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STEP SEQUENCE FEATURE	
GENERAL/FALLS AND OTHER ERRORS (Applies to BSS, CSS, NHSS)	Technical Panel
One (1) skater falls before the step sequence begins and does not catch up to the team and therefore misses all turns of that step sequence	step sequence is called as executed by the team (with the missing skater not participating) + DED for the fall
Fall by one (1) skater during the step sequence (where that skater and one (1) or more other skaters miss subsequent turns due to the fall)	step sequence is called as executed by the team (with the fallen skater + skaters affected by the fall missing some turns) + DED for the fall
Fall by one (1) skater during the step sequence , but only the fallen skater omits some subsequent turns (due to the fall) and the rest of the team execute the step sequence	step sequence is called as executed by the team (with the fallen skater missing some turns) + DED for the fall
Fall by two (2) or more skaters during the step sequence	step sequence is called as executed by the team (with the fallen skaters missing some turns) + DED for the two (2) falls
If a turn is not attempted (no fall has occurred) by three (3) or more skaters	that turn is not counted
A turn that is attempted but with a visible error by three (3) or more skaters	that turn is not counted
Step sequence must meet the minimum ice coverage requirements	step sequence is not called; if the minimum ice coverage is not met
A mirror image pattern is permitted during a Step Sequence (except for CSS) in Free Skating only. The turns executed during the mirror image pattern will not end a Step Sequence nor be counted towards the level of a ss. Small variances/differences in linking steps/turns/edges are permitted when beginning or ending a mirror pattern in a ss	CSS is not called; if mirror image pattern is included BSS / NHSS: The turns used during the mirror image will not be counted towards the level of the ss. The step sequence is not considered as interrupted
Use of crossovers must be kept at a minimum and only one (1) crossover in a row may be included	step sequence ends; with two (2) crossovers in a row
During a ss 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	step sequence is not called; if the linking steps/turns/edges are not the same step sequence is called + DED1; if the linking steps/turns/edges are the same but not executed at the same time (syncopated choreography)
Short free skating moves are permitted within step sequences but must be held for less than three (3) seconds	step sequence ends; if fm is held longer than three (3) seconds
If an illegal element is included in the step sequence (e.g. jump of more than one (1) rotation or lying on the ice)	step sequence is given a no value + DED4; illegal element

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – 2011 - 2012

STEP SEQUENCE FEATURE – Ice Coverage Requirements	
	Technical Panel
BLOCK STEP SEQUENCE ELEMENT: The step sequence in a Block must cover a minimum of 2/3 of the length of the ice surface or comparable distance using other pattern	BSS is not called; if minimum ice coverage requirements is not met
CIRCLE STEP SEQUENCE ELEMENT: The step sequence in a Circle must cover a minimum of 2/3 (240°) of the circle	CSS is not called ; if minimum ice coverage requirements is not met
NO HOLD STEP SEQUENCE: The step sequence in a NHSS must cover a minimum of 2/3 of the length of the ice surface or a comparable distance	NHSS is called + ss is not called; if minimum ice coverage requirements for ss are not met
STEP SEQUENCE Requirement - (Applies to BSS, CSS, NHSS)	
Step sequences that do not have sustained edges due to a quicker tempo shall be counted	step sequence is called
A step sequence must meet the requirements of a level	step sequence is called; if it meets the requirements of a level independently of the number of incorrectly executed turns. A no call is possible
Basic turns (three turns and/ or mohawks) may be used during any step sequence	step sequence is called
The turn has controlled edges. The edge can be shallow or deep, long or short	turn is counted
The axis of a step sequence may change from one (1) turn to the next turn	turn is counted
The turn may have a strong entry curve and a weaker exit curve	turn is counted
Types of visible errors for step sequences: <ul style="list-style-type: none"> - Entry edge or exit edge is not recognizable/visible (is flat) - Turns executed on the spot - Turns with a two-footed entry or exit - Turns where the free foot touches down - Turns that are jumped - Turns that are not on the correct entry or exit edge - A “flicked” turn (example: skidded or scratched edge or the entry and/or exit of a turn is usually executed on a straight line) - Turns that are not attempted 	turn is not counted; if three (3) or more skaters are executing either the same or different types of visible errors during a turn
Change of Rotation 360°	
A rotation of 360° clockwise and anti-clockwise must not be interrupted	change of rotation 360° is not counted; if interrupted
If using two (2) 180° turns (clockwise) then both of the turns must be from the level that the team is trying to achieve (same for anti-clockwise)	change of rotation 360° is counted; according to the level of the turns executed
Only one (1) change of edge OR one (1) change of foot is permitted within and between a 360° rotation	change of rotation 360° is not counted; if there are more
When stepping from forward to backwards (or visa versa) between a 360° rotation one direction and a 360° rotation in the other direction	change of rotation 360° is not counted; if not correct 360° turn(s) are included
A loop is not permitted	change of rotation 360° is not counted; if included

