



## 2023 - 2024 Records of Clarifications from ISU Sports Directorate and SyS TC for Judges, Technical Officials, Coaches and Skaters

### SYNCHRONIZED SKATING

#### GENERAL

##### Question #1

Please explain the meaning for Stopping and becoming Stationary as written in Communication 2563; *Stopping or becoming Stationary (Choreographed) is not permitted during any part of an Element unless it's the opening Element/movement and/or final Element/movement of the program.*

##### Answer

Teams are permitted to Stop or become Stationary at the opening of the program and to Stop or become Stationary at the end of the program. Once the Element begins then Skater(s) are not permitted to Stop or become Stationary until after the Element ends.

##### Exceptions:

**Creative Element – Lift;** only the lift(s) may become Stationary

##### No Hold Element:

- **If only the Step Sequence (s)** is required: Stopping or becoming Stationary during the (s) will NOT end the Additional Feature
- **If only Features** are required; Stopping or becoming Stationary in-between Features is permitted. The Element must progress along the ice before and after any Feature.
- **Novice;** Both the (s) and Features are required – Stopping or becoming Stationary in-between Features is permitted and also will not end the Additional Feature

If there is a Stationary Element or if Stopping or becoming Stationary is permitted within an Element then there will be no penalty applied. For Example: An fe (spin) is permitted in the AE. Skaters stopping to exit a spin in the SySp is permitted.

A Stop of more than 2 seconds with ZERO movement (no glide, no body movement etc,) is not permitted

##### Question #2

##### Correction ISU Com page 8 & 21

Hand(s) above Shoulders – Feature for Point of Intersection (pi) and Twizzle Element (TwE)  
The requirements for this Feature are the same for both the pi & TwE.

##### For the pi

##### Hand(s) held above the Shoulders

Must have one or both hands moving to a fixed position above their ~~head~~ shoulders as the pi rotation begins and held until the completion of the required pi rotation

##### For the Twizzle

##### Hand(s) Above the Shoulders

Must have one or both hands moving to a fixed position, above their shoulders, as the twizzle begins and held until the completion of the required rotations

#### ARTISTIC ELEMENT

##### Question #1

**Intersecting/Passing through:** The requirements states that the Feature “must occur at least twice by the same or different Skaters” Will the following scenarios be counted?

- ½ of the Team Intersects once, then the other ½ of the Team intersects once but later than the first ½ of the Team
- eight Skaters intersect once then four Skaters from the first eight Skaters intersect one more time with different four Skaters. There is a total of twelve Skaters intersecting with four of the twelve Skaters intersecting twice.

##### Answer

Both scenarios are acceptable. Intersecting only one time is not enough to achieve the Feature. There must be at least two occasions where a minimum of ½ of the Team intersect.

The requirement “may be done at the same or different times” refers to the way the Skaters are Intersecting. For example: In a Collapsing Intersection the Skaters intersect at different times and during the Angled Intersection the Skaters intersect at the same time.

#### GROUP LIFT ELEMENT



### Question #1

**Change of Position - For GL3 & GL4:** A maximum of two GL's are permitted to be in a split position at the same time and the remaining lifted Skater(s) must be in a distinctly different Flexible or Balancing lifted position.

Does this restriction apply to ALL Split Positions?

### Answer

The split position referred to in Communication 2563 for the Change of Position Feature is the front split position. There may only be two front split positions executed at the same time.

#### Front Split Position



### Question #2

**Difficult Entry:** Each Group Lift must execute the same Feature(s) however, "different movements/lifted positions are permitted". Does this mean that different Difficult Entries or "way of doing it" are permitted? Examples:

1. two GL use pair lifts, and two GL use a Vault as the Difficult Entry
2. two GL use a pair lift, and two GL use a different pair lift as the Difficulty Entry.

### Answer

These two examples are permitted

### Question #3

**Mirror Image Pattern:** If using two different lifted positions, does the Feature require symmetry regarding the lifted positions? Must there be two identical positions on one side and two others on the opposite side?

### Answer

Mirror image Pattern refers to the pattern only. The lifted position or composition of the Group Lifts are not considered.

## INTERSECTION ELEMENT – Entry Variation

### Question #1

Communications 2563 *"The requirements for the Feature, Intersection Element and pi rotations must be done in a continuous manner and without interruption from the start of the Entry Variation until the pi rotations begins"*

What does "be done in a continuous manner" mean. Would gliding on one foot, crossovers or other linking steps be permitted?

