

# INTERNATIONAL SKATING UNION

## **Communication No. 1873**

### **SYNCHRONIZED SKATING**

**This Communication replaces ISU Communication 1798 and in ISU Communication 1819 the correction to 1798**

**Included are the Technical Requirements for Season 2014/15**

**Appendix A - Difficulty Groups of Elements**

**Appendix B - Difficulty Groups of Additional Features**

Milan,  
June 20, 2014  
Lausanne,

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## DIFFICULTY GROUPS OF ELEMENTS (Appendix A)

### **BLOCK - PIVOTING ELEMENT - Definition and Requirements (see Regulations for details)**

#### **Calling Specifications for Blocks:**

All skaters must be in the block formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

#### **Basic Requirements:**

1. Must have at least three (3) lines
2. Must cover ½ of the length of the ice surface or comparable distance
3. Must show any recognizable pivoting

LEVEL BASE – PBB	LEVEL 1 – PB1	LEVEL 2 – PB2	LEVEL 3 – PB3	LEVEL 4 – PB4
A Block that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Block	Block must meet the basic requirements for Level B AND must include:  Pivoting at least 90° with turns/steps and linking steps	Block must meet the basic requirements for Level B AND must include:  Pivoting at least 180° with turns/steps and linking steps. The pivot point must change ends at least once	Block must meet the basic requirements for Level B AND must include a choice of:  i) Pivoting at least 180° with a series of a minimum three (3) different types of turns, all executed on one (1) foot (choice of: bracket, counter, rocker or 1 ½ or more twizzle). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once <b>OR</b> ii) Pivoting at least 270° with a series of four (4) different types of turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ or more twizzle). One (1) change of edge is permitted in between each turn. The pivot point must change ends at least once	Block must meet the basic requirements for Level B AND must include:  Pivoting at least 270° with a series of four (4) different types of turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ or more twizzle). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once

#### **Feature Requirements**

##### **Pivoting (applies to ALL Levels, if not otherwise indicated)**

- Pivoting must be continuous and executed all at once
- Pivoting must occur during only one (1) configuration of a block
- Pivoting must be executed in only one (1) rotational direction (a combination is not permitted)
- The measurement for the requirements of the pivoting begins with the entry edge of the first turn (*exception for PBB and PB1*)
- PB3 & PB4: the required degrees of pivoting must be covered during the series of turns
- All skaters must execute the same turns/edges (and linking steps for PB1 & PB2), in the same skating direction, at the same time during pivoting
- Pivoting must be executed using the required turns on recognizable and correct edges
- The slow end skaters must not become stationary

##### **Applies to Level 2, Level 3 and Level 4**

- Change of pivot point executed by skating in a circular pattern is not permitted. Pivoting (including the slow end skater) should, at all times, progress along and/or across the ice surface
- A minimum pivot of 45° is required both before and after the pivot point changes ends

### **CIRCLE - ROTATING ELEMENT - Definition and Requirements (see Regulations for details)**

#### **Calling Specifications for Circles:**

All skaters must be in the circle formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

#### **Basic Requirements:**

1. Must have at least four (4) skaters in each circle for CB, C1 and C2 and at least six (6) skaters in each circle for C3 and C4
2. If using two (2) or three (3) circles at the same time, the circles may have different number of skaters
3. The circle element must rotate a minimum of 360° in one rotational direction or a comparable distance if both rotational directions are used

LEVEL BASE – CB	LEVEL 1 – C1	LEVEL 2 – C2	LEVEL 3 – C3	LEVEL 4 – C4
A Circle that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Circle	Circle must meet the basic requirements for Level B AND must include <b>one (1) of the following choices:</b> - At least two (2) different configurations <b>OR</b> - Change of rotational direction <b>OR</b> - Weaving <b>OR</b> - Interlocking <b>OR</b> - Extra Features	Circle must meet the basic requirements for Level B AND must include <b>two (2) of the following choices:</b> - At least two (2) different configurations <b>OR</b> - Change of rotational direction <b>OR</b> - Weaving <b>OR</b> - Interlocking <b>OR</b> - Extra Features	Circle must meet the basic requirements for Level B AND must include <b>three (3) of the following choices:</b> - At least two (2) different configurations <b>OR</b> - Change of rotational direction <b>OR</b> - Weaving <b>OR</b> - Interlocking <b>OR</b> - Extra Features	Circle must meet the basic requirements for Level B AND must include <b>four (4) of the following choices:</b> - At least two (2) different configurations <b>OR</b> - Change of rotational direction <b>OR</b> - Weaving <b>OR</b> - Interlocking <b>OR</b> - Extra Features

**Feature requirements:**

1. **At least two (2) different configurations**
  - There is no specific length of time that a configuration must be held, however it must be recognizable
  - The change of configuration may be executed in any manner
  - The skaters must maintain their flow during the change of configuration (stopping is not permitted)
2. **Change of Rotational Direction**
  - The change of rotational direction (cd) must be executed at the same time by all skaters
  - The change of rotational direction may be executed in any manner
  - The skaters must maintain their flow during the change of rotational direction (stopping is not permitted)
3. **Weaving**
  - On a team of 16 skaters there must be eight (8) skaters in each circle
  - The skaters must change from the outer circle into the center circle and then back to the outer circle OR visa versa depending on where they start, however all skaters must change circle position twice
  - All skaters must change place at the same time while weaving
  - Circling around another skater will not be considered weaving
4. **Interlocking**
  - Interlocking consists of at least two (2) separate circles executed in a no hold, which are rotating in opposite rotational directions and are close enough to each other to cause each skater of one (1) circle to interlock with each skater of the other circle without missing/skipping their space/spot to interlock
  - Each skater must interlock at least once
5. **Extra features**  
At least four (4) different Extra features must be included where a maximum of two (2) from each group will be counted towards the level
  - Extra features must be distributed evenly throughout the element
  - All skaters must execute the extra feature at the same time
  - ½ of the team may execute a different extra feature than the other ½ of the team
    - The same group of extra feature (either i, ii) or iii)) must be used at the same time

