Handbook
for Technical Panels

Synchronized Skating

Season 2022 - 2023
Revised Nov. 2022

Number of Skaters skating on a Team	Number of Skaters needed to count the error (¼ of the Team making an error)	For Teams required to be comprised of certain number of Skaters according to the Category and Competitions and compete with less Skaters (Advanced Novice, Junior, Senior, Senior Elite 12)
16 Skaters	4 Skaters making an error	The Technical Panel will determine the level of the Element as skated then lower the Element one level
15 Skaters	3 Skaters making an error	**Exception:** for the Creative and Mixed Elements there will be no penalty
14 Skaters	3 Skaters making an error	**Referee must inform Technical Controller when Teams are competing with less Skaters than required/intended**
13 Skaters	3 Skaters making an error	**For International Competitions:**
12 Skaters	3 Skaters making an error	- If the TP has not been informed that a Team is competing with less than the intended number of Skater(s),
11 Skaters	2 Skaters making an error	the TP will apply the penalties accordingly.
10 Skaters	2 Skaters making an error	- If a Team is competing with less than the required number of Skaters. The TP will apply the penalties accordingly
9 Skaters	2 Skaters making an error	- **For Championships:**
8 Skaters	2 Skaters making an error	- If a Team is competing with less than the required number of Skaters. The TP will apply the penalties accordingly

PRINCIPLES OF CALLING

BASIC REQUIREMENTS for ELEMENTS

Scenario	Call	Notes/Examples
If the Basic Requirements listed and the WBP requirements for each Element are not met (not due to a fall, illness, or interruption) **Exception:** - Pa: All pairs must perform the same movement at the same time	Element is called no value Element is lowered one level	- Even when the Basic Requirement is not met by one Skater or more - Creative Element: if there are remaining Skaters Element is called No Value

DIFFICULTY GROUP (Chart)

If the Difficulty level requirements are not met (not due to a fall, illness, or interruption) (See Element Charts AND in specific Element descriptions	Level is called when meeting the requirements listed in the Element Chart	Example: - GL that does not rotate 360º cannot be called as GL4 - PB4 must pivot 90º before and after the pivot point changes ends

GENERAL ELEMENT REQUIREMENTS

If the General Element Requirements listed for each Element are not met by ¼ of the Team or more (not due to a fall, illness, or interruption) **Exceptions:** - Creative and Mixed Element: Stopping is not permitted (Choreographed) during any part of the Element - If the Element is the last Element in the program and the Skaters stop in the Element shape	Lower Element one level for each requirement not met. Base is the lowest call Element is called No Value Element is called without penalty	Includes Specific Intersection Requirements

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SPECIFIC ELEMENT REQUIREMENTS

CHOREOGRAPHIC REQUIREMENTS

A choreographic error is called when a timing requirement has not been choregraphed correctly
Example: Call "choreo error" if a requirement such as weaving which must occur at the same time and is not executed at the same time due to a choreography error.
The choreographic error is not called for errors in unison or poor execution

If an Element, Feature or Additional Feature has a timing requirement and the timing is incorrect	Call the Element, Feature or Additional Feature + "choreo error" (!)	Example: Syncopated turns and/or steps executed during a Step Sequence

ICE COVERAGE RESTRICTIONS / REQUIREMENTS

If Skaters do not remain within 30m of each other	Call the Element + DED3	- The preparation may use more than the 30m - Measurement – using the length of the ice - If the distance is not clear then decide in favor of the Team and a DED3 is NOT called

