

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 basic element shapes (level base) will not be considered as an additional element <i>Example:</i> If a junior team executes a traveling circle 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 angled intersection, this block will NOT be considered an additional element
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
Features must meet the minimum ice coverage, rotation or pivoting requirements	feature is not counted; if the minimum requirements are not met
Features and / or Additional Features that are executed using the wrong element configuration	call the element + the Feature and / or Additional Features is not counted
Any required Features and / or Additional Features that are omitted (not attempted)	call the Element + DED1; if not attempted
Features and / or Additional Features that are not permitted in the Short Program	non-permitted Features and / or Additional Features are not counted + DED1; if included
Repeated Features and / or Additional Features that are not permitted to be repeated	call the element including the first Feature and / or Additional Features + DED1; for the repeated Feature and / or Additional Features
Creative modifications and variations are permitted in the Short Program	call the element as executed; if creative modifications and features 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 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 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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INTERSECTION - JUNIOR & SENIOR SHORT PROGRAM	
ADDITIONAL FEATURE – Point of Intersection – (see Technical Handbook for Additional Features on how to call pi for I)	
	Technical Panel
Intersection must be the correct shape for the year Junior: Angled Intersection Senior: Whip 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 additional 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
Feature, Back to back Preparation and Approach is optional	IB is called; if there is a Forward Preparation and Approach
Ice Coverage Requirements	
There is no minimum or maximum amount of ice coverage required	intersection is called; as executed

MOVE ELEMENT – SENIOR AND JUNIOR SHORT PROGRAM	
ADDITIONAL FEATURE – Free Skating Moves – (see Technical Handbook for Additional Features on how to call fm’s for ME)	
	Technical Panel
This element consists of one (1) free skating move (fm) 2014-2015 the required fm is an unsupported spiral	ME is given a no value; if an incorrect fm is included
One part of the Team may perform one (1) type of a Free Skating Move and another part of the Team may perform another type of a Free Skating Move. • Up to four (4) different types of Free Skating Moves (either the same or different levels) executed at the same time will be permitted.	fm is called according to the lowest level; if the fm’s have different levels ME will be lowered one (1) level; if there are not at least four (4) skaters executing the same fm
If an fm is called as fmB then the feature(s) will also not be counted	fm is called fmB + no feature(s) is counted
The team must act as a unit throughout the whole element	ME is called; even if not a unit
Skaters may pass by/intersect with each other in order to change position	ME is called; as executed
Ice Coverage Requirements	
There is no restriction as to the amount of ice the Skaters cover while preparing for and executing the fm’s	ME is called; as executed

NO HOLD ELEMENT - JUNIOR & SENIOR SHORT PROGRAM	
ADDITIONAL FEATURE – Step Sequence – (see Technical Handbook for Additional Features on how to call Step Sequence for NHE)	
	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
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
The NHE must be executed in a no hold	NHE ends; if any part of the NHE has a hold
THE NHE must include the Step Sequence Additional Feature	Step Sequence is given a no value + DED 1; if not included
Ice Coverage Requirements	
All skaters must cover ½ of the length of the ice surface or comparable distance (30m). The NHE begins when the Skaters form a block consisting of four (4) lines with four (4) Skaters in each line and are in a no hold, no matter where the block is placed on the ice and the element ends at any place on the ice surface when the block formation breaks up and a transition into another element begins or when all or some Skaters deliberately touch each other and/or take a hold	NHE is given a no value; if minimum ice coverage is not met

PIVOTING ELEMENT - LINE	
	Technical Panel
Pivoting must be executed in a one (1) line	line element is given a no value; if pivoting is never attempted PLB + DED1 is called; if pivoting is executed using two (2) lines
There may be one (1) line or two (2) lines	line element ends; if there are more than two (2) lines
If there are two (2) lines, these two (2) lines may be joined or separate and may pass by each other	line element is called
The number of skaters in each line must be as equal as possible	line element is called + DED3; if not as equal as possible line element is called; if wrong number of skaters are included resulting from skating with less than 16 skaters due to injury/illness
Ice Coverage Requirements	
The Line Element must cover at least the ½ of the ice surface or comparable distance to be counted.	line element is given a no value; if it does not meet the ice coverage requirement

TRAVELING ELEMENT- CIRCLE	
	Technical Panel
There may be a maximum of three (3) circles at one time	circle element ends; if there are more than three (3) circles
A circle must have a minimum of four (4) Skaters	circle element ends ; if there are less than four (4) skaters in any one (1) circle
Ice Coverage Requirements	
All skaters must rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used	circle element is given a no value; if all skaters do not rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used

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JUNIOR and SENIOR FREE SKATING	
GENERAL	Technical Panel
Lifts may be executed in Senior Free Skating only and is limited to a maximum of three (3) lifts (three (3) group lifts or two (2) group lifts + one (1) pair lift)	Junior: DED3; Lifts are non-permitted and are not called Senior: DED3; for a fourth (4 th) lift (even if executed as a Transition) Senior: DED3; for a second pair lift
Un-sustained Group Lifts may be used in Senior and Junior Free Skating, but is limited to a maximum of one (1) Un-sustained Group Lift	DED 3; for a second (2 nd) un-sustained group lift (Junior and Senior FS)
Vaults may be executed but are limited to a maximum of two (2) vaults	DED3; for a third (3 rd) vault
Different vaults / lifts executed at the same time	Different vaults executed at the same time will be counted as one (1) vault
	Different pair lifts executed at the same time will be counted as one (1) pair lift
	Different group lifts executed at the same time will be counted as one (1) group lift
	pair lift(s) and group lift(s) executed at the same time will be counted as two (2) lifts (<i>one (1) group lift and one (1) pair lift</i>)
The same vault / lift executed using syncopated choreography	will be counted as one (1) vault/ lift
	to be considered as syncopated choreography the vaults/lifts must occur one after the other with a rhythmic time delay
Two (2) different vaults / lifts executed using syncopated choreography	will be counted as two (2) vaults/lifts
The same vault / lift executed at different times (not syncopated)	will be counted as two (2) vaults/ lifts
Elements must meet the minimum ice coverage/ rotation requirements	element is given a no value; if minimum ice coverage / rotation requirements are not met
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
There are no minimum ice coverage requirements for Additional Features (ss)	Additional Feature is called as executed
Features must meet the minimum ice coverage, rotation or pivoting requirements	features is not counted; if the minimum ice requirements are not met
Features may be repeated within the same element (<i>as outlined in Technical Regulations</i>)	the most difficult feature that meets the requirements will be counted towards the level of the element (even if there are errors)
There are no maximum size restrictions for any element	element is called as executed
Creative Modifications and Variations are permitted in the Free Program	element is called; as long as the element configuration / shape meets the requirements for that element
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 Features for these to be counted	element is called; as long as the requirements are met
	feature(s) is not counted; if not ALL skaters are joined/aligned to a spoke, line, circle etc. during Features
Mirror Image Pattern is permitted in all elements in the Free Program	element / Additional Feature is counted; 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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COMBINED ELEMENT	
	Technical Panel
The Combined Element is a combination of at least two (2) different Synchronized Skating Elements which are interacting with each other	combined element is confirmed; when at least two (2) different Synchronized Skating Elements are recognized and are interacting with each other (<i>i.e. pass-by, pass thru, connect, rotate around etc</i>) combined element is not confirmed; if the chosen elements are not executed at the same time
Choice of Block, Circle, Intersection, Line and Wheel; <ul style="list-style-type: none"> • If using a Block there must be a minimum of three (3) lines and eight (8) Skaters • If using a Circle there must be a minimum of six (6) Skaters; • If using an Intersection there must be a minimum of eight (8) Skaters who intersect • If using a Line there must be a minimum of eight (8) Skaters if doing one (1) line or in the case of two (2) lines there must be four (4) Skaters in each line • If using a Wheel there must be either a minimum of two (2) spokes with three (3) Skaters in each spoke or in the case of a one (1) spoke Wheel there must be a minimum of five (5) Skaters in the spoke 	combined element is confirmed; if the formation/configuration of the element meets and maintains the requirement
Ice Coverage Requirements	
There is no minimum requirement or restriction as to the amount of ice coverage the Skaters cover while preparing for and executing the Combined Element	combined element is confirmed; as executed
CREATIVE ELEMENT	
	Technical Panel
The creative element is a presentation of one (1) or more creative and innovative movements such as but not limited to, free skating elements (fe) and/or moves (fm) made in an interesting manner, which reflects the music. To have the element confirmed (fixed value), all skaters must participate in the element and at least four (4) different skaters are required to present a creative / innovative movement and / or fe/fm	creative element is confirmed; if at least four (4) different skaters presents a creative / innovative movement and / or an fe/fm
	the presented movements and/or fe/fm do not have to be correctly executed to be counted
	the chosen movement(s) may be executed at the same time, in syncopation, or at different times, and may be performed as individual skaters, pairs or groups of any size
	there is no required number of skaters that must present one (1) type of creative and innovative movement and/or fe/fm <i>Example: four (4) different types of creative and innovative movements and/or fe/fm may be executed by four (4) different skaters OR all four (4) skaters may execute the same creative and innovative movement and/or fe/fm etc</i>
Highlighting and sub-grouping is permitted	creative element is confirmed; if requirements above are met
Ice Coverage Requirements	
There is no minimum requirement or restriction as to the amount of ice coverage the Skaters cover while preparing for and executing the Creative Element.	creative element is confirmed; as executed

