INTERNATIONAL SKATING UNION

Communication No. 1393

Synchronized Skating

Levels of Elements
Difficulty Groups of Features
Difficulty Groups of Elements
Scale of Value

The Synchronized Skating Technical Committee and the ISU Judging System ad-hoc Commission accepted the clarifications and amendments to the Difficulty Groups of Elements, Difficulty Groups of Features, Levels of Elements and the Scale of Value for the Synchronized Skating Elements. These amendments are valid for the season 2006-2007 and are summarized on the four attached documents / Appendixes.

Level of Elements in Synchronized Skating (Appendix A)

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.

Additional Features become part of the Difficulty Groups of some Elements and increase the difficulty of an Element or Step Sequences.
Additional Features: traveling (tr), change of rotational direction (cd), pivoting (piv), change of rotation (cr) and modest body movement (bm) for no hold step sequences will be called by the Technical Specialist and evaluated by Judges as part of the GOE.
Features such as Step sequences (s), Free Skating Moves/Element (fm/fe) and Point of Intersection (pi) are divided to the Groups according to their difficulty and will be called by the Technical Specialists (see Appendix B).

Circle example*: Circle Element from Difficulty Group 2 plus two (2) Additional Features (executed within the same element), Traveling (tr) and Change of Rotational Direction (cd), will increase the Level of the Circle depending on the Group of Difficulty for the Step Sequence Feature.*

C2 or C2 + s1	= Level 2
C2 + tr and cd + s1	= Level 3
C2 + tr and cd + s2	= Level 4
C2 + tr and cd + s3	= Level 5
C2 + tr and cd + s3	= Level 6

BLOCK				
LEVELS	**DIFFICULTY GROUPS**	**ADDITIONAL FEATURES PIVOTING**	**FEATURE STEP SEQUENCE**	**BASE VALUES**
L1	B1	--	s1	**1.2**
L2	B1	--	s2	**1.6**
	B1	piv	s1	
	B2	--	s1	
L3	B1	--	s3	**2.0**
	B1	piv	s2	
	B2	--	s2	
	B2	piv	s1	
	B3	--	s1	
L4	B1	--	s4	**2.5**
	B1	piv	s3	
	B2	--	s3	
	B2	piv	s2	
	B3	--	s2	
	B3	piv	s1	
L5	B1	piv	s4	**3.0**
	B2	--	s4	
	B2	piv	s3	
	B3	--	s3	
	B3	piv	s2	
L6	B2	piv	s4	**4.0**
	B3	--	s4	
	B3	piv	s3	
L7	B3	piv	s4	**5.5**

piv = pivoting

CIRCLE				
LEVELS	**DIFFICULTY GROUPS**	**ADDITIONAL FEATURES tr + cd**	**FEATURE STEP SEQUENCE**	**BASE VALUES**
L1	C1	--	s1	**1.2**
L2	C1	--	s2	**1.6**
	C1	**tr + cd**	s1	
	C2	--	s1	
L3	C1	--	s3	**2.0**
	C1	**tr + cd**	s2	
	C2	--	s2	
	C2	**tr + cd**	s1	
	C3	--	s1	
L4	C1	--	s4	**2.5**
	C1	**tr + cd**	s3	
	C2	--	s3	
	C2	**tr + cd**	s2	
	C3	--	s2	
	C3	**tr + cd**	s1	
L5	C1	**tr + cd**	s4	**3.0**
	C2	--	s4	
	C2	**tr + cd**	s3	
	C3	--	s3	
	C3	**tr + cd**	s2	

L6	C2	**tr + cd**	s4	**4.0**
	C3	--	s4	
	C3	**tr + cd**	s3	
L7	C3	**tr + cd**	s4	**5.5**

tr = traveling
cd = change of rotational direction

INTERSECTION				
LEVELS	**DIFFICULTY GROUPS**	**ADDITIONAL FEATURES NONE**	**FEATURE POINT INTERSECTION**	**BASE VALUES**
L1	I1	--	pi1	**1.2**
L2	I2	--	pi1	**1.6**
L3	I1	--	pi2	**2.0**
	I3	--	pi1	
L4	I1	--	pi3	**2.5**
	I2	--	pi2	
L5	I1	--	pi4	**3.0**
	I2	--	pi3	
	I3	--	pi2	
L6	I2	--	pi4	**4.0**
	I3	--	pi3	
L7	I3	--	pi4	**5.5**

pi = point of intersection

LINE				
LEVELS	**DIFFICULTY GROUPS**	**ADDITIONAL. FEATURES PIVOTING**	**FEATURE STEP SEQUENCE**	**BASE VALUES**
L1	L1	--	s1	**1.2**
L2	L1	--	s2	**1.6**
	L1	piv	s1	
	L2	--	s1	
L3	L1	--	s3	**2.0**
	L1	piv	s2	
	L2	--	s2	
	L2	piv	s1	
	L3	--	s1	
L4	L1	--	s4	**2.5**
	L1	piv	s3	
	L2	--	s3	
	L2	piv	s2	
	L3	--	s2	
	L3	piv	s1	
L5	L1	piv	s4	**3.0**
	L2	--	s4	
	L2	piv	s3	
	L3	--	s3	
	L3	piv	s2	
L6	L2	piv	s4	**4.0**
	L3	--	s4	
	L3	piv	s3	
L7	L3	piv	s4	**5.5**

