

INTERNATIONAL SKATING UNION

Communication No.

SYNCHRONIZED SKATING

This Communication replaces ISU Communication 1759

(Appendix D, E, F)

**Included are Clarifications and Calling details for the Technical Requirements
for Season 2013/14**

**Appendix A – Calling specifications for Elements, Additional Features, Extra Features and
Features**

Appendix B – Elements in Synchronized Skating

Appendix C - Scale of Values of the Synchronized Skating Elements

Correction to:

ISU Communication 1798:

Page 12 – Change of Rotation 360° : A loop is NOT permitted

Page 15 - 360° Rotations : A loop is NOT permitted

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September 17, 2013
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Calling specifications for Elements, Additional Features, Extra Features and Features (Appendix A)

For a full list of calls please go to the ISU website for the 2013/2014 Summary of Calls

ISU Communication 1798 together with this document will describe the requirements needed to have a level called and will be applied from now on. In some cases, previously required requirements have been deleted and, if not mentioned neither in the above mentioned Communications nor in the Regulations, it will no longer be taken into consideration

GENERAL TO ALL ELEMENTS AND FEATURES

Each element and feature now has a Level Base, which indicates that the element/feature does not meet the requirements for Level 1- 4 but meets the Calling Specifications and Basic Requirements for the element/feature (*exception for pi and fm*)

- If the calling specifications and/or basic requirements for ice coverage are not met for any element it will be given a no value
- If the calling specifications and/or basic requirements are not met for the pi and fm's feature (Level 1, 2, or 3) it will be called as Level Base as long as the fm or pi has been attempted

ELEMENT ICE COVERAGE REQUIREMENTS

Minimum ice coverage

- Some elements (B, C, L, NHE and W) must meet a minimum ice coverage requirements
 - If ice coverage is not met; there will be a no value called for the element
 - NHE will be called if the block covers a minimum of ½ of the length of the ice even if the NHE does not start and/or end correctly near the short end barrier(s)
 - DED1 (NAR) will be called; if the NHE does not start and/or end close to the short end barrier
 - NHE may continue (example: retrogression) after reaching the opposite short end barrier. Any Features and Additional Features will be counted during this retrogression, however the NHE must still end close to the opposite short end barrier before breaking the configuration
 - NHE must start and end closer to the short end barrier than the center of the ice

Maximum ice coverage

- There is no maximum amount of ice restrictions in any element (*exception see below*)
 - L (interacting and pivoting lines): if the lines at any point have a greater distance than two (2) meters, this criteria will not be counted towards the level and the line element will be called according to the number of correctly executed criteria
 - 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

TRANSITIONS (Short Program)

There are no ice restrictions regarding the transitions in the short program. However, there are no additional elements permitted in the short program, i.e. transition should not meet the calling specifications AND the basic requirements of any element (*Creative Element or Choreographic Element will not be considered for the calling specifications and the basic requirements for any elements happening during transitions*)

Example 1: The team performs the Wheel, followed by a transition in a block formation, which covers more than ½ of the length of the ice surface (or comparable distance). This block is also the first configuration used in the next element, Moves in the Field, and is therefore permitted to cover more than ½ of the length of the ice surface without any penalty

Example 2: The team performs the Wheel, followed by a transition in a block formation, which covers more than ½ of the length of the ice surface (or comparable distance). The teams' next element is the Whip intersection. The block in this case is an Additional Element and will receive a DED3

Pair type of movements when one (1) skater is moving past and/or around their partner will not be considered as an intersection element

ME: Skaters may intersect during the fm only

- Transitions that meet the requirements for any Element, including intersections (all skaters intersecting) into and out of the Moves Element (or any required Elements), are not permitted and will be considered an Additional Element (DED3 from the total score)
- During the Moves in the Field Element the skaters may intersect both during fm's and during transitions in-between the fm's

ACROBATIC LIFTS (FREE PROGRAM)

Definition of Acrobatic Lifts:

Moves in which the Skater is held only by either the blade(s), foot (feet), leg (s) or arm(s) and swung around

Clarification: The regulation is referring to a movement in which a skater will be held only by either the blade(s) OR foot (feet) OR leg(s) OR arm(s) and swung around as being illegal.

