

2009/2010 SKATE CANADA SUMMARY OF CALLS – SYNCHRONIZED SKATING

General Notes

Transitional Elements

Applies to: Beginner I, Beginner II, Elementary and Adult III

Teams may not include any extra elements marked as Transitions in their programs. Any shape executed between elements shall be acceptable as a transition if the said shape does not cover more than ½ the length of the ice AND/OR does not rotate more than 360°.

Wheel Creative Modification

Teams limited to Simple Variations shall be allowed to execute the Creative Modification in the Wheel without penalty. If a new shape is created during the Creative Modification, that shape shall not be counted as a new configuration, as long as the number of spokes remain the same as in the original wheel shape AND/OR the wheel returns to the original configuration after the Creative Modification.

Technical Panel

Technical panel shall apply all rules pertaining to minimum 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.

Technical Panel shall apply the DED4 – Illegal deduction as defined by the ISU for all Elements, Features and Additional Features.

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 2008 for complete list.

Referee

Referee shall apply all applicable deductions as defined by the ISU for all maximum ice coverage requirements as they apply to individual elements.

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

Referee shall apply all applicable deductions as defined by the ISU for Fall Recovery Time

See current ISU Summary of Calls and ISU Special Regulations and Technical Rules 2008 for complete list.

Beginner 1

General	Technical Panel	Referee
All elements shall be called as Level 1.	<ul style="list-style-type: none"> Do not call any higher than Level 1. No Call + DED3 for any attempted Element Level 2, 3 or 4. 	
No Simple or Difficult Variations allowed.	<ul style="list-style-type: none"> Call DED1 for each attempted Simple Variation. No Call + DED3 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.	
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.	No call if less than one-half ice.	
Basic turns and linking steps permitted.	No level of step sequence shall be assigned.	
May not change configuration.	B1 + DED1 if a change of configuration is attempted.	

Circle	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Basic turns and linking steps permitted.	No level of step sequence shall be assigned.	

Line	Technical Panel	Referee
Must cover one-half the length of the ice or comparable.	No call if less than one-half ice.	
May not change configuration.	Apply deduction depending on if the Simple or Difficult Variation is attempted (as described in General above).	
Forward skating only.	Call DED1 if any part of the Line is skated backwards.	

Wheel	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	

Beginner II

General	Technical Panel	Referee
All elements shall be called as Level 1.	<ul style="list-style-type: none"> Do not call any higher than Level 1. No Call + DED3 for any attempted Element Level 2, 3 or 4. 	
No Simple or Difficult Variations allowed.	<ul style="list-style-type: none"> Call DED1 for each attempted Simple Variation. No Call + DED3 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.	
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.	No call if less than one-half ice.	
Basic turns and linking steps permitted.	No level of step sequence shall be assigned.	
May not change configuration.	B1 + DED1 if a change of configuration is attempted.	

Circle	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Basic turns and linking steps permitted.	No level of step sequence shall be assigned.	

Line	Technical Panel	Referee
Must cover one-half the length of the ice or comparable.	No call if less than one-half ice.	
May not change configuration.	Apply deduction depending on if the Simple or Difficult Variation is attempted (as described in General above).	

Wheel	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	

Intersection	Technical Panel	Referee
Any Intersection from Group 1 is allowed – must be skated face-to-face / forwards.	Call I1 + DED2 if any part of the Preparation or Approach is back-to-back / backwards. No Call + DED3 if Intersections from Groups 2,3 or 4 are attempted.	
Point of Intersection : 1-foot or 2-foot glide only.	No level of pi shall be called. Call DED2 if point of intersection has rotations.	

**Elementary
Adult SYS III**

General	Technical Panel	Referee
All elements shall be called as Level 1.	<ul style="list-style-type: none"> Do not call any higher than Level 1. No Call + DED3 for any attempted Element Level 2, 3 or 4. 	
No Simple or Difficult Variations allowed.	<ul style="list-style-type: none"> Call DED1 for each attempted Simple Variation. No Call + DED3 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 2 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.	No call if less than one-half ice.	
Basic turns and linking steps permitted.	No level of step sequence shall be assigned.	
May not change configuration.	Call B1 + DED1 if a change of configuration is attempted.	

