



Technical Notification 219

Dated: August 30, 2018

Updated: October 4, 2018

Re: Synchronized Skating – Calling Specifications for Juvenile, Intermediate, Novice, Junior, Senior, Collegiate, Adult and Masters teams with numbers other than 16.

This notification supersedes Technical Notification #204.

U.S. Figure Skating rules differ from the ISU on the number of skaters allowed on a team. This Technical Notification clarifies the calling instruction for all elements for teams with numbers other than 16. All other ISU calling specifications apply to these elements.

For Artistic Element Block (AB), Circle (AC), Line (AL) and Wheel (AW):

- Group A – Intersecting and Weaving and Group B – Choreographic Sequence features: For teams with an **odd number of skaters**, the majority must be participating in this feature, (i.e.: eight on a team of 15 skaters), in addition to meeting all other criteria, for the feature to be awarded.

For Linear Block (B), Rotating Circle (C), Linear Line (L) and Rotating Wheel (W):

- Extra Features feature: Teams with an **odd number of skaters** may attempt two different extra features at the same time. The proportion of the team executing each must be as close to half of the team as possible (i.e.: eight and seven on a team of 15 skaters).

For Rotating Circle (C), Rotating Wheel (W):

- Change of Rotational Direction feature:
 - For teams with an **even number, but other than 16 skaters**, at least half the team must participate in this feature, in addition to meeting all other criteria, for this feature to be awarded.
 - For teams with an **odd number of skaters**, the majority must be participating in this feature (i.e.: eight on a team of 15 skaters), in addition to meeting all other criteria, for this feature to be awarded.

For Rotating Circle (C):

- Interlocking feature: For teams with **other than 16 skaters**, at least eight skaters must participate in this feature, in addition to meeting all other criteria, for this feature to be awarded.
- Weaving feature: For teams with **other than 16, or odd numbers of skaters**, weaving will be counted as long as the two circles are as even as possible, in addition to meeting all other criteria.

For Traveling Circle (TC):

- Weaving feature: For teams with **less than 16**, weaving will not be counted as the feature only applies to Level 3 or Level 4, which require at least eight skaters in each circle. For teams with **more than 16 skaters**, weaving will be counted as long as the two circles are as even as possible, in addition to meeting all other criteria.

For Intersection with point of intersection (I+pi) – Angled & Whip Intersections:

- Teams with **fewer than 16 skaters** will be able to receive a maximum of Level 2 (I2) for the angled or whip intersection if the lines are as even as possible, and the element is executed properly. The Technical Panel will start at a Level 2 and apply any reductions accordingly (i.e., Intersection is lowered to a Level 1 for one error).
- Teams with **16 or more skaters** will be able to receive the highest level possible (I3) for the angled or whip intersection as long as the lines are as even as possible, and the element is executed properly.

For Point of Intersection Additional Feature (pi):

- Teams with an **odd number of skaters** may attempt different rotations at the pi. The proportion of the team executing each must be as close to half of the team as possible (i.e.: eight and seven on a team of 15 skaters), in addition to meeting all other criteria, to be awarded.

For Move Element (ME) – Novice, Junior, Collegiate & Senior only:

- 2018-2019 Senior and Junior Short Program – unsupported spiral executed by at least ½ of the Team: For teams with **other than 16 skaters**, at least eight skaters must participate in this feature, in addition to meeting all other criteria, to be awarded.
- Change of Position feature: For teams with **other than 16 skaters**, at least eight skaters must participate in this feature, in addition to meeting all other criteria, to be awarded.

For No Hold Element (NHE) – Intermediate, Novice, Junior, Collegiate & Senior only:

- For teams with **other than 16 skaters**, the formation must meet the basic and general requirements outlined in ISU Communication #2182, page 20 **and the Technical Handbook for Synchronized Skating, page 11. For teams with more than 16 skaters**, a five (5) line configuration is required:
 - 17 skaters = 5+4+4+4
 - 18 skaters = 5+5+4+4
 - 19 skaters = 5+5+5+4
 - 20 skaters = 5+5+5+5

For Pair Element (Pa) – Junior, Collegiate & Senior only:

- For teams with an **odd number of skaters**, the element will be called in accordance with ISU Communication #2182, page 20, irrespective of the odd number skated (15 skaters or 13 skaters).

For Synchronized Spin (SYSp) – Junior, Collegiate & Senior only:

- For teams with an **odd number of skaters**, only the Solo or Group Spin may be attempted. If selecting the Group Spin the element will be called in accordance with ISU Communication #2182, page 23, where it will be permitted for one Group Spin to either have on extra or on less Skater.

For Errors made by “1/4 of the Team or more” in any Element or Additional Feature:

- For teams with **less than 16 skaters**, “1/4 of the team making an error” will be called in accordance with the Technical Handbook for Synchronized Skating. For teams with **more than 16 skaters**, “1/4 of the team making an error” will be called as follows:

Number of Skaters Skating on a Team	1/4 of the team making an error
17 skaters	4 skaters
18 skaters	4 skaters
19 skaters	4 skaters
20 skaters	5 skaters