piv = pivoting

MOVES IN THE FIELD				
LEVELS	**DIFFICULTY GROUPS fm / fe**	**ADDITIONAL FEATURES NONE**	**FEATURE NONE**	**BASE VALUES**
L1	fm1+fm1+fm1	--	--	**1.6**
L2	fm1+fm1+fm2/fm3	--	--	**2.0**
L3	fm1+fm2+fm2	--	--	**2.5**
	fm1+fm3+fm3	--	--	
	fm1+fm2+fm3	--	--	
	fm2+fm2+fm2	--	--	
L4	fm2+fm2+fm3	--	--	**3.0**
	fm2+fm3+fm3	--	--	
L5	fm3+fm3+fm3	--	--	**4.0**

MOVES IN ISOLATION				
LEVELS	**DIFFICULTY GROUPS fm / fe**	**ADDITIONAL FEATURES NONE**	**FEATURE NONE**	**BASE VALUES**
L1	fm1/fe1			**1.6**
	fm2/fe2			
	fm1/fe1+fm1/fe1	--	--	
L2	fm3/fe3			**2.0**
	fm1/fe1+fm2/fe2	--	--	
L3	fm2/fe2+fm2/fe2	--	--	**2.5**
	fm1/fe1+fm3/fe3	--	--	
L4	fm2/fe2+fm3/fe3	--	--	**3.0**
	fm3/fe3+fm3/fe3	--	--	
L5	fm3+fe3	--	--	**4.0**

fm = Free Skating Moves
fe = Free Skating Elements

NO HOLD STEP SEQUENCE			
LEVELS	**DIFFICULTY GROUPS**	**ADDITIONAL FEATURES**	**BASE VALUES**
L1	NHS1	--	**2.5**
L2	NHS2	--	**3.0**
L3	NHS2	cr + bm	**4.0**
	NHS3	--	
L4	NHS3	cr + bm	**5.5**

cr = change of rotation
bm = modest body movement

SPIN				
LEVELS	**DIFFICULTY GROUPS**	**ADDITIONAL FEATURES NONE**	**BASE VALUES Short Program**	**BASE VALUES Free Skating**
L1	Sp1	--	**2.5**	**2.5**
L2	Sp2	--	**3.0**	**3.0**
L3	Sp3	--	--	**4.0**

WHEEL				
LEVELS	**DIFFICULTY GROUP**	**ADDITIONAL FEATURES tr + cd**	**FEATURE NONE**	**VALUES**
L1	W1	--	--	**1.6**
L2	W2	--	--	**2.5**
	W1	**tr + cd**		
L3	W3	--	--	**3.0**
	W2	**tr + cd**		
L4	W3	**tr + cd**	--	**4.0**

tr = traveling
cd = change of rotational direction

Milano**,** June 20, 2006
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, General Secretary

Difficulty Groups of Features
(Appendix B)

STEP SEQUENCE FEATURE (Applies to Block, Circle, Line)

Ice Coverage Requirements

To receive a step sequence Feature the requirements of Ice Coverage must be fulfilled:

- The step sequence in a Block must cover a minimum of 2/3 of the length of the ice surface or comparable using other pattern.
- The step sequence in a Line must cover a minimum of ½ of the length of the ice surface or comparable using other pattern.
- The step sequence in a Circle must cover a minimum of 2/3 (240 degrees) of the circle.

Turn Requirements

To receive a step sequence Feature the requirements of turns and linking steps must be fulfilled:

- The required number of turns in each Difficulty Group for a Step Sequence Feature is three or four (3 or 4) turns.
- Turns must be executed on correct entry and exit edges
- The entry and exit of a turn must be on one foot to be counted
  - Example: if 3 skaters on a team of 16 skaters are incorrectly executing a turn then the turn will not be counted.
- Turns only may be used.
- Turns from other levels may be used.
- Turns and linking steps may also be used. If steps are used to link the turns then the turns and steps must be balanced in their distribution throughout the step sequence.

Additional Feature: One (1) Change of rotation 360˚ or more

- The change of rotation feature must be shown with first, a 360˚ rotation in one direction, followed immediately by a 360˚ rotation in the opposite direction.
- A rotation of 360˚ may be executed by using multiple turns and steps.
- A change of rotation may include linking steps and turns from other levels.
- A minimum of one (1) turn from the level that you are trying to achieve must be included in one (1) of the rotations.
- There are no other additional steps or turns allowed between the first 360˚ rotation direction and the second, other than a change of foot OR a change of edge in order to execute the next change of rotation. This change of foot or change of edge must be the entry edge for the next rotation.
  - Example 1 (with change of foot between 360˚ anticlockwise and 360˚ clockwise): RBO three turn + RFI Rocker (360˚ anti clockwise rotation) followed by a LBO double three turn (360˚ rotation clockwise) = 1 change of rotation (cr)
  - Example 2 (with a change of edge between a 360˚ clockwise and 360˚ anticlockwise): RBI double three (360˚ clockwise rotation) followed by a RBI – RBO change of edge + RBO 3 turn / RFI – LBI Mohawk (360˚ anti clockwise rotation) = 1 change of rotation (cr)

