

**INDEX for Additional Features**

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**SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – REVISED November 2009**

ADDITIONAL FEATURES (Simple and Difficult Variations)	Technical Panel	Referee
Additional Features will be counted only once per element	All variations are counted if executed correctly and the highest level for the element will be called	
Additional Features may be repeated within the same element ( <i>as outlined in Technical Regulations</i> )	The <b>most difficult</b> Additional Feature that meets the requirements will be counted	
Some variations may be executed at the same time as other variations	See each element for details	

<b>BLOCK - SIMPLE VARIATIONS</b>		
	<b>Technical Panel</b>	<b>Referee</b>
<b>1. Three (3) or more Configurations (a shape may be repeated)</b>		
The form must be recognizable	change of configuration is not counted; if not recognized	
Changing only to a no hold and keeping the same form will not be considered as a different configuration	change of configuration is not counted;	
<b>2. Pivoting executed without steps (at least 180° and less than 360°)</b>		
Pivoting must be a minimum of 180° and less than 360°	pivoting is not counted; if less than 180° or 360° or more	
Pivoting must be continuous (Pivoting of the entire 180° must occur at the same time and may not occur as two separate pivots of 90° (or other parts))	pivoting is not counted; if interrupted before meeting the minimum requirements	
The lines should remain close and parallel to each other as possible	pivoting is counted; even if lines are not close and parallel to each other	
Pivoting must occur during only one configuration of a block at one time	pivoting is not counted; if minimum requirements are not met before a change of configuration	
The pivoting will be counted if executed either quickly or slowly	pivoting is counted	
All skaters must execute <b>the same</b> linking steps/turns/edges in <b>the same skating direction at the same time</b> except during free skating moves	pivoting is not counted if not the same etc.	
Pivoting may be wheel-like for a simple variation	pivoting is counted	
<b>3. One (1) Change of Configuration (same shape) with any level turn</b>		
There is no specific length of time that a configuration must be held. The configuration must be recognizable	change of configuration is counted; must be recognized	
At least one turn (from any level) must occur during the change of configuration	change of configuration is counted;	
Linking steps are also permitted	change of configuration is counted;	
Some linking steps are permitted and must be balanced in their distribution with the turns	change of configuration is counted;	
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if one crossover is included	
Turns do not have to be correctly executed (edges or on one foot)	change of configuration is counted	
<b>4. Creative Modification of a block formation (in Free Skating only)</b>		
Any creative modification of a block formation is permitted	creative modification is counted; if there are at least 3 lines	
Other features and additional features may be executed	creative modification is counted; if executed correctly	

<b>BLOCK – DIFFICULT VARIATIONS</b>		
	<b>Technical Panel</b>	<b>Referee</b>
<b>1. Three (3) or more different Configurations (<i>at least three configurations must be different</i>)</b>		
There is no specific length of time that a configuration must be held. The configuration must be recognizable	change of configuration is counted; if recognized	
Changing only to a no hold and keeping the same formation will not be considered as a different configuration	change of configuration is not counted; as a different configuration	
There must be three (3) different configurations (shapes)	change of configuration is not counted; if less than 3 different configuration	
<b>2. Pivoting executed with a series of three (3) difficult turns executed consecutively on one (1) foot from the choice of rocker, counter, bracket, twizzle (<i>pivoting at least 180° and less than 360°</i>)</b>		
The total pivoting on one (1) foot must be a minimum of 180° and less than 360° and must be completed while executing the series of three (3) difficult turns executed consecutively on one (1) foot.	pivoting is not counted; if less than 180° or more than 360°	
Pivoting the 180° must be continuous (Pivoting of the entire 180° must occur at the same time and may not occur as two separate pivots of 90° (or other parts))	pivoting is not counted; if interrupted before meeting the minimum requirements	
The pivoting is executed either quickly or slowly	pivoting is counted;	
All of the required pivoting must occur during the series of three (3) difficult turns executed consecutively on one (1) foot	pivoting is counted + DED 1; if the required pivoting is completed but has stopped before all three (3) turns have been executed	
All skaters must execute <b>the same</b> linking steps/turns/edges in <b>the same skating direction at the same time</b> except during free skating moves	pivoting is not counted if not the same	
At least three (3) difficult turns from the choice of rocker, counter, bracket, twizzle, all executed consecutively on one (1) foot must occur during pivoting of at least 180°	pivoting is counted + DED 1: if three (3) or more skaters do not execute one (1) turn correctly	
At least three (3) difficult turns from the choice of rocker, counter, bracket, twizzle, all executed consecutively on one (1) foot must occur during pivoting of at least 180°	pivoting is not counted if three (3) or more skaters do not execute at least two (2) turns correctly	
At least three (3) difficult turns from the choice of rocker, counter, bracket, twizzle, all executed consecutively on one (1) foot must occur during pivoting of at least 180°	pivoting is not counted if even one (1) turn is omitted (not attempted)	
One (1) change of edge is permitted between each of the three (3) turns	pivoting is not counted if there is more than one change of edge in-between the required three (3) turns	
A wheel-like pivot	pivoting is not counted (could be counted for a simple variation)	
The block must progress along at least 1/3 of the length of the ice surface or comparable distance across the width of the ice surface, during pivoting.	pivoting is not counted if ice coverage requirement is not met	
<b>3. One (1) Change of Configuration (<i>different shape</i>) with any level turn</b>		
There is no specific length of time that a configuration must be held. The configuration must be recognizable.	change of configuration is counted; if recognized	
At least one (1) turn (from any level) must occur during the change of configuration	change of configuration is counted;	
Linking steps are also permitted	change of configuration is counted	
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if even one (1) crossover is executed during a change of configuration	
Turns do not have to be correctly executed (edges or on one foot)	change of configuration is counted	

