2022 - 2023 Records of Clarifications from the SYSTC and the Sports Technical Director for Judges, Technical Officials, Coaches and Skaters

SYNCHRONIZED SKATING

Intersection Element

Question #1

Angled Intersection

On page 7 of the Technical Handbook it is written to call piB for an angled intersection if the first rotation starts after the lines have overlapped?

In Communication 2501 page 10; the requirement for rotation(s), preceding the last pi rotation, must start just before or at the latest when the Lines begin to overlap is written under ADDITIONAL FEATURE REQUIREMENTS FOR VARIOUS TYPES OF INTERSECTIONS and would result in lowering the pi one level according to the General Calling Principles. Which is the correct call?

Answer

Since the error is listed in the 2501 under Specific Intersection Requirements - lower one level is the correct call and is in favor of the Teams.

Please make the following correction in the TH.

Angled Intersection:		
If the pi rotations do not start before (or at the latest) when the Lines start to overlap	~~piB is called~~ Lower pi one level	

Question #2

This question concerns the “Entry Variation” and when it begins. In the Regulations under the Technical Requirements of an Intersection it states that the Intersection Element begins once Skaters begin the approach phase of the Intersection. The approach phase is defined as the moment that the shape of the Intersection is established.

Communication 2501 states that the Entry Variation may be done before the approach phase. Does this mean that the Feature may be executed before the shape of the Intersection is established?

For example: IF a Team uses multiple lines or different shapes before the approach phase and these multiple lines/different shapes are not the same as the Intersection shape, will this type of movement be counted as the Entry Variation?

Answer

The Feature may be executed before the approach phase or during the approach phase.

The best advice to the Teams and for the Technical Panel is that the Entry Variation must be recognizable. If the Feature is not easily recognizable the TP will not count it.

Often the type of Intersection is identified for quite some time before the approach phase has begun. Connections into the approach phase of an Intersection have often made the Intersection predictable. Therefore, any complex pattern or movement that uses multiple lines/different shapes than those of the Intersection therefore keeping the intersection unrecognizable until before or as the approach phase begins must be counted. The idea is for Teams to reveal the type of Intersection as late as possible.

Question #3
The wording of the Entry Variation Feature refers to a variety of fm's, fe's, movements etc. Does “variety” mean

a) that there should be at least two different fe's. fm's or whatever movements the Team has chosen to execute, so for example spread eagles and spirals
b) that if there are at least two Skaters (=variety) conducting the same movements, fe's, fm's etc., there is a variety of movements since they are executed by several Skaters.

Answer
The requirements for the Entry Variation stated in Communication 2501 is as follows:
“Feature may include a variety of free skating movements, free skating elements or a complex pattern using the figure skating vocabulary”
The word “may” does not mean MUST. Therefore the movement may include a variety of free skating movements, free skating elements or a complex pattern.
There is nothing written about the number of Skaters required to execute a free skating movement, free skating element or complex pattern. The Entry Variation may be done by one or more Skaters.

Question #4
If a fall occurs during the entry variation Feature when executed prior to the approach phase of the Intersection, where does the TP place the Fall? In the Connection or in the Element?

Answer
If the entry variation is counted and there is a fall then the fall must be counted within the Element.

Question #5
Are little forward steps and rotations possible during the Entry Variation Feature to give the teams more freedom in creativity movement?

Answer
Forward steps or rotations that assist the Skaters in finding their spots/holes/space is not acceptable and would result in the Element being lowered one level.
If during the Entry Variation, a movement begins backwards and ends forwards, such as a small lift, which is then followed by a forward 3 turn – this would be acceptable.

Question #6
Whip Intersection. The distance in-between the two end Skaters of the same line, must be no larger than the diameter of a circle that would include all Skaters on the Team (considering the type of hold)
Does the Technical Panel penalize a “U” shape of the curve IF the distance in-between the two end Skaters of the same line is **less** than the diameter of a circle that includes all Skater on the Team (considering the type of hold)?

Answer
The Technical Panel will penalize the Whip Intersection if the distance in-between the two end Skaters of the same line is **larger** than the diameter of a circle that includes all Skaters on the Team (considering the type of hold).
IF the distance in-between the two end Skaters of the same line is **less** than the diameter as required therefore making a “U” shape, the Technical Panel must not apply a penalty since a "U" shape is considered a quality of the curve and must be evaluated by the judges.

Move Element

Question #1

Can you explain how the number of Skaters listed in the Difficulty Chart (Communication 2501) for the ME determines the level for level 4?

Answer

For ME4 – The goal is for ALL Skaters to be executing a difficult fm. The requirement of at least ¾ of the Team (13 Skaters on a Team of 16 Skaters) allows for three Skaters not achieving the difficult position and the Team can still reach ME4. If four Skaters do not achieve the difficult position then ME4 will not be the starting point.
Also note that the same type or a subtype of fm must have a minimum of ¼ of the Team executing the fm at the same time to have the level called.

No Hold Element

Question #1

The NHE says that Features must be executed separately.
What if during the diagonal axis, after executing the two difficult turns, a Team executes a Jump Feature on the same diagonal axis? Would both Features will be counted?