Circle	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Basic turns and linking steps permitted.	No level of step sequence shall be assigned.	

Line	Technical Panel	Referee
Must cover one-half the length of the ice or comparable.	No call if less than one-half ice.	
May not change configuration.	Apply deduction depending on if the Simple or Difficult Variation is attempted (as described in General above).	

Wheel	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	

Intersection	Technical Panel	Referee
Any Intersection from Group 1 is allowed – must be skated face-to-face / forwards.	Call I1 + DED2 if any part of the Preparation or Approach is back-to-back / backwards. No Call + DED3 if Intersections from Groups 2, 3 or 4 are attempted.	
Point of Intersection : 1-foot or 2-foot glide only.	No level of pi shall be called. Call DED2 if point of intersection has rotations.	

Juvenile

General	Technical Panel	Referee
All elements shall be called as Level 1 except the MI	<ul style="list-style-type: none"> Do not call any higher than Level 1 except for MI. No Call + DED3 for the attempted Element Level 2, 3 or 4 (except for MI). 	
Additional Elements marked as Transitions are permitted	No penalty.	
Difficult Variations <u>not</u> allowed.	No Call + DED3 for any attempted Element Level 2 (with Difficult Variation), 3 or 4	
Must include 2 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.	No call if less than full length or comparable.	
Basic turns and linking steps permitted.	Step Sequence shall be called no higher than Level 1. SS No Call + DED3 if Level 2, 3 or 4 is attempted	
Simple Variations allowed.	Block shall be called no higher than Level 1.	

Circle	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Basic turns and linking steps permitted.	Step Sequence shall be called no higher than Level 1. SS No Call + DED3 if Level 2, 3 or 4 is attempted	
Simple Variations allowed.	Circle shall be called no higher than Level 1.	

Line	Technical Panel	Referee
Must cover full length of the ice or comparable.	No call if less than full length of the ice.	
Simple Variations allowed.	Line shall be called no higher than Level 1.	

Wheel	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Simple Variations allowed.	Wheel shall be called no higher than Level 1.	

Intersection	Technical Panel	Referee
Any Intersection from Group 1 is allowed – must be skated face-to-face / forwards.	Call I1+ DED2 if any part of the Preparation or Approach is back-to-back / backwards. No Call + DED3 if Intersections from Groups 2,3 or 4 are attempted.	
Point of Intersection : Level 1 allowed.	Call no higher than Level 1. No call <u>on element and feature</u> + DED3 if higher level attempted.	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2.	Call up to Level 2. No Call + DED3 if too many skaters (Level 3).	
Individual skating only.	DED2 if fe executed in pairs (2 by 2).	
Free Skating Moves or Elements (fm or fe) up to Level 2 only.	Call fm/fe up to Level 2. No Call <u>on element and feature</u> + DED3 if higher level attempted.	
Pair Elements, Lifts, Vaults are illegal.	No call + DED4 for Illegal.	

Pre-Novice

General	Technical Panel	Referee
All elements shall be called as Level 1 <i>except</i> the MI	<ul style="list-style-type: none"> Do not call any higher than Level 1 except for MI. No Call + DED3 for the attempted Element Level 2, 3 or 4 (except for MI). 	
Additional Elements marked as Transitions are permitted	No penalty.	
Difficult Variations <u>not</u> allowed <i>except</i> for Intersection.	No Call + DED3 for the attempted Element Level 2 (with Difficult Variation), 3 or 4 (except for MI)	
Must include 2 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.	No call if less than full length or comparable.	
Turns and linking steps permitted.	Step Sequence shall be called no higher than Level 2. SS No Call + DED3 if Level 3 or 4 is attempted	
Simple Variations allowed.	Block shall be called no higher than Level 1.	

Circle	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Turns and linking steps permitted.	Step Sequence shall be called no higher than Level 2. SS No Call + DED3 if Level 3 or 4 is attempted	
Simple Variations allowed.	Circle shall be called no higher than Level 1.	

