

INDEX for Additional Features

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ADDITIONAL FEATURES (Variations)	
GENERAL	Technical Panel
Variations will be counted only once per element	all variations are counted if executed correctly and the highest level for the element will be called
Variations may be repeated within the same element (<i>as outlined in Technical Regulations</i>)	the most difficult variation that meets the requirements will be counted towards the level of the element
Some variations may be executed at the same time as other variations	see each element for details
Variations that are executed using the wrong shape (incorrect number of lines or configurations including an incorrect number of skaters)	variation is not counted
Variations must meet the minimum ice coverage, rotation or pivoting requirements	variation is not counted; if the minimum ice requirements are not met
The team must not exceed the maximum size (ice requirement) for each element	element is called + DED2; for excessive use of ice
Creative Modifications and Variations are permitted in the Free Program	element is called; as long as the element configuration / shape meets the requirements for that element see SP and FS for calls; when a creative modification is executed
Mirror Image Pattern is permitted in the Free Program (except in CSS)	element / Feature is counted; those turns executed during a mirror image pattern will not be counted towards the level of the ss. The ss is not considered as interrupted

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

BLOCK - VARIATIONS

1. Change of Configuration – applies to a (level 2) and b (level 3 & 4)	
	Technical Panel
There is no specific length of time that a configuration must be held, however it must be recognizable	change of configuration is counted; if recognized
There must be two (2) DIFFERENT configurations	change of configuration is not counted; if not two (2) different configurations the number of lines and/or the number of skaters in each line must be different to be considered as a different configuration
Both configurations must be gliding	change of configuration is not counted; if one (1) of the shapes is stationary
At least one (1) 360° rotation / turn(s) is required	change of configuration is not counted; if not at least one (1) 360° rotation is included
The rotation may be executed on one (1) foot or two (2) feet	change of configuration is counted
If using turns, the turns do not have to be correctly executed	change of configuration is counted; even if the turns are incorrectly executed
The 360° rotation / turn(s) must be continuous	change of configuration is not counted; if the 360° rotation / turn is not continuous
The change of configuration can be executed either quickly or more slowly	change of configuration is counted; independent of speed
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if one (1) crossover is executed during a change of configuration by three (3) or more skaters
A hold is not required for a change of configuration to be considered completed	change of configuration is counted; as long as the skaters are lined up in the new configuration
If a change of configuration is executed incorrectly	call one (1) level lower with reference to the other correctly executed requirements Example: B3 will be called; if ONLY pivoting c (level 4) is correctly executed
If a change of configuration is not included (never attempted)	B1 will be called
a. One (1) change of configuration must be executed with at least one (1) 360° rotation (linking steps, except crossovers, are permitted)	
Non-rotating linking steps may be used to begin or complete the change of configuration	change of configuration is counted; as long as a rotation of 360° is included
b. One (1) change of configuration must be executed with at least one (1) 360° rotation (linking steps that do not rotate are NOT permitted)	
Only rotations/turns/rotating linking steps are permitted during the change of configuration	change of configuration is not counted; if non-rotating linking steps are executed during any part of the change of configuration
2. Pivoting – applies to a (level 2), b (level 3) and c (level 4)	
Pivoting must meet the minimum requirement (180° for level 2 & 3, 270° for level 4) by all lines in the block	pivoting is counted; if the minimum requirements of a level are met
The amount of pivoting will be counted from the entry edge of the first turn	any pivoting before the entry edge of first turn is permitted but will not be counted towards the amount of pivoting
Pivoting must be continuous and executed all at once and not in two different parts	pivoting is not counted; if not executed all at once
Pivoting must occur during only one (1) configuration of a block	pivoting is not counted; if minimum requirements are not met before a change of configuration (pivot will end)
The pivoting can be executed either quickly or slowly	pivoting will be counted; independent of speed
During pivoting the block must progress along a minimum 1/3 of the length of the ice surface or comparable distance across the width of the ice surface (level 3 & 4: during the series of turns, and level 2 during the required pivoting)	pivoting is not counted; if all skaters do not cover at least 1/3 of the length of the ice surface or a comparable distance
All skaters must execute the same turns/edges (and linking steps for level 2), in the same skating direction, at the same time during pivoting	pivoting is not counted; if not the same etc.
The direction of pivoting must be in either a clockwise or anti-clockwise direction	pivoting is not counted; if a combination of directions are used
If any type of pivot is not included (never attempted)	B1 will be called