Holding onto the foot (feet)/leg(s) AND arm(s)/hand(s) together and swung around will be permitted

LIFTS & VAULTS (FREE PROGRAM)

A butterfly, type of movement, executed by one (1) skater with the assistance of another skater falls under the definition of a vault. This type of movement will be counted as one (1) vault

The same vault / lift executed using syncopated choreography is permitted as long as they occur immediately one after the other with little or no pause in-between and will be counted as one (1) vault / lift

Different vaults / lifts executed at the same time will be counted as one (1) vault / lift

Two (2) different vaults / lifts executed using syncopated choreography will be counted as two (2) vaults / lifts

HIGHLIGHTING (SHORT AND FREE PROGRAM)

Definition of Highlighting:

A term used when a Skater(s) performs a movement that is in contrast with of the rest of the Team. Highlighting movements are permitted in the Creative Element and during transitions in the Free Skating only.

Clarification: The regulation is referring to one (1) skater or one (1) pair that breaks away from the rest of the team in order to perform a movement that is in contrast to the rest of the team and is not referring to individual skaters executing a choreographic movement when they are together with the rest of the team

ELEMENT SHAPES

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

- Example: NHE is given a no value; if executed in a circle configuration in 2013 - 2014

Elements that require a specific number of skaters in a configuration will be called + DED 3 if executed in a correct configuration including an incorrect number of skaters

- Example: NHE is called + DED 3; if there are an incorrect number of skaters in any of the four (4) lines

Intersection Short program: Element is given a no value + DED 3 if the required intersection is executed using the wrong shape

FALLS

Each fall by one (1) skater will receive a DED (-1.0), if two (2) or more skaters fall at the same time a DED (-2.0) will be given for those falls

- A fall by one (1) or more skaters will receive a DED only for the fall, the element/feature will not be penalized by the technical panel
- Skaters who are affected by the fall(s) and are unable to execute turn(s), pi, fm/fe etc, will not cause the element/feature to be lowered
- The only element where a fall may affect the level of the element is the GL. In the GL only correctly executed group lifts will be considered for the call

ADDITIONAL FEATURES (VARIATIONS)

ICE COVERAGE REQUIREMENTS

All additional features must meet the minimum ice coverage / rotational / pivoting requirements. If ice coverage / rotation / pivoting is not met; the additional feature will not be counted towards a level

- Applies to: degrees of pivoting (B, L) and length and rotation of travel (C, W)
- Ice coverage during pivoting (B, L) will be reflected in the GOE

PIVOTING - GENERAL REQUIREMENTS (B, L)

Definition of pivoting:

A continuous action where an Element, such as a Line or Block turns/rotates around a point. The pivot point may change from one end of a line to the other end

- During all parts of pivoting (including change of pivot point) the Element must continue to progress over and/or across the ice
 - If one (1) or more line(s) does not continually progress over and/or across the ice (any part of the line(s) become stationary) the element will be reduced by one (1) level
- 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 towards the level
- The call will be according to the correctly executed criteria
- Pivoting should be executed with a pivoting action
 - Pivoting action is defined as: *A forceful movement of the lines during the pivoting where one can see the tension in the lines*
- If pivoting is interrupted for two (2) seconds or more; pivoting will be considered ended
- The ice coverage, pivoting action, flow and speed of the pivoting will be reflected in the GOE

PIVOTING (B)

The required numbers of turns must be correctly executed for the variation to 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 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 one (1) turn is incorrectly executed by ¼ 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 ¼ 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 ¼ 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 ¼ of the team or more; pivoting with two (2) turns will be counted

PIVOTING (L)

Pivoting must be executed using turns and linking steps

- A minimum of two (2) turns must be included to reach a higher level than Level 1
- Turns are not required to be on correct edges but must be executed on one (1) foot
- Variety and quality of the turns and linking steps will be evaluated in the GOE

INTERACTING AND PIVOTING VARIATION

Depending on the number of fulfilled criteria the level will be called accordingly:

Level 2: one (1) criterion (+ a minimum of pivoting of 180°)

Level 3: two (2) criteria (+ a minimum of pivoting of 180°)

Level 4: three (3) criteria (+ a minimum of pivoting of 360°)

The criteria will not be fulfilled if:

- 90° (+/- 10°) is not maintained during the whole variation
- the pivot point does not change ends at least twice in each of the lines
- the lines, during any part of the interacting and pivoting variation, are further apart than two (2) meters