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GROUP LIFT ELEMENT (Senior)	
	Technical Panel
The element begins once the skaters begin to form the group(s) for the lift(s) and ends once the lifted skater(s) is set down	
All Skaters must participate in a Group Lift Element either by being the lifted Skater, by supporting the lifted Skater or by executing a free skating element	GL is given no value; if all skaters are not participating
The group lifts may be the same or different when executing two (2) or more group lifts	The lowest level GL will be counted; if the GL's are of different levels One (1) GL is counted towards the maximum number of lifts permitted in a free program – three (3)
The group lifts must ascend at the same time but may exit in a syncopated manner	GL is counted; as long as the exit is not to be counted as part of a Feature
If the group lifts includes Features then all lifts must execute them at the same time	Feature is not counted; if not executed at the same time
Only correctly executed group lifts will be considered when deciding the level of GL	call GL according to the number of correctly executed group lifts each group lift will be evaluated separately
All group lifts must be executed in the correct position	not counted; if position is not correct
All group lifts must meet the minimum rotation requirements to be counted	call GL according to the rotational requirements that are met (i.e. if four (4) group lifts are executed and try to rotate 360°, but in two (2) of the lifts one (1) or more skaters only completes 180°, GL1 will be called <i>(A minimum of three (3) group lifts that rotates at least 180°)</i> GL is given a no value + DED 4 for illegal; if any lift(s) rotate more than 3 ½ rotations
Group lifts where the lifted skater is not set down (lands the lift)	not counted; if the lifted skater is not set down (lands the lift)
Group lift where one (1) or more lifting skaters don't have one (1) skate on the ice	GL is given a no value + DED 4; if any of the supporting skater(s) does not have at least one (1) skate on the ice at all times
Stationary lift (no rotation or ice coverage)	GLB will be the highest call if only stationary lift(s) is executed
Lift(s) that glide during the preparation, lift and exit (with or without any rotation)	not counted; if two (2) or more skaters (in the same lift) are not gliding during all parts of the lift counted + DED1; 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)
The body (torso) of the lifted skater must be above head height of the supporting skaters	GLB is the highest call; if in all of the lifts the torso of the lifted skater is not held above head height of the supporting skaters
Rotational Lift: The entire rotation must be executed with the lifted skater held above head height of the supporting skaters	that lift is not counted towards the level of the GL; if the torso of the lifted skater falls below head height of the supporting skater(s) at any time during the rotation
At least one (1) group lift must be executed	GL is given a no value; if there are no group lifts executed
The free skating element(s), executed by the remaining Skaters not participating in the lift, may be the same or different and executed at approximately the same time as the lift.	GL is called one (1) level lower; if not all of the remaining skaters present an fe GL is given a no value; if there are no fe's presented GL is called one (1) level lower; if there are any fm's presented GB is called + DED1; if there is only one (1) gliding group lift OR one (1) or several stationary lifts and the remaining skaters do not present an fe (or are stationary) GL is called according to the number of group lifts correctly executed; independently if the remaining skaters fe's are correctly executed or not
The remaining skaters (not executing the group lift(s)) are not permitted to stop during the element	GL(1,2,3,4) is called one (1) level lower; if the remaining skaters stops during the element GLB is called + DED1; if the remaining skaters stop during the element GL is called + DED1; if the remaining skaters are executing a group lift (same or different) and one (1) skater in that lift becomes stationary during the GL
Acrobatic lifts	GL is given a no value + DED 4; for illegal
Undignified actions or poses in lifts	GL is given a no value+ DED 4; for illegal
Lifts where the lifting skater is rotating around herself / himself are allowed, provided there is no sustained, totally vertical position with the head down	GL is given a no value + DED 4 for illegal; if the lifted skater is sustained in a totally vertical position with the head down
Ice Coverage Requirements	
There is no minimum requirement or restriction as to the amount of ice the Skaters cover while preparing for and executing the group lift(s) or fe's	GL is called; as executed

INTERSECTION	
GENERAL	Technical Panel
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
Individual skaters may pass each other simultaneously or separately as long as every skater is involved in the intersection	intersection element is given a no value; if all skaters do not participate
Intersection #1 and Intersection #2 must be different	intersection #2 is given a no value + DED 3; if it is the same as Intersection #1
Eight (8) Pairs of Skaters, passing by each other is not considered to be an Intersection Element.	intersection element is given a no value
Weaving during a circle in a circle (opposite or same direction) with eight (8) Skaters in each circle is not considered to be an Intersection Element	intersection element is given a no value
The lines must be as equal as possible	intersection element is called + DED3; if the lines are not as equal as possible with a team of sixteen (16) skaters <i>(as long as all skaters participate and intersect during the intersection element)</i> intersection element is called; if wrong number of skaters are included resulting from skating with less than 16 skaters due to injury/illness <i>(as long as all skaters participate and intersect during the intersection element)</i>
Angled Intersection	
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
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>
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
Collapsing Intersection	
Teams must use at least two (2) different axis during a collapsing intersection	intersection element is counted
Combined Intersection	
An intersection that combines a rotating element(s) such as a circle/wheel with a line or another rotating element	I1 is called; even if the rotating stops before the intersection is completed
The elements must intersect with each other	intersection element is given a no value; if all skaters do not intersect
All skaters may intersect at different times (similar to a collapsing intersection) OR all skaters may intersect at the same time (as in other intersections)	intersection is called; if executed correctly
There must be a minimum of five (5) skaters in a line	IB is called; if requirements are not met as long as all skaters are intersecting
A circle must have a minimum of six (6) skaters	IB is called; if requirements are not met as long as all skaters are intersecting
A wheel must have a minimum of two (2) spokes with three (3) skaters in each of the spokes OR in the case of a one (1) spoke wheel there must have at least five (5) skaters	IB is called; if requirements are not met as long as all skaters are intersecting
Whip Intersection	
Both lines must maintain and keep a TRUE curved shape (½ circle), whereby the skaters on one (1) end of a line are skating with more speed than the Skaters on the opposite end of the same line 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 true curve shape
The lines are allowed to straighten at the point of intersection	intersection element is called
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
Ice Coverage Requirements	
There is no minimum or maximum amount of ice coverage required	intersection is called; as executed

