

REGLEMENTATION ET ORIENTATION

Colloque National Entraîneurs
Paris 01-02-03 juin 2010

D. SPECIAL REGULATIONS

SYNCHRONIZED SKATING

4. Age limits for Synchronized Skating

a) Senior:

In the ISU Senior World Synchronized Skating Championships and International Senior Synchronized Skating Competitions, only Skaters may compete who have **reached the age of fifteen (15) before the July 1st** immediately preceding the relevant competition.

b) Junior:

In the ISU Synchronized World Challenge Cup for Juniors, only Skaters may compete who have **reached the age of fourteen (14) but not the age of eighteen (18) before the July 1st** immediately preceding the relevant competition. International Junior Synchronized Skating Competitions, are open only to age-eligible Junior Skaters. Subgroups are permitted with the approval of the Council.

c) Novice:

i) A Novice team consists of Skaters who have **reached the age of ten (10) but not the age of thirteen (13) before the July 1st** immediately preceding the relevant competition.

Novice subgroups are permitted with the approval of the Council.

ii) Novice Skater/s may participate as member/s of a team competing in the Junior category if at least threequarters (3/4) of Skaters in that team are of Junior age.

- **324. Synchronized Skating Technical Committee**
- Rule 701 paragraphs 1 and 5 new renumber other paragraphs and 3, 4 revised to read:
- 1. Synchronized Skating discipline:
- Synchronized Skating (team)
- 3. The Short Program and Free Skating must be included in the ISU World Synchronized Skating Championships, ISU Synchronized Skating Junior World Challenge Cup for Juniors and all International Senior and Junior Synchronized Skating Competitions.
- 4. A Synchronized Skating Team must consist of sixteen (16) **Skaters** ~~persons~~ and may include both ladies and men (see paragraph 4 a, b, c) The object of a Team is to perform as one unit.
- a) In all International Synchronized Skating Competitions:
 - Senior: a Team shall consist of sixteen (16) **Ladies Skaters**, (**Effective July 1, 2012**)
 - Junior: a Team shall consist of sixteen (16)) **Ladies Skaters**, (**Effective July 1, 2012**)
- b) In the ISU Synchronized Skating Junior World Challenge Cup for Juniors, a Team shall consist of sixteen (16) **Ladies Skaters**, (**Effective July 1, 2012**).
- c) In the ISU World Synchronized Skating Championships for Seniors, a Team shall consist of sixteen (16) **Ladies Skaters**, (**Effective July 1, 2012**).
- d) Each Team may have up to a maximum of four (4) alternates listed as such on the Team roster.
- e) Exceptions to the paragraph 4 a), d) of this Rule may be decided by the Council for multi-sports events sanctioned by the ISU.
- f) no changes
- ~~h) Each Team may have up to a maximum of four (4) alternates listed as such on the Team roster.~~

- **331. Synchronized Skating Technical Committee**
- Rule 719, paragraph 7 revised to read:
- 7. Judges shall be positioned at or near center ice along the long axis and sufficiently above the ice surface, (**approx.at barrier height**) so as to afford the best possible position to observe the competitive performances.

E. TECHNICAL RULES

SYNCHRONIZED SKATING

- **356. Synchronized Skating Technical Committee**
- Rule 903, paragraph 1c) new, following paragraphs renumbered, paragraph j) and m) revised to read:
- 1. General Terms
- c) Axis of the Point of Intersection
- ~~Axis refers to the imaginary line(s) which divide the ice surface (long axis, short axis, diagonal axis, continuous axis). A turn(s) or pattern(s) is executed on an axis.~~
- Refers of the axis where the Skaters are passing/intersecting with one another.
- j) Mirror Image Pattern (~~applies to Moves in the Field in Free Skating only~~)
- ~~Only one (1) free skating move may use a mirror image pattern.~~ A mirror image pattern is shown when **any part of** the team uses a combination of both clockwise and anti-clockwise directions. **The mirror image pattern may appear in Step Sequences, blocks, circles, lines and during moves in the field, movements in isolation, pair element and wheel in Free Skating only.**
- m) Retrogression
- The team shows a movement in a direction opposite to that of the initial direction. The team must show a reverse of the first direction, **before resuming the original direction starting point and axis (a slight deviation from the starting point and original axis is permitted).**

357. Synchronized Skating Technical Committee

Rule 903, paragraph 4 a) and ii), paragraph 4b 1., 7. and 9. revised to read:

4. DEFINITION OF FEATURES AND REQUIREMENTS

a) STEP SEQUENCE

- During the Step Sequence all Skaters must execute the same linking steps/turns/edges in the same skating direction at the same time, except during a change of rotation direction, or free skating moves **and to initiate or end a mirror image pattern.**
- **A mirror image pattern is permitted during a Step Sequence. The turns executed during the mirror image pattern will not end a Step Sequence nor be counted towards the level of a Step Sequence.**

7. Lifts

An action in which Skater(s) is elevated to any height and set down by the lifting Skaters or an action in which Skater(s) are elevated to any height by themselves using body support from other Skaters. Lifts may be executed stationary or while gliding. Any rotations and/or positions and changes of positions during the lift are permitted.

The **lifting/supporting** Skaters may rotate but not more than ~~two and one-half (2 ½) revolutions~~ **three and one half (3 ½) revolutions**. Lifts should enhance the music chosen and express its character, but not be a display of acrobatics. Undignified actions and poses are forbidden. The lifts are permitted in Senior Free Skating only.

c) *Types of Lifts (Pair Lift or Group Lift) used in Synchronized Skating*

iii. Stationary lifts that revolves on the spot Rotational lift that **remains stationary** ~~only~~ (rotation of at least 180° **and no more than three and one half (3 1/2)** ~~by the supporting Skaters in a group lift/lifting Skater in pair lift~~)

- A lift that remains stationary as it rotates.
- The lifted and ~~All~~ supporting Skater(s) in a group lift /~~lifting Skater in pair lift~~ must ~~turn~~ rotate at least 180° **and no more than three and one half (3 1/2)** once the lifted Skater is in the elevated position.
- The supporting Skaters in a group lift/lifting Skater in a pair lift must may glide without turning or may turn from forwards to backwards or visa versa using a **two-footed three turn or two-footed mohawk** like steps.

iv. Rotational Lift that glides and rotate at the same time

Rotational lift is a lift in which lifting Skater(s) rotate in clockwise or anti-clockwise direction while gliding/traveling across the ice.

- All Skaters in a group lift / both Skaters in a pair lift must be skating or gliding as they prepare for the lift. The lift must glide during the rotation. There is no minimum amount of ice coverage required for gliding either before, during or after the rotation.
- **The lifted** and supporting Skater(s) in a group lift/~~lifting Skater in pair lift~~ must rotate ~~by turning of~~ at least 180° **and no more than three and one half (3 1/2)** once the lifted Skater is in the elevated position.
- The supporting Skaters in a group lift /lifting Skater in a pair lift must turn from forwards to backwards or visa versa using **a two-footed three turn or two-footed mohawk** like steps.
- All Skaters in a group lift / both Skaters in a pair lift must continue to glide during the exit of the lift. The lift must be “landed” and continue to glide upon “landing”. If the gliding stops at any time during a Rotational **lift that glides and rotates, the gliding will not be counted.**

9. Spins

a) *Types of Spins*

iii. Spin combination:

The spin combination must consist of one (1) change of foot and at least two (2) ~~different changes of~~ **basic positions** (sit, camel, upright or any variation thereof) with not less than three (3) revolutions on each foot. The minimum number of revolutions required in each position is two (2) without interruption. The change of foot and the change of position may be made either at the same time or separately. The change of foot may be executed in the form of a step over but not a jump.