CHANGE OF CONFIGURATION

Change of Configuration is no longer a variation (*except in Junior and Senior Free Program W*), but may still be included in all of the elements. May be executed in any manner

- if ¼ of the team or more are on the spot during the change of configuration; the variation will not be counted for the W (*Junior and Senior Free Program*)

CHANGE OF ROTATIONAL DIRECTION

Change of Rotational Direction is no longer a variation (*except in Junior and Senior Free Program W*), but may still be included in both C and W

- May be executed in any manner

Short Program:

- The change of rotational direction is required in the 2-spoke wheel
- If the change of rotational direction is not attempted then a DED1 will be called
 - There are no restrictions on the execution of the change of rotational direction, however the flow will be reflected in the GOE
- The shape of the 2-spoke must be shown both before and after the change of rotational direction (no required amount of rotation, but must be recognized)

Junior and Senior Free Program:

- The change of rotational direction and change of configuration may be executed at the same time
- The change of rotational direction and the change of position may be executed at the same time
- There is no required amount of rotation required before or after the change of rotational direction
- If ¼ of the team or more are on the spot during the change of rotational direction; the variation will not be counted for the W

TRAVEL (C, W)

Level of the element will be called according to which requirements are met (length of travel in the correct shape, with the correct amount of rotation etc.)

Traveling must be executed using turns and linking steps

- A minimum of two (2) turns must be included to reach a higher level than Level 1
- Turns are not required to be on correct edges but must be executed on one (1) foot
- Variety and quality of the turns and linking steps will be evaluated in the GOE

Travel will not be counted if 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

Travel errors:

- use of different linking steps/turns or skating directions
 - linking steps/crossovers/turns that are executed with the toe pick instead of the blade
 - stepping mostly towards the centre (or towards the outside, depending on their position) of the circular pattern
- Circle:** There must be flow and glide by all skaters, at all times, as they step in the correct direction
- Wheel:** The skaters must always step in the correct direction

Length of Travel: (more than 5m or more than 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 the shape has been changed
 - Travel is considered ended when no traveling movement has been seen for at least two (2) seconds
 - Flow and speed of traveling will be evaluated in the GOE

- If a team correctly travels for at least 5m including two turns; level 2 will be called, independently if they at some other point have ¼ of the team or more making travel errors

Required Rotation of 360°

- The required amount that the circle/wheel rotates must be executed as the element travels
 - Each skater must cover the required amount in 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 degrees of rotation will be measured once the traveling has begun and will stop when the traveling has ended

Change of position of each spoke (W)

- If the rotation of the wheel stops for two (2) seconds or more the extra feature will not be counted
- A change of configuration is not permitted to be executed at the same time as the change of position, then only the change of configuration will be counted (*junior and senior free skating*)
- The change of position refers to the spoke in total and not the individual skaters
 - if using any wheel with any of the spokes consisting of an odd number of skater (ie: 3, 5 or 7): the change of position will still be counted

BACK TO BACK PREPARATION AND APPROACH (I)

- Any type of hold (except a “no hold”) must be maintained 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 first rotation of the pi); one (1) level lower will be called
 - If there are additional 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
 - Turns (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 any downgrade
 - If ¼ of the team or more execute any forward rotation(s) during the approach phase, even if the one backward 360° rotation is correct; one (1) level lower will be called
 - If ¼ of the team or more execute any forward rotation(s) during the approach phase including an error only during the one backward 360° rotation variation (*variation mentioned below*); the variation will not be counted and one (1) level lower will be called
 - If ¼ of the team or more execute a backward rotation that ends forwards; one (1) level lower will be called

ONE (1) BACKWARD 360° ROTATION (I) (*completed during the approach before the pi rotation*)

- The rotation must start and end backwards
 - If ¼ of the team or more skaters begin this rotation forwards or end this rotation forwards; the variation will not be counted
 - One (1) quick backward step is permitted in order to change rotational direction either for another backward rotation or a backward rotation for the pi (*exception for Whip, see Communication 1798 appendix A*)
 - if there is more than one (1) quick backward step taken then the variation will not be counted
- If any of the skaters reconnect before the actual pi rotation, the variation will not be counted
- More than one (1) backward 360° rotation (*completed during the approach before the pi rotation*) are permitted