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – 2011 - 2012

STEP SEQUENCE Requirement – Continued (Applies to BSS, CSS and NHSS)	
	Technical Panel
A Series of Turns	
A series of turns consists of three (3) (level 2 & 3) or four (4) (level 4) different types of turns all executed on the same foot	series of turns is not counted; if not three (3)/four (4) different turns step sequence will be lowered by one (1) level; if the free foot touches down between any of the turns by three (3) or more skaters
All of the turns in the series must be from the level that the team is trying to achieve	series of turns is counted; according to the level of turns executed
The required number of different types of turns must be executed consecutively	series of turns is not counted; if not executed consecutively
Loop, choctaws and Mohawks are not permitted	series of turns is not counted; if included
Only one (1) change of edge is permitted in between each of the turns	series of turns is not counted; if more than one (1) change of edge between the turns
More turns may be included but must be executed either before or after the series of turns	the other turns will be counted as part of the step sequence
SERIES OF TURNS & CHANGE OF ROTATION 360° either executed at the same time or at different times	
If there is one (1) turn with a visible error by three (3) or more skaters	step sequence will be lowered by one (1) level and called as long as the remaining turn requirements are met for that level
If there are two (2) turns with a visible error by three (3) or more skaters	step sequence will be lowered by two (2) levels and called as long as the remaining turn requirements are met for that level

FREE SKATING ELEMENTS / FREE SKATING MOVES – FALLS AND OTHER ERRORS

(Applies to Pair Element and Moves in the Field (MF))

NOTE: fe / fm's will NOT have the same principles applied during Movements in Isolation. SEE Movement in Isolation Element for clarification	
Fall by one (1) skater (and one (1) or more other skaters make an error during the fe/fm due to the fall)	level of the fe/fm executed by the skaters not affected by the fall + DED for the fall
Fall by one (1) skater (and no other skaters make an error during the fe/fm)	level of the fe/fm executed by the skaters not affected by the fall + DED for the fall
Fall by two (2) or more skaters (and one (1) or more other skaters may or may not make an error during the fe/fm due to the fall)	level of the fe/fm executed by the skaters not affected by the falls + DED for the two (2) falls
fe/fm not attempted by three (3) or more skaters (not due to a fall or stumble but because of a lack of ability)	fe/fm is not called

FREE SKATING MOVES – If a reduction is to be applied to an fm for a visible error by three (3) or more skaters please follow the guidelines below

(Applies to Moves in the Field (MF))

Free skating moves are reduced when three (3) or more skaters execute the same type of visible error: - free skating moves must be held in correct position for a minimum of three (3) seconds if on one (1) edge and for the required time if changes of edges are executed (<i>Four (4) seconds for one (1) change of edge and six (6) seconds for two (2) changes of edge</i>) - free skating moves must be on the correct edge for a minimum of three (3) seconds or for two (2) seconds / edge if a change of edge is executed	lower fm one (1) level for each visible error; if three (3) or more skaters do the same type of visible error until there is a no call
One (1) skater omitting (not attempting) the fm (example: faking the position)	lower fm one (1) level; for each skater omitting an fm until there is no call

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – 2011 - 2012

FREE SKATING MOVES - Continued	
	Technical Panel
A fm with change of edge and/or position requires a minimum of two (2) seconds on each edge and/or in each position	lower fm one (1) level; if not executed correctly
The length of a change of edge must be no longer than one (1) meter in length (by each individual skater, skating their own pattern or when necessary by the lead skater if the lines are tracking the same pattern)	fm is counted; even if longer than one (1) meter in length (<i>Short Program and Free Skate</i>) fm is lowered one (1) level; if three (3) or more skaters don't change edge at the same time (<i>Short Program</i>)

