



2023 - 2024 Records of Clarifications from SYSTC for Judges, Technical Officials, Coaches and Skaters

SYNCHRONIZED SKATING #2

GENERAL

Question #1

Question about twizzles now that knee action (three turns) has been removed from the Technical Panel errors list: if the Skaters execute checked three turns, which by definition are not twizzles, what is the error?

Answer

From the Regulations: *Twizzle: A travelling turn executed on one foot, with one or more rotations, that quickly rotate with a continuous (uninterrupted) action.*

If the twizzle consists of checked three turns, it is not continuous and this is the error.

If the twizzle has only knee action then the evaluation goes to quality (GOE) and is for the Judges.

Knee action during a twizzle does not necessarily mean that the twizzle has checked three turns.

Many times a Feature could be the reason that may create a pulsing rotation that may look like there are checked three turns.

For example: During the Free Leg Extended Feature, there could be an up and down movement of the free leg that might seem to create a pulsing rotation.

The pulsing rotation does not necessarily mean that there is knee action or checked three turns. Only if the free leg is lowered too much the Technical Panel will not award the Feature.

The same pulsing rotation could be present for the Continuous Arm Movement Feature.

The Technical Panel must evaluate each twizzle for continuous and uninterrupted rotations.

The Judges must evaluate each twizzle for the quality of the twizzle (GOE) and any Features.

Question #2

In the Move Element, if a Team use more than ½ of the ice surface, Judges must reduce their GOE by -1.

If using this deduction, do the Judges only consider the distance while Skaters are in their fm position or the whole Team even if some Skaters may still be preparing for the ME and are not in an fm position?

Answer

In the past, the Technical Panel penalized for using more than ½ of the ice surface, only when the Skaters were in an fm position. If a Team uses more than ½ of the ice surface during any Element for which a GOE reduction of -1 has been listed in ISU Communication 2566 (Cr, GL, ME, Pa, SySp), Judges shall apply the reduction in GOE only for Skaters performing movements required for the Element. For example, in the Move Element, some Skaters may be in an fm position while another part of the Team is still preparing another fm by doing crossovers. In such case, the GOE reduction shall only be applied if the Skaters in the fm positions use more than ½ of the ice surface.

Question #3

What is the best way for the Technical Panel to evaluate the Move Element?

Answer

It is really up to TS-A to ask for assistance as needed but we suggest the following:

TS-A – Evaluates the Features and scans the first fm position

TS-B – Evaluates the fms executed by the Skaters – the first position before Features

TC – Evaluates the 2nd fm position and regasp if required – during/after a Feature

Question #4

The NHE, TwE, and SySp may be skated in any order with a clear difference between the two Elements such as; a different **Element Shape** at the start of the next Element **OR** a **clear connection** in-between the two Elements.

Would the following scenario meet the requirements stated above?

Team ends the SySp in a block configuration, they use some steps and individual movements without a hold, while staying in the same block configuration before changing to a different block configuration (four lines with four Skaters in each line without a hold) for an NHE. Would this be considered a clear connection?

Answer

No, the above scenario would not meet the requirements of a clear connection between the SySp and NHE.

The Skaters may not be in different configurations of the same Element even if there are connecting movements. A connection must show another Element shape or part of another element (such as connected pairs or connected lines)

ARTISTIC ELEMENT - LINE

Question #1

Four Skaters leave their line(s) and execute an fe in a configuration other than a line. Is this permitted?

Answer

Skaters may leave their line(s) in order to execute the fe without their movement being counted as an additional line as long as after the fe they either return to the line OR continue into the next element.

CREATIVE ELEMENT

Question #1

Un-sustained Lifts are not permitted in the Creative Element. The Technical Panel Handbook also states on page 6 that if a Team executes an Un-sustained Pair or Group Lift, the call should be No Value.

If Skaters execute an Un-sustained Lift(s) before or after participating in a correctly executed Lift (Pair or Group), required for the Element, what should the call be?

Answer

If all Skaters participate in a Lift which is accepted for the Element level, the Technical Panel must confirm the Element. However, if some Skaters participate only in an Un-sustained Lift(s), the call must be No Value.

Question #1

When does the Creative Element – Group Lift/Pair Lift end?

Answer

The Creative Element ends once the lifted Skater has been held off of the ice for more than three seconds. The exit of the lifted position is considered part of the connection into the next Element. IF the Creative Element is the last element of the program then it is not a requirement for the lifted Skater to be set down.

GROUP LIFT ELEMENT

Question #1

If a Team is executing a Gliding Pattern and using the Two Supporting Skaters Feature, how long must the Team hold the GL with two supporting Skaters?