GENERAL FEATURE REQUIREMENTS

If the General Feature and Specific Feature requirements listed for each Element are not met by ¼ of the Team or more (not due to a fall, illness, or interruption)	Feature is not counted	
If All, ½ or ¼ of the Team are required to participate and execute a Feature and the number of Skaters is incorrect (not due to a fall, illness, or interruption)	Feature is not counted	For example: Artistic Element - When ½ of the Team must Pivot, but less than ½ of the Team is participating
If a Feature is repeated in an Element	The first (1st) correctly executed Feature will be counted for the level	Feature is counted once per Element
If a Feature is correctly executed but was repeated with one being more difficult than the other	The most difficult and correctly executed Feature will be counted for the level	Feature is counted once per Element
If two or more Features are executed at the same time and is not permitted as written in the Communication	Only one of the Features will be counted if clearly and correctly executed	If two or more Features are executed at the same time and are not permitted as in the Communication
If an Element shape is permitted to disappear during a Feature	Feature is counted	
Turns required in Features must be recognizable	Feature is counted	Turns must be done on one foot. Maintaining the correct entry edge or exit edge is not required

GENERAL ADDITIONAL FEATURE REQUIREMENTS (Point of Intersection and Step Sequence)

If the basic requirements for an Additional Feature are not met/attempted (not due to a fall, illness, or interruption)	Additional Feature is called no value	Even when the Basic Requirement is not met by one Skater or more
If the Difficulty level requirements are not met (as in the Additional Feature Chart and in Additional Feature General and Specific Descriptions)	Additional Feature is called according to the requirements listed in the Chart	
If an Additional Feature is repeated within an Element	The first (1st) correctly executed Additional Feature will be counted for the level	Additional Feature is counted once per Element

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SPECIFIC ADDITIONAL FEATURE REQUIREMENTS – see Errors for Turns/Step and Point of Intersection for details		
SHORT PROGRAM (SP)		
If un-prescribed or additional Elements or a repetition of Elements are included/executed	DED3 will be called	See Rule 991 para 3.
Short Program Senior Elite 12: Different Configuration Feature is permitted	Different Configuration Feature will not be counted towards the level	Teams may begin or end the Element in a Different Configuration if all other Features to be counted are executed in the Three Spoke
FALLS		
If a Fall is identified within an Element	Call the Element level + Additional Feature (i*f required*) + Fall + DED	A DED is called for each Skater that Falls. The Element is evaluated using the remaining Skaters who were not affected by the Fall
DED 4 – ILLEGAL ELEMENTS / FEATURES / ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior/Senior Elite 12 SP & Novice FS)		
If the Illegal Movement is an Element	Element is called no value + DED4	
If the Illegal Movement is included in the Feature	Element is called + Feature is not counted + DED4	
If the Illegal Movement is included in the Additional Feature	Element is called + Additional Feature is called no value + DED4	
If there is an Illegal Movement included during a Connection	DED4	

Errors for Required Turns / Loops / Twizzles that must be correctly executed in ELEMENT (PB) AND ADDITIONAL FEATURE		
ELEMENT: If ¼ of the Team or more execute the same type of error(s) (not due to a fall) **ADDITIONAL FEATURE (s):** If ¼ of the Team or more execute the same OR different type of error(s) (not due to a fall) **Types of Errors for one-foot or two-foot Turns, loop or twizzle** - A two-footed entry or exit (except Twizzles) - Free foot touches down - Knee action (three turns) during all or part of a twizzle - Executed on the spot (twizzles for at least 360⁰ rotation) - Jumped - Entry and/or exit is executed on a straight line (flat) (except Twizzles) - Skidded, when the blade moves over the ice sideways, except Twizzles - Not attempted - Not the same type at the same time	**ELEMENT:** - each turns/step will not be counted if ¼ of the Team or more make the same type of errors **ADDITIONAL FEATURES:** Each turns/step will not be counted if ¼ of the Team or more make the same type of error(s) **OR** Each Turns/step will not be counted if multiple errors made by ¼ of the Team or more **Exception:** Twizzle Element – twizzle Errors (lower Element one level)	- Twizzles may have a two-footed entry and/or exit - Scratched and/or Turns with shallow lobes are counted towards the level - The reduction for multiple errors will only be utilized once when there have been no other reduction(s).

