



**2011-2012 SKATE CANADA SUMMARY OF CALLS FOR
SYNCHRONIZED SKATING**

(January 2012)

General Notes

Transition Restrictions (Applies to: Beginner I, Beginner II, Elementary and Adult SYS III)

The developmental focus at the Beginner I, Beginner II, Elementary and Adult Sys III levels is on developing basic skating skills while executing the prescribed elements, therefore when moving from one element to the next, teams at these levels may use less than ½ the ice surface. Transitions between elements using greater than the maximum ice coverage defined will be subject to deduction.

Transitions (Applies to Juvenile, Pre-Novice, Novice, Intermediate, Open, Junior, Senior, Adult SYS I and Adult SYS II)

Additional elements are allowed but they must be labeled as 'Transition' on the Planned Program Content Sheet.

Fall Deduction

Beginner I, Beginner II, Elementary, Pre-Novice, Juvenile, Adult Sys I, Adult Sys II and Adult Sys III

Falls during the program will be subject to a Program Deduction of **0.5** points. The deduction for any Program Interruption caused by a fall shall be applied by the Referee as per ISU Rules.

Novice, Intermediate, Open, Junior and Senior

Fall deductions shall be applied as per ISU rules.

Technical Panel

Technical panel shall apply all rules pertaining to requirements as follows:

Minimum number of lines for Block

Minimum number of skaters in a spoke for a Wheel.

Minimum number of skaters in a circle for Circle.

Maximum number of lines in the Line.

The maximum and minimum ice coverage requirements for all elements shall be applied by the Technical Panel as per current ISU Summary of Calls and as listed in the Skate Canada Summary of Calls.

Technical Panel shall apply the DED4 – Illegal deduction as defined by the ISU for all Elements, Features and Additional Features and as listed in the Skate Canada Summary of Calls.

Lifts for all categories except Open and Senior (see restrictions for Open in the present document).

Jumps performed as a team.

Axel for all categories except Open and Senior.

Backward Spirals used in a Point of Intersection.

See current ISU Summary of Calls and ISU Special Regulations and Technical Rules for complete list.

Referee

Referee shall apply all applicable deductions as defined by the ISU for choreography/music.

Referee shall apply all applicable deductions as defined by the ISU for Fall Recovery Time (Program Interruption).

The Costume/Make-Up Deduction shall be applied as specified by the ISU by the Referee and Judges.

See current ISU Summary of Calls and ISU Special Regulations and Technical Rules for complete list.

Beginner I

General	Technical Panel	Referee
All elements will be called no higher than Level 1	Do not call any higher than Level 1 No value + DED2 for any attempted element Level 2, 3 or 4	
Additional elements marked as transitions <u>not</u> permitted	DED3 for any additional elements, whether marked as transitions or as elements, or not marked at all	
Intersections are illegal	DED4 if any Intersection is attempted	
Shoulder-to-shoulder or hand-to-hand holds only		DED1 for each attempt at a hold other than described

Block	Technical Panel	Referee
Must cover one-half the length of the ice or comparable	Element is given no value if less than one-half ice	
May not change configuration	B1 + DED1 if a change of configuration is attempted	
May not pivot with turns/rotations	B1 + DED1 if a pivot with turns/rotations is attempted	

Circle	Technical Panel	Referee
Must cover 360°	Element is given no value if less than 360°	
May not change configuration, change rotational direction or travel	C1 + DED1 if a change of configuration, change of rotational direction or travel is attempted (DED1 is applied for each attempted variation)	

Line	Technical Panel	Referee
Must cover one-half the length of the ice or comparable	Element is given no value if less than one-half ice.	
May not change configuration	L1 + DED1 if a change of configuration is attempted	
May not pivot with turns/rotations	L1 + DED1 if a pivot with turns/rotations is attempted	
Forward skating only	DED1 if any part of the Line is skated backwards.	

Wheel	Technical Panel	Referee
Must cover 360°	Element is given no value if less than 360°	
May not change configuration, change rotational direction or travel	W1 + DED1 if a change of configuration, change of rotational direction or travel is attempted (DED1 is applied for each attempted variation)	

Beginner II

General	Technical Panel	Referee
All elements will be called no higher than Level 1	Do not call any higher than Level 1 No value+ DED2 for any attempted element Level 2, 3 or 4	
Additional elements marked as transitions <u>not</u> permitted	DED3 for any additional elements, whether marked as transitions or as elements, or not marked at all	
Shoulder-to-shoulder or hand-to-hand holds only		DED1 for each attempt at a hold other than described