Explanation for some Calls

Short Program and Free Skating

- Only the first step sequence that fulfils the requirements in an element will be called.
- The addition of one (1) Additional Feature to a step sequence from the Group 2 will move this step sequence to Group 3. The addition of one (1) Additional Feature to a step sequence from the Group 3 will move this step sequence to Group 4.
  - **Additional Feature: One (1) change of rotation 360˚**
- If the step sequence does not contain the required number of turns or correctly executed turns, the Additional features will not be counted and the difficulty group for step sequences will be decrease by one respective by two groups depending on the number of missing turns

– The level will be determined in the following manner:

  s4 (4 turns from level 3 + 1 feature) would be called s2 if one (1) turn is not executed on correct edges or two footed

  s4 (4 turns from level 3 + 1 feature) would be called s1 if two (2) turns are not executed on correct edges or two footed

  s3 (4 turns from level 3) would be called s2 if one (1) turn is not executed on correct edges or two footed

  s3 (4 turns from level 3) would be called s1 if two (2) turns are not executed on correct edges or two footed

  s3 (3 turns from level 2 + 1 feature) would be called s1 if one or more turns are not executed on correct edges or two footed

  s2 (3 turns from level s2) would be called s1 if one or more turns are not executed on correct edges or two footed

Explanation for some Deductions

Short Program

- A required Step Sequence Feature that does not meet the criteria of any Group (or contains mainly crossovers or linking steps) will be called as s1 + deduction /DED 1.
- A required Step Sequence Feature that does not meet the criteria of the required ice coverage will be called as s1 + deduction/DED 1, for not according to requirements.
– If there are less than three (3) turns attempted, the call will be s1 + DED 2, for an omitted requirement.

Free Skating

– s1 will be called when turn requirements and / or ice coverage requirements for step sequences are not fulfilled.

Difficulty Groups Step Sequence Feature **Abbreviation**

GROUP 1 **Step sequence does not meet requirements for Group 2, 3, 4** s1 includes also a step sequence that contains mainly crossovers or linking steps	**s1**
GROUP 2 **mohawk, three turn, double three, choctaw, twizzle (single or 1 ½)** ***NO ADDITIONAL FEATURE*** A minimum of three (3) different turns from this group must be executed **Linking Steps:** Progressives, chasses, cross rolls, changes of edges, toe steps moving, small hops and short free skating move (held less than 3 seconds) are allowed between the required turns, or any turn(s) from another level	**s2**
GROUP 3 **mohawk, three turn, double three, choctaw, twizzle (single or 1 ½)** ***PLUS ADDITIONAL FEATURE: One (1) change of rotation 360˚*** A minimum of three (3) different turns from this group must be executed **OR** **choctaw, twizzles (single or more), bracket, rocker, counter, loop** ***NO ADDITIONAL FEATURE*** A minimum of four (4) different turns from this group must be executed **Linking Steps:** Progressives, chasses, cross rolls, changes of edges, toe steps moving, small hops and short free skating moves (held less than 3 seconds) are allowed between the required turns, or any turn(s) from another level	**s3** **s3**
GROUP 4 **choctaw, twizzles (single or more), bracket, rocker, counter, loop** ***PLUS ADDITIONAL FEATURE: One (1) change of rotation 360˚*** A minimum of four (4) different turns from this group must be executed **Linking Steps:** Progressives, chasses, cross rolls, changes of edges, toe steps moving, small hops and short free skating moves (held less than 3 seconds) are allowed between the required turns, or any turn(s) from another level	**s4**

DIFFICULTY GROUPS FOR POINT OF INTERSECTION FEATURE

(Applies to Intersection)

Turn, Free Skating Move, Free Skating Element Requirements at the Point of Intersection

To receive a Point of Intersection Feature, the requirements for a correct Turn, Free Skating Move, Free Skating Element must be fulfilled.

- Turns must be executed on correct entry and exit edges.
- The entry and exit of a turn must be on one foot to be counted.
- The Free Skating Moves must be executed in the proper position.
- Sustaining a Free Skating Move for 3 seconds is not a requirement for a Point of Intersection
- The Turn, Free Skating Move, or Free Skating Element must occur at the point of intersection.

Explanation for some calls

Short and Free Skating

- The Turn, Free Skating Move, or Free Skating Element that occurs too far before or after the point of intersection will be called as pi1.
- If a Turn, Free Skating Move, or Free Skating Element is not correctly executed on the proper edge and/or proper position by all skaters at the Point of Intersection then the Turn, Free Skating Move / Element in question will be called as pi1.
    - Example: if 3 skaters on a team of 16 skaters are incorrectly executing a pi then the pi will be called as pi1.

Explanation for some Deductions

Short Program

- A required Point of Intersection Feature that does not meet the criteria of any Group (2, 3 or 4) will be called as pi1 + deduction /DED 1.