The backward 360° rotation(s) must be continuous:

- it may be executed at any speed and will be counted by the Technical Panel towards the level but will be evaluated on the speed of rotation by judges in GOE
- if there is a pause in this rotation that aides the skater in finding their space: the backward 360° rotation will not be counted

The backward 360° rotation and the rotation for the point of intersection must be executed as two (2) separate rotations; if there is only one (1) double rotation or more; this rotation will be counted towards the pi level

GROUP LIFT ELEMENT (GL)

Each lift will be evaluated separately

- If one (1) skater 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 are not gliding during all parts of the lift – that lift will not be counted
- If all supporting skaters within one (1) Group Lift does not rotate the minimum requirement for that level that GL will not be counted towards the level
- If a lifted skater within one Group Lift does not complete a variation correctly then the variation within their group lift will not be counted towards the level
- Level will be called according to requirements met (*independently of attempted level*)

Independently of which lift variation that is included in order to reach the GL3 and GL4 level, it is necessary that the supporting skaters are in approximately in one (1) line, skating direction may be different

- If the supporting skaters are not approximately in one (1) line during the rotation; GL2 will be the highest call
- 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

Vaulting up AND down from the lift:

- The cartwheel or summersault action must go through an inverted body position (head down + legs up)
- A horizontal rotation will not meet the requirements for this variation
- A syncopated vault up into a lift will NOT be permitted
- A syncopated vault down from the lift will be permitted

Group Lifts with a change of position (all levels)

- All parts of the torso must rotate a complete 180° respective of the starting position
- After the complete change of position of 180° 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 position affects the complete turn of the relative shoulder or hip there will be no penalty for the change of position
- The lifted skater may rotate more than the required 180° and the change of position will be counted

Group Lifts with a change of position during the 360° rotation: (Level 3 and 4)

- The complete change of position of the lifted skater (a rotation of 180°) must occur during the required 360° rotation by the supporting skaters
 - The lift may rotate more than the 360° to complete the lifted skaters change of position, however the supporting skaters must continue to stay in approximately one (1) line during the change of position

Remaining Skaters in a Group Lift Element

- Remaining skaters may not stop or become stationary
- If the remaining skaters are executing a group lift (same or different) and there is any type of error (for example; one (1) skater stopping on the exit of the lift); the GL level will be called + DED1 for the stationary skater
- If the remaining skaters are executing fe's:
Example: one (1) skater executes a spin + three (3) skaters execute jumps (same or different) will be permitted without a highlighting DED

CHANGE OF AXIS (NHE)

- The team must skate along the new axis so that the new axis is easily recognizable
- When the team takes a step in order to change from one lobe to another along the same axis will not be considered as a change of axis

SKATERS/LINES CHANGE PLACES WITH ANOTHER SKATER/LINE (NHE)

This variation may be executed in any manner. Creativity should be encouraged

Example:

- If one (1) line pass thru the other three (3) lines; variation is counted
- If one (1) line skates around the other three (3) lines; variation is counted

BODY MOVEMENT (NHE)

The body core must visibly move away from its vertical axis and must be clearly recognized as having an influence on the balance on the blade

- If only one (1) of the criteria is met by ¼ of the team or more (example: body core has moved from the vertical axis but this movement has not influenced the balance on the blade); body movement will not be counted towards the NHE level

EXTRA FEATURES (NHE)

For Level 3 and 4 where two (2) different extra features from the same group (i) or ii)) must be included:

- including two (2) different extra features at the same time (½ of the team performing a small hop and the other ½ of the team performing toe steps), will only be counted as one (1) extra feature from group ii)
 - None of the performed extra features may be repeated to be counted as the 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

MOVES IN THE FIELD ELEMENT

- There must be at least three (3) skaters executing the same fm
 - If there are not at least three (3) skaters executing the same fm; fm base will be called

AT LEAST TWO (2) DIFFERENT FM'S AT THE SAME TIME DURING ONE (1) OF THE TWO (2) REQUIRED FM'S (MF)

- The variation will not be counted if fm's are repeated within the MF element
- There must be at least two (2) different fm's executed at the same time (see additional requirements above)

ALL FM'S FROM A SPECIFIC LEVEL (MF)