The spin combination must include all three (3) basic positions (sit, camel, upright or any variation thereof) with at least two (2) revolutions in every basic position and only one change of foot with not less than three (3) revolutions on each foot. The change of foot may be executed in the form of a step over or a jump. The change of foot and the change of position may be made either at the same time or separately.

11. Vault

A vault of not more than one (1) revolution, in which a Skater(s) provides passive assistance to another Skater(s) in a non-lifting manner. The take off must be done by the Skater who vaults. In this action there is a continuous ascending and descending movement, (the vaulting Skater is held off of the ice for less than three (3) seconds), **where the vaulting Skater may or may not rotate/revolve. A vault does not resemble a jump.** The hands of a Skater(s) providing the passive assistance may rise higher than shoulder level height. Two (2) vaults are allowed in Junior and Senior Free Skating only.

Rule 903, c) Free Skating Moves paragraph 3. revised to read:

3. Lunges (forward or backward)

A lunge is a movement **either forward or backward on an edge or a flat** in which a Skater travels along the ice with one leg bent (with at least 90° between the thigh and shin of the skating leg) and other leg directly behind with the boot/blade touching the ice. The Skater's torso may be upright, bent forward, leaning backwards or to the side. The free leg may be straight or bent and may be held to the back or side. The free foot may be in any position.

Rule 903, paragraph 5 g), h), i) deleted and renumber following paragraph

5. DEFINITION OF ADDITIONAL FEATURES

g) Interacting and Pivoting Line

Both lines must pivot at least 180°. The pivoting must occur at the same time as the lines are they are interacting.

~~The line must pivot 90°, when compared to each other, from their starting angle. The lines must stay in close proximity to each as they change positions during the whole element.~~

Both lines must pass each other and maintain an approximate 90° angle when compared to each other, as they pivot and interact. All Skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting. Small variances/difference in linking steps are only permitted intermittently/periodically, in order to allow each line to be executed correctly,

h) Pivoting

An **continuous** action where an element such as a line or block turns/rotates around the same a point for a ~~required distance~~. **at least 180°**. **The pivot point may change from one end of a line to the other end**. In this case as the pivot point changes ends, it is permitted to progress through the line. All Skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting.

i) ~~Three Different Patterns~~

~~A pattern of skating that may be curved, diagonal, or in a straight line along the long or short barrier of the ice surface.~~

i) Travel Renumber to i)

An action where a rotating element such as a circle or wheel is caused to move in a given direction or path for a required distance. The rotation and travel must occur at the same time. The path may be curved or straight.

k) ~~Two (or Three) Different Configurations~~

~~An action where the Skaters must change their formation or arrangement while executing a synchronized skating element. Definition for Configuration — see 1 b d).~~

Requirements Senior Short Program

The Senior Short Program shall consist of the following seven (7) Elements, which form **two (2) groups**. The groups ~~which~~ are effective on **July 1st** for the next **three (3) years**.

Group A 2010 - 2011 and 2012-2013

- a) One (1) Block
- b) One (1) Circle
- c) One (1) Intersection
- d) One (1) Line
- e) One (1) Moves in the Field
- f) One (1) No Hold Step Sequence
- g) One (1) Block Step Sequence

Group B 2011-2012

- a) One (1) Block
- b) One (1) Intersection
- c) One (1) Wheel
- d) One (1) Moves in the Field
- e) One (1) No Hold Step Sequence
- f) One (1) Block Step Sequence
- g) One (1) Circle Step Sequence

Group A 2010 – 2011 and 2012-2013

a) BLOCK (Group A)

Block must include:

i) Feature: **None**

ii) Additional Features:

- **Pivoting is required; pivoting must be executed in three (3) lines with the lines as equal as possible**
- Creative innovations and variations are not permitted
- Other Additional Features are permitted and will be counted

b) CIRCLE (Group A)

Circle must include:

i) Feature: **None**

ii) Additional Features:

- One change of configuration is required
- There must be only two (2) configurations
 - one (1) circle
 - circle in a circle in opposite direction
- Change of rotational direction is required
 - change of rotational direction must be executed while in circle in a circle in opposite direction
- Travel is required
 - only one (1) travel is permitted
 - travel must be executed in the one (1) circle
- Creative innovations and variations are not permitted
- No other Additional Features are permitted

c) INTERSECTION (Group A)

- **Intersection must be a box intersection** and must include:

i) Feature:

- The point of intersection is required

ii) Additional Features:

- Back to back preparation and approach is required
- Additional Features are permitted and will be counted

d) LINE (Group A)

- Only one (1) line element is permitted
- one (1) line is a required configuration
- Interacting and pivoting lines are not permitted

i) Feature: **None**

ii) Additional Features:

- Pivoting with turns is required
- Change of configuration is permitted but will not be counted
- Retrogression is permitted but will not be counted
- Interacting is not permitted
- Creative innovations and variations are not permitted

e) MOVES IN THE FIELD (Group A & B)

Moves in the Field must include:

i) Feature:

- A sequence of different free skating moves are required

ii) Additional Features:

- One (1) free skating move must be a spiral (*any type of spiral*)
- Other Additional Features are permitted and will be counted

f) NO HOLD STEP SEQUENCE/NHSS (Group A & B)

The No Hold Step Sequence may be from any difficulty group and must include:

i) Feature:

- Step Sequence is required (see Rule 903 paragraph 4 a))

ii) Additional Feature:

- Creative innovations and variations are not permitted
- Other Additional Features are permitted and will be counted

g) BLOCK STEP SEQUENCE/BSS (Group A & B)

- Any configuration is permitted (a minimum of three (3) lines)
- Block Step Sequence may not occur during (as part of) the block element

i) Feature:

- Step Sequence is required (see Rule 903 paragraph 4 a))

ii) Additional Features:

- No Additional Features are permitted

Group B 2011-2012

For Moves in the Field, No Hold Step Sequence and Block Step Sequence see requirements in Group A.

The requirements for the remaining Elements from Group B see below:

a) BLOCK (Group B)

Block must include:

i) Feature: **None**

ii) Additional Features:

- **Pivoting is required; pivoting must be executed in four (4) lines with the lines as equal as possible**
- Creative innovations and variations are not permitted
- Other Additional Features are permitted and will be counted

b) INTERSECTION (Group B)

- **Intersection must be a triangle intersection** and must include:

i) Feature:

- The point of intersection is required

ii) Additional Features:

- Back to back preparation and approach is required
- Additional Features are permitted and will be counted

c) WHEEL (Group B)

Wheel must include:

i) Feature: None

ii) Additional Features:

- There must be only two (2) configurations
 - two-spoke wheel
 - three-spoke wheel
- Change of configuration is required
- Travel is required
 - only one travel is permitted
 - travel must be executed in the two-spoke wheel
- Change of rotational direction is required
 - change of rotational direction must be executed in the three-spoke wheel
- Creative innovations and variations are not permitted

g) CIRCLE STEP SEQUENCE/CSS (Group B)

- Only one (1) circle configuration is permitted
- One (1) circle is the required configuration
- Circle Step Sequence may not occur during (as part of) the circle element.

i) Feature:

- Step Sequence is required (see Rule 903 paragraph 4 a))

ii) Additional Features:

- No Additional Features are permitted

BLOCK (Group A & B)

a) The block element must meet the following criteria:

- The block element begins once the shape is recognized and all Skaters are lined up in the configuration.
- Each block configuration must have a minimum of three (3) lines.
- Creative innovations and variations are not permitted in the Short Program.
- Blocks must be closed.
- Different heights and free leg extensions may be used.
- Dance jumps and free skating moves are allowed but not required.
- Free skating moves, if used, 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 but all Skaters must use the same hold at the same time except during free skating moves.
- All Skaters must be attached (for most of the time).
- Linking steps/turns may be included but will not be counted for a Step Sequence.
- **Group A: During pivoting there must be three (3) lines**
- **On a team of sixteen (16) each line must have five (5), five (5), and six (6).**
- **Group B: During pivoting there must be four (4) lines.**
- **On a team of sixteen (16) each line must have four (4) Skaters.**
- The block element ends when the block configuration is broken by the transition into a different Element.

b) Ice Coverage / Pattern Requirements:

- **Mirror image pattern is not permitted.**

Other Requirements of Ice Coverage / Pattern Requirements remain the same.