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

BLOCK VARIATIONS - CONTINUED	
a. Pivoting at least 180° with two (2) turns from any level	
	Technical Panel
If the pivot point change from one end of the block to the other, the pivoting action must be uninterrupted	pivoting is not counted; if the pivoting action gets interrupted
The lines should remain close and parallel to each other as possible	pivoting is counted; even if lines are not close and parallel to each other
Two (2) turns from any level are required Both turns must be correctly executed	pivoting is not counted; if one (1) of the required turns are incorrectly executed by three (3) or more skaters
2. Pivoting - applies for b (level 3) and c (level 4)	
All required turns in the series must be executed correctly	if one (1) turn is incorrectly executed by three (3) or more skaters (any type of error); call one (1) level lower as long as the other requirements are met for that level if two (2) turns are incorrectly executed by three (3) or more skaters (any type of error); call two (2) levels lower as long as the other requirements are met for that level
One (1) change of edge is permitted between each of the required turns in order to make an entry edge for the next turn	pivoting is not counted; if there is more than one (1) change of edge between the required turns
Pivoting must be uninterrupted and completed while executing the required number of turns	if three (3) or more skaters stops pivoting before the last turn is completed; call one (1) level lower as long as the other requirements are met for that level if correctly executing B4 but the pivoting is interrupted momentarily by three (3) or more skaters after the team has completed 180° but before the team completes 270°; B3 will be the highest call if correctly executing B3 or B4 but the pivoting is interrupted momentarily by three (3) or more skaters before the team completes 180°; B2 will be the highest call pivoting is not counted; if not completing the required amount of pivoting
The pivot point must change ends from one end of the block to the other during the required turns	pivoting is not counted; if pivot point does not change ends during the required turns
When the pivot point changes from one end of the block to the other, the pivoting action must be uninterrupted	one (1) or two (2) level(s) lower will be called; if the pivoting action gets interrupted (see above for interrupted pivoting)
A minimum of 45° is the required amount of pivoting both before and after the pivot point changes ends	pivoting is not counted; if not meeting the requirements
The lines of the block may be staggered or lined up as they pivot	pivoting is counted; independent of line placement
b. Pivoting at least 180° with a series of three (3) different turns all executed on one (1) foot (choice of: bracket, counter, rocker or 1 ½ or more twizzle). The pivot point must change ends	
The block may pivot more than 180° using other steps or turns after completing the requirements	pivoting is counted; as long as the requirements are met before executing other steps or turns
c. Pivoting at least 270° with a series of four (4) different turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ or more twizzle). The pivot point must change ends	
The block may pivot more than 270° using other steps or turns after completing the requirements	pivoting is counted; as long as the requirements are met before executing other steps or turns

