

INDEX for Senior & Junior Short Program Elements

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SHORT PROGRAM – Junior and Senior	
GENERAL	Technical Panel
Un-prescribed or additional elements or repetitions even of elements which have failed, are not permitted and will not be marked and a deduction will be given (<i>applies also during transitions</i>)	no value + DED3; Un-prescribed, additional or repeated elements <i>Example 1:</i> If a junior team executes a wheel element at one end of the ice surface, does a transition in a block which covers more than ½ of the length of the ice and then goes into two lines for the whip intersection, this block will be considered an additional element <i>Example 2:</i> If a junior team executes a wheel element at one end of the ice surface, does a transition in two lines which covers more than ½ of the length of the ice and then goes into the whip intersection, this will NOT be considered an additional element, just the preparation for the whip intersection
Elements must meet the minimum ice coverage/rotation requirements	element is given a no value; if the minimum ice coverage / rotation is not met
Highlighting is non-permitted (<i>see Rule 903, paragraph 1i</i>)) (<i>permitted only in the Creative Element and during transitions in the Free Skating only</i>)	element (<i>if applicable</i>) is called + DED3
Elements that do not meet the basic requirements, such as using the incorrect number of skaters, lines, spokes, etc. (ie: less than three (3) lines in a block, less than four (4) skaters in a circle, less than five (5) skaters in a line for the combined intersection, less than three (3) skaters in a spoke for wheel elements etc.)	element is given a no value; if the element never meet the basic requirements for correct number of skaters, lines, spokes etc element is called; if wrong number of skaters are included resulting from skating with less than 16 skaters due to injury/illness
Additional Features (Variations) must meet the minimum ice coverage, rotation or pivoting requirements	variation is not counted; if the minimum requirements are not met
Features and Variations that are executed using the wrong element configuration	call the element + the Feature and Variation(s) is not counted
Any required Features or Variations that are omitted (not attempted)	call the Element + DED1; if not attempted
Features or Variations that are not permitted in the Short Program	non-permitted Features or Variations are not counted + DED1; if included
Repeated Features or Variations that are not permitted to be repeated	call the element including the first Feature or Variation + DED1; for the repeated Feature or Variation
Creative modifications and variations are permitted in the Short Program	call the element as executed; if creative modifications and variations are included
B, C, L & W: Skaters (a maximum of ½ of the team) may leave and rejoin an element (for creativity) as long as the minimum number of required skaters in a spoke, line, circle etc, is maintained. ALL skaters must be joined/aligned to a spoke, line, circle etc during variations and/or Extra Features for these to be counted	element is called; as long as the requirements are met variation(s) is not counted; if not ALL skaters are joined/aligned to a spoke, line, circle etc. during variations and/or Extra Features
Mirror Image Pattern is permitted in all element in the Short Program	call the element as executed; if mirror image pattern is included turns executed during a mirror image pattern will not be counted towards the level of the ss. The ss is not considered as interrupted

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JUNIOR & SENIOR SHORT PROGRAM – BLOCK

	Technical Panel
Blocks must be closed	block element is called + DED3; if there is an open shape
A block element must have a minimum of three (3) lines	block element ends; if there are less than three (3) lines
Pivoting is required	block is called + DED1; if pivoting is not attempted
During pivoting there must be four (4) lines	pivoting is not counted; if the number of lines is not correct
Free skating moves, if used, must be executed at the same time in all lines but need not be the same by all skaters (<i>this does not apply during any creative movements</i>)	block element is called + DED1; if not executed at the same time (<i>this does not apply during any creative movements</i>)
Ice Coverage Requirements	
All skaters in the block element must travel at least the ½ of the length of the ice surface or comparable distance to be counted (30m)	block element is given a no value; if minimum ice coverage is not met

JUNIOR & SENIOR SHORT PROGRAM – INTERSECTION

	Technical Panel
Intersection must be the correct shape for the year Junior: Whip intersection Senior: Angled Intersection	intersection element is given a no value- + DED3; if the wrong shape is executed
The lines must be as even as possible	intersection element is called + DED3; if the lines are not as even as possible element is called; if wrong number of skaters are included resulting from skating with less than 16 skaters due to injury/illness
The intersection element begins during the preparation phase and all skaters must participate in the intersection	intersection element is given a no value; if all skaters do not participate
Whip: Both lines must maintain and keep a TRUE curved shape (½ circle) until the pivot skaters of each line become back to back	lower the intersection element one (1) level; if both or one (1) line does not maintain the strong curve shape
Whip: The lines are allowed to straighten at the point of intersection	intersection element is called
Whip: All skaters should be intersecting at the same time, however the three (3) fast end skaters of each line will be permitted to intersect slightly after the rest	lower the intersection element one (1) level; if the skaters do not intersect according to the requirements
Whip: All rotations must be in the same rotational direction as the skater's respective line	see variations and features; if rotations are executed in the opposite direction
Angled: The corridor between the two (2) lines cannot be more than approximately 2.5m apart once the lead skaters of each line begin to overlap	lower the level of the intersection element by one (1) level; if the corridor is or becomes wider than approximately 2.5m at any time after the lead skaters begin to overlap
Angled: The lines must remain parallel to the "axis of the point of intersection" during the approach phase. If the lines are no more than approximately 2.5m apart, a slight pivot (less than 45°) is permitted	lower the level of the intersection element by one (1) level; if the line(s) pivot more than 45° I1 is the highest call; if pivoting more than 45° and the lines are more than approximately 2.5m apart (<i>neutralization of the intersection</i>)
Angled: To continue an angled direction during the exit phase of this intersection is optional	intersection element is called; even if the angled direction is not maintained during exit phase
Point of Intersection (pi) is required	pi is given a no value + DED1; if not attempted there is no DED given as long as a rotation for a pi was attempted
½ of the team may execute the same turns/linking steps at the point of intersection and the other ½ of the team may execute a different turn/linking steps OR all skaters should execute the same turns/linking steps at the point of intersection	lowest level of pi is called; if ½ and ½ of the team execute different pi's Example: ½ of the team executes a backward 360° rotation and the other ½ is doing a forward 360° rotation, the call would be pi2 intersection is called + pi is called + DED1; if the skaters execute the same or different rotation/turns steps at the pi at different times
Back to back Preparation and Approach is optional	IB is called; if there is a Forward Preparation and Approach