Line	Technical Panel	Referee
Must cover full length of the ice or comparable.	No call if less than full length of the ice.	
Simple Variations allowed.	Line shall be called no higher than Level 1.	

Wheel	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Simple Variations allowed.	Wheel shall be called no higher than Level 1.	

Intersection	Technical Panel	Referee
Any Intersection from Level 1 or Level 2 is allowed.	Call Level of Intersection up to Level 2.	
Backwards and back-to-back Preparation and Approach is allowed without penalty.	No Call + DED3 if Intersections from Levels 3 or 4 are attempted.	
Point of Intersection: Level 1 allowed.	Call no higher than Level 1. No call <u>on element and feature</u> + DED3 if higher level attempted.	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2.	Call up to Level 2. No Call + DED3 if too many skaters (Level 3).	
Pairs allowed for Group 1 or 2 only.	DED2 if fm/fe executed from Group 3.	
Free Skating Moves or Elements (fm or fe) up to Level 2 only.	Call fm/fe up to Level 2. No Call <u>on element and feature</u> + DED3 if Level 3 attempted.	
Lifts and Vaults are illegal.	No call + DED4 for Illegal.	

**Novice
Adult SYS II**

General	Technical Panel	Referee
Additional Elements marked as Transitions are permitted	No penalty.	
Must include 3 different and clearly recognizable holds.		DED2 if missing 1 hold. DED4 if missing 2 or more holds.

Block	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 3.	Call Block no higher than Level 3. No Call + DED3 if Level 4 is attempted.	
Step Sequence up to Level 3	Call SS no higher than Level 3. SS No Call + DED3 if Level 4 is attempted <i>There is no additional deduction for the SS if the Element is not called.</i>	

Circle	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 3.	Call Circle no higher than Level 3. No Call + DED3 if Level 4 is attempted.	
Step Sequence up to Level 3.	Call SS no higher than Level 3. SS No Call + DED3 if Level 4 is attempted	

Line	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 3.	Call Line no higher than Level 3. No Call + DED3 if Level 4 is attempted.	

Wheel	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 3.	Call Wheel no higher than Level 3. No Call + DED3 if Level 4 is attempted.	

Intersection	Technical Panel	Referee
Any Intersection up to Level 3 is allowed. Backwards and back-to-back Preparation and Approach is allowed without penalty.	Call Level of Intersection up to Level 3. No Call + DED4 if Intersections from Level 4 are attempted.	
Point of Intersection: Level 2 allowed.	Call no higher than Level 2. No Call <u>on element and feature</u> + DED3 if pi3 is attempted.	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2.	Call up to Level 2. No Call + DED3 if too many skaters (Level 3).	

Free Skating Moves or Elements up to Level 3.	No penalty.	
Lifts and Vaults are illegal.	No call + DED4 for Illegal.	

No Hold Block (Novice only)	Technical Panel	Referee
No Hold Block is allowed up to Level 2.	No Call + DED3 if Level 3 attempted.	
Simple Variations only.*	No Call + DED3 if Level 2 (with Difficult Variation) 3 or 4 is attempted	
Step Sequence up to Level 1.	Call SS no higher than Level 1. SS No Call + DED3 if Level 2, 3 or 4 is attempted. <i>There is no additional deduction for the SS if the Element is not called.</i>	

** Beginning the Ho Hold Block without a stop is a Difficult Variation. The No Hold Block must begin at a stop or standstill in order to meet requirements at this level.*

** Body Movement: may execute 1 movement on 1 foot OR more than 1 movement on 2 feet. Executing 2+ movements where at least 1 is on 1 foot is a Difficult Variation.*

**Intermediate
Adult SYS I**

General	Technical Panel	Referee
Additional Elements marked as Transitions are permitted	No penalty.	
Must include 3 different and clearly recognizable holds.		DED2 if missing 1 hold. DED4 if missing 2 or more holds.

Block	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 4.	As per ISU.	
Step Sequence up to Level 4	As per ISU.	