- The variation is not counted if an fm is called as fm base
- MF3 and MF4: All fm's must be from fm3 and have a correctly executed position
 - MF2 will be the highest call if not all fm's are from fm3 and in the correct position

ALL SKATERS EXECUTE A CHANGE OF POSITION DURING ONE (1) FM ON ONE (1) FOOT (MF)

- Change of position will not be counted:
 - if skaters do not establish their on their own track both before and after the change of position

- if there are two (2) or more spaces without a hold either before or after the change of position (a minimum of four (4) skaters in each line)

BSS / CSS ELEMENT

Step sequence Elements must be completed and at least fulfill the requirements for Level Base to be called

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

Visible Errors:

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

If the requirements of a level are met it must be used to make the call, independently of the number of incorrectly executed turns

- turn(s) that are scratched (by using the toe pick), are still counted by the Technical Panel towards the level but will be evaluated on their quality of execution by judges in GOE

Change of Rotation 360° and Series of Turns on one (1) foot (executed at the same time)

- If there is one (1) turn with a visible error by ¼ of the team or more the level will be lowered by one (1) level and called as long as the turn requirements (number of turns) are met for that level
- If there are two (2) turns with a visible error by ¼ of the team or more the level will be lowered by two (2) levels and called as long as the turn requirements are met for that level
- Levels will be lowered until there is a “no value” called

Loops are not permitted in the Change of Rotation 360° or in the Series of Turns

Mirror image pattern is permitted during a Step Sequence, and the turns executed in a mirror image pattern will not be counted towards the level of the Step Sequence

BSS/CSS may not be attached to or as part of the B/C

- If attached or as part of the B/C, the BSS/CSS; is given a no value

FEATURES

STEP SEQUENCE Feature (applies to NHE)

Step sequences must be completed and at least fulfill the requirements for Level Base to be called

- All steps and turns must be skated on distinct, recognizable correct edges, and lobes
- turn(s) with an error (same or different) executed by ¼ of the team or more will not be counted towards the level
- Visible Errors:
 - a two-footed entry or exit of a turn
 - a turn executed on the spot
 - a turn that is jumped
 - the entry and/or exit of a turn is executed on a straight line (is flat)
 - turns that are not clearly on the correct entry or exit edge
 - a turn not attempted (not due to a fall)

If the requirements of a level are met it must be used to make the call, independently of the number of incorrectly executed turns

- turn(s) that are scratched (by using the toe pick), are still counted by the Technical Panel towards the level but will be evaluated on their quality of execution by judges in GOE

Mirror image pattern is permitted during a Step Sequence, and the turns executed in a mirror image pattern will not be 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 difficult turns:

- The exact same series is not permitted to be repeated on the opposite foot
- The same turn 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
- Loops are not permitted
- If there is one (1) turn with a visible error by ¼ of the team or more the level will be lowered by one (1) level independently which of the turns that are incorrectly executed
- If there are two (2) turns with a visible error by ¼ of the team or more the level will be lowered by two (2) levels independently which of the turns that are incorrectly executed

Rotation 360°

Rotational direction(s) of the rotation 360° may be executed in any order and will be counted towards the number required for the various levels

Example: two clockwise rotations of 360° executed one after the other will be counted as two (2) Rotation 360°

- a series / combination of three difficult turns may be counted as a rotation 360° if meeting the requirements
- a double twizzle will be counted as two (2) rotation 360°'s in the same direction
- a loop will not count as a 360° rotation

FREE SKATING MOVES (MF and ME)

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 for the following fm3's:

- Outside Spread Eagle in both rotational directions
- Outside Ina Bauer in both rotational directions
- Outside Spread Eagle + Outside Ina Bauer Combination: both fm's executed first in one (1) rotational direction and then 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 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 two (2) seconds
- ME (short program): all skaters must change edge at the same time, if ¼ of the team or more change edge at different time one (1) level lower will be called
- 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

- In the case of using fm's with different time requirements: the fm's must either start or end at approximately the same time
 - If the fm's do not start or end at approximately the same time: call the fm + DED1
 - if the fm's are executed completely separately; fm base is called + variation is not counted

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

- 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 (in MF) then the variation will not be counted

All executed fm's during the MF must be different (no repetition of an fm is allowed)