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

CIRCLE/WHEEL – VARIATIONS	
	Technical Panel
Must have at least four (4) skaters in a circle for C1 and C2 and at least six (6) skaters in a circle for C3 and C4	no matter which variations are being executed, if the required minimum number of skaters is not correct then; call the level according to the number of skaters i.e. C2 would be the highest call if there are not a minimum of six (6) skaters in a each circle during all variations for C3 or C4
Must have at least three (3) skaters in spoke for W1 and W2 and at least four (4) skaters in a spoke for W3 and W4	no matter which variations are being executed, if the required minimum number of skaters is not correct then; call the level according to the number of skaters i.e. W2 would be the highest call if there are not a minimum of four (4) skaters in each spoke during all variations for W3 or W4
1. Change of Configuration – applies to a (level 2) and b (level 3 & 4)	
There is no specific length of time that a configuration must be held, however it must be recognizable	change of configuration is counted; if recognized
There must be two (2) DIFFERENT configurations	change of configuration is not counted; if not two (2) different configurations
	the number of spokes in a wheel and/or the number of skaters in each spoke must different to be considered as a different configurations
	the number of circles must change in order to be considered as a change of configuration
Both configurations must be gliding	change of configuration is not counted: if one (1) of the shapes is stationary
At least one (1) 360° rotation/turn(s) is required	change of configuration is not counted; if not at least one (1) 360° rotation is included
The rotation may be executed on one (1) foot or two (2) feet	change of configuration is counted
If using turns, the turns do not have to be correctly executed	change of configuration is counted; even if the turns are incorrectly executed
The 360° rotation / turn(s) must be continuous	change of configuration is not counted; if the 360° rotation / turn is not continuous
The change of configuration can be executed either quickly or more slowly	change of configuration is counted; independent of speed
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if one (1) crossover is executed during a change of configuration by three (3) or more skaters
A hold is not required for a change of configuration to be considered completed	change of configuration is counted; as long as the skaters are lined up in the new configuration
If a change of configuration is incorrectly executed	call one (1) level lower regarding to the other correctly executed requirements
	Example: C3/W3 will be called; if ONLY change of rotational direction and travel with extra feature(s) are correctly executed
If a change of configuration is not included (never attempted)	C1/W1 will be called
The circles may be different sizes	change of configuration is counted; as long as there is a minimum of four (4) skaters for C1 and C2 and six (6) skaters for C3 and C4 in a circle
If executing two (2) wheels they may be different (<i>free skating only</i>)	change of configuration is counted; as long as there is a minimum of three (3) skaters for W1 and W2 and four (4) skaters for W3 and W4 in each spoke of the wheel
a. One (1) change of configuration must be executed with at least one (1) 360° rotation (linking steps, except crossovers, are permitted)	
Non-rotating linking steps may be used to begin or complete the change of configuration	change of configuration is counted; as long as a rotation of 360° is included
b. One (1) change of configuration must be executed with at least one (1) 360° rotation (linking steps that do not rotate are NOT permitted)	
Only rotations/turns/rotating linking steps are permitted during the change of configuration	change of configuration is not counted; if non-rotating linking steps are executed during any part of the change of configuration

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

CIRCLE/WHEEL VARIATIONS - COUNTINUED	
2. Change of Rotational Direction must be executed with a backward 360° (minimum) rotation / turn(s)	
	Technical Panel
The change of rotational direction (cd) must be executed at the same time by all skaters	cd is not counted; if not executed at the same time
The same cd must be executed by all skaters	cd is not counted; if not the same (free skating) cd is not counted + DED1; if not the same (short program)
Small variances/differences in linking steps/turns/edges are permitted in order to change rotational direction	cd is not counted; if there are more than just a small variance/difference of rotation/turns/linking steps used
The skaters must maintain their flow during the cd (may be executed quickly or more slowly however stopping is not permitted)	cd is not counted; if three (3) or more skaters execute the cd on the spot or if there is a stop
When executing the cd skaters must noticeably change tracks The cd should be executed either towards the centre or the outside of the circle/wheel	cd is not counted; if the track immediately following the cd is the same track as before the cd, then it will be considered to be on the spot or having a stop
A backward 360° rotation / turn(s) or more is required	cd is not counted; if a backward 360° rotation is not included
It must be a continuous rotation in the same direction	cd is not counted; if the rotation / turn is not continuous in the same direction
If using a turn(s), those turn(s) do not have to be correctly executed	cd is counted; even if incorrectly executed turns are used
A rotation / turn(s) may be executed on one (1) foot or two (2) feet	cd is counted; as long as all skaters execute the same
A change of foot is permitted during the cd	cd will be counted
Skaters may take a short backward edge / step off of their circle before beginning to backward 360° rotation / turn(s)	cd is not counted; if this edge / step is forwards
At least part of the rotation must start OR end during the actual cd, inward or outward of the circle/wheel	cd is not counted; if the rotation is only executed in either the old OR the new rotational direction
The circle/wheel must rotate a minimum of 90° both before and after the cd	cd is not counted; if the requirements are not met
A loop will not be considered as a rotation of 360°	cd is not counted; if a loop is executed
It is not necessary to maintain the same circle/wheel configuration after a cd if changing the configuration at the same time	cd is counted; as long as the configuration is recognized and meets the rotational requirements before and after the change of rotational direction
If a change of rotational direction is incorrectly executed	call one (1) level lower with reference to the other correctly executed requirements Example: C3/W3 will be called; ONLY if the change of configuration (b) and travel with extra feature(s) are correctly executed
If a change of rotational direction is not included (never attempted)	C1/W1 will be called
3. Travel with turns and linking steps	
Travel must cover a minimum of ¼ of the length of the ice surface (or comparable distance if travel on a curve) and must be continuous	travel is not counted; if the minimum ice coverage is not met travel is not counted; if the travel is interrupted
Travel may be executed with or without a hold or a combination of both	travel is counted (<i>see requirements for specific travel variations below</i>)
Circle: Travel may be executed in one (1) circle or two (2) circles either side by side or a circle inside a circle (all skaters must travel at the same time)	travel is not counted; if there are three (3) circles travel is not counted; if all skaters do not travel at the same time
Wheel: Travel may be executed in one (1) wheel or two (2) side by side wheels (all skaters must travel at the same time)	travel is not counted; if there are three (3) wheels travel is not counted; if all skaters do not travel at the same time
All skaters must execute the same linking steps/turns in the same skating direction, at the same time during traveling	travel is not counted; if the skaters are not executing the same linking steps/turns in the same skating direction, at the same time during traveling
Circle(s)/wheel(s) must rotate as they travel	travel ends; if the rotation stops (i.e. in order for a cd to occur)
A minimum of two (2) turns (executed on one (1) foot) must be included while the circle(s)/wheel(s) clearly travels	travel is not counted; if there is not a minimum of two (2) turns included travel is not counted; if the turn(s) are executed before the circle/wheel is clearly traveling

