

INTERNATIONAL SKATING UNION

Communication No. 2114

This Communication replaces ISU Communication 2040

**Included are Clarifications/Corrections to Communications 2084, 2091, 2095,
Clarifications and Calling Details for the Technical Requirements Season 2017/18,
Appendix A – Calling Specifications for Elements, Additional Features and Features**

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August 24, 2017
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Clarifications/Corrections to ISU Communication 2084

Senior Free Skate Program (page 4) Clarification

Two Different Group Lift Elements

- must include one (1) GL (with Rotations) and one (1) GL (that glides)
 - a) Group Lift Element with rotations • Must include rotations required for the level
 - b) Group Lift Element that glides • May rotate but rotations are not required

Teams must write "GL + rotation" or "GL" respectively on the Program Content Sheet

Clarifications/Corrections to ISU Communication 2091

Group Lift (with rotations) (page 7, para 5 & 7) Clarification

5. Difficult Exit

- If exiting from a horizontal position: A minimum of a 270° horizontal revolution by the lifted Skater out of their lifted position is required

7. Supporting Skaters

a) Three (3) Supporting Skaters are approximately in one (1) line

- The three (3) or more supporting Skaters may be in a different configuration during the entry and exit of the lift
- Skaters must be in approximately one (1) line during the required rotations (depending on the level)

b) Two (2) Supporting Skaters

- Three (3) Skaters may lift the one (1) Skater into position
- The support must be held ~~for at least 360°~~ during the required rotation(s)

Group Lift (that glides) (page 8, para 5) (Clarification)

5. Difficult Exit

- If exiting from a horizontal position: A minimum of a 270° horizontal revolution by the lifted Skater out of their lifted position is required

Intersection without pi (page 10) (clarification/correction)

- The same creative movement may **NOT** be repeated during any of the phases of an Intersection
- **For level 1:** At least one (1) of the phases must include either an fe, fm or other creative movement executed by at least ½ of the team
- **For level 2 and level 3:** At least two (2) of the phases ~~should~~ **must** include either an fe, ~~or~~ fm or other creative movement executed by at least ½ of the team

NHE (page 11)

Correction within the Chart - level three (3)

PLUS Two (2) of the following Features:

OR

- Pivoting at least 90°

OR

- Skaters/Lines change places/positions with another Skater/Line

OR

Extra Features

Move Element (page 12) New para 3 – Basic Requirements

Basic Requirements

3. If using more than one (1) fm:
 - ~~the fm's with the same time requirements must start and end at the same time~~
 - ~~the fm's with different time requirements must start OR end at the same time~~
 - all fm's must start and/or end at approximately the same time

Free Skating Moves (page 18 - Appendix B) New para 3 - Basic Requirements

3. fm's must be executed within approximately ½ of the length of the ice (or comparable distance) from each other

Clarifications/Corrections to ISU Communication 2095

Page 2: Positive Bullets:

Creative, Group Lift, Moves, Synchronized Spin

- **Even Spacing**, Shape, Symmetry, Placement, Distribution on the Ice
- Quality of **Entry** and **Exit** during all elements and fm/fe
- **Aesthetically** pleasing body positions and **Flexibility** in all elements/moves (Flexibility criteria is not applicable to Sp)
- Elements/fe/fm fit to the **Phrasing** of the music
 - **Unison, Clarity, Effortless** execution throughout

2017/18 Adjustments to Grade of Execution (GOE) (page 5) - Intersection (I + pi) and Intersection with no pi - Clarification regarding Whip

ELEMENT		Reduce by	No higher than	Increase by
Intersection (I+pi) and Intersection with no pi (I)	Whip: no whip action <u>at the axis of intersection (pi) for the fast end - two (2) skaters on each side</u>		-2	

2017/18 Adjustments to Grade of Execution (GOE) (page 5) – Synchronized Spin / Pair Element (Sp/Pa) –Pair Element - New

ELEMENT		Reduce by	No higher than	Increase by
Synchronized Spin/Pair Element (Ssp/Pa)	Pair Pivot: Spirals / death spiral <u>entry/exit executed on two (2) feet</u>	<u>1 grade</u>		

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

For a full list of calls please go to the ISU website for the 2017/2018 Technical Handbook

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

GENERAL TO ALL ELEMENTS AND ADDITIONAL FEATURES

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

ELEMENTS:

- If the basic requirements are not met for any element it will be given a no value

ADDITIONAL FEATURES:

- If the basic requirements are not met for a fm or pi (Level 1, 2, or 3) it will be called as Level Base as long as the fm or pi has been attempted
- If the basic requirements are not met for a step sequence the ss will be given a no value

COMPETING WITH LESS THAN SIXTEEN (16) SKATERS ON THE TEAM:

- A team comprised of sixteen (16) Skaters (without registered alternates) that must compete with less than 16 Skaters due to illness, injury, interruption and/or falls, in most cases, the team is not able to make adjustments to comply with some Element/Feature requirements: there will be no punishment for those elements not meeting the required shape/number of lines/ number of Skaters in a spoke etc., except in the following two (2) cases
 1. Senior: Group Lift Element where the number of correctly executed group lifts will be counted towards the level
 2. Pair Element as long as the solo Skaters executes part of the Pair movement
- A team that is comprised of less than sixteen (16) Skaters **NOT** due to illness, injury, interruption and/or falls is able to plan/structure the element / feature correctly. See the various elements / features and the chart at the end of this document for specific information.

