

**Handbook  
for Technical Panels**

**Synchronized Skating**

**Season 2025/26**

## CALLING PROCEDURES

### DURING PRACTICES & OFFICIAL PRACTICES

To avoid any bias there must be no discussion regarding levels or the quality of execution (flat turn, pivoting too short etc).

Keep track of what the Team does meaning recognition of Element, Features/Additional Feature only and level must not be written.

### HOW TO CALL

TS1 is not permitted to have practice papers. Official ISU documents may be checked in-between Teams if needed.

TC & TS2 are permitted to have official ISU documents and practice session documents.

The practice session documents are only to be used to speed up the review process. Example; confirming the number of steps/turns performed and the number of Features included etc.

**For the Pre-call:** TS2 makes the pre-call and must be clear. Wait for TS1 to call the Element and level before announcing the next Element. Allow TS1 to do their job and have time to think. If the pre-call is incorrect, the TS must say "correction" then call the correct Element.

**For the Calls:** Using a strong and clear voice, TS1 must call what is performed and not what is remembered from practice. As the Team is executing the Elements etc., state the Features/turns etc. and identify those not accepted (Example: no travel, no change of place, no rocker etc.).

Both TS2 and TC must write down the calls (Element and level) as TS1 announces them.

### CALLING REVIEWS

If any member of the Technical Panel notices a reason to review an Element, they must say "REVIEW" and, if possible, the reason for review.

TS2 and TC must keep track of the reviews and FALLS.

### HOW TO REVIEW – General

After each performance, the Data Operator (DO) informs the panel about the executed Elements and the number of reviews, Example; "8 Elements performed, 3 reviews are called."

The DO calls the first Element for review - Elements are reviewed in the order they were performed.

TC first states what Element is being reviewed, and asks the person who called the review for their reason.

State the reason for the review and only review this concern. No hunting for other mistakes during the review process.

**Note:** Before the DO opens each Element for review, the message must be given, what to review and at which speed (5 speeds), Example; "Element # 2, to review the lifted position, normal speed." The DO will not play the clip until told to do so by the TC (Fast, Super fast, Normal Speed, Slow, Super Slow).

### How to guide the discussion of an Element amongst the panel:

TC guides all discussions with the TSs, including the final decision based on the majority vote among the three members of the TP.

Before the Elements are authorized the TC asks the panel if there is anything additional to be discussed or reviewed.

As the DO is reading back the Elements and levels, the TC and TS2 are verifying that the Elements and levels match with their notes.

Before the Elements are authorized the TC will ask TS2 if he agrees and if so the TC states "Elements Authorized".

### HOW TO CALL FALLS

For any FALL(S) - A Fall (and Review) is called when the Fall occurs. (See NHE – Jump Feature for exception)

TS1 calls all Fall(s) and must say "Fall by one (or more) IN" OR "Fall by one (or more) OUT" and "Review". If the fall(s) was clear and the panel agrees, there is no need to watch the video clip during the review process.

### FEEDBACK TO ATHLETES/COACHES after the Competition

Any requested feedback by a Coach/Skater can be provided.

All information related to the final levels which were called is given to the TC to provide feedback when requested.

Since the TC is the spokesperson for the panel, the TC shall provide this information. TC may also invite either or both TSs to join the feedback.

### HOW TO HANDLE MISTAKES

Unless there is a numerical/calculation error, NO changes can be made once the score has been announced.

Prior to the announcement of the score, the Technical Panel may continue to review and/or change the call (Element and/or level).

If Elements have been authorized and the scores have NOT been announced, the TC will alert the Referee immediately to stop the announcement of the score so an error can be corrected.

**It is NOT possible to change any Elements or levels once the score has been announced.**

If the Referee notices an Element is missing, they may ask the Technical Controller to check for the omission.

**How to handle requests, protests, media**  
 TC speaks on behalf of the TP (excluding protests).

**How to handle questions not covered in the Communications and Handbook**  
 As a general note, it is best to use common sense when encountering a scenario not covered within the Communications or Handbooks (when determining the Element and/or level)  
 A decision must be made in favor of the Team if the scenario has no clear resolution.