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

CIRCLE/WHEEL VARIATIONS - CONTINUED	
Continued – Travel with turns and linking steps	
	Technical Panel
The correct entry and exit edge are not required for the turns	travel is counted; as long as they are executed on one (1) foot and on the blade
If three (3) or more skaters make any type of error (listed below) at either the same time or at different times during the traveling to assist it: <ul style="list-style-type: none"> - Use of different linking steps/turns - Different skating directions - Pulled off the correct foot and/or skating direction due to the dynamics of the traveling - linking steps/crossovers/turns that are executed in an incorrect manner but are still stepping in the correct direction - Stepping mostly towards the centre (or towards the outside, depending on their position) of the circular pattern Circle: There must be flow and glide by all skaters, at all times, as they step in the correct direction Wheel: The skaters must always step in the correct direction	travel is not counted; if three (3) or more skaters make any type of error listed during the traveling (either at the same time or at different times)
A maximum of one (1) crossover in a row is permitted during travel	two (2) crossovers in a row will end the travel
If travel is not executed correctly (not counted)	highest call will be level 2; as long as the requirements for level 2 are correctly executed
4. Travel extra feature (for C4, each extra feature must be executed during the entire travel)	
C4 – IF attempting Option 2 (<i>Three (3) travel extra features (one (1) of the first two (2) level 4 requirements may be omitted)</i> and any (one (1), two (2) or all three (3)) of the travel extra features are incorrectly executed but the travel itself is correctly executed	one (1) level lower will be called; as long as the requirements for that level are met
a. Travel with a no hold	
Travel may start in a hold but the distance will be measured from the start of a no hold	travel extra feature is not counted; if not traveling ¼ of the ice without a hold
b. Travel in a circle inside a circle opposite direction	
Travel distance must be executed in this particular shape and rotational directions	travel extra feature is not counted; if traveling circle inside a circle same direction OR two (2) circles side by side (any direction)
	travel extra feature is not counted; if there are not at least six (6) skaters in the centre circle
c. Weaving while traveling	
On a team of 16 skaters there must be eight (8) skaters in each circle	travel extra feature is not counted; if there are not eight (8) skaters in each circle
The skaters must change from the outer circle into the center circle and then back to the outer circle OR visa versa depending on where they start	travel extra feature is not counted; if all skaters do not change circle position at least twice
Travel must be uninterrupted as the skaters change places	travel is not counted; if the travel is interrupted
4. Travel extra feature (for W4)	
a. Release of hold for a minimum of three (3) seconds while traveling	
All skaters must release hold at the same time for a minimum of three (3) seconds	travel extra feature is not counted; if all skaters do not release their holds at the same time
	travel extra feature is not counted; if a no hold is not maintained for a minimum of three (3) seconds