Block	Technical Panel	Referee
Must cover one-half the length of the ice or comparable	Element is given no value if less than one-half ice	
May not change configuration	B1 + DED1 if a change of configuration is attempted	
May not pivot with turns/rotations	B1 + DED1 if a pivot with turns/rotations is attempted	

Circle	Technical Panel	Referee
Must cover 360°	Element is given no value if less than 360°	
May not change configuration, change rotational direction or travel	C1 + DED1 if a change of configuration, change of rotational direction or travel is attempted (DED1 is applied for each attempted variation)	

Line	Technical Panel	Referee
Must cover one-half the length of the ice or comparable	Element is given no value if less than one-half ice	
May not change configuration	L1 + DED1 if a change of configuration is attempted	
May not pivot with turns/rotations	L1 + DED1 if a pivot with turns/rotations is attempted	

Wheel	Technical Panel	Referee
Must cover 360°	Element is given no value if less than 360°	
May not change configuration, change rotational direction or travel	W1 + DED1 if a change of configuration, change of rotational direction or travel is attempted (DED1 is applied for each attempted variation)	

Intersection	Technical Panel	Referee
Any Intersection allowed up to Level1– must be skated face-to-face / forwards	I1 + DED ¹ if any part of the Preparation or Approach is back-to-back / backwards No value + DED2 if Intersections from Level 2,3 or 4 are attempted	
Back-to-back / backward intersections are illegal	Element is given no value + DED4 <u>if Intersections from Level 2, 3 or 4 are attempted</u>	
Point of Intersection (pi): 1-foot or 2-foot glide only	No Level of pi shall be called No value <u>on element</u> + DED2 if pi has rotations	

Elementary Adult SYS III

General	Technical Panel	Referee
All elements will be called no higher than Level 1	Do not call any higher than Level 1 No value+ DED2 for any attempted element Level 2, 3 or 4	
Additional elements marked as transitions <u>not</u> permitted	DED 3 for any additional elements, whether marked as transitions or as elements, or not marked at all	
Must include two different and clearly recognizable holds		DED2 if missing 1 hold DED4 if missing 2 holds

Block	Technical Panel	Referee
Must cover one-half the length of the ice or comparable	Element is given no value if less than one-half ice	
May not change configuration	B1 + DED1 if a change of configuration is attempted	
May not pivot with turns/rotations	B1 + DED1 if a pivot with turns/rotations is attempted	

Circle	Technical Panel	Referee
Must cover 360° or comparable	Element is given no value if less than 360°	
May not change configuration or travel	C1 + DED1 if a change of configuration or travel is attempted	
May not change rotational direction with a 360° turn/rotation	C1 + DED1 if a 360° turn/rotation is attempted during a change of rotational direction	

Line	Technical Panel	Referee
Must cover one-half the length of the ice or comparable	Element is given no value if less than one-half ice	
May not change configuration	L1 + DED1 if a change of configuration is attempted	
May not pivot with turns/rotations	L1 + DED1 if a pivot with turns/rotations is attempted	

Wheel	Technical Panel	Referee
Must cover 360° or comparable	Element is given no value if less than 360°	
May not change configuration or travel	W1 + DED1 if a change of configuration or travel is attempted	
May not change rotational direction with a 360° turn/rotation	W1 + DED1 if a 360° turn/rotation is attempted during a change of rotational direction	

Intersection	Technical Panel	Referee
Any Intersection allowed up to Level 1 – must be skated face-to-face / forwards	I1 + DED1 if any part of the Preparation or Approach is back-to-back / backwards Element is given no value + DED2 if Intersections from Level 2, 3 or 4 are attempted	
Back-to-back / backward intersections are illegal	Element is given no value + DED4 <u>if Intersections from Level 2, 3 or 4 are attempted</u>	
Point of Intersection (pi): 1-foot or 2-foot glide only	No Level of pi shall be called No value on element + DED2 if pi has rotations	

Juvenile

General	Technical Panel	Referee
All elements will be called no higher than Level 1 except the MI element	Do not call any higher than Level 1 except for MI. No value+ DED2 for the attempted element Level 2, 3 or 4 (except for MI)	
Additional elements marked as transitions permitted	No penalty	
No Variations from Level 2, 3 or 4 are permitted	No value+ DED2 for any attempted Variation from Level 2, 3 or 4	
Must include two different and clearly recognizable holds		DED2 if missing 1 hold DED4 if missing 2 holds

Block	Technical Panel	Referee
Must cover the full length of the ice or comparable	Element is given no value if less than full length or comparable	
May not change configuration with turns/rotations or pivot with turns/rotations	B1 + DED1 if a change of configuration with turns/rotations or pivot with turns/rotations is attempted	