FREE SKATING MOVES - If a reduction is to be applied to an fm for a visible error by three (3) or more skaters please follow the guidelines below	
	Technical Panel
All fm's are reduced for the following (if not stated otherwise in the boxes below)	lower one (1) level; if not on a recognizable edge
	lower one (1) level; if the position is not held for at least three (3) seconds
	lower one (1) level; if the edge is not held for at least three (3) seconds
Hydroblading	lower one (1) level; if not held in the correct low sit-like position that is counter balanced and the supporting leg is bent to at least 90° (parallel to the ice) and the free leg is not resting on the ice surface. The skater's torso, including the shoulders, are leaning far in towards the centre of the circle and the free leg is placed to the outside of that circle. The skaters' hands may not touch the ice
Ina Bauer	lower one (1) level; if not held in the correct position with one (1) foot on a forward tracing and the other a different but parallel tracing
Lunges (forward or backward)	counted; if executed on a flat
	lower one (1) level; if not held in the correct position low to the ice with one leg bent (with at least 90° between the thigh and shin of the skating leg) and with the other leg directly behind touching the ice
Shoot the Duck	lower one (1) level; if not held in the correct position where the supporting leg is bent to at least 90° (parallel to the ice)
Spirals	lower one (1) level; if not held in the correct position with the free leg (including knee and foot) held at least at hip level or higher than hip level
Biellmann Spiral	lower one (1) level; if not held in the correct position with the free foot pulled from behind to a position higher than the head and towards the top of the head close to the central axis of the skater
Charlotte	counted; if executed on a flat or an edge
	lower one (1) level; if not held in the correct position where the skater's body must bend forward so that the head and chest is "close" to the supporting leg. The free leg and supporting leg should be straight with the free leg extended behind and held at a minimum of 135°. The body must be bent forwards more than 135° from upright. The skaters' hands may not touch the ice
Spiral with a Change of Edge and Free Leg Position	lower one (1) level; if not held in the correct position where the free leg must remain at least at hip level or higher as it changes position
	lower one (1) level; if each edge and position are not held for at least two (2) seconds
Spiral 135°	lower one (1) level; if not held in the correct position where the skater's body remains upright with the free leg held at a 135° angle to the skating leg
Spiral Variation	lower one (1) level; if not held in the correct position where the free leg must be held higher than hip level (including the knee and foot)
Spread Eagle	lower one (1) level; if not held in the correct position which the skater skates with one (1) foot on a forward edge and the other on a matching backward edge on the same curve
Free Skating Moves with one (1) change of edge	lower one (1) level; if the move is not in the correct position for a minimum of four (4) seconds
	lower one (1) level; if each edge is not held for at least two (2) seconds
Free Skating Moves with two (2) changes of edge	lower one (1) level; if the move is not held in the correct position for a minimum of six (6) seconds
	lower one (1) level; if each edge is not held for at least two (2) seconds

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – 2011 - 2012

FREE SKATING ELEMENTS – Requirements	
	Technical Panel
PAIR ELEMENT	
If three (3) pairs fail to attempt the fe	pair element is not called
If one (1) pair fail to attempt the fe	pair element is lowered by one (1) level
If two (2) pairs fail to attempt the fe	pair element is lowered by two (2) levels
If three (3) or more skaters makes an obvious error (same or different) (not including falls) - position is not correct - minimum rotation/revolution requirements are not met	pair element is lowered by one (1) level
MOVEMENTS IN ISOLATION	
Only correctly executed fe/fm's will be considered when deciding the level of MI	call MI according to the number of correctly executed fe/fm's
Reduction in fe/fm's will only be made once MI1 is reached and there are still errors in the fe/fm's executed Example: Only two (2) of eight (8) attempted flying camel spins are correctly executed	call would be: MI1 + fe2
All Free skating elements or moves must be executed in the correct position	not counted; if position is not correct
Spins must meet the minimum rotation requirements to be counted	not counted; if the rotation requirements are not met
Lifts, Pair pivot must meet the minimum rotation requirements to be counted	not counted; if the rotation requirements are not met