**Extra Feature Groups**

- i) fm's such as: Charlotte, Spread Eagle, Lunge, Shoot the Duck, Ina Bauer, etc. (other permitted/listed or non-listed fm's)
- ii) Toe Steps, or Small Hops, or Dance Jumps of up to one (1) rotation
- iii) Body Movement
  - The core changes from the center balanced position and that movement has a significant impact of the body's weight distribution over the blade

**CIRCLE - TRAVELLING ELEMENT - Definition and Requirements (see Regulations for details)**

**Calling Specifications for Circles:**

All skaters must be in the circle formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

**Basic Requirements:**

1. Must have at least four (4) skaters in each circle for TCB, TC1 and TC2 and at least six (6) skaters in each circle for TC3 and TC4
2. If using two (2) or three (3) circles at the same time, the circles may have different number of skaters
3. The circle element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used
4. Any recognizable traveling must be executed

LEVEL BASE – TCB	LEVEL 1 – TC1	LEVEL 2 – TC2	LEVEL 3 – TC3	LEVEL 4 – TC4
A Travelling Circle that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Travelling Circle	Travelling Circle must meet the basic requirements for Level B AND must include:  Travel (with or without turns/steps and linking steps) executed with: - one (1) circle or circle inside a circle same or opposite rotational direction - must cover more than 2m	Travelling Circle must meet the basic requirements for Level B AND must include:  Travel (with turns/steps and linking steps) executed with: - circle inside a circle same or opposite rotational direction - must cover more than 5m	Travelling Circle must meet the basic requirements for Level B AND must include:  Travel (with turns/steps and linking steps) executed with: - circle inside a circle opposite rotational directions - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all skaters	Travelling Circle must meet the basic requirements for Level B AND must include:  Travel (with turns/steps and linking steps) executed with: - circle inside a circle opposite rotational directions - weaving - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all skaters

### Feature Requirements:

#### Travel with turns and linking steps (applies to ALL levels, if not otherwise indicated)

- The required distance will be measured using the center point of the circle(s) and the length of the ice surface (or comparable distance if travel on a curve) and must be continuous
- The traveling starts to be counted as soon as the circle(s) begin to travel
- Travel may be executed with or without a hold or a combination of both (*applies to TCB, TC1, TC2 and TC3*)
- A change of configuration will end the travel
- Travel with different turns/steps/ linking steps or skating in different skating directions at the same time, as well as executing linking steps/crossovers/turns/steps with use of toe picks instead of the blade, are not permitted
- There are no restrictions on the types or number of linking steps (i.e. crossovers)
- Stepping mostly towards the center (or towards the outside, depending on position) of the circle, instead of stepping along the circular path, is not permitted

#### Level 4: Weaving while traveling

- On a team of 16 skaters there must be eight (8) skaters in each circle
- Travel must be executed in a no hold
- The skaters must change from the outer circle into the center circle and then back to the outer circle OR visa versa depending on where they start, however all skaters must change circle position twice
- All skaters must change place at the same time while weaving

### COMBINED Element - Definition and Requirements (see Regulations for details)

#### Calling Specifications:

The element begins when at least two (2) different Synchronized Skating elements are recognized and ends once the transition into another element or transitional element begins.

#### Basic Requirements:

To have the element confirmed (fixed value), all skaters must participate in the element and the chosen basic elements must interact with each other

Choice of Block, Circle, Intersection, Line and Wheel

- If using a Block there must be a minimum of three (3) lines and eight (8) skaters
- If using a Circle there must be a minimum of six (6) skaters
- If using an Intersection there must be a minimum of eight (8) skaters who intersect
- If using a Line there must be a minimum of eight (8) skaters if doing one (1) line or in the case of two (2) lines there must be four (4) skaters in each line
- If using a Wheel there must be either a minimum of two (2) spokes with three (3) skaters in each spoke or in the case of a one (1) spoke wheel there must be a minimum of five (5) skaters in the spoke

Any other listed or unlisted Synchronized Skating element(s), Features or Additional Features may also be incorporated into the Combined Element

#### Guidelines for the Combined element:

1. The Skater(s) may stop or become stationary at any time during the element, however this stopping should be reflective and enhancing of the musical structure
2. There is no minimum requirements or restrictions as to the amount of ice coverage the Skaters cover while preparing for and executing the Combined Element
3. Various category restrictions:
  - See non-permitted and illegal elements list in the regulations regarding each category

### CREATIVE Element - Definition and Requirements (see Regulations for details)

#### Calling Specifications:

The element begins with the transition from the previous element (or from the start of the program if placed as first element) and ends with the transition into the next element (or until the end of the program if placed as the last element).

**Basic Requirements:**

To have the element confirmed (fixed value), all skaters must participate in the element and at least four (4) different skaters are required to present a creative / innovative movement and / or fe / fm.

**Guidelines for Creative element:**

1. Synchronized skating program element(s) may be incorporated into the Creative Element
2. The use of different levels, sub-grouping and/or highlighting is permitted in order to enhance the choreography and music
3. The chosen movement(s) may be executed at the same time, in syncopation, or at different times, and may be performed as individual Skaters, pairs or groups of any size
4. There is no required number of skaters that must present one (1) type of creative and innovative movement and/or fe/fm
5. The Skater(s) may stop or become stationary at any time during the element, however this stopping should be reflective and enhancing of the musical structure
6. There is no minimum requirements or restriction as to the amount of ice coverage the Skaters cover while preparing for and executing the Creative Element
7. Various category restrictions:
  - See non-permitted and illegal elements list in the regulations regarding each category

**GROUP LIFT Element – Senior - Definition and Requirements (see Regulations for details)**

**Calling Specifications Group Lift Element:**

The element begins once the skaters begin to form their group(s) for the lift(s) and ends once the lifted skater(s) is set down.