<b>NUMBER OF SKATERS ON A TEAM OR NUMBER OF SKATERS ATTEMPTING AN fm and/or ME FEATURE</b>	<b>NUMBER OF SKATERS NEEDED TO COUNT THE ERROR (1/4 of the Team making an error OR ¼ of the Skaters attempting a Feature making an error)</b>
16 Skaters	4 Skaters making an error
12-15 Skaters	3 Skaters making an error
8-11 Skaters	2 Skaters making an error

**For Teams requiring a certain number of Skaters according to the Category and Competitions and compete with less Skaters (Advanced Novice, Junior, Senior, Elite 12) Referee must inform the Technical Controller when Teams are competing with less Skaters than intended**  
 The Technical Panel will determine the level of the Element as skated then lower the Element one level. **Exception:** for the Cr and Mi there will be no penalty

**International Competitions:** If the TP has not been informed that a Team is competing with less than the intended number of Skater(s), the TP will apply the penalties accordingly

**Championships:** If a Team is competing with less than required numbers of Skater(s), the TP will apply the penalties accordingly

<b>PRINCIPLES OF CALLING</b>		
<b>BASIC REQUIREMENTS FOR ELEMENTS</b>		
<b>Scenario</b>	<b>Call</b>	<b>Notes/Examples</b>
If a Fall, illness, or interruption occurs	Call Element, Feature(s), Additional Features as executed	Call what is executed by the rest of the Team
If the Element does not meet the technical requirements in the current Special Regulations and Technical Rules OR the requirements in the WBP AND Basic Requirements for the Element	Call Element No Value	The Intersection required in the SP is included in the FS  Exceptions for basic requirements for: ME, Pa, SySp and TwE
If two of these Elements (NHE, SySp or TwE) follow one another without a clear difference between the two Elements	Call the first Element as executed + No Value for the 2 <sup>nd</sup>	The NHE, TwE, and SySp may be skated in any order with a clear difference between the two Elements
<b>DIFFICULTY GROUP (Chart)</b>		
If the Difficulty level requirements are not met/attempted	Call the Element	The level is called when meeting the requirements listed in the Element Chart
<b>GENERAL ELEMENT REQUIREMENTS</b>		
If the General Element Requirements listed for each Element are not met/attempted by ¼ of the Team or more	Lower Element one level for each requirement not met	Base is the lowest call Includes Specific Intersection Requirements
If the first attempt of a GL, Spin, fm or Pair Pivot etc. fails, and the Skater(s) make a 2 <sup>nd</sup> attempt	Count the error and ignore the 2 <sup>nd</sup> attempt	fm position not attained or there is a failure to lift/spin/pivot
<b>CHOREOGRAPHIC REQUIREMENTS</b>		
If an Element, Feature or Additional Feature has not been choreographed correctly when required to be at the same time	Call the Element, Feature or Additional Feature + "choreo error" (!)	IF fms begin at different times and part of the first fm(s) does NOT overlap with the start of the next fm(s) NOTE: The choreographic error is not called for errors in unison/poor execution

<b>GENERAL FEATURE REQUIREMENTS</b>		
If the General Feature and Specific Feature requirements are not met/attempted by ¼ of the Team or more	Feature is not counted	
If All, ½ or ¼ of the Team are required to execute a Feature and the number of Skaters is incorrect	Feature is not counted	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	Feature is counted	Count the one correct and most difficult Feature only
If two or more Features are executed at the same time	Features are counted	

<b>GENERAL ADDITIONAL FEATURE REQUIREMENTS (Point of Intersection and Step Sequence)</b>		
If the Basic Requirements for an Additional Feature are not met/attempted	Call Additional Feature No Value	Even when not met by one Skater or more (exception pi)
If the Difficulty level requirements are not met	Additional Feature is called	According to the requirements listed in the Chart
If an Additional Feature is repeated within an Element	Additional Feature is called	Only one correctly executed and the most difficult Additional Feature will be counted

<b>SHORT PROGRAM (SP)</b>		
If un-prescribed or additional Elements or a repetition of Elements are included/executed	DED3 will be called	See Rule 991 para 3.

<b>DED 4 – ILLEGAL ELEMENTS / FEATURES / ADDITIONAL FEATURES/MOVEMENTS (Junior/Senior/Senior Elite 12 SP/FS &amp; Novice FS)</b>		
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 in a Connection	DED4	

**ERRORS FOR REQUIRED TURNS/LOOPS that must be correctly executed in Elements, Additional Features & Features (see TwE for twizzle errors)**

