INDEX for Features

STEP SEQUENCE FEATURE - Applies to NHE	
GENERAL/FALLS AND OTHER ERRORS	**Technical Panel**
One (1) skater falls **before the step sequence begins** and does not catch up to the team and therefore misses all turns of that step sequence	step sequence is called as executed by the rest of the team (with the missing skater not participating) + DED for the fall
Fall by one (1) skater **during the step sequence** (where that skater and one (1) or more other skaters omit or make errors on subsequent turns due to the fall)	step sequence is called as executed by the rest of the team (with the fallen skater + skaters affected by the fall omitting or making errors on subsequent turns not considered for the level) + DED for the fall
Fall by one (1) skater **during the step sequence**, but only the fallen skater omits some subsequent turns (due to the fall) and the rest of the team execute the step sequence	step sequence is called as executed by the rest of the team (with the fallen skater missing some turns) + DED for the fall
Fall by two (2) or more skaters **during the step sequence**	step sequence is called as executed by the rest of the team (with the fallen skaters missing some turns) + DED for the two (2) falls
There is no minimum ice coverage requirement for a step sequence to be counted	step sequence is called; as executed
A mirror image pattern is permitted during a Step Sequence (Short Program and Free Skating). Small variances/differences in linking steps/turns/edges are permitted when beginning or ending a mirror image pattern in a step sequence	turn(s) executed during a mirror image pattern will not be counted towards the level of the step sequence
	The step sequence is not considered as interrupted when a mirror image pattern or small variances in linking steps/turns/edge are executed to begin or end the mirror image pattern are included
Use of crossovers must be kept at a minimum and only one (1) crossover in a row may be included	step sequence ends; with two (2) crossovers in a row
During a step sequence all skaters must execute the same linking steps/turns/edges in the same skating direction at the same time except during a change of rotational direction and free skating moves	step sequence is not called; if the linking steps/turns/edges are not the same
	step sequence is called + DED1; if the linking steps/turns/edges are the same but not executed at the same time (syncopated choreography)
Short free skating moves are permitted within step sequences but must be held for less than three (3) seconds	step sequence ends; if fm is held longer than three (3) seconds
If a non-permitted element is included in the step sequence (e.g. assisted jump of more than one (1) rotation or lying on the ice)	NHE: element is called + step sequence is given a no value + DED3; non-permitted element

STEP SEQUENCE Requirements	
	Technical Panel
Step sequences that do not have sustained edges due to a quicker tempo shall be counted	step sequence is called
The turn has correct edges. The edge can be shallow or deep, long or short	turn is counted
A step sequence must meet the requirements of a level	step sequence is called; if it meets the requirements of a level independently of the number of incorrectly executed turns. A no call is possible
Basic turns (three turns and/ or mohawks) may be used during any step sequence	step sequence is called
The axis of a step sequence may change from one (1) turn to the next turn	turn is counted
The turn may have a strong entry curve and a weaker exit curve	turn is counted
Types of visible errors for step sequences: - Entry edge or exit edge is not recognizable/visible (is flat) - Turns executed on the spot - Turns with a two-footed entry or exit - Turns that are jumped - Turns that are not clearly on the correct entry or exit edge - Turns not attempted (not due to a fall)	turn is not counted; if ¼ of the team or more are executing either the same or different types of visible errors during a turn
Rotation 360°	
A rotation of 360° must not be interrupted	rotation 360**°** is not counted; if interrupted
A double twizzle is executed	two (2) 360º rotations in the same direction will be counted
Rotations may be executed on either one (1) or two (2) feet using turns and/or rotating linking steps	rotation 360° is counted; as long as a 360° rotation is executed with a full body rotation
Rotational direction(s) of the rotation 360º may be executed in any order and may have non-rotating linking steps in-between them	Each rotation 360º will be counted towards the number required for the various levels
When stepping from forward to backwards (or visa versa) between a 360° rotation in one rotational direction and a 360° rotation in the other rotational direction	rotation 360**°** is counted; if executed correctly (this step forwards (or backwards) will not be counted as part of the 360º rotation in either direction)
A loop is not counted as a rotation	rotation 360**°** is not counted; if a loop is included
A 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)*	series of turns is not counted; if there are not two (2) / three (3) difficult turns executed consecutively
	series of three (3) turns is counted as a series of two (2) turns; if the free foot touches down (once) between any of the three (3) turns by ¼ of the team or more
	series of two (2) turns is not counted; if the free foot touches down between any of the turns by ¼ of the team or more