Answer

Two Supporting Skaters: If a Team is using a Gliding Pattern for their GL, there is no time requirement for the Feature. The two supporting Skaters must lift the Lifted Skater long enough for the Technical Panel to recognize the Feature. If a Team chooses to use a Rotating Pattern for their GL, the Feature must be done during a minimum of 360° rotation.

Question #2

If choosing the Different types of Lifted Positions Feature: Will two different balancing position be accepted for achieving this Feature?

Answer

Two different Balancing lifted positions will be counted towards this Feature IF there is a clear difference between the two lifted positions. The same principle will apply if using two different Flexible lifted positions.

Question #3

Does the U-balancing position as shown in Communication 2563 have to meet both the flexible and balancing requirements?

Answer

If there are two points of support (hips and feet) then the lift will be considered balancing no matter if the lifted Skater shows flexibility with a strong curve in their back or not (applies to other positions than U).

If there are three points of support with a strong curve back (U-Position) then this will be considered a flexible lifted position.

Question #4

If using only Two Different Types of Lifted Position Feature from Group A, do all lifts have to rotate at the same time?

Answer

Each lift must rotate a minimum of 360°.

The GL's must rotate at the same time with at least part of the required rotation while the Two Different Types of Lifted Positions are shown.

INTERSECTION ELEMENT and INTERSECTION ELEMENT #2 (Senior Free Skating)

Question #1

For Intersection #2 (Senior FS): If Skaters attempt and complete a movement other than a pi rotation just before or right after the Axis of the Intersection, will they still receive the piB call for the Additional Feature?

Answer

The basic requirement for the pi in the Senior FS Intersection #2 is that all Skaters must include a movement at the axis of Intersection other than the pi rotation. If all Skaters attempt and complete a movement before, during or after but close to the Axis of the Intersection, piB will be called. The intent is to have/hold the movement as the Skaters pass through the pi axis intersection.

Question #2

For the Entry Variation(EV) and pi in Intersection #2 (Senior FS); If the 2nd required Skating Movement for the EV is done during the approach phase by all Skaters and is held through the Axis of Intersection. Will both the EV and the pi be counted since there is only one movement?

Answer

Yes, both the EV and pi will be counted if the movement meets the requirements for the EV and the pi.

Question #3

If a Team is including a Complex Pattern as the EV for any Intersection, do the movements from the Skating Vocabulary have to be done during the approach phase?

Answer

No, the movements from the Skating Vocabulary may be done at any time during the Complex Pattern. The movements may be done one after the other, at the same time or done at different times anywhere during the Complex Pattern. The key point is that the intersection shape must appear without revealing the type of intersection by using excessive crossovers or linking steps to achieve the shape. Also, there must not be any unnecessary linking steps or Additional Rotation (Angled, Collapsing) after the shape appears and before starting the pi rotations.

Question #4

If a Team is using a Pivoting Entry for a Collapsing Intersection or Whip, the Entry Variation Feature must be completed just before the 90° pivot. Are Teams permitted to pivot more than 90° after the Entry Variation has been completed?

Answer

ISU Communication 2566 states that if Teams choose to use a Pivoting Entry for their Intersection, the Entry All lines must be pivoting, and the EV must be completed just before the 90° pivot begins.

Teams may not pivot more than 90° after completing the EV.

If the Pivoting Entry is more than 90° and the EV has been completed too early, then the Feature will not be counted.

If a Team uses a Pivoting Entry but does not include an EV, the amount of pivoting may be more than the required minimum of 90°.

Question #4

If a Team includes Skating Movements option as the EV, must the Skating Movements be done only during the approach phase and close to the pi rotation?

Answer

The Skating Movements (SM) must be done as close to the pi rotation as possible. For most Intersection Elements the SM must be executed during the approach phase. However, for a Collapsing Intersection, a SM executed close to the start of the approach phase will be acceptable if there are no unnecessary extra linking steps between the last SM and pi rotation.

POINT OF INTERSECTION

Question #1

How should Teams show the difference between Additional Rotations and the pi rotation?
In the previous Q&A it is written that the Team must make it clear when the pi rotations begin.

Answer

The Additional Rotations could be similar to the pi rotation done through the Axis of the Intersection meaning for example the last Additional Rotation of 360° could look the same as a 360° pi rotation.

If using two 360's or one 720° rotation as Additional Rotations then taking a push into a 360°/720° pi rotation would be accepted.

The pi rotation could also be clearly identified if only the pi rotation has the Feature (one foot or an arm)

Question #2.