<p><b>ELEMENT:</b> If ¼ of the Team or more execute the same type of error(s) (not due to a fall)</p> <p><b>FEATURE (s) &amp; ADDITIONAL FEATURE (s):</b> If ¼ of the Team or more execute the same OR different type of error(s) (not due to a fall)</p> <p><b>Types of Errors for one-foot or two-foot Turns, loop</b></p> <ul style="list-style-type: none"> <li>- A two-footed entry or exit</li> <li>- Free foot touches down</li> <li>- Jumped</li> <li>- Entry and/or exit is executed on a straight line (flat)</li> <li>- Skidded, when the blade moves over the ice sideways</li> <li>- Not attempted</li> <li>- Not the same type at the same time</li> </ul>	<p><b>ELEMENT:</b> Each turns/step will not be counted if ¼ of the Team or more make the same type of error</p> <p><b>FEATURE &amp; ADDITIONAL FEATURE:</b> Each turns/step will not be counted if ¼ of the Team or more make the same type of error(s)</p> <p><b>OR</b></p> <p>Each Turns/step will not be counted if multiple errors made by ¼ of the Team or more</p>	<ul style="list-style-type: none"> <li>- Scratched and/or Turns with shallow lobes are counted towards the level</li> </ul> <p>The reduction for multiple errors will only be utilized once when there have been no other reduction(s).</p>
If only two difficult turns are correctly executed in a series of three different difficult turns	Count as a series of two difficult turns	Even if the turns are not executed one after the other
If recognizable Turns are required	Feature is counted	Must be done using one foot at a time A correct entry edge or exit edge is not required
If slowly rotating Twizzle(s) are executed	Tw(s) are counted	The speed/quickness of rotation is not a TP consideration

**ARTISTIC ELEMENTS (AB, AC, AL, AW)**

If the fe has not ended when the Element breaks apart	Feature is not counted	Spin: must exit, Lift: must be set down (unless the last movement of the program), Jump: landed etc.
If the AE does not meet the requirements for the number of lines/spokes/circles and/or the number of Skaters in a line/spoke/circle (for example; only two Skaters in a spoke)	Call the level accordingly before or after the error(s) were made	Start calling the AE once a <b>correct</b> number of lines/spokes/circles and/or Skaters in a line/spoke/circle appear Once the AE no longer meets these requirements, no other correctly executed Feature(s) will be counted towards the level

**CREATIVE ELEMENT (CrL) – Lift / Group Lift**

If a Skater falls and does not arrive in time to lift or be lifted	Confirm the Element	No matter if the fall occurs during a Connection or after the GL/pairs have been formed if the remaining lifts are held for more than three seconds
If a lift(s) is attempted but the Skaters do not complete the lift (collapses or position not achieved)	Confirm the Element	If the remaining lifts are held for more than three seconds

**CREATIVE ELEMENT (CrI) - Intersection**

If more than ½ of the Team is on the spot – Element is called NV		
If a part of the Team executes the same type of SM with different movements at the pi	Call pi	Teams may execute the same type of SMs with different movements if the same movements are used by at least ¼ of the Team
If using pairs at the pi and one of the Skaters glides as the other performs a movement	Cal pi NV	Both Skaters in a pair must participate in the movement-by lifting, supporting (as in a DS) or executing a SM

<b>GROUP LIFT (GL)</b>		
<b>Severe Errors</b>		
<ul style="list-style-type: none"> <li>- Collapsing GL – collapse occurs after the lifted Skater achieves the fixed lifted position</li> <li>- Lift position not achieved– the lifted Skater fails to achieve the first or second lifted position</li> </ul>		
If one severe error	Lower Element one level	Severe are cumulative and will be added together to determine the penalty as outlined - Severe Errors may be the same or different and may be in the same or different Groups Lifts GLB is the lowest level if all Skaters attempt a GL
If two severe errors	Lower Element two levels	
Failure to lift due to a Fall, either in the Connection before the Group(s) form or after the Group(s) has formed	Call Element as executed + Fall	Evaluate the remaining GL(s) not affected by the Fall Call the Fall where it occurs - in the Connection or Element
Failure to lift not due to a Fall	Call Element No Value	Even if one GL makes the error
IF lifted Skaters rest on the shoulders of supporting Skater(s)	Feature is counted	Lifted Skaters are permitted to rest on the shoulders of the Supporting Skater(s) during any part of a GL
<b>Types of LIFTED POSITIONS</b>		
A Spiral Variation is not considered as a Difficult Position	 semi-circle	The lifted Skater does not show a STRONG bend/arch of their back in at least
Balancing Position is not counted when using only two Skaters for support AND the lifted Skater's position does not affect their balance		Lifted Skater is supported at shoulders and legs
A lifted position will be considered as a Difficult Position if the back shows a STRONG bend/arch and even IF the legs are not in a full split		
<b>GL FEATURE NOTES</b>		
<b>Entry Variation</b>		
If there is not a continuous movement that has an impact on achieving the main lifted position	Feature is not counted	The continuous movement is permitted to pause briefly in-between the Entry Variation and the main lifted position for Skaters to stabilize before attaining the main lifted position
<b>Change of Position</b>		
<b>NOTE:</b> the Change of Position may be done at any lifted level – above head level or below shoulder level		
If a lifted Skater(s) pauses in any lifted position in-between the two positions counted for the Feature	Feature is counted	The highest-level lifted position is counted towards the Feature if executed correctly
If using the same type of lifted position and both lifted positions are distinctly different (recognizable different poses + change of 45°)	Feature is counted	Two different lifted positions will be accepted, even if in each lifted position the lifted Skater remains on their front, if the requirement of more than 45° have been met <b>Accepted:</b> A lifted Skater begins in a U-Position before changing to a Biellmann Position (different pose + change of 45°) <b>Not Accepted:</b> A lifted Skater's torso begins vertically – standing in an Upright Extension 170° and then becomes horizontal as they lay on their back remaining in an Upright Extension 170° (same pose)

