



2018/2019 Records of Clarifications from ISU Sports Directorate and SyS TC for Judges, Technical Officials, Coaches and Skaters

SYNCHRONIZED SKATING

Questions: Junior Short Program – Synchronized Spin

1. In the Junior Short Program: must the upright Synchronized Spin be done as a Solo Spin?
2. Is a change of foot permitted in the Junior Short Program Synchronized Spin Element?

Answer:

1. Yes the Spin **MUST** be a Solo Spin in an upright position (no variation is permitted)
2. A change of foot is permitted. But in the Short Program only the rotations on the first foot will be counted. In the Free Program rotations using both feet will be counted.

Questions: Junior Free Skate - Lifts

1. Are lifts permitted in Junior Programs for the 2018-2019 season?

Answers:

1. Any type of Lift (other than those listed in Illegal or non-permitted movements) are permitted in Junior Free Skate Programs during Transitions, required Elements as well as Optional Elements but will not be counted towards the level of any Element.
 - Lifts **may** be permitted in the Senior Short Program only **WHEN** listed as part of the Well Balanced Program. *See Rule 991 paragraph d) & e).*
 - Lifts of any variety (*including Un-sustained Group Lifts*) are not permitted in Junior or Senior Short Programs for the 2018-2019 season. *See Rule 992 paragraph a)*

Questions: Stopping

1. Stopping: Is a Stationary Lift (that rotates on the spot), Synchronized Spin or Pair Pivot considered as stopping?
2. **Stopping in Excess:** The Team is permitted to have a "stop" not exceeding ten (10) seconds during the opening and the closing of their program. What is the penalty if a Team exceeds the ten (10) seconds during either of these occasions?
3. **Stopping in Excess:** For the Stopping during the program, if the Team is gliding slowly longer than 10 seconds and there is no stop, but one Skater is standing still "on the spot" doing movements as the rest of the Team continues gliding, is it counted as one (1) of the permitted stops in the program? Or do we only count the stops if the whole Team is standing still "on the spot"?

Answers:

1. Yes, a Stationary Lift (that rotates on the spot), SySp and Pair Pivot are considered as stopping. However, Judges and Referee's will not penalize any Stationary Lift (that rotates on the spot), SySp or Pair Pivot.

Note: a Stationary Lift (that rotates on the spot), SyS Spin/Pair Pivot is permitted without penalty by the Technical Panel IF a SySp or Pair Pivot is the required Element, Feature OR if a Free Skating Element is required, as in a Group Lift Element for the remaining Skaters not involved in the lift.

2. If the Team exceeds ten (10) seconds in either the opening and/or closing movement then Rule 992, paragraph 3b) & c) and the Chart in Rule 843, paragraph n. will apply. The DED3 (-1.5) will be taken by the Referee and will be deducted from the Total Score. This DED was omitted in error from the list of Deductions for the Referee in Communication 2190 page 4.
3. Stopping in Excess will be counted when the whole Team has stopped. It is not possible to list all the different stopping scenarios. Teams should be skating, particularly as the duration of free skating has been reduced for Senior and Junior.

Questions:

Artistic Element – Stopping

1. Stopping is not permitted in any Artistic Element. If a Team includes a Pair Element (death spiral with the toe pick in the ice) as a Feature for an Artistic Element. During the exit of the death spiral the Team has choreographed a complicated exit; the pivoting Skater (with a toe pick in the ice) stops for a few seconds, and the other supported Skater performs a camel type rotation with their free leg going over the head of the pivoting/stopped Skater. It looks like a stopping, but it is the part of the exit of the Death Spiral. Is this type of exit considered as a stop?
2. A Team includes a Synchronized Spin as a Feature for an Artistic Element. Is it permitted for the Skaters to stop in order to slow down prior to entering the spin and/or to stop at the exit the Synchronized Spin?
3. A Senior Team includes a Lift that rotates on the spot as the Lift Feature for their Artistic Element. Is this considered as stopping?