**Basic Requirements:**

1. At least one (1) group lift must be executed
2. The lifted skater must be lifted off the ice (any height) for GLB and the **torso** of the lifted skater must be above head level of the supporting skaters during the required rotations for GL1, GL2, GL3 and GL4
3. The skating direction(s) of the supporting skaters may be different
4. The same feature (if one is selected) must be executed by ALL of the Group Lifts, at the same time.
5. All Skaters must participate in the element either by being the lifted Skater, by supporting the lifted skater or by executing a free skating element

LEVEL BASE – GLB	LEVEL 1 – GL1	LEVEL 2 – GL2	LEVEL 3 – GL3	LEVEL 4 – GL4
A Group Lift that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Group Lift Element  A minimum of one (1) group lift ( <i>any lift that glides or remains stationary</i> )	Group lifts that glide at all times and meet the basic requirements and includes a choice of:  A minimum of two (2) group lifts that rotate at least 180° with one (1) Feature chosen from #1 - 7 <b>OR</b> A minimum of three (3) group lifts that rotate at least 180° with no Feature	Group lifts that glide at all times and meet the basic requirements and includes a choice of:  A minimum of two (2) group lifts that rotate at least 360° AND includes two (2) Features chosen from #1 - 7 <b>OR</b> Four (4) group lifts that rotate at least 360° with no Feature	Group lifts that glide at all times and meet the basic requirements and includes a choice of:  A minimum of three (3) group lifts that rotate at least 360° AND includes Feature #1 <b>PLUS</b> Two (2) Features chosen from #2 - 7 <b>OR</b> A minimum of three (3) group lifts that rotate at least 360° AND includes Feature #2 <b>PLUS</b> Two (2) Features chosen from #1, 3 - 7	Group lifts that glide at all times and meet the basic requirements and includes a choice of:  Four (4) group lifts that rotate at least 360° AND includes Feature #1 <b>PLUS</b> Three (3) Features chosen from #2 - 7 <b>OR</b> Four (4) group lifts that rotate at least 360° AND includes Feature #2 <b>PLUS</b> Three (3) Features chosen from #1, 3 - 7

**Feature Requirements**

**1. Balancing lift**

- The position of the lifted skater is stabilized mostly by their own strength. The lifted skater’s position becomes precarious and influences (affects) their balance.
- Any unbalanced position must be held for at least 180° rotation
- Teams are permitted to include more than one (1) unbalanced position and to change position
- Unbalanced positions:
  - front split position (supported hands and feet, no body support)
  - middle sit split position (supported lower body, no support to upper body or hands)
  - sideways position with the free leg extended higher than the supported leg (support is only to one side of the lifted skaters body)

**2. Change of position of the lifted skater:** a movement of leg or body which requires physical strength or flexibility

- The lifted skater must rotate a minimum of:
  - 180° if using a horizontal axis
  - 90° if using a vertical axis
  - No specific requirements if using a combination of both horizontal and vertical axis
- The torso must be kept above head level of the supporting skaters during the change of position of the lifted skaters
- The change of position of the lifted skaters must occur during a rotation

3. **Difficult/Unexpected Entry:** includes but is not limited to:
  - Somersault or cartwheel take off by the lifted skater, small lift going immediately into a group lift take off without the lifted skater touching the ice in-between the two lifts, Shoot the duck, Spread Eagle or Ina Bauer by the lifted skater(s) just before the take off etc.
4. **Difficult/Unexpected Exit:** includes but is not limited to:
  - Exit from the lift could be in a cartwheel or somersault type of action
5. **Mirror image pattern**
  - One (1) or two (2) group lifts rotate in one (1) rotational direction and the other one (1) or two (2) group lifts (*depending on attempted level*) must rotate in the opposite rotational direction
6. **Supporting skaters are approximately in one (1) line during the required rotation**
  - The supporting skaters may be in a different configuration during the entry and exit of the lift
7. **Rotating in both Rotational Directions**
  - Teams may choose the order and the rotational direction
  - The minimum rotation for the group lift (see below) in one (1) rotational direction + a minimum of 180° in the opposite rotational direction
    - For GL2, GL3, GL4 minimum of 360° in the first rotational direction + a minimum of 180° in second rotational direction are required or visa versa
    - For an GL1, minimum of 180° in both rotational directions are required

**For GLB, GL1, GL2, GL3, GL4 (remaining skaters)**

- The remaining skaters must execute free skating element's (fe's) (may be several different fe's)
- The fe's executed by the remaining skaters may be executed in any formation, pairs or as individuals
- fe's must be executed at approximately the same time as the group lift(s)
- The remaining skaters are not permitted to stop/stand still

**INTERSECTION Element - Definition and Requirements (see Regulations for details)**

**Calling Specifications for Intersections:**

The element begins once the Skaters begin the preparation phase of the intersection and ends after the exit phase of the intersection and upon the start of the transition into a different element or transitional element

**Basic Requirements:**

1. All skaters must intersect

LEVEL BASE – IB	LEVEL 1 – I1	LEVEL 2 – I2	LEVEL 3 – I3
<p>An Intersection that does not meet the level 1, 2 or 3 requirements but meets the Basic Requirements and Calling Specifications for an Intersection Element</p> <p>All Intersections with forward preparation and approach (including intersections with eight (8) pairs)</p>	<p>Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include:</p> <p>Any Intersection (including “L” intersection or Combined Intersection) with:</p> <ul style="list-style-type: none"> <li>- back to back preparation and approach</li> </ul>	<p>Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include a choice of:</p> <p>Box or Triangle with:</p> <ul style="list-style-type: none"> <li>- back to back preparation and approach</li> </ul> <p><b>OR</b></p> <p>Angled Intersection (may have multiple lines of four (4) skaters in each line) with:</p> <ul style="list-style-type: none"> <li>- back to back preparation and approach</li> </ul>	<p>Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include a choice of:</p> <p>Whip Intersection with:</p> <ul style="list-style-type: none"> <li>- back to back preparation and approach</li> </ul> <p><b>OR</b></p> <p>Angled Intersection (two (2) lines of eight (8) skaters) with:</p> <ul style="list-style-type: none"> <li>- back to back preparation and approach</li> </ul>

**ADDITIONAL FEATURE - Point of Intersection (see Difficulty Groups of Additional Features – Appendix B)**

**Feature Requirements**

1. **Back to back preparation and approach OR backward pivoting entry during preparation and approach phase**
  - During the preparation phase all skaters must be back to back in a hold before beginning the approach phase
    - If using a backward pivoting entry, each line must pivot at least 90° before the skaters intersect
    - The Whip intersection is considered to have a backward pivoting entry
  - Shoulders must be kept parallel and not twisted during the preparation and approach
  - A hold is required until the rotation begins
    - Any type of hold except a “no hold” is permitted
  - If teams are turning/rotating during the approach phase of the intersection and the skaters are not intersecting, during any part of the turn(s)/rotation(s), then these turn(s)/rotation(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 backwards and rotate continuously