Free Skating

- A required Point of Intersection Feature that does not meet the criteria of any Group (2, 3 or 4) will be called as pi1

Difficulty Groups for Point of Intersection Feature	**Abbreviation**
GROUP 1 Point of Intersection does not meet requirements for Group 2, 3, 4 No turns, free skating moves or small hops are performed only steps (i.e. chasses, crossovers, progressives, gliding on one or two feet, etc.)	**pi1**
GROUP 2 Three turns, mohawks, small hops/ dance jumps, forward lunges	**pi2**
GROUP 3 Forward twizzle, forward double threes, brackets**,** forward spirals, back lunges, **t**hree turn clockwise and counter clockwise (with no other steps or turns between), inside spread eagle	**pi3**
GROUP 4 Backward twizzles, backward double three turns, rockers, counters, outside spread eagles, outside spread eagle with a change of edge	**pi4**

FREE SKATING ELEMENTS (fe) AND MOVES (fm) FEATURE

(Applies to Movement in Isolation (MI) and Moves in the Field (MF))

Free Skating Elements and Free Skating Moves Requirements

- To receive credit for a fe/fm Feature in MI at least three (3) skaters or 3-4 pairs must perform that Free Skating Element/ Free Skating Move.

Free Skating Element Requirements

- Spins must revolve a minimum of three (3) revolutions to be counted.
- The Biellmann Spin is defined as having the free foot behind the head and above the head at the same time held either by one or both hands.
- Difficult variation of an upright spin is with the free foot held to the head level or higher than head level.

Free Skating Move Requirements

- Free Skating Moves must be sustained to be counted as a Feature.
- The team must skate in that Free Skating Move for at least three (3) seconds.
- In the case of a Free Skating Move with a change of edge, each edge must be held for at least two (2) seconds by the leading skater.

- Spirals / Biellmann executed skating on a forward edge shall be considered different than a Spiral / Biellmann skated on a backward edge etc (the groups for all types of Spirals / Biellmann moves are in the chart of the Difficulty Groups for Free Skating Moves below).
- To be counted as Biellmann spiral, the free leg must be held (either by one or both hands) above the level of head and behind the head at the same time.
- A Spread Eagle is not considered as a different free skating move than a Spread Eagle with a change of edge. Therefore, only one type of Spread Eagle can present in the Moves in the Field.
- An Ina Bauer is not considered as a different free skating move than an Ina Bauer with a change of edge. Therefore, only one type of Ina Bauer can be presented in the Moves in the Field.
- To be counted as a Spiral, the free leg must be held at hip level or higher.
- Spiral with a change of edge and free leg position. Free leg must remain at hip level or higher as it changes position. The free leg position may change from front, to side, or to the back or any combination thereof.
- Ina Bauer is a two-footed movement in which the skater travels along the ice with one foot on a forward edge/tracing and the other on a matching backward edge on a different but parallel edge/tracing.
- Spread Eagle is a curving, two-footed movement in which the skater skates with one foot on a forward edge and the other on a matching backward edge on the same curve (e.g. outside and outside).

Explanation for some calls
Short Program and Free Skating

- If a Free Skating Move or Free Skating Element is not correctly executed on the proper edge and proper position by all skaters in MF or by a minimum of 3 skaters or 3 pairs executing the Free Skating Move/Element in MI then the Free Skating Move/Element in a question will be called as fm1.
  - Example: if 3 skaters on a team of 16 skaters are incorrectly executing a Free Skating Move/Element then fm1/fe1 will be called.

Difficulty Groups Free Skating Elements/Moves Features	**Abbreviation**
GROUP 1 Jumps, assisted jumps (one rotation or less) Lifts that do not rotate or glide on a pattern Upright Spin / no change of Foot or Position OR Lunges forward Lunges backward Ina Bauer inside Shoot the duck Forward Outside or Inside Spiral Backward Outside or Inside Spiral	**fe1** **fm1**
GROUP 2 Jump sequence, pair pivot Lifts that are stationary and rotate Lifts that are gliding but do not rotate Spin with change of Foot or Position Pair Spin Layback, Sideways leaning Spin, Cross foot Spin Sit Spin and Camel Spin without any change of position or foot Axel Butterfly executed in pairs ("flying" executed by each skater) OR Inside Spread Eagle Hydroblading Forward Spiral with one (1) change of edge Backward Spiral with one (1) change of edge Forward Spiral with a change of free leg position (no change of edge) Backward Spiral with a change of free leg position (no change of edge)	**fe2** **fm2**

GROUP 3 Death spirals rotation of 360˚ Lifts that glide and rotate at the same time Spin combination with change of foot and/or direction (solo or pair) Flying Spins (flying camel in MI only) Butterfly (individual) Biellmann Spin or other difficult variations of an upright spin OR Outside Spread Eagle Spread Eagle with a change of edge Forward Spiral with two (2) changes of edge Backward Spiral with two (2) changes of edge. Outside Ina Bauer Ina Bauer with a change of edge Forward Biellmann Backward Biellmann Forward Spiral with a change of edge AND free leg position Backward Spiral with a change of edge AND free leg position Forward Spiral with the free leg positioned either to the front or side at least 135˚ to supporting leg or Charlotte position. The free leg may be supported or unsupported. Any edge may be used Backward Spiral with the free leg positioned either to the front or side at least 135˚ to supporting leg or Charlotte position. The free leg may be supported or unsupported. Any edge may be used Charlotte: The Skater's head is lowered to their supporting knee and free leg is positioned behind and extended to at least 135˚ angle to the supporting leg. The free leg is unsupported	**fe3** **fm3**