NOTE: In the case of errors $\frac{1}{4}$ of the team or more equals:

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

ELEMENT ICE COVERAGE REQUIREMENTS

Minimum ice coverage

Some Elements (PB, PL, B, C, L, W, NHE, TC and TW) must meet a minimum ice coverage requirement

- If minimum ice coverage are not met: there will be a no value called for the element
- PB and PL ice coverage will begin to be counted as soon as the block or line formation is recognized. There is no ice coverage required for the actual pivoting
- NHE (on a team of sixteen (16) Skaters) will be called if the block covers a minimum of $\frac{1}{2}$ of the length of the ice counted from the moment four (4) lines with four (4) Skaters in each line in a no hold is recognized (*NHE may start and end anywhere on the ice*)

Maximum ice coverage

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

- I (angled intersection): one (1) level lower will be called if the corridor between the two (2) lines are more than approximately 2.5 meters apart once the lead Skaters of each line begin to overlap

SHORT PROGRAM (Junior/Senior)

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

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

- Transitions that meet the requirements for level 1 – 4 of any element are not permitted and will be considered an Additional Element (DED 3 from the total score)

This includes:

- Intersections with pi where all Skaters intersect and include a back-to-back preparation and approach
- Intersection without pi where all Skaters intersect and include one (1) creative phase

Examples below are permitted in a Junior/Senior Short and will not be counted as an extra element

- During the PB: All Features from the Linear Element (Block) are permitted before and/or after pivoting
- Traveling Element (Wheel): Features from the Rotating Element (Wheel) are permitted: Three (3) different holds, Skaters/spokes change places/positions and extra features from the Rotating Element (Wheel) are permitted during the travel. The rest of the Features, for example change of configuration, are permitted only before or after traveling

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

ELEMENT SHAPES

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

- Example: Wrong type of intersection is included in the SP: Call Intersection no value: for the wrong shape Elements, that in the basic requirements require a specific configuration/shape, will be given a no value if executed in another configuration/shape
 - Example: Synchronized Spin Element is given a no value if not executed in any closed block formation
- Elements that require a specific number of Skaters in a configuration will be called + DED1 if executed in a correct configuration including an incorrect number of Skaters
- Example: NHE is called + DED 1 if there are an incorrect number of Skaters in any of the four (4) lines (not due to injury, illness, Fall or Interruption)

Intersection Free Skating: Intersection #1 and Intersection #2 must be different:

Intersection #2 will be given a no value if it is the same type of Intersection as Intersection #1 (i.e.: two-line, box, triangle, angled, whip, etc.)

Group Lift Senior Free Skating: Group Lift #1 and Group Lift #2 must be different:

Different is defined when the two (2) required GL Elements use a different first/main position by the lifted Skater in each lift

- A flexible position (or balancing position) is permitted in both GL's IF the lifted Skaters positions are different
- Example: Group Lift #2 is given a no value if the lifted Skater has the same first/main position as in Group Lift #1 (i.e. lifted Skaters are using the **same** flexible position as their first position)

NOTE: The position achieved after a Change of Position, is permitted to be a repeated first/main position from the other GL

FALLS

Fall(s) will not affect the level of an element, EXCEPT in the Group Lift element and Pair Element where the call is based on the number of correctly executed lifts and pair pivots/spins

COMBINED ELEMENT

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

CREATIVE ELEMENT

If the whole or part of the team stops to "dance": Element will be given a no value if this is the only type of creative movement

ICE COVERAGE REQUIREMENTS

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

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

PIVOTING ELEMENTS - GENERAL REQUIREMENTS (PB/PL)

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

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

- If the Skater(s) cross their own old track during a change of pivot point, the change of pivot point will not be counted
- The call will be according to the correctly executed requirements

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

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

PIVOTING BLOCK (PB)

For PB2, 3, 4 - The measurement for the requirements of the pivoting degrees begin with the entry edge of the first turn/step **once the Skaters have established their own track**

- for PB2 the measurement ends when the block stops pivoting
- PB3 & PB4 pivoting ends at the completion of the exit edge of the last turn

Change of Pivot Point

- **PB2 & PB3:** A minimum pivot of 45° is required both before and after the pivot point changes ends: if not the change of pivot point will not be counted
- **PB4:** A minimum pivot of 90° is required both before and after the pivot point changes ends: Level is called based on the amount of pivoting correctly executed

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

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

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

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

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

ROTATIONAL AND LINEAR ELEMENTS

Change of Configuration (B, C, L, W)

- The number of circles/lines/spokes must change in a B, C, L and W for the Feature to be counted
- May be executed in any manner except stopping is not permitted
- If $\frac{1}{4}$ of the team or more stop or become stationary during the change of configuration, the Feature will not be counted

Change of Rotational Direction (C, W)

At least $\frac{1}{2}$ of the team must execute the change of rotational direction at the same time for the Feature to be counted. May be executed in any manner except stopping is not permitted

- If $\frac{1}{4}$ of the team or more stop or become stationary during the change of rotational direction, including the $\frac{1}{2}$ of the team not changing rotational direction, the Feature will not be counted
- There is no amount of rotation required before or after the change of rotational direction, but the cd must be recognizable
- Change of Rotational Direction and the Change of Configuration may occur at the same time

Interlocking (C, W)

Circle: There are no restrictions/requirements on how at least two (2) circles must interlock other than at least two (2) circles must rotate in opposite directions and at least $\frac{1}{2}$ of the team (eight (8) Skaters – four (4) consecutive Skaters from each circle if using two (2) circles) must interlock at least once

- If the circles do not rotate in opposite directions: Feature is not counted
- If $\frac{1}{2}$ of the team does not interlock at least once: Feature is not counted

Wheel: The two (2) wheels must rotate in the opposite rotational direction and each spoke must interlock at least one (1) time:

- If the wheels are not rotating in the opposite rotational direction: Feature is not counted
- If each spoke does not interlock at least one (1) time: Feature is not counted

Weaving (C)

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

The weaving must occur at approximately the same time:

- Weaving will be counted in the case when Skaters from the outer circle are just entering their spot, other Skaters are exactly in their spot, and other Skaters could be just exiting from their spot.
- However weaving will not be counted when at least $\frac{1}{4}$ of the team is outside the circle (have not started the weaving) and the rest of the team inside the circle (completed weaving) or visa versa

Teams competing with less than sixteen (16) Skaters:

- Weaving is counted even if skating with less than sixteen (16) Skaters as long as the two (2) circles are as even as possible AND all Skaters change circles twice

Three (3) Different Holds (B, L, W)

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

Change of Axis (L)

