

INTERNATIONAL SKATING UNION

Communication No. 1323

Synchronized Skating

I. Rule Changes

Based on the experience gained during the 2004/05 season and based on a thorough review by the ISU Judging System ad-hoc Commission as well as the Synchronized Skating Technical Committee, the ISU Council, in accordance with Article 17, paragraph 1, n) of the ISU Constitution and in accordance with Special Regulations Synchronized Skating 2004, part A. General, paragraph j), (iii), has decided to implement the following Rule changes effective the season 2005/06, i.e. as of July 1, 2005.

Rule 703 paragraph 1

1. Step Sequence:

A combination/series of different turns such as three turns, brackets, counters, rockers, mohawks, choctaws, twizzles and steps such as progresses, chasses, cross rolls, change of edges. Use of crossovers must be kept at a minimum and only one (1) cross over in a row may be included. The required step sequences in short program and optional step sequence in free skating are defined in Rule 705 and Rule 711.

To be recognized, the step sequence must meet the following length/pattern criteria:

Block - the step sequence must cover 2/3 of the length of the ice in straight/diagonal pattern or comparable length using other patterns.

Circle - the step sequence must cover 2/3 (240 degrees) of the circle.

Line - the step sequence must cover 1/2 of the length of the ice surface using straight / diagonal pattern or correspondent distance.

Wheel- the step sequence must cover a minimum of 180 degrees of the wheel.

Rule 703 paragraph 19

19. ~~Adding factor~~ / **Feature**:

(Please observe that the Adding factor term was deleted from all Rules and instead of it a new term Feature was introduced).

A term used for description of technical content that increases the difficulty of an element within a specified difficulty group of an element. Features do not need to be mandatory.

The ~~Adding factors~~ Features can be: step sequences, change of holds, changes of direction, free skating elements, free skating moves, traveling, turns or free skating moves at the intersecting point of intersections, entry/exit spin, formation. Features have different difficulty. **Some of them will be called by Technical Specialists and some of them will be evaluated by Judges in GOE.**

See Rule 706 paragraph 5 and Rule 711 paragraph 5.

Rule 705 paragraph 1 b)

b) In the short program, required step sequences must include and meet the requirements for steps and turns (see Rule 703 paragraph 1) and have the following length / pattern:

Block - the step sequence must cover 2/3 of the length of the ice surface in straight / diagonal pattern or comparable length using other patterns.

Circle - the step sequence must cover 2/3 (240 degrees) of the circle

Line - the step sequence must cover 1/2 of the length of the ice surface straight / diagonal pattern or comparable length using other patterns.

Wheel - the step sequence must cover a minimum of 180 degrees of the wheel.

Rule 705 paragraph 1 g)

g) Other **features** ~~adding factors~~ than those prescribed for each required element in short program will not be taken into consideration.

Rule 705 paragraph 2

2. The Senior Synchronized Skating short program

Group A 2005-2006

- a) Block
- i) Closed block
 - ii) Any configuration with a minimum of three (3) lines to a maximum of five (5) lines. At least one change of configuration.
 - iii) Must have one (1) step sequence (**feature**)
 - iv) Must have one (1) change of hold (**feature**)
- b) Wheel
- i) Two (2) wheels with different formations
 - ii) One (1) Three line parallel wheel that must travel (**feature**) and must have one (1) change of direction (rotation) (feature)
 - iii) One (1) optional wheel with one rotation point
 - iv) The optional wheel must have one (1) step sequence from Group 2, 3 or 4 only (feature) and must have one (1) change of hold (**feature**)
- c) Intersection
- i) Two (2) different intersections required
 - ii) One (1) Line intersection without a center point (two lines intersection from opposite directions)
 - iii) One (1) optional intersection that incorporates movement of one part of the team through another part of the team
 - iv) Turns, dance jumps or free skating moves must be included at the intersecting point of both intersections (**feature**)
- d) No Hold Step Sequence
- i) Closed block formation, four (4) or five (5) lines
 - ii) The step sequence must be executed in a straight or diagonal pattern
 - iii) The step sequence must be executed in a no hold
- e) Moves in the Field Sequence
- i) Any formation(s) is permitted
 - ii) ~~Must have a change of formation (Adding Factor)~~
 - ii) Serpentine pattern must be used
 - iii) Must have at least three (3) different free skating moves (**feature**)
- f) Spin
- i) Upright position or any variation thereof (sideways leaning or layback)
 - ii) At least five (5) revolutions
 - iii) No change of foot or position is permitted
 - iv) Variation of free leg and arms allowed
 - v) Entry and exit from a spin must be recognizable (**feature**)

Remarks Senior Short Program Elements

BLOCK

- The block must travel at least the full length of the ice surface.
- Steps can be used during the whole element however, only the first step sequence that fulfills the requirements for step sequence will determine the difficulty.
- All skaters must execute the same steps and use the same hold except during the change of direction and free skating moves.
- The step sequence may be executed on opposite feet and the skaters may skate in either a forward or backward direction.
- Different heights and different free leg extensions may be used.

- Dance jumps and free skating moves are allowed but not required. ~~No Adding Factor awarded.~~
- Free skating moves, if used, are not permitted during the required step sequence, and must be done at the same time in all lines but need not be the same by all skaters.
- Variety of different holds may be used; ~~however, the most difficult change of hold will determine the difficulty.~~
- **In order to fulfill the requirements for a change of hold, each hold must be held for a minimum of three (3) seconds.**

WHEEL.

- There must be only two (2) different formations that must not be repeated. To fulfill the requirement for a formation, a wheel must rotate at least 180 degrees in that formation, if skating in one direction, or at least 90 degrees in each direction when changing directions.
- ~~The prescribed must revolve either clockwise or counter clockwise.~~
- The ~~optional wheel~~ **prescribed three line parallel wheel** must maintain its shape after the change of direction.
- No more than the one (1) required change of direction (rotation), **change of hold or travel** is permitted.
- **Steps can be used during the whole optional wheel however, only the first step sequence in the optional wheel that fulfills the requirements for step sequence (from difficulty group 2, 3 or 4 only) will determine the difficulty;**
- **Only step sequence in the optional wheel will be called and no step sequence in the required wheel will be called.**
- **To fulfill the requirement for a step sequence in the optional wheel, a wheel must rotate at least 180 degrees in that formation, while the steps are being done.**
- ~~Steps, Dance jumps and free skating moves are allowed but not required. No Adding Factor awarded.~~
- Variety of different holds may be used; ~~however, the most difficult change of hold will determine the difficulty.~~
- **In order to fulfill the requirements for a change of hold in the optional wheel, each hold must be held for a minimum of three (3) seconds.**
- Un-prescribed or additional wheels are forbidden.

INTERSECTION

- The intersections may occur simultaneously or separately as long as every skater is involved in the intersection.
- Group A: In the required intersection (**2 Lines Intersection from opposite directions**), two (2) lines must approach each other from the opposite directions. The skaters in the intersecting lines must intersect at an angle that must be preserved throughout the whole intersection (approach and exit). Neutralization of the angle of intersection is considered as an incorrect requirement. The optional intersection may not be the line intersection without a center point.
- Group C: In the required Triangle intersection the number of skaters in each of the three (3) sides must be as close to equal as possible.
- Shape must be maintained before and after each intersecting point.
- Intersecting element must be continuous but there may be some steps or transitions between two intersecting elements.
- Jumps (except for dance jumps) and back spirals during intersection are illegal (forbidden) elements.
- Un-prescribed or additional intersections are forbidden.
- **All skaters must execute the same steps/moves at the intersecting point.**

NO HOLD STEP SEQUENCE

- The step sequence must start and end as close to the end of short barriers as possible and must cover at least 2/3 of the length of the ice surface.
- All skaters must perform the same steps at all time.
- The skaters must use straight or diagonal direction. The chosen direction must remain throughout the whole element.
- The skaters must skate in a closed block formation of four (4) or five (5) lines and with the number and distance as equal as possible.

MOVES IN THE FIELD

- This is a sequence **of three (3) or more** free skating moves which can be connected with a few linking steps.
- Only the three (3) most difficult **different** free skating moves will determine the difficulty group of the element.
- The team must act as one unit throughout the whole element.
- The element must start with a free skating move and must include at least three (3) different free skating moves.
- All skaters must perform the same sequence of moves at the same time or one half of the team must perform one sequence of moves and the other half of the team another sequence of moves.
- In order to fulfill the requirements, each free skating move must be held for a minimum of three (3) seconds.
- A free skating move on an inside edge is considered as a different free skating move than the same move on an outside edge. Forward and backward free skating moves are considered as different ones.
- Skaters may pass by each other in order to change position, but this pass by may not resemble a ~~prescribed~~ **any** intersection.
- Variety of different holds and steps may be used but it is not required. ~~No Adding Factor awarded.~~

CIRCULAR / OVAL PATTERN

- The circular / oval pattern must be skated in a complete circle or oval utilizing the full width of the ice surface (either clockwise or counter-clockwise but not a combination of both directions).
- The team may stop during the element but retrogression is forbidden.
- The team may continue the circular / oval pattern but after one revolution the moves performed will be considered as transition.
- The circular / oval pattern may be curved. ~~but the team must not pass the long axis when skating along the long barrier of the ice rink.~~
- To be considered as full (360 degrees) circle / oval start and the end of the element must be as close as possible and the leading skater(s) must have crossed the starting point of the leading skater(s).

