



**2010-2011 SKATE CANADA SUMMARY OF CALLS FOR
SYNCHRONIZED SKATING**

(Updated November 2010)

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 and/or less than 360° rotation. 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 (as applicable to Simple and Difficult Variations).

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 Domestic 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 Domestic 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 shall be called as Level 1.	<ul style="list-style-type: none"> Do not call any higher than Level 1. No Call + DED2 for any attempted Element Level 2, 3 or 4. 	
No Simple or Difficult Variations allowed.	<ul style="list-style-type: none"> No Call + DED2 for any attempted Variation. 	
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.	
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°	
May not change configuration.	C1 + DED1 if a change of configuration is attempted.	

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.	L1 + DED1 if change of configuration is attempted.	
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 + DED2 for any attempted Element Level 2, 3 or 4. 	
No Simple or Difficult Variations allowed.	<ul style="list-style-type: none"> No Call + DED2 for any attempted Variation. 	
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.	
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°	
May not change configuration.	C1 + DED1 if a change of configuration is attempted.	

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.	L1 + DED1 if a change of configuration is attempted.	

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 + DED2 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.	
Back-to-back / backward intersections are illegal.	No Call + DED4	

**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 + DED2 for any attempted Element Level 2, 3 or 4. 	
No Simple or Difficult Variations allowed.	<ul style="list-style-type: none"> No Call + DED2 for any attempted Variation. 	
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.	
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°	
May not change configuration.	Call C1 + DED1 if a change of configuration is attempted.	

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.	Call L1 + DED1 if a change of configuration is attempted.	

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 + DED2 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.	
Back-to-back / backward intersections are illegal.	No Call + DED4	

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 + DED2 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 + DED2 for any attempted Element Level 2 (with <u>Difficult Variation</u>), 3 or 4	
Teams may execute more than 1 Simple Variation without penalty.	Call Level 1 + no penalty.	
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.	
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°	
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 + DED2 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> + DED2 if higher level attempted.	
Back-to-back / backward intersections are illegal.	No Call + DED4	

Moves in Isolation	Technical Panel	Referee
Moves in Isolation allowed up to Level 2. The maximum number of skaters for Level 2 is 6.	Call up to Level 2. No Call + 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.	Call fm/fe up to Level 1. No Call <u>on element and feature</u> + DED2 if higher level attempted.	
Pair Elements, Lifts, Vaults are illegal.	No call + DED4 for Illegal.	

Block Step Sequence (2010-2011)	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable.	No call if less than 2/3 length or comparable.	
Block Step Sequence maximum Level 1.	BSS shall be called no higher than Level 1. BSS No Call + DED2 if Level 2, 3 or 4 is attempted	
Teams skating with 8 skaters may have 1 line of 2 skaters. All other teams must have minimum 3 skaters in a line.	No penalty if skating with 8 skaters. No Call on element for teams skating with 9 or more skaters.	
BSS may not be attached to or as a part of the Block Element	BSS is not called if attached to or as part of the Block Element.	

Pre-Novice

General	Technical Panel	Referee
All elements shall be called as maximum Level 2.	<ul style="list-style-type: none"> Do not call any higher than Level 2 No Call + DED2 for the attempted Element Level 3 or 4. 	
Additional Elements marked as Transitions are permitted	No penalty.	
Teams may execute more than 1 Simple Variation without penalty.	Call Level + no penalty.	
Teams may attempt only 1 Difficult Variation.	No Call + DED2 for the attempted Element Level 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.	
Simple Variations allowed.	Block shall be called no higher than Level 2.	
Only 1 Difficult Variation may be attempted.	<ul style="list-style-type: none"> No Call + DED2 for the attempted Element Level 3 or 4. In case of error, the deduction or penalty for the Difficult Variation as per ISU Summary of Calls shall be applied. 	

Circle	Technical Panel	Referee
Must cover 360° or comparable.	No call if less than 360°	
Simple Variations allowed.	Circle shall be called no higher than Level 2.	
Only 1 Difficult Variation may be attempted.	<ul style="list-style-type: none"> No Call + DED2 for the attempted Element Level 3 or 4. In case of error, the deduction or penalty for the Difficult Variation as per ISU Summary of Calls shall be applied. 	

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 2.	
Only 1 Difficult Variation may be attempted.	<ul style="list-style-type: none"> No Call + DED2 for the attempted Element Level 3 or 4. In case of error, the deduction or penalty for the Difficult Variation as per ISU Summary of Calls shall be applied. 	

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 2.	
Only 1 Difficult Variation may be attempted.	<ul style="list-style-type: none"> No Call + DED2 for the attempted Element Level 3 or 4. In case of error, the deduction or penalty for the Difficult Variation as per ISU Summary of Calls shall be applied. 	

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 + DED2 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> + 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 6 and maximum number of pairs is 3.	Call up to Level 2. No Call + DED2 if too many skaters/pairs or Level 3.	
Free Skating Moves or Elements (fm or fe) up to Level 2 only for both skaters executing fm/fe for points and remaining skaters.	Call fm/fe up to Level 2. No Call <u>on element and feature</u> + DED2 if Level 3 attempted.	
Lifts and Vaults are illegal.	No call + DED4 for Illegal.	