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

CIRCLE/WHEEL VARIATIONS - CONTINUED

b. Two (2) 360° rotations executed one (1) after the other while traveling

	Technical Panel
The two (2) rotations must both be executed in the same direction (clockwise OR anti-clockwise)	travel extra feature is not counted; if a combination of directions are used
Any type of turns or rotating linking steps may be used	travel extra feature is counted
The turns may be executed on one (1) foot or two (2) feet	travel extra feature is counted
The two (2) 360° rotations may not be executed at the same time or as part of a change of rotational direction	only change of rotational direction will be counted; if executed at the same time

INTERSECTION VARIATION

1. Back to back preparation and approach OR backward pivoting entry during preparation and approach

	Technical Panel
Any type of hold (except a “no hold”) must be maintained until the skaters start to rotate or need to release the hold in order to be able to intersect	one (1) level lower will be called; if three (3) or more spaces without a hold occurs before the pi or a rotation begins during the approach phase
A hold is required during the exit phase of the intersection while the skaters are completing the required shape	one (1) level lower will be called; if there are three (3) or more spaces without a hold after two (2) steps during the exit phase
A maximum of two (2) steps are permitted after the final rotation in order to re-grasp	two (2) levels lower will be called; if both the approach and exit phase have three (3) or more spaces without a hold
	one (1) level lower will be called; if two (2) crossovers are executed to re-grasp
	example: one (1) crossover + one (1) chasse is permitted
If teams are turning/rotating during the approach phase of the intersection and the skaters are not intersecting, during any part of the turn(s)/rotation(s), then these turn(s)/rotations(s) will not be counted as a pi but the back to back approach will still be counted as long as the rotations are starting backward and rotate continuous	back to back preparation and approach is not counted; if any forward rotation is executed during the approach phase before the skaters have started to intersect
	back to back preparation and approach is not counted; if a backward rotation ends forward or if three (3) or more skaters pause a backward rotation during the approach phase of the intersection
The skaters must have a hold if there are crossovers or non-rotating linking steps executed before the rotation for the pi	one (1) level lower will be called; if three (3) or more skaters do not have a hold during a crossover or non-rotating linking step during the approach phase
	skaters are permitted to change feet between rotations executed during the approach phase without reconnecting in a hold as long as there is no sustained pause between the rotations
During the preparation phase the skaters must be back to back for a minimum four (4) steps before beginning the approach phase	back to back preparation and approach is not counted; if not back to back during a minimum four (4) steps during the preparation phase
	one (1) crossover is considered two (2) steps during the preparation phase
All lines must be back to back during the preparation and approach	back to back preparation and approach is not counted; if even one (1) line is facing towards the point of intersection
Shoulders must be kept parallel and not twisted during the preparation and approach	back to back preparation and approach is not counted; if the shoulders are twisted to face towards the point of intersection
If the variation is attempted but not counted	one (1) level lower will be called
If the variation is not attempted	I1 will be called
Short Program: If the variation is not included (never attempted)	I1 will be called + DED 1 (<i>short program only</i>)
The lowest level that an intersection will be called will be I1; as long as all skaters are participating in the intersection	