Difficulty Groups of Elements (Appendix C)

Additional Features are features, which become part of the Difficulty Groups of some Elements and increase the difficulty of an Element or Step Sequences.
Additional Features: traveling, change of rotational direction, pivoting, change of rotation and modest body movement (for no hold step sequences) will be called by the Technical Specialist and evaluated by Judges as part of the GOE.

Example: Circle Element from Difficulty Group 3 plus two (2) Additional Features (within the same circle), Traveling and Change of Rotational Direction, will increase the Level of the Circle depending on the Group of Difficulty for the Step Sequence Feature. See Appendix C, the Levels of Synchronized Skating Elements.

BLOCK	**Abbreviation**
GROUP 1 **One (1) Configuration** One configuration in the Short Program will be evaluated as Not According to Requirements and the Deduction will be done	**B1**
GROUP 2 **Two (2) Configurations**	**B2**
GROUP 3 **Three (3) Configurations or more**	**B3**

Additional Feature: Pivoting (piv)

- A block that pivots at least 90˚ and no more than 180˚.
- Step sequences and pivoting may, but do not need to occur at the same time.
- During the step sequence all skaters must cover 2/3'rds of the length of the ice.
- Pivoting must occur during one configuration of a block at one time.
- Pivoting will be counted for increasing the level both in Short Program and Free Skating.

CIRCLE	**Abbreviation**
GROUP 1 Three Circles or more Two Circles (side by side) - opposite direction Two Circles (side by side) - same direction	**C1**
GROUP 2 Circle in a Circle - same direction Two Circles in a Circle - opposite direction Two Circles in a Circle - same direction	**C2**
GROUP 3 Circle in a Circle - opposite direction One Circle	**C3**

Additional Feature 1: Traveling (tr)

- A circle that travels at least ¼ of the ice surface.
- Step sequences and traveling may, but do not need to occur at the same time.
- During the step sequence all skaters must cover 2/3 (240 degrees) of the circle.
- Also, if a step sequence and traveling occurs at the same time, skaters must cover 2/3 (240 degrees) of the circle while traveling at least ¼ of the ice surface.

Additional Feature 2: Change of Rotational Direction (cd)

- All of the skaters must change rotational direction.
- The change of rotational direction will not be counted when executed between shapes.
- A change of rotational direction may be part of a step sequence.
- There must be a minimum of four (4) skaters in a circle.

Senior Short Program

- A change of rotational direction by some skaters will be allowed, but not counted, during a transition from first One Circle followed by a Circle in a Circle- opposite direction OR visa versa.

LINE

	Abbreviation
GROUP 1 Multiple Lines 2 Lines separate (V-Line, T-Line etc) 2 Lines Parallel / follow the leader	**L1**
GROUP 2 2 Lines (Parallel) 2 Lines (Parallel) Diagonal/not follow the leader 1 Line / follow the leader	**L2**
GROUP 3 1 Line Diagonal / not follow the leader 2 Lines interacting 1 Line (Horizontal or Vertical)	**L3**

Additional Feature: Pivoting (piv)

- A line that pivots at least 90˚ and no more than 180˚.
- In Line, step sequences and pivoting must occur at the same time.
- During the step sequence all skaters must cover 1/2 of the length of the ice.
- The pivoting of a skater on the outside end (on the fastest end) will determine the ½ of the ice coverage.
- Pivoting in 2 Lines (Parallel) Line will not be counted for increasing the level in Junior Short Program

INTERSECTION

To receive the Difficulty Groups stated below, the team must be back to back during a preparation phase and approach phase.

	Abbreviation
GROUP 1 Pass by (Pair pass Intersection) Asymmetrical /lowest degree Inverted "V" Intersection Collapsing Circle Intersection Sequential (lines intersecting in different times) Four spoke Intersection Block Intersection (3 or more lines) Splicing (individually intersecting at different times) L-Intersection Splicing 1 (2 Lines, 2 Parallel Lines, 4 Lines) 4 Line Intersection from same directions 3 Line Intersection with the center Line stopping Weaving Circle 2 V-Intersection/4 Line Intersection - pivot at the same end	**I1**