Answers:

1. Stopping is not permitted in an Artistic Element, however, a Pair Pivot is permitted during an Artistic Element. Stopping is not permitted prior to entering or at the exit of a Pair Pivot when used as a Feature in the Artistic Element. The Artistic Element will be lowered one (1) level if there is a stop by $\frac{1}{4}$ of the Team or more.
2. Stopping is not permitted in an Artistic Element, however, a Synchronized Spin is permitted as a Feature in the Artistic Element. Stopping is not permitted prior to entering or at the exit of a Spin when used as a Feature in the Artistic Element. The Artistic Element will be lowered one (1) level if there is a stop by $\frac{1}{4}$ of the Team or more.
3. Stopping is not permitted in an Artistic Element, however, Stationary Lifts that rotate on the spot are considered as stopping and will be permitted for the Artistic Element. However, stopping is not permitted in order to enter or exit any Lift when used as a Feature in the Artistic Element. The Artistic Element will be lowered one (1) level if there is a stop by $\frac{1}{4}$ of the Team or more.

Question:

Artistic Element - Pivoting

1. The Feature says that a minimum of four (4) Skaters must pivot and pivoting must be executed in a connected hold. Do the four (4) Skaters have to be connected in a hold or could they also execute the pivot in two (2) pairs?

Answer:

1. There must be at least four (4) Skaters connected in a hold. The four (4) Skaters are permitted to briefly release the hold in order to execute a step/turn

Questions: **Artistic Element – Choreographic Sequence**

1. The Choreographic sequence must be executed by at least 1/2 the Team. Do all eight (8) Skaters need to do same movements?
2. Is it possible to have a syncopated movement during the Choreographic Sequence?
3. The Choreographic sequence says that “multiple” and consecutive movements are required. How many movements would meet the “multiple” requirements?

Answers:

1. In Communication 2182 it says: “There must be multiple and consecutive movements (same or different) to create a recognizable Sequence.” Therefore the eight (8) Skaters may perform different movements for this Feature.
2. All Skaters must execute a Feature at the same time unless otherwise stated in an ISU Communication. Communication 2182 does not state that syncopated movement is allowed, therefore if done the Feature will not be counted
3. The multiple and consecutive movements means more than one (1) movement of the same or different type will be accepted if recognized.

Question: **Junior - Artistic Element – Lift Feature**

1. In Artistic Elements Group B Features: it lists “lifts (permitted in Senior)”. Are lifts permitted in a required Artistic Element in a Junior Free Skate Well Balanced Program?

Answers:

1. A lift is permitted in Junior Free Skate during any Element including the Artistic Element(s) but will not be counted as a Feature towards the level.

Question: **Junior - Creative Element – Intersection**

1. In the Creative Element - Intersection, is a lift permitted for Junior?

Answers:

1. A lift is permitted in Junior Free Skate for the Creative Element – Intersection without penalty. There is no level given for this Element and the Creative Element will be confirmed if it meets the criteria even when a Junior Team includes a lift. A Stationary Lift (that rotates or not) will be counted as stopping and is not permitted.

Questions: **Senior - Creative Element – Lift**

1. To have the Element confirmed (fixed value) all Skaters must participate in creating the picture of the Creative – Lift. What does it mean?
2. Stopping is not permitted in the Creative Element. Since the lift(s) must glide and are permitted to rotate on one (1) spot; are the Skaters permitted to stop first in order to lift and stop again when setting down the lifted Skater during the exit of the Stationary Lift?

Answers:

1. All Skaters should be part of creating the picture. The Skaters not involved in the Lift could be moving around the Lift, following or leading the Lift. Any movement around and near the lift is acceptable as long as the Skaters are not totally separate and away from the lift having nothing to do with it.

2. During the Creative Element for Senior when choosing to include a Stationary Lift (that rotates on the spot): the Skater(s) may stop first, in order to lift or to be lifted before the rotation on the spot (gliding) begins. The Skater(s) (including the lifted Skater) may also stop upon setting down the lifted Skater during the exit of the Stationary Lift (that rotates on the spot) without penalty for the Creative Element.

Question:

Intersection Element

1. Now that there is no longer a preparation phase for any Intersection Element, do the Skaters have to have a hold the **exact** moment they begin the approach phase or is it ok to have the hold once the shape of the Intersection is recognized?

