

ADDITIONAL INSTRUCTIONS FOR ISU SYNCHRONIZED SKATING TECHNICAL CONTROLLERS AND TECHNICAL SPECIALISTS

A DIFFICULTY GROUPS OF FEATURES

1 DEFINITIONS:

- i **Change of Rotation: Refers to TURNS or LINKING STEPS rotating anti-clockwise and clockwise**
 - a) **Change of Rotation for Turns in Lines / Blocks / No Hold Step Sequences**
 - Rotating a minimum of 180° from one turn to the next
 - Example: The skaters would be facing, first one side of the ice rink and then must release holds (*if they are holding*) in order to face the other side of the ice rink. This will equal one change of rotation **when rotating** a minimum of **180°**
 - **One change of rotation will be counted in the case of rotating 360° or more in a clockwise then anti-clockwise direction. The skaters may start and end facing the same side of the ice rink.**
 - b) **Change of Rotation for Turns in Circles**
 - Rotating a minimum of 180° from one turn to the next
 - Example: Skaters may first be facing into the circle and then release holds in order to be facing outwards equals one change of rotation **when rotating** a minimum of **180°** or visa versa
 - **One change of rotation will be counted in the case of rotating 360° or more in a clockwise then anti-clockwise direction. The skaters may start and end facing the same part of the circle.**
- ii **Change of Skating Direction:**
 - Refers to skating either forwards or backwards (**such as forward spirals and backward spirals**)
- iii **Change of Rotational Direction:**
 - Refers to a wheel or circle changing from clockwise to anti-clockwise

1 STEP SEQUENCES

- A step sequence **may** consist of steps and turns, equally balanced with the priority of turns;
 - A step sequence **may** also consist of turns ONLY.
- **Balance:** A balance of linking steps and turns prescribed for each level is defined as: The linking steps (Progressives, chasses, cross rolls, changes of edges, toe steps (moving), small hops) and the prescribed turns for each Level (three turns, mohawks, choctaws, brackets, double threes, single twizzles, counters, rockers, double twizzles) should be distributed evenly throughout the sequence and they must be skated with distinct edges. The balance is not fulfilled if it is clearly recognizable that the turns (mentioned above) are in the minority and the steps (mentioned above) are in the majority while the step sequence is being done.
 - The call will be the step level plus a DED 1 if there is no balance.

- Only one crossover is allowed during the step sequence;
 - Two crossovers in a row will end a step sequence.
- Crossovers: shall be called as one linking step; **Level one**
 - A crossover followed by a quick “hop” cross shall be called as two linking steps each from **Level one** and will end a step sequence;
 - A quick “hop” cross followed by a crossover shall be called as two linking steps, each from **Level one** and will end a step sequence.
- Two foot turning (**impossible for the TS** to decipher what the turn is) will be called as **level one**

i **Linking Steps**

- **Level one** will be called for each linking step.
- a) Examples of Linking Steps
 - **Chasse**: shall be counted as one step
 - **Toe pick turns**: (2-3 quick toe turns): shall be counted as one linking step
 - **Forward toe steps**: (3-4 quick like steps) shall be counted as one linking step
 - **Forward toe step**: (a running forward type of step) shall be counted as one linking step
 - **Cross Roll** (forwards/backwards, outside or inside): Each step of a cross roll shall be counted as one step
 - **Small hops** (bunny hops, mazurka, side skips, one foot hops): shall be counted as one step
 - **A Change of edge** shall be counted as one step
 - In the case where a change of edge that links/occurs between two turns, with no change of foot or push, will not be counted as a linking step.

i **Rotation of Turns**

- **The direction of turn rotation shall be decided by the direction of body rotation during the entry of the turn.**

iii **Feature: Change of Rotation**

- **1 turn clockwise + 1 turn anti clockwise = 1 change of rotation (visa versa)**
- **1 turn clockwise + 1 turn anti clockwise + 1 turn clockwise = 2 changes of rotation**
- **1 turn anti-clockwise + 1 turn clockwise + 1 turn anti-clockwise = 2 changes of rotation**
- **Two (2) turns from a level must be presented with the change of rotation:**
Example:
RFO three turn + LFO mohawk + linking steps and LFI twizzle = the change of rotation feature for level 2 turns
- A Change of Rotational Direction in a Circle or Wheel does not give turns a *Change of Rotation feature*.
 - **Turns must change rotation as the circle or wheel rotates in either the clockwise or anti-clockwise direction**