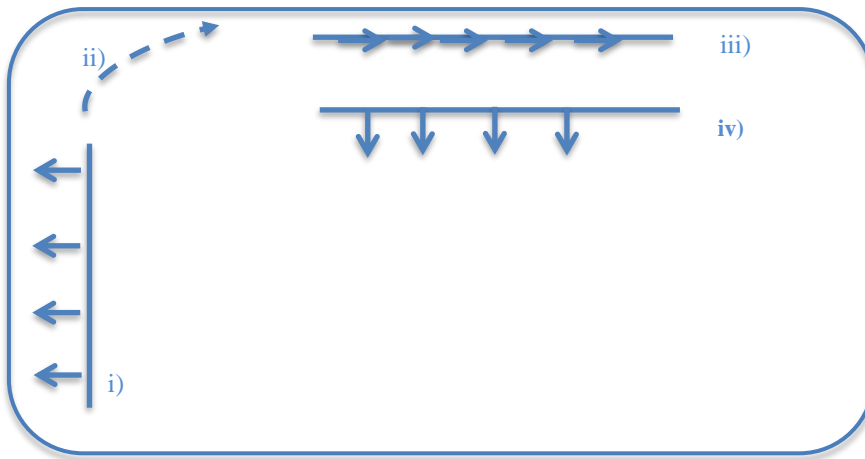
The Line must show the change of axis and not only the Skaters

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

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

Diagram below shows:

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



Release of hold for three (3) seconds (L)

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

- If Skaters choose to turn/rotate: Skaters may turn / rotate using any manner.
 - Skaters must turn/rotate at least 360°
 - Turns/rotations may be on one (1) or two (2) feet
- If Skaters choose to use both forward and backward skating: Skaters must take at least two (2) consecutive foot placements in the new skating direction for the Feature to be counted.
 - If Skaters choose to use both forward and backward skating, skating in each direction should be clearly recognizable

Skaters change places/positions with another Skater (B, C, L, W)

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

All Skaters must participate and change places/positions with another Skater

- The element must continue and be recognizable both before and after the change of place/position
 - Skaters may be joined in pairs or small lines
 - The change of places/position refers to either the line in total and/or the individual Skaters
 - Skaters may circle another Line / Skaters and may end back in the same spot
 - Skaters may use different turns/steps as they change places/positions
 - The shape of the element is permitted to “disappear” during the Feature (i.e.: an incorrect number of Skaters for the level may be visible momentarily in order to encourage creativity)

Block and Line:

- Stopping is permitted: Feature is counted

Circle/Wheel:

- Stopping is not permitted. If the rotation stops for two (2) seconds or more: the Feature is not counted
- C: Weaving is not considered as a change of place/position: Feature is not counted if only weaving
- W: If the change of place/position uses only Skaters within a spoke consisting of an odd number of Skaters (i.e.: 3, 5 or 7): the change of places/position will be counted even if one (1) of the Skaters remains in the same position

Teams competing with less than sixteen (16) Skaters (NOT due to injury, illness etc.)

- Teams with an even number of Skaters must be divided equally as possible: Feature is counted if correctly executed
- Teams with an odd number of Skaters where it is not possible for the Circle or Line to be as even as possible: Feature is counted if all Skaters participate

Examples using a team of 15 Skaters:

- The team should not include only pairs since one (1) Skater will alone and will not participate: 7 pairs + 1 Skater alone: Feature is not counted
- If the team instead uses 6 pairs + a line of three (3) Skaters, then everyone is participating: Feature is counted

TRAVELING ELEMENTS and FEATURES (TC, TW)

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

Travel will be considered ended when:

- There is a change of configuration (NOTE: a change of position is permitted and the shape of the element is permitted to “disappear” during execution of this Feature)
- ¼ of the team or more make any type of error (same or different errors) (listed below) at either the same time or at different times during the travel
- There has been no traveling movement for at least two (2) seconds

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

Travel errors:

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

TW:

- Skaters must always step in the correct direction even if not gliding
- Traveling must be executed using turns/steps and linking steps
- A minimum of two (2) turns/steps must be attempted to reach a higher level than Level 1
- Turns/steps are not required to be on correct edges but must be executed on one (1) foot
 - If two (2) turns/steps are attempted but one (1) or both of the turns/steps is not executed on one (1) foot by ¼ of the team or more, one (1) level lower will be called

NOTE: All travel Features must be executed during the travel

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

The amount of travel will be measured using the center point of the element once the traveling has begun and will stop when the traveling has ended or when the wheel/circle breaks apart to go into the next transition or element (*see above for examples of when travel is considered ended*)

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

Required Rotation of 360°

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

Release of hold for three (3) seconds (TW)

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

- If Skaters choose to turn/rotate during the release of hold: Skaters must turn/rotate at least 360°
 - o Stepping from backwards to forwards is NOT considered a 180° turn/rotation
- If Skaters choose to use both forward and backward skating: Skaters must take at least two (2) consecutive foot placements in the new skating direction for the Feature to be counted
- If a turn/rotation or use of both skating direction is not included, travel extra Feature is not counted
- Feature may be executed together with the two (2) consecutive 360° rotations or as the Skaters/spokes change places/position with another Skater/spoke

Skaters/Spokes change places/positions with another Skater/Spoke (TW)

This Feature may be executed in any manner (stopping is not permitted). Creativity is encouraged

All Skaters must participate and change places/positions with another Skater

- The element must be recognizable and occur before and continue after the change of place/position
 - Skaters may be joined in pairs or small lines
 - The change of places/position refers to either the spoke in total and/or the individual Skaters
 - It is permitted to combine both the change places of Skaters and change position of spokes
 - Skaters may circle another spoke / Skaters and end back in the same spot
- If the rotation/traveling of the wheel stops for two (2) seconds or more: Feature is not counted
- If the change of place/position uses only Skaters within a spoke consisting of an odd number of Skaters (i.e.: 3, 5 or 7): the change of places/position will be counted even if one (1) of the Skaters remains in the same position
- The shape of the element is permitted to “disappear” during the Feature (i.e.: an incorrect number of Skaters for the level may be visible momentarily in order to encourage creativity)

Weaving while traveling (TC)

The team must clearly travel before, during and after the weaving feature is executed – weaving will not be counted if not done during the travel

The weaving must occur at approximately the same time:

All Skaters must change place at approximately the same time while weaving.