If the 2 <sup>nd</sup> position required for a Feature is not achieved by the required number of Skaters for a level	Feature is not counted	Even if only one lifted Skater does not achieve the correct 2nd position
If the 2 <sup>nd</sup> position required for a Feature is achieved but not maintained	Feature is counted + Downgrade once (<)	Even if only one lifted Skater does not maintain the correct lifted position
<b>Difficult Lifted Position</b>		
<b>Minor Error:</b> If one of the lifted Lifted Skaters has achieved but does not maintain the fixed lifted position	Feature is counted + Downgrade once (<)	There are no specific timing requirements for the position to be held, but it must be a visibly held fixed position.
If two or more Lifted Skaters achieves but does not maintain the fixed lifted position	Feature is not counted	
<b>Change of lifted level/height</b>		
Most of the torso must be held either above head level or below shoulder level	Feature is counted	If held above head level - Legs, arms, head may be held below head level If held below shoulder level – Legs, arms, head may be held above shoulder level
<b>Lifted Skater Changes GL</b>		
If Supporting Skaters change from one participating GL to a different participating GL	Feature is counted	ALL Supporting Skaters must be different in the 2nd GL Supporting Skaters do not need to execute an fe during this Feature when without a lifted Skater

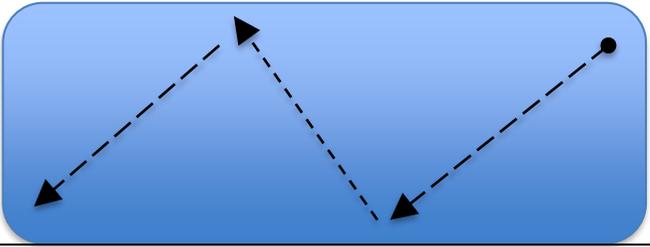
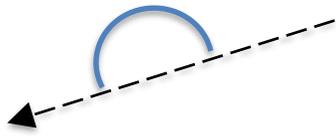
<b>INTERSECTION ELEMENT (I)</b>		
<b>Types of Errors for back-to back requirements</b> , if a ¼ of the Team or more make the <b>same</b> type of error(s) (not due to a fall) - Skaters do not have a hold before the pi or ABR begin - Skaters do not remain back-to-back before the pi begins unless there are continuous backward 360°/720° pi	Lower Element one level for each type of error  IB will be the lowest call	
<b>SPECIFIC REQUIREMENTS</b>		
<b>For All Intersections</b>		
If ¼ of the Team does not achieve or maintain the hold required for each type of Intersection	Lower Element one level	Two spaces without a hold involving at least ¼ of the Team
<b>Collapsing Intersection</b>		
If two or more corners of the Intersection do not intersect at the same time	Lower Element one level	
<b>Whip Intersection</b>		
The required distance in-between the end Skaters of one or each line is not achieved or maintained for the last 90° pivot	Lower Element one level	For the last 90° pivot until the lead Skaters become back-to-back with the axis
If the lead Skaters skate along the axis of the intersection instead of being mostly stationary (=pulling-up)	Lower Element one level	A slight deviation by the lead Skater(s) movement is permitted
<b>ENTRY VARIATION</b>		
If the Team is only gliding on one or two feet to achieve their hold after the Feature	Lower Element one level	Pausing to achieve the hold is not permitted
If the Team remains in the Spread Eagle with a hold before beginning the pi	Call the Element	Only gliding on one or two feet to achieve the hold is not permitted Spread Eagles, Ina Bauers and Lunges are permitted
If a Team only uses crossovers, mohawks, chassé and forward steps during the Entry Variation	Complex Pattern is not counted	Complex pattern must contain a variety of turns, steps and linking steps.