<b>CIRCLE - SIMPLE VARIATIONS</b>		
	<b>Technical Panel</b>	<b>Referee</b>
<b>1. Change of Configuration, One (1) circle to Two (2) circles (in that order and in Free Skating only) executed with at least one (1) turn from any level</b>		
The circles must be skated in the order stated above and in free skating only	change of configuration is not counted; if not skated in the correct order	
There is no specific length of time that a configuration must be held	change of configuration is counted; as long as the configuration is recognized	
One (1) circle must have all skaters participating in the same formation	change of configuration is not counted; if all skaters are not in the one circle	
The two (2) circles may be two (2) separate circles or a circle inside a circle (same or opposite directions)	change of configuration is counted; any two circles are permitted as long as there is a minimum of 4 skaters any one circle	
The two (2) circles may be different sizes but there must be at least 4 skaters in a circle for that circle to be counted	change of configuration is not counted; if there are not at least 4 skaters within a circle	
The transition from one (1) circle to two (2) circles may be executed quickly or more slowly	change of configuration is counted	
Turns must be executed during the change of configuration	change of configuration is not counted: if there are no turns	
Crossovers are not permitted during the change of configuration	change of configuration is not counted if there is a crossover or if three (3) or more skaters execute a crossover as they change configuration	
If even one (1) crossover is executed before the new configuration is complete;	change of configuration is not counted.	
Turns do not have to be correctly executed (edges or on one foot)	change of configuration is counted	
<b>2. Travel with crossovers (in a hold, using mainly crossovers)</b>		
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the circle doesn't travel enough	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if the travel is interrupted	
If executing two (2) circles side by side then both circles must travel the required distance at the same time	travel is not counted : if only one circle travels ¼ of the length of the ice	
If three (3) or more skater(s) are not executing the same turns, linking steps, including crossovers, at the same time as the majority of the team, <b>in order to assist the travel</b>	travel is not counted	
Circle(s) must rotate as they travel	travel is counted	
Circles may change configuration during travel	travel is counted: as long as it is not interrupted	
During travel, if the rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered	travel is not counted	
If the traveling has covered the required ice surface and then a change of rotational direction is executed (and the rotation stops), the travel will still be counted (without penalty)	travel is counted	

<b>CIRCLE - SIMPLE VARIATIONS – Continued</b>		
	<b>Technical Panel</b>	<b>Referee</b>
<b>3. Creative Modification of a Circle Formation (in free skating only)</b>		
Any creative modification of a circle formation is permitted	creative modification is counted	
Up to three (3) separate circles are permitted during a creative modification of a circle formation. (In the case of multiple circles, a minimum of four (4) skaters is permitted in only one (1) of the circles)	creative modification is not counted; if there are more than 3 circles creative modification is counted; as long as there are a minimum of 4 skaters in only one circle	
Skaters may break into pairs or into groups of three (3) etc. as long as they remain skating and evenly spaced on a circular axis	creative modification is counted as long as there is a recognized circle formation	
Skaters may pass each other, change positions and have varying steps and speed as they execute a modification	creative modification is counted (varying steps are not permitted during a Step Sequence)	
Circles may be rotating in opposite directions	creative modification is counted	
Stopping is permitted	creative modification is counted	

<b>CIRCLE - DIFFICULT VARIATIONS</b>		
<b>1. Change of Configuration Two (2) circles to One (1) circle, executed with at least one (1) turn from any level (The circles must be skated in that order stated above and in free skating only)</b>		
	<b>Technical Panel</b>	<b>Referee</b>
The circles must be skated in the order stated above. (in free skating only)	change of configuration is not counted if the order is not correct	
There is no specific length of time that a configuration must be held, The configuration must be recognizable	change of configuration is counted; as long as the configuration can be recognized	
One (1) circle has all skaters participating in the same formation	Circle is not counted; if all skaters are not participating	
The two (2) circles may be two (2) separate circles or a circle inside a circle (same or opposite directions)	Circle is counted; as long as there is a minimum of 4 skaters in one of the two circles	
The two (2) circles may be different sizes but there must be at least four (4) skaters in a circle for that circle to be counted	change of configuration is not counted; if less than 4 skaters in a circle	
The transition from two (2) circles to one (1) circle may be executed quickly or more slowly	change of configuration is counted	
One (1) turn (from any level) must be executed during the change of configuration	change of configuration is not counted; if no turns are executed	
These turns do not have to be correctly executed	change of configuration is counted	
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if there are crossovers during change of configuration or if three (3) or more skaters executed a crossover as they change configuration	
Some linking steps are permitted and must be balanced in their distribution with the turns	change of configuration is counted; if there is an unbalance	

**CIRCLE – DIFFICULT VARIATIONS – Continued**

**2. Travel with turns and linking steps (in a hold and All skaters use the same skating direction/turns and linking steps at the same time)**

