



## SYNCHRONIZED SKATING

### General

#### Question #1

When a Team is skating with less than sixteen Skaters

A Team attempts the following Features in the Move Element;

1. "two different types of fm" (done by  $\frac{1}{2}$  of the Team)
2. "change of position" (done by  $\frac{1}{4}$  of the Team)

Would the number of required Skaters be calculated in a similar manner as counting the number of Skaters making an errors ( $\frac{1}{4}$  of the Team)

#### Answer

Yes, it is logical that the calculation for the number of Skaters required for a Feature requiring  $\frac{1}{2}$  of the Team would be the same as calculating the number of Skaters making an error.

- Sixteen Skaters on a Team - the Feature must be attempted by at least eight Skaters
- Fourteen to Fifteen Skaters on a Team - the Feature must be attempted by at least seven Skaters
- Twelve to Thirteen Skaters on a Team - the Feature must be attempted by at least six Skaters
- Ten to Eleven Skaters on a Team - the Feature must be attempted by at least five Skaters
- Nine to Eight Skaters on a Team - the Feature must be attempted by at least four Skaters

For a Feature requiring  $\frac{1}{4}$  of the Skaters (similar as counting the number of Skaters making an error)

- Sixteen Skaters on a Team - the Feature must be attempted by at least four Skaters
- Fifteen to Twelve Skaters on a Team - the Feature must be attempted by at least three Skaters
- Eleven to Nine Skaters on a Team - the Feature must be attempted by at least two Skaters

### Circle Element and Traveling Circle

#### Question #1

Page 13 of the Communication states that C3 and C4 must have two circles which are as equal as possible. Does this mean you are not allowed to use one circle to achieve C3 and C4?

#### Answer

One/three Circle configurations are permitted at any time during a C3/C4 and TC3/TC4 without penalties.

**For C3/C4 and TC3/TC4;** Any Features executed during one Circle and/or three Circles configuration will not be counted towards the level.

**For C3/C4;** The Feature "Change of Configuration" will not be counted even if starting with a two-circle configuration and changing to a one or three circle configuration

#### Question #2

A Team is competing with fourteen Skaters, in two circles. There are seven Skaters in each circle. The Team executes a change of position in pairs. Is that possible with one Skater not in a pair?

## Answer

For a Change of Position in a Circle – pairs and individual Skaters are permitted. The change of position will be counted IF all Skaters participate and change position at the same time (on the same occasion).

In the scenario, If the Feature is to be counted then the one Skater must also participate and can't remain in the same spot with only the pairs changing positions within themselves.

- meaning the one Skater must change their position in relation with the other Skaters or participate by moving and may end up in the same position at the end of the Feature.

## Question #3

In the Traveling Circle/Wheel Element it says for the Feature, Travel a Minimum of 10m, that if using two Circles/Wheels then both circles/wheels must travel in total at least the required distance. Does this mean that if each circle/wheel travels 5m that the requirement is met for the Feature?

## Answer

If using two Circles/Wheels, then EACH Circle/Wheel must travel at least the minimum distance of 10m to meet the requirements of the Feature.

## Intersection Element

### Question #1

Whip vs. V-Intersection: A team starts in 2 circles, but their lines straighten up very early making the intersection looking more like a V-Intersection. When would you call I3 (Whip) and reduce the level or when would you consider it as a V-Intersection and call I1?

## Answer

If there is a  $\frac{1}{2}$  circle shape held for at least  $90^\circ$  and the shape has been held until the lead skater (of each line) becomes back-to-back with the axis of Intersection, then I3 will be called. It does not matter how quickly or slowly the  $\frac{1}{2}$  circle straightens.

The Whip Intersection is often executed with some errors and will still be considered a Whip Intersection especially if the Intention of the Team was clear to make the Intersection according to the requirements of a Whip. Example: the  $\frac{1}{2}$  circle shape starts but is not held for  $90^\circ$

### Question #2

In Communication 2392, page 11 it says that a V-Intersection pi 1+ 2 must have at least 2 rotations from the same level: How does pi2 look like in a V-Intersection? Can they intersect with the first or the second rotation or in between the rotations? Or is only possible to do a  $720^\circ$  rotation (pi3)?