CIRCLE (Group A)

a) The circle element must meet the following criteria:

- The circle element begins once the circle is recognized and starts to rotate with all Skaters participating in the element **configuration**.
- Creative innovations and variations are not permitted in the Short Program.
- Dance jumps and free skating moves are allowed but not required.
- Variety of different holds may be used but all Skaters must use the same hold at the same time except during the change of rotational direction and free skating moves.
- **Only one (1) change of configuration is permitted.**
- **The configurations may be skated in any order.**
- **Two (2) circles at one time are permitted (must be a circle in a circle in opposite direction).**
- There must be a minimum of four (4) Skaters in the centre circle.
- During travel in the one (1) circle, all Skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time, except during a change of rotational direction and free skating moves.
- The circles must continue to rotate as it travels.
- **Only the first change of rotational direction will be counted when executed by the entire team at the same time. (must be executed in the configuration circle in a circle opposite direction).**
- A change of rotational direction is permitted by no more than $\frac{1}{2}$ of the team in order to change configuration if necessary.
- Linking steps/turns may be included but will not be counted for a Step Sequence.
- Step Sequence is permitted but will not be counted.
- The circle element ends when the configuration is broken, stops rotating and begins a transition into a different Element.

b) Ice Coverage / Pattern Requirements: No change

INTERSECTION (Group A & B)

a) 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.
- All Skaters must execute the same turns / linking steps / moves at the same time at the point of intersection.
- The Skaters may pass each other simultaneously or separately as long as every Skater is involved in the intersection.
- A combined intersection is not permitted.
- Un-prescribed or additional intersections are not permitted.
- Collapsing intersections are intersections where Skaters will pass each other at different times. All Skaters must intersect. Examples of a collapsing type of intersection are box and a triangle.
- When using multiple lines the number of Skaters in each of the lines must be as equal as possible.
- **Group A - box intersection has four (4) lines of four (4) Skaters on a team of sixteen (16)**
- **Group B - triangle intersection has three (3) lines and on a team of sixteen (16) each line has five (5), five (5) and six (6).**
- Jumps (except for dance jumps) and back spirals during intersection are illegal (forbidden) elements.
- The intersection element ends upon the start of the transition into a different Element.

b) Phases of an Intersection Element: No change

c) Ice Coverage / Pattern Requirements:

- **Collapsing Intersection: All Skaters must remain within $\frac{1}{2}$ of the length of the ice surface during the preparation and approach phase.**

LINE (Group A)

a) The line element must meet the following criteria:

- The line element begins once the shape is recognized and all Skaters are participating in the configuration.
- The line may move horizontally, diagonally and/or vertically (follow the leader is permitted).
- Some minor deviation in the straight line(s) is permitted when changing from horizontal, vertical or reverse.
- There must be a one (1) line configuration.
- Change of configuration is permitted but will not be counted.
- There may be one (1) line or two (2) lines.
- If there are two (2) lines, these two (2) lines may be jointed or separate.
- Pivoting with turns is required while in one (1) line configuration.
- During pivoting, either a simple or difficult variation with turns is required.
- Creative innovations and variations are not permitted.
- Retrogression is permitted but will not be counted.
- Interacting is not permitted.
- Dance jumps and free skating moves are allowed but not required.
- Variety of different holds may be used.
- The line element ends upon the start of a transition into a different element.

b) Ice Coverage / Pattern Requirements:

- The line element must cover at least the full length of the ice surface or comparable distance to be counted.
- The line may begin in any configuration and anywhere on the ice surface.

WHEEL (Group B)

a) The wheel element must meet the following criteria:

- The wheel element begins once the configuration is recognized and starts to rotate with all Skaters participating in the configuration.
- **Only one (1) change of configuration is permitted (two (2) shapes).**
- **The configurations may be skated in any order.**
- There ~~may~~ **must** be only one (1) wheel at a time.
- The spokes must be as equal as possible.
- The Skaters who are closest to the pivot point may or may not be joined and will be permitted to use a different hold at the pivot point than the hold that the Skaters within the spokes use.
- The Skaters within the spokes may or may not be joined as long as they are all using the same hold.
- During travel, all Skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time, except during a change of rotational direction and free skating moves.
- The wheel must continue to rotate as it travels.
- All Skaters must execute the change of rotational direction at the same time.
- Dance jumps and free skating moves are allowed but not required.
- Variety of different holds may be used.
- The wheel element ends when the wheel configuration is broken, stops rotating and begins a transition into a different Element.

b) Ice Coverage / Pattern Requirements: No change

MOVES IN THE FIELD (Group A & B)

a) Moves in the field element must meet the following criteria:

- This element is a sequence of **different free skating moves**, which may be connected with linking steps/turns.
- A free skating move on an inside edge is considered as a different free skating move than the same free skating move on an outside edge.
- Forward and backward free skating moves are considered as different
- ~~- A free skating move with a change of edge is not considered different than a free skating move in the same position without a change of edge~~
- **A spiral with one change of edge is considered different than a spiral with two changes of edge**
- One (1) of the free skating moves must be a spiral and may be skated in any order.
- All Skaters must execute the same free skating move, in the same position, on the same edge at the same time (including free skating moves with a change of edge).
- The Element begins with the first free skating move.
- Any formation(s) is permitted.
- The team must act as a unit throughout the whole Element.
- Skaters may pass by each other in order to change position, but this pass by may not resemble any intersection.
- Other Additional Features are permitted and will be counted.
- Variety of different holds may be used.
- The Element ends with the completion of the **final** free skating move of the sequence.

b) Ice Coverage / Pattern Requirements:

- Any pattern is permitted.
- The Element may begin and end anywhere on the ice surface.
- The team must stay within a maximum of $\frac{1}{2}$ of the length of the ice surface from each other as they prepare and execute an fm.
- The transition between each of the free skating moves must not be longer than $\frac{1}{3}$ of the length of the ice surface.
- The $\frac{1}{3}$ of the length of the ice surface will be determined by the lead Skater.
- Transition linking the free skating moves are permitted, provided that the entire team does not cover more than $\frac{1}{2}$ of the length of the ice surface.
- Mirror image pattern is not permitted (see Rule 903, paragraph 1.h)).

NO HOLD STEP SEQUENCE (NHSS) (Group A & B)

a) The No Hold Step Sequence Element must meet the following criteria:

- **The No Hold Step Sequence** (NHSS) Element must be executed in a closed block.
- The closed block must consist of four (4) Skaters in four (4) lines
- The NHSS must start and end in a no hold.
- For requirements of Step Sequence see Rule 903 paragraph 4 a).
- During the Step Sequence, all Skaters must execute the same linking steps/turns/edges, in the same skating direction at the same time, except during the free skating moves.

b) Ice Coverage / Pattern Requirements:

The NHSS Element must begin at one end of the ice surface at any place along the short barrier and ends at any place along end at the opposite short barrier keeping the **approximate** shape of the straight line or diagonal pattern end across from the starting point.

- Steps must cover 2/3'rds of the length of the ice surface or a comparable distance
- Pattern
- The pattern must only be a straight or diagonal axis.
 - **Mirror image pattern is not permitted.**
 - The axis must not change once it has been established at the start of the NHSS.
 - Curves and deep edges executed during the Step Sequence are not considered a change of axis as long as the team begins and ends the NHSS Element correctly.