### Answer

The Technical Panel will be evaluating the Entry Variation's execution for being done in a continuous manner. Meaning that the Skating Movement or Complex Pattern occurs, and the hold (required before the pi rotation begins) was achieved without interruption.

There must be an unbroken link/join/connection/chain between the Skating Movements/Complex Pattern and the required hold.

The goal is to have the Entry Variation completed as close as possible to the required hold. Gliding on one or two feet is not permitted when the glide is held for a period of time and assists the Skaters in achieving their hold.

The link between the Skating Movement(s) OR Complex Pattern, and the required hold must be such that there is a risk that Skaters may not grasp each other

**There are two ways to execute the Entry Variation**



### i) Skating Movements

The Team uses a typical and recognizable approach for the Intersection.  $\frac{1}{2}$  of the Team must use at least two different Skating Movements. The Skating Movement(s) must be completed as close as possible to the achieving the hold required prior the pi rotation begins.

### ii) Complex Pattern

The Team uses a Complex Pattern that includes at least two “movements from the skating Vocabulary”. The Complex Pattern should “hide” the shape of the Intersection which will appear at the end of the pattern and as close as possible to achieving the hold required prior the pi rotation. The Complex pattern should have an unusual **or elaborate** preparation.

*For ALL Intersections;* The Complex Pattern may begin at any time. It is not important where the Complex Pattern begins but rather how it ends. The two movements from the skating vocabulary may be sprinkled throughout the Complex Pattern and are not required to be completed just prior to taking the hold.

Gliding on one or two feet, crossovers and/or linking steps are **not** permitted after the Skating Movements or the Complex Pattern has been completed to assist Skaters in completing their hold required prior to the pi rotation.

**NOTE:** Gliding on one foot OR taking an extra step **could** be accepted only when needed to complete the Skating Movements or the Complex Pattern.

### Question #2

One of the requirements for the Entry Variation (Skating Movements or Complex Pattern) states that “A combination of pairs, lines and/or individual Skaters using a minimum of two different ....”

Can the entire Team execute the two different movements only using Pairs or is a combination of at least two of the three - pairs, lines, and/or individuals required?

#### Answer

Teams are permitted to use; only pairs, only lines, only individuals OR any combination of pairs, lines, and individuals. Any pair movement is permitted including Throw Jumps.

### Question #3

Can you define the difference between the requirements for “Skating Movements” and “movements from the skating vocabulary” as required for the Entry Variation - Complex Pattern?

#### Answer

**Skating Movements** consists of free skating elements (fes) and free skating moves (fms) only.

If the Team choose to use the Skating Movements, then there must be at least two Skating movements executed by  $\frac{1}{2}$  of the Team. The Skating movements must be done as close as possible to the required hold before the pi.

**Movements from the Skating Vocabulary** consists of movements defined in the SyS Technical Rules (Rule 990 paragraph 1, 2, 3 (with some exceptions).

**Exceptions:** From paragraph 4; a choreographic slide will be accepted.

From paragraph 3; Chasses, Cross Rolls, Crossovers, Flat and/or Progressives/Runs will NOT be counted as part of these requirements.

If the Team chooses to use a Complex Pattern then there must be at least two movements from the skating vocabulary executed by at least two Skaters. These movements may be done at any time during the complex pattern.

### Question #4

Do forward Skating Movements executed in the Entry Variation cancel a back-to-back approach?

#### Answer

A forward Skating Movement will not affect the back-to-back approach requirement. However, after the Entry Variation has been completed, Skaters must be back-to-back when taking the hold required before the pi rotations begin. (Or before the additional rotations begin for the Angled Intersection)

### Question #5

If using Skating Movements then the two different Skating Movements must be executed by at least  $\frac{1}{2}$  of the Team. Each different Skating Movement must be executed by at least  $\frac{1}{4}$  of the Team.



Is it enough that  $\frac{1}{4}$  of the Team does an fm (or fe) and another  $\frac{1}{4}$  of the Team does a different fm (or fe) at the same time?  $\frac{1}{4}$  of the Team does an Ina Bauer +  $\frac{1}{4}$  of the Team does a Spiral

**Answer**

Yes this scenario is authorized. There is a total of  $\frac{1}{2}$  of the Team and two different Skating Movements, with at least  $\frac{1}{4}$  of the Team executing each Skating Movement.

**Question #6**

For the Collapsing Intersection using a pivoting entry; The Entry Variation must be completed before the  $90^\circ$  pivot.

What if the Team breaks each line of a Collapsing Intersection into two pieces and these two smaller sections of the line pivot?

Is this still considered a Pivoting Entry since the Skaters are no longer in one line?