Answer:

1. Communication 2182 says: "A hold is required throughout the approach phase until the pi rotation begins (unless there are backward rotations)". If there are no backward rotations being executed during the approach phase then the Skaters must have a hold once the shape of the Intersection is recognized during the Approach Phase.

Question:

Intersection Element – Angled

1. Where does the approach phase begin for the Angled Intersection in order for the back-to-back Feature to be counted?
2. A Team uses backward rotations during the entire approach phase of an Angled Intersection. In this case where does the approach phase end and the pi rotation begin for an Angled Intersection?

Answer:

1. The approach phase begins when the Skaters on one side of the axis of Intersection begin skating towards Skaters on the opposite side of the Axis of Intersection. Skaters must be back-to-back and in a hold once the shape of the Intersection is recognized (unless executing backward 360° continuous rotations).
2. An approach phase using backward rotations during the entire phase will end with the last rotation executed before the lines begin to overlap. pi rotations, in this case, will start before or at the latest, when the lines begin to overlap

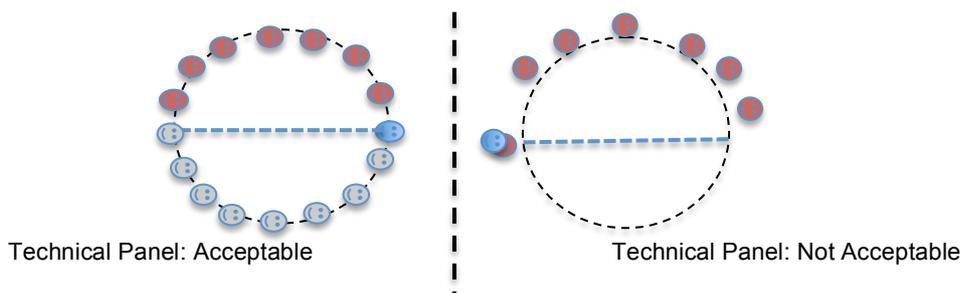
Question:

Intersection Element – Whip

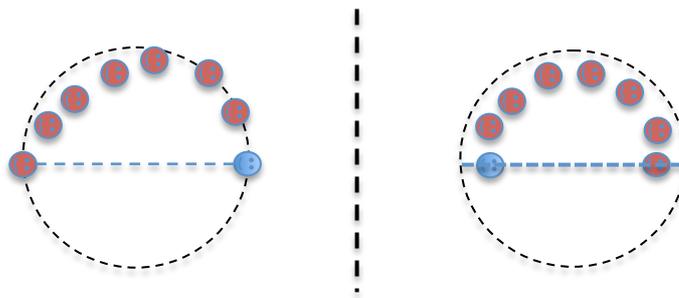
1. Can you explain what and how the "true curved shape (½ circle)" is evaluated for a Whip Intersection?

Answer:

1. The true curved shape (½ circle) will be counted when the distance between the two (2) end Skaters (from the same line) is no larger than the diameter of a circle made of sixteen (16) Skaters. However the quality of the true curved shape (½ circle) will be evaluated by the Judges.



NOTE: It is not necessary that the fast end Skater be lined up exactly with the lead Skater in their own ½ circle when the lead skaters becomes back-to-back with each other



Technical Panel: Both are Acceptable

Question:

Mixed Element

1. In the Mixed Element, are there any restrictions if choosing Pair Element as one of the two required Elements? Must the pair perform a movement from one of the difficulty levels from the Pair Element or may the pair movement be more creative?

Answer:

1. All Elements must meet the definition for that Element in the SYS 2018-2019 Special Regulations and Technical Rules and / or the Pair Element as described Communication 2182. Therefore in the case of a Pair Element, a more Creative position is permitted.
NOTE: it is not necessary that the Pair Element (or SYSp) be executed in the formation/configuration required for the Difficulty Groups in Communication 2182.

Questions:

Move Element

1. Are Teams permitted to start an fm before all Skaters executing that fm are within $\frac{1}{2}$ of the ice of each other?
2. If there are four (4) fm's selected for the ME; are two (2) fm's permitted to start and end at the same time followed by the other two (2) fm's starting and ending at the same time?