BLOCK STEP SEQUENCE/BSS (Group A & B)

a) The Block Step Sequence Element must meet the following criteria:

- The block must consist of at least three (3) lines.
- Any configuration is permitted
- Changes of configuration are permitted.
- The Block Step Sequence element begins on the entry edge of the first turn.
- All Skaters must be using the same hold at the same time while executing the Block Step Sequence element.
- All Skaters must be attached or able to regrasp following each turn (for most of the time).
- For requirements of Step Sequence see Rule 903 paragraph 4 a).
- The Block Step Sequence element ends when the block configuration is broken by the transition into a different element or if two (2) crossovers in a row are executed.

b) Ice Coverage / Pattern Requirements:

- The Block Step Sequence Element must cover at least two thirds (2/3) of the length of the ice surface or comparable distance during the step sequence.
- Must not resemble the No Hold Step Sequence Element.
- Mirror image pattern is not permitted.

a) The Circle Step Sequence Element must meet the following criteria:

- Only one (1) configuration is permitted
- one (1) circle is the required configuration
- The Circle Step Sequence element begins on the entry edge of the first turn.
- The Circle Step Sequence element must rotate in either a clockwise or anti-clockwise direction.
- Once the Circle Step Sequence has ended (two (2) crossovers in a row) the rotational direction may change for a transition into the next element.
- Changes of Configuration are not permitted.
- All Skaters must be using the same hold at the same time while executing the Circle Step Sequence element.
- All Skaters may or may not be attached
- For requirements of Step Sequence see Rule 903 paragraph 4 a).
- The Circle Step Sequence element ends when the circle configuration is broken by the transition into a different element or if two (2) crossovers in a row are executed.

b) Ice Coverage / Pattern Requirements:

- The Circle Step Sequence Element must cover at least 240° of the circle during the step sequence.
- Mirror image pattern is not permitted.

Requirements Junior Short Program

The Junior Short Program shall consist of seven (7) elements, which form **two (2) groups**.

The groups which are effective on **July 1st** for the next **three (3) years** are as follows:

Group A 2010-2011 and 2012-2013

- a) One (1) Block
- b) One (1) Circle
- c) One (1) Intersection
- d) One (1) Line
- e) One (1) Spiral element
- f) One (1) No Hold Step Sequence
- g) One (1) Block Step Sequence

Group B 2011-2012

- a) One (1) Block
- b) One (1) Intersection
- c) One (1) Wheel
- d) One (1) Spiral element
- e) One (1) No Hold Step Sequence
- f) One (1) Block Step Sequence
- g) One (1) Circle Step Sequence

Group A 2010-2011 and 2012-2013

a) BLOCK (Group A)

Block must include:

i) **Feature:** None

ii) **Additional Features:**

- **Pivoting is required; pivoting must be executed in three (3) lines with the lines as equal as possible**
- Creative innovations and variations are not permitted
- Other Additional Features are permitted and will be counted

b) CIRCLE (Group A)

Circle must include:

i) Feature: None

ii) Additional Features:

- Only one (1) configuration is permitted
- One (1) circle is the required configuration
- Change of rotational direction is required
- A change of rotational direction/cd is permitted but not required and will be counted if executed correctly
- Travel is required
- Creative innovations and variations are not permitted
- No other Additional Features are permitted

c) INTERSECTION (Group A)

- **Intersection must be a box intersection** and must include:

i) Feature:

- The point of intersection is required

ii) Additional Features:

- Back to back preparation and approach is required
- Additional Features are permitted and will be counted

d) LINE (Group A)

- Only one (1) line element is permitted
- One (1) line is a required configuration
- Interacting and pivoting lines are not permitted

i) Feature: None

ii) Additional Features:

- Pivoting with turns is required
- Change of configuration is permitted but will not be counted
- Retrogression is permitted but will not be counted
- Interacting is not permitted
- Creative innovations and variations are not permitted

e) SPIRAL ELEMENT (Group A & B)

The spiral element must include:

i) Feature:

- **A spiral**

ii) Additional Feature:

- **Any Additional Features are permitted and will be counted**

f) NO HOLD STEP SEQUENCE/NHSS (Group A & B)

The No Hold Step Sequence may be from any group and must include:

i) Feature:

- Step Sequence is required (see Rule 903 paragraph 4 a))

ii) Additional Feature:

- Creative innovations and variations are not permitted
- Other Additional Features are permitted and will be counted

g) BLOCK STEP SEQUENCE/BSS (Group A & B)

- Any configuration is permitted (a minimum of three (3) lines)
- Block Step Sequence may not occur during the block element

i) Feature:

- Step Sequence is required (see Rule 903 paragraph 4 a))

ii) Additional Features:

- No Additional Features are permitted

Group B 2011-2012

For Spiral Element, No Hold Step Sequence and Block Step Sequence see requirements in Group A.

The requirements for the remaining Elements from Group B see below:

a) BLOCK (Group B)

Block must include:

i) Feature: **None**

ii) Additional Features:

- Pivoting is required ; pivoting must be executed in four (4) lines with the lines as equal as possible
- Creative innovations and variations are not permitted
- Other Additional Features are permitted and will be counted

b) INTERSECTION (Group B)

- **Intersection must be a triangle intersection** and must include:

i) Feature:

- The point of intersection is required

ii) Additional Features:

- Back to back preparation and approach is required
- Additional Features are permitted and will be counted

c) WHEEL (Group B)

Wheel must include:

i) Feature: None

ii) Additional Features:

- Only one (1) configuration is permitted
 - 4-spoke wheel is the required configuration
- Change of configuration is not permitted
- Travel is required
- Change of rotational direction is required
- Creative innovations and variations are not permitted

d) CIRCLE STEP SEQUENCE/CSS (Group B)

- Only one (1) configuration is permitted
 - one (1) circle is the required configuration
- Circle Step Sequence may not occur during (or part of) the circle element

i) Feature:

- Step Sequence is required (see Rule 903 paragraph 4 a))

ii) Additional Features:

- No Additional Features are permitted

CIRCLE (Group A)

a) The circle element must meet the following criteria:

- The circle element begins once the circle is recognized and starts to rotate with all Skaters participating in the element **configuration**.
- Un-prescribed or additional circles are not permitted.
- Creative innovations and variations are not permitted.
- Dance jumps and free skating moves are allowed but not required.
- Variety of different holds may be used but all Skaters must use the same hold at the same time except during the change of rotational direction and free skating moves.
- During travel, all Skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time, except during a change of rotational direction and free skating moves.
- **Linking steps/turns may be included but will not be counted for a Step Sequence.**
- The circle element ends when the configuration is broken, stops rotating and begins a transition into a different Element.

b) Ice Coverage / Pattern Requirements: No change

SPIRAL ELEMENT (Group A & B)

a) The spiral element must meet the following criteria:

- This element consists of a spiral.
- All Skaters must execute the same spiral, in the same skating direction, on the same foot, on the same edge at the same time (forwards or backwards. inside or outside edge) (including spirals with changes of edge).
- The spiral position must be held for a minimum of three (3) seconds.
- Any formation(s) is permitted.
- The free leg must be fully extended and unassisted, held at least at hip level (including the knee and free foot).
- The team must act as a unit throughout the whole element.
- Skaters may pass by each other in order to change position, but this pass by may not resemble any intersection.
- Variety of different holds may be used.
- Mirror image pattern is not permitted.
- Any Additional Features are permitted and will be counted.
- The element ends with the completion of the spiral.

b) Ice Coverage / Pattern Requirements:

- Any curved pattern may be skated.
- The Element may begin and end anywhere on the ice surface.
- The team must stay within a maximum of $\frac{1}{2}$ the length of the ice surface from each other as they prepare and execute the spiral Element.