- A change of rotation is not represented when skating forwards then backwards
 - Skaters must release holds in order to show a change of rotation.
 - Skaters need to rotate at least 180° for each change of rotation
- a) **Change of Rotation for Lines / Blocks / No Hold Step Sequences**
- Rotating a minimum of 180° from one turn to the next
 - Example: The skaters would be facing, first one side of the ice rink and then must release holds (*if they are holding*) in order to face the other side of the ice rink. This will equal one change of rotation **when rotating** a minimum of **180°**
 - **One change of rotation will be counted in the case of rotating 360° or more in a clockwise then anti-clockwise direction and the skaters may start and end facing the same side of the ice rink.**
- b) **Change of Rotation for Circles**
- Rotating a minimum of 180° from one turn to the next
 - Example: Skaters may first be facing into the circle and then release holds in order to be facing outwards equals one change of rotation **when rotating** a minimum of **180°** or visa versa
 - **One change of rotation will be counted in the case of rotating 360° or more in a clockwise then anti-clockwise direction and the skaters may start and end facing the same part of the circle.**
- c) **Change of Rotation for Wheels**
- **No Additional Features (Change of Tempo and Change of Rotation) for Step Sequences in wheels will be counted. Only the levels for turns from group 2, 3, or 4, PLUS linking steps will be called.**
- iii **Feature: Change of Tempo**
- **Credit will be given to teams who clearly demonstrated a change of tempo.**
 - **A change of tempo will include variations on the length of edges before and following turns**
 - **Guideline: Three (3) beat edges followed by one beat edges may be recognized as a Change of tempo**
 - **Changes of tempo may also be indicated when the music changes tempo and the team stays in time to the increasing or decreasing tempo.**
 - **No Additional Features (Change of Tempo and Change of Rotation) for Step Sequences in wheels will be counted. Only the levels for turns from group 2, 3, or 4, PLUS linking steps will be called.**
- a) **SHORT PROGRAM:**
- **A required step sequence in Short Program must meet the requirements for the Group 2, 3, 4 or 5 (type of turns and number of turns is determined for each Group).**
 - **If the step sequence in the Short Program does not fulfill the requirements for a required type of turns (4 turns attempted) for the respective group (even if the required number of turns is fulfilled) then the Group s1 + DED 1 for not According to requirements will be called.**

- If the required number of turns (4) (4 turns not attempted) is not fulfilled, the step sequence will be considered as omitted and the Group s1 + DED 2 will be called.

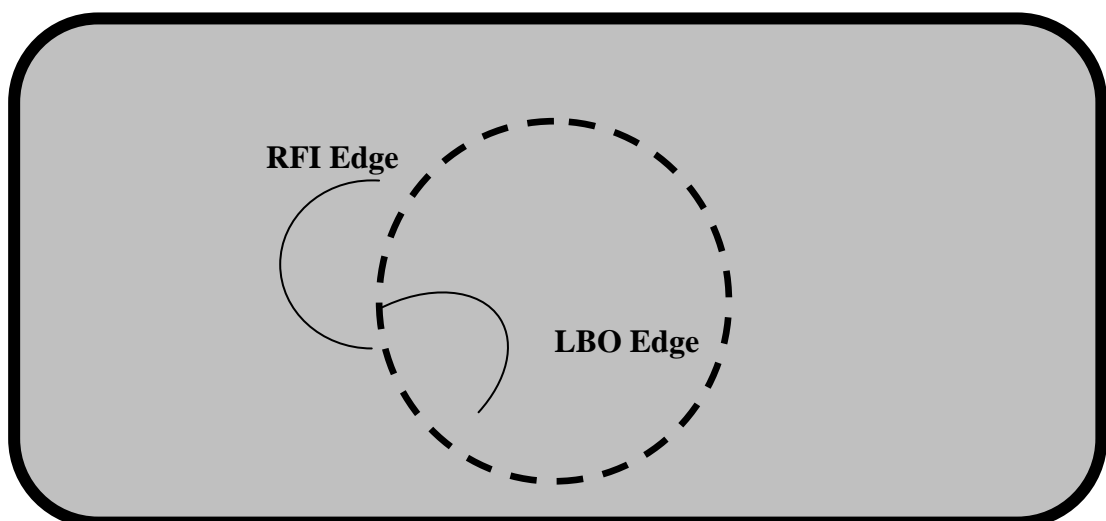
a) **FREE PROGRAM:**

- If the step sequence in Free Skating does not contain the required number of four (4) turns (regardless of whether features are included) the Group s1 will be called.

vii **STEP SEQUENCE: GENERAL COMMENTS**

- The turn(s) / step(s) used when a circle or wheel is changing rotational direction will be counted if they are a part of the step sequence.
- Turns that are not clear in the entry or exit edge and/or foot (unable to determine an entry and/or exit edge) shall be called as s1.
- Turns that begin and/or end on two feet without a clear entry and/or exit edge will be called as s1
- Turns that are skated on a flat shall be called as a s1
- Double “three turns”: there is no timing restriction between the 2 turns. The free foot must not touch down between the two “three turns”. If the free foot touches down between the two three turns then the call will be for a single three turn, level 2
- A 1 ½ twizzle shall be called as a Level 3 turn
- A 2 ½ (or more) twizzle shall be called as a Level 4 turn
- A Twizzle will be called as a “three turn” if there is knee action
- A Double Twizzle will be counted as two Double “three turns” if there is knee action
- “Choctaw” turns (as per the DVD example) that are performed on straight lines will be called as mohawks. Choctaws performed during circular elements must also skate on edges and not on a straight line, the turn will be called as mohawks