		There must be at least two different types of turns, two different types of steps and two different types of linking steps to show a variety. There is no required number of Skater(s) needed to execute each turn/step/linking step, but they must be recognizable.
<b>Approach Phase:</b> <b>Collapsing:</b> Skaters are moving towards the axis of intersection once the Element shape has formed <b>Whip:</b> the last 90° of pivoting <b>Angled;</b> once the lines begin to skate towards each other until the ABRs begins	Feature is not counted	If not done during the approach <b>Exception Whip;</b> EV must be completed before the last 90° pivot as per Difficulty Group requirements <b>Angled:</b> The shape is permitted to be visible near the end of the approach phase before taking the required hold
If a Team is attempting a Complex Pattern and the two different SM's overlap	Feature is not counted	At least two different types of SMs must be executed on two (or more) separate occasions
If a Team is attempting a Complex Pattern and executes the same type of SMs at the same time with different movements	Feature is counted	A Skating Movement is further defined as to when at least ½ of the Team is executing an fe and/or fm <b>Complex Pattern</b> - there must be at least two different types of SM - Meaning that SM#1 is different than SM#2  <b>For Both Simple and Complex Patterns</b> At least 8 Skaters execute the SM#1 + at least 8 Skaters ( <i>same or different</i> ) execute the SM#2 = 2 SMs If using two different types of SM (SM#1 & SM#2) then; - SM#1 and SM#2 must each contain different movements - One SM may consist of either the same or different movements - Different movements are permitted when done by ¼ of the Team
<b>Angled Intersection</b>		
If the Feature is correctly completed BUT the required hold is achieved AFTER the lead Skaters begin to overlap (as a result the ABR begin later than required)	Lower Element one level + Feature is counted + Lower pi one level	<b>For the Element</b> the required hold was achieved too late <b>For the Feature:</b> must be completed during the Approach phase (once the lines overlap, the approach phase has ended) <b>For the pi:</b> ABR started too late
If the last SM (executed with a hold) is completed AFTER the lead Skaters begin to overlap and the ABR begin later than required	Feature is not counted + Lower pi one level	<b>For the Feature:</b> not completed before the lines overlap <b>For the pi:</b> ABR started too late
If the last SM (executed without a hold) is completed AFTER the lead Skaters begin to overlap and the ABR begin later than required	Lower Element one level + Feature is not counted + Lower pi one level	<b>For the Element:</b> the required hold was achieved too late <b>For the Feature:</b> not completed before the lines overlap <b>For the pi:</b> ABR started too late
<b>Whip Intersection</b>		
If the Feature is completed during and/or after the last 90° of pivoting and ¼ of the Team doesn't achieve a hold	Feature is not counted + Lower Element one level	Must be completed before the last 90° and the required hold
<b>GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF INTERSECTION (pi)</b>		
If ¼ of the Team or more does not attempt a pi	Call pi No Value	Not due to a fall or interruption
If less than ¼ of the Team does not attempt a pi	Lower pi one level	Not due to a fall or interruption



<b>Attain and maintain fm position (held for 3 secs) → Lose fm position</b> (no Feature included) Skaters attain and maintain their first fm position for the required amount of time and then lose the position	No penalty	
<b>Attain fm position → Lose fm position (not held for 3 secs)</b> (no Feature included) Skaters attain their first fm position and do not maintain the position for the required amount of time	Counted as one error if made by ¼ of the Team = downgrade once (<) (even if there are several different types of fm making the error)	
If a fall occurs while any Skater is in an fm	Call Element + Fall	The Element ends when ALL fms have ended
<b>ME FEATURES</b>		
If ¼ of the Skaters attempting the Feature do not achieve the correct fm position OR hold the correct fm position for at least two seconds before and/or after a change	Feature is not counted	
If the fm includes One or Two Features If the fm position(s) are not held for the correct amount of time	Feature is not counted	ONE Feature = position must be held for 2 seconds before + 2 seconds after a change TWO Features = position must be held for 2 seconds before the 1st Feature + 2 seconds after 1st Feature and before 2nd Feature + 2 seconds after 2nd Feature = 6 seconds
If executing a Change of Rotational Direction (cr) or Change of Edge (ce) followed by a Change of Side (cs) the position must be held for 2 seconds before the 1 <sup>st</sup> Feature (cr or ce). The cs may be executed immediately after the cr/ce without holding the position for 2 seconds on the 2 <sup>nd</sup> lobe before changing sides. The position must be held for at least 2 seconds after the cs		Ensure that the fm position is held for at least two seconds before the Change of Rotational Direction (or Change of Edge) and at least two seconds after the Change of Side.
If there are more than the necessary turns/edges when changing Rotational Direction or changing feet	Feature is not counted	(i.e., crossovers or extra pushes)
<b>Change of Type</b>		
For ME3 & ME4: If the Skaters attempting the Feature execute a one-foot turn or a change of edge in-between the two different types of fm	Feature is counted	A one-foot turn and/or change of edge is permitted. Additional steps, or linking steps are not permitted if changing position/foot
<b>Change of Side</b>		
If ¼ of the Skaters attempting the Feature do not establish their own track before If ¼ of the Skaters attempting the Feature do not hold/regrasp for two seconds	Feature is not counted	Two spaces = four Skaters (on a Team of 16) Begin counting the two seconds after the regrasp
<b>Entry Variation</b>		
If ¼ of the Skaters attempting the Feature do not attain the correct fm position	Feature is not counted	The correct entry fm position does not need to be held for 2 or 3 seconds
<b>Intersecting/Passing-through</b>		
Must be executed at the same time/same occasion	Feature is counted	