Circle	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 4.	As per ISU.	
Step Sequence up to Level 4	As per ISU.	

Line	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 4.	As per ISU.	

Wheel	Technical Panel	Referee
Simple and Difficult 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.	Call no higher than Level 2. No Call <u>on element and feature</u> + DED3 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.	No penalty – as per ISU Junior Free Program.	
Lifts are illegal.	No call + DED4	

No Hold Block (Intermediate Only)	Technical Panel	Referee

No Hold Block is allowed up to Level 2.	No Call + DED3 if Level 3 attempted.	
Simple Variations only.*	Call DED2 for any attempted Difficult Variation.	
Step Sequence up to Level 2	Call SS no higher than Level 2. SS No Call + DED3 if Level 3 or 4 is attempted. <i>There is no additional deduction for the SS if the Element is not called.</i>	

** Beginning the Ho Hold Block without a stop is a Difficult Variation. The No Hold Block must begin at a stop or standstill in order to meet requirements at this level.*

** Body Movement: may execute 1 movement on 1 foot OR more than 1 movement on 2 feet. Executing 2+ movements where at least 1 is on 1 foot is a Difficult Variation.*

Spin (Choice – Intermediate Only)	Technical Panel	Referee
Spin from Level 1 only.	No Call + DED3 if Spins from Levels 2 or 3 attempted.	

Moves in the Field (Choice – Intermediate Only)	Technical Panel	Referee
Moves in the Field up to Level 2.	No Call + DED3 if Level 3 or 4 attempted.	
Simple Variations only.	Call DED2 for any attempted Difficult Variation.	
Free Moves (fm) from Level 1 or 2 only.	No call + DED3 for any fm3 attempted.	
Must include 1 spiral.	The 3 rd fm will not be called if one of the 3 chosen fms is not a spiral.	

Open

General	Technical Panel	Referee
Additional Elements marked as Transitions are permitted	No penalty.	
Must include 3 different and clearly recognizable holds.		DED2 if missing 1 hold. DED4 if missing 2 or more holds.

Block	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 4.	As per ISU.	
Step Sequence up to Level 4	As per ISU.	

Circle	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 4.	As per ISU.	
Step Sequence up to Level 4	As per ISU.	

Line	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 4.	As per ISU.	

Wheel	Technical Panel	Referee
Simple and Difficult 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.	Call no higher than Level 2. No Call <u>on element</u> and <u>pi</u> + DED3 if pi3 is attempted.	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 3.	As per ISU – Senior Free Program.	
Free Skating Moves up to Level 3.	As per ISU – Senior Free Program.	
Pair and Group Lifts from Level 1 only. No other restrictions on Free Skating Elements.	No Call + DED3 if Lifts from Level 2 or 3 attempted.	

No Hold Block	Technical Panel	Referee
No Hold Block is allowed up to Level 2.	No Call + DED3 if Level 3 attempted.	

Simple and Difficult Variations allowed.	No penalty for 1 Difficult Variation (see above).	
Step Sequence up to Level 2	Call SS no higher than Level 2. SS No Call + DED3 if Level 3 or 4 is attempted. <i>There is no additional deduction for the SS if the Element is not called.</i>	

Spin (Choice)	Technical Panel	Referee
Spin from Level 1 only.	No Call + DED3 if Spins from Levels 2 or 3 attempted.	

Pair Element (Choice)	Technical Panel	Referee
Pair Element from Level 1 only.	No Call + DED3 if Spins from Levels 2 or 3 attempted.	

Moves in the Field	Technical Panel	Referee
Moves in the Field up to Level 2.	No Call + DED3 if Level 3 or 4 attempted.	
Simple and Difficult Variations allowed.	No penalty for 1 Difficult Variation (see above).	
Free Moves (fm) from Level 1 or 2 only.	No call + DED3 for any fm3 attempted.	
Must include 1 spiral.	The 3 rd fm will not be called if one of the 3 chosen fms is not a spiral.	

**Junior and Senior
Short and Free Programs**

As per ISU for all program requirements and calls.