## Answer

The L and V Intersection pi requirements were mistakenly written together under one heading.

The V intersection may have one pi rotation and the Teams may choose their level (see the revised Technical Handbook).

## Move Element

### Question #1

In the Short Program if executing a Spiral with a change of edge

- a) Does the change of edge have to occur at the same time by all Skaters?
- b) Does the fm's have to end at the same time by all Skaters

Example: There are four lines of four Skaters (two lines are in Group A & two lines are in Group B)

- a) The lines in Group A both start their Right Forward Outside spiral at the same time but before Group B.
  - o The lines in Group A, change edges at different times
- b) The lines in Group B both start their Left Forward Outside spiral at the same time but after Group A
  - o The lines in Group B Change edges at the same time
- c) Group A and Group B end their spirals at different times

### Answer

In the above scenarios there are two timing errors.

#### Error #1

The two lines in Group A do not change edges at the same time

Communication 2392 states that,

At least 1/4 of the Team executing the same “type of fm” or the same “different fm” using the same foot, on the same edge and in the same skating direction must start and end at the same time and if applicable must change edges at the same time

- Technical Panel will call the fm as executed since 1/4 of the Team is executing the fm and the incorrect timing will be evaluated by the judges
- If the incorrect timing is due to an error in choreography, then judges will reduce GOE by -2.
- If the incorrect timing is due to poor unison, then this error will be reflected in the unison bullet for GOE

#### Error #2

Group A and Group B end at different times.

The Groups should have a “connection” according to the requirements from the Comm 2392:

Teams may choose one (1) of the following options

- a. all fms begin and end at the same time
  - b. all fms begin at the same time and fms end at different times
  - c. fms begin at different times and all fms end at the same time
- In the example since the Groups start at different times they must end at the same time. Technical Panel will call the fm as executed and the incorrect timing will be evaluated by the judges
  - If the incorrect timing is due to an error in choreography, then judges will reduce GOE by -2.
  - If the incorrect timing is due to poor unison, then this error will be reflected in the unison bullet for GOE

### Question #2

If there is a Change of Position is executed on different occasions.

Example;

- There are two lines of four Skaters executing a Right Forward Outside spiral with a change of edge done at the same time by both lines
  - One line changes position BEFORE their change of edge
  - The other line changes position AFTER their change of edge
- a) Is it permitted for one line to change position before their change of edge and the other line to change position after the change of edge?
  - b) Is it permitted for the Groups to change position at different times after the change of edge?

### Answer

- a) A Change of Position must be done at the same time by all Skaters (at least 1/2 of the Team is required for the Feature) and in the example above the Feature will not be counted since it has not been done on the same occasion by at least 1/2 of the Team.

- The Technical Panel must be able to clearly identify that ½ of the Team has executed the Change of Position and if not, the Feature will not be counted towards the level
- In this case the incorrect timing is due to an error in choreography and the judges will reduce GOE by -2

b) The judge will evaluate if this was an error in choreography or unison.

- If the incorrect timing is due to an error in choreography, then judges will reduce GOE by -2.
- If the incorrect timing is due to poor unison, then this error will be reflected in the unison bullet for GOE

### Question #3

Are the remaining Skaters permitted to also include a Change of Position? If so, may this be done at different times?

#### Answer

Yes, the remaining Skaters are permitted to execute a Feature and maybe done at a different time. A Feature is permitted to be repeated and the first (1<sup>st</sup>) correctly executed Feature will be counted for the level and each Feature is counted once per Element. However, note that this type of choreography could be confusing for the judges and the Technical Panel and is dangerous for the Team in terms of penalties.

### Question #3

If there is a Change of Position done on different occasions. For example, first, four pairs execute the Change of Position at different times, and later two lines, each with four Skaters, execute the Change of Position at the same time. Which occasion is counted?

#### Answer

A Feature is permitted to be repeated and the first (1<sup>st</sup>) correctly executed Feature will be counted for the level. Each Feature is counted once per Element

In the above scenario the Pairs do not meet the requirements since lines of four Skaters are required for this Feature and will not be considered by the Technical Panel. The Change of Position, executed later by the two lines of four Skaters, will be evaluated and counted by the Technical Panel and therefore there will be no penalty from the judges.