Block Step Sequence (2010-2011)	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable.	No call if less than 2/3 length or comparable.	
Block Step Sequence maximum Level 2.	BSS shall be called no higher than Level 2. BSS No Call + DED2 if Level 3 or 4 is attempted.	
Teams skating with 8 skaters may have 1 line of 2 skaters. All other teams must have minimum 3 skaters in a line.	No penalty if skating with 8 skaters. No call on element for teams skating with 9 or more skaters.	
BSS may not be attached to or as a part of the Block Element	BSS is not called if attached to or as part of the Block Element.	

**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 + DED2 if Level 4 is attempted.	

Circle	Technical Panel	Referee
Simple and Difficult Variations allowed up to Level 3.	Call Circle no higher than Level 3. No Call + DED2 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 + DED2 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 + DED2 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 + DED2 if Intersections from Level 4 are attempted.	
Point of Intersection: Level 2 allowed.	Call no higher than Level 2. No Call on element and feature + 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 6 and maximum number of pairs is 3.	Call up to Level 2. No Call + DED2 if too many skaters/pairs or Level 3.	
Free Skating Moves or Elements up to Level 3.	No penalty.	
Lifts and Vaults are illegal.	No call + DED4 for Illegal.	

Block Step Sequence (Novice & Adult SYS II for 2010-2011)	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable.	No call if less than 2/3 length or comparable.	
Block Step Sequence maximum Level 3.	BSS shall be called no higher than Level 3. BSS No Call + DED2 if Level 4 is attempted.	
Adult SYS II teams skating with 8 skaters may have 1 line of 2 skaters. All other teams must have minimum 3 skaters in a line.	No penalty if skating with 8 skaters. No call on element for teams skating with 9 or more skaters.	
BSS may not be attached to or as a part of the Block Element	BSS is not called if attached to or as part of the Block Element.	

Circle Step Sequence (Novice)	Technical Panel	Referee
Must cover 240° of Circle (2/3rds) or comparable.	No call if less than 240° or comparable.	
Circle Step Sequence maximum Level 3.	CSS shall be called no higher than Level 3. CSS No Call + DED2 if Level 4 is attempted.	
CSS may not be attached to or as a part of the Block Element	CSS is not called if attached to or as part of the Block Circle Element.	

No Hold Step Sequence (Novice)	Technical Panel	Referee
No Hold Step Sequence is allowed up to Level 2.	No Call + DED2 if Level 3 attempted.	
Simple Variations only.	No Call + DED2 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 + DED2 if Level 2, 3 or 4 is attempted.	

**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.	

Circle	Technical Panel	Referee
Simple and Difficult Variations allowed 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> + 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.	No call + DED4	

Block Step Sequence	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable.	No call if less than 2/3 length or comparable.	
Block Step Sequence allowed to Level 4.	As per ISU.	
Adult SYS I teams skating with 8 skaters may have 1 line of 2 skaters. All other teams must have minimum 3 skaters in a line.	No penalty if skating with 8 skaters. No call on element for teams skating with 9 or more skaters.	
BSS may not be attached to or as a part of the Block Element	BSS is not called 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.	No call if less than 240° or comparable.	
Circle Step Sequence allowed to Level 4.	As per ISU.	
CSS may not be attached to or as a part of the Block Element	CSS is not called if attached to or as part of the Block Circle Element.	

No Hold Step Sequence (Intermediate)	Technical Panel	Referee
No Hold Step Sequence is allowed up to Level 2. Simple Variations only.	No Call + DED2 if any Difficult Variation is included	
Step Sequence up to Level 2.	Call SS no higher than Level 2. SS No Call + DED2 if Level 3 or 4 is attempted.	

Spin (Choice – Intermediate)	Technical Panel	Referee
Spin from Level 1 only.	No Call + 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.	No Call + DED2 if Level 3 or 4 attempted.	
Simple Variations only.	No Call + DED2 for any attempted Difficult Variation.	
Free Moves (fm) from Level 1 or 2 only.	No call + DED2 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 4 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.	

Circle	Technical Panel	Referee
Simple and Difficult Variations allowed 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> + DED2 if pi3 is attempted.	

No Hold Step Sequence	Technical Panel	Referee
No Hold Step Sequence 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>	

Moves in Isolation (Choice)	Technical Panel	Referee
Moves in Isolation allowed up to Level 3 4 .	As per ISU – Senior Free Program.	
Free Skating Elements only, 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 + DED2 if Lifts from Level 2 or 3 attempted.	

Spin (Choice)	Technical Panel	Referee
Spin from Level 1 only.	No Call + DED2 if Spins from Levels 2 or 3 attempted.	

Pair Element (Choice)	Technical Panel	Referee
Pair Element from Level 1 only.	No Call + DED2 if Spins pair elements from Levels 2 or 3 attempted.	

Moves in the Field	Technical Panel	Referee
Moves in the Field up to Level 2.	No Call + DED2 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 + DED2 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.	

Block Step Sequence	Technical Panel	Referee
Must cover 2/3 length of the ice or comparable.	No call if less than 2/3 length or comparable.	
Block Step Sequence allowed to Level 4.	As per ISU.	
BSS may not be attached to or as a part of the Block Element	BSS is not called 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.	No call if less than 240° or comparable.	
Circle Step Sequence allowed to Level 4.	As per ISU.	
CSS may not be attached to or as a part of the Block Element	CSS is not called if attached to or as part of the Block Circle Element.	

Junior and Senior Short and Free Programs

As per ISU for all program requirements and calls.