



2019 - 2020 Records of Clarifications from ISU Sports Directorate and SyS TC for Judges, Technical Officials, Coaches and Skaters

SYNCHRONIZED SKATING

Rule 800 para 2. g)

Question #1:

If on a Junior Team of 16 (sixteen) Skaters can seven (7) Junior Skaters be on a Senior Team (= seven (7) Junior Skaters + nine (9) Senior Skaters)? AND can three (3) Junior Skaters be on an Advanced Novice Team (= three (3) Junior Skaters + thirteen (13) Novice Skaters)?

Answer:

There must be a minimum change of 50% of the Skaters when comparing the two (2) Teams.

- When comparing the Junior Team roster to the Senior Team roster there must be a minimum 50% change between the two (2) Teams. In this case the 50% requirement is met as there are seven (7) Junior Skaters + nine (9) Senior Skaters
- When comparing the Junior Team roster to the Novice Team roster there must be a minimum 50% change between the two (2) Teams. In this case the 50% requirement is met as there are three (3) Junior Skaters + thirteen (13) Novice Skaters

The fact that there are a total of ten (10) Junior Skaters on two (2) different Teams has nothing to do with determining the minimum of 50% change.

- If there were nine to ten (9-10) Junior Skaters on the Senior Team then this would not be acceptable.
- If there were nine to ten (9-10) Junior Skaters on the Novice Team then this would not be acceptable.

Short Program - Transition into the NHE

Question #1:

If before the NHE a Team has a closed block with four (4) lines of four (4) Skaters and is using this formation as a transition in the Short Program. During this transition the Skaters touch each other but then release their hold in order to start the NHE. Is it permitted?

Answer:

Yes, the Transition will be permitted as long as the formation in the No Hold does not cover thirty metres (30m). In this case it will not be counted as an extra Element (extra NHE).

Short Program – Non permitted movement

Question #1:

If there is a lifting type of movement, done by a pair, that can't be named as a lift – will this movement be permitted in the Short Program.

Answer:

Lifts of any variety (Group or Pair) are not permitted in a Short Program. (*Including Un-Sustained Lifts*) Any type of lifting movement, if held less than three (3) seconds (*an unsustained lift*) or held for three (3) seconds or more (*a lift*) are not permitted in the Short Program.

Question #2:

Is it permitted to include vaults in the Senior and Junior SP? In the Rule Book in the definition of a vault it is says that "A vault of not more than one (1) revolution, in which a Skater(s) provides passive assistance to another Skater(s) who turns/revolves, head over heels (or vice versa) in a cartwheel or somersault action. In this action there is a continuous ascending and descending movement, where the vaulting Skater rotates/revolves. The hands of a Skater(s) providing the passive assistance may rise higher than shoulder level height. Vaults are allowed in Junior and Senior Free Skating only."

Answer:

Yes, vaults are permitted in the Junior and Senior Short Program.

Creative Element – Lift

Question #1:

If the Creative Element is the final Element of the program, must the lift be set down before the Skaters stop in their ending position?

Answer:

Yes, to have the Cr confirmed, the lifted Skater must be set down and glide before taking their ending position. If not then the Creative Element – Lift is called No Value. There is no penalty given for stopping at the end of the program (even though the Creative Element is not considered as ended).

Group Lift Element

Question #1:

During the Entry Feature for a Group Lift can the pre-lift position be on the shoulders of the supporting Skaters before attaining the main position?

Answer:

The pre-group lift may be lifted to a position at any height including to the shoulder level of the supporting Skaters, but is not permitted to rest on the supporting Skaters shoulders at any point. In this case, when taking the main position the lifted Skater is permitted to be either a) lifted directly to the main position or b) to be first lowered from shoulder level position (without touching the ice) before being lifted into the main position.

NOTE: this requirement is only applied to a pre-group for the difficult lift entry and not to a pair, vault or another difficulty entry.