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JUNIOR SHORT PROGRAM – MOVES ELEMENT

	Technical Panel
This element consists of a free skating move (fm) 2013-2014 the required fm is a spread eagle and/or ina bauer	
All Skaters must execute the same fm, in the same skating direction, on the same edge at the same time	moves element will be lowered one (1) level; if ¼ of the team or more are not on the same edge/skating direction and/or in the same position at the same time
The team must act as a unit throughout the whole element	moves element is called; even if not a unit
Skaters may pass by/intersect with each other in order to change position (during the fm only)	moves element is called; as executed
The Moves Element will be lowered when ¼ of the team or more execute the same type of visible error: <ul style="list-style-type: none"> - fm 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 are executed (<i>Four (4) seconds for one (1) change of edge/position and six (6) seconds for two (2) changes of edge</i>) - fm must be on a correct edge for a minimum of three (3) seconds or for two (2) seconds / edge or rotational direction if a change of edge or rotational direction is executed 	moves element is lowered one (1) level for each visible error; if ¼ of the team or more execute the same type of visible error until reaching MEB
fm's that are not attempted (not due to a fall)	moves element is called + DED1; if one (1) skater fails to attempt the fm
	moves element will be lowered one (1) level; if two (2) skaters fails to attempt the fm
	moves element will be lowered one (1) level + DED1; if three (3) skaters fails to attempt the fm
	moves element base is called; if a ¼ of the team or more fails to attempt the fm

SENIOR SHORT PROGRAM – MOVES IN THE FIELD

	Technical Panel
This element is a sequence of only two (2) different free skating moves (fm) that must not be repeated and which can be connected with linking steps/turns	fm is given a no value; if it is a repeated fm fm is not counted; if it is the third (3 rd) fm
There may be up to four (4) different fm's executed during each part of the sequence. In this case none of the fm's may be repeated	fm is called according to the lowest level; if the fm's have different levels fm base will be called: if there are not at least three (3) skaters executing the same fm
If an fm is called as fmB then the variation(s) will not be counted	fm is called as fmB + no variation(s) is counted
The team must act as a unit throughout the whole element	MF is called; even if not a unit
Skaters may pass by/intersect with each other in order to change position (either in-between fm's or during an fm)	MF is called; as executed
See Features for Free Skating Moves for further information, if there is to be a reduction in the level of an fm	

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JUNIOR & SENIOR SHORT PROGRAM – NO HOLD ELEMENT (block configuration)	
	Technical Panel
The No Hold Element (NHE) must be executed in a closed block	NHE is called + DED3; if the shape is an open block using four (4) lines NHE is given a no value + DED3; if executed in a circle configuration
On a team of 16 skaters: the closed block must consist of four (4) skaters in four (4) lines	NHE ends; if using any block configuration without four (4) lines NHE is called + DED3; if there are an incorrect number of skaters in any of the four (4) lines NHE is called; if wrong number of skaters are included resulting from skating with less than 16 skaters due to injury/illness
A change of configuration is not permitted	NHE ends; if there is a change of configuration where there are not four (4) lines
A step sequence is required for the NHE	NHE level + ss no value + DED1 is called; if ss is not attempted (at least two (2) turns attempted)
Variations are permitted and will be counted	Variations are counted; if executed correctly
Retrogression is permitted (<i>even after reaching the opposite short end barrier</i>)	NHE is called; as executed
The NHE must start AND end in a no hold	NHEB is called; if the start AND end is executed with a hold NHE is called + DED1; if any part of the NHE has a hold
Ice Coverage Requirements	
All skaters must cover ½ of the length of the ice surface or comparable distance (30m). The element (block shape) begins at any place along one end of the ice surface, close to the short barrier and ends any place along and close to the opposite short barrier	NHE is given a no value; if minimum ice coverage is not met NHE + DED1 is called; if not starting close to one short barrier and/or ending close to the opposite short end barrier (<i>example: start and/or end is closer to the center of the ice compared to the short end barriers</i>)

JUNIOR & SENIOR SHORT PROGRAM – WHEEL	
	Technical Panel
There must be a minimum of three (3) skaters in each spoke	wheel element ends; if less than three (3) skaters in each spoke (<i>does not apply in the case of injury or illness</i>)
The spokes must be as equal as possible	wheel is called + DED3; if the spokes are not as equal as possible
Travel is required in the parallel wheel	travel is not counted + DED1; if omitted (not attempted) travel is not counted; if executed in the two-spoke wheel
Change of rotational direction is required in the two-spoke wheel	change of rotational direction is not counted + DED1; if omitted (not attempted) in the 2-spoke wheel change of rotational direction is not counted + DED1; if executed only in the parallel wheel
All skaters must execute the change of rotational direction at the same time	change of rotational direction is not counted + DED1; if executed at different times
Other variations are permitted and will be counted if correctly executed	correctly executed variations will be counted towards the level
Ice Coverage Requirements	
To fulfill the requirements for the wheel element, a wheel must rotate a total of at least 360°	wheel element is given a no value; if not rotating a minimum of 360°