2 Parallel Line Intersection from same direction Parallel lines + one line Intersection from same direction	
GROUP 2 2 (Two) rotating Circles Intersection 4 Line Intersection - pivot at opposite ends 2 Line Intersection - pivot at opposite ends 2 Parallel Line Intersection pivot at opposite ends Parallel L-Intersection Angled 4 Line Intersection (from opposite directions) V-Intersection/2 Line Intersection - pivot at same end 2 Line Intersection from same direction Parallel V-Intersection / 2 Parallel Line Intersection pivot at same end Angled 2 Parallel Line Intersection (from opposite direction) Angled parallel lines + one line Intersection (from opposite direction) 3 Line Intersection with all 3 Lines separate and skating (No wheel is permitted. Two of the three lines must be back to back) 5 Line Intersection – pentagon	**I2**
GROUP 3 Whip Intersection Box Intersection / Triangle Intersection Angled Intersection (2 Line Intersection from opposite directions)	**I3**

MOVES IN THE FIELD **(see also Difficulty Groups of Features)**

Move(s) Requirements

Short Program and Free Skating

- All three (3) Free Skating Moves must be different.
- A forward Spiral shall be considered as different than a backward Spiral
- A Spread Eagle is not considered as a different Free Skating Move than a Spread Eagle with a change of edge. Therefore, only one type of Spread Eagle can be presented in the Moves in the Field.
- An Ina Bauer is not considered as a different Free Skating Move than an Ina Bauer with a change of edge. Therefore, only one type of Ina Bauer can be presented in the Moves in the Field.

Short Program

- All skaters must execute the same Free Skating Move at the same time.
- In order to execute the same Free Skating Move, the skaters must execute the same position.

Free Skating

- Half of the team may execute one Free Skating Move while the other half executes a different Free Skating Move at the same time.
- If one half of a team is performing a Free Skating Move of a higher level and the other one of a lower level, the whole team will be awarded the lower level of difficulty. In this case neither of the Free Skating Moves may be repeated.

Explanation of some Calls

Short Program and Free Skating

- If a Free Skating Move is not correctly executed on the proper edge and proper position by all skaters then the Free Skating Move in a question will be called as fm 1.
    - Example: if 3 skaters on a team of 16 skaters are incorrectly executing a Free Skating Move then fm 1 will be called.

Explanation of some Deductions

Short Program and Free Skating

- If only two (2) Free Skating Moves are according to requirements, the third will be counted as Level 1 (fm1) and a deduction as Not According to Requirements of 0.3 (DED 1) will be done by the Technical Specialist.
- If the third move is omitted the Technical Specialist will call a Level 1 (fm1) and a deduction of 0.6 (DED 2) for an omitted requirement.

	Abbreviation
GROUP 1 Three (3) different moves from fm1	**MF1**
GROUP 2 Two (2) different moves from fm1 and one (1) from fm2 or fm3	**MF2**
GROUP 3 One (1) move from fm1 and two (2) different moves from fm2 or fm3 OR One (1) move from fm1 and one (1) move from fm2 and one (1) move from fm3 OR Three (3) different moves from fm2	**MF3**
GROUP 4 One (1) move from fm2 and two (2) different moves from fm3 OR Two (2) different moves from fm2 and one (1) move from fm3	**MF4**
GROUP 5 Three (3) different moves from fm3	**MF5**

NO HOLD STEP SEQUENCE

Ice Coverage/Pattern Requirements

- The No Hold Step sequence (NHS) element must be executed in a closed block on a straight or diagonal pattern.
- The block must go from end to end and the step sequence must cover 2/3rds of the length of the ice.
- The closed block must consist of four (4) skaters in four (4) lines.

Turn Requirements

- All skaters must perform the same steps and turns at the same time
- The required number of turns in each Difficulty Group for a Step Sequence Feature is three or four (3 or 4) turns.
- Turns must be executed on correct entry and exit edges.
- The entry and exit of a turn must be on one foot to be counted
    - Example: if 3 skaters on a team of 16 skaters are incorrectly executing a turn, the turn in a question will not be counted.
- Turns only may be used. If steps are used to link the turns then the turns and steps must be balanced in their distribution throughout the step sequence.

Explanation for Some Calls

Short Program and Free Skating

- Only the first step sequence that fulfils the requirements in an element will be called.
- The addition of two (2) Additional Features to a step sequence will increase the Difficulty Group by one Group

  *** Additional Feature 1: Modest Body Movement**
  *** Additional Feature 2: One (1) change of rotation 360°**

- If the step sequence does not contain the required number of turns or correctly executed turns, the Additional Features will not be counted and the difficulty group for step sequences will be decrease by one respective by two groups depending on the number of missing turns.

- The NHS level will be determined in the following manner:

  NHS4 (4 turns from level 3 + 2 features) would be called NHS2 if one (1) turn is not executed on correct edges or two footed

  NHS4 (4 turns from level 3 + 2 features) would be called NHS1 if two (2) turns are not executed on correct edges or two footed

  NHS3 (4 turns from level 3) would be called NHS2 if one (1) turn is not executed on correct edges or two footed

  NHS3 (4 turns from level 3) would be called NHS1 if two (2) turns are not executed on correct edges or two footed

  NHS3 (3 turns from level 2 + 2 features) would be called NHS1 if one or more turns are not executed on correct edges or two footed

  NHS2 (3 turns from level s2) would be called NHS1 if one or more turns are not executed on correct edges or two footed