SERPENTINE PATTERN

- The serpentine pattern must be skated in bold curves (at least two) starting at one short barrier and ending at the opposite short barrier, traveling one full length of the ice surface.
- **The leading skater may pass the long axis before starting the first free skating move, but not the entire team.**
- ~~The leading~~ **Each** skater must cross the long axis at least two (2) times **to meet the pattern requirements.**
- The team may stop during the element but retrogression is forbidden.
- **Teams can slightly overlap their tracings.**
- ~~Retrogression is defined as use of or crossing of the tracing already used in the element.~~

SPINS

- All skaters must be in the same upright position at the same time (rotating clockwise, counter clockwise or both). Layback or sideways leaning position is permitted. The chosen position must be maintained at least for five (5) revolutions.
- **The first spin position that meets the requirements is to be counted.**
- Variations of the head, arms or free leg as well as fluctuations of speed are permitted as long as it is done at the same time by all skaters.
- The movements of the skaters during all the phases of approaching, performing and exiting from the spin should be completely synchronized. All skaters should have the same position at the same time.
- Entry and exit from a spin must be done at the same time by all skaters and clearly recognizable.
- Spins cannot be commenced with a jump.

Rule 705 paragraph 3

3. **The Junior Synchronized Skating short program** shall consist of the following required elements:

- a) Circle:
 - i) One circle
 - ii) Must travel (**feature**)
 - iii) Must have one (1) change of direction (rotation) (**feature**)
 - iv) Must have one (1) step sequence (**feature**)
 - v) Must have one (1) change of hold (**feature**)
- b) Line:
 - i) **Must have one (1) 2 Lines (Parallel) and one (1) 1 Line from Difficulty Group 2**
~~Must have two (2) changes of shape/three shapes~~
 - ii) Must travel the full length of the ice surface and moves in either a horizontal, diagonal and/or longitudinal direction
 - iii) Must have one (1) step sequence (**feature**) **in 2 lines (Parallel)**
 - iv) Must have one (1) change of hold (**feature**) **in 1 Line from Difficulty Group 2**
- c) Block:
 - i) Closed block
 - ii) Any configuration with a minimum of three (3) lines to a maximum of five (5) lines. At least one change of configuration.
 - iii) Must have one (1) step sequence (**feature**)
 - iv) Must have one (1) change of hold (**feature**)
- d) Wheel:
 - i) One (1) wheel at any time
 - ii) Two (2) different formations
 - iii) One (1) formation must travel (**feature**) **and must have one (1) change of direction (rotation) (feature)**
 - iv) One (1) formation must have **one (1) step sequence from Group 2, 3 or 4 only (feature)**
- e) Intersection:
 - i) Two (2) different intersections required
 - ii) Any type of element that incorporates movement of one part of the team through another part of the team.
 - iii) Turns, dance jumps or free skating moves must be included at the intersecting point in one of the intersections (**feature**)

Remarks Junior Short Program Elements

CIRCLE

- To fulfill the requirements of a circle, the circle must revolve at least 360° degrees.
- No more than one (1) required change of rotation **and travel** is permitted.
- Steps can be used during the whole element however, only the first step sequence that fulfills the requirements for step sequence will determine the difficulty.
- All skaters must execute the same steps and use the same hold except during the change of direction (rotation) and free skating moves.
- Dance jumps and Free Skating Moves are allowed but not required. ~~No Adding Factor awarded.~~
- Free Skating Moves, if used, are not permitted during the required step sequence.
- Variety of different holds may be used; ~~however, the most difficult change of hold will determine the difficulty.~~
- **In order to fulfill the requirements for a change of hold, each hold must be held for a minimum of three (3) seconds.**
- Un-prescribed or additional circles are forbidden.

LINE

- The maximum number of lines is two (2). ~~The lines may but do not have to be parallel.~~ The lines may have different numbers of skaters.
- **Line Element must include two (2) shapes. 2 Lines (Parallel) Line must cover at least ½ of the length of the ice surface and include one step sequence.**
- **1 Line from Difficulty Group 2 must cover at least 1/3 of the ice surface.**
- The line element must start and end parallel to and close to the short barrier traveling the full length of the ice surface. The first step of the line must be progressive towards the opposite barrier (not along the starting short barrier) where the line element ends. As long as parallel lines are in close proximity, one of the lines may be slightly forward of the red hockey line at the start and /or end of the element.
- **The line can go from 2 Lines (Parallel) to 1 Line or visa versa.**
- **The 2 lines (Parallel) Line must remain parallel to either the short barrier or the long barrier as it fulfils the required feature of steps sequence and ice coverage. If the 2 lines (Parallel) Line is the first line to be performed then it must start and remain parallel to the short barrier as it fulfils the features.**
- **The other line is the 1 Line from Difficulty Group 2 and this line must also remain parallel to either the short barrier or the long barrier as it fulfils its features. If the 1 Line from Difficulty Group 2 is the first line to be performed then it must start and remain parallel to the short barrier.**
- **Once either of these lines has completed the required features it may pivot to change axis if the team wishes.**
- Lines may move horizontally, diagonally and/or vertically and retrogression is permitted. Some minor deviation in the straight line(s) is permitted when changing from horizontal to vertical or reverse. Pivot lines may be used but they must not pivot more than 90 degrees at any one time. Lines may be joined or separate and may pass by each other when going from either a single to parallel lines or parallel to a single line.
- Steps can be used during whole element however, only the first step sequence **in 2 Lines (Parallel)** that fulfills the requirements for step sequence will determine the difficulty.
- **Only step sequence in the required 2 lines (Parallel) will be called and no step sequence in the 1 Line from Difficulty Group 2 will be called.**
- All the skaters must execute the same steps and use the same hold except during the change of direction and free skating moves.
- The step sequence may be executed on opposite feet and the skaters may be skating in either a forward or backward direction.
- Different heights and different free leg extensions may be used.
- Dance jumps and free skating moves are allowed but not required. ~~No Adding Factor awarded.~~
- Free skating moves, if used, are not permitted during the required step sequence, and must be done at the same time in all lines but need not be the same by all skaters.
- Variety of different holds may be used. ~~however, the most difficult change of hold will determine the difficulty;~~
- **In order to fulfill the requirements for a change of hold, each hold must be held for a minimum of three (3) seconds.**

BLOCK

- The block must travel at least the full length of the ice surface.
- Steps can be used during the whole element however, only the first step sequence that fulfils the requirements for step sequence will determine the difficulty.
- All the skaters must execute the same steps and use the same hold except during the change of direction and free skating moves.
- The step sequence may be executed on opposite feet and the skaters may be skating in either a forward or backward direction.
- Different heights and free leg extensions may be used.
- Dance jumps and free skating moves are allowed but not required. ~~No Adding Factor awarded.~~
- Free skating moves, if used, are not permitted during the required step sequence, and must be done at the same time in all lines but need not be the same by all skaters.
- Variety of different holds may be used. ~~however, the most difficult change of hold will determine the difficulty.~~

- **In order to fulfill the requirements for a change of hold, each hold must be held for a minimum of three (3) seconds.**

WHEEL

- There must be only two (2) different formations that must not be repeated. To fulfill the requirement for a formation, a wheel must rotate at least 180 degrees in that formation, if skating in one direction, or at least 90 degrees in each direction when changing directions.
- **In one (1) of the formations** the wheel element must **travel and must have one change of direction.** ~~A change of direction (rotation) may happen within a formation or between formations.~~
- No more than the one (1) required change of direction (rotation) **or travel** is permitted.
- In one (1) of the formations the wheel must **have one (1) step sequence from Group 2, 3 or 4.** ~~travel. The adding Factor for traveling will be awarded. Steps can be used during the whole chosen formation element however, only the first step sequence that fulfills the requirements for step sequence (from difficulty group 2, 3 or 4 only) will determine the difficulty.~~
- **Only step sequence in one of the formations will be called and no step sequence in the other formation will be called.**
- **To fulfill the requirement for a step sequence, a wheel must rotate at least 180 degrees in that formation, while the steps are being done.**
- ~~Steps, Dance jumps and free skating moves are allowed but not required. No Adding Factor awarded.~~
- ~~Variety of different holds and steps may be used but it is not required. No Adding Factor awarded.~~
- Un-prescribed or additional wheels are forbidden.

INTERSECTION

- The intersections may occur simultaneously or separately as long as every skater is involved in the intersection.
- Shape must be maintained before and after each intersecting point.
- Intersecting element must be continuous but there may be some steps or transitions between two intersecting elements.
- Jumps (except for dance jumps) and back spirals are illegal (forbidden) elements.
- Un-prescribed or additional intersections are forbidden.
- **All skaters must execute the same steps/moves at the intersecting point.**
- **The Point of intersection will be called only in one of the intersections marked on the program content sheet.**

Rule 706 Marking of Short Program

1. Technical Score

In the Synchronized Skating Short Program the first score is the Technical Score. The total of the elements' values including the Grade of Execution and ~~Adding factors~~ **Features** (applicable in Synchronized Skating) will give the Technical Score.

2. Scale of Value of Elements / Base Values for Levels of Elements

A table with the Scale of Values of the Synchronized Skating elements which if necessary can be updated in ISU Communications. See Scale of Values Table below in paragraph 6.

This Scale of Values (SOV) contains Base values of all the elements with their respective ~~Adding factors~~ **features** (Base Values for Levels of Elements) and adjustments for the quality of their execution (Grade of Execution).

The Base Values of Levels are measured in points and increase with increasing of the elements' and ~~adding factors~~ **features** difficulty.

3. Levels of Elements

The Base Values for the Levels of elements is determined by combining the Difficulty Groups of Elements and the Difficulty Groups of the ~~Adding Factors~~ **Features**. Each synchronized skating element/ formation belongs to a Difficulty Group of Elements. Each element/formation may contain the ~~Adding Factors~~ **features** that are specific for the respective element.