**NO HOLD ELEMENT (NHE)**

<b>Diagonal Axis</b>		
If the Team uses different Diagonal Axis continuously one after the other	Feature is counted	
If Skaters are doing the SM or required turns on a lobe uses a diagonal axis	SM is counted	The lobe should start and return on the same diagonal axis 

**Jump**

If ¼ of the Team executes a 1.5 jump other than an axel	Feature is not counted	Must be an axel OR a double jump
Jumps that are two footed or under-rotated by some or all Skaters	Feature is counted	If the axel and/or double jump rotations are attempted it will be counted
If Skater(s) have a loss of control where their weight is supported by a touch down with their hand(s) and/or free leg	Feature is counted + no Fall(s)	Touching down with the hand(s) and/or free leg will not be considered a fall for the Jump Feature
If Skater(s) have a loss of control where their weight is supported by their knees, or buttocks	Feature is counted + Fall(s)	

**Pivoting**

Measurement ends when the block has stopped pivoting for two seconds or more, or changed configuration or rotational direction		
If using the Feature plus Different Configurations and/or Change of Place	Features are not counted	

**Choreographic Series**

If the Choreo Series begins at the same time as pivoting	Feature is counted	
If a Team only uses same types of difficult turns, such as a BO twizzle and a FI twizzle	Feature is not counted	Teams must use two different types of difficult turns, such as bracket and twizzle. The four different ways of execution will not be counted as different types of turns.

**PAIR ELEMENT (Pa)**

<b>Errors of the Supported Skater:</b> - Head and/or body is higher than knee level - Any part of the body touches the ice at any time (not including a fall) - Not gliding on their blade for the required number of rotations	Counted as one pair making an error	<b>Not gliding on the blade:</b> Supported Skater's blade is coming off from the ice or Supported Skater is gliding on a boot. Exception: when changing edges during the Change of Edge Feature <b>Unexpected Entry and/or Exit may be done while not gliding on the blade.</b>
If a Team performs a Pair Pivot with upright extension/spiral and attempts any Pa Feature which is described in the DG using the DS position	Feature is counted	Teams may choose any Pa Feature regardless of the attempted difficulty level. Holding the free foot does not apply to the Upright Extension. Holding the Free foot & Difficult Position will be counted if done while in a DS position

<b>Errors (same or different) 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</b>		
If less than ¼ of the Team does not attempt the Pa	Lower Element one level	Not due to a fall
If ¼ of the Team or more (at least two pairs) do not attempt the Pa	Call Element No Value	Not due to a fall
If two or three pairs make an error (two pairs for 11 to 13 Skaters)	Lower Element one level	
If four or five pairs make an error (three pairs for 11 to 13 Skaters)	Lower Element two levels	
If six pairs make an error (four pairs for 11 to 13 Skaters)	Lower Element three levels	
If all pairs make an error	PaB is called	
<b>Change of Edge</b>		
If the Supported Skater starts the DS on a RFI edge and changes feet to a LFO edge	Feature is not counted	
<b>Entry Feature</b>		
If Teams have a long preparation in-between the EV and the DS/Pair Pivot	Feature is counted	There is no time restriction/requirement for in-between an EV and the DS/Pair Pivot
<b>Exit Feature</b>		
If the Supported Skater becomes upright using two feet	Feature is not counted	IF the exit Feature is attempted and the exit is on two feet then the Feature is not counted, and no other penalty is given
<b>For both the Entry and Exit Feature</b> If Skaters are using pairs where one partner glides and the other performs the movement	Feature is not counted	Both Skaters in a pair must participate in the movement either by lifting, supporting or executing a SM

<b>PIVOTING ELEMENTS (PB and PL)</b>		
If ¼ of the Team or more are not attached for the majority of the Element	Call Element No Value	
<b>GENERAL PIVOTING REQUIREMENTS</b>		
<b>Pivoting Errors</b> If at least ¼ of the Team or more have done the following - Stopped pivoting for three seconds or more (pivoting is interrupted) - Changed configuration - Changed rotational direction	Call the level accordingly before pivoting interrupted	Once pivoting has been interrupted no other correctly executed turn(s) will be counted towards the level
If the block/line does not pivot a minimum of 90°	Call Element No Value	All Levels: Pivoting begins to be counted on the entry edge of the first required turn. For PB/PL1 measurement for pivoting ends when the Element stops pivoting
<b>For PB3/PL3 - For the "+ One "Difficult one-foot turn"</b>	Turn is counted	The turn may or may not be part of a series
<b>Change of pivot point measurement – Block/Line</b>		
The measurement for pivoting begins during and/or after the pivot point changes ends		
<b>For PB2/PL2:</b> Pivoting ends when the Block/Line(s) stops pivoting. <b>For PB3 &amp; PB4 / PL3 &amp; PL4:</b> Pivoting 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 after the change

