



# 2018-19 SKATE CANADA SYNCHRONIZED SKATING TECHNICAL HANDBOOK

(November 2018)

## General Notes

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### Transitions (Applies to All Domestic Categories)

Additional elements are allowed but they must be labeled as “Transition” on the Planned Program Content Sheet. **A deduction will not be taken for omitting a transition on the planned program sheet** but teams must realize that it is in their favour to include as it will assist the technical panel when making calls during the performance.

### Non-permitted and Illegal Elements, Features, Additional Features

If there is an illegal element, feature, or additional feature:

- the element is given a Level Base + DED4 (illegal), if the requirements for base level are fulfilled. Otherwise, the element will be called “no Level” + DED4
- If there is an illegal element, feature or additional feature executed between two (2) elements; DED4 will be called and will be deducted from the total score

If there is a non-permitted element, feature, or additional feature:

- If non permitted movement is an Element; Element is called No Level + DED3 (non-permitted);
- If the non-permitted movement is included in the feature Element is called + feature is not counted + DED3
- If the non-permitted movement is included in an additional feature Element is called + additional feature is not counted + DED3
- If there is a non-permitted element, feature or additional feature executed between two (2) elements; DED3 will be called and will be deducted from the total score

### Technical Panel

**Technical panel shall apply all rules pertaining to basic requirements for an element** as per current ISU Technical Handbook and as listed in the Skate Canada Technical Requirements.

Minimum number of lines for block

Minimum number of skaters in a spoke for a wheel

Minimum number of skaters in a circle

Maximum number of lines in the line

The minimum ice coverage or rotation requirements for all linear or rotational elements

Excessive ice restriction (1/2 ice) for Move elements, Pair elements, Synchronized spin elements and Group lifts

Note: In the NHE, intersection and line elements, teams with uneven numbers must have lines as even as possible. Element is called (if correctly executed) + no penalty if skating with uneven numbers due to skating with greater than or less than 16 skaters as long as lines are as even as possible. Element is called (if correctly executed) + DED1 if the lines are not as even as possible.

Note: Additional Elements listed as “Transitions” on the Planned Program Content sheet may not contain elements that are non-permitted or illegal as listed for each respective domestic level in the 2018-2019 Skate Canada Technical Requirements or the following deductions will be applied:

Deductions for the non-permitted movements and illegal elements will be made from the Total Score by the Technical Specialist and verified by the Technical Controller. The deduction for non-permitted movements, repetitions of elements, and for illegal element in a short program will be as per 2018-2019 ISU Technical Handbook.

All domestic categories will follow the illegal elements and non-permitted movements as follows:

- **Illegal Elements/Features/Additional Features/Movements**
  - All categories will follow the ISU Junior Free Skating specifications (ISU rule 992, paragraph 2c.)
- **Non-permitted Elements/Features, Additional Features / Extra Features and movements**
  - All categories will follow the ISU Junior Free Skating specifications (ISU rule 992, paragraph 3c), however, any type of lift or vault is non-permitted for Pre-Juvenile, Juvenile, Pre-Novice, Novice, Adult I, Adult II and Adult III, and only unsustained lifts are permitted for Intermediate and Open.
  - Please consult ISU Rule 990 (Section D, Technical Definitions), paragraph 4 vii) and 4 xi) for more information regarding Group Lifts, Unsustained Lifts, and Vaults.

*See current ISU Technical Handbook and ISU Special Regulations and Technical Rules for complete list.*

## **Deductions**

*See current ISU Technical Handbook and ISU Special Regulations and Technical Rules for complete list.*

*Refer to Scoring of Skate Canada Competitions <https://info.skatecanada.ca/index.php/en-ca/rules-of-sport/52-marking-of-skate-canada-competitions.html#h2-5-deductions> for information on deductions.*

### **Novice, Intermediate, Open, Junior and Senior**

Fall deductions shall be applied as per ISU rules.

**The number of skaters required for a ¼ of the team:**

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Team size - # of skaters	1/4 of the team	Team size - # of skaters	1/4 of the team
8	2	15	3
9	2	16	4
10	2	17	4
11	2	18	5
12	3	19	5
13	3	20	5
14	3		

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**No Hold Element clarification for domestic teams:** Three (3) or four (4) line block configurations for teams skating with fewer than or greater than 16 skaters are as follows:

Teams comprised of 8-11 skaters must start in three lines as even as possible;

Teams comprised of 12-15 skaters must start in four lines as even as possible;

Teams comprised of 17-20 skaters must start in four lines as even as possible.

This requirement must appear from the horizontal view from the judges stand.