**Answer**

This example will NOT be considered a pivoting entry. To be considered a pivoting entry the entire line for the Intersection must pivot  $90^\circ$ .

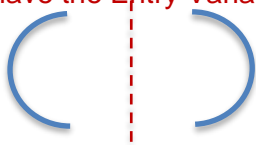
If using a Pivoting Entry then the Entry Variation must comply with the requirements and be completed as close as possible before the required  $90^\circ$  pivot begins.

**Question #7**

For the Whip and Intersection; The Entry Variation must be completed before the  $90^\circ$  pivot. Are the Skaters permitted to execute some crossovers before the pi rotation begins after taking their hold?

**Answer**

The goal is to have the Entry Variation completed as close as possible to the start of the  $90^\circ$  pivot. (see diagram)



Crossovers executed during the required  $90^\circ$  pivot are permitted after taking the required hold.

**NOTE:** Crossovers are permitted during the pivot for any Intersection with a  $90^\circ$  pivot requirement. IF there are Skating Movements or movements from the Skating Vocabulary included during pivoting, they will not be counted towards the Entry Variation.

**Question #8**

Does the Intersection Element described in the following scenario meet the requirements for the Entry Variation?

A Team is executing a typical approach for an Angled Intersection. However, each line is divided into two parallel lines, 4+4 Skaters in one line and 4+4 Skaters in the other line. Each line has a no hold.

Each group of four Skaters is doing fe + fm (8 Skaters in total). After the fe + fm the two lines come together to form one line with a hold.

The hold is achieved as the lead Skaters of the two lines overlap and before the additional rotations begin.

**Answer**

The Entry Variation will be counted. The Team is using an unusual pattern during the Approach of the Angled Intersection and are executing movements from the skating vocabulary (fes + fms).

**INTERSECTION ELEMENT #2 – Senior Free Skating**

**Question #1**

If a Team selects the Angled Intersection and executes it (a) without an Entry Variation or (b) with an Entry Variation must the Skaters remain back-to-back during the Approach Phase. When exactly does the approach phase end for an Angled Intersection?

**Answer**

The Approach Phase ends once the lead Skaters of each line overlap.

(a) If the Team is NOT using an Entry Variation then Skaters must remain back-to-back until the lines overlap

(b) If the Team is using an Entry Variation then remaining back-to-back is not required.



## Question #2

In the regulations in the Definitions of the Elements it is said that Intersection Element should be executed by individual Skaters. For the FS Seniors it is said that for the second Intersection a Team can execute any type of movements through the axis and they may be done in any manner, by individuals or pairs.

If the Skating Movement(s) through the Axis of Intersection is done using pairs, will it cause problems for the TP to call the Element as Intersection?

IF a Team does Intersection #2 in Senior FS with eight pairs will the Element receive a No Value?

### Answer

In the regulations the Definition for the Intersection Element says;

*The Intersection Element must meet the following criteria: The Intersection Element begins once the Skaters begin the approach phase of the Intersection. All Skaters **must pass** another Skater during the Intersection Element. There are several different manners in which this can be executed. Individual Skaters may pass each other simultaneously or separately as long as each Skater is involved in the Intersection.*

For the Intersection Element (except Intersection #2 in Senior FS) It is clearly understood that individual Skaters must intersect with another Skater when going through the Axis of Intersection.

**ONLY for Intersection #2 in Senior FS:** It is permitted that Skaters pass another Skater and the Technical Panel will NOT penalize the level of the Element if the Team chooses to use All Pairs (if connected) or a combination of Pairs (if connected) and Individual Skaters.

Pairs, when connected, are counted as one when intersecting therefore a Throw Jump will not be permitted through the Axis of Intersection.

Creativity is being encouraged and therefore using all pairs (if connected) is permitted.

## Question #3

If the Team chooses to use a forward Skating Movement through the Axis of Intersection will the forward skating cancel out the back-to-back approach?

### Answer

A forward Skating Movement through the Axis of Intersection will not affect the back-to-back requirement for any Intersection Element.

## Question #4

Skaters must remain back-to-back in a hold during the approach phase to achieve the highest level for an Intersection Element. Is remaining back-to-back (without a hold) required for Intersection #2 in Senior FS?

### Answer

IF including an Entry Variation, becoming back-to-back with a hold is NOT required.

## POINT OF INTERSECTION

### Question #1

**Angled Intersection:** What exactly is meant by 'additional rotations'?

### Answer

Additional Rotations refer to the rotations that start just before or as the lines overlap AND continue until the pi rotation begins.