Answer

1. fm's must be started when all Skaters executing the fm are within $\frac{1}{2}$ of the ice of each other, even if the fm meets the requirements once inside $\frac{1}{2}$ of the ice. If the fm starts or ends when the Skaters executing fm's are not within $\frac{1}{2}$ of the ice of each other then a DED3 will be called.
2. No it is not permitted when using four (4) fm's, for two (2) fm's to start and end at the same time followed by the other two (2) fm's starting and ending at the same time. In this case there must be one (1) main fm and the remaining fm's may start and/or end with the one (1) main fm.

Questions:

No Hold Element – At least two (2) Different Configurations

1. On a Team with twelve (12) Skaters and the Feature showing at least two (2) different configurations, the number of Lines must be different in each configuration. In some examples the Lines do not change but Skaters really move to a new position to create a different configuration. It is really difficult to recognize different configurations when Skaters are in a no hold and especially with Teams of 12 Skaters. Is the configuration four (4) Lines of three (3) Skaters or three (3) Lines of 4 Skaters? Which view do we take?

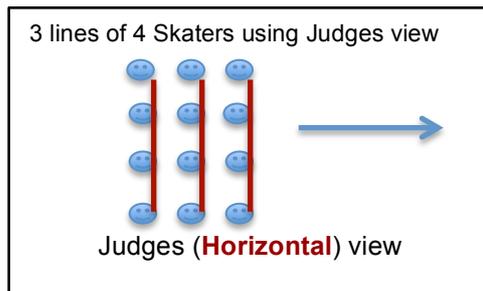
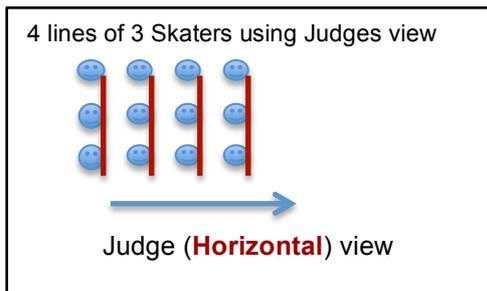
Technical Panel: Acceptable

2. Since the Technical Panel (TP) must look at the configuration in a manner to benefit the Team. Can you show an acceptable example for a Team of twelve (12) Skaters?

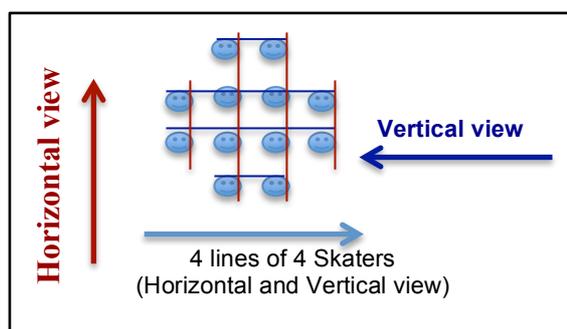
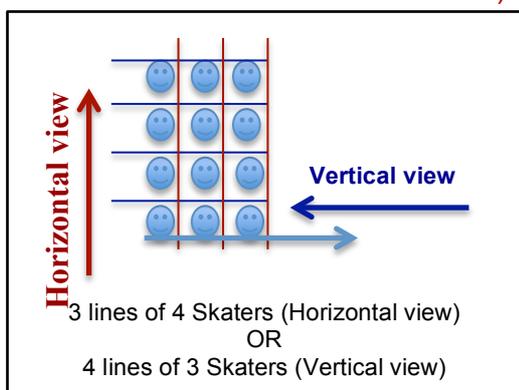
Answers:

1. The Feature does not require that Skaters only change positions but that there is a different number of lines in each of the configurations. In this case: if the Technical Panel will check the four (4) lines of three (3) Skaters one way (horizontal view from the judges stands), then three (3) lines of four (4) Skaters must

appear from the same horizontal view. See Diagram below (light blue line indicates direction of movement for the block)



2. The Technical Panel must check the two (2) different configurations in a manner that benefits the Team. They should check the configuration in both a horizontal or vertical manner (not diagonal). See diagrams, below, showing two (2) different configurations. (light blue line indicates direction of movement for the block)



Question:

Synchronized Spin Element - Stopping

1. For a Synchronized Spin Element entry, are the Skaters permitted to stop or use a moving skid stop in order to slow down just prior to starting the SySp Element or must they continue to "glide/move" until the entry of the spin?