WHEEL (Group B)

a) The wheel element must meet the following criteria:

- The wheel element begins once the configuration is recognized and starts to rotate with all Skaters participating in the configuration.
- **Only a 4-spoke configuration is permitted.**
- There may be only one (1) wheel at a time.
- The spokes must be as equal as possible.
- The Skaters who are closest to the pivot point may or may not be joined and will be permitted to use a different hold at the pivot point than the hold that the Skaters within the spokes use.
- The Skaters within the spokes may or may not be joined as long as they are all using the same hold.
- During travel, all Skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time, except during a change of rotational direction and free skating moves.
- All Skaters must execute the change of rotational direction at the same time.
- Dance jumps and free skating moves are allowed but not required.
- Variety of different holds may be used.
- The wheel element ends when the wheel configuration is broken, stops rotating and begins a transition into a different Element.

b) Ice Coverage / Pattern Requirements: No change

5. Features / Additional Features

The Features (Step Sequences, free skating moves/elements, point of intersection) are divided into the groups according to their difficulty (see Rule 903 paragraph 4.)

The following Features are included in the difficulty levels for the following Elements in Short Program and called by the Technical Specialists:

Block Step Sequence: Step Sequence

Circle Step Sequence: Step Sequence

Intersection: Point of Intersection

Moves in the Field: Free Skating Moves

No Hold Step Sequence: Step Sequence

Spiral Element: Free Skating Moves

8. Deductions, Reductions in Short Program:

Deductions and Reductions for the Short Program will be updated yearly and published in an ISU Communication.

b) Further deductions for a fall in any part of the program (required elements and transitions) will be identified **and confirmed** by the Technical Panel. ~~Specialists and confirmed by the Technical Controller.~~

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 deductions will be applied (see paragraph 8f).

For an interpretation of paragraph 8a) and 8b), a fall is defined as the loss of control by a Skater with the result that the majority of his/her own body weight is on the ice being supported by any other part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.

e) Deductions made by the Referee (Costume and Make-up) from the Total Score for each violation will be as follows (see also Rule 806 paragraph 1a):

- ~~Costume and Make-up violation: -1.0~~
- **Costume and Make-up violation – 3.0 per violation**
- **Using feathers as part of the costume (including headpieces) -1.0**
- Music violation: -1.0
- **First glide/skating begins after 10 (ten) seconds of music starting: -1.0**
- Program time violation: -1.0 for every five (5) seconds lacking or in excess
- Holds (not according to requirements) according to Rule 905 paragraph 1 d): -1.0 up to – 2.0
- ~~Excessive use of ice (during a transition / between elements): -1.0~~
- ~~Excessive use of ice (during an element): -1.0~~
- Excessive division into small groups and sub-grouping more than ½ of the program: -2.0
- Deductions for an interruption of a program (causes by a stumble or fall): deduction -1.0 (for 11 - 20 seconds interruption) and deduction -2.0 (for 21 - 30 seconds interruption) etc.
- ~~Choreography excessively facing one side of the rink: -2.0.~~

~~f) Deductions for the duration of a fall(s) which interrupts a program will be done by the Referee from the Total Score as follows: deduction -1.0 for 11 – 20 seconds interruption, deduction -2.0 for 21 -30 seconds interruption etc.~~

~~g) The choreography and elements must be executed facing towards all sides of the rink and not excessively facing one side, otherwise the deduction -2.0 will be done by the Referee.~~

9. Illegal Elements/Features/Additional Features/Movements

Senior and Junior Short Program

- i. **Vault and** lifts of any variety
- ii. any jump (other than a dance jump), of one half (1/2) revolution or more performed by the entire team (for example: split jumps, waltz jumps, stag jumps and variations thereof where the Skaters are elevated off of the ice.)
- iii. assisted jumps / throw jumps
- iv. intersections incorporating back spirals
- v. prolonged (longer than three (3) seconds) lying or kneeling (on one or both knees) on the ice at the beginning, end and/or during the program
- vi. movements in isolation
- vii. highlighting (see Rule 903, paragraph 1.h))
- viii. **mirror image pattern in any Element or Feature (except for point of intersection) in Moves in the Field**

When illegal Elements, Features, Additional Features and movements are included, a deduction will be made from the Total Score by the Technical Specialist and verified by the Technical Controller (see Rule 906 paragraph 8d).

1. General:

a) Free Skating consists of a well balanced program composed of elements and other linking movements **reflecting the character of the music and/or expressing a concept, story, theme or idea** ~~skated to music~~ of the team's own choice. A good program contains elements such as blocks, circles, intersections, lines, movements in isolation, moves in the field, **pair element**, spins and wheels 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.

c) Features and Additional Features are optional in a Free Skating well balanced program. In order to increase the difficulty of the required elements in Free Skating, Features and Additional Features may be incorporated into the Free Skating elements and will be called by the Technical Panel and evaluated by the Judges. **Step Sequence Feature is permitted in elements (including Block and Circle) but the steps/turns used will not be counted towards the levels of the elements. Only Step Sequence in the Step Sequence elements (Block Step Sequence, Circle Step Sequence and No Hold Step Sequence) will be counted towards the levels of those elements.**

h) ~~Adding one or two~~ Additional Features to a Step Sequence will move a Step Sequence to a higher group of difficulty.

i) Mirror image pattern (~~applies to Moves in the Field~~ in Free Skating only). A mirror image pattern is shown when the team uses a combination of both clockwise and anti-clockwise directions.

- Block element – mirror image pattern may be included in the block element
- Circle element – mirror image pattern may be included in the circle element
- Line element – mirror image pattern may be included in the line element
- Moves in the field element - Only one (1) free skating move may use a mirror image pattern
- Movements in isolation element – mirror image pattern may be included in the moves in isolation element
- Pair element – mirror image pattern may be included in the pair element
- Step Sequence elements - Mirror image pattern is permitted at any time during a Step Sequence (except in the Circle Step Sequence where mirror image is not permitted). The turns executed during the mirror image pattern will not be counted as part of the level of the Block Step Sequence and No Hold Step Sequence. A mirror image pattern will not interrupt the Step Sequence
- Wheel element – mirror image pattern may be included in the wheel element.

k) Lifts may be used in Senior Free Skating but limited to a maximum of three (3) lifts. One (1) of those three lifts may be a pair lift ~~where lifting Skaters may not have their lifting hand(s) higher than shoulders and~~ the remaining two (2) lifts may be group lifts or all (3) lifts may be group lifts. (See Rule 903 4b), 7a) and b)

Senior Well Balanced Program

Senior Free Skating well balanced program must contain the following ~~ten (10)~~ eleven (11) elements:

- a) One (1) Block
- b) One (1) Circle
- c) Two (2) Different Intersections
- d) One (1) Line
- e) One (1) Wheel
- f) One (1) Moves in the Field (MF)
- g) One (1) No Hold Step Sequence (NHSS)
- h) One (1) EI from Movement in Isolation, Pair EI or Spin
- i) One (1) Block Step Sequence
- j) One (1) Circle Step Sequence

3. Junior Well Balanced Program

Junior Free Skating well balanced program must contain the following ten (10) elements:

- a) One (1) Block
- b) One (1) Circle
- c) **One (1) Intersection**
- d) One (1) Line
- e) One (1) Wheel
- f) One (1) No Hold Step Sequence (NHSS)
- g) One (1) Movements in Isolation
- h) One (1) Element selected from Spin or Moves in the Field
- i) **One (1) Block Step Sequence**
- j) **One (1) Circle Step Sequence**

a) The block element must meet the following criteria:

- The block element begins once the shape is recognized and all Skaters are lined up in the configuration.
 - A block **configuration** must have a minimum of 3 lines.
 - Creative innovations and variations are permitted in Free Skating.
 - **Linking steps/turns may be included but will not be counted for a Step Sequence.**
 - Blocks must be closed.
 - Different heights and free leg extensions may be used.
 - Dance jumps and free skating moves are allowed but not required.
 - Free skating moves, if used, must be done at the same time in all lines but need not be the same by all Skaters.
 - **Mirror image pattern is permitted during the block element (see additional features for requirements).**
 - Variety of different holds may be used.
 - All Skaters must be attached (for most of the time).
 - ~~All Skaters must be using the same hold at the same time while executing the Step Sequence~~
- Feature**
- The block element ends when the block configuration is broken by the transition into a different Element.

b) Ice Coverage / Pattern Requirements: No Change

CIRCLE

a) The circle element must meet the following criteria:

- The circle element begins once the circle is recognized and starts to rotate with all Skaters participating in **the configuration**.
- Any configuration may be used.
- There may be a maximum of three (3) circles.
- A circle must have a minimum of four (4) Skaters.
- Creative innovations and variations are permitted in Free Skating.
- **Linking steps/turns may be included but will not be counted for a Step Sequence.**
- Dance jumps and free skating moves are allowed but not required.
- ~~- Step Sequence, if executed, must be completed while all Skaters are in the circle formation.~~
- ~~- During the Step Sequence, all Skaters must execute the same linking steps/turns/edges, in the same skating direction at the same time, except during the change of rotational direction and during free skating moves.~~
- Variety of different holds may be used.
- The circle Element ends when the configuration is broken, stops rotating and begins a transition into a different element.

b) Ice Coverage / Pattern Requirements: No Change

INTERSECTION

a) 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 Skaters may pass each other simultaneously or separately as long as every Skater is involved in the intersection.
- **In Senior Free Skating:** Intersection #1 and Intersection #2 must be different.
- Intersection # 1 and Intersection #2 may occur separately or be executed one after the other.
- **The point of intersection is permitted in both intersections.**
- **Only one (1) pi will be counted and that intersection must be indicated on the Planned Program Content Sheet. If this is not written on the Planned Program Content sheet then in the case that both intersections include a rotation at the pi, the pi executed in the second intersection will not be counted.**
- Collapsing intersections are intersections where Skaters pass each other at different times. All Skaters must intersect. Examples of a collapsing type of intersection are a box and a triangle. When using multiple lines the number of Skaters in each of the lines must be as equal as possible.

Examples:

- Whip intersection

- On a team of sixteen (16) Skaters each line must have eight (8) Skaters.

- Triangle intersection

- On a team of sixteen (16) Skaters each line has five (5), five (5) and six (6) Skaters.

- **Combined intersection.** An intersection that combines rotating Element(s) such as a circle(s) and/or wheel(s) with line(s). There must be at least four (4) Skaters in a circle, three (3) Skaters in a spoke and five (5) Skaters in a line.

- All Skaters may execute the same turns/linking steps/moves at the point of intersection OR if one half of the team executes the same turns/linking steps/moves at the point of intersection then the other half of the team may execute a different turn/linking steps/moves. The lowest level will count.

- Jumps (except for dance jumps) and back spirals during intersection are illegal. (forbidden elements)

- The intersection element ends upon the start of the transition into a different Element.

b) Phases of an Intersection Element: No Change

c) Ice Coverage / Pattern Requirements:

~~The maximum distance between the lines of an intersection must be approximately 1/3 of the length of the ice surface during the Preparation and Approach phase of the Intersection.~~

- **Angled intersection:** The maximum distance between the end of one (1) line when compared to the end of the other line shall be no more than $\frac{1}{2}$ of the length of the ice surface during the preparation and approach phase. The distance is measured from the two (2) Skaters (one from each line) who are closest to each other.

- **Collapsing intersection:** All Skaters must remain within $\frac{1}{2}$ of the length of the ice surface during the preparation and approach phase.

- **Combined intersection:** All Skaters must remain within $\frac{1}{2}$ of the length of the ice surface during the preparation and approach phase.

LINE

a) The line element must meet the following criteria:

- The line element begins once the shape is recognized and all Skaters are participating in the configuration.
- Line(s) may move horizontally, diagonally and/or vertically.
- Some minor deviation in the straight line(s) is permitted when changing from horizontal, vertical or reverse.
- There may be one (1) line or two (2) lines.
- If there are two (2) lines, these two (2) lines may be joined or separate and may pass by each other.
- The number of Skaters in each line must be as equal as possible.
- Creative innovations and variations are permitted in Free Skating
- Dance jumps and free skating moves are allowed but not required.
- Variety of different holds may be used.
- The line element ends upon the start of a transition into a different Element.

b) Ice Coverage / Pattern Requirements:

- The line element must cover at least the full length of the ice surface or comparable distance to be counted, except when lines are interacting and pivoting at the same time.
- The line may begin anywhere on the ice surface.
- The two (2) lines must be in close proximity to each other, within $\frac{1}{2}$ of the ice surface.
- Retrogression is permitted.

MOVES IN THE FIELD

a) Moves in the field element must meet the following criteria:

- This element is a sequence of ~~only three (3)~~ different free skating moves that must not be repeated and which can may be connected with linking steps/turns.
- A free skating move on an inside edge is considered as a different free skating move than the same free skating move on an outside edge.
- Forward and backward free skating moves are considered as different.
- **A spiral with one change of edge is considered different than a spiral with two changes of edge.**
- ~~A free skating move with a change of edge is not considered different than a free skating move in the same position without a change of edge.~~
- The Element begins with the first free skating move.
- Any formation(s) is permitted.
- The team must act as a unit throughout the whole Element.
- Skaters may pass by each other in order to change position, but this pass-by may not resemble any intersection.
- All Skaters must perform a free skating move at the same time.
- One half of the team may perform one type of a free skating move and the other half of the team may perform another type of a free skating move.
- In this case, the lowest level free skating move will be counted.
- In this case neither of the free skating moves may be repeated.
- Variety of different holds may be used.
- **Only one (1) free skating move is permitted to be executed in a mirror image pattern. (see Rule 903 paragraph 1. I j))**
- The moves in the field element ends with the completion of the 3rd final free skating move.

b) Ice Coverage / Pattern Requirements:

- Any pattern is permitted.
- The element may begin and end anywhere on the ice surface. The team must stay within $\frac{1}{2}$ of the length of the ice surface from each other as they prepare and execute an fm.
- The transition between each of the free skating moves must not be longer than $\frac{1}{3}$ of the length of the ice surface ~~or comparable distance.~~
- The $\frac{1}{3}$ of the ice surface will be determined by the lead Skater.
- Transition linking the free skating moves are permitted, provided that the entire team does not covers more than $\frac{1}{2}$ of the length of the ice surface.
- Mirror image pattern is permitted (see paragraph a) above). (see Rule 903 paragraph 1. i j))

MOVEMENTS IN ISOLATION

a) 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 movement in isolation element is a presentation of a free skating element or free skating move.
- The free skating element(s)/move(s) to be counted for evaluation should be must be marked on the Program Content Sheet.