MOVE ELEMENT – FREE SKATING	
ADDITIONAL FEATURES – Free Skating Moves – (see Summary of Calls for Additional Features on how to call fm’s for ME)	
	Technical Panel
This Element consists of one (1) Free Skating Move.	fm is given a no value; if there is a second fm is included
One part of the Team may perform one (1) type of a Free Skating Move and another part of the Team may perform another type of a Free Skating Move.	fm is called according to the lowest level; if the fm’s have different levels
<ul style="list-style-type: none"> Up to four (4) different types of Free Skating Moves (either the same or different levels) executed at the same time will be permitted None of the Free Skating Moves may be repeated if there is a second Moves Element included in the Well Balanced Program 	ME will be lowered one (1) level; if there are not at least four (4) skaters executing the same fm
If an fm is called as fmB then the feature(s) will also not be counted	ME is given a no value; if there is repeated fm in a second ME
The team must act as a unit throughout the whole element	fm is called fmB + no feature(s) is counted
	ME is called; even if not a unit
Ice Coverage Requirements	
There is no restriction as to the amount of ice the Skaters cover while preparing for and executing the fm’s	ME is called; as executed

NO HOLD ELEMENT	
	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
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
The NHE must be executed in a no hold	NHE ends; 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 NHE begins when the Skaters form a block consisting of four (4) lines with four (4) Skaters in each line and are in a no hold, no matter where the block is placed on the ice and the element ends at any place on the ice surface when the block formation breaks up and a transition into another element begins or when all or some Skaters deliberately touch each other and/or take a hold	NHE is given a no value; if minimum ice coverage is not met

PAIR ELEMENT	
	Technical Panel
All pairs must perform the same movement at the same time	Pa is given a no value; if all pairs do not perform the same movement at the same time
If a fall occurs during a pair element (If the fall affects other skaters then those errors are not considered)	Pa is given a no value; if ¼ of the team fails to attempt the pair element
	call the level of the pair element (executed by the skaters not affected by the fall) + DED for the fall
Ice Coverage Requirements	
There is no minimum or maximum ice coverage requirement	Pa is called; as executed

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PIVOTING AND LINEAR ELEMENTS - BLOCK AND LINE

BLOCK	Technical Panel
A block configuration must have a minimum of three (3) lines	block element ends; if there are less than three (3) lines
Must be a closed block formation with parallel lines (lined up or staggered)	block element is called + DED3; if the shape is an open block
Free skating moves, if executed by all skaters in the block, must be done at the same time in all lines but need not be the same by all skaters (<i>this do not apply during any creative movements</i>)	call the block element level + DED1; if not done at the same time (<i>this do not apply during any creative movements</i>)
All Skaters must be attached (for most of the time).	block element is called; even if skaters are not attached during the majority of the block element
LINE	Technical Panel
There may be one (1) line or two (2) lines	line element ends; if there are more than two (2) lines
If there are two (2) lines, these two (2) lines may be joined or separate and may pass by each other	line element is called
The number of skaters in each line must be as equal as possible	line element is called + DED3; if not as equal as possible line element is called; if wrong number of skaters are included resulting from skating with less than 16 skaters due to injury/illness
Ice Coverage Requirements	
The Line/Block Element must cover at least the ½ of the ice surface or comparable distance	line/block element is given a no value; if it does not meet the ice coverage requirement

SYNCHRONIZED SPIN

	Technical Panel
Any solo spins can be used	spin element is given a no value; if pair spins are performed
All skaters must execute the same spin at the same time	spin element is given a no value; if different spin element is called; even if the rotating directions are different among the skaters
Upright Spin rotating at least three (3) revolutions	spin element is given a no value; if ¼ of the team or more do not perform at least three (3) revolutions without interruption performed on one (1) foot
The rotation of the spin can be clockwise, anti-clockwise or a combination of both directions.	Spin element is counted; according to the number of revolutions
The rotation of the Skaters may be the in same or different rotational directions	Spin element is counted; according to the number of revolutions
Variations of the head, arms or free leg as well as fluctuations of speed are permitted as long as it is the same variation etc executed at the same time by all skaters	spin is called + DED1; if intentionally executed at different times by all skaters (syncopated choreography)
If ¼ of the team or more fail to attempt the element	spin element is given a no value
If ¼ of the team or more makes two foots any part of the spin (not including falls)	Spin level is called; according to the number of revolutions completed before ¼ of the team or more two foot the spin SpB + DED1; if the team only completes three (3) revolutions and ¼ of the team or more two foot the spin
If a fall occurs during a spin (If the fall affects other skaters then those errors are not considered)	call the level of the spin element + DED for the fall
Flying camel spins are illegal when executed by the entire team	spin element is given a no value + DED4; for illegal element
Ice Coverage Requirements	
There is no minimum or maximum ice coverage requirement	spin is called; as executed

TRAVELING ELEMENT AND ROTATING ELEMENT – CIRCLE / WHEEL

	Technical Panel
There may be a maximum of three (3) circles/ separate wheels at the same time	circle/wheel element ends; if there are more than three (3) circles/separate wheels
There must be a minimum of four (4) Skaters in each circle/ three (3) skaters in each spoke of a wheel	Circle/wheel element ends ; if there are less than the required number of skaters in each circle/spoke
Ice Coverage Requirements	
All skaters must rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used	circle /wheel element is given a no value; if all skaters do not rotate a minimum of 360° in one (1) rotational direction or a comparable distance if both rotational directions are used