Circle	Technical Panel	Referee
Must cover 360° or comparable	Element is given no value if less than 360°	
May not change configuration with turns/rotations	C1 + DED1 if a change of configuration with turns/rotations is attempted	
May not travel	C1 + DED1 if a travel is attempted	
May not change rotational direction with a 360° turn/rotation	C1 + DED1 if a 360° turn/rotation is attempted during a change of rotational direction	

Line	Technical Panel	Referee
Must cover full length of the ice or comparable	Element is given no value if less than full length of the ice	
May not change configuration with turns/rotations or pivot with turns/rotations	L1 + DED1 if a change of configuration with turns/rotations or pivot with turns/rotations is attempted	

Wheel	Technical Panel	Referee
Must cover 360° or comparable	Element is given no value if less than 360°	
May not change configuration with turns/rotations	W1 + DED1 if a change of configuration with turns/rotations is attempted	
May not travel	W1 + DED1 if a travel is attempted	
May not change rotational direction with a 360° turn/rotation	W1 + DED1 if a 360° turn/rotation is attempted during a change of rotational direction	

Intersection	Technical Panel	Referee
Any Intersection allowed up to Level 1– must be skated face-to-face / forwards	I1+ DED1 if any part of the Preparation or Approach is back-to-back / backwards Element is given no value + DED2 if Intersections from Level 2, 3 or 4 are attempted	
Back-to-back / backward intersections are illegal	Element is given no value + DED4 if Intersections from Level 2, 3 or 4 are attempted	
Point of Intersection (pi): Level 1 allowed	The pi shall be called no higher than Level 1 No value <u>on element and feature</u> + DED2 if higher Level attempted	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2 The maximum number of skaters for Level 2 is six	MI shall be called no higher than Level 2 No value+ DED2 if too many skaters or Level 3	
Free Skating Moves or Elements (fm or fe) up to Level 1 only for both skaters executing fm/fe for points and remaining skaters	The fm/fe shall be called no higher than Level 1 No value <u>on element and feature</u> + DED2 if higher level attempted	
Pair Elements, Lifts, Vaults are illegal	No value + DED4 for illegal element.	

Circle Step Sequence (2011-2012)	Technical Panel	Referee
Must cover 240° of Circle (2/3rds) or comparable	Element is given no value if less than 240° or comparable	
Circle Step Sequence allowed up to Level 1	CSS shall be called no higher than Level 1 CSS No value + DED2 if Level 2 , 3 or 4 is attempted	
CSS may not be attached to or a part of the Circle Element	CSS is given no value if attached to or part of the Circle Element	

Pre-Novice

General	Technical Panel	Referee
All elements will be called no higher than Level 2	Do not call any higher than Level 2 No value + DED2 for the attempted element Level 3 or 4	
Additional elements marked as transitions permitted	No penalty	
Variations from Level 3 or 4 are not permitted	No value+ DED2 for any attempted Variation from Level 3 or 4	
Must include two different and clearly recognizable holds		DED2 if missing 1 hold DED4 if missing 2 holds

Block	Technical Panel	Referee
Must cover the full length of the ice or comparable	Element is given no value if less than full length or comparable	

Circle	Technical Panel	Referee
Must cover 360° or comparable	Element is given no value if less than 360°	
May not travel with turns/rotations	C1 + DED1 if a travel with turns/rotations is attempted	

Line	Technical Panel	Referee
Must cover full length of the ice or comparable	Element is given no value if less than full length of the ice	

Wheel	Technical Panel	Referee
Must cover 360° or comparable	Element is given no value if less than 360°	
May not travel with turns/rotations	W1 + DED1 if a travel with turns/rotations is attempted	

Intersection	Technical Panel	Referee
Any Intersection allowed up to Level 2 Backwards and back-to-back Preparation and Approach is allowed without penalty (as per Level 2)	Intersection shall be called no higher than Level 2 No value + DED2 if Intersections from Level 3 or 4 are attempted	
Point of Intersection (pi): Level 1 allowed	The pi shall be called no higher than Level 1 No value <u>on element and feature</u> + DED2 if higher Level attempted	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2 The maximum number of skaters is six and maximum number of pairs is three	MI shall be called no higher than Level 2 No value + DED2 if too many skaters/pairs or Level 3 is attempted	
Free Skating Moves or Elements (fm or fe) up to Level 2 only for both skaters executing fm/fe for points and remaining skaters	The fm/fe shall be called no higher than Level 2 No value <u>on element and feature</u> + DED2 if Level 3 attempted	
Lifts and Vaults are illegal	Element is given no value + DED4 for illegal element	