**Specific requirements of certain intersections**

**Collapsing Intersection (Box, Triangle or other Feature of a Box or Triangle)**

- The lines must be as equal as possible

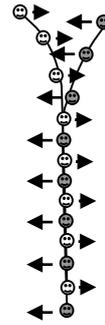
**Combined Intersection**

- An intersection that combines rotating element(s) such as a circle/wheel with a line or another rotating element
- All skaters may intersect at different times (similar to a collapsing intersection) OR all skaters may intersect at the same time (as in other intersections)

- There must be a minimum of five (5) skaters in a line
- A circle must have a minimum of six (6) skaters
- A wheel must have a minimum of two (2) spokes with three (3) skaters in each of the spokes OR in the case of a one (1) spoke wheel there must be a minimum of five (5) skaters in that spoke

### Whip Intersection

- Both lines must maintain and keep a TRUE curved shape (½ circle) until the pivot skaters, in each of the lines, becomes back to back
- From the ½ circle position, the curve will continuously and gradually straighten until reaching the axis of intersection
- All skaters must be intersecting at the same time, however the three (3) fast end skaters of each line will be permitted to intersect slightly after the rest (see Figure to the right)
  - Any other part of the line (i.e. the fast end or middle) should not intersect before the slow end of the line



### Angled Intersection

- The corridor between the two (2) lines cannot be more than approximately 2.5m apart once the lead skaters of each line begin to overlap
- The lines must remain parallel to the “axis of the point of intersection” during the approach phase. If the lines are not more than approximately 2.5m apart, once the overlap has begun, a slight pivot (less than 45°) is permitted
  - If the “axis of the point of intersection” is parallel to the long axis of the ice rink, then the lines should be kept parallel to the long axis during the approach phase, independent on the placement on the ice. It is NOT necessary to skate the whole approach phase within the 2.5m corridor before the overlap begins

## LINE - LINEAR ELEMENT – Definition and Requirements (see Regulations for details)

### Calling Specifications for Lines:

All skaters must be in the line formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

### Basic Requirements:

1. Must cover a minimum of ½ of the length of the ice surface or comparable distance
2. Must have either one (1) or two (2) lines, which must be as even as possible
3. There must be a minimum of eight (8) skaters in one (1) line and if using two (2) lines there must be a minimum of four (4) skaters in each of the lines (during creativity)

LEVEL BASE – LB	LEVEL 1 – L1	LEVEL 2 – L2	LEVEL 3 – L3	LEVEL 4 – L4
A Line that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Line	Line must meet the basic requirements for Level B AND must include one (1) of the following: <ul style="list-style-type: none"> <li>- At least two (2) different configurations</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Change of axis</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Release of hold for three (3) seconds</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Skaters / Lines change places with another Skater / Line</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Extra Features</li> </ul>	Line must meet the basic requirements for Level B AND must include two (2) of the following: <ul style="list-style-type: none"> <li>- At least two (2) different configurations</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Change of axis</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Release of hold for three (3) seconds</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Skaters / Lines change places with another Skater / Line</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Extra Features</li> </ul>	Line must meet the basic requirements for Level B AND must include three (3) of the following: <ul style="list-style-type: none"> <li>- At least two (2) different configurations</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Change of axis</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Release of hold for three (3) seconds</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Skaters / Lines change places with another Skater / Line</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Extra Features</li> </ul>	Line must meet the basic requirements for Level B AND must include four (4) of the following: <ul style="list-style-type: none"> <li>- At least two (2) different configurations</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Change of axis</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Release of hold for three (3) seconds</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Skaters / Lines change places with another Skater / Line</li> </ul> <b>OR</b> <ul style="list-style-type: none"> <li>- Extra Features</li> </ul>

### Feature Requirements

#### 1. At least two (2) different configurations

- There is no specific length of time that a configuration must be held, however it must be recognizable
- The change of configuration may be executed in any manner
- The team is not permitted to stop when changing configurations

#### 2. Change of axis

- The line must use two (2) distinctly different axis
- Teams may choose either the long axis, short axis or a diagonal axis of the ice rink
- There is no ice coverage requirement for each axis but must be easily identified

#### 3. Release of hold for three (3) seconds

- The release must occur while the skaters are keeping the line configuration and will not be counted if executed together with Feature #1 or #4
- The team is not permitted to stop during the release of hold

#### 4. Skaters / Lines change places with another Skater / Line

- All skaters/lines must participate and change places with another skater/line
- There are no restriction on how the change of places should be executed

**5. Extra features**

At least four (4) different Extra features must be included where a maximum of two (2) from each group will be counted towards the level

- Extra features must be distributed throughout the element
- All skaters must execute the extra features at the same time
- ½ of the team may execute a different extra feature than the other ½ of the team
- The same group of extra features (either i), ii) or iii)) must be used at the same time

**Extra Feature Groups**

- i)** fm’s such as: Charlotte, Spread Eagle, Lunge, Shoot the Duck, Ina Bauer, etc. (other permitted/listed or non-listed fm’s)
- ii)** Toe Steps, or Small Hops, or Dance Jumps of up to one (1) rotation
- iii)** Body Movement
  - The core changes from the center balanced position and that movement has a significant impact of the body’s weight distribution over the blade

**LINE - PIVOTING ELEMENT - Definition and Requirements (see Regulations for details)**

**Calling Specifications for Lines:**

All skaters must be in the line formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

**Basic Requirements:**

1. Must cover a minimum of ½ of the length of the ice surface or comparable distance
2. Must have either one (1) or two (2) lines, which must be as even as possible
3. There must be a minimum of eight (8) skaters in one (1) line and if using two (2) lines there must be a minimum of four (4) skaters in each of the lines (during creativity)
4. Must show any recognizable pivoting