	Technical Panel	Referee
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the minimum ice coverage is not correct	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if interrupted	
If executing two (2) circles side by side then both circles must travel the required distance at the same time	travel is not counted; if only one circle travels the required distance	
If using crossovers; there must be a balance (in the distribution) between the crossovers and turns/linking steps	travel is counted; if there is no balance	
Travel must include linking steps and turns	travel is not counted as a difficult variation; if is not at least one turn (simple variation will be counted)	
Using mainly crossovers is not permitted	travel is not counted; for the difficult variation	
Only a maximum of two (2) crossovers in a row are permitted	travel is counted + DED 1 as a difficult variation; if there are more than two crossovers in a row	
Turns from any level are permitted	travel is counted	
These turns do not have to be executed on correct edges (only one foot entry and exit)	travel is counted as long as the entry and exit is executed on one (1) foot	
If three (3) or more skaters are not executing the same turns, linking steps, including crossovers, at the same time as the majority of the team, <b>in order to assist the travel</b>	travel is not counted even if the three (3) errors occur at different times and by either the same or different skaters during traveling	
Circle(s) must rotate as they travel.	travel is counted	
Circle may change configuration during travel	travel is counted as long as it is not interrupted	
If the rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered then the.	travel is not counted	
If the traveling has covered the required ice surface and then a change of rotational direction is executed (and the rotation stops)	travel is counted	

**CIRCLE – DIFFICULT VARIATIONS – Continued**

**3. Travel with a no hold (for a minimum of ¼ of the ice surface)**

	<b>Technical Panel</b>	<b>Referee</b>
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) with a no hold in order to be counted Travel may begin while the skaters have a hold but the distance traveled while in a hold will not be counted	travel is not counted while in a hold; travel is not counted if it does not cover the required ice with a no hold	
Travel must be continuous for the ¼ of the length of the ice surface	travel is not counted; if travel is interrupted	
If executing two (2) circles side by side then both circles must travel the required distance at the same time	travel is not counted; if only one circle travels the required distance	
If the traveling has covered the required ice surface and then a change of rotational direction is executed (and the rotation stops)	travel is counted	
Use of mainly/only crossovers is permitted during a travel in a no hold	travel is counted	
All skaters must execute <b>the same</b> linking steps at the same time except during a change of rotational direction and free skating moves	travel is not counted; if the linking steps are <b>not the same</b>	
All skaters must execute the same linking steps <b>at the same time</b> except during a change of rotational direction and free skating moves	travel + DED1; if the same linking steps are <b>not executed at the same time</b>	
If three (3) or more skater(s) are not executing the same turns, linking steps, including crossovers, at the same time as the majority of the team, <b>in order to assist the travel</b>	travel is not counted even if the three (3) errors occur at different times and by either the same or different skaters during traveling	
If the rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered	travel is not counted	

**4. Change of Rotational Direction executed with a 360° turn / rotation**

The change of rotational direction must be executed at the same time by all skaters	change of rotational direction not counted; if not	
If using a hand hold the skaters must release that hold as they execute a change of rotational direction	change of rotational direction not counted if there is not a release of hold	
A 360° or more rotation must be a continuous rotation in the same direction	change of rotational direction not counted; if interrupted	
When the change of rotational direction is executed on the spot (When executing a change of rotational direction, all skaters must noticeably change tracks)	change of rotational direction not counted;	
The change of rotational direction may occur during the step sequence	change of rotational direction counted	
Skaters may execute different linking steps/turns/edges etc. during a change of rotational direction	change of rotational direction counted	
It is not necessary to be on correct edge or one (1) foot unless the turn is to be counted as part of the Step Sequence feature	change of rotational direction counted; if turns/rotations are executed on two (2) feet - turn is not counted for the ss; if a turn for the ss is two (2) footed	
A loop is not permitted	change of rotational direction not counted if a loop is executed	

<b>CIRCLE – DIFFICULT VARIATIONS – Continued</b>		
<b>4. Change of Rotational Direction executed with a 360° turn / rotation - Continued</b>		
	<b>Technical Panel</b>	<b>Referee</b>
A circle configuration must be maintained both before and after the change of rotational direction for at least 180°. If the circle rotates at first 360° then change of rotational direction and configuration at the same time, the new configuration must rotate for at least 90° afterwards	change of rotational direction counted only if the rotation meets the requirements both before and after	
A 360° or more rotation must be a continuous rotation in the same direction	change of rotational direction not counted; if interrupted	
It is not necessary to maintain the same circle configuration after a change of rotational direction if changing the configuration at the same time ( <i>in free skating only</i> )	change of rotational direction counted; as long as the circle rotates for the required amount after the change of rotational direction	
The change of rotational direction may occur between shapes ( <i>in free skating only</i> )	change of rotational direction counted; as long as the circle rotates for the required amount after the change of rotational direction	
Short Program: The same configuration must be held both before and after the required change of rotational direction	change of rotational direction not counted + no DED; if the same configuration is not maintained for the correct rotation	

<b>INTERSECTIONS - DIFFICULT VARIATIONS</b>		
<b>1. Back to back preparation and approach or a pivoting entry (<i>backward skating</i>) and back to back approach</b>		
	<b>Technical Panel</b>	<b>Referee</b>
The lines of the intersection may be no further apart than ½ of the length of the ice surface during the preparation and approach phase		DED 2 for excessive use of ice
In the case of backward skating and pivoting lines, the pivot skaters must be no further apart than ½ of the length of the ice surface		DED 2 for excessive use of ice
All lines must be back to back during both the preparation and approach	back to back preparation and approach is not counted; if even one line is face to face	
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)/rotation(s) will not be counted as a pi but the back to back approach will still be counted as long as the rotations are continuous	back to back preparation and approach is counted: as long as the rotations are continuous during the approach	
During the preparation phase the skaters must be back to back for at least 4 steps before beginning the approach phase	back to back preparation and approach is not counted; if not back to back during the last four steps	
<i>Back to back preparation and approach phase executed without a hold:</i> The shoulders must remain facing back to back and not held twisting to face towards the point of intersection. The shoulders will be permitted to face the point of intersection as needed in order to correctly execute a forward turn	back to back preparation and approach is not counted; if the shoulders are held twisted to face towards the point of intersection	