~~If the team chooses to execute the second Movement in Isolation Element, for the well balanced program, then that free skating element must be different than the free skating element used in the first Movement in Isolation. Two (2) Group lifts are permitted if they are different from each other.~~

- Only one (1) free skating element(s)/move(s) will be evaluated at one time.

i) Movement in isolation in Senior Free Skating program includes:

- One (1) free skating element.
- Other free skating elements and free skating moves may be used but will not be counted.
- When two (2) free skating element(s) and / or free skating move(s) are executed at the same time, the lowest level free skating element / move will be counted if not specified on the Program Content Sheet.
- The rest of the team must also participate in the movement in isolation element by presenting / supporting the free skating element. These Skaters must skating / gliding/ executing other skating movements or attempting an fe/fm even if those fe/fm's are not being considered for points.
- The remaining Skaters not executing the fe for points may not stand / stop or become stationary or become a distraction during the Element.

ii) Movements in isolation in Junior Free Skating program includes:

- One (1) free skating element or one (1) free skating move.
- Other free skating elements and free skating moves may be used but will not be counted
- When two (2) free skating element(s) and / or free skating move(s) are executed at the same time, the lowest level free skating element / move will be counted if not specified on the Program Content Sheet.
- The rest of the team must also participate in the movement in isolation element by presenting / supporting the free skating element. These Skaters must skating / gliding/ executing other skating movements or attempting an fe/fm even if those fe/fm's are not being considered for points.
- The remaining Skaters not executing the fe for points may not stand / stop or become stationary or become a distraction during the Element.
- The difficulty of the element depends on the difficulty of the free skating element(s)/move(s) performed and the number of Skaters executing the free skating element(s)/move(s).
- The same free skating element(s)/move(s) must be completed by:
 - At least three (3) individual Skaters to maximum of no more than half of a team eight (8) individual Skaters is a maximum on a team with sixteen (16) Skaters.
 - At least two (2) to a maximum of four (4) pairs.
 - ~~- At least one (1) to a maximum of four (4) Group lifts~~

b) Ice Coverage / Pattern Requirements: No Change

NO HOLD BLOCK STEP SEQUENCE/NHSS

a) The No Hold Block Step Sequence (NHSS) Element must meet the following criteria:

- The No Hold Block (NHB) Step Sequence (NHSS) Element must be executed in a closed block.
- The closed block must consist of four (4) Skaters in four (4) lines.
- **Creative innovations and variations are permitted in Free Skating**
- The NHB NHSS must start and end in a no hold.
- During the Step Sequence, NHSS, all Skaters must execute the same linking **steps/turns/edges in the same skating direction, at the same time, except during free skating moves.**
- **Mirror image pattern is permitted but the turns used during the mirror image will not be counted towards the level of the NHSS.**

b) Ice Coverage / Pattern Requirements:

The No Hold Block NHSS element must begin at one end of the ice surface, at any place along the short barrier and ends at any place along end at the opposite short barrier keeping the approximate shape of the straight line or diagonal pattern end across from the starting point.

- Steps must cover 2/3'rds of the length of the ice surface or a comparable distance Pattern
- The pattern must only be a straight or diagonal axis.
- The axis must not change once it has been established at the start of the NHB NHSS.
- Curves and deep edges executed during the Step Sequence are not considered a change of axis as long as the team begins and ends the NHB element correctly.

i) Straight Block Pattern;

ii) Diagonal Block Pattern;

- At least one (1) Skater must start behind the red hockey goal line and at least one (1) Skater must end behind the red hockey goal line at the opposite end of the ice surface.
- **Mirror image pattern is permitted but the turns used during the mirror image pattern will not be counted towards the level of the No Hold Step Sequence.**

PAIR ELEMENT No Change

SPIN No Change

WHEEL

a) The wheel element must meet the following criteria:

- The wheel element begins once the configuration is recognized and starts to rotate with all Skaters participating in the configuration.
- Only one (1) wheel may be executed to a max of three (3) wheels executed at the same time.
- If there are two (2) or more wheels, there must be at least three (3) Skaters in a spoke with a team of sixteen (16) Skaters.
- Creative innovations and variations are permitted in the Free Skating.
- The Skaters who are closest to the pivot point may or may not be joined.
- Variety of different holds may be used.
- The Skaters within the spokes may or may not be joined.
- Spokes may be straight or curved and be of different lengths.
- A variation of a wheel configuration is defined as: a deviation of a basic wheel shape where Skaters are attached to the wheel or a spoke and rotating around a pivot point. ~~The Skaters nearest the pivot point may or may not be joined at the centre of the wheel or it's variation.~~
- **Basic wheel shapes are define as follows:**
- **One (1), two (2) (or "S" wheel), three (3), four (4), or five (5) spoke wheel, Interlocking wheels**
- **Two (2) - line parallel wheel**
- **In a basic wheel shape the Skaters nearest the pivot point may or may not be joined at the centre of the wheel.**
- Dance jumps and free skating moves are allowed but not required.
- The wheel element ends when the wheel configuration is broken, stops rotating and begins a transition into a different Element.

b) Ice Coverage / Pattern Requirements:

- To fulfill the requirements for the wheel element, a wheel must rotate at least 360°.
- The Skaters at one end of each spoke closest to the pivot point must remain close to each other to a maximum distance of 1/6 of the length of the ice surface (**approximately 10 meters**), even during a change of rotational direction.
- It is not necessary to maintain the same wheel configuration after a change of rotational direction if changing the configuration at the same time. It is necessary to keep the same wheel configuration after a change of rotational direction if there is no change of configuration.
- ~~- If traveling a wheel must travel for at least $\frac{1}{4}$ of the length of the ice surface.~~
- ~~- The wheel must continue to rotate as it travels.~~
- ~~- Travel must be uninterrupted.~~

BLOCK STEP SEQUENCE/BSS

a) The Block Step Sequence element must meet the following criteria:

- The block must consist of at least three (3) lines.
- Any configuration is permitted
- The Block Step Sequence element begins on the entry edge of the first turn.
- Changes of configuration are permitted.
- Mirror image pattern is permitted but the turns used during the mirror image will not be counted towards the level of the Block Step Sequence element.
- All Skaters must be using the same hold at the same time while executing the Block Step Sequence element.
- All Skaters must be attached or able to regasp following each turn (for most of the time).
- For requirements of Step Sequence see Rule 903 paragraph 4 a).
- The Block Step Sequence element ends when the block configuration is broken by the transition into a different element or if two (2) crossovers in a row are executed.

b) Ice Coverage / Pattern requirements:

- The Block Step Sequence Element must cover at least two thirds (2/3) of the length of the ice surface or comparable distance during the step sequence.
- Must not resemble the No Hold Step Sequence.

CIRCLE STEP SEQUENCE/CSS

a) The Circle Step Sequence Element must meet the following criteria:

- Only one (1) configuration is permitted
- one (1) circle is the required configuration
- The Circle Step Sequence element begins on the entry edge of the first turn.
- The circle may rotate clockwise or anti-clockwise or a combination of both.
- Changes of configuration are not permitted.
- All Skaters must be using the same hold at the same time while executing the Circle Step Sequence element.
- All Skaters may or may not be attached following each turn.
- For requirements of Step Sequence see Rule 903 paragraph 4 a).
- The Circle Step Sequence element ends when the circle configuration is broken by the transition into a different element or if two (2) crossovers in a row are executed.

b) Ice Coverage / Pattern Requirements:

- The Circle Step Sequence Element must cover at least 240° of the circle or a comparable distance if using both clockwise and anti-clockwise directions during the step sequence.
- Mirror image pattern is not permitted.

5. Features / Additional Features

The Features (Step Sequences, free skating moves/elements, point of intersection) are divided into the groups according to their difficulty (see Rule 903 paragraph 4).

The following Features are included in the difficulty levels for the following Elements in Free Skating and called by Technical Specialists:

Block Step Sequence: Step Sequence

Circle Step Sequence: Step Sequence

Intersection: Point of Intersection

Moves in the Field: Free Skating Moves

Movement in Isolation Senior: Free Skating Elements

Movement in Isolation Junior: Free Skating Moves/Elements

No Hold Block Step Sequence: Step Sequence

Pair Element: Free Skating Moves/Elements

6. Bonus

~~Unique, innovative element or movement or transition either within the given number of elements of a Well Balanced Program or as an extraordinary element not listed within a Well Balanced Program in Free Skating will receive a Bonus. The Bonus is identified by the Technical Specialist and verified by Technical Controller who will immediately inform the ISU Secretariat~~

8. Deductions, Reductions in Free Skating:

b) Further deductions for a fall in any part of the program (required elements and transitions) will be identified **and confirmed** by the Technical Panel.