Answer

Yes, both Features would be counted in the above case.
Note: the Change of Position is also permitted to be executed during the diagonal axis.
These Feature will be considered as an exception, together with the "Different Configuration" Feature.

Question #2

The NHE says that the first Feature executed correctly is counted.
What series would be counted, IF during the diagonal axis, after correctly executing a series of two difficult turns, a Team also correctly executes a series of three difficult turns on the same diagonal axis? Both series are part of the same Feature.

Answer

The Technical Panel should decide in favor of the Team and count the series of three difficult turns thus giving possibility to the highest possible level.

Pair Element

Question #1

For the Exit Variation, is it possible to include a flip jump with a mohawk entry in the following manner: Team will execute a forward inside death spiral (RFI) and upon exiting the lower position the Skater will change feet (now LBI) then right toe pick for the flip jump?

Answer

Yes, this is permitted since a change of foot is permitted in-between the death spiral and Exit Variation.

Question #2

Can you explain how to count the errors in the Pair Element?
The Technical Handbook states that the TP will count an error only when 2 pairs made the same type of the error AND that errors are cumulative.
Does this mean that each type of error is penalized only once no matter of the number of pairs making the **same** type of error? And -2 levels can be given only if 2 different types of errors have been made by 4 pairs in total (2+2)?

OR does it mean that TP will give -2 levels if for example 4 pairs make the same type of error?

Answer

Since the errors are cumulative and will be added together, the penalty (as listed in the Technical Handbook) is applied for the total number of pairs making errors.
Multiple Pairs may make the same error or different errors.
Example

- 2 pairs exit the Element on two feet
- 2 other pairs also exit the Element on two feet
- 2 pairs are not gliding on the blade

This example would result in a total of 6 pairs making errors (2 pairs per error) and the penalty would be to lower the Element 3 levels.

Question #3

Communication 2501 p19 – under the Basic Requirements it is written "Exception: All Pairs must perform the same movement at the same time".
Scenario: Senior Team (16) executing Pa - All executing the same Entry Variation, 8 pairs correctly executing a Skater in the Death Spiral Position for 720º, 4 pairs execute the Exit variation with supported Skater exiting by Ina Bauer position and 4 pairs execute the Exit variation with supporting Skaters executing a loop jump.
What is the correct call since there are different movements occurring during the Exit Variation Feature?

Answer

The Basic requirements list an exception for the Pair Element.
The Special Regulations for the Pair Element states*:*
All pairs must perform the same movement at the same time.
"Same movement" refers to the position that all pairs use - either an fm or Death Spiral position.
In Communication 2501 either an fm or death spiral can be used (depending on the level)
If the movements (supported positions) are not the same by all pairs then the PA exception to the Basic Requirement is applied and the Pair Element is lowered one level
For the Scenario
The Pair Element All pairs must use the same movement – meaning the same supported position and in the above scenario this is OK.
"Same Feature" refers to the Feature that must be the same for all pairs (for example: exit Feature) however the Feature may be done in different manners. Pa4 is the correct call
All Pairs are executing the same Feature - Exit Variation - but are using two different methods of execution.

Pivoting Element - Block

Question #1

If one line is skating forward and the other two lines are skating backwards, is it OK for the forward line to rotate the last turn (twizzle) an extra ½ rotation than the other lines to finish backwards?

Answer

Communication 2501 states
For PB1 & PB2 & For PB3 & PB4 If lines are using the same skating direction:

- *All Skaters must use the same skating direction and execute the same steps /turns/edges/ linking steps, on the same foot, in the same skating direction, during pivoting*

For PB3 and PB4 if using different skating directions, *All Skaters must use the same edge*
- All Skaters within the same line must use the same skating direction, foot, and edge

Therefore two lines executing a double twizzle and one line executing a 2.5 twizzle is authorized.

Synchronized Spin Element

Question #1

For the Feature "Same Spin" it says that "all Skaters must execute “exactly the same spin” from entry to exit" . Does this include the spinning direction?

Answer

Both rotational directions are permitted as written in the Special Regulations.

Question #2

If a Team does an illusion as a difficult entry, the free leg must kick high. How high must the free leg kick to be accepted?

Answer

The free leg must be higher than a basic spiral position, meaning the free leg must be kicked higher and more than 90º when compared to the supporting leg for this movement to be considered as a high kick.

Traveling Element

Question #1

If in a TrE the Team first executes a circle with 4 spokes attached, then changes to a ”regular” two spoke wheel and lastly there is a change of Element Shape to two circles, is it possible to get the different configuration and the different element shape Features?

Answer

Yes, both the Different Configuration and Different Element Shape will be counted. The wheel with the spokes would be considered a ”deviation of a basic wheel form” as written in the Special Rules & Technical Regulations.

Question #2

If a Team start the Traveling Element using both shapes - half of the Team in a circle and the other half in a wheel, will the requirements be met for the start of the Element?
In the special regulations there is no Travelling Element, but rather a Travelling Wheel and Travelling Circle. Within each it is written that the element begins once all Skaters are in a shape and the Element begins to rotate and travel.

Answer

The TP should begin to count the TrE once any shape (circle or wheel) or a combination of both shapes are recognized, and all Skaters begin to travel and rotate.