CREATIVE ELEMENT (Cr)

Scenario	Call	Notes/Examples
If the Team executes an Un-sustained Pair or Group Lift	Element is called NV	Stationary Group Lifts, Gliding and Rotational Lifts will be acceptable
If a lift(s) is attempted but the Skaters do not complete the lift	Confirm	

GROUP LIFT (GL) HOW TO CALL THE GL - Downgrading Group Lift Element

- First, evaluate the level of the Group Lifts by counting the number of correctly executed Features
  - Features are not counted if errors are made by ¼ of the Team or more
- A downgrade will be applied for various types of lifted Skater position errors
  - Each lifted Skater will be evaluated separately
  - A downgrade will be applied for each error per lifted Skater

Errors are divided into two Groups:
1. **Minor Errors**
   - Lifted Skater does not meet the requirements for a type of position (Difficult or Simple)
   - Lifted Skater does not maintain their position (difficult or simple) during Features
2. **Serious Errors**
   - Collapsing GL - collapse occurs after the lifted Skater achieve their first position into the air
   - Lift position not attained - lifting was attempted but the lifted Skater fails to achieve their first position

Serious and Minor Errors are cumulative
All types of errors will be added together to determine the penalty as outlined below
- Types of Errors may be the same or different and may be in the same or different Groups Lifts

if one minor error	Element is downgraded once (<)	
if two minor errors (same error in different GL, different errors in the same GL or different GL)	Element is downgraded twice (<<)	
if three minor errors (same error in different GL, different errors in the same GL or different GL)	Element is lowered one level	
if one serious error	Element is lowered one level	GLB is the lowest level if all Skaters attempt a GL
if one serious error occurs + one minor error also occurs	Element is lowered one level + downgraded once (<)	
i.e.: if one serious error occurs + two minor errors also occur	Element is lowered one level + downgraded twice (<<)	
Failure to lift due to a Fall (either in the connection before the Groups form or after the Group has formed)	Call Element as executed + Fall Call the Fall where it occurs - either in the Connection or the Element	Evaluate the remaining GL(s) not affected by the Fall
Failure to lift not due to a Fall	Call Element NV	Even if one GL makes the error

FEATURE NOTES – GL

Change of Position
The lifted Skater may move through other positions during the Feature before achieving the 2nd position
For GL3 and GL4 - A Simple position is permitted during the pre-lift before achieving the main lift position which must be a Difficult position

Difficult Entry
There is no time requirement for holding the required fixed position for a pre-group lift. The fixed position must be recognized

Mirror Image Pattern
At minimum, part of the rotation must occur as the Group Lifts pass

INTERSECTION ELEMENT (I)

Scenario	Call	Notes/Examples
Types of Errors for back-to back requirements, if a ¼ of the Team or more make the **same** type of error(s) (not due to a fall) - Skaters do not have a hold or have not maintained their hold during the approach phase once the shape of the Intersection is recognized (Exception: when Entry Variation Feature OR backward 360º rotations are included) - Skaters do not have a hold before starting the pi rotation - Skaters do not pivot a minimum of 90º if using an optional backward pivoting entry (box or triangle) - Skaters do not keep their shoulders parallel to the axis of intersection, during the approach phase, before backward 360º/720º rotations and/or pi rotation(s) begin - Any forward rotations or forward step(s) executed without a connected hold during the approach phase - Any backward rotation that is not continuous/pauses during the approach phase - Forward pushes within a continuous backward 360º/720º rotation during the approach phase	Element is lowered one level for each type of error The lowest call will be Base	**Exception:** Level 1 does not require all Skaters to be back-to-back during the approach

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GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF INTERSECTION