Answer:

1. The Skaters are permitted to stop or use a moving skid stop in order to slow down prior to entering a spin for the Synchronized Spin Element. Stopping / slowing down prior to the spin will be reflected in the GOE.

Questions:

Three Different connected holds – Feature (B, C, L, W)

1. Is a catch hold or basket weave hold considered the same type of hold as a hand-to-hand hold?
2. Is a catch hold and basket weave hold considered as different types of holds?
3. Is a catch and/or basket weave hold to the front considered as different than a catch and/or basket weave hold to the back?

Answers:

1. The catch hold and basket weave hold are considered as a different types of hold than a hand-to-hand hold. Mainly due to the difference in spacing between Skaters.
2. The catch and basket weave holds are considered as different types of holds. The difference is minimal and often not easily recognized (see photo's below). It would be a risk for a Team to use both a catch hold and basket weave hold for this Feature.

3. Yes, a catch and/or basket weave hold to the front is considered as different than a catch and/or basket weave hold to the back. (see photo's below)



Hand-to-hand hold (Skaters may be holding the hand or the wrist)



Basketweave Hold Behind

(One arm over + the other arm is placed under the arm of the Skater on either side)



Basketweave Hold to the Front



Catch Hold Behind

(either both arms over or both arms under the Skater on either side)



Catch Hold to the Front

Questions:

GOE

1. What is the definition for an Element, Feature or Additional Feature that is not attempted?
2. If Team has a collapse in a lift without a fall would this be counted as a major error by the judging panel? What is the definition for a Lift that collapses?

3. If one key aspect or specific criteria is executed less than excellent but there is something a judge could use from the "increase by" column, is it true that a judge can't increase to +4?
4. For the Creative Element - Intersection for Junior Teams, the specific criteria is "Innovative configuration and use of Features" but there are no features listed in communication 2182. What are you referring to?
5. In communication 2190 for Reductions in the Pair Element, "Interesting variation" is shown as a +1, should it be in the "Increase by" column?

Answers:

1. Element, Feature or Additional Feature that is not attempted are defined in the following manners:
 - **Element:** when the shape of the Element has not been formed or included in the Program AND / OR when any one Skater or several Skaters do not attempt the Element at all (such as a Lift, SySp or a Pair Pivot)
For example: Skaters are preparing for a lift but for whatever reason decide not to attempt to lift their skater and therefore abort the lift.
 - **Feature:** A Feature of an Element is considered not attempted when it has not been included during the execution of the respective Element.
 - **Additional Feature:** An Additional Feature(s) is considered not attempted when the Team is preparing to execute the Additional Feature (step sequence, fm or pi rotation) but for whatever reason any one (1) Skater or more fail to execute any part of their turn, fm or pi rotation thus aborting the Additional Feature.
2. A lift that collapses is defined when a Skater has been lifted but then is dropped out of the lift before the lift is completed; either due to their own error or an error of the lifting skaters. It is not feasible to list all possible errors that can occur in a program but hope that the Judges will use their intuition.
For the specific example of a collapse in a Group Lift: Yes, it is a Major Error but in a Group Lift Element there could also be three (3) well executed Lifts included.
Examples of Major Errors:
 - A collapse of a Group Lift
 - Aborted Group Lift (Skaters set up for the Lift, but stop and do not attempt the Lift)**Examples of Minor Errors:**
 - Struggle during the lifting process
 - Unstable Group Lift (Skaters struggle to keep the lifted Skater in position)
3. The Team must have all key aspects and specific criteria at excellent execution to achieve a +4. If one key aspect or specific criteria is lacking, the maximum GOE to be awarded is +3. The +5 is applied when some of the key aspects or criteria are outstanding or the additional bullets, as defined in 2190 page 5, are present.
4. There are no required features for the Creative Intersection. However, if the Team chooses to incorporate the use of features rather than execute simple crossovers, Judges will reward that based on the quality of execution.
5. Yes, this is a formatting error on the communication. Judges should increase their GOE if a Pair element is presented with an interesting variation.