – GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level
If All Skaters do not attempt - the same spin - at the same time (in this case at the same time refers to "on the same occasion")	- Even if one Skater does not attempt the SySp - Even if one Skater does a different spin (rotational directions may be different) - Not including any Skater(s) who falls or unsuccessfully "attempt" the Spin	Element is called no value
If any spin(s) are not executed within thirty meters from each other	- The preparation may use more than thirty meters - Measurement is considered using the length of the ice - **IF the distance is not clear then the decision is to the benefit of the Team and no DED3 is called**	Element is called as executed + DED3
If there is a Fall in a pair spin (either by one or both Skaters)	Considered as one error by a pair	Element level is called; based on the number of correctly executed pair spins + DED for the fall(s)
Pair Spin		
Numbers of Errors for a Team comprised of and competing with fourteen (14) to sixteen Skaters (Juniors, Seniors, Advanced Novice)		
If two or three pairs make an error	SySpB is the lowest call	Element is lowered one level
If four or five pairs make an error	SySpB is the lowest call	Element is lowered two levels
If six or seven pairs make an error	SySpB is the lowest call	Element is lowered three levels
If eight pairs make an error		SySpB is called
Numbers of Errors for a Team comprised of and competing with thirteen (13) to eleven (11) Skaters		
If two pairs make an error	SySpB is the lowest call	Element is lowered one level
If three pairs make an error	SySpB is the lowest call	Element is lowered two levels
If four or five pairs make an error	SySpB is the lowest call	Element is lowered three levels
If six pairs make an error		SySpB is called
FEATURES		
Difficult Entry		
If executing an inside Spread Eagle into the forward outside entry (without a push) of a solo spin	A change of edge is permitted The inside spread Eagle position does not have to be held during a change of edge for the entry of the spin however a push is not permitted	Feature is counted
Free Leg Extended, Hand(s) held above the Skater(s) Shoulder(s), Supporting and/or Holding the Free Leg		
Level 3 and Level 4: If any one of the Features is not held for the required number of rotations by at least ¼ of Skaters or more	- Any Feature not done correctly by ¼ of the Team or more will not be counted - All Features must be fully achieved by all Skaters and held for the required number of rotations for that level	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW) - GENERAL		
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level
If using two circles that are not as even as possible during travel (all levels) (not due to a fall/injury)		Element is lowered one level
For TC3/TC4 in Short Program and Free Skate – if Features are executed in a one Circle or three Circle configuration	One/three Circle Configurations are permitted at any time during TC3/TC4 without penalties. - Any Features executed during one Circle and/or three Circles configuration will not be counted towards level 3 or level 4	Features are not counted
For TC3/TC4 in Short Program and Free Skate - if a Team starts with two Circles as equal as possible and includes a change of configuration to one or three Circles	TC3/TC4 must have two Circles which are as equal as possible, and all Features must be correctly executed within the two Circle configuration to be counted - Any Features executed during one Circle and/or three Circles configuration will not be counted towards level 3 or level 4	Features are counted when executed in two Circles Features are not counted towards level 3 or level 4 if done in one or three circles
If ¼ of the Team or more have done the following - Element has "stopped traveling" for two seconds or more - Skaters have stopped or become stationary for two seconds or more - Element has stopped rotating for two seconds or more		Travel is considered as ended Call the level accordingly before travel was ended
If a Change of Configuration is executed during the travelling	- A configuration may disappear during a Change of Configuration	Travel will not be considered as ended if travelling is correctly executed
If the Travelling Element does not clearly travel before, during and/or after any Feature		Feature will not be counted
If a Change of Rotational Direction is executed during the travelling		Travel will not be considered as ended if travelling is correctly executed
If Change of Position (Feature #1) is executed at the same time as the following Features: - #3 Interlocking (TC/TW) - #6 Weaving (TC) - #6 Intersecting (TW) - #2 Change of Relative Position if Intersecting (TC/TW)		None of these Features are counted if executed at the same time
If a Team uses different turns/steps/linking steps during travel or Features		Element / Features are counted

SITUATION	NOTES	TECHNICAL PANEL
TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW) – FEATURES		
Change of Position – TC/TW		
If a Change of Position is not executed at the same time but is done on the same occasion	Reflected in GOE if done with errors in unison due to choreography	Feature will not be counted
Change of Position – TC		
If the Skaters are joined in pairs/lines during the Change of Position	- It is permitted to be executed either in pairs, lines and/or as individual Skaters - The Change of Position refers to the order of Skaters within the same Circle - Skaters may return to the same place after a Change of Position	Feature is counted
	If the Skaters within each pair/line change position with each other	Feature is counted
Change of Position – TW		

If All Skaters and/or spokes are not involved when changing positions with another Skater and/or spoke	- The Change of Position refers to either the spoke in total and/or the order of individual Skaters within the same spoke
	  Examples but not limited to the following:
	  - Spokes may change position with each other
	  - Skaters within a spoke may change position with each other <u>as long as</u> all Skaters have changed their place
	  - Skaters from one spoke may change position with Skaters from a different spoke if all Skaters remaining within a spoke have changed their place
	- One or two Skater(s) moving from one end of a spoke to the opposite end of their spoke will NOT be counted as a Change of Position
	- If there is an odd number of Skaters within a Spoke or small line, then it is possible for some Skaters to be in the same place/position after the Change of Position has been completed
	