FREE SKATING ELEMENTS (Applies to Movements in Isolation and Pair Element according to what is written above)	
	Technical Panel
Butterfly (pair or individual)	not counted; if the body is not nearly horizontal at take-off
	not counted; if landed on two (2) feet
	not counted; if both feet are not higher than the upper part of the body and head
	not counted; if either one (1) or both hands touch the ice
Any kind of jump (includes the jumps listed below)	not counted; if landed on two (2) feet
Assisted Jump	not counted; if more than one (1) revolution
	not counted; if there is not a continuous action
	not counted; if the supporting skater lifts their hands above their head
Jump Sequence	not counted; if there is a crossover between jumps
Jump Combination	not counted; if even one (1) jump is not a 360° rotation
Throw Jumps	not counted + DED4; for illegal
Lifts	not counted; if the lifted skater is not set down (lands the lift)
Pair Lift	not counted + DED 4; if the supporting skater fully extends their arms above their head
Group Lift	not counted + DED 4; if supporting skater does not have at least one (1) skate on the ice at all times
Stationary Lift	not counted: if lifted skater falls out of lift
Lift that glides during the preparation, lift and exit	not counted; if ALL skaters are not skating or gliding during all parts of the lift (preparation/lift/exit)
Rotational Lift	not counted; if all supporting skaters do not rotate a minimum of 180° for fe2 or 360° for fe3 not counted + DED 4 for illegal; for all lifts that rotate more than 3 ½ rotations

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – 2011 - 2012

FREE SKATING ELEMENTS - Continued	
	Technical Panel
Rotational Lift The <i>entire</i> rotation must be executed with the lifted skater held above head height of the supporting skaters	during a rotation: If even one (1) of the required two (2) lifting skaters lowers their hand below the top of their own head, during the rotation, then that lift will not be counted the supporting skater(s) must have at least one (1) lifting arm fully extended above their own head. The level of a group lift should not be penalized if the supporting skater(s) are in a position that does not allow for them to fully extend his/her arms
Rotational Lift that glides and rotates at the same time	not counted; if all skaters are not skating or gliding during all parts of the lift (preparation/lift with rotation/exit)
The body (torso) of the lifted skater must be above head height of the supporting skaters	fe1 is the highest call; if the body of the lifted skater is not held above head height of the supporting skaters
The lifted skater may not sit, lay or kneel on the shoulders or arm(s) of the supporting skaters	not counted; if the lifted skater sit, lay or kneel on the shoulders or arms of the supporting skaters
Acrobatic Lifts	no call + DED 4; for illegal
Undignified actions or poses in lifts	no call + DED 4; for illegal
Lifts where the lifting skater is rotating around herself / himself are allowed, provided there is no sustained, totally vertical position with the head down	not called + DED 4 for illegal; if the lifted skater is sustained in a totally vertical position with the head down
Pair Pivot	not counted; if a skater does not have the toe pick in the ice during the required rotation not counted; if a skater/skaters do not rotate at least 360°
Death Spiral	not counted; if the body and head are not close to the ice surface not counted; if the head or free hand or any part of the body touches the ice not counted; if the toe pick is not in the ice for at least 360° rotation
Spins	not counted; if not at least three (3) revolutions without interruption performed on one (1) foot (each foot if there is a change of foot) on the spot (except a cross foot spin) and in the correct position
Types of Spins	
Spin with a change of foot or position	not counted; if not three (3) revolutions on each foot respective in each position not counted; if the position is not correct
Spin Combination	not counted; if not three (3) revolutions on each foot not counted; if not two (2) revolutions in each of the three (3) positions not counted; if not three (3) basic positions not counted; if even one (1) position is not correct
Pair spin	not counted; if not three (3) revolutions not counted; if spin is not started and completed on one (1) foot not counted; if the position is not correct lowest level is counted; if the partners are in different spinning positions
Types of Spinning Positions	
Camel spin	not counted; if not three (3) revolutions not counted; if the spiral position is not correct
Sit spin	not counted; if not three (3) revolutions not counted; if the supporting leg is not bent at least to 90° angle
Upright spin	not counted; if not three (3) revolutions in an upright position