EXAMPLE OF A CORRECT CHOCTAW ON A CIRCULAR PATTERN



3 POINT OF INTERSECTION

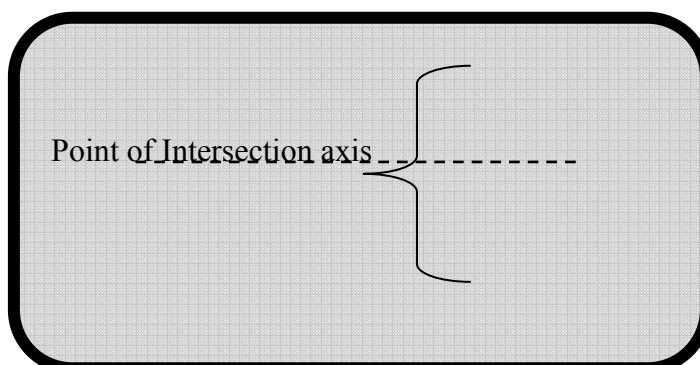
i SHORT AND WELL BALANCED PROGRAM

- Three turn/mohawk that is done in combination and executed on one foot will be called a pi 2
- Turns and moves must be done in close proximity to the Point of Intersection in order to be called.
- Turns, steps and/or moves going through a collapsing intersection (example: box intersection) will be counted as long as some skaters are still intersecting.
- Turns, free skating moves or elements done either before or after the skaters intersect during a collapsing intersection will not be counted
- A turn or move will count as a Point of Intersection when the entrance edge, the turn or exit edge of a turn(s) or moves occurs at within close proximity to the Point of Intersection and there are no other pushes or steps taken.
- A double three turn will be counted as long as one or both turns occur within close proximity to the Point of Intersection (just before the Point of Intersection, at the Point of Intersection or immediately following the Point of Intersection)
- The GOE will reflect the position where the turn takes place and is done by judges
- An intersection is counted as back to back during the approach even when the skaters step forward in order to do a forward turn just prior to the Point of Intersection and takes no other pushes or steps before turning. (*e.g. spread eagles*)
 - An outside spread eagle will be evaluated in the same manner as a FO three turn at the Point of Intersection. The skaters must be holding back to back as they approach the Point of Intersection before the spread eagle and during the spread eagle in order to be called a pi4 .

ii JUNIOR SHORT PROGRAM

- There is no deduction for a Junior team that includes a turn/move at the Point of Intersection on both of the intersections.
- The Technical Specialist will call the 1st Intersection and the Point of Intersection in the case that there is no indication on the Teams' Program Content Sheet as to which Point of Intersection will be counted.

Example of bracket turn at / near the Point of Intersection



B DIFFICULTY GROUPS OF ELEMENT

1 BLOCK

i SHORT PROGRAM

- Blocks that do not cover the required ice surface will be given a DED 1 for Not According to Requirements
- Blocks that have more than 5 lines will be given a DED 3 for Incorrect Element
- Block that have less than 3 lines will be given a DED 3 for Incorrect Element
- Omitted change of configuration will be given a DED 1
- Omitted requirements such as the change of hold and step sequences will each receive a DED 2

ii FREE PROGRAM

- Blocks that do not cover the required 2/3rds of the ice surface will not be called

2 LINES

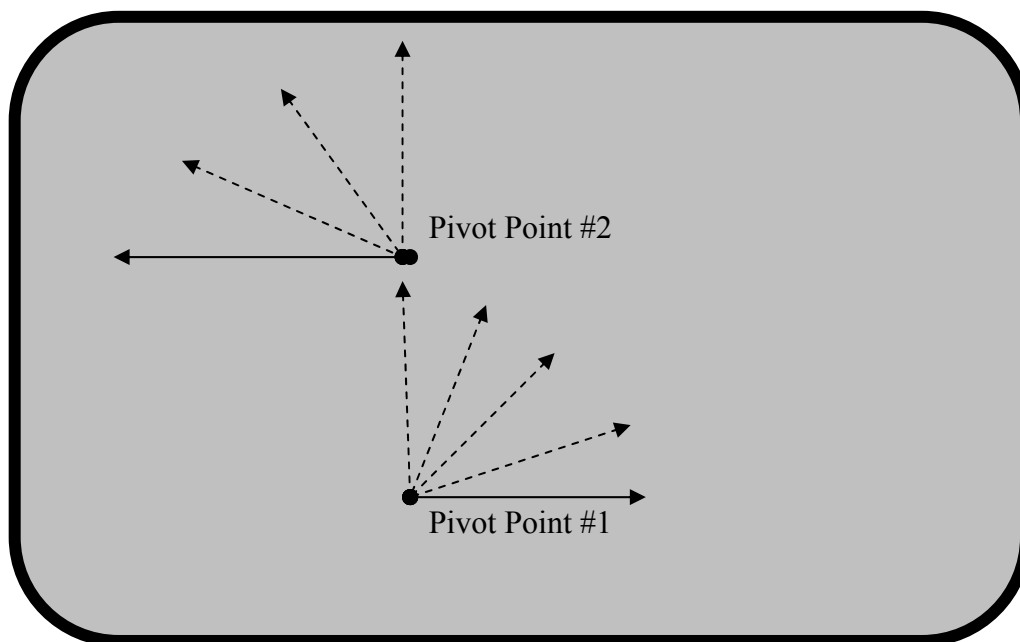
i DEFINITION

- a) **Interacting and Pivoting Lines: The two (2) lines will cover at least one half (1/2) of a circle in close proximity to each other and during this movement, one or the other lines pivots. The pivoting may occur at the same time as the interacting however, pivoting then interacting or interacting then pivoting will be allowed. The lines must change positions. One of the lines, which start either in back or behind the other line, must come to the front.**

ii JUNIOR SHORT PROGRAM

- In the junior short program if the transition in between the two required lines covers more than 1/2 of the ice then a DED1 will be called.
- If a line does not meet the minimum required ice coverage then a DED 1 will be called for NAR
- If a line pivots before completing the required features then a DED 1 will be called
- Lines that pivot more than 90° will receive a DED 1. A slight deviation will be allowed
- If a line first pivots 90° with the pivot point at one end of the line, followed by the same line again pivoting 90° with the pivot point at the other end of the line will be allowed.