For the two (2) series / combination of difficult turns; The same series are not permitted to be repeated on the opposite foot	the 2nd series is not counted; if the series are exactly the same (consist of the same turns executed in the same order, on the same edge and in the same skating direction)
A loop is not permitted in a series of difficult turns	the loop is not counted towards the series; if used in the series
Series of three (3) turns with one (1) turn incorrectly executed by ¼ of the team or more	series of two (2) turns will be counted; no matter which turn has the error
Series of two (2) turns with one (1) turn incorrectly executed by ¼ of the team or more	series is not counted towards the level
All of the turns in the series must be from the listed difficult turns	series of turns is counted; according to the number of correctly executed difficult listed turns
The required number of different types of turns must be executed consecutively and without a change of edge in-between the turns	series of turns is not counted; if there is a change of edge in-between any two (2) turns
More turns may be included but must be executed either before or after the series of turns	the other turns will be counted as part of the step sequence
SERIES / COMBINTAION OF DIFFICULT TURNS + ROTATION 360° executed at the same time	
If there are turn(s) with a visible error by ¼ of the team or more	series / combination is called according to the number of correctly executed turns + rotation 360º is counted irregardless of the correctness of the turn(s)

FREE SKATING MOVES – FALLS AND OTHER ERRORS (Applies to Moves Element and Moves in the Field)	
	Technical Panel
Fall by one (1) skater (and one (1) or more other skaters make an error during the fm due to the fall)	call the level of the fm/ME executed by the skaters not affected by the fall + DED for the fall
Fall by one (1) skater (and no other skaters make an error during the fm)	call the level of the fm/ME executed by the skaters not affected by the fall + DED for the fall
Fall by two (2) or more skaters (and one (1) or more other skaters may or may not make an error during the fm due to the fall)	call the level of the fm/ME executed by the skaters not affected by the falls + DED for the two (2) falls
fm not attempted **(not due to a fall or stumble but because of a lack of ability) (includes faking a position / edges)**	fm is called + DED1; if one (1) skater fails to attempt the fm
	lower fm one (1) level; if two (2) skaters fails to attempt the fm
	lower fm one (1) level + DED1; if three (3) skaters fails to attempt the fm
	fm base is called; if a ¼ of the team or more fails to attempt the fm
FREE SKATING MOVES – If a reduction is to be applied to an fm for a visible error by ¼ of the team or more please follow the guidelines below	
Free skating moves will be called according to what the team attempts	Example: Spiral with two (2) changes of edge are attempted (starting level fm3); during the first edge **¼ of the team or more** drop the legs below hip level AND the time on the edge is only 1.5 seconds, the rest of the spiral is correctly executed; call for the fm would be: fm (downgrade for position and time)
Free skating moves are reduced when ¼ of the team or more execute the same type of visible error: - free skating moves must be held in correct position for a minimum of three (3) seconds if on one (1) edge and for the required time if changes of edges/position/direction are executed *(Four (4) seconds for one (1) change of edge/position and six (6) seconds for two (2) changes of edge)* - free skating moves must be on the correct edge for a minimum of three (3) seconds or for two (2) seconds / edge or direction if a change of edge or direction is executed	lower fm one (1) level for each visible error; if **¼ of the team or more** execute the same type of visible error until reaching level fm base
A fm with change of edge/rotational direction and/or position requires a minimum of two (2) seconds on each edge/rotational direction and/or in each position	lower fm one (1) level; if not executed correctly
The length of a change of edge must be no longer than one (1) meter in length (by each individual skater, skating their own pattern or when necessary by the lead skater if the lines are tracking the same pattern)	fm is counted; even if longer than one (1) meter in length *(Short Program and Free Skate)*
	fm is lowered one (1) level; if **¼ of the team or more** don't change edge at the same time *(Moves Element)*
All fm's are reduced for the following (if not stated otherwise in the boxes below)	lower one (1) level; if not on a recognizable edge
	lower one (1) level; if the position is not held for at least three (3) seconds
	lower one (1) level; if the edge is not held for at least three (3) seconds
Ina Bauer	lower one (1) level; if not held in the correct position with one (1) foot on a forward tracing and the other a different but parallel tracing
Spirals	lower one (1) level; if not held in the correct position with the free leg (including knee and foot) held at least at hip level or higher than hip level
Biellmann Spiral	lower one (1) level; if not held in the correct position with the free foot pulled from behind to a position higher than the head and towards the top of the head close to the central axis of the skater
Spiral with a Change of Edge and Free Leg Position	lower one (1) level; if not held in the correct position where the free leg must remain at least at hip level or higher as it changes position
	lower one (1) level; if any one of the edges and/or positions are not held for at least two (2) seconds