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FEATURES	
GENERAL	Technical Panel
Features will be counted only once per element	features are counted if executed correctly and the highest level for the element will be called
Features may be repeated within the same element (<i>as outlined in Technical Regulations</i>)	the most difficult feature that meets the requirements will be counted towards the level of the element
Some features may be executed at the same time as other features	see each element for details
Features that are executed using the wrong shape (incorrect number of lines or configurations including an incorrect number of skaters)	feature is not counted
Features must meet the minimum ice coverage, rotation or pivoting requirements	feature is not counted; if the minimum ice requirements are not met
Features must be executed at the same time by all skaters	feature is not counted; if not executed at the same time
Creative Modifications and Features are permitted in both the Short and Free Program	element is called; as long as the element configuration / shape meets the requirements for that element
Mirror Image Pattern is permitted in the Short and Free Program	element / Feature is counted; those 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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BLOCK - PIVOTING ELEMENT	
1. Pivoting – applies to ALL levels	
Pivoting must meet the minimum requirement (any recognizable distance for level base, 90° for level 1, 180° for level 2 & 3(i), 270° for level 3(ii) & 4) by all lines in the block	pivoting is not counted for a level; if the minimum requirements of a level are not met (<i>independent of number of correctly executed turns</i>)
Pivoting must be continuous and executed all at once and not in several separate parts	pivoting is not counted (considered ended); if executed as several separate parts with a clear stop (at least two (2) seconds) in between the sections (<i>call according to criteria met either before or after the stop occurred</i>)
	pivoting is counted; if interruptions (less than two (2) seconds) occur
Pivoting must occur during only one (1) configuration of a block	PBB is the highest call; if minimum requirements are not met for any other level before a change of configuration is executed (pivot will end)
Pivoting must be executed in only one (1) rotational direction (a combination is not permitted)	PBB is the highest call; if minimum requirements are not met for any other level before a change of rotational direction occurs (pivot will end)
The measurement for the degrees of pivoting begins with the entry edge of the first turn (exception for level base and 1) and ends with the exit edge of the last turn (<i>exception for level base, 1 and 2</i>)	any pivoting before the entry edge of the first turn is permitted but will not be counted towards the amount of pivoting (<i>except for level 1 and base</i>)
	PB2 – pivoting starts on the entry edge of the first turn/step and end when the block stops pivoting and/or a change of configuration occurs
	PBB – any recognizable pivoting will be counted independently if turns are included or not
All skaters must execute the same turns/edges (and steps/linking steps for level 1 & 2), in the same skating direction, at the same time during pivoting	pivoting is not counted; if not the same etc.
Pivoting must be executed using the required turns/steps on recognizable and correct edges (<i>exception level B</i>)	pivoting will be called according to the number of correctly executed turns/steps together with the amount of pivoting
<i>Scratched and/or shallow turns are not incorrectly executed turns and will be counted towards the level (however this will be reflected in the GOE)</i>	series of four (4) turns with no change of edge between the turns: if one (1) turn is not recognizable and/or incorrectly executed by ¼ of the team or more (any type of error); a series of three (3) turns with no change of edge between the turns will be counted no matter which turn has been incorrectly executed
	series of four (4) turns with a change of edge between the turns: if one (1) turn is not recognizable and/or incorrectly executed by ¼ of the team or more (any type of error); pivoting with two (2) turns will be counted no matter which turns have been incorrectly executed
	series of four (4) turns (with or without a change of edge between the turns): if two (2) turns are not recognizable and/or incorrectly executed by ¼ of the team or more (any type of error); pivoting with two (2) turns will be counted no matter which turns have been incorrectly executed
	series of three (3) turns with no change of edge between the turns: if one (1) turn is not recognizable and/or incorrectly executed by ¼ of the team or more (any type of error); pivoting with two (2) turns will be counted no matter which turn has been incorrectly executed
The slow end skaters must not become stationary	turn is not counted towards pivoting level; if one (1) or more turn(s) is executed on the spot (or become stationary during any part of the turn) by ¼ of the team or more
The block must progress along or across the ice at all times during pivoting	PB1 or PBB will be called (depending on correct amount of pivot); if not all lines progress along or across the ice at all times during a PB2 pivoting (parts of any line become stationary, not due to a turn executed on the spot, see above)
If any type of pivot is not included (never attempted)	Element will be given a no value
	pivoting (any amount) will be considered attempted even when there are no turns/steps included and at least PBB will be called
a. Pivoting– applies to Level 2, Level 3 and Level 4	
Pivot point must change ends at least once	PB1 is the highest call; if a change pivot point is not correctly executed
	pivoting ends; if the change of pivot point is executed as several separate parts with a clear stop (of at least two (2) seconds) in between the sections
Change of pivot point executed by skating in a circular pattern is not permitted	Change of pivot point will not be counted towards any level if executed skating in a circular pattern
	PB1 is the highest call; if a change of pivot point is executed by skating in a circular pattern
A minimum pivot of 45° is required both before and after the pivot point changes ends	pivoting + DED1 will be called; if not meeting the minimum requirements

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BLOCK - PIVOTING ELEMENT - CONTINUED	
b. Pivoting - applies to Level 3 (i), Level 3 (ii) and Level 4	
	Technical Panel
Level 3 (ii): One (1) change of edge is permitted between each of the required turns in order to make an entry edge for the next turn	pivoting is not counted as Level 3 (ii); if there are more than one (1) change of edge between the required turns
Level 3 (i) and Level 4: Changes of edges are NOT permitted in between turns	call according to the number of correctly executed turns and amount of pivoting if a change of edge between the turns are included (highest call level 3 (ii))
The required degrees of pivoting must be covered during the series of turns	pivoting is not counted towards the level; if less than the required total amount of pivoting is covered during the series of turns
Example: If a team executes four (4) recognizable and correct turns with no change of edge between turns with 270° pivoting but ¼ of the team or more are executing one (1) turn on the spot and after the change of pivot point it only covers 35°	PB3 (PB4 is lowered one (1) level for one (1) turn being executed on the spot) + DED1 (not 45° pivot after change of pivot point) will be called

CIRCLE - ROTATING ELEMENT	
	Technical Panel
Must have at least four (4) skaters in a circle for CB, C1 and C2 and at least six (6) skaters in a circle for C3 and C4 at all times during the circle element	no matter which features are being executed, if the required minimum number of skaters is not correct then; call the level according to the number of skaters i.e. C2 would be the highest level called if there are not a minimum of six (6) skaters in a each circle at all times during the circle element circle element ends; if less than four (4) skaters in each circle at all times
1. At least two (2) different configurations	
There is no specific length of time that a configuration must be held, however it must be recognizable	a configuration is not counted; if it is not recognizable
The skaters must maintain their flow during the change of configuration (stopping is not permitted)	feature is not counted; if ¼ of the team or more is on the spot
2. Change of Rotational Direction	
Change of rotational direction (cd) must be executed at the same time by all skaters	feature is not counted; if not executed by all skaters at the same time
Change of Rotational Direction may be executed in any manner	feature is counted; independently of execution at the cd
The skaters must maintain their flow during the change of rotational direction (stopping is not permitted)	feature is not counted; if ¼ of the team or more execute the change of rotational direction on the spot
3. Weaving	
On a team of 16 skaters there must be eight (8) skaters in each circle	feature is not counted; if there are less than eight (8) skaters in each circle
The skaters must change from the outer circle into the center circle and then back to the outer circle OR visa versa depending on where they start, however all skaters must change circle position twice	feature is not counted; if all skaters do not change circle position twice
All skaters must change place at the same time while weaving	feature is not counted; if skaters change places at different times
Circling around another skater will not be considered weaving	feature is not counted; if skaters are circling each other
4. Interlocking	
Each skater must interlock at least once	feature is not counted; if each skater does not interlock at least one time
5. Extra Features	
At least four (4) different Extra features must be included where a maximum of two (2) from each group will be counted towards the level	None of these extra features can be repeated
Extra features must be distributed evenly throughout the element	Feature is counted + DED 1 will be called; if the extra features are not distributed evenly throughout the element
All skaters must execute the extra feature at the same time	extra feature is not counted; if executed at different times by the skaters
½ of the team may execute a different extra feature than the other ½ of the team	extra feature is not counted; if for example; one extra feature is from group (i) and the other extra feature is from (ii) or (iii) and are executed at the same time
The same group of extra feature (either i, ii) or iii) must be used at the same time	extra feature is counted; if the two (2) different extra features are from the same group i, ii) or iii)