Scenario	Call	Notes/Examples

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

ADDITIONAL FEATURE REQUIREMENTS FOR VARIOUS TYPES OF INTERSECTIONS		
Scenario	**Call**	**Notes/Examples**
For pi1, pi2, pi3 & pi4: If all Skaters complete the pi rotations before and/or after the axis of intersection	piB is called if all Skaters attempt a pi rotation	
Collapsing Intersection		
All levels: If the first pi rotation ends before the corners intersect by more than ¼ of the Team and the second pi rotation is executed correctly	Lower pi one level	
If more than two separate rotations are included at the pi **Example: For pi2, pi3 & pi4:** If the first two pi rotations are correctly executed but there is an additional pi rotation at the end to complete intersecting	Lower pi one level	Maximum of two separate rotations are permitted
For pi2, pi3 & pi4: If the first pi rotation is correctly executed but the second pi rotation begins backwards and ends forwards	Lower pi one level	
If the 2nd backward pi rotation finishes backward inside the box/triangle and the Team skates' forwards until exiting the intersection	pi is lowered one level for each error (same type)	- If executing a backward pi rotation that ends backwards, then Skaters must continue skating backwards - If executing a forward pi rotation that ends forwards, then Skaters may continue to skate forwards, OR must pause after the forward pi IF turning to skate backwards to complete the element.
Whip Intersection		
If the pi rotates more than the permitted degrees of rotation as required for any pi level	Lower pi one level	
Angled Intersection:		
If the pi rotations do not start before (or at the latest) when the Lines start to overlap	Lower pi one level	
If a Team exceeds the maximum number of rotations before the last rotation	Lower pi one level	

MOVE ELEMENT (ME) HOW TO CALL THE ME - Downgrading Move Element

The first fm executed by each Skater is evaluated, in the case Skaters perform a second fm
The fm starts to be evaluated once a fixed position of all Skaters (in their respective fm) has been attained

- Start to evaluate the level of the ME - based on the type of fm executed (see bullet points just below) + the number of correctly executed Features
    - o All Skaters start the fm in a difficult fm position. (Even if less than ¼ of the Team are not in a difficult fm position)
    - o OR at least ½ of the Team starts the fm in a difficult position.
    - o OR All Skaters start the fm in a simple position to start at ME2
- A downgrade will be applied to the ME for various Types of fm Errors

Types of fm Errors

1. Correct fm position not held for at least three seconds if executing an fm using one edge
OR
Two seconds in each position if executing an fm with a change of fm position
OR
Two seconds on each edge/rotational direction if executing an fm with a change of edge or change of rotational direction

2. fm is not skated on an edge/lobe for at least three seconds if executing an fm using one edge
OR
Two seconds in each position if executing an fm with a change of fm position
OR
Two seconds on each edge/rotational direction if executing an fm with a change of edge or change of rotational direction

3. If there are more than the necessary turns/edges used (i.e., crossovers or extra pushes) to quickly change from clockwise to anti-clockwise direction (or vice versa)
- For a Spread Eagle or Ina Bauer executed in both a clockwise and anti-clockwise direction (or vice versa)
- For an Outside Spread Eagle + Outside Ina Bauer combination with one in a clockwise and the other in an anti-clockwise direction

Errors are cumulative – IF there are different types of errors, they will be added together to determine the penalty
The same fm error must be made by at least ¼ of the Team or more before a downgrade can be applied

Scenario	Call	Notes/Examples
If one type of fm error is made	Element is downgraded once (<)	MEB is the lowest level if all
If two types of fm errors are made	Element is downgraded twice (<<)	Skaters attempt an fm
If three types of fm errors are made	Element is lowered one level	
FEATURE NOTES - ME		
Intersecting and/or Passing Through – if using an fm with a change of edge, the timing of the change of edge is permitted while intersecting and/or Passing Through		

NO HOLD ELEMENT (NHE)		
Scenario	**Call**	**Notes/Examples**
SHORT PROGRAM		
Senior Elite 12 & Senior: Step Sequence, Additional Feature, ONLY will be counted	NHEB + s level is called	
Junior: Features ONLY will be counted	NHE level + sB is called	
FREE SKATING		
Senior Elite 12 & Senior: Features ONLY will be counted	NHE level + sB is called	
Junior: Step Sequence, Additional Feature, ONLY will be counted	NHEB + s level is called	
FEATURE NOTES - NHE		
Pivoting - Measurement starts when the block begins pivoting & ends when the block has stopped pivoting for two seconds or more, or changed configuration or rotational direction		