### Question #2

For the Angled Intersection the Additional Rotations preceding the pi rotation: Does (separate or continuous) refer to the Additional rotations or the pi rotations?

### Answer

Separate or continuous refers to the Additional Rotations. From 2563: For pi2 Option B, pi3 & pi4 - a maximum of 720° preceding the pi rotation

Teams have the option to execute the Additional Rotations as either one continuous 720° rotation or two separate backward continuous 360° rotations.

Teams must make it clear when their pi rotation begins following the Additional Rotations.





A backward 720° rotation (Additional or pi) must be continuous and not have a “push” inside.

### Question #3

For the Collapsing Intersection; Is it permitted for each pi rotation to include one Feature for pi4?

#### Answer

Both pi Features must be included within the same pi rotation – The Team may choose if they place the Features in the first or second pi rotation.

## LINEAR (Block & Line) AND ROTATING ELEMENTS (Circle & Wheel)

### Question #1

**Change of Hold:** A Change of Hold must show the distance increase or decrease between Skaters. If using a basket weave - every other Skater with both arms over and then every other Skater with both arms under. If starting in a basket weave and then one line lifts their arms up and over and now there are two separate lines and the space between Skaters has changed but they technically never changed their grip.” Would this be accepted?

#### Answer

Yes this would be accepted. A different grip is not required. A basket weave and a hand to hand hold are two different holds and the spacing between Skaters has obviously increased.

### Question #2

**Change of Position:** Are Teams allowed to change configuration at the same time as change of places?

#### Answer

Teams are not permitted to change configuration at the same time as they Change Positions. Skaters must remain in the same Element shape while executing a Change of Position  
Skaters must remain in the same configuration while executing a Change of Position

### Question #3

Are Teams permitted to briefly show more than two lines for the Change of Position and Different Configuration Features during a Linear Element?

#### Answer

Teams must remain in one or two lines only. Once there are more the two lines the Element will be considered as ended.

## MOVE ELEMENT

### Question #1

**Short Program** - Must all Skaters start using the same fm even if using a Feature from Group A

#### Answer

In the SP Skaters must start in the same fm position, in the same skating direction and edge. After establishing this requirement, Skaters are permitted to executed any of the Features (including Group A) with the required number of Skaters. A maximum of two different fms may be included.

### Question #2

Choreographic Requirements state that “If fms begin at different times then part of the first fm(s) must overlap with the start of the next fm(s)”

If a third fm is executed, can it overlap with only the second fm and not the first?

Or would this be considered doing fms separately (third fm would be separate from first fm), and therefore not permitted?

#### Answer

The third fm may overlap with the second fm and not the first. Teams must create a chain of fms.

### Question #3

In the types of fm chart it says; The fm positions with a change must be held for at least two seconds before and after the change.



Does this mean that the fm position and edge must be held for two seconds before the “Change Position during an fm” AND also held for 2 seconds after the “Change Position during an fm”?

### Answer

The fm position and edge must be held for at least 2 seconds both before and after any Feature that requires a change. Change of Free Leg Position, Change of Rotational Direction, Change of Type of fm, Change of Edge and including the Change Position during an fm Features.

### Question #4

**In the SP:** If the entire Team starts the fm on a left forward inside edge, and after three seconds, ½ of the Team executes a "Change of Rotational Direction". Changing feet to a right forward inside edge using the same fm position. Will this be OK for the SP?

### Answer

Yes this example will be permitted. The Change of Rotational Direction Feature may be executed using the same or a different fm.

### Question #5

Is it permitted for a Team to execute Features in the second fm position after a Change of Type of fm?

Scenario: Difficult Entry, 170° Upright Extension, Change of Type of fm to an Unsupported Spiral 135°, then Change Position during the Unsupported Spiral 135°, and Intersecting/Passing Through

### Answer

A Team is permitted to use other Features following any Feature both in the FS and SP.

### Question #6

Since the Features, Change of Edge and Difficult Entry are in the same Group B, does it mean that if a Team chooses a Difficult Entry, then they would not be required to also include a Change of Edge to get the same level?

### Answer

For level 2; the two required Features may be selected from the same Group.

For level 3 & 4 only one Feature from each different Group is counted. Teams are permitted to execute more than one Feature from a Group.

### Question #7

Scenario; Skaters execute an Unsupported Spiral 135°, then Change of Edge, then Change Position during the fm. Must the edge in-between the two Features “Change of Edge” and “Change Position during a fm” be held for two or four seconds?

### Answer

From the Communication: The fm positions with a change must be held for at least two seconds before and after the change.