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FREE SKATING ELEMENTS - Continued	
	Technical Panel
Cross foot spin	not counted; if not three (3) revolutions not counted; if both feet are not on the ice while spinning
Layback spin	not counted; if not three (3) revolutions not counted; if the skater is not leaning backwards with the head leaning away from the core axis of the body
Sideways Leaning spin	not counted; if not three (3) revolutions not counted; if there is not at least a 45° angle from the torso
Spin with a change of foot (same position)	not counted; if not three (3) revolutions on each foot
Difficult Variation of an Upright Spin	not counted; if not three (3) revolutions not counted; if the movement of the free leg does not require strength and flexibility not counted; if the movement of the free leg does not have an effect on the balance of the main body core
Biellmann spin (<i>Biellmann position in a spin</i>)	not counted; if not three (3) revolutions not counted; if the Biellmann position is not correct
Flying Spins	not counted; if not three (3) revolutions not counted; if there is no “fly” during the entry of the spin not counted; if the skaters are not in the same position after landing not counted; if the position after landing is not correct not counted + DED4; if the entire team executes a flying camel spin

POINT OF INTERSECTION	
GENERAL	Technical Panel
Jumps (except for dance jumps) and back spirals during intersection are illegal	intersection is not counted + pi is not called + DED 4; called for illegal
Short Program: All skaters must execute the same turns/linking steps at the point of intersection	pi is not called + DED1; if skaters execute different rotation/turns steps at the pi
Free Skating: If ½ of the team executes the same turns/linking steps at the point of intersection then the other ½ of the team may execute a different turn/linking steps	lowest level of pi is called; if ½ and ½ of the team executed different pi's
Each ½ of the team must execute the same turns/linking steps at the pi (including the direction of the rotation) <i>(different rotation directions are defined as: some skaters executing backward rotation and other skaters in the same line are executing a forward rotation or some skaters are turning clockwise while other skaters in the same line are turning anti-clockwise)</i>	pi is not called; if three (3) or more skaters within ½ of the team execute different turns/linking steps at the pi pi is called one (1) level lower; if three (3) or more skaters within ½ of the team executes rotations in different directions
All skaters must execute the turns/linking steps at the point of intersection at the same time	pi is called + DED1; if skaters do not execute the turns/linking steps at the same time (not a timing issue but choreographed at different times)
Fall by one (1) skater (and other skaters make an error due to the fall)	pi is called according to the skaters not affected by the fall + DED for the fall
Fall by one (1) skater (and no other skaters make an error due to the fall)	pi is called according to the skaters not affected by the fall + DED for the fall
Fall by two (2) or more skaters (no other skaters make an error due to the fall)	pi is called according to the skaters not affected by the falls + DED for the two (2) falls
If a rotation is not attempted (no fall has occurred) by three (3) or more skaters	pi is not called; for that rotation
A rotation that is attempted but with a visible error (same type) by three (3) or more skaters	pi is called one (1) level lower; for each visible error by three (3) or more skaters
A collision affecting the rotation(s) of three (3) or more skaters	pi is called one (1) level lower