<b>SYNCHRONIZED SPIN ELEMENT (SySp)</b>		
If ¼ of the Team is not in a correct basic position for 3 revolutions with no Features	SySpB is called	(sit or camel)
If ¼ of the Team or more does not attempt a spin	Call Element No Value	
If less than ¼ of the Team does not attempt a spin	Lower Element one level	
If ¼ of the Team or more does not rotate a spin a minimum of three revolutions	Call Element No Value	
If less than ¼ of the Team does not rotate a spin a minimum of three revolutions	Lower Element one level	
If ¼ of the Team or more does not achieve the correct spin position for a Feature	Feature is not counted	Count the number of rotations executed while in a correct spin position during the Feature
If ¼ of the Team or more does not rotate the required number of revolutions in the correct spin position for a Feature	Feature is not counted	
<b>Changing Spots/Centre of a Spin</b>		
If Skaters are standing/gliding on two feet it as they change the centre of a spin	Standing/gliding on two feet will be counted as one change of foot	
If Skaters execute a spin on the left foot and exit the spin using a “traditional exit” (pushing out onto the right foot). Skaters then change feet to spin on the left foot	Lower Element one level	Changing feet only once is permitted while changing spots. Executing a spin with a “traditional exit” will be counted as changing feet once. In the scenario, Skaters change feet a second time as they enter the next part of the spin.
<b>Entry Variation</b>		
If Skaters exit the Skating Movement on two feet (ie supporting Skater of a pair lift)	Feature is counted	It is permitted to exit the SM on two feet. The permitted number of turns, change of edge, change of foot will start to be counted AFTER the exit
If Skaters are using pairs where one partner glides and the other performs the movement	Feature is not counted	Both Skaters must participate in the pair movement.
<b>Same Spin</b>		
Must be a solo/individual spin from start to finish	Feature is counted	
If All Skaters are in a basic solo spinning position (camel/sit) and ¼ of the Team or more are not in a correct position	Feature is not counted	
If All Skaters are attempting a Difficult Position(s) and more than ½ of the Team do not achieve the Difficult Position	Same Spin is counted Difficult Position is not counted	The Same Spin Feature will be counted IF the position is the same type of spinning position
<b>Difficult Spinning Position</b>		
All Skaters are attempting a difficult position, ½ of the Team does not achieve the difficult position	Feature is counted	If ½ of the Team correctly executes the difficult position
<b>Change of Foot</b>		
If the spin travels when executing the Change of Foot	Feature is counted	The Feature must be done while spinning, Poor technique, quality, traveling will be evaluated in the GOE
<b>Change of Rotational Direction</b>		
If during a Change of Rotational Direction the Skaters change feet and therefore are also changing spots	Feature is counted (	Change of Foot will not be counted as a Feature.

Individual/Solo Difficult Spinning Positions (not limited to the following examples)								
CAMEL POSITIONS			UPRIGHT POSITIONS			SIT POSITIONS		
Camel Variation  Knee higher than hip level	Camel sideways 	Camel upward 	Upright straight and sideways 	Upright Biellmann 	Upright layback 	Sit forward 	Sit sideways 	Sit behind 
NON-BASIC POSITIONS			PAIR – Difficult Positions					
			Sit forward 	Sit behind 	Sit back 	Sit lay back 	Sit holding the free foot 	Split like position 

ROTATING (C/W) and TRAVELING ELEMENT (TrE)		
If traveling/rotating has been interrupted for <b>three seconds</b> or more	Call the level accordingly before travel/rotating was interrupted	Once travel and/or rotating has been interrupted, no other correctly executed Feature(s) will be counted towards the level