Spiral 135°	lower one (1) level; if not held in the correct position where the skater's body remains upright with the free leg held at a 135° angle to the skating leg
Spiral Variation	lower one (1) level; if not held in the correct position where the free leg must be held higher than hip level (including the knee and foot)
Spread Eagle or Ina Bauer executed in both cw and acw directions	lower one (1) level; if there are more than the necessary turns/edges to quickly change-from cw to acw direction (or vice versa)
	lower one (1) level; if there are any crossovers or extra pushes in-between the cw and acw direction
	lower one (1) level; if each edge/rotational direction is not held for at least two (2) seconds
	lower one (1) level; if the move is not in the correct position for a minimum of two (2) seconds in each rotational direction

FREE SKATING MOVES - If a reduction is to be applied to an fm for a visible error made by ¼ of the team or more please follow the guidelines below	
	Technical Panel
Spread Eagle	lower one (1) level; if not held in the correct position where the skater skates with one (1) foot on a forward edge and the other on a matching backward edge on the same curve
Free Skating Moves with one (1) change of position	lower one (1) level; if any one of the positions are not held for at least two (2) seconds
Free Skating Moves with one (1) change of edge	lower one (1) level; if the move is not in the correct position for a minimum of four (4) seconds
	lower one (1) level; if any one of the edges are not held for at least two (2) seconds
Free Skating Moves with two (2) changes of edge	lower one (1) level; if the move is not held in the correct position for a minimum of six (6) seconds
	lower one (1) level; if any one of the edges are not held for at least two (2) seconds

POINT OF INTERSECTION	
GENERAL	**Technical Panel**
Back spirals during intersection are illegal	intersection is not counted + pi is not called + DED4; called for illegal
Jumps (except for dance jumps) during intersections are non-permitted	intersection is counted + pi is not called + DED3; called for non-permitted if a jump is included
If ½ of the team executes the same turns/linking steps at the point of intersection then the other ½ of the team may execute a different turn/linking steps	lowest level of pi is called; if ½ and ½ of the team executed different pi's
Each ½ of the team must execute the same turns/linking steps at the pi (including the direction of the rotation) *(different rotation directions are defined as: some skaters executing backward rotation and other skaters in the same line are executing a forward rotation or some skaters are turning clockwise while other skaters in the same line are turning anti-clockwise)*	pi1 is called; if ¼ of the team or more executes different turns/linking steps at the pi compared to the skaters next to them
	pi is called one (1) level lower; if ¼ of the team or more rotates in a different direction compared to the skaters next to them
All skaters must execute the turns/linking steps at the point of intersection at the same time	pi is called + DED1; if skaters do not execute the turns/linking steps at the same time (not a timing issue but choreographed at different times)
Fall by one (1) skater (and other skaters make an error due to the fall)	pi is called according to the skaters not affected by the fall + DED for the fall
Fall by one (1) skater (and no other skaters make an error due to the fall)	pi is called according to the skaters not affected by the fall + DED for the fall
Fall by two (2) or more skaters (no other skaters make an error due to the fall)	pi is called according to the skaters not affected by the falls + DED for the two (2) falls
If a rotation is not attempted (no fall has occurred) *(skaters are just gliding forward or backward instead of doing a rotation)*	pi is given a no value; if none of the skaters have attempted a rotation as the pi
	rotation is counted + DED1; if a rotation is not attempted by one (1) skater
	pi is called one (1) level lower; if a rotation is not attempted by two (2) skaters
	pi is called one (1) level lower + DED1; if a rotation is not attempted by three (3) skaters
	pi base is called; if a rotation is not attempted by ¼ of the team or more
	For Collapsing Intersections and Combined Intersections (where skaters intersect at different time)s: Any one rotation, where two(2) or more skaters do not attempt the rotation, will not be counted towards the pi level
A rotation that is attempted but with a visible error (same type) by ¼ of the team or more ***Visible errors:*** - A collision affecting the rotation(s) - A 360° rotation that is not continuously executed (pauses in the rotation in order to assist skaters to pass by each other) - A stumble affecting the rotation(s) - Rotation(s) executed on the spot	pi is called one (1) level lower; for each visible error made by a ¼ of the team or more
backward 360º rotations/turns must start and end backwards	pi is lowered one (1) level; if the backward rotation/turn ends forwards
	Once ALL skaters have completed intersecting it is permitted to end a backward rotation forward
The rotation(s) must begin before the skaters pass through and must continue as the skaters go through the point of intersection *(Collapsing intersections and Combined Intersections (where skaters intersect at different times) have their own requirements for where the rotations must be executed, see next page)*	pi base is called; if ¼ of the team or more have passed through the point of intersection before beginning a rotation, or have completed the rotation before the point of intersection