<b>LINE - SIMPLE VARIATIONS</b>		
<b>1. Two lines Interacting</b>		
	<b>Technical Panel</b>	<b>Referee</b>
An action where two (2) lines change their position in relationship to each other	interacting is not counted if the two (2) lines do not change their position	
The lines must not be further apart than 3 m	interacting is counted	DED 2 for excessive use of ice
The ends of the lines must pass closely as they change position and the end skaters must be no further than two (2) meters apart	interacting is counted	DED 2 for excessive use of ice
<b>2. Retrogression (executed with a stop and the line(s) remain on the same vertical or horizontal axis)</b>		
The team shows a movement in a direction opposite to that of the initial direction. The team must show a reverse of the first direction	retrogression is counted	
All skaters must retrogress at the same time	retrogression is not counted; if not executed at the same time	
A change of configuration is permitted during retrogression and will be counted	retrogression is counted	
There is no specific length of time or minimum ice coverage required for retrogression	retrogression is counted; as long as retrogression is recognized	
In the case of two (2) separate lines: both lines must retrogress at the same time	retrogression is not counted; if not executed at the same time	
Retrogression executed with a stop; The line(s) must remain parallel to the same axis during retrogression	retrogression is not counted; if the lines deliberately pivot and change their axis during retrogression. A slight deviation is permitted	
The line must return to a position close to the starting axis	retrogression is not counted; if the line does not return to a position close to the starting axis	
<b>3. Change of Configuration: One (1) line to Two (2) separate lines (in that order)</b>		
There is no specific length of time or required ice cover for any one shape to be held	change of configuration is counted	
Each shape must be recognizable	change of configuration is not counted; if the configurations are unrecognizable	
The one line must include all skaters	change of configuration is counted; as long as the one (1) line includes all skaters	
The number of skaters in each of the two (2) separate lines must be as equal as possible	change of configuration is counted; even if unequal	
The two (2) separate lines may or may not be parallel to each other as long as they remain within 1/2 of the ice surface	change of configuration is counted; even if not within 1/2 of the length of the ice and not parallel	DED 2 for excessive use of ice

<b>LINE - SIMPLE VARIATIONS – Continued</b>		
<b>4. Creative Modification of a Line Element</b>		
	<b>Technical Panel</b>	<b>Referee</b>
Any creative modification of a line formation is permitted	creative modification is counted; as long as it meets the requirements	
Only two (2) lines at any one time are permitted	creative modification is not counted; if there are more than two lines	
The number of skaters within each of the two (2) lines must be as equal as possible	creative modification is counted; even if not as equal as possible	
The two (2) lines may be separate or joined	creative modification is counted	
Skaters or lines may pass each other and/or change positions (intersections not permitted and will end the Line element)	creative modification is counted; as long as an intersection is not executed	
The two (2) line(s) may have varying speeds	creative modification is counted	
Lines may have different holds	creative modification is counted	
The line may break into pairs or other pieces	creative modification is counted; as long as there is a recognizable line(s)	
<b>5. Pivoting - Two (2) Lines with any one (1) turn and linking steps (at least 180° and less than 360°)</b>		
Pivoting must be a minimum of 180° and less than 360°	pivoting is not counted; if less than 180° or 360° or more	
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting	pivoting is not counted if the same skating direction/turns/linking steps are not used at the same time	
Using mainly crossovers is not permitted	pivoting is not counted; if there are mainly crossovers	
Only two (2) crossovers in a row are permitted	pivoting is counted + DED 1 if there are more than two (2) crossovers in a row	
At least one (1) turn must be correctly executed as the line pivots. The turn may be from any level.	pivoting is not counted; if the one (1) turns is not included or if three (3) or more skaters do not execute the turn correctly	
The pivoting line(s) must not resemble a wheel	pivoting is not counted if wheel-like	
All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting	pivoting is not counted if not at least ½ of the length of the ice or comparable distance	
Pivoting the 180° must be continuous	pivoting is not counted if pivot is interrupted	
A change of configuration is not permitted during pivoting	pivoting is not counted if there is a change of configuration before completing 180° or after pivoting more than 360°	
Both lines must pivot at the same time	pivoting is not counted if only one (1) line is pivoting at a time	