TWIZZLE ELEMENT (TwE)		
<p>A maximum of four-foot placements are permitted in-between each of the twizzles (including the Jump entry)</p> <ul style="list-style-type: none"> <li>- When Skaters are standing on two feet (not counting the exit of a twizzle) it will be considered as one foot placement</li> <li>- For each of the foot placements permitted in-between twizzles (including the Third Twizzle Feature), there is no limit on the number of turns or movements performed while on one foot</li> <li>- The fifth foot placement must be the entry of the twizzle</li> </ul>		
If less than ¼ of the Team does not attempt one or both Twizzles	Lower Element one level	
If ¼ of the Team or more does not attempt one or both Twizzles	Call Element No Value	
<p><b>Twizzle errors:</b> The <b>same</b> type of error executed by ¼ of the Team or more in either twizzle (not due to a fall)</p> <ul style="list-style-type: none"> <li>- Touch down during the rotations (not including the entry/exit)</li> <li>- Checked three turns</li> <li>- Executed on the spot during any part of the Twizzle</li> <li>- Not the same type of twizzle executed at the same time</li> <li>- A 6<sup>th</sup> foot placement is the entry of a Twizzle</li> <li>- Looping action</li> </ul>	<p>Lower Element one level for each type of twizzle error</p> <p><b>OR</b></p> <p>Lower Element one level if there are multiple errors</p> <p>TwEB will be the lowest called</p>	<ul style="list-style-type: none"> <li>- If ¼ of the Team make an error in twizzle #1 + ¼ of the Team made the same error in twizzle #2 = one error</li> <li>- If ¼ of the Team make an error in Twizzle #1 + ¼ of the Team make a different error in twizzle #2 = two errors</li> <li>- If ¼ of the Team make the same error in twizzle #1 + 2 Skaters make a different error + 2 Skater make another different error in twizzle #2 = two errors</li> <li>- If one error is made by 2 Skaters in twizzle #1 + 2 Skater make the same or different error in twizzle #2 = one error</li> <li>- Twizzles are permitted to have a two-foot entry and/or exit</li> <li>-</li> </ul>

<b>TwE FEATURES</b>		
<b>Group A - Continuous Movement of Arms</b>		
If a Team is using both the Continuous Movement of Arms and Holding the Free Foot Features at the same time	Both Features are counted	The movement of the arms may be done using any height(s). Moving only one arm is permitted when the other hand Holds the Free Foot
<b>Group C - A Third Twizzle</b>		
If there are errors in the third Twizzle	Feature is not counted	
If the third Twizzle is not counted and included other Feature(s)	Feature(s) are not counted	
If a Team executes a different number of rotations in the third Twizzle than executed in the first two Twizzles	Feature is counted	Teams may execute any number of rotations in any Twizzle if each Twizzle contains the number of rotations required for the level
<b>Group D Features</b>		
If a Twizzle has a long entry (with or without a Jump Entry) and Skaters have already Changed Place / Configuration / Element Shape before starting to rotate	Feature is not counted	Skaters are already in their new place before starting the Twizzle

<b>COMMON FEATURES NOTES</b>
<b>Change of Place (B, C, L, W, NHE, TrE, TwE)</b>
<ul style="list-style-type: none"> <li>- Each Skater assists by skating towards their new place (Skaters may remain in their new place or return to their starting place).</li> <li>- Slowing down to allow another Skater/Line to pass will not meet the requirements</li> <li>- Refers to either the movement of a line/spoke changing places OR the movement of individual Skaters within the same line/spoke who are changing places while remaining in the same Element shape and/or configuration <ul style="list-style-type: none"> <li>- Lines or Spokes may change places with each other</li> <li>- Skaters/pairs within a line may change places with each other as long as all Skaters/pairs have changed their places and remained in the same line</li> <li>- A combination of the above two examples may be executed together</li> </ul> </li> <li>- If there are an odd number of Skaters within the line then it is permitted for some Skaters to be in the same place after the Change has been completed</li> </ul>
<b>Change of Configuration (AE, B, C, L, W, NHE, TrE, TwE)</b>
<b>For the Block</b>
<ul style="list-style-type: none"> <li>- A block that only pivots to show a different number of lines will not meet the requirements for this Feature</li> <li>- Teams of 12 Skaters - changing from four Lines of three Skaters to three Lines of four Skaters (or vice versa) will not be counted as two different configurations</li> <li>- Changing from an Open to a Closed block will not be counted as two different configurations IF the number of lines has not changed</li> </ul>
<b>Jump and/or Throw Jumps (B, C, L, W) / Non-Listed Jumps (Pa, ME, TwE)</b>
<ul style="list-style-type: none"> <li>- A recognizable jump, rotation(s) may be cheated, Skaters may take-off / land on two feet</li> <li>- A slight pause is permitted upon landing the Listed or Non-Listed Jump, before beginning the Pa, fm or Twizzle</li> <li>- There must be an up/down motion (LIFT during take-off)</li> <li>- The number of rotations executed by each Skater may be different if the same type of jump is executed (same type = flip, axel, loop etc.)</li> </ul>
<b>Change of Place, Change of Configuration, Change of Element Shape</b>
The Element shape/configuration may disappear momentarily during any of these Features
<b>For the AL and L;</b> Features must be done while Skaters are in one or two lines.
If Skater(s) leave the AL/L to execute a SM/fe, they will not be counted towards the total number of lines.
<b>For the C/W;</b> must continue to rotate