- Any listed fm in Communication 1798 is considered different from the other fm's in the list
- Hydroblading, Shoot the duck, Lunges and Charlotte are no longer listed and will not be considered an fm (fm is given a no value)

Outside Spread Eagle or Ina Bauer with one (1) or two (2) changes of edges: The team must keep the same fm thru out the changes of edge. No combinations are permitted

POINT OF INTERSECTION

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 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 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)

- a rotation not attempted by one (1) skater: rotation 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

For a Collapsing intersection the specific rotation where skaters fail to attempt the rotation 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)

pi2 & pi3: If a 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

If a pi rotation has NOT been attempted by the whole team; pi with no value will be called

Collapsing Intersection

For pi1:

- a rotation (180° or 360°) is not required before the corners begin to intersect
- two (2) 180° rotations must start and end inside the shape

Whip Intersection

- All rotations for the intersection level (and pi) must be in the same rotational direction as the line during the approach phase: lower pi one (1) level if not in the same rotational direction
- pi2 & pi3: If the rotation is **not** started before (or has been completed before) ¼ of the team or more have intersected; then the pi will be called as piB (*see figure below*)

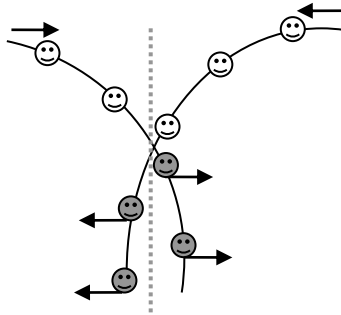


Figure: piB will be called: These four (4) skaters (grey faces) have intersected, but have not started the rotation

SKATING WITH LESS THAN 16 SKATERS

In the case a team due to illness or injury needs to skate with a team with less than 16 skaters, there will be no punishment NHE in a block configuration with four (4) lines should have the following number of skaters (in any order)

- 15 skaters: 4, 4, 4, 3
- 14 skaters: 4, 4, 3, 3
- 13 skaters: 4, 3, 3, 3
- 12 skaters: 3, 3, 3, 3
- And so on

NON-PERMITTED and ILLEGAL Elements, Features, Additional Features

If there is an illegal Element, Feature, or Additional Feature; Element is given a no value + DED4 (illegal)

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

- Element is not called + 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

Elements in Synchronized Skating Appendix B

The Base Values for the Levels of elements is determined by combining the Difficulty Groups of Elements and the Difficulty Groups of the Features. Each synchronized skating element/ configuration belongs to a Difficulty Group of Elements which may contain the Additional Features that are specific for the respective element and increase the difficulty of an Element.

Features: Group of Difficulty for the Step Sequence Feature may be added to NHE, Intersection and Moves in the Field Elements in order to increase the difficulty level of that element

Additional Features are Features, which may become part of the Difficulty Groups of some Elements and Step Sequences and can increase their difficulties. Additional Features will be identified by the Technical Specialist and evaluated by Judges as part of the GOE

Examples of the Additional Features: body movement, change of rotational direction, pivoting, traveling, etc.

BLOCK ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	BB	1.0
L1	B1	2.0
L2	B2	3.0
L3	B3	4.5
L4	B4	5.5

BLOCK STEP SEQUENCE ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	BSSB	0.6
L1	BSS1	1.2
L2	BSS2	1.6
L3	BSS3	2.0
L4	BSS4	2.5

CIRCLE ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	CB	1.0
L1	C1	2.0
L2	C2	3.0
L3	C3	4.5
L4	C4	5.5

CIRCLE STEP SEQUENCE ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	CSSB	0.6
L1	CSS1	1.2
L2	CSS2	1.6
L3	CSS3	2.0
L4	CSS4	2.5

CREATIVE ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
Creative Element	Cr	2.0

GROUP LIFT ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	GLB	1.0
L1	GL1	2.0
L2	GL2	3.0
L3	GL3	4.5
L4	GL4	5.5