## No Hold Element

### Question #1

During the Diagonal Pattern Feature, may the Team execute the required turns in mirror image pattern?

#### Answer

Yes, Turns/Steps may be executed in mirror image pattern during the Diagonal Pattern Feature and if executed correctly they will be counted towards the Feature AND the level of the Step Sequence.

If using a Series of different types of difficult turns executed in a mirror image pattern; Then the turns/steps will be counted towards the Feature and Additional Feature (Step Sequence)

### Question #2

The Pivoting Feature for the NHE requires certain turns for each of the levels. Does this mean that a Team cannot achieve the relative NHE level without Pivoting?

#### Answer

The various turn requirements for the Pivoting Feature would be applied to the level that the Team wishes to achieve IF the Pivoting Feature was included. For example if the Team has

included a total of 3 Features and the Pivoting Feature has been included, then in order to achieve NHE3 the Pivoting Feature must include at least two correctly executed difficult turns.

### Question #3

A Team includes the following Features in the NHE:

1. Change of Position – correctly executed
2. Pivoting – turns executed with errors
3. Change of Configuration – correctly executed
4. Diagonal Axis – correctly executed

### Answer

The Pivoting Feature will not be counted if the turns are not correctly executed. The other three Features will be counted if correctly executed. NHE3 will be called

## Step Sequence - Additional Feature

### Question #1

During the Step Sequence Additional Feature, may the Team execute the required turns in mirror image pattern?

### Answer

Yes, Turns/Steps may be executed in mirror image pattern for the Step Sequence Additional Feature and will be counted if executed correctly.

If using the “Two different series (one on each foot) of different types of difficult turns” Feature and this is executed in a mirror image pattern;

- Then the series and turns/steps will be counted towards the Step Sequence level

**NOTE:** The Technical Panel must be able to clearly identify that ALL Skaters have executed the series one on each foot

- if not then neither Series will be counted towards the Step Sequence level

## Pair Element

### Question #1

What kind of movements are considered difficult for the difficult entry Feature?

### Answer

There is no list of possibilities to limit the creativity of coaches.

To be considered as a difficult entry, the Technical Panel would evaluate a movement determining if the movement affects balance or requires strength of either Skater before taking the death spiral position. A lunge or any two-footed movement will not affect balance and therefore would not be considered difficult

### Question #2

What options do we have for difficult exit now that the turns/steps were taken away? Can you give some examples?

### Answer

There is no list of possibilities to limit the creativity of the coaches.

To be considered as a difficult exit, the Technical Panel would evaluate a movement determining if the movement affects balance or requires strength of either Skater after exiting the death spiral position

A lunge or any two-footed movement will not affect balance and therefore would not be considered difficult

However below are some possibilities.

- An interaction between the two Skaters using a movement that requires balance or strength by one of the Skaters

- There could be a pair movement/lift or even an illusion made by one skater while the other goes under the leg.
- Pair spin or solo spin

## Twizzle Element

### Question #1

In the Short Program or Advanced Novice Free Skating is it permitted that Twizzles be executed using the same rotational direction?

### Answer

Communication 2238 (Novice) and 2236 (WBP), states for Novice Advanced Free Skating and the Junior Short Program and Senior Free Skating respectively, that the Twizzle Element must be done with one in each rotational direction.

These Communications have not been changed or updated since 2019 and the requirements for TE1 in Communication 2392 have changed to assist Teams in the development of this Element.

For the upcoming season, if a Team chooses to use the same rotational direction for each Twizzle in either the Short Program or Advanced Novice Free Skating or Senior Free Skating, the Technical Panel will call the Element as executed. TE1 would be the highest call if Twizzles are correctly executed and using the same rotational direction.

### Question #2

What is meant by the wording “looping action in a twizzle”?

### Answer

The marking for a Twizzle to leave on the ice looks like a series of three turns. Sometimes a Skater may execute a twizzle with a pattern/marking that looks like a series of loops. A looping pattern indicates that a Twizzle is not being executed well, but for the Technical Panel a looping pattern is not considered as an error and the twizzle will be called without applying any penalties.