LEVEL BASE – PLB	LEVEL 1 – PL1	LEVEL 2 – PL2	LEVEL 3 – PL3	LEVEL 4 – PL4
A Pivoting Line that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Pivoting Line	Pivoting Line must meet the basic requirements for Level B AND must include:  Pivoting 90° (in one (1) or two (2) lines) with or without turns/steps and linking steps	Pivoting Line must meet the basic requirements for Level B AND must include:  Pivoting in 180° in two (2) lines) with turns/steps and linking steps. The pivot point must change ends once <b>OR</b> Pivoting in 180° in one (1) line with turns/steps and linking steps	Pivoting Line must meet the basic requirements for Level B AND must include:  Pivoting (using a combination of one (1) and two (2) lines) at least 180° with turns/steps and linking steps. The pivot point must change ends once	Pivoting Line must meet the basic requirements for Level B AND must include:  Pivoting (in one (1) line) at least 180° with turns/steps and linking steps. The pivot point must change ends once

**Feature Requirements**

**Pivoting in one (1) or two (2) Lines – General:**

- The pivot requirements must occur in only one (1) rotational direction (a combination is not permitted)
- The pivoting starts to be counted as soon as the line(s) begin to pivot
- Pivoting must be continuous and executed all at once
- There are no restrictions on the types or number of linking steps (i.e.: crossovers)
- The slow end skater may not become stationary
- If using two (2) lines then both lines must pivot at the same time

**Change of Pivot Point (all levels) – General:**

- Change of pivot point executed by skating in a circular pattern is not permitted. Pivoting (including the slow end skater) should, at all times, progress along and/or across the ice surface

**Level 3: Pivoting (using a combination of one (1) and two (2) lines) at least 180° with turns/steps and linking steps. The pivot point must change ends once**

- There is no specific length of time that a configuration must be held, however it must be recognizable
- The change of pivot point may be executed in either the one (1) or two (2) lines

**MOVE Element - Definition and Requirements (see Regulations for details)**

**Calling Specifications for Move Element:**

The element starts with the free skating move (fm). The element ends when the skaters exit the free skating move (fm) and start the transition to a new element.

**Basic Requirements:**

1. One (1) fm is required. There may be up to four (4) different fm’s executed at the same time.
  - If different fm’s are included, the fm will be called according to the lowest level (In Free Skating: If choosing to execute a second ME; fm’s executed during the first ME may not be repeated)
2. 2014 - 2015 Short Program - the required fm is a non-supported spiral
3. If using more than one fm – all fm’s must start and/or end at approximately the same time

LEVEL BASE – MEB	LEVEL 1 – ME1	LEVEL 2 – ME2	LEVEL 3 – ME3
A Move Element that does not meet the level 1, 2 or 3 requirements but meets the Basic Requirements #1 (fmB) & #2, and Calling Specifications for the Move Element	Move Element must meet the Basic Requirements (including at least one (1) fm from fm1, fm2 or fm3) and Calling Specifications for the Move Element with no Feature	Move Element must meet the Basic Requirements (including at least one (1) fm from fm1, fm2 or fm3) and Calling Specifications for the Move Element AND must include:  <b>AND choice of:</b> At least two (2) different fm's executed at the same time and are interacting with each other <b>OR</b> At least ½ of the skaters execute a change of position	Move Element must meet the Basic Requirements (including at least one (1) fm from fm1, fm2 or fm3) and Calling Specifications for the Move Element AND must include:  <b>AND</b> At least two (2) different fm's executed at the same time and are interacting with each other <b>PLUS</b> At least ½ of the skaters execute a change of position

**ADDITIONAL FEATURE:** Free Skating Moves (see Difficulty Groups of Additional Features – Appendix B)

**Feature Requirements**

**1. At least two (2) different fm's executed at the same time interacting with each other**

- There must be at least two (2) different fm's executed at the same time
- Interacting is shown when the fm's are intermingling with each other: for example: while skaters are in the fm position they may be skating with the different fm's linked together, intersecting, circling or passing by each other etc. Interacting is not required as the team prepares for the fm's.

**2. At least ½ of the skaters execute a change of position**

- There must be a change of position executed by all skaters while executing an fm
- If a skater begins on the right side of another skater, they must change to the left side of that same skater in order to meet the requirements
- A hold BOTH before and after the change of position is required
- Must be executed with at least four (4) skaters in each line
- The track of the skater changing position MUST cross with the track of the other skater with whom they are changing position
- It is required that each skater must be skating on their own individual track/curve before and after crossing the track of the skater next to them

**NO HOLD Element – Definition and Requirements (see Regulations for details)**

**Calling Specifications for the No Hold Element:**

The element starts when the skaters form a block consisting of four (4) lines with four (4) skaters in each line and are in a no hold, no matter where the block is placed on the ice. The element ends at any place on the ice surface when the block formation breaks up and a transition into another element begins or when all or some Skaters deliberately touch each other and/or take a hold.

**Basic Requirements:**

1. Must have four (4) lines of four (4) skaters (on a team of 16 skaters)
  - If skating with less than 16 skaters the lines must be as equal as possible

LEVEL BASE – NHEB	LEVEL 1 – NHE1	LEVEL 2 – NHE2	LEVEL 3 – NHE3	LEVEL 4 – NHE4
A No Hold Element must cover a minimum of ½ of the length of the ice or comparable distance and does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for the No Hold Element	No Hold Element must meet the basic requirements for Level B, cover a minimum of ½ of the length of the ice or comparable distance AND must include:  <b>One (1) of the following choices:</b> One (1) Twizzle Series (any number of rotations) <b>OR</b> Change of axis <b>OR</b> Skaters / Lines change places with another Skater / Line <b>OR</b> Extra Features	No Hold Element must meet the basic requirements for Level B, cover a minimum of the full length of the ice or comparable distance AND must include:  <b>Two (2) of the following choices:</b> One (1) Twizzle Series (both twizzles must be at least double) <b>OR</b> Change of axis <b>OR</b> Skaters / Lines change places with another Skater / Line <b>OR</b> Extra Features	No Hold Element must meet the basic requirements for Level B, cover a minimum of the full length of the ice or comparable distance AND must include:  One (1) Twizzle Series (one (1) twizzle must be at least triple and the other must be at least double)  <b>PLUS Two (2) of the following choices:</b> Change of axis <b>OR</b> Skaters / Lines change places with another Skater / Line <b>OR</b> Extra Features	No Hold Element must meet the basic requirements for Level B, cover a minimum of the full length of the ice or comparable distance AND must include:  One (1) Twizzle Series (both twizzles must be at least triple)  <b>PLUS the following:</b> Change of axis <b>AND</b> Skaters / Lines change places with another Skater / Line <b>AND</b> Extra Features