INTERSECTION			
LEVELS	DIFFICULTY GROUPS	FEATURE POINT INTERSECTION	BASE VALUES
LB	IB	-	0.6
L1	IB	piB	1.0
	I1	-	
L2	IB	pi1	1.7
	I1	piB	
	I2	-	
L3	IB	pi2	2.0
	I1	pi1	
	I2	piB	
	I3	-	
L4	IB	pi3	2.5
	I1	pi2	
	I2	pi1	
	I3	piB	
	I4	-	
L5	I1	pi3	3.0
	I2	pi2	
	I3	pi1	
	I4	piB	
L6	I2	pi3	4.0
	I3	pi2	
	I4	pi1	
L7	I3	pi3	4.8
	I4	pi2	
L8	I4	pi3	5.5

LINE		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	LB	1.0
L1	L1	2.0
L2	L2	3.0
L3	L3	4.5
L4	L4	5.5

MOVES IN THE FIELD			
LEVELS	DIFFICULTY GROUPS	FEATURES (see chart below for combinations of fm's in free program)	BASE VALUES
LB	MFB	fmLB	0.6
L1	MFB	fmL1	1.0
L2	MF1	fmL2	1.3
	MFB	fmL2	
L3	MF1	fmL3	1.7
	MF2	fmL2	
	MFB	fmL3	
L4	MF1	fmL4	2.0
	MF2	fmL3	
	MF3	fmL2	
L5	MF1	fmL5	2.5
	MF2	fmL4	
	MF3	fmL3	
	MF4	fmL2	
L6	MF1	fmL6	3.0
	MF2	fmL5	
	MF3	fmL4	
	MF4	fmL3	
L7	MF2	fmL6	4.0
	MF3	fmL5	
	MF4	fmL4	
L8	MF3	fmL6	4.8
	MF4	fmL5	
L9	MF4	fmL6	5.5

COMBINATIONS of fm's	
LEVELS	DIFFICULTY GROUPS fm's
fmLB	fmB + fmB
fmL1	fm1 + fmB
fmL2	fm1 + fm 1
	fm2 + fmB
fmL3	fm1 + fm2
	fm3 + fmB
fmL4	fm1 + fm3
	fm2 + fm2
fmL5	fm2 + fm3
fmL6	fm3 + fm3

MOVES ELEMENT		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	MEB	0.6
L1	ME1	1.2
L2	ME2	1.7
L3	ME3	2.2

NO HOLD ELEMENT			
LEVELS	DIFFICULTY GROUPS	FEATURE STEP SEQUENCE	BASE VALUES
LB	NHEB	-	0.6
L1	NHEB	sB	1.0
	NHE1	-	
L2	NHE1	sB	1.3
	NHEB	s1	
	NHE2	-	
L3	NHE1	s1	1.7
	NHE2	sB	
	NHE3	-	
L4	NHE2	s1	2.0
	NHE3	sB	
	NHE4	-	
L5	NHEB	s2	2.2
	NHE3	s1	
	NHE4	sB	
L6	NHEB	s3	2.5
	NHE1	s2	
	NHE4	s1	
L7	NHE1	s3	3.0
	NHE2	s2	
L8	NHEB	s4	3.5
	NHE2	s3	
	NHE3	s2	
L9	NHE1	s4	4.0
	NHE3	s3	
	NHE4	s2	
L10	NHE4	s3	4.5
	NHE2	s4	
L11	NHE3	s4	5.0
L12	NHE4	s4	5.5

SPIN		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	SpB	1.7
L1	Sp1	2.5
L2	Sp2	3.0
L3	Sp3	4.2

WHEEL (Junior and Senior Short Program and Novice Free Skating)

LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	W1	1.0
L1	W1	2.0
L2	W2	3.0
L3	W3	4.5
L4	W4	5.5

WHEEL ELEMENT (JUNIOR, SENIOR FREE SKATING)

LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	WhB	1.0
L1	Wh1	2.0
L2	Wh2	3.0

Scale of Values (SOV) of the Synchronized Skating Elements Appendix C

<i>BLOCK, CIRCLE, GROUP LIFT, LINE</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1	0.2	0.4	0.6
LEVEL 1	0.9	0.6	0.3	2	0.3	0.6	0.9
LEVEL 2	1.5	1	0.5	3	0.5	1	1.5
LEVEL 3	2	1.4	0.7	4.5	0.7	1.4	2
LEVEL 4	3	2	1	5.5	1	2	3