ONE EXAMPLE of a line first pivoting 90° with the pivot point at one end of the line, followed by the same line pivoting another 90° with the pivot point at the other end of the line



iii FREE PROGRAM

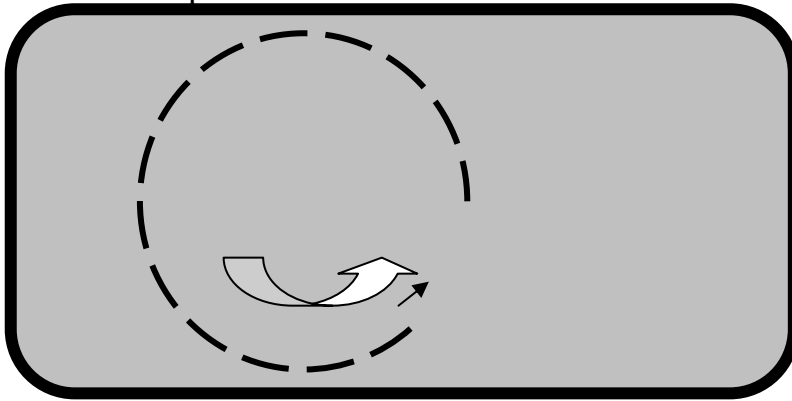
- The Difficulty group level of the line will be decided once the shape has been determined and the minimum ice coverage has been completed
- If the line does not meet the minimum required ice coverage then no line will be called.
- A pivoting line will be called only if ALL skaters cover the required ice coverage while the pivoting is occurring. (This requirement includes the pivotal skater)
- A second line may be called in the Free Skating Line sequence.
- The level of the second line in a sequence will be decided once the minimum ice coverage has been completed of the first line (at least 1/3 for a sequence). When the 1st line of a sequence only covers 1/3 of the ice and if the second line of the sequence does not cover 1/3 of the ice then no line or sequence will be called.
- The second line in a sequence must be a different shape than the first line. If the second line has the same shape as the first line, the second line will not be called and no value will be given.
 - A sequence is comprised of either;
 - One line to two lines OR
 - Two lines to one line
- Lines that pivot more than 90° will not be called however a slight deviation will be allowed

3 CIRCLES

- The steps must cover 2/3'rds of the circle.
- TS suggested to watch one skater as they perform the steps to ensure that the steps cover the require ice
- A step sequence shall not begin to be counted until unless the circle is closed.

- The circle is considered closed when the skaters are evenly spaced either with a hold or when using a no hold.

Example: A circle that is not closed due to skater spacing



i **JUNIOR SHORT PROGRAM**

- A second circle shape that doesn't rotate the required 360° will be counted as a transition and not an additional circle
- If a second circle rotates 360° then DED 3 will be called for an additional element
- Omitted requirements such as travel, change of rotational direction and change of hold will each receive a DED 2
- Elements with required Features, that are not allowed to be repeated, will receive a DED 1 for Not According to Requirements, if those Features are repeated. Features that may not be repeated in a Circle include travel and a change of rotational direction.

ii **FREE PROGRAM**

- A circle that does not rotate a minimum of 360° will not be called.

4 WHEELS

i **JUNIOR SHORT PROGRAM**

- A third wheel shape that doesn't rotate the required 180° will be counted as transitions and not an additional wheel.
- Omitted required features such as travel and change of rotational direction will each receive a DED 2
- Elements with the required Features, that are not allowed to be repeated, will receive a DED 1 for Not According to Requirements, if those Features will be repeated. Features that may not be repeated in a Wheel include travel, change of rotational direction
- A change of rotational direction may happen even between formations.
 - A change of rotational direction is applied to the wheel shape that is skated just prior to the change of rotational direction.
 - In this case the wheel with required travel and change of rotational direction must be skated first.
 - If the change of rotational direction occurs after the wheel with the required step sequence feature, a DED 1 will be applied for Not According to Requirements

ii **SENIOR SHORT PROGRAM**

- For 2006 the three line parallel wheel must travel and have a change of rotational direction
- Elements with required Features, that are not allowed to be repeated, will receive a DED 1 for Not According to Requirements, if those Features are repeated. Features that may not be repeated in the three line parallel wheel include travel, change of rotational direction, change of holds
- Additional changes of holds will not be given a DED 1 in the case where a release is required in order to perform some types of turn(s), and will not be counted as a no hold.
- A change of hold must last for 3 seconds in order to be counted
- The 3 line parallel wheel that does not maintain it's shape for at least 90° after the change of rotational direction will receive a DED 1 for Not According to Requirements

iii **FREE PROGRAM**

- A wheel will not be called unless it rotates a minimum of 180° (or 90° in each direction if there is a change of rotational direction)
- A change of rotational direction may happen between formations.