**ADDITIONAL FEATURE – Step Sequence - (see Difficulty Groups of Additional Features – Appendix B)**

**Feature Requirements:**

1. **Twizzle Series:** Teams must include the prescribed number of rotations for the twizzle(s), according to the requirements of the level. (single, double and/or triple or more rotations)
  - The series consists of two (2) twizzles; one (1) twizzle clockwise + one (1) twizzle anti-clockwise (or vice versa)
  - All skaters must execute the same twizzle; including the same entry edge, in the same skating direction, at the same time
  - The rotation of the twizzle must be executed while on one (1) foot
  - A change of edge or change of foot is permitted in-between the twizzles. Additional steps are not permitted in between the two (2) twizzles
  - Different hand, free leg positions are permitted
  - The twizzles must be correctly executed in order to count towards the level of the NHE (and Step Sequence Additional Feature)
2. **Change of axis**
  - The team must use two (2) distinctly different axis
  - Teams may choose either the long axis, short axis or a diagonal axis of the ice rink
  - There is no ice coverage requirement for each axis but must be easily identified
3. **Skaters / Lines change places with another Skater / Line**
  - All skaters/lines must participate and change places with another skater/line
  - There are no restriction on how the change of places should be executed other than the change of change place must occur at the same time by all skaters
4. **Extra features**  
 At least four (4) different Extra features must be included where a maximum of two (2) from each group will be counted towards the level
  - Extra features must be distributed throughout the element
  - All skaters must execute the extra feature at the same time
  - ½ of the team may execute a different extra feature than the other ½ of the team
    - The same group of extra feature (either i, ii) or iii)) must be used at the same time

**Extra Feature Groups**

- i) fm’s such as: Charlotte, Spread Eagle, Lunge, Shoot the Duck, Ina Bauer, etc. (other permitted/listed or non-listed fm’s)
- ii) Toe Steps, or Small Hops, or Dance Jumps of up to one (1) rotation
- iii) Body Movement
  - The core changes from the center balanced position and that movement has a significant impact of the body’s weight distribution over the blade

**PAIR ELEMENT - Definition and Requirements (see Regulations for details)**

**Calling Specifications for Pair Element:**

Eight (8) pairs must be formed for the technical panel to begin calling the element. The element ends when the pairs break apart and a transition into another element begins.

**Basic Requirements:**

1. There must be eight (8) pairs attempting one (1) of the Pair element choices

LEVEL BASE – PaB	LEVEL 1 – Pa1	LEVEL 2 – Pa2	LEVEL 3 – Pa3	LEVEL 3 – Pa4
A Pair Element that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for the Pair Element	Pair Element must meet the basic requirements for Level B AND must include <b>one (1) of the following choices:</b>  <b>Pair Spin</b> Pair spins with both skaters in an upright position; one (1) of the partners must be on one (1) foot; in any hold <b>OR</b> <b>Pair Step Sequence</b> Consists of at least two (2) different types of turns or steps and linking steps <b>OR</b> <b>Pair Pivot</b> One (1) of the skaters is pivoting and the supported skater is in a spiral or other position (may be upright) held for less than 360°	Pair Element must meet the basic requirements for Level B AND must include <b>one (1) of the following choices:</b>  <b>Pair Spin</b> Pair spins with one (1) skater in a camel or sit position; the other skater is on two (2) feet; in any hold <b>OR</b> <b>Pair Step Sequence</b> Consists of at least three (3) different types of turns and linking steps <b>OR</b> <b>Pair Pivot</b> One (1) of the skaters is pivoting and the supported skater is in a spiral or other position (may be upright) held for 360°	Pair Element must meet the basic requirements for Level B AND must include <b>one (1) of the following choices:</b>  <b>Pair Spin</b> Pair spins with one (1) skater in a camel or sit position; both skaters are on one (1) foot; in any hold <b>OR</b> <b>Pair Step Sequence</b> Consists of at least four (4) different types of turns <b>OR</b> <b>Pair Pivot</b> One (1) of the skaters is pivoting and the Supported skater is in a spiral or other free skating move from fm2 or fm3 held for 360°	Pair Element must meet the basic requirements for Level B AND must include <b>one (1) of the following choices:</b>  <b>Pair Spin</b> Pair spins with both skaters in either a camel or sit position; or in a difficult variation of an upright spin. Both skaters are on one (1) foot; in any hold <b>OR</b> <b>Pair Step Sequence</b> Consists of at least five (5) different types of turns <b>OR</b> <b>Pair Pivot</b> Death Spiral held for 360°

## Feature Requirements

### 1. Pair Spin

- All skaters must rotate at least three (3) revolutions once each skater attains their position(s)

### 2. Pair Step Sequence

- All skaters must execute the same turns/steps at the same time
- The Step sequence must be performed in a hold
  - Any hold that keeps a pair connected will be permitted
  - The skaters may release the hold in order to turn, change position, change holds etc.
- The turns will not be evaluated for correct execution by the Technical Panel

### 3. Pair Pivot

- The toe pick of the pivoting skater must be in the ice and the position of the other skater must be attained for the pivoting to begin
- Skater's may use one (1) or both hands during the pair pivot

## SYNCHRONIZED SPIN Element - Definition and Requirements (see Regulations for details)

### Calling Specifications for the Spin Element:

The element starts with the entry edge of the spin.

#### Basic Requirements:

1. All skaters must be stepping into the spin and execute a minimum of three (3) revolutions for the technical panel to call the element. The element ends when the skaters exit the spin
2. Spin must be executed in any closed block formation
3. Any type of upright spin or variation thereof is allowed

LEVEL BASE – SpB	LEVEL 1 – Sp1	LEVEL 2 – Sp2	LEVEL 3 – Sp3	LEVEL 4 – Sp4
Meets the Basic Requirements and Calling Specifications for a Spin Element	Meets the Basic Requirements and Calling Specifications for a Spin Element and includes:  An upright spin executed on one (1) foot for at least four (4) revolutions	Meets the Basic Requirements and Calling Specifications for a Spin Element and includes:  An upright spin executed on one (1) foot for at least five (5) revolutions	Meets the Basic Requirements and Calling Specifications for a Spin Element and includes:  An upright spin executed on one (1) foot for at least six (6) revolutions	Meets the Basic Requirements and Calling Specifications for a Spin Element and includes:  An upright spin executed on one (1) foot for at least seven (7) revolutions

## WHEEL - TRAVELING ELEMENT - Definition and Requirements (see Regulations for details)

### Calling Specifications for Wheels:

All skaters must be in the wheel formation for the technical panel to begin calling the element. The element ends when the formation breaks up and a transition into another element begins.