PAIR ELEMENT (Pa)		
The degree of pivoting starts to be counted once the pivoting begins and a fixed position of all supported Skaters has been attained		
PAIR REQUIREMENTS		
- If there is a solo Skater who is NOT executing part of the Pa at the same time (NOT due to a fall, illness, or interruption or a Team with an odd number of Skaters) - If a Supported Skater is not clearly on one foot during the entry or exit - If the knee/hand of the supported Skater touches the ice as they are exiting the death spiral position, and IF NOT considered a Fall - If a Skater, in a fixed Death Spiral position, is not gliding on their blade for the required number of rotations, i.e. his/her blade is coming off from the ice surface or he/she is gliding on a boot instead of the blade - If a Skater, in a fixed Death Spiral position, does not maintain the **correct position** for the required number of rotations	No value (basic requirement) - Counted as one pair making an error	**Example:** if a Team is competing with 13 Skaters there will not be a penalty if there is a solo Skater but the Skater must attempt one part of the Pa. **Correct Position:** The Supported Skaters' body and head must be held close to the ice surface, with the head at knee level or lower when compared to the Supporting Skater
Errors are cumulative – IF there are different types of errors, they will be added together to determine the penalty **The same error must be made by at least ¼ of the Team (2 Pairs) or more before a penalty can be applied**		
Number of Errors for a Team comprised of and competing with 14 to 16 Skaters		
If two or three pairs make an error	Element is lowered one level	
If four or five pairs make an error	Element is lowered two levels	
If six pairs make an error	Element is lowered three levels	
If all pairs make an error	PaB is called	
Number of Errors for a Team comprised of and competing with 11 to 13 Skaters		
If two pairs make an error	Element is lowered one level	
If three pairs make an error	Element is lowered two levels	
If four pairs make an error	Element is lowered three levels	
If all pairs make an error	PaB is called	

PIVOTING ELEMENTS (PB and PL)		
Scenario	**Call**	**Notes/Examples**
If ¼ of the Team or more are not attached during the majority of the Pivoting Element	Element is called no value	Majority of the Pivoting Element = the greater part of the Element except when a release of hold is necessary to execute a turn or a step
GENERAL PIVOTING REQUIREMENTS		
Pivoting Errors (Block) If at least ¼ of the Team or more have done the following - Stopped pivoting for two seconds or more - Changed configuration - Changed rotational direction	Pivoting is considered as ended Call the level accordingly before pivoting ended	Count the correctly executed turns/steps, linking steps, that occurred before pivoting has ended
Pivoting Errors (Line) If at least ¼ of the Team or more have done the following - Stopped or become Stationary (Slow End Skaters) - Stopped pivoting for two seconds or more - Changed rotational direction		
CHANGE OF PIVOT POINT MEASUREMENT - BLOCK		
For PB2 - **Before pivot point changes ends** – begins with the entry edge of the first required turn, once Skaters establish their own track, and continues until the pivot point has changed ends - **After pivot point changes ends** – begins once Skaters establish their own track and ends when the Block stops pivoting		
For PB3 & PB4 - **Before pivot point changes ends –** begins with the entry edge of the first required turn, once Skaters establish their own track, and continues until the pivot point has changed ends - **After pivot point changes ends –** begins once Skaters establish their own track and ends at the completion of the exit edge of the last required turn		
CHANGE OF PIVOT POINT MEASUREMENT - LINE		
For PL2 - **Before pivot point changes ends** – begins with the entry edge of the first required turn, once Skaters establish their own track, and continues until the pivot point has changed ends - **After pivot point changes ends** – begins once Skaters establish their own track and ends when the line(s) stops pivoting		
For PL3 & PL4 - **Before pivot point changes ends** – begins with the entry edge of the first required turn, once Skaters establish their own track, and continues until the pivot point has changed ends - **After pivot point changes ends** – begins once Skaters establish their own track and ends at the completion of the exit edge of the last required turn		
If the change of pivot point is executed on a Circular/looped Pattern where the Skaters cross their own track	Feature is not counted PB1/PL1 is the highest call	Change of pivot point will not be counted regardless of the number of degrees executed before and after

SPIN ELEMENT (SySp)		
FEATURE NOTES		
Same Spin All Spins must be the same "type" of Spin, including the entry, spinning position(s) and the exit. If using the Pair Spin, the two Skaters in a pair may each execute a different spin position as long as all pairs are the same.		