## Pre-Juvenile

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	

Pivoting Element – Block, Linear Element - Line	Technical Panel
Call no higher than Level 1 All other features permitted	Call up to and including Level 1

Rotating Element – Circle, Rotating Element – Wheel	Technical Panel
Call no higher than Level 1 See Appendix A of the Skate Canada Technical Requirements for features required for the call Other features are permitted	Call up to and including Level 1

Intersection	Technical Panel
Any Intersection up to Level Base – must be skated face-to-face during the approach phase (forward skating if pivoting): permitted	Call no higher than Level Base
Backwards approach	Intersection given no value
Point of Intersection (pi): level base	Call no higher than Level Base

## Juvenile

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Traveling Element – Wheel, Rotating Element – Circle, Linear Element - Line</b>	<b>Technical Panel</b>	
Call no higher than Level 2	Call up to and including Level 2	
<b>Intersection</b>	<b>Technical Panel</b>	
Any Intersection up to Level 2	Call up to and including Level 2	
Point of Intersection (pi) Level 2	pi called up to and including Level 2	
<b>Move Element</b>	<b>Technical Panel</b>	
The required fm for 2018-2019 is an unsupported spiral selected from Appendix A of the Skate Canada Technical Requirements	Element is given ME level base + fm no value + DED1 if a supported spiral or another fm is executed	
ME up to Level 1 permitted	Call up to and including Level 1	
Free Skating Move (fm) up to Level 1	fm called up to and including Level 1	
<b>No Hold Element (NHE) + Step Sequence (s) feature</b>	<b>Technical Panel</b>	
NHE + step sequence feature up to Level 2	NHE call up to and including Level 2 Step sequence call up to and including Level 2	

## Pre-Novice

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Traveling Element – Wheel</b>	<b>Technical Panel</b>	
Call no higher than Level 2 All other features permitted	Call up to and including Level 2	
<b>Intersection + pi feature</b>	<b>Technical Panel</b>	
Any Intersection up to Level 2	Call up to and including Level 2	
Point of Intersection (pi) Level 2	pi call up to and including Level 2	
<b>Move Element</b>	<b>Technical Panel</b>	
ME up to Level 2	Call up to and including Level 2	
Free Skating Move (fm) up to Level 2	fm call up to and including Level 2	
<b>No Hold Element (NHE) + Step Sequence (s) feature</b>	<b>Technical Panel</b>	
NHE + step sequence feature up to Level 2	NHE call up to and including Level 2 Step sequence call up to and including Level 2	
<b>CHOICE OF: Rotating Element – Circle OR Linear Element – Line</b>	<b>Technical Panel</b>	
Call no higher than Level 3 All other features permitted	Call up to and including Level 3	
<b>CHOICE OF: Creative Element – Intersection or Mixed Element</b>	<b>Technical Panel</b>	
The element will be confirmed at fixed Level 1	As per ISU	

## Novice

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Traveling Element – Wheel</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>Intersection + pi feature</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>Move Element + fm</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>No Hold Element (NHE) + Step Sequence (s) feature</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>CHOICE OF: Artistic Element – Block OR Line OR Circle OR Wheel</b>	<b>Technical Panel</b>	
The element will be called up to and including Level 1	Call up to and including Level 1	
<b>CHOICE OF: Creative Element - Intersection or Mixed Element</b>	<b>Technical Panel</b>	
The element will be confirmed at fixed Level 1	As per ISU	



## Intermediate/Open

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Traveling Element - Wheel</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>Intersection + pi feature</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>Move Element + fm</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>No Hold Element (NHE) + Step Sequence (s) feature</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>CHOICE OF 2: Artistic Element – Block OR Line OR Circle OR Wheel</b>	<b>Technical Panel</b>	
The element will be called up to and including Level 2	As per ISU	
<b>CHOICE OF: Pair Element OR Synchronized Spin</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>CHOICE OF: Creative Element – Intersection or Mixed Element</b>	<b>Technical Panel</b>	
The element will be confirmed at fixed Level 1	As per ISU	

## Adult SYS I

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Traveling Element – Wheel,</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>Intersection + pi feature</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>CHOICE OF: Rotating Element – Circle OR Linear Element - Line</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>CHOICE OF: Pair Element OR Synchronized Spin</b>	<b>Technical Panel</b>	
All levels permitted	As per ISU	
<b>CHOICE OF: Creative Element - Intersection OR Mixed Element</b>	<b>Technical Panel</b>	
The element will be confirmed at fixed Level 1	As per ISU	

## Adult SYS II

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Traveling Element – Wheel,</b>	<b>Technical Panel</b>	
Call no higher than Level 2 All other features permitted	Call up to and including Level 2	
<b>Intersection + pi feature</b>	<b>Technical Panel</b>	
Any Intersection up to Level 1	Call up to and including Level 1	
Point of Intersection (pi) Level 2	pi called up to and including Level 2	
<b>CHOICE OF: Rotating Element – Circle OR Linear Element - Line</b>	<b>Technical Panel</b>	
Call no higher than Level 2 All other features permitted	Call up to and including Level 2	
<b>CHOICE OF: Creative Element - Intersection OR Mixed Element</b>	<b>Technical Panel</b>	
The element will be confirmed at fixed Level 1	As per ISU	

## Adult SYS III

General	Technical Panel	Referee
Additional elements written as transitions permitted	No penalty	
<b>Pivoting Element – Block, Linear Element - Line</b>		
Call no higher than Level 1 All other features permitted	Call up to and including Level 1	
<b>Rotating Element – Circle, Rotating Element – Wheel</b>		
Call no higher than Level 1 See Appendix A of the Skate Canada Technical Requirements for features required for the call Other features are permitted	Call no higher than Level 1	
<b>Intersection</b>		
Any Intersection up to Level Base – must be skated face-to-face during approach phase (forward skating if pivoting): permitted	Call no higher than Level Base	
Backwards approach	Intersection given no value	
Point of Intersection (pi): level base	Call no higher than Level Base	

## **Junior and Senior Short and Free Programs**

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As per ISU for all program requirements and calls.