Circle Step Sequence (2011-2012)	Technical Panel	Referee
Must cover 240° of Circle (2/3rds) or comparable	Element is given no value if less than 240° or comparable	
Circle Step Sequence allowed up to Level 2	CSS shall be called no higher than Level 2 CSS No value + DED2 if Level 3 or 4 is attempted	
CSS may not be attached to or as a part of the Circle Element	CSS is given no value if attached to or as part of the Circle Element	

Novice Adult SYS II

General	Technical Panel	Referee
Additional elements marked as transitions permitted	No penalty	
Variations from Level 4 are not permitted	No value + DED2 for any attempted Variation from Level 4	
Must include three different and clearly recognizable holds		DED2 if missing 1 hold DED4 if missing 2 or more holds

Block	Technical Panel	Referee
Variations allowed up to Level 3	Block shall be called no higher than Level 3 Element is given no value + DED2 if Level 4 is attempted	

Circle	Technical Panel	Referee
Variations allowed up to Level 3	Circle shall be called no higher than Level 3 Element is given no value + DED2 if Level 4 is attempted	

Line	Technical Panel	Referee
Variations allowed up to Level 3	Line shall be called no higher than Level 3 Element is given no value + DED2 if Level 4 is attempted	

Wheel	Technical Panel	Referee
Variations allowed up to Level 3	Wheel shall be called no higher than Level 3 Element is given no value + DED2 if Level 4 is attempted	

Intersection	Technical Panel	Referee
Any Intersection allowed up to Level 3 Backwards and back-to-back Preparation and Approach is allowed without penalty	Intersection shall be called up to Level 3 No value + DED2 if Intersections from Level 4 are attempted	
Point of Intersection (pi): Level 2 allowed	The pi shall be called no higher than Level 2 No value <u>on element and feature</u> + DED2 if pi3 is attempted	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2 The maximum number of skaters is six and maximum number of pairs is three	MI shall be called no higher than Level 2 No value+ DED2 if too many skaters/pairs or Level 3	
Free Skating Moves or Elements up to Level 3	No penalty As per ISU	
Lifts and Vaults are illegal	Element is given no value + DED4 for illegal element	

Block Step Sequence (Novice)	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable	Element is given no value if less than 2/3 length or comparable	
Block Step Sequence allowed up to Level 3	BSS shall be called no higher than Level 3 BSS No value + DED2 if Level 4 is attempted	
Adult SYS II teams skating with eight skaters may have one line of two skaters All other teams must have minimum three skaters in a line	No penalty if skating with eight skaters Element is given no value for teams skating with nine or more skaters	
BSS may not be attached to or as a part of the Block Element	BSS is given no value if attached to or as part of the Block Element	

Circle Step Sequence (Novice& Adult SYS II for 2011-2012)	Technical Panel	Referee
Must cover 240° of Circle (2/3rds) or comparable	Element is given no value if less than 240° or comparable	
Circle Step Sequence allowed up to Level 3	CSS shall be called no higher than Level 3 CSS No value+ DED2 if Level 4 is attempted	
CSS may not be attached to or as a part of the Circle Element	CSS is given no value if attached to or as part of the Circle Element	

No Hold Step Sequence (Novice)	Technical Panel	Referee
No Hold Step Sequence is allowed up to Level 1	Element is given no value + DED2 if Level 2 or higher is attempted	
Step Sequence allowed up to Level 1	The SS shall be called no higher than Level 1 SS No value + DED2 if Level 2, 3 or 4 is attempted	

Intermediate Adult SYS I

General	Technical Panel	Referee
Additional elements marked as transitions permitted	No penalty	
Must include three different and clearly recognizable holds		DED2 if missing 1 hold DED4 if missing 2 or more holds
Vaults allowed up to a maximum of two vaults	DED 4 for a third vault	

Block	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Circle	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Line	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Wheel	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Intersection	Technical Panel	Referee
Intersection allowed up to Level 4	As per ISU	
Point of Intersection: Level 2 allowed	The pi shall be called no higher than Level 2 No value <u>on element and feature</u> + DED2 if pi3 is attempted	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 3	As per ISU Junior Free Program	
Free Skating Moves or Elements up to Level 3	As per ISU Junior Free Program	
Lifts are illegal	Element is given no value + DED4 for illegal element	

Block Step Sequence	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable	Element is given no value if less than 2/3 length or comparable	
Block Step Sequence allowed up to Level 4	As per ISU	
Adult SYS I teams skating with eight skaters may have one line of two skaters All other teams must have minimum three skaters in a line	No penalty if skating with eight skaters Element is given no value for teams skating with nine or more skaters	
BSS may not be attached to or as a part of the Block Element	BSS is given no value if attached to or as part of the Block Element.	