~~Also those Adding Factors~~ **Some of the features (Step sequences, Free skating moves/ elements, Point of Intersection)** are divided to the Groups according to their difficulty.

There are up to ~~five (5)~~ **seven (7)** Levels **(1- 7)** for each element in a maximum but may be less. Technical Specialists will determine the name and the difficulty group of every element and the difficulty group of ~~adding factors~~ **some features** included in that element (see Rule 706 para 5).

The description of characteristics that give an element a certain Level of difficulty is published and updated in ISU Communications.

~~In determining the Level for each element in Short Program, the following (difficulty groups of elements and adding factors) must be considered:~~

~~**Block:** number of changes in configuration, difficulty of step sequences, difficulty of change of holds~~

~~**Circle:** type and difficulty of circle(s), difficulty of step sequences, difficulty of change of holds, traveling, change of direction/rotation~~

~~**Line:** type and difficulty of line(s)/including pivoting, difficulty of step sequences, difficulty of change of holds~~

~~**Wheel:** type and difficulty of wheel(s), change of direction/rotation, difficulty of change of holds, traveling~~

~~**Intersection:** type and difficulty of intersection(s), difficulty of turns and free skating moves at the point of intersecting~~

~~**Moves in the Field:** type and difficulty of free skating moves, change of formation~~

~~**Spin:** type and difficulty of spin(s), difficulty of entry / exit from a spin~~

~~**No Hold Step Sequence:** difficulty of step sequences~~

4. **Grade of Execution (GOE)**

Every Judge will mark the quality of execution of every performed element depending on the positive features of the execution and errors on the seven (7) grades of execution scale: +3, +2, +1, Base Value, -1, -2, -3.

For this, he/she evaluates first the positive features of the element that might increase the Base Value to a + Value and then reduces the result because of errors if any of these are committed.

Each + or - grade has its own + or - numerical value indicated in the Scale of Value (SOV) Table. This value is added to the Base Value of the element (or deducted from it).

The guidelines for this marking are published and updated in ISU Communications.

The guidelines for the GOE determination will be updated in ISU Communications.

5. **Adding Factors Features**

Each element / formation may contain ~~the adding factors~~ **the features** that are specific for the respective element and which will make the element more or less difficult. ~~The Adding Factors-~~ **Some features** are divided into the groups according to their difficulty.

The following ~~Adding Factors~~ **features** are included in the difficulty Levels for the following elements in short program **and called by Technical Specialists:**

Block: Step sequences, ~~Change of Holds~~

Circle: Step sequences, ~~Change of Holds, Traveling, Change of Direction (rotation)~~

Line: Step sequences, ~~Change of Holds~~

Intersection: Point of Intersection,

Wheel: ~~Change of Holds, Traveling, Change of Direction (rotation),~~ **Step sequences**

Spin: ~~Entry and Exit~~

Moves in the Field: ~~Formation,~~ **Free Skating Moves**

No Hold Step Sequence: Difficulty of Step Sequences

Features: Traveling, Change of Direction/ Rotation, Holds, Change of Formation, Spin entry/exit will be evaluated by Judges in GOE.

6. Scale of Values (SOV) of the Synchronized Skating Elements

Scale of Values in Short Program

	---	--	-	BASE VALUE	+	++	+++
<u>BLOCK, CIRCLE, LINE, WHEEL, INTERSECTION, MOVES IN THE FIELD</u>							
<u>LEVEL 1</u>	<u>0.4</u>	<u>0.3</u>	<u>0.2</u>	<u>0.6</u>	<u>0.2</u>	<u>0.3</u>	<u>0.4</u>
<u>LEVEL 2</u>	<u>0.6</u>	<u>0.4</u>	<u>0.2</u>	<u>0.9</u>	<u>0.2</u>	<u>0.4</u>	<u>0.6</u>
LEVEL 1 3	1.0	0.6	0.3	1.3	0.3	0.6	1.0
LEVEL 2 4	1.0	0.6	0.3	2.1	0.3	0.6	1.0
LEVEL 3 5	1.5	1.0	0.5	2.9	0.5	1.0	1.5
LEVEL 4 6	2.0	1.4	0.7	3.7	0.7	1.4	2.0
LEVEL 5 7	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>INTERSECTION</u>							
<u>LEVEL 1</u>	<u>0.6</u>	<u>0.4</u>	<u>0.2</u>	<u>0.9</u>	<u>0.2</u>	<u>0.4</u>	<u>0.6</u>
LEVEL 1 2	1.0	0.6	0.3	1.3	0.3	0.6	1.0
LEVEL 2 3	1.0	0.6	0.3	2.1	0.3	0.6	1.0
LEVEL 3 4	1.5	1.0	0.5	2.9	0.5	1.0	1.5
LEVEL 4 5	2.0	1.4	0.7	3.7	0.7	1.4	2.0
LEVEL 5 6	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>WHEEL</u>							
<u>LEVEL 1</u>	<u>0.4</u>	<u>0.3</u>	<u>0.2</u>	<u>0.6</u>	<u>0.2</u>	<u>0.3</u>	<u>0.4</u>
<u>LEVEL 2</u>	<u>0.6</u>	<u>0.4</u>	<u>0.2</u>	<u>0.9</u>	<u>0.2</u>	<u>0.4</u>	<u>0.6</u>
<u>LEVEL 1 3</u>	1.0	0.6	0.3	1.3	0.3	0.6	1.0
<u>LEVEL 2 4</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 3 5</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 4 6</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>MOVES IN THE FIELD, NO HOLD STEP SEQUENCE</u>							
<u>LEVEL 1</u>	<u>1.0</u>	<u>0.6</u>	<u>0.3</u>	<u>1.3</u>	<u>0.3</u>	<u>0.6</u>	<u>1.0</u>
<u>LEVEL 2</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 3</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 4</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>LEVEL 5</u>	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>SPIN</u>							
LEVEL 1	<u>1.5</u>	<u>1.0</u>	<u>0.5</u>	<u>2.9</u>	<u>0.5</u>	<u>1.0</u>	<u>1.5</u>
LEVEL 2	<u>2.0</u>	<u>1.4</u>	<u>0.7</u>	<u>3.7</u>	<u>0.7</u>	<u>1.4</u>	<u>2.0</u>
LEVEL 3	<u>2.0</u>	<u>1.4</u>	<u>0.7</u>	<u>3.7</u>	<u>0.7</u>	<u>1.4</u>	<u>2.0</u>

Rule 706 paragraph 8

8. Deductions, Reductions in Short Program:

- a) Reductions for breaks, stumbles, falls and collisions in the required elements in Short Program will be made by Judges in the Grade of Execution (GOE).
- ~~b) Reductions for Breaks, stumbles, falls and collisions in Transitions in Short Program will be made taken into consideration by Judges in the points for Transitions.~~
- b) Further deductions for fall in any part of the program (required elements and transitions) will be identified by the Technical Specialists and confirmed **by the Technical Controller Referee**.
Deduction - 1.0 for every fall of one skater and -2.0 for every fall of more than one skater; if the fall causes interruptions to the program that exceed 10 seconds, additional deduction will be applied: - 1.0 for any 11 - 20 seconds interruption, -2.0 for any 21 - 30 seconds interruption etc.
For an interpretation of paragraph 8a) 8b) and 8c), a **fall is defined as loss of control by a skater**

resulting in both blades leaving the ice and/or any part of the body core or both hands or one hand and one knee touches the ice for stabilization.

- c) Elements, which do not fulfill the requirements, will be penalized. Deductions for "not according to requirements" will be made from the total points for the respective element.
Those deductions will be identified by the Technical Specialist and verified by the Technical Controller.
- d) Deductions for the Additional and Illegal Element will be made from the Total Score by the Technical Specialist and verified by the Technical Controller.
- e) Deductions **-1.0** for other violation such as the Costume violation, Make-up violation, Music violation, Time violation for every five (5) seconds in excess will be done by the Referee from the Total Score. **Also deductions for holds (not according to requirements) according to Rule 705 paragraph 2 and paragraph 3 will be done by the Referee.**
- f) Every failure in the required elements must be reflected only in the Technical Score according to the importance of the element failed or omitted and the gravity of the mistake itself, since there is no direct relationship between the Technical Score and the Program Component Score. However, deductions for failures must be made in the Program Component Scores if other Program Components are involved.
An element is omitted when it is not tried.

Rule 706 paragraph 9 *remains – no changes*

Rule 711 paragraph 1

- a) Free skating consists of a Well Balanced Program composed and skated to music of the team's own choice. A good program contains elements such as circles, lines, blocks, wheels, intersections, spins, **moves in the field (pair elements delete)** and movements in isolation linked together harmoniously by a variety of transitions and executed with a minimum of two footed skating. Synchronized Skating refers to the quality of skating, importance of unison, the accuracy of formations and preciseness of the team, all incorporated into a program of a specified time limit.
- b) Other elements may be incorporated into the free skating program and will be judged as transitions and / or choreography components.
- c) Step sequences of an intricate variety must be used both in the elements and during transitions. Those step sequences must be clearly recognizable and may not incorporate more than one (1) cross-over in a row (see Rule 703 paragraph 1).
To be recognized, the step sequence must meet the following length / pattern criteria:
Block - the step sequence must cover 2/3 of the length of the ice in straight or diagonal pattern or comparable length using other patterns.
Circle - the step sequence must cover 2/3 (240 degrees) of the circle.
Line – the step sequence must cover ½ of the length of the ice in straight or diagonal pattern or comparable length using other patterns.
Wheel - the step sequence must cover a minimum of 180 degrees of the wheel.
- d) The team must use a variety of holds. ~~Credit is given to a change of holds. The difficulty of the change of hold depends on increasing and decreasing the size of the rotating elements (circle, wheel) and the turn(s) at the time of the change of a hold for non rotating elements (block, line).~~
Four (4) different holds are required in Senior Well Balanced Program and three (3) different holds are required in Junior Well Balanced Program.
In order to fulfill the requirements for a change of hold, each hold must be held for a minimum of three (3) seconds.
- e) Lifts may be used in Senior free skating but limited to two (2) group lifts and ~~two (2) pair~~ **one (1) pair lift.**
- f) The choreography and elements must be executed facing towards all sides of the rink and not excessively facing one side.
- g) In order to increase the difficulty of the required elements in the Well Balanced Program, the ~~adding factors~~ **features** may be incorporated.
- h) The team must predominately act as one unit. Division of the team into several units is allowed during the required Movements in Isolation, ~~and Pair Element.~~ Additionally several units can be used as short transitions if the element following the transition so requires (i.e. preparation for an intersection or beginning of a Movement in Isolation). Division into small groups without the reasons mentioned above is not according to the requirements and will be given a deduction.