TRAVELING ELEMENT (TrE)		
Scenario	**Call**	**Notes**
GENERAL TRAVELLING REQUIREMENTS		
When travel has been interrupted (by at least ¼ of the Team or more) - Element has stopped traveling for two seconds or more - Skaters have stopped or become Stationary for two seconds or more - Element has stopped rotating for two seconds or more	Travel is considered as ended Call the level accordingly before travel ended	Once travel has ended, no other correctly executed Feature may be counted towards the level
FEATURE NOTES - TrE		
Change of Relative Position - There may be two separate circles or two separate wheels or a combination of a circle and a wheel		
Different Element Shape (Circle/Wheel) - All Skaters must start in the same Element shape and change into a different shape		
Interlocking - Circles/Wheels are permitted to be interlocked as travel begins and will be counted if ½ of the Skaters / all spokes eventually interlock		

TWIZZLE ELEMENT (TwE)		
A maximum of four-foot placements are permitted in-between each of the twizzles - When Skaters are standing on two feet (not counting the exit of a twizzle) it will be considered as one foot placement - For each of the foot placements permitted in-between twizzles, there is no limit on the number of turns or movements performed on one foot		
Twizzle errors: The **same** type of error executed by a total of ¼ of the Team or more in either twizzle) (not due to a fall) - Touch down during the rotations (not including the entry/exit) - Knee action (three turns) is present during all or part of a twizzle - At least 360º rotation of a twizzle is executed on the same spot - Twizzle not attempted - Not the same type of twizzle executed at the same time	Element is lowered one level for each type of twizzle error TEB will be the lowest level called	- Each error is penalized once when a total of ¼ of the Team or more make the same type of error in the first twizzle AND the same type of error in the second twizzle - Twizzle Errors are call separately regardless of the number of Features correctly executed. Twizzles are permitted to have a two-foot entry and/or exit
FEATURE NOTES - TwE		
A Third Twizzle If an Error (one from the above list) is executed by ¼ of the Team or more in the third Twizzle, the Feature (third Twizzle) will not be counted		

NOTES on other FEATURES

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

- The Change of Position refers to either the movement of a line/spoke changing position OR the movement of individual Skaters within the same line/spoke who are changing position while remaining in the same shape and configuration
    - Lines may change position with the other lines or spokes
    - Skaters/pairs within a line may change position with each other as long as all Skaters/pairs have changed their position and remained in the same line
    - A combination of the above two examples may be executed together
- If there are an odd number of Skaters within the line then it is permitted for some Skaters to be in the same place/position after the Change of Position has been completed

Circular Pattern (B)

- The lines of the block may not become more than 45⁰ perpendicular to the circular pattern

Different Configuration (AE, B, C, L, W, HHE, TrE, TwE)

- The Feature is permitted to be executed in any manner
- Skaters must move from their original place to form the new configuration
- Other Features may be included in either the first or second configuration

For the Block

    - A block that only pivots in order to show a different number of lines will not meet the requirements for this Feature

Jump and/or Throw Jumps (B, C, L, W) / Jump or Dance Jump (Pa, ME, TwE) / Jump (NHE)

- A recognizable jump (see definitions) – rotation may be cheated, may take-off / land on two feet
- A slight pause is permitted upon landing the Jump or Dance Jump, before starting the Pa, fm or Twizzle

Release of Holds (L, W)

- Stepping from backwards to forwards is NOT considered a 180⁰ turn/rotation

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