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CIRCLE - TRAVELING ELEMENT	
	Technical Panel
Must have at least four (4) skaters in a circle for TCB, TC1 and TC2 and at least six (6) skaters in a circle for TC3 and TC4 at all times during the circle element	no matter which features are being executed, if the required minimum number of skaters is not correct then; call the level according to the number of skaters i.e. TC2 would be the highest level called if there are not a minimum of six (6) skaters in a each circle at all times during the circle element traveling element ends; if less than four (4) skaters in each circle at all times
1. Travel with turns and linking steps – all Levels	
Travel must cover the required distance (TCB: any recognizable distance, TC1: more than 2m TC2: more than 5m and TC3/TC4: more than 10m) and must be continuous	travel is not counted; if the minimum ice coverage is not met travel ends; if executed as several parts with a clear stop (at least two (2) seconds) in between the sections (<i>the part of the travel with the highest level will be counted</i>) begin counting the travel distance as soon as the element begins to travel
Travel may be executed with or without a hold or a combination of both (<i>exception TC4</i>)	travel is counted (<i>see requirements for specific travel features below</i>)
Travel must be executed in one (1) configuration	travel ends; if executed during a change of configuration
Travel must be executed in the prescribed configuration to get the call	travel is not counted; if executed in any other configuration
Travel must be executed with the use of turns/steps and linking steps (<i>exception level 1 & B</i>)	TC1 will be the highest call; if there are not at least two (2) listed turns/steps are included during the traveling (the same turn/step may be executed twice)
The correct entry and exit edge are not required for the turns/steps	travel is counted; as long as the turns/steps are executed on one (1) foot turn(s)/step(s) is not counted; if entry and/or exit of the turn(s)/step(s) is two footed
There are no restrictions on the types or number of linking steps (i.e. crossovers)	travel is counted; independently of which linking steps that are included
All skaters must execute the same linking steps/turns/steps in the same skating direction, at the same time during traveling	travel ends; if ¼ of the team or more are not executing the same linking steps/turns/steps in the same skating direction, at the same time during traveling
If ¼ of the team or more make any type of error (listed below) at either the same time or at different times during the traveling to assist it: <ul style="list-style-type: none"> - Use of different linking steps/turns/steps - Different skating directions - Linking steps/crossovers/turns/steps that are executed with the toe pick instead of the blade but are still stepping in the correct direction (toe steps executed by the entire team is allowed) - Stepping mostly towards the centre (or towards the outside, depending on their position) of the circle, instead of stepping along the circular path - There must be flow and glide by all skaters, at all times, as they step in the correct direction 	travel ends; if ¼ of the team or more make any type of error listed during the traveling (either at the same time or at different times)
If travel is not executed correctly (not counted)	call the element according to the requirements that are met
360° Rotation - Level 3 and Level 4	
The Element (including each skater) must rotate at least 360° in one (1) rotational direction during the travel	TC2 will be the highest call; if not all skaters are rotating according to the requirements travel ends; when the skaters change the rotational direction during the traveling
Weaving while traveling	
On a team of 16 skaters there must be eight (8) skaters in each circle	TC3 is the highest call; if there are not eight (8) skaters in each circle
Travel must be executed in a no hold	TC3 is the highest call; if not meeting the requirements for the level in a no hold
The skaters must change from the outer circle into the center circle and then back to the outer circle OR visa versa depending on where they start	TC3 is the highest call; if all skaters do not change circle position at least twice
All skaters must change place at the same time during weaving	TC3 is the highest call; if skaters are changing places at different times during the weaving

GROUP LIFT ELEMENT		Technical Panel
1. Balancing lift		
The position of the lifted skater is stabilized mostly by their own strength. The lifted skater's position becomes precarious and has influenced (effects) their balance. Any unbalanced position must be held during at least 180° rotation	feature is not counted for any one (1) group lift; if the lifted skaters are given support in a manner that assists in stabilizing them at any time	
	feature is not counted for any one (1) group lift; if the unbalanced position is not held for at least 180° rotation	
Teams are permitted to include more than one (1) unbalanced position and to change positions	feature is counted; as long as the requirements are met	
2. Change of position of the lifted skater		
The lifted skater must rotate a minimum of: <ul style="list-style-type: none"> - 180° if using a horizontal axis - 90° if using a vertical axis - No specific requirements if using a combination of both horizontal and vertical axis 	feature is not counted for any one (1) group lift; if the body does not rotate a minimum of 180° if using a horizontal axis	
	feature is not counted for any one (1) group lift; if the body does not rotate a minimum of 90° if using a vertical axis	
	after the complete change of position of 90°/180° has been executed, the lifted skater(s) may place their arms and legs however they want in order to create an esthetically pleasing position. If this position then affects the complete rotation there will be no penalty for the change of position	
The torso must be kept above head level of the supporting skaters during the change of position	feature is not counted for any one (1) group lift; if any part of the torso of the lifted skater during the change of position is lower than the heads of the supporting skaters	
The 90°/180° rotations must be continuous and executed at once	feature is not counted for any one (1) group lift; if executed as several separate parts	
The change of position must occur at the same time by all lifts	feature is not counted; if executed at different times by the lifts	
The lifted skater may begin on their back, side or stomach or any variation as long as a complete 90°/180° rotation of the entire torso occurs for the level	feature is not counted for any one (1) group lift; if not the whole torso completes the 180° rotation	
	feature is counted; even if the lifted skaters begin in different positions	
The change of position is required during the required rotation	feature is not counted; if not executed during the required rotation	
3. Difficult/Unexpected Entry		
Somersault or cartwheel take off by the lifted skater, small lift going immediately into a group lift take off without the lifted skater touching the ice in-between the two lifts, Shoot the duck, Spread Eagle or Ina Bauer by the lifted skater(s) just before the take off etc.	feature is counted; as long as there is a difficult or unexpected entry correctly included	
The lifted skater must not land/touch the ice during or in-between the first vault/lift and before attaining the lifted position	feature is not counted for any one (1) group lift; if lifted skater lands/touches the ice during or in-between the first vault/lift and before attaining the lifted position	
4. Difficult/Unexpected Exit		
Exit from the lift could be in a cartwheel or somersault type of action	feature is counted; as long as a difficult or unexpected exit is included	
5. Mirror Image Pattern		
One (1) or two (2) group lifts rotate in one (1) rotational direction and the other one (1) or two (2) group lifts (<i>depending on attempted level</i>) must rotate in the opposite rotational direction	feature is not counted; if not executed as describe	
6. Supporting skaters are approximately in one (1) line during the required rotation		
The supporting skaters may be in a different configuration during the entry and exit of the lift	feature is counted; if the skaters are in approximately one (1) line during the full rotation	
7. Rotation in both Rotational Directions		
The minimum rotation for the group lift (see below) in one (1) rotational direction + a minimum of 180° in the opposite rotational direction Teams may choose the order and the direction of the rotation	feature is not counted for any one (1) group lift; if all skaters the group lift do not rotate the required amount in both rotational directions (even if one (1) supporting skater in that group lift does not rotate completely in either direction)	
For GL2, GL3 & GL4 minimum of 360° in the first rotational direction + a minimum of 180° in second rotational direction are required or visa versa	feature is counted; if correctly executed	
For an GL1: minimum of 180° in both rotational directions are required	feature is counted; if correctly executed	