It is acceptable for the Skaters to hold the fm position and edge **in-between** the two Features. for at least 2 seconds. (4 seconds is not required)

Ensure that the fm position and edges are held for at least two seconds **before** the Change of Edge and at least two seconds **after** the Change Position during an fm.

## NO HOLD ELEMENT

### Question #1

Under the General Requirements what is meant by the Exception; Pivoting? Does this mean that other Features may not be included with the Pivoting Feature?

#### GENERAL FEATURE REQUIREMENTS

- All Skaters must use the same Feature
- May be done separately or together with another Feature(s). Exception; Pivoting
- Block must be progressing along/across the ice before, during and after the Feature(s)

### Answer

Continue to check the requirements written specifically for the Pivoting Feature.

The Change of Position and Different Configurations are not permitted during the Pivoting Feature. Other Features are permitted such as the Jump Feature.



## Question #2

**Diagonal Axis:** Are Skaters permitted to retrogress on the same diagonal axis in order to complete the Choreographic Series for NHE3 or NHE4?

### Answer

The Choreographic Series must be done on the same axis and there is quite a lot of content to fit in. Skaters are permitted to retrogress along the same axis to complete the Choreographic Series or to include other Features.

## Question #3

If a Team includes two different dance jumps during the Choreographic Series, will these count as two different recognizable movements, or do the two required movements need to be different types?

### Answer

Using two different dance jumps will not meet the requirement of two different movements. There must be two different movements selected from the list.

## PAIR ELEMENT

### Question #1

**Change of Edge:** Is changing feet or hopping a turn to change edges permitted during the Change of Edge Feature? And if so may there be a 2<sup>nd</sup> change of foot before exiting the Death Spiral?

### Answer

Hopping a turn to change edges while in the Death Spiral position is permitted. The supported Skater's head may become higher than the knee of the supporting Skater during the hop. Changing feet is also permitted to change edges. There may be another change of foot before exiting the Death Spiral. In both cases each edge must be held for the required 360° rotation.

## Question #2

**Entry Variation:** Are only Free Skating Elements (fes) counted towards the Entry Variation Feature?

### Answer

Yes, only fes are counted towards the Entry Variation. Free Skating Moves are permitted but will not be counted for the Feature.

## SYNCHRONIZED SPIN ELEMENT

### Question #1

Scenario

4 pairs – each pair is executing a camel/upright.

8 individual Skaters executing a camel, back sit, upright combination spin.

When the individual Skaters are in the back sit position there are technically three different types of spinning positions being executed. (camel + upright + back sit). Is that a problem?

### Answer

Yes this is a problem. The language on page 17 of communication 2563 clearly states that a maximum of two different types of spinning positions are permitted at the same time. The positions used by the pairs are counted towards this requirement as only two different types of spinning positions are permitted.

## TRAVELING ELEMENT

### Question #1

**Change of Position Feature:** In a three spoke wheel; If three Skaters each leave the outer ends of their spoke and execute a split jump before returning to the center of the wheel, while the remaining Skaters change positions in their respective lines (using different steps). The Feature requirements states that different movements are permitted if done by ½ of the Team.

Does that mean there must be eight Skaters doing the split jump to meet this? Does the definition of "same movements" includes steps?

Therefore does it mean that if the Skaters steps deviate at all it must be half of the Team?





### Answer

The Feature does not require that  $\frac{1}{2}$  of the Team execute the same movement. Therefore the example is authorized since in this case the 3 Skaters executing the split jumps plus the remaining The Skaters using different turns/steps to change their positions equals more than  $\frac{1}{2}$  of the Team executing different movements.

### Question #2

**Change of Rotational Direction Feature;** Are the Skaters permitted to Change Rotational Direction in a syncopated manner?

### Answer

Communication 2563 states

- *Skaters must change rotational direction at the same time*
- *Feature may be done in any manner*

The Feature is permitted to be done in a syncopated manner if the Skaters Change Rotational Direction on one occasion (one after the other). These requirements are similar to a Change of Relative Position.

## Twizzle Element

### Question #1

A split jump now can be executed as an entry to the twizzle because the landing foot of the split jump is on the right foot forward inside edge. Would a counter that is executed as a jump but with an additional toe step during the up motion be also permitted?

### Answer

No this example would not be permitted since a turn with a jump is not considered a “recognizable jump” for the Feature.

### Question #2

**Interaction in-between Twizzles:** How much interaction is required between the two twizzles? Is this like the Feature in the Group Lift Element? Is holding hands briefly enough?

### Answer

It makes sense to use the same principles as the Group Lift but nothing specific has been required for the TwE. Any type of interaction is accepted.