5 INTERSECTIONS

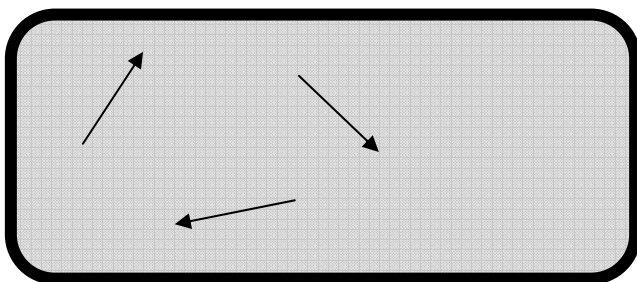
i INTERSECTION DESCRIPTIONS:

- a) These 4 phases will determine the Level of Difficulty and clarify the need for applicable deductions for an intersection.
- Phase 1 – Preparation
 - Phase 2 – Approach
 - Phase 3 – Point of Intersection
 - Phase 4 – Exit of Intersection

Phase 1: Preparation

The preparation phase is defined as establishing the shape of the intersection.

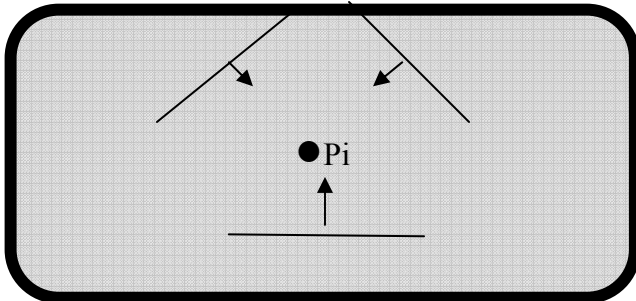
- In order to receive the level as stated in the Difficulty of Elements for intersections, the team must perform the preparation phase back to back (at least 4 beat of music).



Phase 2: Approach

The Approach to the Intersection is defined as the moment that the team starts moving towards the point of intersection.

- In order to receive the level stated in the Difficulty of Elements for Intersections, the team must perform the approach phase back to back
- In the case where one line is not back-to-back during the preparation and approach phase then one lower level will be called.



Collapsing figure intersections (box/ triangle intersections and other variations)

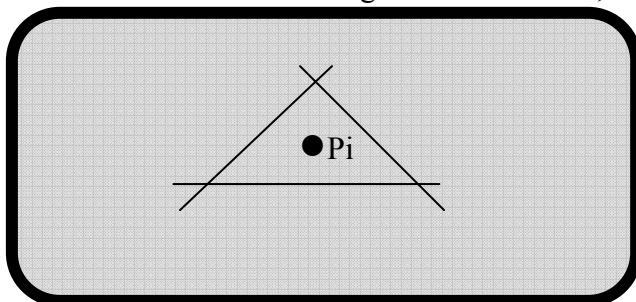
- Lines that are pivoting during the preparation and approach phase shall be considered back to back.
- Skaters must be skating backwards during pivoting
- In the case where one line is not pivoting but remains back to back during the preparation and approach phase, the intersection will still be considered as stated in the Difficulty Groups of Elements.
- **If one of the lines is not back to back with the other lines during a collapsing figure intersection, then the intersection will be called one level lower. (I2)**
- One level lower will be called for line(s) that are pivoting and skating forward during the preparation and approach phase.

Phase 3: Point of Intersection

The Point of Intersection phase is defined as the instant when the skaters are passing each other.

The level at the Point of Intersection will be called based on the criteria listed in the document “Difficulty Levels of Features”

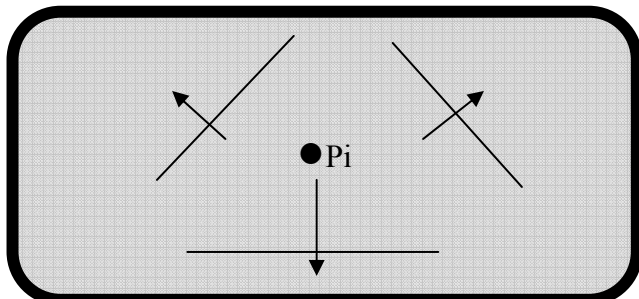
- The steps or turns closest or at the point of intersection will be called
- As long as the preparation and approach is backwards, skaters are allowed to step forwards in order to perform turns at the Point of Intersection
- In the case of a collapsing Intersection (L, box, triangle and other variations) the Point of Intersection begins when the first skaters begin to intersect and ends as the last skaters complete the intersection
- In the case of the collapsing intersection, where a team may include several steps, turns and/or moves consisting of various levels, the most difficult turn/move will be counted



Phase 4: Exit of Intersection

The Exit phase of the Intersection is defined as the moment following the Point of Intersection:

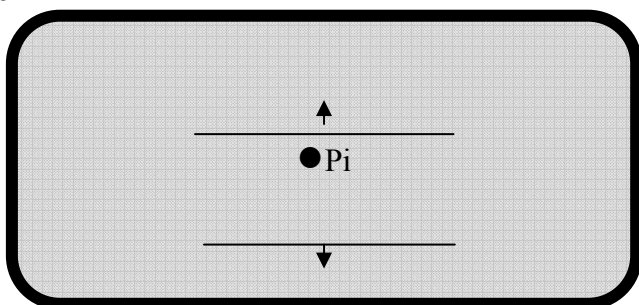
- The team must keep the shape of the intersection following the Point of Intersection.
- There is no length of time that the team must hold this shape however it must be easily recognized.
- A hold at the Exit of Intersection is not required.



ii EXAMPLES OF CORRECT SHAPES FOLLOWING THE POINT OF INTERSECTION:

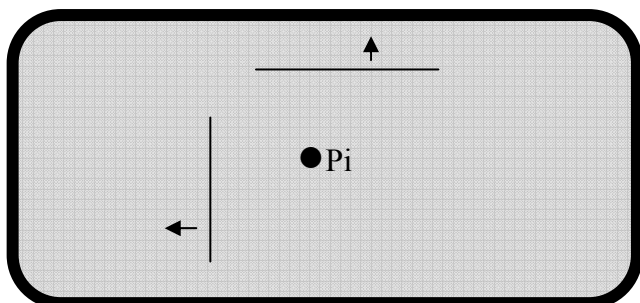
TWO LINES PARALLEL

Two lines parallel from the same direction must still have two lines parallel following the point of intersection



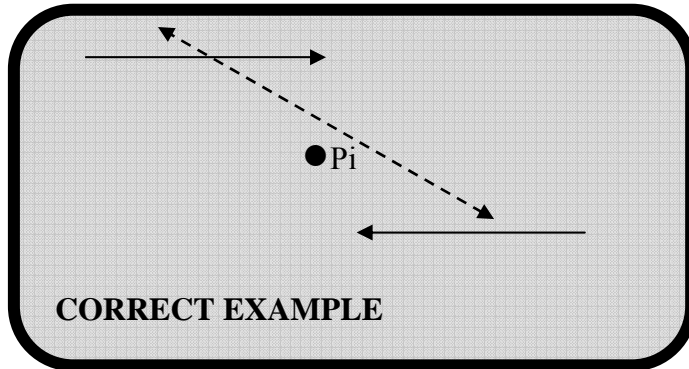
TRIANGLE, BOX, L AND OTHER VARIATIONS

Triangle, Box, L and other variations must keep that shape of the intersection following the point of intersection.

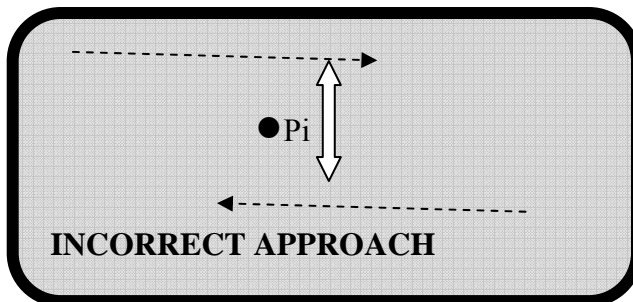


TWO LINE INTERSECTION FROM OPPOSITE DIRECTIONS: SHORT AND FREE PROGRAM

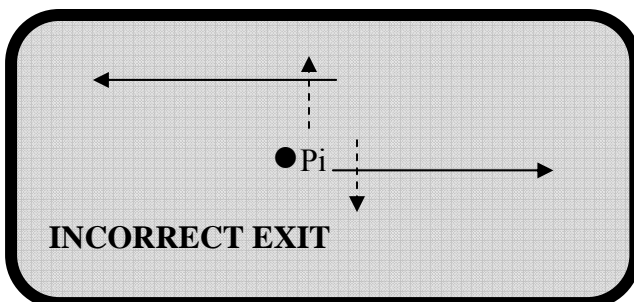
- The correct shape will be two lines following the point of intersection of a two-line intersection from opposite directions.
- The lines must be back to back during the Preparation and Approach phase.
- The team must maintain an angled direction during the Approach, at the Point of Intersection and at the Exit of the intersection.



- If the team does not keep the angle during the approach phase of this intersection an I2 will be called.



- **If the angle is maintained during the approach and the team does not keep the angle during the exit phase of this intersection the call will be I3 + DED 1 for Not According to Requirements**