Syncopated choreography may be used. (Syncopating choreography means that the skaters are performing the same moves but with time delay, for example half of the team at one music phrase and the second half at the next music phrase).

- i) The programs not fulfilling the above mentioned requirements will be penalized.

Rule 711 paragraph 2

2. Senior Well Balanced Program

Senior Well Balanced Program must contain the following eleven (11) elements:

- a) One (1) Block Element
- b) One (1) Circle Element
- c) Two (2) Intersection Elements
- d) One (1) Line Element
- e) One (1) Wheel Element
- f) Two (2) Movements in Isolation (MI)
- g) One (1) No Hold Step Sequence (NHSS)
- h) One (1) Spin Element
- i) ~~One (1) Pair Element~~ **One (1) Moves in the Field Element**

Rule 711 paragraph 3 *remains – no changes*

Rule 711 paragraph 4 – Remarks Well Balanced Program Elements / Senior and Junior

a) BLOCK ELEMENT

- i) Straight or diagonal pattern: *no changes*
- ii) Circular or curved pattern: *no changes*
- iii) Complex pattern: *no changes*
- iv) ~~Adding Factor:~~ **Features:**

The block element may have several changes of configurations and may contain any of the following **features**: step sequences, ~~change of holds~~.

b) CIRCLE ELEMENT

Junior and Senior free skating programs must include at least one (1) circle element.

- i) *remains – no changes*
- ii) ~~Adding Factor:~~ **Features:** The circle element may be selected from any difficulty group and may contain any of the following ~~adding factors~~ **features**: step sequences, (for each shape in a sequence), ~~change of holds~~, traveling, change of direction (rotation) once per sequence.

c) INTERSECTION ELEMENT

Junior and Senior free skating programs must include at least two (2) intersection elements.

- i) The Intersection element must meet the following criteria:
 - The intersection element begins once the skaters begin to approach each other and all skaters must participate in the intersection.
 - The intersection element ends upon the "start" of the transition into a different element.
 - **Shape must be maintained before and after each intersecting point.**
- ii) ~~Adding Factor~~ **Features:** The intersections may be selected from any difficulty group and may contain the following **features**: Point of Intersection.

d) LINE ELEMENT

- i) *remains – no changes*
- ii) ~~Adding Factor~~ **Features:** The line element may be selected from any difficulty group and may contain any of the following ~~adding factors~~ **features**: step sequences, (for each shape in a sequence), ~~change of holds~~

e) WHEEL ELEMENT

Junior and Senior free skating programs must include at least one (1) wheel element.

- i) The wheel element must meet the following criteria:

- The wheel element begins once the shape is recognized and starts to revolve with all skaters participating in the formation.
 - The wheel element may include one (1) or two (2) different formations.
 - The wheel element must revolve a minimum of 360° or comparable revolution if there is a change of direction. Each formation must revolve at least 180°.
 - **The first step sequence that fulfills the requirements for step sequence (from difficulty group 2, 3 or 4 only) will determine the difficulty;**
 - **To fulfill the requirement for a step sequence, a wheel must rotate at least 180 degrees in that formation with steps.**
 - The wheel element ends when the wheel element is broken, stops revolving and begins a transition into a different element.
- ii) ~~Adding Factor:~~ **Features:** The wheel element may be selected from any difficulty group and may contain any of the following ~~adding factors:~~ **features:** ~~change of holds, traveling, change of direction (rotation) once per sequence~~ **and step sequences** (for each shape in a sequence).

f) MOVEMENTS IN ISOLATION ELEMENT

Junior and Senior free skating programs must include Movements in Isolation. This Movement in Isolation element must meet the following criteria:

- The Movement in Isolation element begins with the transition from the previous element and ends with a transition into a different element.
- **The Movements in Isolation element must be done within ½ of the ice surface**
- The same free skating move and free skating element must be completed by at least three (3) skaters to a maximum of less than half of a team (nine (9) skaters is a maximum on a team with twenty (20) skaters). Group Lifts are always considered as MI - there must be at least two (2) groups (group size may vary) with the same position in the air for the lifted skater.
- The 3–9 skaters must perform as individuals and may not be attached to each other or the rest of the team except for pair moves and group lifts.
- **A minimum of 3 skaters or 3 pairs to a maximum of 9 skaters or 4 pairs may perform MI on a team of 20 skaters.**
- The team may perform one single or a sequence of two or more free skating moves / free skating elements. When two (2) different free skating moves/elements are performed at the same time, only the most difficult free skating move/element will count.
- Only one (1) free skating element / move will be evaluated at one time.
- The difficulty of the element depends on the difficulty of the free skating elements and free skating moves performed. ~~When a sequence is performed, the two (2) most difficult free skating moves / elements will be evaluated.~~
- **Two (2) different free skating moves/elements counted for evaluation may be marked on the program content sheet.**

g) NO HOLD STEP SEQUENCE

remains - no changes

h) SPIN

The spin is a required element in the Junior and Senior free skating programs. One (1) spin element must be included and involve all skaters.

The spin must meet the following criteria:

- i) The element begins with the entry edge into the spin.
- **The 1st spin position that meets the requirements is to be counted.**
 - **All skaters must perform the same spin in free skating.**
 - Any solo or pair spins can be used.
 - Each skater / pair must rotate at least 3 revolutions **to be counted.**
 - Change of position and / or foot may be used. To be considered as a change, **all** skaters must spin in the new position / on new foot at least for three (3) revolutions.
 - The rotation of the spin can be clockwise, counter clockwise or a combination of both directions.
 - **Flying camel spin is only allowed in the Movements in Isolation element.**
 - Element ends when the skaters stop spinning and exit the spin (exit edge included).

ii) ~~Adding Factor~~ **Features**: The spin element may be selected from any difficulty group and may contain spin entry and exit as the ~~adding factor~~ **feature**.

i) MOVES IN THE FIELD

Moves in the Field is an element in the Senior free skating program. The Moves in the Field element must meet the following criteria:

- **It is a sequence of free skating moves which can be connected with a few linking steps.**
- **The element must start with a free skating move and must have at least three (3) different free skating moves.**
- **In order to fulfill the requirements, each free skating move must be held for a minimum of three (3) seconds.**
- **All skaters must perform the same sequence of moves at the same time or one half of the team must perform one sequence of moves and the other half of the team another sequence of moves.**
- **A free skating move on an inside edge is considered as a different free skating move than the same move on an outside edge. Forward and backward free skating moves are considered as different ones.**
- **Only the three (3) most difficult free skating moves will determine the Level of the element.**
- **The team must act as one unit throughout the whole element.**
- **Any formation(s) is permitted.**
- **Any pattern is permitted.**
- **Variety of different holds and steps may be used but it is not required.**

PAIR ELEMENT (former i)

Pair Element deleted from Well Balanced Program in Senior Free Skating.
Definition remains in the Rule 703 paragraph 18

Rule 712, paragraph 1

1. Technical Score

In the Synchronized Skating Short Program the first score is the Technical Score. The total of the elements' values including the Grade of Execution and ~~Adding factors~~ **Features** (applicable in Synchronized-Skating) will give the Technical Score.

2. Scale of Value of Elements / Base Values for Levels of Elements

A table with the Scale of Values of the Synchronized Skating elements which if necessary can be updated in ISU Communications. See Scale of Values Table below in paragraph 7.

This Scale of Values (SOV) contains Base values of all the elements with their respective ~~Adding Factor~~ **features** (Base Values for Levels of Elements) and adjustments for the quality of their execution (Grade of Execution).

The Base Values of Levels are measured in points and increase with increasing of the elements' and ~~adding factors~~ **features** difficulty.

3. Levels of Elements

The Base Values for the Levels of elements is determined by combining the Difficulty Groups of Elements and the Difficulty Groups of the ~~Adding Factors~~ **Features**. Each synchronized skating element/ formation belongs to a Difficulty Group of Elements. Each element/formation may contain the ~~Adding Factors~~ **features** that are specific for the respective element.

~~Also those Adding Factors~~ **Some of the features (Step sequences, Free skating moves/ elements, Point of Intersection)** are divided to the Groups according to their difficulty.

There are up to ~~five (5)~~ **seven (7)** Levels (**1 - 7**) for each element in a maximum but may be less. Technical Specialists will determine the name and the difficulty group of every element and the difficulty group of ~~adding factors~~ **some features** included in that element (see Rule 712 para 5).

The description of characteristics that give an element a certain Level of difficulty is published and updated in ISU Communications.