	Spokes Changing Position with another spoke
	All Skaters within each spoke must stay with their respective spoke as the spoke changes position with another spoke
	Skaters Changing Positions
	Skaters (more than two) from one spoke may change position with Skaters (more than two) from a different spoke if all Skaters in within each spoke have also changed their place
	- A combination of the two above methods is permitted to be executed at the same time
		Feature is not counted

If different methods of changing places/position are executed on the same occasion	**Permitted:** Change of places/position with another Skater is done by part of the Team + a change place/position of the spokes is done by another part of the Team at the same time	Feature is counted

SITUATION	NOTES	TECHNICAL PANEL
TRAVELING ELEMENT – CIRCLE (TC) / WHEEL (TW) – FEATURES - continued		
Change of Relative Position – TC/TW		
If the two shapes complete the Change of Relative Position and are ending at **approximately** the opposite side when compared to the start	The two shapes must change their relative position when compared to the start Examples but not limited to the following - circles/wheels may start side-by-side and change their relative position by ending in **approximately** the opposite side - circles/wheels may start with one in front of the other and change their relative position by ending on **approximately** the opposite place - Individual Skaters may change (one Skater at a time, skating a figure 8 pattern) from one Circle to another A Circle in a Circle changing to become two side-by-side circles is not enough for the Feature to be counted	Feature is counted
If Skaters/Pairs/Lines Change Relative Position one Skater/Pair/Line at a time	Travel must not be interrupted, and a circle shape must be maintained Skaters/Pairs/Lines may be used	Feature is counted
If two circles are executing the Change of Relative Position by traveling from opposite sides of the ice rink	Travel must not be interrupted, and a circle shape must be maintained	Feature is counted
If Change of Relative Position is executed as Weaving	Weaving will not be considered as a Change of Relative Position	Feature is not counted
Interlocking - TC/TW		
If in a TC there are Pairs/Lines used to interlock	- Individual Skaters must interlock and remain in the same Circle - Pairs/Lines are NOT permitted as per the definition in the ISU Special Regulations for SYS	Feature is not counted
Intersecting – TW (Free Skating Only)		
If at the start of the TW Element the team has two spokes rotating in one rotational direction and the other spoke(s) is rotating in the opposite rotational direction	TW begins when all Skaters are traveling in the wheel configuration and are rotating (in one or both rotational directions) around a common point	Feature is counted in FS only Feature is not counted in the SP with no other deductions
Weaving - TC		
If Weaving does not occur at the same time	Reflected in GOE if done with errors in unison due to choreography	Feature is counted
If weaving is done using pairs/lines	Pairs/Lines are not permitted	Feature is not counted

SITUATION	NOTES	TECHNICAL PANEL
TWIZZLE ELEMENT (TE)		
If Twizzles use the same rotational directions (SP and/or FS)		Call the Element level accordingly and no higher than TE1 No other deductions are given in either the SP or FS
If a Team requiring sixteen Skaters competes with less Skaters, due to illness or injury		Element is lowered one level
If all Skaters do not attempt; - Two Twizzles - the same Twizzles (Not due to a fall, illness, or interruption)	- Even if one Skater does not attempt two twizzles - Even if one Skater does not attempt the same Twizzle - The "same Twizzle" does NOT include the same number of rotations	Element is called a no value
If the TE is executed after the NHE without a current WBP Element in-between		Element is called a no value
If there are more than a maximum of four-foot placements taken in-between each of the twizzles	The fifth foot placement is permitted to be the entry of the second twizzle or part of a Feature (i.e., landing foot of a jump)	Element is lowered one level
Twizzle errors: Same type of error executed by ¼ of the Team or more) (not due to a fall) - Touch down during the rotations (not including the entry/exit) - Knee action is used during all or part of a twizzle/three turns are executed - At least 360º rotation of a twizzle is executed on the same spot	¼ of the Team or more make the **same type** of error Twizzles are permitted to have a two-foot entry and/or exit	Element is lowered one level for each type of error (same) TEB will be the lowest level called
A Third Twizzle		
If a third (3rd) twizzle is included, as a Feature from Group C and one of the first two twizzles are not counted	Any other Feature(s) executed during the third twizzle are not considered for the TE level. (The third twizzle is a Feature)	The third twizzle (Feature) is not counted as one of the required two twizzles for the TE
If a dance jump is executed before the first or second twizzle and there is a change of the free leg position before the twizzle begins	The twizzle must immediately follow the Jump or Dance Jump but a small pause before starting the twizzles rotation/position is permitted	The Feature "Jump or a Dance Jump Entry" is counted
If ¼ of the Team or more executes the same type of the following errors in the Feature (not due to a fall); - Touch down during the rotations (not including the entry/exit) - Knee action is used during all or part of a twizzle/three turns are executed - At least 360º rotation of a twizzle is executed on the same spot	¼ of the Team or more make the **same type** of error Twizzles are permitted to have a two-foot entry and/or exit	Feature is not counted