## Clarifications - ISU Communication 2412

The following two reductions for the Panel of Judges were introduced to replace calls of Technical Panel which reduced the Element level if the Features or Additional Features were intentionally performed at different times due to a choreography error.

Accordingly, the Panel of Judges must reduce the GOE of the Element by 2 if the Features and/or Additional Features are intentionally performed at different times due to a choreography error.

Some Elements, like the Move Element, contain both Features and Additional Feature, BUT **a maximum of -2 per element** must be applied by the panel of Judges even if the errors are made in both the Features and Additional Features of that Element.

## Clarification of the ISU Communication 2412, page 2

<b>REFEREE</b>	
<b>Costume failure</b> , Rule 951 para 2	-1.0
<b>Late Start</b> , Rule 838 para 1. between one (1) and thirty (30) seconds late	-1.0
<b>Music requirement violation</b> , Rule 991 para 2a)	-1.0
<b>Program time violation, SP</b> every five (5) seconds in excess of 2 min 50 sec, Rule 952	-1.0
<b>Program time violation, FS</b> every five (5) seconds lacking or in excess, Rule 952 para 2	-1.0
<b>Interruption in excess</b> , more than 10 seconds (caused by stumble/fall), Rule 953 para 2:	
more than 10-20 seconds	-1.0
more than 20-30 seconds	-2.0
more than 30-40 seconds	-3.0
if second interruption more than 40 seconds or program not completed	Team is withdrawn
<b>Interruption prior of the program with three (3) minutes</b> , Rule 965 para 4.b)	-5.0
<b>Adverse condition prior to the program with three (3) minutes</b> , Rule 965 para 6	-5.0
<b>Stopping in excess, Non-permitted</b> , Rule 992 para 3:	
exceeding five (5) seconds within free program more than twice (2) (Sr/Jr)	-1.5
exceeding five (5) seconds within free program more than once (1) (Novice)	-1.5

## Clarification of the ISU Communication 2412, page 4

Minor Errors	Reduce	NHT
Stumbles, <u>bumps</u> or touchdown of free foot or hand(s)	-1 each	
Breaks in holds or poor quality of Holds	-1 each	
Visible Errors	-1 each	
Long preparation into Element	-1	
Features ( <u>weaving, pivoting, change of position, difficult entry/exit, turns in PB</u> ) not executed at the same time <u>due to choreographic error(s)</u>	-2 max per element	
Additional Features ( <u>Step Sequence or Point of Intersection</u> ) not executed at the same time due to choreographic error		

## 2021/22 Referees, Judges and Technical Panel Deductions

### Referee and Judges \*)

<b>Costume/prop violation</b> , Rule 951 para 1 (theatrical in design, including <u>makeup</u> , feathers anywhere, rhinestones or sequins on the face)	-1.0
<b>Separations in excess, Non-permitted</b> , Rule 992 para 3: (separating longer than necessary before resuming skating together as a unit)	-1.5

### Referee

<b>Costume failure</b> , Rule 951 para 2	-1.0
<b>Late Start</b> , Rule 838 para 1. between one (1) and thirty (30) seconds late	-1.0
<b>Music requirement violation</b> , Rule 991 para 2a)	-1.0
<b>Program time violation, SP</b> every five (5) seconds in excess of 2 min 50 sec, Rule 952	-1.0
<b>Program time violation, FS</b> every five (5) seconds lacking or in excess, Rule 952 para 2	-1.0
<b>Interruption in excess</b> , more than 10 seconds (caused by stumble/fall), Rule 953 para 2:	
more than 10-20 seconds	-1.0
more than 20-30 seconds	-2.0
more than 30-40 seconds	-3.0
<u>if second interruption more than 40 seconds</u> or program not completed	Team is withdrawn
<b>Interruption prior of the program with three minutes</b> , Rule 965 para 4. b)	<u>-5.0</u>
<b>Adverse condition prior to the program with three minutes</b> , Rule 965 para 6	-5.0
<b>Stopping in excess, Non-permitted</b> , Rule 992 para 3:	
exceeding five (5) seconds within free program more than twice (2) (Sr/Jr)	-1.5
exceeding five (5) seconds within free program more than once (1) (Novice)	-1.5