<b>LINE - DIFFICULT VARIATIONS</b>		
<b>1. Pivoting – One (1) Line with any two (2) turns and linking steps (at least 180° and less than 360°)</b>		
	<b>Technical Panel</b>	<b>Referee</b>
Pivoting must be a minimum of 180° and less than 360°	pivoting is not counted; if less than 180° or 360° or more	
All skaters must execute <b>the same</b> linking steps/turns/edges, in the same skating direction at the same time	pivoting is not counted; if the same skating direction/turns/linking steps are NOT used at the same time	
There must be a balance between the crossovers and turns/linking steps	pivoting is counted	
At least two (2) turns must be correctly executed as the line pivots. The turn may be from any level.	pivoting is counted + DED 1: if three (3) or more skaters execute only one (1) turn correctly	
At least two (2) turns must be correctly executed as the line pivots. The turn may be from any level.	pivoting is not counted if three (3) or more skaters do not execute any turns correctly	
At least two (2) turns must be correctly executed as the line pivots. The turn may be from any level.	pivoting is not counted if even one (1) turn is omitted (not attempted)	
Using mainly crossovers is not permitted	pivoting is not counted	
Only two (2) crossovers in a row are permitted	pivoting is counted + DED 1 if there are more than two (2) crossovers in a row	
Quick or slow pivoting	pivoting is counted	
All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting	pivoting is not counted: if minimum ice coverage requirements are not met by all skaters	
The line must progress down or across the ice surface during pivoting The pivoting line must not resemble a wheel	pivoting is not counted: if pivoting resembles a wheel	
Pivoting the 180° must be continuous. Pivoting of the entire 180° must occur at the same time and may not occur as two separate pivots of 90°	pivoting is not counted; if pivot is interrupted	
A change of configuration is NOT permitted	pivoting is not counted if there is a change of configuration before completing 180°	
The pivot point is allowed to change from one to the other end of the line	pivoting is counted; as long as pivoting is not interrupted	
<b>2. Retrogression (executed without a stop and the line(s) remain on the same vertical or horizontal axis)</b>		
	<b>Technical Panel</b>	<b>Referee</b>
The team shows a movement in a direction opposite to that of the initial direction. The team must show a reverse of the first direction.	retrogression is counted	
All skaters must retrogress at the same time	retrogression is not counted; if not executed at the same time	
There is no specific length of time or minimum ice coverage required for retrogression; The retrogression must be easily recognizable	retrogression is counted; as long as retrogression is recognized	
A change of configuration is permitted during retrogression	retrogression is counted	
In the case of two (2) separate lines, both lines must retrogress at the same time	retrogression is not counted; if not executed at the same time	
Stopping is not permitted	retrogression is not counted; if a stop occurs	
The line(s) must remain parallel to the same axis as it retrogresses (may not pivot)	retrogression is not counted; if the lines deliberately change their axis during retrogression. A slight deviation is permitted	
The line must return to a position close to the starting axis	retrogression is not counted: if the line does not return	

**LINE - DIFFICULT VARIATIONS CONTINUED**

**3. Two (2) lines to One (1) line (*in that order*)**

There is no specific length of time or required ice coverage for any one shape to be held. Each shape must be recognizable	two (2) to one (1) is counted; if recognizable	
The one (1) line must include all skaters	two (2) to one (1) is not counted; if not all of the skaters are in the one line	
The number of skaters in each of the two (2) separate lines must be as equal as possible	two (2) to one (1) is counted: even if not equal as possible	
The two (2) separate lines may or may not be parallel to each other as long as they remain within ½ of the ice surface	two (2) to one (1) is counted	DED 2 for excessive use of ice

**MOVES IN THE FIELD - SIMPLE VARIATIONS**

**Each variation for Moves in the Field must occur separately**

**1. Three (3) Configurations (*same form*)**

	<b>Technical Panel</b>	<b>Referee</b>
Each free skating move must be executed within a configuration to be counted	configuration is not counted; if not	
The first configuration that the fm is executed in will be counted towards this simple variation	configuration is counted	
One of the shapes may be repeated. The two same shapes may not be skated one after the other	configuration is not counted; if skated one after the other	
It does not matter how many skaters change their position in order to make a new formation	configuration is counted	
The formation on one (1) side of a mirror image pattern will be counted as the configuration (in free skating only)	configuration is counted	

**2. One free skating move is partly executed with a release of hold**

The free skating move may start with a hold	release of hold is counted	
All skaters must release their hold at the same time and maintain the correct fm position and edge	release of hold is counted; if the hold is released at the same time release of hold is not counted: if three (3) or more skaters obviously do not release their holds	
There is no required length of time that the release must be maintained, as long as the technical panel is able to recognize the no hold	release of hold is counted	
The skaters may re-grasp before ending the fm or they may end the fm without re-grasping	release of hold is counted	

<b>MOVES IN THE FIELD - DIFFICULT VARIATIONS</b>		
<b>Each variation for Moves in the Field must occur separately</b>		
<b>1. Three (3) Different Configurations (each fm must be executed in a different configuration)</b>		
	<b>Technical Panel</b>	<b>Referee</b>
There is no specific length of time that a configuration must be held The formation must be recognizable	change of configuration is counted; as long as the configuration is recognized	
The first configuration that the fm is executed in will be counted towards this difficult variation	change of configuration is counted; if the configuration is different	
Each free skating move must be executed within a different configuration for the configuration to be counted	change of configuration is counted; as long as the configuration is different and recognized	
The formation on one (1) side of a mirror image pattern will be counted as the configuration (in free skating only)	configuration is counted	
<b>2. Change of Configuration during one free skating move</b>		
The free skating move must start in one (1) configuration and must not end until the new formation is recognized	change of configuration is counted; as long each configuration is recognized	
There is no specific length of time a configuration must be held. The configuration must be recognizable	change of configuration is counted; as long as the configuration is recognized	
Change of configuration during one free skating move may be executed in a no hold, but only the change of configuration during one free skating move difficult variation will be counted	change of configuration is counted; if requirements are met	
<b>3. One free skating move is executed in a no hold (individuals only)</b>		
The free skating move must begin and end in a no hold	no hold is not counted; if either part is not executed correctly	
The same configuration must be held during the no hold free skating move	no hold is not counted; if there is a change of configuration	
<b>4. Use of Mirror Pattern (only one of the three (3) required fm's may be executed using a mirror pattern) (In Free Skating only)</b>		
A mirror image pattern is shown when the team uses a combination of both clockwise and anti-clockwise directions.	mirror image is counted	
The number of skaters on each side must be as equal as possible	mirror image is counted; even if the number of skaters in each half is not equal as possible	
The skaters must stay within a maximum of ½ the length of the ice surface	mirror image is counted; even if skaters are too far apart	DED 2 for excessive use of ice
Mirror image is considered illegal in the short program	mirror image is not counted + call the fm + DED 4: for an illegal element if included in the short program	
Only one mirror image is permitted in the free program	a second Mirror image is not counted + fm is not counted; if an fm is executed using a second mirror image pattern	
A mirror image is permitted to be executed at the same time as a no hold	mirror image only is counted	
A mirror image is permitted to be executed at the same time as a change of configuration	mirror image only is counted	

**SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Simple and Difficult Variations) – REVISED November 2009**

<b>Examples of MF</b>		
	<b>Technical Panel</b>	<b>Referee</b>
fm#1 executed in four (4) lines + fm#2 starting in four (4) lines changing to two (2) lines + fm#3 executed in five (5) lines	change of configuration during one fm	
fm#1 starting in two (2) lines changing to three (3) lines + fm#2 executed in three (3) lines + fm#3 executed in four (4) lines	three (3) different configurations change of configuration during one fm	

**NO HOLD BLOCK – SIMPLE VARIATIONS**

<b>1. One (1) Body Movement</b>		
	<b>Technical Panel</b>	<b>Referee</b>
Body movement must meet the requirements and is recognized	body movement is counted	
Body movement must affect the balance on the blades	body movement is not counted if balance is not affected	
The body movement must be executed within the step sequence, either on one foot or on two feet during a stop, turn, short field move or linking step	body movement is counted; if executed within step sequence	
The body movement may not be executed as the first or final movement of the NHB	body movement is not counted; if it is the first or final movement	
The body movement will be counted if it occurs during the exit edge of the first or last turn of the step sequence	body movement is counted	
If body movement occurs during linking steps that are executed as the last part of the step sequence then that body movement will not be counted	body movement is not counted	
More than one body movement is permitted	correct body movement is counted and there is no penalty for additional body movements	
<b>2. Creative Modification of a No Hold Block (in free skating only)</b>		
Any creative modification of a block formation is permitted	creative modification is counted	
Skaters may pass each other, change positions and have varying steps and speed as they execute a creative modification	creative modification is counted; (varying steps are not permitted during a step sequence)	
Skaters / Lines may pass each other	creative modification is counted	
Lines may interact (change place)	creative modification is counted	
Stopping is permitted during the modification	creative modification is counted	
A step sequence may occur during a modification	creative modification is counted; if step sequence is executed correctly	
Other features and additional features may be executed during a creative modification and must be recognized	creative modification is counted; if recognized and executed correctly	
A Change of Configuration is not permitted	NHB counted (creative modification is not counted) + DED 3 for NAR (wrong shape)	
A different configuration (other than four (4) skaters in four (4) lines) can not be held /sustained	NHB counted (creative modification is not counted) + DED 3 for NAR (wrong shape)	
A Step Sequence is permitted to be executed during a mirror image pattern in the NHB (in free skating only)	NHB counted + Step Sequence level; not including the turns executed during a mirror image pattern. Those turns executed during a mirror image pattern will not interrupt the Step Sequence.	

<b>NO HOLD BLOCK - SIMPLE VARIATIONS – Continued</b>		
	<b>Technical Panel</b>	<b>Referee</b>
<b>3. Retrogression without stopping</b>		
Retrogression must be executed without a stop or pause	retrogression is not counted; if there is a stop or pause	
May be part of the step sequence	retrogression is counted	
The step sequence must remain balanced during retrogression	retrogression is counted; even if there is no balance	
All skaters must retrogress at the same time	retrogression is not counted; if all skaters do not retrogress at the same time	
There is no specific length of time or minimum ice coverage required for retrogression. The retrogression must be easily recognizable	retrogression is counted; as long as retrogression is recognizable	
Body movement may occur during retrogression	retrogression is counted	
Skaters must return to the original starting axis of the NHB after retrogressing	retrogression is counted; even if there is a change of axis	
The team must change the direction quickly and is permitted to use the horizontal axis for the retrogression	retrogression is counted;	
The team must keep their movement along the horizontal axis as short as possible	retrogression is counted;	
If the team moves the block too far along the horizontal axis for such a time that the pattern of a NHB has been changed; It is unacceptable to move the NHB across the entire width of the ice surface	retrogression is counted + DED 3 for NAR (wrong pattern if the NHB moves across the entire width of the ice surface)	
Skaters must stay close to their own skating axis while executing retrogression without stopping	retrogression is counted	