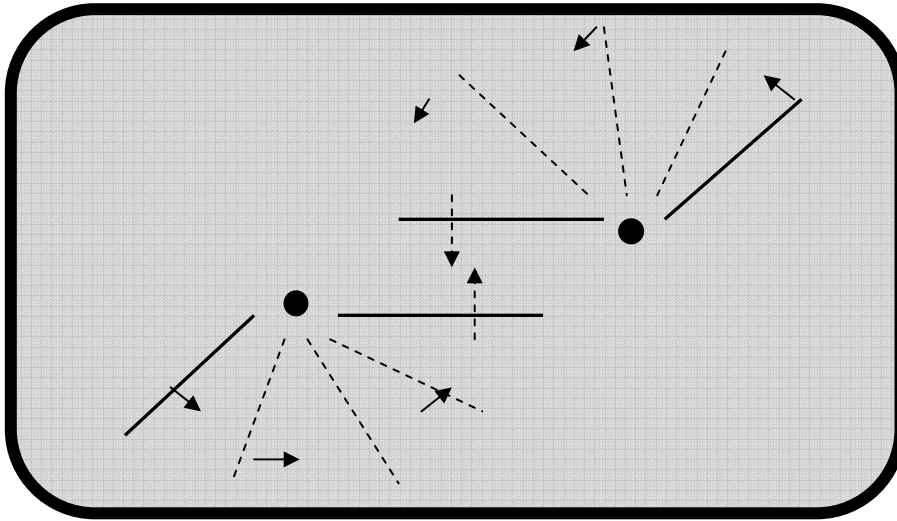
- **If the angle is not maintained during the approach and exit, the call will be I2 + DED1 for Not According to Requirements**

WHIP INTERSECTION

The accepted shape on the exit of a whip intersection is a V.

COLLAPSING FIGURE INTERSECTIONS (BOX/ TRIANGLE INTERSECTIONS)

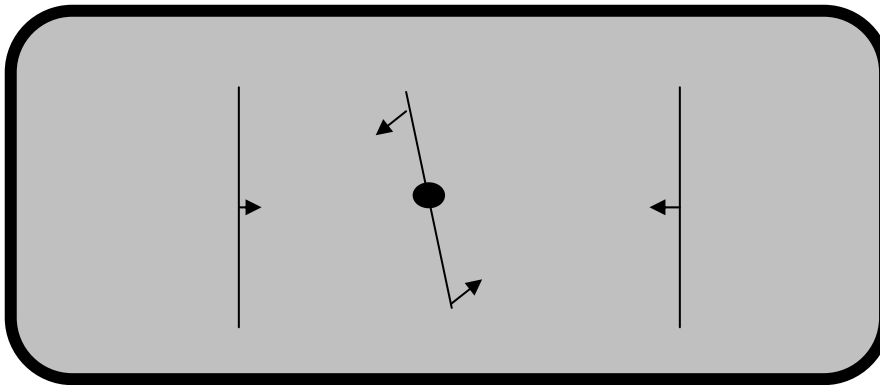
- Lines that are pivoting during the preparation and approach phase shall be considered back to back.
- Skaters must be skating backwards during pivoting.



EXAMPLE:

DIAGRAM OF A 3 LINE INTERSECTION WITH ALL THREE LINES MOVING

- All skaters are approaching their point of intersection back to back. (Skater's in the "wheel" are skating backwards)
- If one of the lines is face to face during the preparation or the approach then an I2 will be called



There must be three recognizable lines at the exit of the intersection

6 NO HOLD STEP SEQUENCE

i SHORT PROGRAM

- The block must start and end as close to the short end barriers as possible otherwise a DED 1 will be called for each requirement not met
- The steps must cover 2/3rds of the ice otherwise a DED 1 will be called
- The lines must be as equal as possible and will receive a DED 1 if not
- A change of axis during the No Hold Step Sequence Element will receive in a DED 1
- Omitted step sequence will be called as a s1 + DED 2

ii **FREE PROGRAM**

- A block that does not go from one end to the other end will NOT be called
- If the steps do not cover 2/3'rds of the ice the No Hold Step Sequence will not be called

7 MOVES IN THE FIELD

- All moves must be called and the computer will select the 3 most difficult moves to be counted. A final check will be made by the Technical Controller and the Technical Specialist
- All Moves performed on a straight line (with undeterminable edges) shall be called as fm1.
- If a team performs a pair like free skate move with only one partner of the pair performing a move and the other partner is either gliding or skating then the call is fm1 + DED1
- The 3 seconds for the free skate move shall begin once the skater is in the move positions
 - Spirals: The free leg must be at the hip level or above (not on the way up)
 - Biellmann Spiral: Once the skaters are holding the free foot above and behind the head with one or both hands
 - Spread Eagle or Ina Bauer: once both skates are on the correct edges
- The counting will end upon the exit of the free skate move position:
 - Spirals: Once the free leg is lower than the hip
 - Biellmann Spiral: Once the free leg is released from the hold
 - Spread Eagle or Ina Bauer: When either foot changes position
- Repeated moves are not called.
Example: When ½ of the team is performing one move and the other ½ is performing a different move and one of either of the moves has been or will be repeated, even if the skaters are in pairs or in a different formation.