INTERSECTION ELEMENT	
1. Back to back preparation and approach OR backward pivoting entry during preparation and approach	
	Technical Panel
During at least the last part of the preparation phase all skaters must be back to back in a hold before beginning the approach phase	feature is not counted; if not according to the requirements
Shoulders must be kept parallel to the axis of intersection and not twisted during the preparation and approach	one (1) level lower will be called; if the shoulders of ¼ of the team or more are twisted to face towards the axis of intersection
Any type of hold (except a “no hold”) must be maintained until the skaters start to rotate or need to release the hold in order to be able to intersect	one (1) level lower will be called; if two (2) or more spaces without a hold occurs before the pi or a rotation begins during the approach phase
If teams are turning/rotating during the approach phase of the intersection and the skaters are not intersecting, during any part of the turn(s)/rotation(s), then these turn(s)/rotations(s) will not be counted as a pi but the back to back approach will still be counted as long as the rotations are starting and ending backward and rotate continuous	IB will be called; if skating face to face (<i>body facing the intersection</i>) into any intersection during the preparation and/or approach phase before the skaters have started to intersect
	one (1) level lower will be called; if ¼ of the team or more execute any forward rotation(s) during the approach phase
	one (1) level lower will be called; if ¼ of the team or more execute a backward rotation that ends forward
The skaters must have a hold if there are crossovers or non-rotating linking steps executed before the rotation for the pi	one (1) level lower will be called; if there are two (2) or more spaces during a crossover or non-rotating linking step during the approach phase without a hold
	skaters are permitted to change feet between rotations executed during the approach phase without reconnecting in a hold as long as there is no sustained pause between the rotations
During a backward pivoting entry, each line must pivot at least 90° before the skaters intersect	one (1) level lower will be called; if not pivoting enough
All lines must be back to back during the preparation and approach	IB will be called; if one (1) or more line(s) is facing towards the point of intersection during the entire preparation and/or approach phase
If the feature is attempted but not counted	one (1) level lower will be called (<i>exception if skating forward into the intersection IB will be the highest level called</i>)
If the feature is not included (never attempted)	IB will be the highest level called

LINE - LINEAR ELEMENT	
1. At least two (2) different configurations	
	Technical Panel
There is no specific length of time that a configuration must be held, however it must be recognizable	feature is counted; as long as the shapes are recognizable
The change of configuration may be executed in any manner	feature is counted: even if the shape of the line may “disappear” during the change of configuration
The team is not permitted to stop when changing configurations	feature is not counted; if ¼ of the team or more is on the spot
2. Change of axis	
The line must use two (2) distinctly different axis	feature is not counted; if only the skaters change axis and not the line
Teams may choose either the long axis, short axis or a diagonal axis of the ice rink There is no ice coverage requirement for each axis but must be easily identified	feature is counted; as long as the change of axis is recognized
3. Release of hold for three (3) seconds	
The release must occur while the skaters are keeping the line configuration	feature is not counted; if executed together with Feature #1 (<i>At least two (2) different configurations</i>) or #4 (<i>Skaters / Lines change places with another Skater / Line</i>)
The team is not permitted to stop during the release of hold	feature is not counted; if ¼ of the team or more stops during the release of hold

LINE – LINEAR ELEMENT – Continued	
4. Skaters / Lines change places with another Skater / Line	Technical Panel
All skaters/lines must participate and change places with another skater/line	feature is counted; as long as all skaters participate
There are no restriction on how the change of places should be executed	feature is counted; even if the shape of the line may “disappear” during the feature
5. Extra features	
At least four (4) different Extra features must be included where a maximum of two (2) from each group will be counted towards the level	None of these extra features can be repeated
Extra features must be distributed throughout the element	Feature is counted + DED 1 will be called; if the extra features are not distributed evenly throughout the element
All skaters must execute the extra features at the same time	extra feature is not counted; if executed at different times by the skaters
½ of the team may execute a different extra feature than the other ½ of the team	extra feature is not counted; if for example; one extra feature is from group (i) and the other extra feature is from (ii) or (iii) and are executed at the same time
The same group of extra features (either i, ii) or iii)) must be used at the same time	extra feature is counted; if the two (2) different extra features are from the same group i, ii) or iii)

LINE - PIVOTING ELEMENT	
Pivoting - General ALL Levels	Technical Panel
Pivoting must meet the minimum requirement (any recognizable distance for level B, 90° for level 1, 180° for level 2 -4)	PLB is called; if less than 90° Element is given a no value; if no recognizable pivoting is included
The pivoting requirements must occur in only one (1) rotational direction (a combination is not permitted)	PLB is called; if a combination of both rotational directions are used AND if the minimum required amount of pivoting for any level has not been met in either rotational direction
The measurement for pivoting begins to be counted as soon as the line(s) begin to pivot	pivoting is called according to the requirements met
Pivoting must be continuous and executed all at once	pivoting ends; if executed as several separate parts with a clear stop (at least two (2) seconds) in between the sections (<i>the part of the pivot with the highest level will be counted</i>) pivoting is counted; if the interruption is less than two (2) seconds
Pivoting must be executed with the use of turns and linking steps (<i>exception level 1 & base</i>)	PL1 will be the highest call; if not at least any two (2) listed turns are included (same or different) the turns are not required to be correctly executed but must be executed on one (1) foot to be counted
There are no restrictions on the types of linking steps (i.e. crossovers)	pivoting is counted; independently of which linking steps that are included
A change of configuration during pivoting is not permitted (exception level 3)	pivoting will be considered as ended if there is a change of configuration in any other levels
The slow end skater may not become stationary, the line(s) must progress along/across the ice at all times	lower one (1) level; if any line stops progressing along / across the ice (slow end skater(s) become stationary)
If using two (2) lines then both lines must pivot at the same time	pivoting is not counted; if not both lines pivot at the same time
Pivot point must change ends at least once	PL1 is the highest call; if a change pivot point is needed for the feature and is not executed correctly pivoting ends; if the change of pivot point is executed as several separate parts with a clear stop (of at least two (2) seconds) in between the sections
Change of pivot point executed by skating in a circular pattern is not permitted	change of pivot point will not be counted towards any level; if executed skating in a circular pattern PL1 is the highest call; if a change of pivot point is needed for the feature and is executed by skating in a circular pattern
There is no amount of pivot required while the pivot point is on one end or the other end of the line	pivoting is counted; as long as it is recognized
Level 3: Pivoting (using a combination of one (1) and two (2) lines) at least 180° with turns and linking steps. The pivot point must change ends once	
There is no specific length of time that a configuration must be held	feature is counted; as long the two (2) configurations are recognized
The change of pivot point may be executed in either the one (1) or two (2) lines	feature is counted; if correctly executed