- Weaving will be counted in the case when Skaters from the outer circle are just entering their spot, other Skaters are exactly in their spot, and other Skaters could be just exiting from their spot.
- However weaving will not be counted when at least ¼ of the team is outside the circle (have not started the weaving) and the rest of the team inside the circle (completed weaving) or visa versa

Teams with less than sixteen (16) Skaters:

- Weaving is counted with less than sixteen (16) Skaters as long as the two (2) circles are as even as possible AND all Skaters change circles twice

INTERSECTION ELEMENT (with pi)

Back-To-Back Preparation and Approach (I)

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

The hold (any type of hold and changes of hold are also permitted) must be maintained from the end of the preparation phase and throughout the approach phase until the Skaters start to rotate

- If there are two (2) spaces or more without a hold during the end of the preparation and/or during the approach phase (before the rotation of the pi begins): Element is lowered one (1) level

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

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

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: Element is lowered one (1) level if the corridor is too wide

Whip Intersection

During the Preparation/Approach Phase, both lines must maintain and keep a true curved shape (½ circle) until the pivot Skaters in each of the lines are **approximately** back-to-back: Element is lowered one (1) level if not correct shape.

Approximately back-to-back: The lines may begin to straighten just as the pivoting Skaters become back-to-back

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

- If more than the two (2) fast end Skaters of each line intersect at a different time than the rest: Element is lowered one (1) level
- If any other part of the line (i.e. the fast end or middle) intersect before the slow end of the line: Element is lowered one (1) level

Combined Intersection

- If using a Combined Intersection that includes a circle or wheel: the circle/wheel must continually rotate: If the rotation pauses for two (2) seconds or more: Element is lowered one (1) level

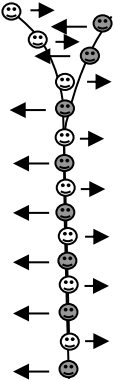
INTERSECTION ELEMENT (without a pi)

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

- The Intersection Element begins once the Skaters begin the Preparation phase of the Intersection.
- All Skaters must pass another Skater during the Intersection Element. There are several different manners in which this can be executed
- Individual Skaters may pass each other simultaneously or separately as long as each Skater is involved in the Intersection
- **Eight (8) pairs of Skaters passing by each other will not be considered as an Intersection Element**
- Weaving during a circle in a circle (opposite or same direction) is not considered an Intersection
- The lines must be as equal as possible: Element level + DED1 is called if lines are not as equal as possible
- The shape of the intersection must be maintained throughout the phases of the intersection However, the shape is permitted to change: i.e. box shape during the entry and triangle shape during the exit
- If using a Combined Intersection that includes a circle or wheel: the circle/wheel must continually rotate: If the rotation pauses for two (2) seconds or more: Element is lowered one (1) level
- The Intersection Element ends after the Exit phase of the intersection and upon the start of the transition into a different Element or transitional Element

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

- All Intersection levels will be called as executed with recognized creative phases + pi no value
- Creative Movements consist of but are not limited to any type of movement: pivoting, lines rotating, pair movements, vault, free skating movements, free skating elements, etc.
- The same fe/fm and/or Creative Movement must not be repeated during any phase of an Intersection in order to be counted
- **For level 1:** At least one (1) of the phases must include either an fe or fm or other creative movement executed by at least ½ of the team
- **For level 2 & 3:** At least two (2) of the phases MUST include either an fe or fm or other creative movement executed by at least ½ of the team
- **For level 3:** the 3rd phase, where a creative movement is also required, there is no minimum number of Skater(s) required to perform a creative movement
- Back-to-back Preparation and Approach or any type of hold before the axis of Intersection is not required
- A rotation executed during any of the four (4) Intersection phases *MAY* be considered as creative IF the rotation has a creative component and does not resemble the usual type of rotation associated with the Intersection + pi
- **NOTE:** a different/unusual arm/hand position will not be considered as creative



- Crossovers or non-rotating linking steps executed at any time (including through a collapsing type of Intersection, etc.) are permitted
- Intersections that have a change of shape; will be counted as a creative movement for the exit phase
- Combined Intersections: if teams choose to use a Combined Intersection, they must meet the requirements for this intersection (number of Skaters in a circle, line and/or wheel) when intersecting at the axis of intersection. Other phases of the intersection are permitted to contain any number of Skaters which are not according to the requirements as long as the shape of an Intersection is maintained
- Pairs may be used during the Intersection without a pi (as long as ALL Skaters are passing by at least one (1) other Skater and there are not eight (8) pairs)
- Syncopated Choreography may be used during the four (4) phases of the Intersection

GROUP LIFT ELEMENT (GL)

GENERAL – GL (with Rotations) and GL (that glides)

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

Each lift will be evaluated separately

For GL (with Rotations) and GL (that glides):

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

For GL with rotations:

- If all supporting Skaters within one (1) Group Lift do not rotate the minimum requirement for that level, that GL will not be counted towards the level

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

Remaining Skaters in a Group Lift (GL) Element

- The remaining Skaters (those who have not participated in any part of a GL) must execute free skating element's (fe's) (may be several different fe's or another GL with less Features)
 - If a Skater(s) has participated in any part of the GL – this Skater(s) is not required to execute a free skating element but may execute an fe or fm
- The fe's / GL executed by the remaining Skaters may be executed in any formation, pairs or as individuals

GL is lowered one (1) level when:

- fe's / GL are not executed at approximately the same time as the group lift(s):
- the remaining Skaters are not permitted to stop or stand still
- Spins are not considered to be stationary if executed by the remaining Skaters and may be included

GROUP LIFT (with Rotations)

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

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

1. Flexible Position

- Flexibility will be counted when the lifted Skater grasps one (1) foot with a backward arch in approximately a semi-circle or full circle: s Example but not limited to: a Biellmann like position
- If the lifted Skater is grabbing the free foot without a minimum of a semi-circle curve of the back: Feature will not be counted as flexible

3. Change of Position of the Lifted Skater

The lifted Skater must rotate a minimum of:

- 180° if using only a horizontal axis (counted only for GL1 or GL2)
- 90° if using a vertical axis
- No specific requirements if using a combination of both horizontal and vertical axis
- The complete change of position of the lifted Skater must occur during the required 180°/360° rotation by the supporting Skaters
- The transition from one position to the other must have a continuous movement
 - o If movement is not continuous: Feature is not counted
- During the transition from one position to the next, the torso of the lifted Skater is permitted to drop below head level of the lifting Skaters. The transition must have a continuous movement
- The lift may rotate more than the 180°/360° to complete the lifted Skaters change of position

To show a clear difference in position the following must be shown:

- at least a 90° vertical/horizontal rotation where the lifted Skaters' torso executes the rotation

Examples:

- a) when the lifted Skater is in a forward split, their torso must rotate 90° vertically to face sideways as they take the side sit split position
- b) when the Skater is laying down horizontally and sits up showing a 90° rotation using their torso

If changing from one (1) flexible position into another flexible position: the lifted Skater may briefly come out of the first flexible position as they continuously move into the second flexible position. The same principle would apply if using two (2) different balancing positions and also if using a flexible position plus a balancing position (or visa versa)

After the change of position has been executed, the lifted Skater(s) may place their arms and legs however they want in order to create an aesthetically pleasing position. If this “new” position is different than the position achieved following the Feature “change of position of the lifted Skater”, there will be no penalty

4. Difficult Entry

Lifted Skater in a difficult fm

Examples of Difficult fm’s

- Supported or unsupported spiral 170°
- Unsupported spiral 135°
- Biellmann

Supporting Skaters in an fm

As soon as the majority of the torso of the lifted Skater is above head level of the supporting Skaters: the fm may end

Pre-group lift, pair lift or vault without a touch down in-between

- The pre-lift/vault or other free skating element executed immediately preceding the group lift will be considered as a difficult entry
 - A touchdown/bounce is NOT permitted in-between the pre-lift/vault or other free skating element and the Group Lift: difficult entry is not counted if there is a touch down/ bounce

Supporting Skaters must approximately fully extend their arms during the pre-group lift - (Consideration must be given for those Skaters with longer arms)

- During the pre-lift the lifted Skater should be elevated then lowered (without touching the ice) before being raised into the position to be counted for the lift
- The pre-lift position of the lifted Skater and the position to be counted for the lift may be the same or different
- Two (2) lifting Skaters, if lifting in what is considered a basic / regular manner will not be considered a difficult entry

5. Difficult Exit:

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

- a cartwheel or somersault type of action executed as the lifted Skater is lowered to the ice: Feature is counted
- from a horizontal position: a minimum of a 270° horizontal revolution (roll) by the lifted Skater out of their lifted position is required to be counted
- a pair lift, where the lifted Skater is lowered below shoulder level and supported by one (1) Skater who glides and rotates at least 360°, before setting the lifted Skater down: Feature is counted
 - o Pair lift must continue to glide as it rotates: DED’s are applied IF Skaters become stationary
- Once the lifted Skater has touched the ice the lift is considered as ended

6. Mirror Image Pattern

ALL lifts must participate in the mirror image pattern: Feature is counted

- Group Lifts from opposite rotational directions must pass each other while rotating: Feature is not counted if not all lifts pass each other completely while rotating
 - Passing while rotating will be accepted as long as part of the rotation is clearly occurring as the Group Lifts pass each other

7. Supporting Skaters

Only a) OR b) will be counted within one (1) GL Element

a) Three (3) or more are approximately in one (1) line

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

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

b) Two (2) supporting Skaters

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

- The support of two (2) Skaters must be held during the required rotation(s) (depending on the level) rotation once the lifted Skater is in their position: Feature will not be counted if held for less than the required degree of rotation
- If more than two (2) supporting Skaters are used during the required rotation, the Feature will not be counted

8. Rotating in both Rotational Directions

- For GL2, 3, 4: Other Feature(s) to be counted must be executed during the 360° rotation

GROUP LIFT (that glides)

GENERAL

- Rotations are not required but are permitted.
- Any gliding time requirements will be counted as a lift rotates

1. Flexible Position

- Flexibility will be counted when the lifted Skater grasps one (1) foot with a backward arch in approximately a semi-circle or full circle: Example but not limited to: a Biellmann like position
- If the lifted Skater is grabbing the free foot without a minimum of a semi-circle curve of the back: Feature will not be counted as flexible.
- Teams are permitted to include more than one (1) flexible position and to change position
- Any Flexible Position must be held for at least three (3) seconds while gliding
 - The three (3) seconds begins once ALL Skaters have attained their position
 - In the case of a change of position – only one (1) of the flexible positions must be held for three (3) seconds (the same position for all GL)

2. Balancing Position

- Any balancing position must be held while gliding for at least three (3) seconds
- The three (3) seconds begins once ALL Skaters have attained their position

3. Change of Position of the Lifted Skater

The lifted Skater must rotate a minimum of:

- 180° if using a horizontal axis (counted only for GL1 or GL2)
- 90° if using a vertical axis
- No specific requirements if using a combination of both horizontal and vertical axis
- The complete change of position of the lifted Skater must occur while gliding for the required (3) three seconds by the supporting Skaters
- The transition from one position to the other must have a continuous movement
 - o If movement is not continuous: Feature is not counted
- During the transition from one position to the next, the torso of the lifted Skater is permitted to drop below head level of the lifting Skaters. The transition must have a continuous movement
- The lift is permitted to glide for more than three (3) seconds in order to complete the lifted Skaters change of position

To show a clear difference in position the following must be shown:

- at least a 90° vertical/horizontal rotation where the lifted Skaters' torso executes the rotation

Examples:

- a) when the lifted Skater is in a forward split, their torso must rotate 90° vertically to face sideways as they take the side sit split position
- b) when the Skater is laying down horizontally and sits up showing a 90° rotation using their torso

If changing from one (1) flexible position into another flexible position: the lifted Skater may briefly come out of the first flexible position as they continuously move into the second flexible position. The same principle would apply if using two (2) different balancing positions and also if using a flexible position plus a balancing position (or visa versa)

After the change of position has been executed, the lifted Skater(s) may place their arms and legs however they want in order to create an aesthetically pleasing position. If this “new” position is different than the position achieved following the Feature “change of position of the lifted Skater”, there will be no penalty