~~Specialists and confirmed by the Technical Controller.~~

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 deductions will be applied (see paragraph 8 f).

For an interpretation of paragraph 8a) and 8b), a fall is defined as the loss of control by a Skater with the result that the majority of his/her own body weight is on the ice being supported by any other part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.

e) Deductions made by the Referee (Costume and Make-up) from the Total Score for each violation will be as follows (see also Rule 806 paragraph 1a):

~~- Costume and Make-up violation: -1.0~~

- **Costume and Make-up violation – 3.0 per violation**

- **Using feathers as part of the costume (including headpieces) -1.0**

- Music violation: -1.0

- **First glide/skating begins after 10 (ten) seconds of music starting: -1.0**

- Program time violation: -1.0 for every five (5) seconds lacking or in excess

- Holds (not according to requirements) according to Rule 905 paragraph 1 d): -1.0 up to -2.0
- ~~- Excessive use of ice (during an element): -1.0~~
- Excessive division into small groups and sub-grouping more than ½ of the program: -2.0
- Deductions for an interruption of a program (causes by a stumble or fall) deduction -1.0 (for 11 - 20 seconds interruption) and deduction -2.0 (for 21 - 30 seconds interruption) etc.
- ~~f) Deductions for the duration of a fall(s) which interrupts a program will be done by the Referee from the Total Score as follows: deduction -1.0 for 11 – 20 seconds interruption, deduction -2.0 for 21 -30 seconds interruption etc.~~
- ~~g) The choreography and elements must be executed facing towards all sides of the rink and not excessively facing one side, otherwise the deduction -2.0 will be done by the Referee.~~

Reason: To reflect the changes made in the Deductions. To avoid drawing the public's attraction more towards the costume than the performance, to stay within a proper **sport character**; the increase of deductions should reflect the severity of violation.

9. Illegal Elements/Features/Additional Features/Movements

a) Senior Free Skating

i) lifts other as defined in Rule 903, para 4. b)

ii) additional lifts or vaults

iii) solo jumps, jump combinations or jump sequences of any variety performed by the entire team (for example - split jump, waltz jump, stag jump and variations thereof where the Skaters are elevated.)

iv) jumps of more than one and one-half (1 ½) revolutions performed in movements in isolation

v) throw jumps

vi) assisted jumps of more than one (1) revolution

vii) intersections incorporating back spirals

viii) prolonged lying (longer than three (3) seconds) or kneeling (one or both knees) on the ice at the beginning end and/or during the program

ix) highlighting (one group lift is permitted)

x) sub-grouping

xi) flying camel spin executed by the entire team

b) Junior Free Skating

i) lifts of any variety

ii) additional vaults (more than two Vaults)

iii) solo jumps, jump combinations or jump sequences of any variety performed by the entire team (for example split jump, waltz jump, stag jump and variations thereof where the Skaters are elevated).

iv) jumps of more than one (1) revolution performed in movements in isolation

v) throw jumps

vi) assisted jumps of more than one (1) revolution

vii) intersections incorporating back spirals

viii) prolonged lying (longer than three (3) seconds) or kneeling (one or both knees) on the ice at the beginning, end and/or during the program

ix) highlighting

x) sub-grouping

xi) flying camel spin executed by the entire team

367. Synchronized Skating Technical Committee

Rule 933 paragraph 1 revised, 4 and 5 (new).

1. The starting order of Teams in Free Skating is determined from the result of the Short Program (see Rule 969, paragraph 3 and 5).

4. If one or more Teams having obtained scores that would have qualified them for the next segment (e.g. free skating Group A) decide to withdraw their participation before the beginning of the following segment then the open spots will not be substituted by any other Team(s) and the number of maximum qualified Teams for the next segment will be reduced by the number of withdrawn Teams.

If the withdrawal(s) is announced after the draw for the starting order of the following segment, then the starting order and the warm-up groups will not be changed and the spot of the withdrawn Team(s) remains empty.

5. If one or more Teams having obtained scores that would have qualified them for the next segment (e.g. free skating Group A) are disqualified before the beginning of the following segment then the open spot(s) will be filled by the first placed Team(s), who, in the concerned segment, initially had not reached the following segment.

Such Team(s) will receive the first starting numbers in the first warm-up group and this warm-up group will be complemented with the concerned number of Teams.

369. Synchronized Skating Technical Committee

Rule 936 paragraph 3 and 4 revised to read:

3. No restarts of the whole program are allowed (for exceptions due to deficient music, see paragraph 1e) 2a) of this Rule).
4. Once a Short Program or Free Skating has started, no substitution of personnel will be permitted. However, registered Team alternates may be substituted if the Team's program is stopped by the Referee due to injury or equipment problems. If a team substitutes a Skater without the Referee first stopping the program, the team will be disqualified.

370. Synchronized Skating Technical Committee

Rule 969 paragraph 2 b) revised to read and d), e), f), g) and h) added. (In the Committees opinion, should be moved to Special Regulations):

The ISU WSSC/ISU SKJWCC will consist of the Short Program and the Free Skating independent on the number of entries.

2. The draw for the Short Program will be made as follows:

a) Based on the results of the previous ISU WSSC/ISU SSJWCC (placement of the Teams by country/ISU Member), the participating teams are listed with the last year's first place as first, the second place as second, the third place as third and so on.

b) Teams/countries with no result from previous year (new countries/ISU Members) respectively countries with a second team, which did not participate at the last ISU WSSC/ISU SSJWCC will be listed on the bottom of the list.

c) In a case that country/ISU Member has two (2) teams qualified for the Worlds, the following procedure will take place:

The best nationally ranked team of the country / ISU Member will be entered as Team 1 for the ISU WSSC/ISU SSJWCC. Team 1 will be listed for a draw according to the last year's best placement of the respective country's/ ISU Member's team. Team 2 will be listed for a draw according to the placement of the second placed team of that country/ISU Member.

d) The participating teams will be split in two (2) equal halves. The half of the top listed teams is called "skate later," the half with the bottom listed teams is called "skate early." If the number of participating teams is not equally divisible, the higher ranked half will contain one team more.

e) As many teams, as there are places to skate in the last group, will be seeded based on the results of the previous ISU WSSC/ISU SSJWCC. The skating groups will be determined in each half individually.

f) There will be an open draw between all remaining teams of the half skating later.

g) There will be an open draw within all teams of the half skating earlier (bottom half of the list).

h) For this purpose all teams will be listed in alphabetical country order. The draw determines first, which country draws first and after this there will be the usual draw for the starting order.

371. Synchronized Skating Technical Committee

Rule 969, paragraph 3 a), b) and c) added. (In the Committees opinion, should be moved to Special Regulations):

3. The draw for the Free Skating will be according to the placements of Teams in the Short Program. If such placements are equal, the Teams concerned are tied and shall be drawn in the same group.

a) According to the results in the Short Program event, the teams would be divided into two (2) Groups with the teams placed in Short Program among the first twelve (12) teams being drawn in the second part for Free Skating (called Group A “skating later”) and teams placed in the second half in Short Program (starting with the teams placed as thirteen (13) being drawn in the first part for Free Skating (called Group B “skating earlier”).

b) The draw for Free Skating will be according to placements of the Short Program for Group A and B separately.

c) Free Skating of Group B will take place before Free Skating of Group A and a short break between those 2 Groups will be scheduled.

If such a tie in the Short Program occurs for 12th place, all the tied Teams will qualify for the Free Skating for which they will be drawn in the same (first) group which will be divided into two subgroups in cases specified in Rule 934, paragraph.3.

FIN