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MOVE ELEMENT	
General	Technical Panel
Short Program (2014 / 2015): All skaters must execute an unsupported spiral	Element is not called; if an unsupported spiral is not executed by all skaters
1. At least two (2) different fm's executed at the same time interacting with each other	
At least four (4) skaters must execute each selected fm	ME is lowered one (1) level; when there are less than four (4) skaters executing the same fm
There must be at least two (2) different fm's executed at the same time	feature is not counted; if not at least two (2) different fm's are executed at the same time
Interacting is shown when the fm's are intermingling with each other: for example: while skaters are in the fm position they may be skating with the different fm's linked together, intersecting, circling or passing by each other etc. Interacting is not required as the team prepares for the fm's.	feature is counted; if the fm's are interacting/intermingling with each other (no matter how long)
2. At least ½ of the skaters execute a change of position	
If a skater begins on the right side of another skater, they must change to the left side of that same skater in order to meet the requirements	feature is not counted; if a change of side has not been executed by all skaters executing the feature
The track of the skater changing position MUST cross with the track of the other skater with whom they are changing position	feature is not counted; if the skaters do not cross the track of the other skaters with whom they are changing position
Each skater must be skating on their individual track/curve before and after crossing the track of the skater next to them	feature is not counted; if requirements are not met
A hold both before and after the change of position is required	feature is not counted; if there are two (2) or more spaces without a hold both before and/or after the change of position (change of configuration is not permitted during this feature)
A minimum of four (4) skaters in each line is required for this feature to be counted	feature is not counted; if there are less than four (4) skaters in each line throughout the feature

NO HOLD ELEMENT	
General	Technical Panel
1. Twizzle Series	
The series consists of two (2) twizzles; one (1) in each rotational direction	feature is not counted if both twizzles rotate in the same direction
All skaters must execute the same twizzle; including the same entry edge, in the same skating direction, at the same time	feature is not counted; if different twizzles are executed
A change of edge or change of foot is permitted in-between the twizzles. Additional steps are not permitted in between the two (2) twizzles	feature is not counted; if there are additional steps other than permitted between the two
The twizzles must be correctly executed	feature is not counted; if there are errors (same or different) made by ¼ of the team or more
Twizzle errors include: two footed twizzles, knee action is present during all or part of a twizzle, three turns are executed, twizzles executed on the spot	
2. Change of axis	
The team must use two (2) distinctly different axis	feature is not counted; if only one (1) axis is used
Teams may choose either the long axis, short axis or a diagonal axis for the combination	feature is counted; as long as requirements are met
There is no ice coverage requirement on each axis but the axis must be easily identified	feature is counted; as long as requirements are met
3. Skaters / Lines change places with another Skater / Line	
All skaters/lines must participate and change places with another skater/line	feature is not counted; if all skaters do not participate
	feature is counted; as long as all skaters change places either vertically, horizontally or diagonally
There are no restriction on how the change of places should be executed	feature is counted; as long as all skaters are participating
4. Extra features	
At least four (4) different Extra features must be included where a maximum of two (2) from each group will be counted towards the level	None of these extra features can be repeated
Extra features must be distributed throughout the element	feature is counted + DED 1 will be called; if the extra features are not distributed evenly throughout the element
All skaters must execute the extra features at the same time	extra feature is not counted; if executed at different times by the skaters
½ of the team may execute a different extra feature than the other ½ of the team	extra feature is not counted; if for example; one extra feature is from group (i) and the other extra feature is from (ii) or (iii) and are executed at the same time
The same group of extra features (either i, ii) or iii)) must be used at the same time	extra feature is counted; if the two (2) different extra features are from the same group i, ii) or iii)

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PAIR ELEMENT	
1. Pair Spin	Technical Panel
All skaters must rotate at least three (3) revolutions once each skater attains their position(s)	feature is not counted; if ¼ of the team or more do not revolve at least three (3) times
2. Pair Step Sequence	
All skaters must execute the same turns/steps at the same time	feature is not counted; if skaters execute different steps/turns at the same time
The Step sequence must be performed in a hold <ul style="list-style-type: none"> • The skaters may release the hold in order to turn, change position, change holds etc. 	feature is not counted; if the skaters are not holding for most of the time
The turns will not be evaluated for correct execution by the Technical Panel	feature is counted; if the skaters execute the correct number of different turns – the turns must be recognizable
3. Pair Pivot	
The toe pick of the pivoting skater must be in the ice and the position of the other skater must be attained for the pivoting to begin	PaB is the highest level; if the pivoting skater never has the toe pick in the ice
Pa2, Pa3 & Pa4: Skaters must pivot at least 360° (once both skaters attain the correct positions)	Pa1; if the highest call if pivoting less than 360°
SYNCHRONIZED SPIN ELEMENT	
	Technical Panel
All skaters must rotate at least three (3) revolutions while on one (1) foot	SpB + DED1 is called; if skaters revolve at least three (3) times but ¼ of the team or more are not on one foot
WHEEL - TRAVELING ELEMENT	
Travel with turns and linking steps – all Levels	Technical Panel
Must have at least three (3) skaters in spoke for TWB, TW1 and TW2 and at least four (4) skaters in a spoke for TW3 and TW4 at all times during the wheel element	no matter which feature(s) are being executed, if the required minimum number of skaters is not correct then; call the level according to the number of skaters i.e. TW2 would be the highest level called if there are not a minimum of four (4) skaters in each spoke at all times during the wheel element
	wheel element ends; if less than three (3) skaters in each spoke at all times
Travel must cover the required distance (TWB: any recognizable distance, TW1: more than 2m, TW2: more than 5m and TW3/TW4: more than 10m) and must be continuous	travel is not counted; if the minimum ice coverage is not met
	travel ends; if executed as several parts with a clear stop (at least two (2) seconds) in between the sections (<i>the part of the travel with the highest level is counted</i>)
	begin counting the travel distance as soon as the element begins to travel
Travel may be executed with or without a hold or a combination of both	travel is counted (<i>see requirements for specific travel features below</i>)
Travel must be executed in one (1) configuration	travel ends; if executed during a change of configuration
Travel may be executed in one (1) wheel or two (2) side by side wheels (all skaters must travel at the same time)	TWB is called; if there are three (3) wheels
	TWB is called; if all skaters do not travel at the same time
Travel must be executed with the use of turns/steps and linking steps (<i>exception level 1& base</i>)	TW1 will be the highest call; if there are not at least two (2) listed turns/steps are included during the traveling (the same turn/step may be executed twice)
The correct entry and exit edge are not required for the turns/steps	travel is counted; as long as the turns/steps are executed on one (1) foot
	turn(s)/step(s) is not counted; if entry and/or exit of the turn(s)/step(s) is two footed
There are no restrictions on the types or number of linking steps (i.e. crossovers)	travel is counted; independently of which linking steps that are included
All skaters must execute the same linking steps/turns/steps in the same skating direction, at the same time during traveling	travel ends; if the skaters are not executing the same linking steps/turns/steps in the same skating direction, at the same time during traveling
If ¼ of the team or more make any type of error (listed below) at either the same time or at different times during the traveling to assist it: <ul style="list-style-type: none"> - Use of different linking steps/turns/steps - Different skating directions - Linking steps/crossovers/turns/steps that are executed with the toe pick instead of the blade but are still stepping in the correct direction (toe steps executed by the entire team is allowed) - Stepping mostly towards the centre of the wheel or towards the outside (fast end) of a spoke(s), (depending on position) instead of stepping along the circular path - The skaters must always step in the correct direction 	travel is not counted; if ¼ of the team or more make any type of error listed during the traveling (either at the same time or at different times)