~~In determining the Level for each element in Free Skating, the following (difficulty groups of elements and adding factors) must be considered:~~

~~Block:~~ number of changes in configuration, difficulty of step sequences, difficulty of change of holds

~~**Circle:** type and difficulty of circle(s), difficulty of step sequences, difficulty of change of holds, traveling, change of direction/rotation~~

~~**Line:** type and difficulty of line(s)/including pivoting, difficulty of step sequences, difficulty of change of holds~~

~~**Wheel:** type and difficulty of wheel(s), change of direction/rotation, difficulty of change of holds, traveling~~

~~**Intersection:** type and difficulty of intersection(s), difficulty of turns and free skating moves at the point of intersecting~~

~~**Spin:** type and difficulty of spin(s), difficulty of entry / exit from a spin~~

~~**No Hold Step Sequence:** difficulty of step sequences~~

~~**Movements in Isolation:** difficulty of free skating moves and free skating elements~~

~~**Pair Element:** difficulty of free skating moves and free skating elements, difficulty of step sequences in dance hold~~

~~**Moves in the Field:** type and difficulty of free skating moves, change of formation~~

4. Grade of Execution (GOE)

Every Judge will mark the quality of execution of every performed element depending on the positive features of the execution and errors on the seven (7) grades of execution scale: +3, +2, +1, Base Value, -1, -2, -3.

For this, he/she evaluates first the positive features of the element that might increase the Base Value to a + Value and then reduces the result because of errors if any of these are committed.

Each + or - grade has its own + or - numerical value indicated in the Scale of Value (SOV) Table. This value is added to the Base Value of the element (or deducted from it).

~~The guidelines for this marking are published and updated in ISU Communications.~~

The guidelines for the GOE determination will be updated in ISU Communications.

5. Adding Factors Features

Each element / formation may contain ~~the adding factors~~ **the features** that are specific for the respective element and which will make the element more or less difficult. ~~The Adding Factors~~ **Some features** are divided into the groups according to their difficulty.

The following ~~Adding Factors~~ **features** are included in the difficulty Levels for the following elements in free skating **and called by Technical Specialists:**

Block: Step sequences, ~~Change of Holds~~

Circle: Step sequences, ~~Change of Holds, Traveling, Change of Direction (rotation)~~

Line: Step sequences, ~~Change of Holds~~

Intersection: Point of Intersection,

Wheel: ~~Change of Holds, Traveling, Change of Direction (rotation)~~, **Step sequences**

Spin: ~~Entry and Exit~~

Moves in the Field: ~~Formation~~, **Free skating moves**

No Hold Step Sequence: Difficulty of Step Sequences

Features: Traveling, Change of Direction/ Rotation, Holds, Change of Formation, Spin entry/exit will be evaluated by Judges in GOE.

Rule 712, paragraph 6

Remains – no changes

7. **Scale of Values (SOV) of the Synchronized Skating Elements**

Scale of Values in Free Skating

	---	--	-	BASE VALUE	+	++	+++
<u>BLOCK, CIRCLE, LINE, WHEEL, INTERSECTION, MOVEMENTS IN ISOLATION, PAIR ELEMENT</u>							
<u>LEVEL 1</u>	0.4	0.3	0.2	0.6	0.2	0.3	0.4
<u>LEVEL 2</u>	0.6	0.4	0.2	0.9	0.2	0.4	0.6
<u>LEVEL 1 3</u>	1.0	0.6	0.3	1.3	0.3	0.6	1.0
<u>LEVEL 2 4</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 3 5</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 4 6</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>LEVEL 5 7</u>	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>INTERSECTION</u>							
<u>LEVEL 1</u>	0.6	0.4	0.2	0.9	0.2	0.4	0.6
<u>LEVEL 1-2</u>	1.0	0.6	0.3	1.3	0.3	0.6	1.0
<u>LEVEL 2 3</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 3 4</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 4 5</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>LEVEL 5 6</u>	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>WHEEL</u>							
<u>LEVEL 1</u>	0.4	0.3	0.2	0.6	0.2	0.3	0.4
<u>LEVEL 2</u>	0.6	0.4	0.2	0.9	0.2	0.4	0.6
<u>LEVEL 1 3</u>	1.0	0.6	0.3	1.3	0.3	0.6	1.0
<u>LEVEL 2 4</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 3 5</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 4 6</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>MOVES IN THE FIELD, NO HOLD STEP SEQUENCE, MOVEMENTS IN ISOLATION, WHEEL, PAIR ELEMENT</u>							
<u>LEVEL 1</u>	1.0	0.6	0.3	1.3	0.3	0.6	1.0
<u>LEVEL 2</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 3</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 4</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>LEVEL 5</u>	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>SPIN</u>							
<u>LEVEL 1</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 2</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>LEVEL 3</u>	3.0	2.0	1.0	4.8	1.0	2.0	3.0
<u>SPIN, NO HOLD STEP SEQUENCE</u>							
<u>LEVEL 1</u>	1.0	0.6	0.3	2.1	0.3	0.6	1.0
<u>LEVEL 2</u>	1.5	1.0	0.5	2.9	0.5	1.0	1.5
<u>LEVEL 3</u>	2.0	1.4	0.7	3.7	0.7	1.4	2.0
<u>LEVEL 4</u>	3.0	2.0	1.0	4.8	1.0	2.0	3.0

Rule 712 paragraph 9

8. Deductions, Reductions in Free Skating:

- a) Reductions for breaks, stumbles, falls and collisions in the required elements in Free Skating will be made by Judges in the Grade of Execution (GOE).

- b) ~~Reductions for breaks, stumbles, falls and collisions in Transitions in Free Skating will be made taken into consideration by Judges in the points for Transitions.~~
- b) Further deductions for fall in any part of the program (required elements and transitions) will be made be identified by the Technical Specialists and confirmed by the Technical Controller Referee. Deduction - 1.0 for every fall of one skater and -2.0 for every fall of more than one skater; if the fall causes interruptions to the program that exceed 10 seconds, additional deduction will be applied: - 1.0 for any 11 - 20 seconds interruption, -2.0 for any 21 - 30 seconds interruption etc. For an interpretation of paragraph 8a) 8b) and 8c), a **fall is defined as loss of control by a skater resulting in both blades leaving the ice and/or any part of the body core or both hands or one hand and one knee touches the ice for stabilization.**
- c) Elements, which do not fulfill the requirements, will be penalized. Deductions for "not according to requirements" will be made from the total points for the respective element. Those deductions will be identified by the Technical Specialist and verified by the Technical Controller.
- d) Deductions for the Additional and Illegal Element will be made from the Total Score by the Technical Specialist and verified by the Technical Controller.
- e) Deductions **-1.0** for other violation such as the Costume violation, Make-up violation, Music violation, Time violation for every five (5) seconds lacking or in excess will be done by the Referee from the Total Score. **Also deductions for holds according to Rule 711 paragraph 1d) will be done by the Referee.**
- f) Every failure in the required elements must be reflected only in the Technical Score according to the importance of the element failed or omitted and the gravity of the mistake itself, since there is no direct relationship between the Technical Score and the Program Component Score. However, deductions for failures must be made in the Program Component Scores if other Program Components are involved. An element is omitted when it is not tried.

Rule 712, paragraph 10

Remains – no changes

Rule 738 paragraph 1 h)

A sequence of two (2) elements **in Free Skating** is evaluated as one unit by adding the based values of the Levels for elements included, multiplying the result by 0.7 and after that applying the GOE with the numerical value of the most difficult element. The factor 0.7 **will not apply** in Short program when two (2) of **the following** formations are used (**wheel, line and intersection in junior short program and wheel in senior short program**). However, in short program, each formation will be separately judged with a GOE.

Rule 806 paragraph 1

Referees (including changes from Communication 1305)

Duties and powers of the Referee:

- keeps himself fully informed about all matters concerning the Judging and Refereeing of Synchronized Skating in the current ISU Special Regulations, ISU Communications and Manuals, Handbooks, and Booklets;
- conducts himself in a fair and unbiased manner at all times;
- checks all eligibility Rules and the ISU clearance certificates unless the ISU Event Coordinator is present;
- conducts all the draws for starting order;
- manages the panel of Judges, including ensuring that they do not while on the judges stand bring notes from previously awarded scores or any form of electronic communication, not communicate with one another or indicate errors by action or sound, and not look at marks being inputted by judges sitting along side them, and acts as the responsible spokesperson of the panel of Judges should the need arise.
- conducts a brief Meeting with the Judges prior to every segment of an event;
- gives a signal to the person in charge of music to start the music of the team;
- allows a team to restart under Rule 736 and 806;
- decides whether the condition of the ice permits the holding of the event;
- alters the shape and size of the skating surface if unfavourable circumstances arise;
- accepts in agreement with the Organizing Member or affiliated Club, another rink for the holding of the event;

- instructs the Timekeeper (volunteer) to take the time of the program as skated and to time possible interruptions according to Rule 706 paragraph 8 c), f) and Rule 712, paragraph 9 c), f)
- decides upon all the deductions according to Regulations (Rule 706 paragraph 8 and Rule 712 paragraph 9), which come under the responsibility of the Referee, such as costume and prop violations, make-up violations, time violations, music violations–interruptions of the program and deductions for holds (not according to requirements in short program and free skating);
- judges the complete event for his own information;
- suspends skating until the order is restored in case the public interrupts the competition or interferes with its orderly conduct;
- decides upon all protests on the event concerned;
- excludes teams from the event, if necessary;
- removes Judge(s) from the panel, if necessary based on important and valid reasons;
- forbids any coach at any time during the course of the Skating Championships or Competitions to be on any part of the ice surface of the rink on which the Championships or Competitions is taking place;
- decides any matter concerning breaches of the ISU Constitution or Regulations;
- participates in the Victory ceremony;
- moderates the Round Table Discussion together with the Technical Controller.
- with the help of the Technical Controller prepares the Report on the event.