<b>NO HOLD BLOCK – DIFFICULT VARIATIONS</b>		
<b>1. Two (2) Body Movements</b>		
	<b>Technical Panel</b>	<b>Referee</b>
Both body movements must meet the requirements and are each recognized	body movement is counted	
Body movement must affect the balance on the blades	body movement is not counted if balance is not affected	
Both body movements must be executed within the step sequence and without a full and complete stop	body movement is not counted; if not executed within the SS and executed with a full and complete stop	
A team that only slows down is not considered to be a full/complete stop	body movement is counted	
One of the body movements must be executed on one foot	body movement is not counted as a difficult variation; if even one (1) of the body movements is not executed on one (1) foot	
The body movement may not be executed as the first or final movement of the NHB	body movement is not counted	
The body movement will be counted if it occurs during the entry or exit edge of the first or last turn of the step sequence	body movement is counted	
If body movement occurs during linking steps that are executed as the last part of the step sequence then that body movement will not be counted	body movement is not counted	
More than two body movements are permitted	correct body movement is counted and there is no penalty for additional body movement	
<b>2. No Hold Block does not begin from a stop or standstill</b>		
The transition from the previous element into the NHB is continuous and executed without stopping	variation is counted	
In the case that the first element of the program is a NHB or there is a stop at the end of the previous element, then the team must skate at least ¼ of the length of the ice surface prior to the start of the no hold block	variation is not counted as a difficult variation if not	

<b>WHEEL - SIMPLE VARIATIONS</b>		
<b>1. Change of Rotational Direction executed with or without a release of hold or a 180° turn / rotation without stopping (<i>within each spoke</i>)</b>		
	<b>Technical Panel</b>	<b>Referee</b>
The change of rotational direction must be executed at the same time by all skaters	change of rotational direction is not counted; if executed at different times	
If executing two (2) separate wheels side by side then both wheels must change of rotational direction at the same time	change of rotational direction is not counted; if executed at different times	
A hand hold may be maintained during a simple variation for the change of rotational direction	change of rotational direction is counted	
Stopping is not permitted	change of rotational direction is not counted; if three (3) or more skaters stop	
Skaters may take an edge / step off of the axis before beginning the 180° turn / rotation	change of rotational direction is counted without penalty	
The skaters must maintain their flow during the change of rotational direction	change of rotational direction is not counted if executed on the spot by three (3) or more skaters	
Skaters may execute different linking steps/turns/edges etc. during a change of rotational direction	change of rotational direction is counted; as long as executed at the same time	
Rotation may be executed on one (1) or two (2) feet	change of rotational direction is counted if executed on one (1) or two (2) feet	
It is not necessary to maintain the same wheel configuration after a change of rotational direction if changing the configuration at the same time ( <i>in free skating only</i> )	change of rotational direction is counted; if executed correctly ( <i>free skating only</i> )	
Short Program: The same configuration must be held both before and after the required change of rotational direction	change of rotational direction not counted + no DED; if the same configuration is not maintained for the correct rotation	
A wheel configuration must be maintained both before and after the change of rotational direction for at least 180° if the wheel first rotates a minimum of 180°	change of rotational direction is not counted; if the configuration is not recognized and if rotation requirements are not met	
If the wheel rotates at first 360° then change of rotational direction and change of configuration occurs at the same time, the new configuration must rotate for at least 90° afterwards	change of rotational direction is not counted; if the configuration is not recognized and if rotation requirements are not met	
If the wheel rotates at first 360° then change of rotational direction and there is no change of configuration at the same time, that wheel configuration must rotate for at least 90° afterwards	change of rotational direction is not counted if the configuration is not recognized and if rotation requirements are not met	
The pivot skaters (slow end skaters of the spokes) must stay within 1/6 of the length of the ice surface (from each other) during the change of rotational direction	Wheel is called	DED 2 for excessive use of ice

**WHEEL - SIMPLE VARIATIONS – Continued**

**2. Travel with crossovers (using mainly crossovers)**

	<b>Technical Panel</b>	<b>Referee</b>
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if minimum ice coverage is not met	
Some linking steps may be executed but there are mainly crossovers	travel is counted	
Travel must be continuous for the ¼ of the ice surface	travel is not counted; if minimum ice coverage is not met not counted; if the travel is interrupted	
If executing two (2) separate wheels side by side then both wheels must travel the required distance at the same time	travel is not counted; if minimum ice coverage is not met not counted; if only one wheel travels the required distance	
If three (3) or more skaters are not executing the same turns, linking steps, including crossovers, at the same time as the majority of the team, <b>in order to assist the travel</b>	travel is not counted even if the three (3) errors occur at different times and by either the same or different skaters during traveling	
Wheel(s) must continue to rotate as they travel	travel is counted	
If the rotation has stopped, in order for a change of rotational direction to occur, before the required distance has been covered	travel is not counted	
If the traveling has covered the required ice surface and then a change of rotational direction is executed and the rotation stops	travel is counted	

**3. Creative Modification of a basic wheel configuration (in free skating only)**

	<b>Technical Panel</b>	<b>Referee</b>
Any creative modification of a wheel formation is permitted	creative modification is counted as long as the requirements are met	
Up to three (3) separate wheels are permitted	creative modification is not counted if there are four (4) or more wheels	
The number of skaters in a spoke must be at least three (3)	creative modification is not counted if there are less than three (3) skaters in each spoke	
Skaters may pass each other, change positions and have varying steps and speed as they execute a modification	creative modification is counted	
Skaters may break into pairs or groups of three (3) etc. as long as they remain skating on a circular axis and in a wheel like formation	creative modification is counted; as long as a wheel like formation is recognized	
There must be spokes in a modification	creative modification is not counted; if there is not at least one (1) spoke	
If using multiple wheels, they may be rotating in opposite directions	creative modification is counted; as long as there are three (3) skaters in each spoke	
Wheels may have the same or different pivot points	creative modification is counted	
Other additional features may be executed during a modification	creative modification is counted	