### Technical Panel\*\*)

<b>Fall</b> , Rule 953 p.1: <b>One (1) Skater</b> (each time)	-1.0
<b>Illegal</b> , Rule 992 para 2:	-2.0
<b>Ice Coverage restriction not met</b> , Rule 843 para 1 <u>m</u> ):	-1.5
<b>SP Elements:</b> <b>Un-prescribed, Additional or Repeated</b> element, Rule 991 3a)	-1.5
<b>Wrong element shape</b> , Rule 991 3e)	No value
<b>Features/Additional Features:</b>	
<b>Not According to Requirements (NAR)</b> per violation, Rule 991 3b)	-0.5
<b>Non-permitted:</b> Rule 992 3:	
Lifts of any variety, unless required (Short Program)	-1.5
Lifts/vaults (Novice)	-1.5

***(See Technical Handbook for specific errors and deductions)***

\*) Referee + Judges: Deduction is applied according to the opinion of the majority of the Panel which includes all of the Judges and the Referee. No deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the concerned deduction.

\*\*) Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If both Technical Specialists disagree with a correction asked for by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands.

## 2021/22 Criteria Adjustments to the Grade of Execution

Fall(s) -- Major Errors	Reduce	NHT	Key Aspects/Bullets				
Fall of one Skater in an Element, depending on disruption	-2 to -3		Shape				
Fall of two Skaters in an Element	-4		Unison				
Fall of three or more Skaters in an Element		-5	Speed & Flow				
Minor Errors	Reduce	NHT	Additional Aspects/Bullets				
Stumbles, <u>bumps</u> or touchdown of free foot or hand(s)	-1 each		Variety and quality of Steps, Turns, Movements and Holds				
Breaks in holds or poor quality of Holds	-1 each		Entry and/or Exit performed with originality or creativity				
Visible Errors	-1 each		Seamless execution and quality of Features				
Long preparation into Element	-1		Reflects the timing, tempo or nuance of the music				
Features ( <u>weaving, pivoting, change of position, difficult entry/exit, turns in PB</u> ) not executed at the same time due to choreographic error.	-2 max per element		Body line, flexible position and/or aesthetically pleasing position				
Additional Features ( <u>Step Sequence, Fm or Point of Intersection</u> ) not executed at the same time due to choreographic error.							
Specific Criteria	Increase	Reduce	NHT	Specific Criteria	Increase	Reduce	NHT
Artistic Elements (Block, Circle, Line, Wheel)				Moves Element			
Creative variation of basic shape	+1			Outstanding flexibility and body lines in the fm's	+2		
Does not reflect music timing, tempo or nuance			0	Interesting pattern across the ice	+1		
Pivoting Elements (Block, Line)				No Hold Element			
Strong, controlled pivoting	+1			Block size maintained within two arm lengths distance	+2		
Speed not maintained through pivoting		-1					
Curved lines during pivoting		-2					
Rotating/Traveling Elements (Circle, Wheel)				Pair Element			
<b>Traveling:</b> Good ice coverage	+1			Outstanding synchronization of the pairs	+2		
<b>Wheel:</b> Spokes far away from center point		-1		Flexible, strong body position	+1		
No centrifugal force at all			-2	Exit with running edge maintained	+1		
Intersection Elements				Synchronized Spin Element			
Outstanding Speed and Intersecting at same time	+2			Outstanding synchronization in all three phases	+2		
Not intersecting at the same time		-2		Outstanding spin technique with minor unison errors	+2		
Approach or Exit shape not maintained		-1 each		Loss of spin centers (traveling)		-1	
<b>Collision during intersecting – Major Error</b>			-3				
Lift Element				Twizzle Element			
Outstanding flexibility and position of lifted Skaters	+2			Outstanding synchronization of the Element	+2		
Good ice coverage throughout	+1			Interesting pattern across the ice	+1		
<b>Creative:</b> Innovative position or pattern	+1			One-foot entry and/or exit	+1		
<b>Collapse during Lift – Major Error</b>			-3				