Rule 806 paragraph 3

Duties of the Technical Controller:

- supervises and corrects (if necessary) the call of the Technical Specialists and the input of the names and correct Levels of Difficulty performed elements, (which includes the difficulty groups of elements and the difficulty groups **of the specific features**), however if both Technical Specialists disagree with correction, their initial decision stays;
- supervises and corrects the call of the Technical Specialist and the input of deductions for “not according to requirements” elements;
- authorizes or corrects the deletion of elements;
- authorizes or corrects the identification of illegal elements;
- **authorizes or corrects the identification of a fall which occurred in any part of the program;**
- confirms or corrects innovative element bonus;
- confirms the deletion of additional elements;
- participates in the Victory Ceremony;
- moderates the Round Table Discussion together with the Referee (with the purpose of feed back among the Judges in regards to the application and validity of current regulations and discussions on the general quality of skating); the Technical Controller provides mainly the input regarding Technical Content;
- helps the Referee to prepare the Report;
- participates in Victory Ceremony.

Rule 806 paragraph 4

Duties of the Technical Specialist:

- identifies and calls the performed elements;
- identifies and calls correct Levels of Difficulty of the performed elements (which includes the difficulty groups of elements and the difficulty groups of **the specific features**);
- identifies and calls deductions for not according to requirements;
- identifies illegal elements;
- **identifies a fall which occurred in any part of the program;**
- identifies the innovative element bonus;
- identifies and deletes additional elements.

II. CLARIFICATIONS / INFORMATION

The Synchronized Skating Technical Committee and the ISU Judging System ad-hoc Commission herewith takes this opportunity to inform about the following clarifications and updates in the ISU Communication No. 1298:

Difficulty Groups of Elements (Appendix A)

CIRCLE / NO changes in Groups	Element /Abbreviation
GROUP 1 Three Circles or more Two Circles (side by side) - opposite direction Two Circles (side by side) - same direction	C1 3C1 2OC1 2SC1
GROUP 2 Circle in a Circle - same direction Two Circles in a Circle - opposite direction Two Circles in a Circle - same direction-	C2 CCSC2 2CCOC2 2CCSC2
GROUP 3 Circle in a Circle - opposite direction One Circle	C3 CCOC3 1C3

LINE / Group 4 deleted; other Groups revised	Element /Abbreviation
GROUP 1 Multiple Lines 2 Lines separate (V-Line, T-Line etc) <u>2 Lines Parallel / follow the leader</u> <u>1 Line / follow the leader</u>	L1 ML1 2SL1 2PLFL1 1LFL1
GROUP 2 2 Lines (Parallel) <u>2 Lines (Parallel) Diagonal/not follow the leader</u> <u>2 Lines Interacting</u> 1 Line (Horizontal or Vertical)	L2 2PL2 2PDL2 2IL2 1L2
GROUP 3 1 Line Diagonal / not follow the leader 2 Lines Pivoting <u>1 Line pivoting</u> <u>2 Lines interacting and pivoting at the same time</u>	L3 1DL3 2PiL3 1PiL3 2PiL3

BLOCK / Group 4 deleted; Group 3 revised **Element /Abbreviation**

GROUP 1 NO Change of Configuration in Free Skating NO Change of Configuration in Short Program will be evaluated as Not According to Requirements and the Deduction will be done	B1
GROUP 2 One (1) Change of Configuration	B2
GROUP 3 Two (2) <u>or more</u> Changes of Configuration	B3

WHEEL / NO changes in Groups **Element /Abbreviation**

GROUP 1 Multiple Pivot Wheels 5 (Five) Spoke Wheel S Wheel 6 (Six) Spoke Wheel Interlocking Pivot Wheels (three or more)	W1 MPW1 5SW1 SW1 6SW1 IPW1
GROUP 2 4 (Four) Spoke Wheel 2 (Two) Spoke Pivot - separate pivot 2 (Two) 2-Spoke Interlocking Wheels 2 (Two) 3-Spoke Interlocking Wheels 2 (Two) V-Interlocking Wheels	W2 4SW2 2SSPW2 22SIW2 23SIW2 2VIW2
GROUP 3 2 (Two) Spoke Wheel 3 (Three) Spoke Wheel 2 (Two) Line Parallel Wheel 1 (One) Spoke Pivot Wheel 2 (Two) Spoke Pivot – common pivot 3 (Three) Line Parallel Wheel 3 (Three) 2 Spoke Interlocking Wheels	W3 2SW3 3SW3 2PW3 1SPW3 2SPW3 3PW3 32SIW3

INTERSECTION / Group 4 deleted; other Groups revised
To be called the higher Group, the teams must be back to back during a preparation phase.

Element /Abbreviation

GROUP 1 Pass by (Pair pass Intersection) Asymmetrical /lowest degree 2 (Two) Circle Intersection / not revolving Inverted “V” Intersection Collapsing Circle Intersection Sequential (lines intersecting in different times) Four spoke Intersection Block Intersection (3 or more lines) Splicing (individually intersecting at different times) <u>L-Intersection</u> <u>Splicing 1 (2 Lines, 2 Parallel Lines, 4 Lines)</u> <u>4 Line Intersection from same directions</u> <u>3 Line Intersection with the center Line stopping</u> <u>Weaving Circle</u> <u>2 V-Intersection/4 Line Intersection - pivot at the same end</u>	I1 PI1 AI1 2CI1 IVI1 CCI1 SEQUI1 4SI1 BI1 SPLI1 LI1 SPLIL1 4LSI1 3LCLI1 WCI1 2VI1
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<p>GROUP 2 2 (Two) rotating Circles Intersection 4 Line Intersection - pivot at opposite ends 2 Line Intersection - pivot at opposite ends 2 Parallel Line Intersection pivot at opposite ends 2 Parallel Line Intersection from same direction Parallel L-Intersection <u>4 Line Intersection from opposite directions</u> <u>V-Intersection/2 Line Intersection - pivot at same end</u> <u>2 Line Intersection from same directions</u> <u>Parallel V-Intersection / 2 Parallel Line Intersection pivot at same end</u></p>	<p>I2 2CRI2 4LPOI2 2LPOI2 2PLPOI2 2PLSI2 PLI2 4LOI2 VI2 2LSI2 PVI2</p>
<p>GROUP 3 2 Parallel Line Intersection from opposite direction 3 Line Intersection with all 3 Lines skating <u>Whip Intersection</u> <u>Box Intersection /</u> <u>Triangle Intersection</u> <u>2 Line Intersection from opposite directions</u> <u>5 Line Intersection – pentagon</u></p>	<p>I3 2PLOI3 3L3LI3 WI3 BOXI3 TI3 2LOI3 5LI3</p>

NO HOLD STEP SEQUENCE / NEW DEFINITIONS; NEW REQUIREMENTS

- *The No Hold Step sequence (NHS) element must cover a minimum of 2/3 of the length of the ice in the straight or diagonal pattern.*
- *All skaters must perform the same steps at the same time.*
- *The required number of turns in each difficulty Group for a No Hold Step sequence element is four (4) turns.*
- *The addition of two (2) Features to a step sequence will increase the difficulty Group by one Group*
 - * *Feature 1: One (1) change of tempo*
 - * *Feature 2: Two (2) changes of rotation direction*
- *Change of tempo: A change of tempo will be counted for steps sequences that contain edges and turns which vary in regularity of their cadence pattern (cadence / rhythm / pace / beat / pulse).*
- *In a case that there will be a feature with two changes of rotation, a minimum of two (2) of four turns must be presented with a change of direction (a minimum of one clockwise and one counterclockwise).*
- *To achieve a Group of Difficulty, the NHS element must contain the required number of specified turns (4) for that group and the optional features 1 and 2 (feature 1: a change of tempo and feature 2: a change of rotation direction). Otherwise, the group NHS 1 will be called.*
- *If the step sequence does not contain the required number of turns (regardless of whether features are included) a NHS1 will be called.*
- *Turns only may be used. If steps are used to link the turns then the turns and steps must be balanced in their distribution throughout the step sequence.*
- *Some steps as are listed in each Group may connect the turns in a NHS element.*

Element /Abbreviation

<p>GROUP 1 <u>NHS element does not meet requirements for Group 2, 3, 4 and 5</u></p>	<p>NHS1</p>
<p>GROUP 2 <u>NHS element must fulfill the following requirement:</u> * Minimum of two (2) different turns from the following turns must be included: Three turns, Mohawks A minimum repetition of one (1) of each turn is required</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p>	<p>NHS2</p>
<p>GROUP 3 <u>NHS element must fulfill the following requirements:</u> * Minimum of two (2) different turns with a minimum repetition of each of the following two turns must be included: Three turns, Mohawks PLUS Feature 1 (One change of tempo) and Feature 2 (two changes of rotation direction)</p> <p style="text-align: center;">OR</p> <p>* Minimum of four (4) turns from the following types of turns must be included: Choctaws, Brackets, Double threes, Single twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p>	<p>NHS3</p>
<p>GROUP 4 <u>NHS element must fulfill the following requirements:</u> * Minimum of four (4) turns from the following types of turns must be included: Choctaws, Brackets, Double threes, Single twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>PLUS Feature 1 (One change of tempo) and Feature 2 (two changes of rotation direction)</p> <p style="text-align: center;">OR</p> <p>* Minimum of four (4) turns from the following types of turns must be included: Counters, Rockers, Double Twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p> <p>* Two (2) changes of rotation (rotating both clockwise and counter-clockwise directions)</p>	<p>NHS4</p>