Explanation for Some Deductions

Short Program

- A deduction (DED 1) for Not According to Requirements will be applied if the block does not meet the ice coverage requirements. The call will be NHS 2,3 or 4 + DED 1 as long as the step sequence meets the requirements
- A deduction (DED 1) for Not According to Requirements will be applied if the step sequence does not cover 2/3rds of the length of the ice. The call will be NHS1 + DED 1 as long as the step sequence meets the requirements
- A deduction (DED 1) for Not According to Requirements will be applied if the NHS changes axis. The call will be NHS 2,3 or 4 + DED 1 as long as the step sequence meets the requirements
- If the call for the step sequence is level 1 then a DED 1 will be applied for Not According to Requirements. The call will be NHS1 + DED 1
- If there are less than three (3) turns attempted, the call will be NHS1 + DED 2, for an omitted requirement**.**

Free Skating

- The element will not be called if the block does not meet the ice coverage requirements.
- The element will not be called if the step sequence does not cover 2/3rds of the length of the ice.
- A deduction (DED 1) for Not According to Requirements will be applied if the NHS changes axis. The call would be NHS 1,2,3 or 4 + DED 1

ADDITIONAL FEATURE 1: Modest Body Movement (bm)

- Modest Body Movement is the visible use of the body parts (arms, legs, head, torso) to the rhythm of the music when executing the turns and / or steps.
- Levels in space are divided into high, medium and low levels:
  - *High level*: is the area above the shoulders (high kicks and use of the arms over the head or hops with arms over the head will meet the requirements for a high level)
  - *Medium level*: the area of space between the shoulders and waist (spiral or spiral like positions with the majority of the skater's body filling the medium level in space will meet the requirements for a medium level)

- *Low level*: is the area of space below the waist (lunges, bending over at the waist and other such movements with the majority of the skater's body trying to fill the low level in space will meet the requirements for a low level

- Skaters must execute body movement during a step sequence at least two (2) times in a level in order to receive this feature.
- Skaters must use two (2) body parts at the same time in order to receive credit in a level.

ADDITIONAL FEATURE 2: One (1) Change of rotation 360˚ or more (cr)

- The change of rotation feature must be shown with first, a 360˚ rotation in one direction, followed immediately by a 360˚ rotation in the opposite direction.
- A rotation of 360˚ may be executed by using multiple turns and / or steps.
- A change of rotation may include linking steps and turns from other levels.
- A minimum of one (1) turn from the level that the team is trying to achieve must be included in one (1) of the rotations.
- There are no other additional steps or turns allowed between the first 360˚ rotation direction and the second, other than a change of foot OR a change of edge in order to execute the next change of rotation. This step or change of edge must be the entry edge for the next rotation.
    - Example 1 (with change of foot between 360˚ anticlockwise and 360˚ clockwise): RBO three turn + RFI Rocker (360˚ anti clockwise rotation) followed by a LBO double three turn (360˚ rotation clockwise) = 1 change of rotation (cr)

    - Example 2 (with a change of edge between a 360˚ clockwise and 360˚ anticlockwise): RBI double three (360˚ clockwise rotation) followed by a RBI – RBO change of edge + RBO 3 turn / RFI – LBI Mohawk (360˚ anti clockwise rotation) = 1 change of rotation (cr)

NO HOLD STEP SEQUENCE

	Abbreviation
GROUP 1 **Step sequence does not meet requirements for Group 2, 3, 4** NHS1 includes also a step sequence that contains mainly crossovers or linking steps	**NHS1**
GROUP 2 **mohawk, three turn, double three, choctaw, twizzle (single or 1½)** ***NO ADDITIONAL FEATURES*** A minimum of three (3) different turns from this group must be executed **Linking Steps:** Progressives, chasses, cross rolls, changes of edges, toe steps moving, small hops and short free skating move (held less than 3 seconds) are allowed between the required turns, or any turn(s) from another level	**NHS2**
GROUP 3 **mohawk, three turn, double three, choctaw, twizzle (single or 1½)** A minimum of three (3) different turns from this group must be executed ***PLUS TWO (2) ADDITIONAL FEATURES*** OR **choctaw, twizzles (single or more), bracket, rocker, counter, loop** ***NO ADDITIONAL FEATURES*** A minimum of four (4) different turns from this group must be executed **Linking Steps:** Progressives, chasses, cross rolls, changes of edges, toe steps moving, small hops and short free skating moves (held less than 3 seconds) are allowed between the required turns, or any turn(s) from another level	**NHS3** **NHS3**

GROUP 4 **choctaw, twizzles (single or more), bracket, rocker, counter, loop** A minimum of four (4) different turns from this group must be executed ***PLUS TWO (2) ADDITIONAL FEATURES*** **Linking Steps:** Progressives, chasses, cross rolls, changes of edges, toe steps moving, small hops and short free skating moves (held less than 3 seconds) are allowed between the required turns, or any turn(s) from another level	**NHS4**

SPIN – Short Program

Explanation of some Deductions

- If 3-4 revolutions only are completed, there will be a deduction of 0.3 (DED 1).
- If less than 3 revolutions are skated, the spin will not be counted.
- If 3 skaters on a team of 16 skaters are incorrectly executing a SP2 position, a SP1 will be called.