4. Difficult Entry

- must be executed while gliding

Lifted Skater in a difficult fm

Examples of Difficult fm's

- Supported unsupported spiral 170°
- Unsupported spiral 135°
- Biellmann

Supporting Skaters in an fm

- As soon as the majority of the torso of the lifted Skater is above head level of the supporting Skaters the fm may end

Pre-group lift, pair lift or vault without a touch down in-between

- The pre-lift/vault or other free skating element executed immediately preceding the group lift will be considered as a difficult entry
 - A touchdown/bounce is NOT permitted in-between the pre-lift/vault or other free skating element and the Group Lift: difficult entry is not counted if there is a touch down/ bounce
 - Supporting Skaters should approximately fully extend their arms during the pre-group lift
 - During the pre-lift the lifted Skater should be elevated then lowered (without touching the ice) before being raised into the position to be counted for the lift
 - The pre-lift position of the lifted Skater and the position to be counted for the lift may be the same or different
- Two (2) lifting Skaters, if lifting in what is considered a basic / regular manner will not be considered a difficult entry

5. Difficult Exit:

- Must be executed while gliding

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

- a cartwheel or somersault type of action done as the lifted Skater is lowered to the ice: Feature is counted
- from a horizontal position: a minimum of a 270° horizontal revolution (roll) by the lifted Skater out of their lifted position is required to be counted
- a pair lift, where the lifted Skater is lowered below shoulder level and supported by one (1) Skater who glides and is held for at least two (2) seconds, before setting the lifted Skater down: Feature is counted
 - Pair lift must continue to glide: DED's are applied IF Skaters become stationary
 - A rotation is not required for the pair lift but will be permitted. The required two (2) seconds will be counted during a rotation: Feature is counted if done correctly

Once the lifted Skater has touched the ice the lift is considered as ended

6. Supporting Skaters

a) Three (3) or more are approximately in one (1) line

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

- If the supporting Skaters are not approximately in one (1) line for at least three (3) seconds: the Feature will not be counted

b) Two (2) supporting Skaters

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

- The support of two (2) Skaters must be held for at least three (3) seconds while gliding once the lifted Skater is in their position: Feature will not be counted if held for less than three (3) seconds
- If there are more than two (2) supporting Skaters are used during the three (3) seconds while gliding: Feature will not be counted

8. Lifted Skater changes level during the Group Lift

- Must be executed while the supporting Skaters are gliding
- Changing from above shoulder level (resting on shoulders) to above head level will not be considered a change of level
 - Changing from below hip level to above shoulder level will be considered a change of level
 - Changing from ankle level to above hip level will be considered a change of level

NO HOLD ELEMENT

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

Twizzles Series (NHE)

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

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

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

Twizzle errors include:

- Twizzles, two-footed twizzles during the rotations
- Knee action is present during all or part of a twizzle
- Twizzles executed as three turns
- Twizzles executed on the spot

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

Example: The exit of Twizzle #1 is on a RBO edge, followed by three (3) foot placements: LFI, RFI, LFI Three turn

The entry of Twizzle #2 could be on a RBI (the 4th foot placement)

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

Pivoting at least 90° (NHE)

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

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

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

All Skaters must participate and change places/positions with another Skater

- The element must be recognizable and occur before and continue after the change of place/position
- The change of places/position refers to either the line in total and/or the individual Skaters
- Skaters may circle another Line / Skaters and end back in the same spot
- It is permitted to combine both the change places of Skaters and change position of lines
- Skaters may use different turns/steps as they change places/positions
- Stopping is permitted: Feature is counted
- The shape of the Element is permitted to “disappear” during the Feature (i.e.: an incorrect number of

Skaters in the lines may be visible momentarily in order to encourage creativity)

Examples:

- If one (1) line passes thru the other three (3) lines: Feature is counted
- If one (1) line skates around the other three (3) lines: Feature is counted
- If all Skaters change place with another Skater: Feature is counted

Teams competing with less than sixteen (16) Skaters (due to illness, injury, interruption and/or falls)

- If there is an odd number of Skaters in the line(s) of the NHE: Feature is counted even if one (1) of the Skaters remains in the same position

Teams competing with less than sixteen (16) Skaters (NOT due to illness, injury, interruption and/or falls)

- If there is an odd number of Skaters in one (1) line of the NHE: Feature is NOT counted even if one (1) of the Skaters remains in the same position

Extra Features (B, C, L, NHE, W)

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

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

- When including two (2) different extra Features executed at the same time (Example: ½ of the team performs a small hop and the other ½ of the team performs toe steps), this will be counted as two (2) different extra Features from group (ii)
- Two (2) different extra Features executed at the same time from different extra Feature groups will be counted as two (2) different extra Features
 - None of the performed extra Features may be repeated in order to be counted as a second extra Feature from that group
 - Example:
 - Toe steps rotating are considered different from toe steps not rotating
 - A forward spiral is considered to be different from a backward spiral

Body Movement Errors:

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

MOVE ELEMENT (ME) - GENERAL

Each Skater must execute one (1) fm

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

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

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

FEATURES

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

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

In the case of choosing fm's with different time requirements: all fm's must start and/or end at approximately the same time

- fm's are considered to start or end approximately at the same time when the Skaters begin to take OR exit the fm position at the same time. It is acceptable that not all fm's take OR exit the position at exactly the same time since in many cases it takes a different length of times to take or exit a position of for the various fm's
- if the fm's do not start or end at approximately the same time: call the fm level + DED1
- if the fm's are executed completely separately: fm base is called + Feature is not counted

The first fm each Skater performs during the ME will be counted, evaluated and called accordingly (*Subsequent fm's are permitted without penalty but are not counted*)

Example 1:

- Spiral with one (1) change of edge (fm#1) + Spiral without a change of edge (fm#2): Both start approximately at the same time and the Skaters executing fm#2 finish earlier, but then these Skaters execute another different fm from any level: the first fm's executed at the same time will be counted and there is no penalty or reward for an additional fm

Example 2:

- There are three (3) different fm's executed at approximately the same time: Spiral with one (1) change of edge (fm#2) + Spiral without a change of edge (fm#2) + Spiral with one (1) change of edge and a change of position (fm #3)
- fm#1 + fm #2 begin approximately at the same time, and the Skaters executing fm#2 finish earlier: the Skaters executing fm #3 begin the fm later than fm1 and fm2 but ends at the same time as fm1: This is permitted

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

Change of position is not counted:

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

NOTE: After the Skaters establish their own track/curve, there is a moment when the Skaters will be on the same part of the curve/track. The length of time that the skaters are on the same curve/track depends on the size of the curve.