	pi base is called; if ¼ of the team or more do not continue to rotate as they pass each other
	pi base is called; if ALL skaters have passed through the point of intersection before beginning a rotation, or have completed the rotation before the point of intersection (as long as a rotation has been attempted somewhere near the pi)
Use of crossovers during any pi level are not permitted	pi is lowered one (1) level; if there is a crossover

POINT OF INTERSECTION - continued	
	Technical Panel
Point of Intersection for Angled Intersection	
The first part of a 360° rotation must begin when the skaters are at least two (2) spots away from their hole	pi is lowered one (1) level; if not started correctly
The rotation(s) must travel along a diagonal path towards the axis of intersection UNTIL going through the pi at the axis	pi is lowered one (1) level; if not executed on a diagonal path
Point of Intersection for Collapsing Intersections and Combined Intersections (where skaters intersect at different times)	
Level 1: Must have a minimum of two (2) 180° rotations ending within the intersection Rotations must be continuous (using turns and/or rotating linking steps)	pi base is called ; if there is only one (1) 180° rotation executed correctly and ended within the intersection
Level 2: Must have a minimum of two (2) forward or backward 360° rotations ending within the intersection. Rotations must be continuous (using turns and/or rotating linking steps)	pi1 is the highest call; if only one (1) rotation is executed correctly and ended within the intersection
Level 3: Must have a minimum of three (3) backward 360° rotations Rotations must be continuous (using turns and/or rotating linking steps)	pi1 is the highest call; if only one (1) rotation executed correctly and ended within the intersection pi2 is the highest call: if there are only two (2) rotations executed correctly
All corners in a collapsing intersection must be intersecting during a rotation for that rotation to be counted towards the pi	rotation is not counted towards the pi; if one (1) or more corners are not intersecting during the rotation
Level 2: Rotations must start before the skaters begin to intersect and two (2) rotations must be completed within the intersection. If the first rotation is completed before the skaters have started to intersect, the minimum number of subsequent rotations are needed to be executed and completed within the intersection	pi2 is called; if the requirements are met lower pi one (1) level; for each missing rotation completed within the intersection pi1 is the highest call; if only one (1) correctly executed rotation occurs within the intersection
For level 3: The first rotation for the pi must start before the lines begin to intersect and end just inside their space or within the shape (*in the case of a box or triangle intersection for level 3 (that uses only one (1) rotation prior to the pi rotation) this will be the second backward 360º rotation*). Two (2) subsequent rotations must start within the Intersection however the last (third (3rd)) pi rotation may end after the skaters have exited the Intersection	lower pi one (1) level; if a rotation does not start before the skaters begin to intersect and/or do not end inside their space or within the shape lower pi one (1) level; for each missing rotation within the intersection pi1 is the highest call; if only one (1) correctly executed rotation occurs within the intersection
Only correctly executed rotations will be counted towards the pi level	pi is called according to the number of correctly executed rotations, any rotations with errors listed in the general part above will not be counted towards the pi level
A double twizzle will not be counted as two (2) 360° continuous rotations	pi is called; as one (1) 360**°** rotation
If a team executes one (1) 180° rotation and two (2) forward or backward 360° continuous rotation	pi 2 is the highest call
If a team executes one (1) forward 360° rotation followed by one (1) continuous backward 360° rotation (or vice versa)	pi 2 is called
For pi3 only backward turns and rotating linking steps are permitted	lower pi one (1) level; if forward rotations and if any non-rotating linking steps are included there may be a slight (minimal) pause in-between the rotations in order to permit the skaters to change feet or change their rotational direction without lowering the pi
In the case where there are both forward and three (3) backward 360º entry directions for the rotation	pi2 is the highest call
Point of Intersection for Combined Intersection (where skaters intersect all at the same time)	
Only one (1) rotation/turn is required at the point of intersection	pi is called; if correctly executed
Point of Intersection for Whip Intersection	
Only one (1) rotation/turn is required at the point of intersection	pi is called; if correctly executed
All skaters must be intersecting at the same time, however the six (6) fast end skaters (three (3) skaters on each side) are allowed to intersect slightly afterward	pi is called; independently of the number of skaters intersecting slightly afterwards as long as they all rotate through the axis of intersection
All pi rotations must be in the same rotational direction as the skater's respective line during the approach phase	lower pi one (1) level; if pi rotations are executed in the opposite rotational direction