	Abbreviation
GROUP 1 Upright spin	**SP1**
GROUP 2 Upright Spin variation (layback, sideways leaning position)	**SP2**

SPIN - Free Skating

Explanation of some Deductions

- If less than 3 revolutions are skated, the spin will not be counted.

	Abbreviation
GROUP 1 Upright spin with no change of foot or position	**SP1**
GROUP2 Upright Spin variation (layback, sideways leaning position); Cross foot Sit spin and Camel spin without any change of position or foot Spin with change of foot or position Pair spin	**SP2**
GROUP 3 Flying Spins Biellmann Spin or other Difficult variations of an upright spin Spin combination with change of Foot and Position	**SP3**

MOVEMENTS IN ISOLATION

	Abbreviation
GROUP 1 One (1) move/element from level 1 or level 2 **OR** Two (2) moves/elements from level 1	**MI1**

GROUP 2 One (1) move/element from level 3 **OR** One (1) move/element from level 1 and one (1) move/element from level 2	**MI2**
GROUP 3 Two (2) moves/elements from level 2 **OR** One (1) move/element from level 1 and one (1) move/element from level 3	**MI3**
GROUP 4 One (1) move/element from level 2 and one (1) move/element from level 3 **OR** Two (2) moves/elements from level 3	**MI4**
GROUP 5 One (1) move from level 3 and one (1) element from level 3	**MI5**

WHEEL

	Abbreviation
GROUP 1 Multiple Pivot Wheels 5 (Five) Spoke Wheel S Wheel 6 (Six) Spoke Wheel Interlocking Pivot Wheels (three or more)	**W1**
GROUP2 4 (Four) Spoke Wheel 2 (Two) Spoke Pivot - separate pivot 2 (Two) 2-Spoke Interlocking Wheels 2 (Two) 3-Spoke Interlocking Wheels 2 (Two) V-Interlocking Wheels	**W2**
GROUP 3 2 (Two) Spoke Wheel 3 (Three) Spoke Wheel 2 (Two) Line Parallel Wheel 1 (One) Spoke Pivot Wheel 2 (Two) Spoke Pivot – common pivot 3 (Three) Line Parallel Wheel 3 (Three) 2 Spoke Interlocking Wheels	**W3**

Additional Feature 1: Traveling (tr)

- A wheel that travels at least ¼ of the ice surface

Additional Feature 2: Change of Rotational Direction (cd)

- All skaters must change their rotational direction.
- The change of rotational direction will not be counted when executed between configurations.

Free Skating

- A change of rotational direction will be allowed, but not counted, during a transition from one wheel, where the skaters are all revolving in the same rotational direction, followed by an Interlocking wheel OR visa versa.

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

BLOCK, CIRCLE, INTERSECTION, LINE	---	--	-	**BASE VALUE**	+	++	+++
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	0.9	0.6	0.3	**2.0**	0.3	0.6	0.9
LEVEL 4	1.2	0.8	0.5	**2.5**	0.5	0.8	1.2
LEVEL 5	1.2	0.8	0.5	**3.0**	0.5	0.8	1.2
LEVEL 6	2.0	1.0	0.7	**4.0**	0.7	1.0	2.0
LEVEL 7	3.0	2.0	1.0	**5.5**	1.0	2.0	3.0

MOVES IN THE FIELD, MOVEMENTS IN ISOLATION	---	--	-	**BASE VALUE**	+	++	+++
LEVEL 1	0.6	0.4	0.2	**1.6**	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	**2.0**	0.3	0.6	0.9
LEVEL 3	1.2	0.8	0.5	**2.5**	0.5	0.8	1.2
LEVEL 4	1.2	0.8	0.5	**3.0**	0.5	0.8	1.2
LEVEL 5	2.0	1.0	0.7	**4.0**	0.7	1.0	2.0

NO HOLD STEP SEQUENCE	---	--	-	**BASE VALUE**	+	++	+++
LEVEL 1	1.2	0.8	0.5	**2.5**	0.5	0.8	1.2
LEVEL 2	1.2	0.8	0.5	**3.0**	0.5	0.8	1.2
LEVEL 3	2.0	1.0	0.7	**4.0**	0.7	1.0	2.0
LEVEL 4	3.0	2.0	1.0	**5.5**	1.0	2.0	3.0

WHEEL	---	--	-	**BASE VALUE**	+	++	+++
LEVEL 1	0.6	0.4	0.2	**1.6**	0.2	0.4	0.6
LEVEL 2	1.2	0.8	0.5	**2.5**	0.5	0.8	1.2
LEVEL 3	1.2	0.8	0.5	**3.0**	0.5	0.8	1.2
LEVEL 4	2.0	1.0	0.7	**4.0**	0.7	1.0	2.0

SPIN	---	--	-	**BASE VALUE**	+	++	+++
LEVEL 1	1.2	0.8	0.5	**2.5**	0.5	0.8	1.2
LEVEL 2	1.2	0.8	0.5	**3.0**	0.5	0.8	1.2
LEVEL 3	2.0	1.0	0.7	**4.0**	0.7	1.0	2.0