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

LINE VARIATIONS	
1. Change of Configuration - applies to a (level 2) and b (level 3)	
	Technical Panel
There is no specific length of time that a configuration must be held, however it must be recognizable	change of configuration is counted; if recognized
There must be two (2) DIFFERENT configurations (one (1) line to two (2) lines OR vice versa)	the number of lines must differ to be considered as a different configurations
Both configurations must be gliding	change of configuration is not counted: if one (1) of the shapes is stationary
At least one (1) 360° rotation / turn(s) is required	change of configuration is not counted; if not at least one (1) 360° rotation is included
The rotation may be executed on one (1) foot or two (2) feet	change of configuration is counted
If using turns, the turns do not have to be correctly executed	change of configuration is counted; even if the turns are incorrectly executed
The 360° rotation / turn(s) must be continuous	change of configuration is not counted; if the 360° rotation / turn is not continuous
The change of configuration can be executed either quickly or more slowly	change of configuration is counted; independent of speed
Crossovers are not permitted during the change of configuration	change of configuration is not counted; if one (1) crossover is executed during a change of configuration by three (3) or more skaters
A hold is not required for a change of configuration to be considered completed	change of configuration is counted; as long as the skaters are lined up in the new configuration
If a change of configuration is incorrectly executed	call one (1) level lower with reference to the other correctly executed requirements Example: L2 will be called; if ONLY pivoting b (level 3) is correctly executed
If a change of configuration is not included for level 2 and 3 (never attempted)	L1 will be called
a. One (1) change of configuration must be executed with at least one (1) 360° rotation (linking steps, except crossovers, are permitted)	
Non-rotating linking steps may be used to begin or complete the change of configuration	change of configuration is counted; as long as a rotation of 360° is included
b. One (1) change of configuration must be executed with at least one (1) 360° rotation (linking steps that do not rotate are NOT permitted)	
Only rotations/turns/rotating linking steps are permitted during the change of configuration	change of configuration is not counted; if non-rotating linking steps are executed during any part of the change of configuration
2. Pivoting - applies to a (level 2) and b (level 3)	
Pivoting must be a minimum of 180°	pivoting is not counted; if less than 180°
Pivoting must be continuous and executed all at once without interruption	pivoting is not counted; if interrupted
All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting	pivoting is not counted; if the same skating direction/turns/linking steps are not used at the same time
Only one (1) crossover in a row is permitted	pivoting ends; if there are two (2) crossovers in a row
All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting	pivoting is not counted; if not at least ½ of the length of the ice or comparable distance
The pivoting will be counted if executed either quickly or slowly	pivoting is counted
A change of configuration is not permitted during pivoting	pivoting is not counted; if there is a change of configuration before completing 180°
The required turns may be same or different	pivoting is not counted; if the required number of turns are not included the turns are not required to be correctly executed
If any type of pivot is not included for level 2 and 3 (never attempted)	L1 will be called
a. Pivoting (in one (1) or two (2) lines) at least 180° with two (2) turns from any level	
Both lines must pivot at the same time	pivoting is not counted; if only one (1) line is pivoting at a time
If the pivot point changes from one end of the line to the other, the pivoting action must be uninterrupted	pivoting is not counted; if interrupted

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

LINE VARIATIONS - CONTINUED	
b. Pivoting (<i>one (1) line</i>) at least 180° with three (3) difficult turns (choice of: bracket, choctaw, counter, rocker or 1 ½ or more twizzle). The pivot point must change ends	
	Technical Panel
When the pivot point changes from one end of the line to the other, the pivoting action must be uninterrupted	pivoting is not counted; if interrupted pivoting is not counted; if not changing pivot points
There is no amount of pivot required while the pivot point is on one end or the other end of the line	pivoting is counted; as long as it is recognized
3. Interacting and Pivoting lines	
Both lines must pivot a minimum of 360° in a clockwise OR anti-clockwise direction	L1 will be called; if any of the lines do not pivot the minimum of 360° in one direction
The lines must interact while pivoting (interact: all corners must meet at least once) All corners must clearly meet at least once during the element (A-b, B-b, B-a, A-a)	lower line two (2) levels; if all corners are not meeting at least once
Both lines must pivot at all times (slowly or quickly)	lower line one (1) level; if not pivoting at all times independent of speed
All skaters must use the same skating direction/turns/edges/linking steps at the same time during pivoting and interacting (<i>see below</i>)	lower line one (1) level; if the same skating direction/turns/edges/linking steps are not used at the same time
Small variances/differences in linking steps are only permitted in order to change in or out from executing turns/linking steps in a mirror pattern	line is lowered one (1) level; if different linking steps are used at other times
Must include at least three (3) difficult turns (choice of: bracket, choctaw, counter, rocker or 1 ½ or more twizzle) and linking steps during the interacting and pivoting (turns do not have to be correctly executed)	line is lowered one (1) level; if not three (3) difficult turns are included
Only (1) crossover in a row is permitted	two (2) crossovers in a row will end the interacting and pivoting
The lines must pass each other at approximately 90° (± 10°) when compared to each other at all times as they pivot	lower the line one (1) level; if approximately 90° is not kept at all times
The pivot point must change twice from one end of the line to the other end of the line	lower the line one (1) level; if pivot point does not change ends twice
If one (1) type of mistake is executed two (2) or more times during the element (ex. once per line)	penalize only one (1) time per mistake (error)
The lowest level for Interacting and Pivoting lines will be called as L1; as long as the element covers the full length of the ice surface or comparable distance	
Ice Coverage – Requirements for interacting and pivoting line	
All skaters must cover a minimum of the full length of the ice surface or comparable distance while executing the interacting and pivoting line (60m)	line is not called; if it does not meet the ice coverage requirement
Lines can be no further apart than three (3) meters ALL of the time	line is called + DED2; for excessive use of ice
As the one end of a line passes the other end of the opposite line, those two (2) skaters may be no further apart than two (2) meters	line is called + DED2; for excessive use of ice