<p>GROUP 5 NHS element must fulfill the following requirements: * Minimum of four (4) turns from the following types of turns must be included: <p style="text-align: center;">Counters, Rockers, Double Twizzles</p> Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>PLUS Feature 1 (One change of tempo) and Feature 2 (two changes of rotation direction)</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p> <p>* <u>Two (2) changes of rotation</u> (rotating both clockwise and counter-clockwise directions) * <u>Change of tempo</u> during NHS element</p>	<p>NHS5</p>
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MOVES IN THE FIELD / Missing combination added to Group 2; NEW requirements

- *The three (3) most difficult different free skating moves (fm) will be counted. If one half of a team is performing a Free Skating move of a higher level and the other one of a lower level, the whole team will be awarded the lower level of difficulty. **All skaters must perform Free Skating moves (as described in the Groups of Difficulty for the Features); otherwise the move will not be called.***
- **In Short Program**, if only 2 FS moves are according to requirements, the third will be counted as Level 1 (minimum) and a deduction as Not According to Requirements (NAR) of 0.3 (DED 1) will be done by the Technical Specialist.
- *If the third move is omitted the Technical Specialist will call a Level 1 and a deduction of 0.6 (DED 2) for requirement not attempted.*
- **No changes of Formation are required in the Moves in the Field.**
- **No requirements for pattern in free skating.**

Element /Abbreviation	
<p>GROUP 1 Three (3) different moves from fm1 <p style="text-align: center;">OR</p> Two (2) different moves from fm1 and one (1) from fm2 or fm3</p>	<p>MF1</p>
<p>GROUP 2 One (1) move from fm1 and two (2) different moves from fm2 or fm3 <p style="text-align: center;">OR</p> <u>One (1) move from fm1 and one (1) move from fm2 and one (1) move from fm3</u> <p style="text-align: center;">OR</p> Three (3) different moves from fm2</p>	<p>MF2</p>
<p>GROUP 3 One (1) move from fm2 and two (2) different moves from fm3 <p style="text-align: center;">OR</p> Two (2) different moves from fm2 and one (1) move from fm3</p>	<p>MF3</p>
<p>GROUP 4 Three (3) different moves from fm3</p>	<p>MF4</p>

SPIN – Short Program / NO changes in Groups; NEW requirements

- The 1st Spin position that meets the requirements is to be counted.
- Five (5) revolutions must be done in the chosen position.
- If 3-4 revolutions are done in a position, there will be a deduction due to “Not According to Requirements“(NAR) 0.3(DED 1).
- If less than 3 revolution are skated, the spin will not be counted.
- Cross foot spin is when both feet are on the ice during the five revolutions. The free foot may be crossed in front or behind.

GROUP 1 Upright spin	SP1 USP
GROUP 2 Upright spin – variation (layback, sideways leaning or cross foot)	SP2 SPcp

SPIN - Free Skating / NO changes in Groups; NEW requirements

- The spin must rotate at least 3 revolutions. If less than 3 revolutions are skated, the spin will be counted as omitted.
- The Bielman Spin is defined as having the free foot behind the head and above the head held by both hands.
- Difficult variation of an upright spin is with the free foot held to the head level or higher than head level.
- Flying camel spin is only allowed in the Movements in Isolation element.
- The 1st Spin position that meets the requirements is to be counted.
- All skaters must perform the same spin in free skating.

Element /Abbreviation

GROUP 1 Upright spin with no change of Foot or Position	SP1 USP
GROUP 2 Upright spin with a Layback, Sideways leaning, position; Cross foot Sit spin and Camel spin without any change of position or foot Spin with change of Foot or Position Pair spin	SP2 LSP/CFSP SSP / CSP SPcfp PSP
GROUP 3 Flying Spins (<u>any position – upright, camel or sit</u>) Bielman Spins or other Difficult variations of an upright spin Spin combination with change of Foot and Position	SP3 FSP BSP CoSP

MOVEMENTS IN ISOLATION / NO changes in Groups; NEW requirements

- A minimum of 3 skaters or 3 pairs to a maximum of 9 skaters or 4 pairs may perform MI on a team of 20 skaters.
- The 3 –9 skaters must perform as individuals and may not be attached to each other or the rest of the team except for a pair move or a group lift..
- The Movements in Isolation element must be done within ½ of the ice surface.
- Two (2) different free skating moves/elements counted for evaluation may be marked on the program content sheet.

	Element /Abbreviation
GROUP 1 One (1) move/element from level 1 or level 2 <p style="text-align: center;">OR</p> Two (2) moves/elements from level 1	MI1
GROUP 2 One (1) move/element from level 3 <p style="text-align: center;">OR</p> One (1) move/element from level 1 and one (1) move/element from level 2	MI2
GROUP 3 Two (2) moves/elements from level 2 <p style="text-align: center;">OR</p> One (1) move/element from level 1 and one (1) move/element from level 3	MI3
GROUP 4 One (1) move/element from level 2 and one (1) move/element from level 3	MI4
GROUP 5 Two (2) moves/elements from level 3	MI5

PAIR ELEMENT deleted.

Groups of Difficulty for the Features evaluated by Technical Specialist
(Corrections/changes in the ISU Communication No. 1298 / Appendix B)

STEP SEQUENCES (apply for Wheel, Block, Circle, Line)

NEW DEFINITIONS, NEW REQUIREMENTS

- *Only the first step sequence that fulfils the requirements in an element will be called.*
- *The Step sequence in a Block must cover a minimum of 2/3 of the length of the ice surface or comparable using other pattern.*
- *The Step sequence in a Line must cover a minimum of 1/2 of the length of the ice surface or comparable using other pattern.*
- *The Step sequence in a Circle must cover a minimum of 2/3 (240 degrees) of the circle.*
- **The step sequence in a wheel must cover a minimum of 180 degrees of the wheel.**
- **The required number of turns in each difficulty Group for a Step sequence element is four (4) turns.**
- **The addition of two (2) Features to a step sequence will increase the difficulty Group by one Group**
 - * **Feature 1: One (1) change of tempo**
 - * **Feature 2: Two (2) changes of rotation direction**

Change of tempo: A change of tempo will be counted for steps sequences that contain edges and turns which vary in regularity of their cadence pattern (cadence / rhythm / pace / beat / pulse).

- **In a case that there will be a feature with two changes of rotation, a minimum of two (2) of four turns must be presented with a change of direction (a minimum of one clockwise and one counterclockwise).**
- **To achieve a Group of Difficulty, the step sequence must contain the required number of specified turns (4) for that group and the optional features 1 and 2 (feature 1: a change of tempo and feature 2: a change of rotation direction). Otherwise, the Group s1 will be called.**
- **If the step sequence does not contain the required number of turns (regardless of whether features are included) the Group s1 will be called.**
- **Turns only may be used. If steps are used to link the turns then turns and steps must be balanced in their distribution throughout the step sequence.**
- **A required step sequence in short program that does not meet the criteria of any Group will be called as s1 + deduction /DED 1.**
- **If the step sequence in free skating does not contain the required number of turns (regardless of whether features are included) a Group s1 will be called.**
- **A step sequence that does not meet the criteria of required ice coverage will receive a DED 1, for not according to requirements.**
- **Some steps as are listed in each Group may connect the turns in a step sequence.**

<p>GROUP 1 <u>Step sequence does not meet requirements for Group 2, 3, 4 and 5</u></p>	<p align="center">s1</p>
<p>GROUP 2 <u>Step sequence must fulfill the following requirement:</u> Minimum of 2 different turns with a minimum repetition of one for each of the following turns: Three turns, Mohawks</p> <p>Linking Steps : Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p>	<p align="center">s2</p>

<p>GROUP 3 <u>Step sequence must fulfill the following requirements:</u> Minimum of two (2) different turns with a minimum repetition of each of the following two turns: Three turns, Mohawks PLUS Feature 1 (One change of tempo) and Feature 2 (two changes of rotation direction)</p> <p style="text-align: center;">OR</p> <p>* Minimum of four (4) turns from the following types of turns must be included: Choctaws, Brackets, Double threes, Single twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p>	s3
<p>GROUP 4 <u>Step sequence must fulfill the following requirement:</u> * Minimum of four (4) turns from the following types of turns must be included: Choctaws, Brackets, Double threes, Single twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>PLUS Feature 1 (One change of tempo) and Feature 2 (two changes of rotation direction)</p> <p style="text-align: center;">OR</p> <p>* Minimum of four (4) turns from the following types of turns must be included: Counters, Rockers, Double Twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns.</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p>	s4
<p>GROUP 5 <u>Step sequence must fulfill the following requirement:</u> * Minimum of four (4) turns from the following types of turns must be included: Counters, Rockers, Double Twizzles Three (3) of these turns must be different and the fourth turn shall be a repetition of one (1) of those turns</p> <p>PLUS Feature 1 (One change of tempo) and Feature 2 (two changes of rotation direction)</p> <p>Linking Steps: Progressives, chasses, cross rolls, changes of edges, toe steps (moving) and small hops are also allowed as some steps in between the required turns</p> <p>—Counters, Rockers, double twizzles used in <u>multiple directions</u></p>	s5

THE POINT OF INTERSECTION / *Group 1 added; other Groups revised*
(apply for Intersection)

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

FREE SKATING ELEMENTS / MOVES / *Groups revised*

apply for Movement in Isolation (MI) and Moves in the Field (MF)

- To get the **fe/fm Feature** in MI at least 3 skaters must perform that FS Element/FS Move
- FS Moves must be sustained to be counted as a Feature. Team must skate in that FS move for at least three (3) seconds.
- To be counted as Bielman spiral, the free leg must be held above the level of head and behind the head at the same time.
- The Biellman Spin is defined as having the free foot behind the head and above the head held by both hands at the same time.
- Difficult variation of an upright spin is with the free foot held to the head level or higher than head level.
- All other spiral positions will give the level depending on the edge used.