<i>BLOCK AND CIRCLE STEP SEQUENCE ELEMENT</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	0.6	0.1	0.2	0.3
LEVEL 1	0.3	0.2	0.1	1.2	0.1	0.2	0.3
LEVEL 2	0.6	0.4	0.2	1.6	0.2	0.4	0.6
LEVEL 3	1	0.6	0.3	2	0.3	0.6	1
LEVEL 4	1	0.6	0.3	2.5	0.3	0.6	1

<i>CREATIVE ELEMENT</i>	---	--	-	BASE VALUE	+	++	+++
Cr	0.9	0.6	0.3	2	0.5	1	1.5

<i>INTER- SECTION</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	0.6	0.2	0.4	0.6
LEVEL 1	0.6	0.4	0.2	1.0	0.2	0.4	0.6
LEVEL 2	1	0.6	0.3	1.7	0.3	0.6	1
LEVEL 3	1	0.6	0.3	2	0.3	0.6	1
LEVEL 4	1	0.6	0.3	2.5	0.3	0.6	1
LEVEL 5	1.5	1	0.5	3	0.5	1	1.5
LEVEL 6	2	1.4	0.7	4	0.7	1.4	2
LEVEL 7	3	2	1	4.8	1	2	3
LEVEL 8	3	2	1	5.5	1	2	3

<i>WHEEL for Junior Senior short + Novice FS)</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1	0.2	0.4	0.6
LEVEL 1	0.9	0.6	0.3	2	0.3	0.6	0.9
LEVEL 2	1.5	1	0.5	3	0.5	1	1.5
LEVEL 3	2	1.4	0.7	4.5	0.7	1.4	2
LEVEL 4	3	2	1	5.5	1	2	3

<i>NO HOLD ELEMENT</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	0.6	0.2	0.4	0.6
LEVEL 1	0.6	0.4	0.2	1.0	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	1.3	0.3	0.6	0.9
LEVEL 3	0.9	0.6	0.3	1.7	0.3	0.6	0.9
LEVEL 4	0.9	0.6	0.3	2	0.3	0.6	0.9
LEVEL 5	1	0.6	0.3	2.2	0.3	0.6	1
LEVEL 6	1	0.6	0.3	2.5	0.3	0.6	1
LEVEL 7	1.5	1	0.5	3	0.5	1	1.5
LEVEL 8	1.5	1	0.5	3.5	0.5	1	1.5
LEVEL 9	2	1.4	0.7	4	0.7	1.4	2
LEVEL 10	3	2	1	4.5	1	2	3
LEVEL 11	3	2	1	5.0	1	2	3
LEVEL 12	3	2	1	5.5	1	2	3

<i>MOVES IN THE FIELD</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	0.6	0.1	0.2	0.3
LEVEL 1	0.3	0.2	0.1	1	0.1	0.2	0.3
LEVEL 2	0.3	0.2	0.1	1.3	0.1	0.2	0.3
LEVEL 3	0.6	0.4	0.2	1.7	0.2	0.4	0.6
LEVEL 4	0.6	0.4	0.2	2	0.2	0.4	0.6
LEVEL 5	1	0.6	0.3	2.5	0.3	0.6	1
LEVEL 6	1	0.6	0.3	3	0.3	0.6	1
LEVEL 7	1.5	1	0.5	4	0.5	1	1.5
LEVEL 8	2	1.4	0.7	4.8	0.7	1.4	2
LEVEL 9	3	2	1	5.5	1	2	3

<i>MOVES ELEMENT</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	0.6	0.2	0.4	0.6
LEVEL 1	0.6	0.4	0.2	1.2	0.3	0.6	1
LEVEL 2	0.9	0.6	0.3	1.7	0.5	1	1.5
LEVEL 3	1	0.6	0.3	2.2	0.7	1.4	2

<i>SPIN, PAIR ELEMENT,</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	1	0.6	0.3	1.7	0.3	0.6	1
LEVEL 1	1	0.6	0.3	2.5	0.3	0.6	1
LEVEL 2	1.5	1	0.5	3	0.5	1	1.5
LEVEL 3	2	1.4	0.7	4.2	0.7	1.4	2

<i>WHEEL ELEMENT (Junior, Senior Free)</i>	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1	0.2	0.4	0.6
LEVEL 1	1	0.6	0.3	2	0.3	0.6	1
LEVEL 2	1.5	1	0.5	3	0.5	1	1.5