- The technical panel does not consider or evaluate the amount of time that the Skaters are on the same curve/track
- The technical panel must watch and confirm that the Skaters establish their own pattern/track before and after the change of position.

Any listed fm may be used during this Feature (both SP and FS)

IF a team chooses to execute the change of position following an fm with one (1) change of edge, the team is permitted to execute a second change of edge and then the change of position. The change of position will be counted if executed correctly

- It is permitted to use two (2) or more different fm's to execute the Feature

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

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

PAIR ELEMENT

GENERAL

The pair spin or pair pivot may be selected

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

Teams Competing with less than sixteen (16) Skaters (*due to injury, illness, interruption and/or falls*)

- If resulting in an odd number of Skaters with one (1) Skater without a partner: Element is counted as long as the remaining solo Skater executes one or the other part of the Pair Element: Element is called without penalty (Rule 990 para 3. g))
- If there was no attempt to rotate and/or take the position by one (1) solo Skater OR one (1) pair: call level base

Teams Competing with less than sixteen (16) (*NOT due to injury, illness, interruption and/or falls*) resulting in an odd number of Skaters with one (1) Skater without a partner and will be called as follows

- Seven (7) Pairs + one (1) Skater attempting part of the Pair Element: will be counted as one (1) pair making an error
- Eight (8) Pairs when one (1) pair does not take their spin/pivot position(s) AND rotates 360°: will be counted as one (1) pair making an error
- If there was no attempt to rotate and/or take the position by one (1) solo Skater OR one (1) pair: call level base

PAIR PIVOT

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

- For Spirals and Death Spirals: The supported Skater must clearly be on one (1) foot as they begin to take their position AND must clearly be on one (1) foot as they exit their position
 - Spiral: the free leg of the supported is lowered
 - Death Spiral: supported Skater becomes upright
- Once the supported Skater becomes upright they are permitted to change feet in order to push out of the pivot

Death Spiral

- The lower Skaters' head must be held at least at knee level of the supporting Skater or lower for 360°

PAIR SPIN

All Skaters must rotate at least the required number of revolutions once each Skater attains their position(s)

- Camel positions: free leg, including the free foot and knee, must be at least hip level or higher
- Sit position: supporting leg must be bent to at least 90°. The thigh of the skating foot must be parallel to the ice surface
 - Entry and exit of the spin must be on one (1) foot, respective to the requirements of the level

Pair Pivot and Pair Spin Errors

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

Pair Spin: Skaters do not attain or hold the correct position for at least the required number of revolutions

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

Fall in a pair (either by one (1) or both Skaters) will be considered as one (1) error by a pair +DED for the fall(s)

SYNCHRONIZED SPIN ELEMENT (Sp)

Variations of an upright spin are permitted

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

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

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

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

If ¼ of the team or more revolve less than three (3) revolutions, Spin is called: no value

1. Entry

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

2. Rise Up from the Knee

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

3. Rotation

- Not counted when four (4) or more Skaters are not rotating in unison for at least three (3) revolutions (90° or more difference compared to the rest of the team)

4. Exit

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

ADDITIONAL FEATURES

STEP SEQUENCE (s)

Step sequences must be completed and fulfill the basic requirements to be called

- All steps and turns must be skated on distinct, recognizable correct edges and lobes
- Turn(s)/step(s) with an error (same or different) executed by ¼ of the team or more will not be counted towards the level

Visible Errors for Turns/Steps:

- A two-footed entry or exit of a turn/step
- A turn/step executed on the spot
- A turn/step that is jumped
- The entry and/or exit of a turn/step is executed on a straight line (is flat)
- Turns/steps that are not clearly on the correct entry or exit edge
- A turn/step not attempted (not due to a fall)

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

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

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

Series/Combination of Difficult Turns

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

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

For the two (2) series/combination of two (2) or three (3) different types of difficult turns:

- The exact same series is not permitted to be repeated on the opposite foot
- The same turn(s) may be used but must be executed in either a different order or starting on a different edge or in the different skating direction than in the first series

In a series / combination of two (2) different types of difficult turns:

- if there is one (1) turn with a visible error made by ¼ of the team or more: the series will not be counted

In a series / combination of three (3) different types of difficult turns:

- if there is one (1) turn with a visible error made by ¼ of the team or more: a series of two (2) turns will be counted no matter which turn has been incorrectly executed
- if there are two (2) turns with a visible error made by ¼ of the team or more: the series will not be counted

FREE SKATING MOVES (fm)

Free Skating Moves must be executed approximately within ½ of the ice surface (or comparable distance) from each other: lower fm one (1) level if all fm's are not within approximately ½ of the ice surface from each other
When changing from clockwise to anti-clockwise directions (or vice versa) additional steps, turn(s) or linking steps are NOT permitted other than those required to quickly change the direction (may be executed using either one (1) foot or two (2) feet) for the following fm's:

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

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

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

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

- Visible errors: fm position is not correct, fm that is not executed on a clear lobe/edge for a minimum of three (3) seconds, fm that is not held in the correct position for a minimum of three (3) seconds, if choosing an fm with change of position or edge/direction then each position and/or edge/direction must be held for at least two (2) seconds
- Each type of visible error will be penalized only once during a fm
- The fm will be lowered one (1) level at a time until reaching Level Base

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

NOTE: The following reduction will **only** be utilized when there have been no other reductions applied:

If there is a 1/4 of the team or more making an error (any type of error): lower fm one (1) level

For Example:

- If using different fm's:
 - there could be a total of nine (9) Skaters making errors within each different fm's (i.e.: three (3) position, three (3) edge and three (3) time): if no other reduction has been made lower fm one (1) level
 - there could be four (4) Skaters making errors within different fm's (i.e. one (1) position, one (1) edge, two (2) time): if no other reduction has been made lower fm one (1) level

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

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

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

Any listed fm in Communication 2091 is considered a **different type of fm** than the other fm's in the list

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

Examples of **different fm's**:

- A forward inside spiral is considered as different than a forward outside spiral
- A backward spiral is considered as different than a forward spiral
- Teams are permitted to execute an fm with two (2) changes of edge: Errors made on any edge will reduce the level of the fm. The technical panel will stop evaluating the spiral with two (2) changes of edge on the last edge

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

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

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

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

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

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

Spiral 170°

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

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

POINT OF INTERSECTION (pi)

A pi will be reduced by one (1) level IF a rotation has a visible error (same type) made by ¼ of the team or more Skaters until reaching piB

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

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

- A rotation not attempted by one (1) Skater: pi is counted + DED1
- A rotation not attempted by two (2) Skaters: pi is called one (1) level lower
- A rotation not attempted by three (3) Skaters: pi is called one (1) level lower + DED1
- A rotation not attempted by ¼ of the team or more: pi base is called
- If a pi rotation has NOT been attempted by the whole team: pi with no value will be called

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

If the pi rotation is completed or does not begin before the Skaters have passed through the point of intersection by ¼ of the team or more: pi base will be called (*except collapsing – see below*)

Angled Intersection

The pi rotation(s) must continuously move towards the axis of intersection

- The width of the corridor must gradually decrease from the moment the lines begin to overlap and as Skaters approach and go thru the pi at the axis of intersection

One (1) level lower will be called:

- If the pi Rotation does not begin, at the latest, when the lines begin to overlap
- If there is not a gradual decrease of the width of the corridor from the moment the lines begin to overlap until going through the pi at the axis of intersection
- Not all rotations are executed in the same rotational direction (error by ¼ of the team or more)

Collapsing Intersection

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

Whip Intersection

- All rotations must be in the same rotational direction as the line skates during the approach phase: Lower pi one (1) level if not in the same rotational direction
- IF the pi rotation is completed or does not begin before the Skaters have passed through the point of intersection by ¼ of the team or more: pi base will be called (*see figure at the side*)

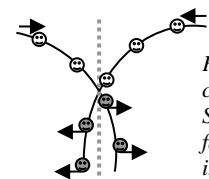


Figure: piB will be called. The four (4) Skaters (grey faces) have intersected but have not started the rotation

NON-PERMITTED and ILLEGAL Elements, Features, Additional Features

If there is an illegal Element, Feature or Additional Feature, Element is called as level base + Additional Feature no value + DED4 (illegal)

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

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

For Teams Competing With Less Than Sixteen (16) Skaters (NOT due to illness, injury, interruption and/or falls)

Rotating or Traveling Element (Circle):

Two (2) circle configurations must have the following number of Skaters:

- 15 Skaters: 8, 7
- 14 Skaters: 7, 7
- 13 Skaters: 7, 6
- 12 Skaters: 6, 6
- 11 Skaters: 6,5 (Level 2 would be the highest call – must have six (6) Skaters in a circle for Level 3 & 4)
- 10 Skaters: 5, 5 (Level 2 would be the highest call)
- 9 Skaters: 5, 4 (Level 2 would be the highest call)
- 8 Skaters: 4, 4 (Level 2 would be the highest call)

Three (3) circle configurations must have the following number of Skaters:

- 15 Skaters: 5, 5, 5
- 14 Skaters: 5, 5, 4
- 13 Skaters: 5, 4, 4
- 12 Skaters: 4, 4, 4
- 11 Skaters: 4, 4, 3 (no value: must have at least four (4) Skaters in a circle)

Rotating / Traveling Element (Wheel): must have at least two (2) spokes with at least three (3) Skaters in each to be counted

4-spoke must have the following number of Skaters

- 15 Skaters: 4, 4, 4, 3
- 14 Skaters: 4, 4, 3, 3
- 13 Skaters: 4, 3, 3, 3
- 12 Skaters: 3, 3, 3, 3
- 11 Skaters: no value (must have at least three (3) Skaters in a spoke)

3-spoke must have the following number of Skaters

- 15 Skaters: 5, 5, 5
- 14 Skaters: 5, 5, 4
- 13 Skaters: 5, 4, 4
- 12 Skaters: 4, 4, 4
- 11 Skaters: 4, 4, 3 (Level 2 would be the highest call – must have four (4) Skaters in a spoke for Level 3 & 4)
- 10 Skaters: 4, 3, 3 (Level 2 would be the highest call)
- 9 Skaters: 3, 3, 3 (Level 2 would be the highest call)
- 8 Skaters: no value (must have at least three (3) Skaters in a spoke)

2-spoke must have the following number of Skaters

- 15 Skaters: 8, 7
- 14 Skaters: 7, 7
- 13 Skaters: 7, 6
- 12 Skaters: 6, 6
- 11 Skaters: 6, 5
- 10 Skaters: 5, 5
- 9 Skaters: 5, 4
- 8 Skaters: 4, 4

Line or Pivoting Element (Line)

Two (2) Lines must have the following number of Skaters

- 15 Skaters: 8, 7
- 14 Skaters: 7, 7
- 13 Skaters: 7, 6
- 12 Skaters: 6, 6
- 11 Skaters: 6, 5
- 10 Skaters: 5, 5
- 9 Skaters: 5, 4
- 8 Skaters: 4, 4

NHE

Must have no less than three (3) lines and a minimum of two (2) Skaters in a line

NHE in a closed block configuration consisting of four (4) lines (for teams of 12-15 Skaters) OR three (3) lines (for teams of 8-11 Skaters) in any order and on any axis

- 15 Skaters: 4, 4, 4, 3
- 14 Skaters: 4, 4, 3, 3
- 13 Skaters: 4, 3, 3, 3
- 12 Skaters: 3, 3, 3, 3
- 11 Skaters: 4, 4, 3
- 10 Skaters: 4, 3, 3
- 9 Skaters: 3, 3, 3
- 8 Skaters: 3, 3, 2