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WHEEL – TRAVELING ELEMENT – Continued	Technical Panel
If travel is not executed correctly (not counted)	call the element according to which requirements that are met
360° Rotation - Level 3 and Level 4	
The Element (including each skater) must rotate at least 360° in one (1) rotational direction during the travel	TW2 will be the highest call; if not all skaters are rotating according to the requirements travel ends; if the skaters change the rotational direction during the traveling
Release of hold for a minimum of three (3) seconds while traveling	
All skaters must release hold at the same time for a minimum of three (3) seconds	travel extra feature is not counted; if all skaters do not release their holds at the same time travel extra feature is not counted; if a no hold is not maintained for a minimum of three (3) seconds
Two (2) 360° rotations executed one (1) after the other while traveling	
Any type of turns/steps or rotating linking steps may be used	travel extra feature is counted
The rotations may be executed on one (1) foot or two (2) feet	travel extra feature is counted
The two (2) rotations must both be executed in the same rotational direction	travel extra feature is not counted; if a combination of rotational directions are used
Linking steps that do not rotate and holding in between the rotations are not permitted	travel extra feature is not counted
Change of position of each spoke	
The spokes must change position so that the order becomes opposite compared to the start (i.e. skaters starting on the outside of the spoke must end in the middle of the wheel etc.)	travel extra feature is not counted; if all skaters are not changing position according to the requirements
All spokes/skaters must change position at the same time	travel extra feature is not counted; if executed in syncopation or at different times
Change of configuration is not permitted at the same time as the change of position of each spoke	travel extra feature is not counted; if a change of configuration is executed
At least two (2) 360° turns and/or steps/rotating linking steps are required during the change of position	travel extra feature is not counted; if none or only one (1) 360° turn and/or rotating steps/linking steps are included
The wheel must continue to rotate and travel during a change of position of each spoke	extra feature is not counted; if the rotation of the wheel stops rotating or traveling for two (2) seconds or more
Non-rotating linking steps may be executed to begin or complete the change of position	travel extra feature is counted; as long as the requirements are met

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STEP SEQUENCE ADDITIONAL 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/steps 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/steps 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/steps 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/steps (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/steps) + 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/steps) + 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/steps/edges are permitted when beginning or ending a mirror image pattern in a step sequence	turn(s)/step(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/steps/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 turns/steps/edges in the same skating direction at the same time	step sequence is not called; if the turns/steps/edges are not the same step sequence is called + DED1; if the turns/steps/edges are the same but not executed at the same time (syncopated choreography)
Linking steps, Free Skating Moves and body movements etc. may be different (by ½ of the team) and executed at different times	step sequence is called; even if including different (by ½ of the team) linking steps/free skating moves etc. or execute the same or different at different times
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

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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 /step has correct edges. The edge can be shallow or deep, long or short	Turn /step 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/steps (three turn 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 / step to the next turn / step	turn / step is counted
The turn / step may have a strong entry curve and a weaker exit curve	turn / step is counted
Types of visible errors for step sequences: <ul style="list-style-type: none"> - Entry edge or exit edge is not recognizable/visible (is flat) - Turn / steps executed on the spot - Turn / steps with a two-footed entry or exit - Turn / steps that are jumped - Turn / steps that are not clearly on the correct entry or exit edge - Turn / steps not attempted (not due to a fall) 	turn / step is not counted; if ¼ of the team or more are executing either the same or different types of visible errors during a turn
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 (<i>depending on the level</i>) executed on one (1) foot (<i>on each foot when doing two (2) series</i>)	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 2 nd 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

FREE SKATING MOVES – FALLS AND OTHER ERRORS (Applies to Move Element)	
	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 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 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 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

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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: fm1 (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 (<i>Four (4) seconds for one (1) change of edge/position and six (6) seconds for two (2) changes of edge</i>) - 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 (<i>Short Program and Free Skate</i>)
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) 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 higher than hip level 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
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

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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/steps/linking steps at the point of intersection then the other ½ of the team may execute a different turn/step/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/steps/linking steps at the pi (including the direction of the rotation) <i>(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)</i>	pi1 is called; if ¼ of the team or more executes different turns/steps/linking steps at the pi compared to the skaters next to them as long as the requirements for pi1 is fulfilled 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/steps/linking steps at the point of intersection at the same time	pi is called + DED1; if skaters do not execute the turns/steps/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) <i>(skaters are just gliding forward or backward instead of doing a rotation)</i>	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 <i>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</i>
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 360° rotations (turns /steps) must start and end backwards	pi is lowered one (1) level; if the backward rotation (turns /steps) ends forwards Once ALL skaters have completed intersecting it is permitted to end a backward rotation forward
Use of crossovers during any pi level are not permitted	pi is lowered one (1) level; if there is a crossover
The rotation(s) must begin before the skaters pass through and must continue as the skaters go through the point of intersection <i>(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)</i>	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)
A backward 720° continuous rotation with 360° completed prior to intersecting	
At least 360° rotation must be completed before the lines begin to intersect and the remaining 360° of the required 720° must be completed as the skaters pass	pi is lowered one (1) level; if at least 360° rotation is not completed prior to intersecting
The 720° rotation (or more) must be continuous	pi is lowered one (1) level; if the rotation is not continuous by ¼ of the team or more (pausing in the rotation)
Point of Intersection for Angled Intersection	
The pi rotation must begin when the skaters are at least four (4) spots away from their hole and must continue to rotate in the same rotational direction until the skaters are thru their space	pi is lowered one (1) level; if not started correctly pi is lowered one (1) level; if rotations are executed in both rotational directions
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

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POINT OF INTERSECTION – Continued	
	Technical Panel
Point of Intersection for Collapsing Intersections and Combined Intersections (where skaters intersect at different times)	
Level 1: Must have a minimum of two (2) forward 360° rotations ending within the intersection Rotations must be continuous (using turns/steps and/or rotating linking steps)	pi base is called ; if there is only one (1) 360° rotation executed correctly and ended within the intersection
Level 2: Must have a minimum of two (2) backward 360° rotations ending within the intersection. Rotations must be continuous (using turns/steps 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 one (1) 720° rotation + two (2) backward 360° rotations Rotations must be continuous (using turns/steps 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 1: Rotations must start before the skaters begin to intersect and two (2) rotations must be completed within the intersection.	pi1 is called; if the requirements are met lower pi one (1) level; if the rotation do not start before the skaters begin to intersect lower pi one (1) level; if only one (1) rotation is completed within the intersection
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; if the rotation do not start before the skaters begin to intersect 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: At least 360° rotation must be completed before the lines begin to intersect and the remaining 360° of the required 720° must be used to start the intersection and end inside their space or within the shape. 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 at least 360° rotation does not end before the skaters begin to intersect and the remaining 360° of the required 720° must be completed inside their space / within the shape lower pi one (1) level; for each missing subsequent 360° 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 is the highest call
If a team executes one (1) forward 360° rotation followed by one (1) continuous backward 360° rotation (or vice versa)	pi1 is called
For pi3 only backward turns/steps and rotating linking steps are permitted	lower pi one (1) level; if any non-rotating linking steps are included pi1 is called; if any forward rotations 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 360° entry directions for the rotation	pi1 is the highest call
Point of Intersection for Combined Intersection (where skaters intersect all at the same time)	
Only one (1) rotation (turn / step) is required at the point of intersection	pi is called; if correctly executed
Point of Intersection for Whip Intersection	
Only one (1) rotation (turn / step) 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