Question #2:

During the Exit Feature for a Group Lift can the lifted Skaters be lowered to rest on the shoulders of the supporting Skaters then vault from the shoulders?

Answer:

Yes, this is permitted for a vaulting exit

Question #3:

Are the remaining Skaters, for a Group Lift Element, permitted to spin or execute a pair pivot?

Answer:

Spins and Pair Pivots (with the toe pick in the ice) are considered as being stationary and are not permitted when done by $\frac{1}{4}$ of the Team or more. If the Pair Pivot is executed without a toe pick in the ice (moving across the ice), then a Pair Pivot is permitted.

NOTE: if there are only three (3) Skaters on a Team of 16 executing a spin or stationary pair pivot then there is no penalty.

Question #4:

For GL2 it says that Teams can choose any Two (2) Features from Group A, Group B or Group C. Does this mean that Teams can include two (2) Features from within the same group? Example; Choose both the difficult entry and a difficult exit?

Answer:

Yes, Teams can choose two (2) Features from within the same group.

Intersection Element

Question #1:

Can you explain how pi3 must be executed for an Angled Intersection?

Answer:

The pi requirements for the Angled Intersection state that the pi rotation(s) must start before or at the latest, when the Lines begin to overlap and that once the Lines start to overlap the Skater(s) must continuously rotate as they move towards the axis of Intersection.

pi3 will be called once the Lines begin to overlap and all Skaters begin to execute continuous backward rotations. These continuous backward rotations must rotate a minimum of 360° (pushing is permitted in-between backward 360°/720° or more rotation(s)). There may be as many backward 360°/720° rotations as the Team wants with the last rotation, used to intersect, being a backward continuous 720° rotation.

Question #2:

Can you explain how pi3 must be executed for the 'L' Intersection?

Answer:

The backward 720° rotation must begin before and continue to rotate as the first Skater(s) intersect. All Skaters must execute continuous backward 720° rotations (as many 720° rotations as are needed) until the final Skaters have passed through their space.

Question #3:

When does the Team have to achieve their hold for the back-to-back Feature of an Angled Intersection?

Answer:

For the back-to-back Feature Communication 2270 states;

“All Skaters must be back-to-back in any connected hold when starting the approach”

For the Angled Intersection, Skaters may start the approach phase without a hold if the two (2) lines are still forming/joining. Skaters must achieve a hold before any backward rotations are executed during the approach phase and at minimum be in the two lines and have a hold before the two (2) lines begin to overlap.

Question #4:

In a Whip Intersection: Are the ½ circle(s) permitted to start to open before the lead Skaters become back-to-back IF the Team starts the 90° pivot using a ½ circle(s) shape with a smaller diameter than the minimum ½ circle shape permitted?

Answer:

There are four (4) errors listed in the Technical Handbook for the Whip Intersection;

1. The lines do not maintain a curved shape (minimum of a ½ Circle shape) during the required 90° pivot ^[SEP]
2. If either line does not pivot a minimum of 90° until the lead Skaters of each line, become back-to-back to each other ^[SEP]
3. If lead Skaters do not become back-to-back to each other ^[SEP]
4. If there are backward 36° or more rotations done during the approach phase: ^[SEP]

Therefore it is not an error when the ½ circle(s) begin to open before the lead Skaters become back-to-back IF the minimum ½ circle(s) shape is held/shown when the lead Skaters are back-to-back.

Move Element – Intersection/Pass through

Question #1:

How is the following situation evaluated? The Team executes a 135° Spiral with one change of edge together with the Intersection/Pass through Feature where the fm is executed correctly (*two (2) seconds on the first edge*), and the position is maintained during a change of edge which takes some time (1-2 seconds) and then continues with the fm executed correctly (*two (2) seconds on the second edge*). The Intersection/Pass-through happens during the long change of edge and the Skaters are in the 135° position but on a flat.

Answer:

The technical panel does not evaluate the quality or the amount of time a change of edge takes place during any fm with a change of edge. If the position is maintained during the intersection/pass-through then the Feature will be counted even if executed during a change of edge that is long and flat. Judges evaluate the quality of edge and changes of edge.