Circle Step Sequence	Technical Panel	Referee
Must cover 240° of Circle (2/3rds) or comparable	Element is given no value if less than 240° or comparable	
Circle Step Sequence allowed up to Level 4	As per ISU	
CSS may not be attached to or as a part of the Circle Element	CSS is given no value if attached to or as part of the Circle Element	

No Hold Step Sequence (Intermediate)	Technical Panel	Referee
No Hold Step Sequence is allowed up to Level 2	Element is given no value + DED2 if Level 3 is attempted	
Step Sequence allowed up to Level 2	The SS shall be called no higher than Level 2 SS no value + DED2 if Level 3 or 4 is attempted	

Spin (Choice – Intermediate)	Technical Panel	Referee
Spin from Level 1 only	Element is given no value + DED2 if Spins from Levels 2 or 3 attempted	

Moves in the Field (Choice – Intermediate)	Technical Panel	Referee
Moves in the Field up to Level 2	Element is given no value + DED2 if Level 3 or 4 attempted	
Free Moves (fm) from Level 1 or 2 only	No value for fm + DED2 for any fm3 attempted + no Additional Feature is counted	
Must include 1 spiral	The 3 rd fm is given no value if one of the 3 chosen fms is not a spiral	

Open

General	Technical Panel	Referee
Additional elements marked as transitions permitted	No penalty	
Must include four different and clearly recognizable holds		DED2 if missing 1 hold DED4 if missing 2 or more holds
Lifts allowed up to a maximum of three lifts. One of the three may be a pair lift and the remaining two lifts may be group lifts or all three may be group lifts.	DED3; for a fourth lift (even if executed as a Transition) DED3 for a second pair lift	
Vaults allowed up to a maximum of two vaults	DED4 for a third vault	

Block	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Circle	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Line	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Wheel	Technical Panel	Referee
Variations allowed up to Level 4	As per ISU	

Intersection	Technical Panel	Referee
Intersection up to Level 4	As per ISU	
Point of Intersection: Level 2 allowed	The pi shall be called no higher than Level 2 No value <u>on element and feature</u> + DED2 if pi3 is attempted	

No Hold Step Sequence	Technical Panel	Referee
No Hold Step Sequence is allowed up to Level 2	Element is given no value + DED2 if Level 3 attempted	
Step Sequence allowed up to Level 2	The SS shall be called no higher than Level 2 SS no value + DED2 if Level 3 or 4 is attempted	

Moves in Isolation (Choice)	Technical Panel	Referee
Moves in Isolation allowed up to Level 4	As per ISU – Senior Free Program	
Free Skating Elements only, up to Level 3	As per ISU – Senior Free Program	
Group Lifts from Level 1 only. No other restrictions on Free Skating Elements	Element is given no value + DED2 if Lifts from Level 2 or 3 attempted	

Spin (Choice)	Technical Panel	Referee
Spin from Level 1 only	Element is given no value + DED2 if Spins from Levels 2 or 3 attempted	

Pair Element (Choice)	Technical Panel	Referee
Pair Element from Level 1 only	Element is given no value + DED2 if pair element from Levels 2 or 3 attempted	

Moves in the Field	Technical Panel	Referee
Moves in the Field allowed up to Level 2	Element is given no value + DED2 if Level 3 or 4 attempted	
Free Moves (fm) from Level 1 or 2 only	No value for fm + DED2 for any fm3 attempted + no Additional Feature is counted	
Must include 1 spiral	The 3 rd fm is given no value if one of the 3 chosen fms is not a spiral	

Block Step Sequence	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable	Element is given no value if less than 2/3 length or comparable	
Block Step Sequence allowed up to Level 4	As per ISU	
BSS may not be attached to or as a part of the Block Element	BSS is given no value if attached to or as part of the Block Element	

Circle Step Sequence	Technical Panel	Referee
Must cover 240° of Circle (2/3rds) or comparable	Element is given no value if less than 240° or comparable	
Circle Step Sequence allowed up to Level 4	As per ISU	
CSS may not be attached to or as a part of the Circle Element	CSS is given no value if attached to or as part of the Circle Element	

**Junior and Senior
Short and Free Programs**

As per ISU for all program requirements and calls.