#### Basic Requirements:

1. Must have at least three (3) skaters in a spoke for TWB, TW1 and TW2 and at least four (4) skaters in a spoke for TW3 and TW4
2. The wheel element must rotate a minimum of 360° in one (1) rotational direction or a comparable distance when both rotational directions are used
3. Any recognizable traveling must be executed

LEVEL BASE – TWB	LEVEL 1 – TW1	LEVEL 2 – TW2	LEVEL 3 – TW3	LEVEL 4 – TW4
A Travelling Wheel that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Travelling Wheel	Travelling Wheel must meet the basic requirements for Level B AND must include:  Travel with or without turns/steps and linking steps: - must cover more than 2m	Travelling Wheel must meet the basic requirements for Level B AND must include:  Travel with turns/steps and linking steps: - must cover more than 5m	Travelling Wheel ( <i>a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-wheel)</i> ) must meet the basic requirements for Level B AND must include:  Travel with turns/steps and linking steps: - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all spokes	Travelling Wheel ( <i>a choice between 4-spoke, 3-spoke, parallel, or 2 spoke (not S-wheel)</i> ) must meet the basic requirements for Level B AND must include:  Travel with turns/steps and linking steps: - must cover more than 10m - rotate at least 360° in one (1) rotational direction by all spokes  <b>Together with one (1) travel extra feature choice of:</b> a. Two (2) 360° rotations executed one after the other b. Change of position of each spoke c. Release of hold for three (3) seconds

**Feature Requirements:****Travel with turns and linking steps (with, or without a hold or a combination of both) (ALL levels)**

- The required distance will be measured using the center point of the wheel(s) and the length of the ice surface (or comparable distance if travel on a curve) and must be continuous
- The traveling starts to be counted as soon as the wheel(s) begin to travel
- Travel may be executed in one (1) wheel OR two (2) side by side wheels
  - If executing two (2) side by side wheels then both wheels must travel at the same time
  - A change of configuration will end the travel
- There are no restrictions on the number of linking steps (i.e. crossovers)
- Travel with different turns/steps/ linking steps or skating in different skating directions at the same time, as well as executing linking steps/crossovers/turns/steps with use of toe picks instead of the blade, are not permitted
- Stepping mostly towards the center of the wheel or towards the outside (fast end) of a spoke(s), (depending on position) instead of stepping along the circular path is not permitted

**Level 4: Travel Extra Features – must be executed during the traveling****a. Two (2) 360° rotations executed one after the other**

- Any type of turns/steps or rotating linking steps may be used
- The rotations may be executed on one (1) or two (2) feet
- The two (2) rotations must both be executed in the same rotational direction
- Linking steps that do not rotate and holding in between the rotations are not permitted

**b. Change of position of each spoke**

- The spokes must change position so that the order becomes opposite compared to the start (i.e. skaters starting on the outside of the spoke must end in the middle of the wheel etc.)
- All spokes/skaters must change position at the same time
- At least two (2) 360° turns and/or rotating linking steps are required during the change of position
  - Non-rotating linking steps may be executed to begin or complete the change of position

## Difficulty Groups of ADDITIONAL FEATURES (Appendix B)

### FREE SKATING MOVES (fm) ADDITIONAL FEATURE – Applies to Moves Element

#### Calling specifications for free skating moves (fm):

Once all skaters are in their position (see requirements of the correct positions in the regulations) the technical panel starts to evaluate the fm.

#### Basic requirements:

1. Any fm must be held for a minimum of three (3) seconds in the correct position and on the correct edge
2. An fm with one (1) or several changes of edge and/or position(s), must have a minimum of two (2) seconds in each correct position and on each edge

LEVEL BASE – fmB	LEVEL 1 – fm1	LEVEL 2 – fm2	LEVEL 3 – fm3
Any fm that does not meet the basic requirements and/or calling specifications for Level 1, 2 or 3 but has been attempted by the team	<ul style="list-style-type: none"> <li>- Inside Spread Eagle (<i>with or without a change of edge</i>)</li> <li>- Spiral (<i>forwards</i>)</li> <li>- Spiral (<i>backwards</i>)</li> <li>- Feature of a Spiral</li> <li>- Inside Ina Bauer (<i>with or without a change of edge</i>)</li> <li>- Ina Bauer on a Straight Line</li> <li>- Combination Inside Ina Bauer and Inside Spread Eagle (<i>without a change of edge remaining on the same curve</i>)</li> </ul>	<ul style="list-style-type: none"> <li>- Spiral with one (1) change of edge (<i>free leg fully extended / unsupported to the back</i>)</li> <li>- Spiral with a change of free leg position only (<i>free leg fully extended, unsupported as it changes to a front, side or back position</i>)</li> <li>- Spiral 135° (<i>free leg fully extended to the front, side or behind self-supported or unsupported</i>)</li> <li>- Feature of a Spiral with a change of edge</li> <li>- Outside Spread Eagle with or without one (1) change of edge</li> <li>- Outside Ina Bauer with or without one (1) change of edge</li> <li>- Outside Spread Eagle + Outside Ina Bauer Combination</li> </ul>	<ul style="list-style-type: none"> <li>- Biellmann Spiral</li> <li>- Spiral with one (1) change of edge AND free leg position at the same time (<i>free leg fully extended / unsupported as it changes to a front, side or back position</i>)</li> <li>- Spiral with two (2) changes of edge (<i>free leg fully extended / unsupported to the back</i>)</li> <li>- Spiral 135° with one (1) change of edge (<i>free leg fully extended to the front, side or behind self-supported or unsupported</i>)</li> <li>- Outside Spread Eagle with two (2) changes of edge</li> <li>- Outside Ina Bauer with two (2) changes of edge</li> <li>- Outside Spread Eagle in both rotational directions</li> <li>- Outside Ina Bauer in both rotational directions</li> <li>- Outside Spread Eagle + Outside Ina Bauer Combination: both fm's executed first one (1) rotational direction and then in the opposite rotational direction, may start with either the Ina Bauer or Spread Eagle</li> </ul>