**WHEEL - DIFFICULT VARIATIONS**

**1. Change of Rotational Direction executed without stopping and with a 360° turn / rotation (not executed on the spot) (Each skater must release their hold when changing rotational direction)**

	Technical Panel	Referee
Any turn or linking step that rotates may be used	change of rotational direction is counted	
The 360° or more may be executed with a slower rotation using longer edges or with a quicker rotation using shorter edges	change of rotational direction is counted	
A 360° or more rotation must be a continuous rotation in the same direction	change of rotational direction is not counted; if interrupted	
The 360° or more rotation may be executed on two (2) feet	change of rotational direction is counted	
Skaters may take an edge/step off of the axis before beginning the 360° turn / rotation	change of rotational direction is counted without penalty	
The change of rotational direction must be executed at the same time by all skaters	change of rotational direction is not counted; if executed at different times	
If executing two (2) separate wheels side by side then both wheels must change of rotational direction at the same time	change of rotational direction is not counted; if executed at different times	
Each skater must release their hold in order to execute the change of rotational direction. The skaters must release the hold in order to correctly execute a 360° rotation as they change rotational direction	change of rotational direction is counted; if executed correctly	
Either one 360° turn, two 180° turns or 360° rotating linking steps are permitted	change of rotational direction is counted	
The skaters must maintain their flow during the change of rotational direction	change of rotational direction is counted	
If three (3) or more skaters execute the 360° rotation on the spot then it will not be counted	change of rotational direction is not counted; if 360° rotation occurs on the spot by three (3) or more	
Skaters may execute different turns/linking steps/edges etc. during a change of rotational direction	change of rotational direction is counted; as long as they are executed at the same time	
Rotation may be executed on one (1) or two (2) feet	change of rotational direction is counted if executed on one (1) or two (2) feet	
It is not necessary to maintain the same wheel configuration after a change of rotational direction if changing the configuration at the same time ( <i>free skating only</i> )	change of rotational direction is counted; as long as the configuration is recognized and the required rotations are met	
Short Program: The same configuration must be held both before and after the required change of rotational direction	change of rotational direction is not counted + no DED; if the same configuration is not maintained for the correct rotation	
The change of rotational direction may occur between shapes ( <i>in free skating only</i> )	change of rotational direction is counted; as long as the configuration is recognized and the required rotations are met	
A wheel configuration must be maintained both before and after the change of rotational direction for at least 180° if the wheel first rotates a minimum of 180°	change of rotational direction is counted; as long as the configuration is recognized and the required rotations are met	
If the wheel rotates at first 360° then changes rotational direction and configuration at the same time, the new configuration must rotate for at least 90° afterwards	change of rotational direction is counted; as long as the configuration is recognized and the required rotations are met	
If the wheel rotates at first 360° then changes rotational direction and there is no change of configuration at the same time, that wheel configuration must rotate for at least 90° afterwards	change of rotational direction is counted; as long as the configuration is recognized and the required rotations are met	

<b>WHEEL – DIFFICULT VARIATIONS – Continued</b>		
	<b>Technical Panel</b>	<b>Referee</b>
<b>2. Travel (All skaters using the same skating direction/ turns and linking steps at the same time; Includes turns and linking steps)</b>		
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance) to be counted	travel is not counted; if the ice coverage requirement is not met	
Travel must be continuous the ¼ of the ice surface	travel is not counted; if travel is interrupted	
If executing two (2) wheels side by side then both wheels must travel the required distance at the same time	travel is not counted; if only one wheel covers the required distance	
If using crossovers, there must be a balance of the crossovers and turns/linking steps	if there are mainly/mostly crossovers then this will be counted as a simple variation	
Travel must include linking steps and turns	travel is not counted as a difficult variation: if there is not at least one (1) turn (simple variation will be counted)	
These turns do not have to be executed on correct edges (only one (1) foot entry and exit are required)	travel is counted as long as the entry and exit is executed on one (1) foot	
Using mainly crossovers is not permitted	travel is not counted; for the difficult variation	
Only a maximum of two (2) crossovers in a row is permitted	travel is counted + DED 1 as a difficult variation; if there are more than two crossovers in a row	
If three (3) or more skater(s) are not executing the same turns, linking steps, including crossovers, at the same time as the majority, of the team, <b>in order to assist the travel</b>	travel is not counted	
Wheel(s) must continue to rotate as they travel	travel is counted; even if there is none or slow rotation	
If traveling has covered the required ice surface, then a change of rotational direction executed and the rotation stops	travel is counted	
<b>3. Change of Configuration: Two (2) or more Different Configurations (in free skating only)</b>		
There is no specific length of time that a configuration must be held or rotate	change of configuration is counted; as long as it is recognized	
The change of configuration must be executed without stopping	change of configuration is not counted; if there is stopping	
Each configuration must be recognizable	change of configuration is counted; as long as the configuration is recognizable	
There must be at least three (3) skaters in each spoke	Wheel is not called and change of configuration is not counted; if there are not at least 3 skaters in a spoke	
Multiple wheels may be executed as one of the configurations	change of configuration is counted; as long as the requirements for a wheel are met	
There may be a maximum of three (3) wheels	change of configuration is not counted; if there are more than three (3) wheels	
One of the configurations may be a creative modification of a basic wheel formation	change of configuration is counted; as long as the requirements are met	