Question #2:

How is the following situation evaluated: A Biellman is executed first in the correct position and on an edge for three (3) seconds but then intersect/pass-through in the correct position but on a flat?

Answer:

For the Feature, Intersect/pass-through, the Technical Panel evaluates if the requirements for the fm position are met before, during and after the Feature.

Example; If the correct position of the Biellman for the level that is called is maintained during the intersection/pass-through, then the Feature will be counted even if the Biellman is executed on a flat at the moment of intersecting/passing through.

Question #3:

Can you give some examples of the calls for the Additional Features (fms) and Features (intersect/pass thru and/or execute a change of position/place) especially when an fm3 is attempted but is lowered to fm2 or fm1 due to errors.

Answer:

Example Scenarios;

- a) fm3 is attempted (a 135° spiral with a change of edge) and the position is OK but the fm is lowered to fm1 due to errors of edge and time: The fm1 position must be maintained during the Feature(s) for the Feature(s) to be counted (in this case a basic spiral position must be held).
- b) fm3 is attempted but the position is not OK therefore fm2 is called; the fm2 position must be maintained during the Feature(s) for the Feature(s) to be counted.

Question #4:

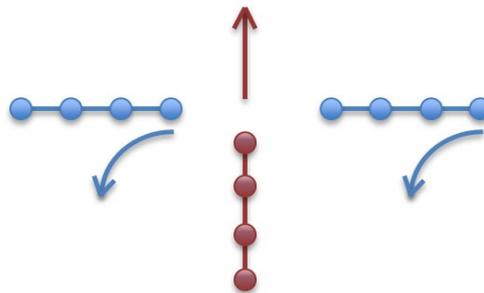
Are four (4) Skaters permitted to intersect/pass thru each other and then later another four (4) Skaters intersect/pass thru each other?

Answer:

Yes this will be permitted since the Feature says that fms may intersect/pass-through at different times.

Question #5:

Is it considered illegal when in the Move Element there is one line of four (4) Skaters (colored in red) executing a backward spiral and the line is passing through two (2) lines of four Skaters each in a forward Spiral.



Answer:

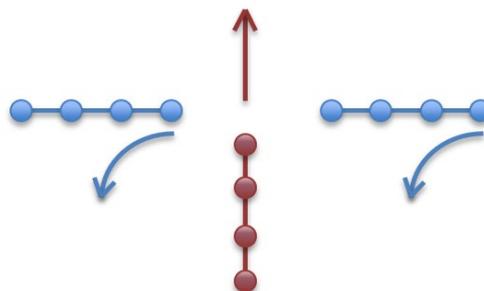
No, this movement will not be considered as illegal, since the movement is not an intersection

Question #6:

Will the requirements for the number of Skaters (1/2 of the Team) be met if the Feature intersect/pass through is done as in the following two (2) examples:

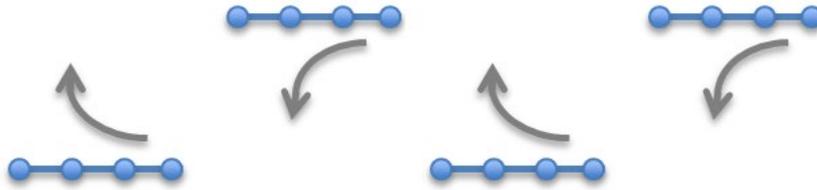
Example 1:

Illustrates a Team of 12 Skaters, where one line with four (4) Skaters colored in red is passing through two lines of four (4) Skaters each.