SYS SUMMARY OF CALLS - FIRST AID FOR CALLS – FEATURES – 2011 - 2012

POINT OF INTERSECTION – General - Continued	
	Technical Panel
A 360° rotation that is not quickly continuously executed by three (3) or more skaters (slow rotation or pauses in the rotation in order to assist skaters to pass by each other)	pi is called one (1) level lower
If a rotation is executed on the spot by three (3) or more skaters	pi is called one (1) level lower
A stumble occurs that affects three (3) or more skaters and their rotation	pi is called one (1) level lower
The rotation(s) must begin before the skaters pass through and must continue as the skaters go through the point of intersection	pi is not called; if three (3) or more skaters have passed through the point of intersection before beginning a rotation, or have completed the rotation before the point of intersection
	pi is not counted; if three (3) or more skaters do not continue to rotate as they pass each other
backward 360° rotations/turns must start and end backwards	pi is lowered one (1) level; if the backward rotation/turn ends forwards
Use of crossovers during any pi level are not permitted	pi is lowered one (1) level; if there is a crossover
pi's will be lowered for the visible errors listed in the communication	pi is lowered until there is no call for a pi
Point of Intersection for Angled Intersection	
The first part of a 360° rotation must begin when the skaters are at least two (2) spots away from their hole	pi is lowered one (1) level; if not started correctly
The rotation(s) must travel along a diagonal path towards the axis of intersection UNTIL going through the pi at the axis	pi is lowered one (1) level; if not executed on a diagonal path
The rotation is completed before the skaters pass each other	pi is not called; if three (3) or more skaters have completed the rotation before they passed the axis of intersection
The rotation has not started until after the skaters have passed the axis of the intersection	pi is not called; if three (3) or more skaters do not start to rotate until after they have passed the axis of intersection
Point of Intersection for Collapsing Intersections and Combined Intersections (where skaters intersect at different times)	
Level 1: Must have a minimum of two (2) 180° rotations <i>Rotations must be continuous (using turns and/or rotating linking steps)</i>	pi is not called; if there is only one (1) 180° rotation executed correctly
Level 2: Must have a minimum of two (2) forward or backward 360° rotations <i>Rotations must be continuous (using turns and/or rotating linking steps)</i>	pi1 is the highest call; if only one (1) rotation is executed correctly
Level 3: Must have a minimum of three (3) backward 360° rotations <i>Rotations must be continuous (using turns and/or rotating linking steps)</i>	pi1 is the highest call; if only one (1) rotation executed correctly
	pi2 is the highest call: if there are only two (2) rotations executed correctly
All corners in a collapsing intersection must be intersecting for a rotation to be counted towards the pi	rotation is not counted towards the pi; if one (1) or more corners are not intersecting during the rotation
Rotations must start before the skaters begin to intersect and two (2) (level 1 & 2) or three (3) (level 3) rotations must be completed within the intersection	pi is called; if the requirements are met
	pi1 is the highest call; if only one (1) correctly executed rotation occurs within the intersection
	lower pi one (1) level; if a rotation does not occur before the skaters begin to intersect
If the first rotation is completed before the skaters have started to intersect, the minimum number of subsequent rotations are needed to be executed and completed within the intersection	pi is called; if the requirements are met
	lower pi one (1) level; for each missing rotation completed within the intersection
A double twizzle will not be counted as two (2) 360° continuous rotations	pi is called; as one (1) 360° rotation
If a team executes one (1) 180° rotation and two (2) forward or backward 360° continuous rotation	pi 2 is the highest call

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POINT OF INTERSECTION – for Specific Types of Intersections - Continued	
	Technical Panel
Point of Intersection for Collapsing Intersections and Combined Intersections (where skaters intersect at different times) - Continued	
If a team executes one (1) forward 360° rotation followed by one (1) continuous backward 360° rotation (or vice versa)	pi 2 is called
There may NOT be any crossover(s) executed in between the rotations	lower pi one (1) level; if crossover(s) are included
For pi3 only backward turns and rotating linking steps are permitted	lower pi one (1) level; if forward rotations and linking step are included
	there may be a slight pause in-between the rotations in order to permit the skaters to change feet or change their rotational direction without lowering the pi
In the case where there are both forward and three (3) backward 360° entry directions for the rotation	pi2 is the highest call
Point of Intersection for Combined Intersection: where skaters intersect all at the same time	
Statement in Com 1678 page 17 regarding two (2) rotations completed within the intersection does not apply for a Combined intersection where skaters intersect at the same time (applies to when skaters intersect at different times)	call pi level using the guidelines below
Only one (1) rotation/turn is required at the point of intersection	pi is called; if correctly executed
	lower pi one (1) level; if rotation is not continuous
The rotation(s) must start before the skaters pass each other and continue as the skaters pass each other	pi is called; if executed correctly
The rotation is completed before the skaters pass each other	pi is not called; if three (3) or more skaters have completed the rotation before they passed the axis of intersection
The rotation has not started until after the skaters have passed the axis of the intersection	pi is not called; if three (3) or more skaters do not start to rotate until after they have passed the axis of intersection
Point of Intersection for Whip Intersection	
Only one (1) rotation/turn is required at the point of intersection	pi is called; if correctly executed
	lower pi one (1) level; if rotation is not continuous
The rotation starts before and continues thru the axis of intersection	pi is called
All skaters must be intersecting at almost the same time, however the six (6) fast end skaters (three (3) skaters on each side) are allowed to intersect at a somewhat later time point	pi is called; if the six (6) fast end skaters (not more than three (3) from each side) intersect at a somewhat later time point as long as they rotate through the axis of intersection
The rotation is completed before the skaters pass each other	pi is not called; if three (3) or more skaters have completed the rotation before they pass each other
The rotation has not started until after the skaters have passed the axis of the intersection	pi is not called; if three (3) or more skaters do not start to rotate until after they have passed the axis of intersection

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