

2025-26 DOMESTIC CALLING SPECIFICATIONS

OVERVIEW

The U.S. Synchronized Skating Development and Technical Committee caps the levels for certain elements in the preliminary, pre-juvenile, juvenile, open juvenile, intermediate, masters, open adult, open collegiate, and open masters divisions (*see well-balanced program charts*).

This technical notification clarifies the technical panel calling procedures for elements with **level caps** in the aforementioned divisions.

All other ISU calling specifications, not specifically noted below, will continue to apply.

TECHNICAL PANEL CALLING PROCEDURES FOR ELEMENTS WITH LEVEL CAPS

The technical panel will evaluate the element as executed and identify the level achieved, **irrespective of the level cap**. If the identified level is higher than the level cap, the technical panel will start reducing from the higher level, rather than the level cap. After reductions are applied, the awarded level can be **no higher than the level cap** allowed for the respective element and respective division.

TECHNICAL PANEL CALLING PROCEDURES FOR ELEMENTS WITH REQUIRED FEATURES

The technical panel will evaluate the element as executed if the required feature is attempted. If the required feature is not attempted, the element will be called according to the Technical Panel Handbook guidance on Well Balanced Program Requirements not met.

DEFINITION OF 1/2 THE TEAM FOR TEAMS WITH AN ODD NUMBER OF SKATERS

Round to the higher number to meet the criteria for 1/2 the team (e.g., eight (8) on a team of 15 or seven (7) on a team of 14), in addition to meeting all other criteria/requirements for the features to be awarded.



1/4 OF THE TEAM MAKING AN ERROR IN ANY ELEMENT OR FEATURE

For teams with 16 or more skaters (odd or even number of 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

For teams with fewer than 16 skaters (odd or even number of skaters), "1/4 of the team making an error" will be called in accordance with the ISU Technical Panel Handbook

MOVE ELEMENT: POSITION REQUIREMENTS

For teams with 16 or more skaters (odd or even number of skaters), the number of skaters required to begin in a basic or difficult fm position for each level will be as follows:

	ME4	ME3	ME2
Number of Skaters Skating on a Team	Possible when at least the following number of skaters start in and achieve a difficult fm position		Maximum level when the following number of skaters or more begin in a basic fm position (or do not achieve a difficult fm position)
17 skaters	13	8	9
18 skaters	14	9	10
19 skaters	14	9	10
20 skaters	16	10	11

Teams with fewer than 16 skaters (odd or even number of skaters), will be called in accordance with the ISU Technical Panel Handbook.