### POINT OF INTERSECTION ADDITIONAL FEATURE – Applies to Intersection Element

#### Calling Specifications for Point of Intersection:

Depending on the type of intersection the point of intersection (pi) must be executed at a certain place for the pi to be counted by the technical panel

#### Basic Requirements:

1. The pi rotation(s) must begin before the skaters begin to intersect and must continue as the skaters go through the point of intersection
2. A rotation may not be executed on the spot
3. The pi rotation must be executed quickly (a fast spinning rotation)
4. The rotations of 720° / 360° may consist of turns and / or rotating linking steps
5. The pi rotation may be executed on one (1) foot or two (2) feet
6. Crossovers are not permitted through any intersection (any level of pi)
7. The rotation must be continuous and uninterrupted
8. For level 2 and 3 the rotations must both start and end backwards (once through the intersection the rotations may end forward)

LEVEL BASE – piB	LEVEL 1 – pi1	LEVEL 2 – pi2	LEVEL 3 – pi3
Any pi that does not meet the basic requirements and/or calling specifications for Level 1, 2 or 3 but has been attempted by the team ( <i>with or without a rotation at the actual axis of point of intersection</i> )	<p>A forward continuous 360° or more rotation</p> <p><i>Note: See below for specific pi requirements for certain intersections</i></p>	<p>A backward continuous 360° or more rotation</p> <p><i>Note: See below for specific pi requirements for certain intersections</i></p>	<p>A backward 720° continuous rotation with 360° completed prior to intersecting</p> <p><i>Note: See below for specific pi requirements for certain intersections</i></p>

**Collapsing Intersections / Combined Intersections** (where all skaters are intersecting at different times)

- Level 1 & 2: Must have a minimum of two (2) rotations from the same level
- Level 3: Must have a minimum of one (1) 720° rotation plus two (2) 360° (*or more*) rotations
- Each of the required rotations must be executed separately, a double twizzle will not be counted as two (2) 360° rotations
- The minimum of two (2) or three (3) separate rotations may be in the same rotational direction or in different rotational directions
  - Rotations must start before skaters begin to intersect
  - Level 1 & 2: Two (2) rotations must end within the Intersection
  - Level 3: The 720° rotation must start and the first 360° must be completed before the lines begin to intersect and end just inside their space or within the shape. Two (2) subsequent 360° rotations must start within the Intersection however the last (third (3<sup>rd</sup>)) pi rotation may end after the skaters have exited the Intersection
- For pi2 and pi3 **only backward** turns and rotating linking steps are permitted
- There may be a slight (*minimal*) pause in-between the rotations in order to permit the skaters to change feet / change edges or change their rotational direction

**Whip**

- All rotations executed during the intersection must be in the same rotational direction as the line uses during the approach phase; i.e. the skaters in one (1) of the lines are skating in a clockwise direction towards the pi, then all of the rotations must also be executed in the clockwise direction

**Angled Intersection**

- pi rotation(s) must start at a minimum of four (4) spaces away from the skaters intersection place
- The pi rotation(s) must travel along a diagonal path towards the axis of intersection UNTIL going through the pi at the axis and all rotations must be in the same rotational direction

**STEP SEQUENCE ADDITIONAL FEATURE - Applies to No Hold Element**

**Calling Specifications for Step Sequence Additional Feature:**

The step sequence begins on the entry edge of the first turn when all skaters are in the NHE. The Additional Feature ends when the skaters start the transition into a new element or executes two (2) crossovers in a row.

**Basic requirements:**

1. All levels may choose from all of the listed turns/steps and there must be at least two (2) turns/steps correctly executed
2. A mirror image pattern may be used but turns executed during the mirror image will not be counted

LEVEL BASE – sB	LEVEL 1 – s1	LEVEL 2 – s2	LEVEL 3 – s3	LEVEL 4 – s4
A Step Sequence that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Step Sequence	<b>Four (4) turns/steps (two (2) different types of turns/steps) and linking steps</b>	<b>Six (6) turns/steps (three (3) different types of turns/steps) AND choice of:</b> One (1) series / combination consisting of: - Three (3) different types of difficult turns executed on one (1) foot <b>OR</b> - Two (2) different series / combinations (one (1) on each foot) consisting of: - two (2) different types of difficult turns	<b>Eight (8) turns/steps (four (4) different types of turns/steps) AND</b> Two (2) different series / combinations consisting of: - One (1) series / combination of three (3) different types of difficult turns executed on one (1) foot <b>PLUS</b> - One (1) series / combination of two (2) different types of difficult turns executed on the other foot	<b>Eight (8) turns/steps (six (6) different types of turns/steps) AND</b> Two (2) different series / combinations (one (1) on each foot) consisting of: Three (3) different types of difficult turns

**Feature Requirements**

**1. Series / Combination of different difficult turns**

- **One (1) series / combination of difficult turns:** consists of two (2) or three (3) different types of difficult turns executed on one (1) foot
- **Two (2) series / combination of difficult turns:** consists of two (2) or three (3) different types of difficult turns (*depending on the level*) executed on each foot
  - the same series are not permitted to be repeated on the opposite foot
- **Two (2) series / combinations of difficult turns** are considered to be the same if they consist of the same turns done in the same order, on the same edge and in the same skating direction  
Example 1 (permitted, showing turns with different skating direction):
  - 1<sup>st</sup> series – backward outside rocker, forward outside bracket, backward inside twizzle
  - 2<sup>nd</sup> series – forward outside rocker, backward outside bracket, forward inside twizzle
 Example 2 (permitted, showing different entry edges):
  - 1<sup>st</sup> series – backward outside rocker, forward outside bracket, backward inside twizzle
  - 2<sup>nd</sup> series – backward inside rocker, forward inside bracket, backward outside twizzle
- Changes of edge(s) are **not** permitted in between the turns
- More turns may be included but must be executed either before or after the difficult turns