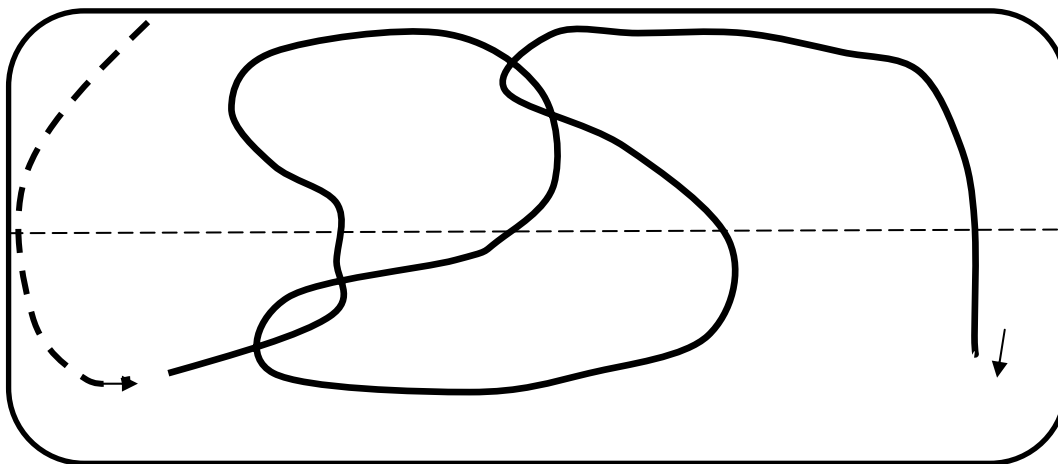
i **SHORT PROGRAM**

Pattern Requirements in Short Program

- The pattern begins on the first free skate move, even if the move does not meet the requirements (such as being held for 3 seconds)

Retrogression for serpentine Pattern in MIF

- The serpentine pattern must begin at one short barrier and end at the opposite short barrier. The lead skater may pass the long axis before starting the first free skating move, but not the entire team. The lead skater must cross the long axis twice to meet the pattern requirements. Teams can slightly overlap their tracings. The lead skater begins the first free skate move at the arrow.



ii **FREE PROGRAM**

Pattern Requirements in Free Program

- Pattern is optional
- Moves are called the same as in the short program

8 SPIN

i **SHORT PROGRAM**

- All skaters must executed the same spin but not necessarily in the same direction

ii **FREE PROGRAM**

- All skaters must execute the same spin but not necessarily in the same direction
- If the spins are different then the lowest level will be called plus a DED 1 for not According to Requirements
- A spin that revolves only two (2) times in the first position/ foot and only two (2) times in a second position/foot will be counted as a fe1 no matter what position or change is occurring

9 MOVEMENTS IN ISOLATION

- When two or more free skating moves / elements are being performed at the same time, only the most difficult will be called...Only ONE free skating move/element will be called in this case
- If one of these multiple free skating moves / elements is a spin, then it is suggested that the TS watch the spin to count the revolutions and the TC and Assistant TS observe the other free skating moves / elements. TC or Assistant TS will call “review” if the other free skating moves / elements are of a higher value than the spin.
- One free skating move/element must be completed before a second free skating move/element can be called.
- If the free skating moves / elements takes up more than ½ of the ice surface, while being performed a DED 1 will be applied to the MI element
 - The preparation of the free skating move / element may take up more than ½ of the ice surface

- The 3 – 9 individual skaters may not be attached while performing their free skating elements and/ or free skating moves
- If there are less than three pairs or more than 4 pairs then a free skating move / element will not be called.

i **FREE SKATING ELEMENTS**

- **Rotational Group Lift** is defined as a lift in which the lifting skaters rotates either in a clockwise or anti-clockwise direction while travelling across the ice. Each of the lifting skaters must rotate at least 180°.
- Free skating elements that do not meet the requirements are not called
Example:
 - An upright spin, that revolves 3 times, with a change of foot or position that revolves only two times will be called as a fe1
 - A camel spin, that revolves 3 times, with a change of foot or position that revolves only two times will be called as a fe2.
 - A spin with a change of foot or position that does not revolve three times in the first position will be called the level of the second part of the spin, as long as the change of foot or position revolves 3 times.
 - A spin that revolves only two (2) times in the first position/ foot and only two (2) times in a second position/foot will be counted as a fe1 no matter what position or change is occurring
- **Pair Pivots:** The supporting skater must have his/her toe pick into the ice and revolves at least 360° while assisting the other skater (fe2)
 - In the case that the supporting skater does not revolve at least 360 then the level will be reduced to a fe1
- **Biellmann Spin** is defined as pulling the free leg above and behind head level either held by either one or both hands. If the Biellmann position is not correct the call will be for an upright spin fe1

ii **FREE SKATING MOVES**

- Free skating moves must be held for a minimum of 3 seconds to be counted
- The 3 seconds will begin when;
 - Spiral: when the free leg has reached the hip level, not on the way up to the hip level
 - Biellmann Spiral: Once the skaters are holding the free foot above and behind the head with one or both hands
 - Spread Eagle / Ina Bauer: when both skates are on the correct edges
- **Biellmann Spiral** is defined as pulling the free leg above and behind head level either held by one hand or two hands. If the Beillmann position is not correct the call will be for a spiral depending on the edges used.
- **Pair move** is defined as a move when two skaters are attached to each other, by hand hold or holding one or the other by one hand or both hands.

10 TRANSITIONS

i JUNIOR AND SENIOR SHORT PROGRAM

- In the short program transitions that cover more than $\frac{1}{2}$ of the ice will receive a DED 1. This requirement is evaluated by the TS and includes transitions between two required shapes and transitions between elements.
- The ENTIRE team must cover more than $\frac{1}{2}$ of the ice before a DED is applied
- Transitions that include another element, that covers the amount of ice required for that element and that are not a requirement of a short program shall receive a DED 3 for Additional Elements