Corrections to the Technical Panel Handbook page 10:

GENERAL ADDITIONAL FEATURE REQUIREMENTS - POINT OF INTERSECTION (pi)		
For the Angled, Two Line, Whip: If ALL Skaters ¼ of the Team or more complete the pi before OR start the pi after the axis	piB is called	If all Skaters attempt a pi
For the Collapsing: • IF in all corners the Skaters end the first pi rotation before intersecting occurs • IF in all corners the Skaters begin the first pi rotation AFTER intersecting has occurred	piB is called	
If ¼ of the Team or more doesn't attempt a pi	Call pi no value	Not due to a fall or interruption
If less than ¼ of the Team doesn't attempt a pi	Lower pi one level	Not due to a fall or interruption
If ¼ of the Team or more execute any of the following same OR different type of error(s) during a pi (not due to a fall) - pi is completed before the axis - pi starts after the axis - extra pi (including Angled; additional rotations) - pi in opposite directions within the same line - pauses in pi (not continuous) including additional rotations (Angled) - A forward push within a backward pi - Any part of the pi is executed on the same spot - Stopping or becoming stationary	Lower pi one level for each error (same type) OR Lower pi one level for multiple errors made by ¼ of the Team or more (<i>Called one time only if there have been no other reduction(s)</i>) piB will be the lowest call if all Skaters attempt a pi	The reduction for multiple errors will only be utilized when there have been no other reduction(s) Extra pi: i) More than the permitted degrees of rotation for a level - If a backward 720° pi rotation ends forwards or vice versa ii) More than the permitted number of pi - If a Collapsing includes a 3 rd pi rotation Pauses in pi rotations, not continuous: - That assists Skaters to pass by each other or are due to a bump

MOVE ELEMENT

Question #1

If the Change of Edge Feature and the Change Position Feature are executed one after the other, is it necessary for the Skaters to hold the 2nd edge and fm position for 2 seconds before the Change Position?

Answer

The first edge + fm position must be held for two seconds. The Change of Edge occurs and it is permitted for the Team to hold the edge/fm position for a shorter time than two seconds before the Change Position.

Following the regrasp the edge + fm position must be held for two seconds.

In Communication 2563 for the Change Position during a fm Feature, there is nothing written requiring the same edge must be maintained before and after the Change Position, only requirements are for holds and the Skater establishing their own track.

Also the Technical Handbook only mentions the correct position/edge.

Therefore, as long as the Skaters have held two seconds in the fm position on an edge before they change edge (and position) and then two seconds after they have regrasped, they will have fulfilled both the requirements for the Change of Edge and Change Position.

Question #2

Intersecting and/or Passing-through: If a Team is doing the Change of Rotational Direction Feature when they are passing through, is it still counted, even though they are temporarily on two feet (not on any edge/any position) while passing through?

Answer

ISU Communication 2563 states that for this Feature, the fm position may disappear if including another Feature. Thus, the example above would be permitted.

Question #3

For ME1 and/or ME2 how many Skaters must be in a correct fm position to achieve the level (considering the number of correctly executed Features).

Answer

If $\frac{1}{4}$ of the Team or more do not achieve a correct fm position for ME1 and/or ME2 then MEB is called.

Question #4

For the Change Position during an fm Feature, it is stated that if "two spaces=4 Skaters" do not regrasp, the Feature is not counted. What should the call be of there are two open spaces (no regrasp) but it only concerns 3 Skaters on a Team of 16, so not $\frac{1}{4}$ of the Team making an error?

Answer

If two spaces are open (not regrasped) but it only involves 3 Skaters on a Team of 16 (=less than $\frac{1}{4}$ of the Team), the Feature is counted.

SYNCHRONIZED SPIN
Question #1

The Technical Panel Handbook states on page 14 on the first line:

If the spin is not in a correct simple position (no Features)	Lower Element one level	If a $\frac{1}{4}$ of the Team is not in the correct position
---	-------------------------	---

However if all Skaters are using the same position then, there is one Feature included. Is this spin + one Feature evaluated in the same manner?

Answer

If all Skaters are executing the same simple position and the simple position is not correct by $\frac{1}{4}$ of the Team then the Same Spin Feature will not be counted.

Question #2

The Technical Panel Handbook states on page 14 under the headline "Difficult Position" that if $\frac{1}{4}$ of the Team does not reach a Difficult Position, the Difficult Position Feature is not counted. However, on the next section headlined "Same Spin" it states that if all Skaters are attempting a Difficult Position and $\frac{1}{2}$ of the Team (number required for the Feature) reach a correct Difficult Position, the Feature is counted (even if the other $\frac{1}{2}$ of the Team might not be in a correct Difficult Position). Is this conflicting information in the Technical Panel Handbook?

Answer

If $\frac{1}{2}$ of the Team achieve a correct Difficult Position, the Feature is counted, regardless of the number of Skaters attempting the Difficult Position since there is in this case a correct number of Skaters required for the Feature executing a correct Difficult Position. If only $\frac{1}{2}$ of the Team is attempting a Difficult Position and $\frac{1}{4}$ of the Team do not achieve the correct Difficult Position, the Feature is not counted.