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS - ADDITIONAL FEATURES (Variations) - 2011 - 2012

MOVES IN THE FIELD VARIATIONS	
1. Three (3) Different Configurations with a different number of lines in each	
	Technical Panel
There is no specific length of time that a configuration must be held	change of configuration is counted; as long as the configuration is recognized
The first configuration that the fm is executed in will be counted towards the variation	change of configuration is counted; if the configuration is different
Each fm must be executed with a different number of lines within a configuration	change of configuration is counted; as long as the configuration has different number of lines and is recognized
Open or closed formations are permitted	configuration is counted
Example: An fm executed in four (4) lines will only be counted once no matter the configuration (<i>Four (4) parallel lines, four (4) lines on a circular pattern, four (4) lines (in total) in a mirror image will all be considered as the same</i>)	configuration is counted only once if using four (4) lines no matter how the lines are arranged in the configuration
If one (1) fm is not counted, the configuration will not be counted towards the variation	MF1 will be called; if only one (1) fm with one (1) configuration is counted MF2 will be called: if only two (2) fm's with two (2) different configurations are counted as long as the other variation requirements for MF3 and MF4 are correctly executed
If only two (2) different configurations are included in the MF (third configuration is never attempted)	MF1 will be called
2. One (1) fm in a no hold	
The fm must begin and end in a no hold	no hold is not counted; if either part is not executed correctly
The same configuration must be held while the fm is executed	no hold is not counted; if there is a change of configuration
The no hold must be held for a minimum of three (3) seconds	no hold is not counted; if the fm is not held for three (3) seconds
If no hold is executed as one (1) part of a change of configuration	fm + change of configuration only is counted
3. Change of Configuration during one (1) fm	
The fm must start in one (1) configuration and must not end until the new formation is recognized	change of configuration is counted; as long each configuration is recognized
There must be two (2) DIFFERENT configurations	change of configuration is not counted; if not two (2) different configurations the number of lines must be different to be considered as a different configuration
There is no specific length of time a configuration must be held	change of configuration is counted; as long as the configuration is recognized
A minimum of four (4) skaters must release or connect in the new configuration	change of configuration is not counted; if less than four (4) skaters are involved
A configuration in a no hold is allowed to be one (1) part of a Change of configuration	fm + change of configuration only is counted
4. One (1) fm in Mirror Image Pattern (<i>Free Skating only</i>)	
A mirror image pattern is shown when the team uses a combination of both clockwise and anti-clockwise directions	mirror image is counted
The number of skaters on each side must be as equal as possible	mirror image is counted; even if unequal number of skaters on each side
The skaters must stay within a maximum of ½ the length of the ice surface	mirror image is counted + DED2; for excessive use of ice
Mirror image is considered illegal in the Short Program	MF element + mirror image is not counted + DED4; for an illegal element (<i>short program</i>)
Only one (1) mirror image is permitted in the Free Program	fm + 2 nd mirror image is not counted; if mirror image is repeated
Skaters may pass by each other in order to change position, but this pass-by may not resemble any intersection	fm is counted + variation is not counted + DED3 and the MF will end; if resembling any intersection
A mirror image is permitted to be executed at the same time as a no hold	fm + mirror image only is counted
A mirror image is permitted to be executed at the same time as a change of configuration	fm + mirror image only is counted

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MOVES IN THE FIELD VARIATIONS - CONTIUED	
5. All skaters execute a change of position during one (1) fm executed on one (1) foot	
	Technical Panel
If a skater begins on the right side of another skater, they must change to the left side of that same skater in order to meet the requirements	variation is not counted; if a change of side has not been executed by all skaters
A hold both before and after the change of position is required	variation is not counted; if not having a hold both before and after the change of position
6. Two (2) of the three (3) different fm's must be executed on one (1) foot	
Two (2) of the three (3) different fm's must be executed on one (1) foot	variation is not counted; if two (2) different fm's are executed on two (2) feet