Example 2:

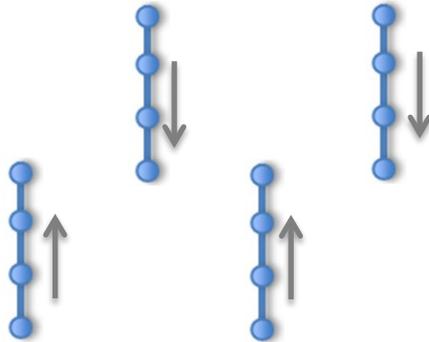
Illustrates a Team of 16 Skaters, where all lines lined up parallel to the long axis and are passing through each other.



Answer:

Example 1 – Not correct; The drawing indicates that there are only four (4) Skaters, on a Team of 12 Skaters, passing through. The requirement for the Feature states that there must be at least ½ of the Team intersecting/passing through.

Example 2 – Correct; The requirements for the number of Skaters (at least ½ of the Team) have been met. Please note that for this Feature, the orientation of line(s) does not matter. The drawing below is also correct since the requirements for the number of Skaters have been met and ½ of the Team is passing through.



Question #7:

In Communication 2270 on the page 24 there is a drawing of an accepted example of the Feature “Intersecting/passing through”. Does this example refer to the pattern of the Skaters or to the number of Skaters?

Answer:

The drawing in Communication 2270 is an example of an acceptable pattern showing the intersect/pass through Feature and does not refer to the number of Skaters needed for the Feature. Lines for the Intersecting/passing through Feature can be arranged/oriented in any manner. fms may intersect/pass-through at the same time or different times.

Question #8:

In a Short Program the Team is using the same fm as require with Eight (8) Skaters (*in two (2) lines of four (4)*) starting the fm first and then the remaining eight (8) Skaters (also in two (2) lines of four (4)) start the fm later. Must all sixteen (16) Skaters change edges at the same time or is it possible that the first eight (8) Skaters change edges earlier and the second half of the Team change their edges later?

Answer:

It is permitted that the first eight (8) Skaters change edges before the second half of the Team. However, the eight (8) Skaters in each ½ of the Team that started together must change the edge at the same time.

Pivoting Element - Block

Question #1:

If a Team attempts PB4 or PB3 but only one (1) turn is correctly executed, what will be the call?

Answer:

The call will be PBB since the requirements for PB1 is at least two (2) turns or steps.

Traveling Element – Circle – Interlocking

Question #1:

What will be the call if during a TC4, the Team is interlocking but does not cover the required ten (10) meters?

Answer:

The call will be Level 1 (TC1), if even one (1) circle does not cover the required ten (10) meters and both circles have covered at least 5 meters.

Question #2:

What will be the call if during a TC4, the Team travels ten meters (10m) but the circles stop interlocking for a while during the ten meters (10m) travelling?

Answer:

The call will be Level 1 (TC1) if the circles stop interlocking for at least two (2) seconds or more during the required ten meters (10m) of travel.

Question #3:

Does a traveling circle have to meet the rotational requirement and rotate in total 360° or will the 360° rotation be counted only during the travel

Answer:

The rotation of 360° rotation will be counted only during the travel and if not met then the Traveling Element will receive no value.

Traveling Element – Wheel – Change of Place/Position

Question #1:

Will a change of place/position be counted if in a three (3) spoke wheel, the slow end Skater of each spoke goes to the fast end of another spoke?

Answer:

No, this type of movement will not be counted for the Feature, since Skaters must remain in their own spoke for a change of place. Skaters may move to the opposite end of their own spoke.

Question #2:

If there are five (5) Skaters in a spoke, can one (1) of the Skaters (center, outside or middle) remain in the same spot?

Answer:

Yes, in the case of an odd number of Skaters in any spoke it is permitted for one of the Skaters to remain in the same place.

Twizzle Element

Question:

When a Team starts a backward outside twizzle (4 rotations) with Feature from Group B (Skating leg and free leg Feature) and the first 180° rotation is a three turn, but the rest (3.5 rotations) are ok. How many rotations will be counted?

Answer:

In this case the technical panel (TP) will not count the Feature from Group B since the position must be attained within the first 180°. The TP will count the total number of correctly executed rotations no matter where the twizzle error(s) occur.