GROUP 1 Use of jumps, assisted jumps Use of Lifts that do not rotate or glide on a pattern Use of Upright Spin / no change of Foot or Position OR Lunges forward Lunges backward Ina Bauer inside Shoot the duck <u>Spirals forward outside</u> <u>Spirals backward outside</u>	fe1 SP1 fm1 LUf LUB IBin SD SPfou SPbou
GROUP 2 Use of jump sequence, pair pivot Use of Lifts that are stationary and rotate Use of Lifts that are gliding but do not rotate Use of Spin with change of Foot or Position Pair Spin Use of Layback, Sideways leaning Spin, Cross foot Spin Use of Sit Spin and Camel Spin without any change of position or foot OR Inside Spread eagles Hydroblading <u>Spirals forward inside</u> <u>Spirals backward inside</u>	fe2 SP2 PSP LSP/CFSP SSP/CSP fm2 Sein HY SPfin Spbin

GROUP 3	fe3
Use of death spirals	
Use of Lifts that glide and rotate at the same time	PSP3
Use of Spin combination with change of foot and/or direction (solo or pair)	FSP BSP
Use of Flying Spins (flying camel in MI only)	
Use of Bielman Spins or other difficult variations of an upright spin	
OR	
Outside Spread eagles	fm3
Outside Spread eagles with change of edge	Seou
Forward Spiral with change of edge	Seouce
Backward Spiral with change of edge	FSPce
Ina Bauer outside	BSPce
Spiral Bielman	Ibou SPB

Features evaluated by Judges in GOE – No Groups of Difficulty

HOLD (apply for Block, Circle, Line, Wheel)

NEW:

- Hold feature will be evaluated by Judges in GOE and NOT called by technical specialist.
- The number of holds required in Short Program and in Free Skating will be checked by **the Referee and deduction (DED2) for each omitted hold will be made (by the Referee).**
- **In order to fulfill the requirements for a change of hold, each hold must be held for a minimum of three (3) seconds.**

NEW:

Free Skating – See Rule 711 paragraph 1 d/

- **Four (4) different Holds are required in Senior Well Balanced Program**
- **Three (3) different Holds are required in Junior Well Balanced Program**

Short Program – See Rule 705 paragraph 2 and paragraph 3 for hold requirements for each element.

TRAVELLING (apply for Circle, Wheel)

NEW:

- Traveling feature will be evaluated by Judges in GOE and NOT called by technical specialist.
- Traveling distance, pattern of travelling etc must be also considered in GEO

FORMATIONS (apply for Moves in the Field /MF)

NEW:

- Formation feature will be evaluated by Judges in GOE and NOT called by technical specialist.

SPIN ENTRY / EXIT (apply for Spin)

NEW:

- Spin entry/exit feature will be evaluated by Judges in GOE and NOT called by technical specialist.

CHANGE OF DIRECTION/ ROTATION (apply for Wheel, Circle)

NEW:

- Change of Direction feature will be evaluated by Judges in GOE and NOT called by technical specialist.

Level of Elements in Synchronized Skating
(Corrections/changes in the ISU Communication No. 1298 / Appendix C)

Circle example in Short Program:

C1 + s1 = Elements Difficulty Group and Level of Step Sequence (step Feature) will be called by TS and deductions if not according to requirements / NAR

h + cd/tr = holds, change of direction and travel Features will be evaluated by Judges in GOE

CIRCLE - 15 combinations for 7 Levels (1-7)

Required Features in Short Program: step sequence, holds, change of direction, travel

Optional Features in Free Skating: step sequence, holds, change of direction, travel

CIRCLE			
LEVEL	DIFFICULTY ELEMENT GROUPS	FEATURE (Steps)	BASE MARK
L1	C1, C2, C3	s1	0.6
L2	C1, C2, C3	s2	0.9
L3	C1	s3	1.3
L4	C1	s4	2.1
	C2	s3	
L5	C1	s5	2.9
	C2	s4	
	C3	s3	
L6	C2	s5	3.7
	C3	s4	
L7	C3	s5	4.8

BLOCK - 15 combinations for 7 Levels (1-7)

Required Features in Short Program: step sequence, holds, change of configuration

Optional Features in Free Skating: step sequence, holds, change of configuration

BLOCK			
LEVEL	DIFFICULTY ELEMENT GROUPS	FEATURE (Steps)	BASE MARK
L1	B1, B2, B3	s1	0.6
L2	B1, B2, B3	s2	0.9
L3	B1	s3	1.3
L4	B1	s4	2.1
	B2	s3	
L5	B1	s5	2.9
	B2	s4	
	B3	s3	
L6	B2	s5	3.7
	B3	s4	
L7	B3	s5	4.8

WHEEL - 12 combinations for 6 Levels (1-6)

Required Features in Short Program: holds, change of direction/rotation, travel, steps

Optional Features in Free Skating: holds, change of direction/rotation, travel, steps

WHEEL			
LEVEL	DIFFICULTY ELEMENT GROUPS	FEATURE (Steps)	BASE MARK
L1	W1, W2, W3	s1	0.6
L2	W1, W2, W3	s2	0.9
L3	W1	s3	1.3
L4	W1	s4	2.1
	W2	s3	
L5	W2	s4	2.9
	W3	s3	
L6	W3	s4	3.7

MOVES IN THE FIELD - 10 combinations for 5 Levels (1-5)

Required Feature in Short Program: 3 FS moves

Optional Feature in Free Skating: 3 FS moves

MOVES IN THE FIELD		
LEVEL	DIFFICULTY ELEMENT GROUPS	BASE MARK
L1	fm1 + fm1 + fm1	1.3
L2	fm1 + fm1 + fm2	2.1
	fm1 + fm1 + fm3	
L3	fm1 + fm2 + fm2	2.9
	fm2 + fm2 + fm2	
	fm1 + fm3 + fm3	
	fm1 + fm2 + fm3	
L4	fm2 + fm2 + fm3	3.7
	fm2 + fm3 + fm3	
L5	fm3 + fm3 + fm3	4.8

INTERSECTION - 12 combinations for 6 Levels (1-6)

Required Feature in Short Program: Point of Intersection/pi

Optional Feature in Free Skating: Point of Intersection/pi

INTERSECTION			
LEVEL	DIFFICULTY ELEMENT GROUPS	FEATURE (Point of Intersection)	BASE MARK
L1	I1, I2, I3	pi1	0.9
L2	I1	pi2	1.3
L3	I1	pi3	2.1
	I2	pi2	
L4	I1	pi4	2.9
	I2	pi3	
	I3	pi2	
L5	I2	pi4	3.7
	I3	pi3	
L6	I3	pi4	4.8

NO HOLD STEP SEQUENCE – 5 combinations for 5 Levels (1-5)

None Feature

NO HOLD STEP SEQUENCE		
LEVEL	DIFFICULTY ELEMENT GROUPS	BASE MARK
L1	NHS1	1.3
L2	NHS2	2.1
L3	NHS3	2.9
L4	NHS4	3.7
L5	NHS5	4.8

LINE / Free Skating – 15 combinations for 7 Levels (1-7)

Required Feature in Short Program: step sequence, holds

Optional Features in Free Skating: step sequence, holds

LINE			
LEVEL	DIFFICULTY ELEMENT GROUPS	FEATURE (Steps)	BASE MARK
L1	L1, L2, L3	s1	0.6
L2	L1, L2, L3	s2	0.9
L3	L1	s3	1.3
L4	L1	s4	2.1
	L2	s3	
L5	L1	s5	2.9
	L2	s4	
	L3	s3	
L6	L2	s5	3.7
	L3	s4	
L7	L3	s5	4.8

SPIN / Short Program

Spin entry/exit Feature will be evaluated by Judges in GOE

SPIN/Short Program		
LEVEL	DIFFICULTY ELEMENT GROUPS	BASE MARK
L1	sp1	2.9
L2	sp2	3.7

SPIN / Free Skating – 3 combinations for 3 Levels (1-3)

Spin entry/exit Feature will be evaluated by Judges in GOE

All skaters must do the same type of Spins

SPIN/Free Skating		
LEVEL	DIFFICULTY ELEMENT GROUPS	BASE MARK
L1	sp1	2.9
L2	sp2	3.7
L3	sp3	4.8

MOVEMENTS IN ISOLATION – 9 combinations for 5 Levels (1-5)

Required Feature in Free Skating: Two (2) different FS Moves / FS Elements

MOVEMENTS IN ISOLATION		
LEVEL	DIFFICULTY ELEMENT GROUPS	BASE MARK
L1	fm1/fe1 + fm1/fe1	1.3
	1x fm1/fe1	
L2	1x fm2/fe2	2.1
	fm1/fe1 + fm2/fe2	
L3	1x fm3/fe3	2.9
	fm2/fe2 + fm2/fe2	
L4	fm1/fe1+fm3/fe3	3.7
	fm2/fe2+fm3/fe3	
L5	fm3/fe3 + fm3/fe3	4.8

Milano,
June 10, 2005
Lausanne

Ottavio Cinquanta, President
Fredi Schmid, General Secretary