MOVEMENTS IN ISOLATION VARIATION	
Group lift extra features	
1. Vaulting up AND down from the lift	
	Technical Panel
Any type of 360° vaulting action is permitted	extra feature is counted; as long as correctly included
Touch down to the ice of the lifted skater while executing the vault into the lift is not permitted	extra feature is not counted; if lifted skater is touching the ice during the vault into the lift
2. Change of position of the lifted skater from stomach to back or reverse	
Lifted skater must change position from stomach to back or reverse without lowering the torso of the lifted skater below the heads of the supporting skaters	extra feature is not counted; if the lifted skater only changes position from their side to the stomach or back or visa versa
	extra feature is not counted; if the body of the lifted skater during the change of position is lower than the heads of the supporting skaters
3. Balancing lift	
The position of the lifted skater is stabilized mostly by their own strength. The lifted skater's position becomes precarious and has influenced (effects) their balance. Position must be held during the entire rotation	extra feature is not counted; if the lifted skater is given support in a manner that assists in stabilizing them at any time
4. Rotation in both clockwise and anti-clockwise direction	
The minimum rotation for the fe in one (1) direction + a minimum of 180° in the other direction. Teams may choose the order and the direction of the rotation	extra feature is not counted; if the requirements are not met

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NO HOLD STEP SEQUENCE VARIATIONS	
1. Body Movement – applies to a (level 1), b (level 2) and c (level 3)	
Body movement must meet the requirements	body movement is counted; as long as requirements are met
Body movement must affect the balance on the blade	body movement is not counted; if balance is not affected
All body movements required for the variation must be executed within the step sequence and without a full/complete stop	body movement is not counted; if not executed within the ss or while standing still
If the body movement is executed on a turn it is permitted to be executed as the first or final movement of the NHSS	body movement is counted; if executed correctly
If body movement occurs during linking steps that are executed as the first or final part of the step sequence	body movement is not counted
The skater must start upright on one (1) foot before executing the body movement	body movement is not counted; if not
The skater must end upright on one (1) foot after executing the body movement	body movement is not counted; if not
a. One (1) Body Movement executed on one (1) foot	
b. Two (2) Body Movements; one (1) must be executed on one (1) foot	
The second body movement may be executed on either one (1) foot or two (2) feet	body movements are counted; as long as requirements are met
c. Two (2) Body movements; one (1) must be executed during a difficult turn	
One (1) body movement must be executed during a difficult turn (choice of: bracket, counter, rocker, loop, 1 ½ or more twizzle)	body movements are not counted; if not executed during a difficult turn
Turn do not have to be correctly executed	body movements are counted; even if the turns is incorrectly executed
The second body movement may be executed on either one (1) foot or two (2) feet	body movements are counted; as long as requirements are met
2. A minimum of ½ pattern of the required minimum distance for the NHSS while executing the series of one (1) foot turns (required for the ss)	
½ pattern of the required minimum distance for the NHSS must be executed on one (1) foot during the series of turns (required for step sequence level) Example: IF the entry edge of the first turn begins at the red hockey goal line, that same skater must execute the exit of the final turn at centre ice to meet the minimum requirements	variation is not counted; if the minimum distance is not skated by all skaters
Turns do not have to be correctly executed	variation is counted; even if the turns are not correctly executed as long three (3) or more skaters do not touch their free foot down
3. Two (2) different extra features	
Choice of: Spread Eagle, Drag, Shoot the Duck, Ina Bauer, Toe Steps, Dance Jumps of up to ½ rotation or other permitted fm's (see "Features" in Communication #1678 for the complete list of permitted fm's)	variation is not counted; if not including two (2) different extra features
The extra features must be executed within the step sequence	variation is not counted; if executed as first or final movement of the NHSS
All skaters must execute the extra feature at the same time	variation is not counted; if executed at different times by the skaters
½ of the team may execute a different extra feature than the other ½ of the team (<i>in free skating only</i>)	variation is not counted + DED1; if two (2) different extra features are performed at the same time in the Short Program
If executing two (2) different extra features at the same time (<i>free skating only</i>)	variation is not counted: since this will only be counted as one (1) of the required two (2) extra features
	None of these extra features can be repeated to become the second extra feature

August 8, 2011