

SYNCHRONIZED SKATING

GENERAL Entry with fm for Synchronized Spin and EV for Intersection

Question #1

May an inside Ina Bauer, inside Spread Eagle or Lunge be performed during the EV or during the Entry Feature for the Spin?

Answer

Yes, these SMs may be used but they will not count towards the highest SySp level 3 or 4 or Complex Pattern. Other SM's must be included to reach the desired level. Including these SM's during the entry/EV does not automatically lock the level to a maximum level 2 or Simple Pattern IF other movements fulfilling the criteria for the higher levels are also included and executed correctly.

For the EV; A Complex Pattern including only an inside Ina Bauer, inside Spread Eagle will not be counted

For a Synchronized Spin Element; Including only an inside Ina Bauer, inside Spread Eagle and Lunge will not be counted for levels 3 and 4.

Question #2

Is a Choreographic slide considered to be an fe or fm?

Answer

No, a Choreographic slide is considered as an Unexpected Entry when done as a Feature.

GENERAL - Judges

Question #1

From Communication 2729

-1	Non-lifting Skaters do not execute a fe		Non-lifting Skaters create an interesting or unique design	+1	
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Answer

This line only applies for the Group Lift Element in case there is a remaining Skater, not the Creative Lift Element.

GROUP LIFT ELEMENT

Question #1

Feature: Lifted Skater changes GL

Would it be permitted to momentarily use a pair lift during the change of GL as the supporting Skaters move from one GL to another?

Answer

Yes, in this case the pair lift would be permitted and not end the GL Element. The pair lift is a method for Skaters to acquire the next position/place in another GL.

Question #2

In Communication 2695 the General Requirements for a Group Lift states the following.

For GOE: Remaining Skaters must not only glide/two-foot skating

Must include at least one SM when not participating in a GL

Are both points for GOE or just the gliding/two-foot skating?

Answer

Yes, both points are for the judges' consideration and not for the technical panel. The remaining Skaters must not glide/two-foot skate and must include at least one SM when not participating in a GL.

To be clear the requirement to perform the SM also applies even if the Skater(s) participate during the start of the lift as a supporting Skater.

INTERSECTION ELEMENT

Question #1

Feature - Entry Variation;

For a Collapsing intersection; must the last SM be performed during the approach phase?

Answer

It is permitted that the last SM be performed (and completed) on the circular pattern (meaning that they are not in the approach phase and are not moving towards the axis of intersection).

Skaters may complete the last SM as they are still moving around the Intersection's shape but then must immediately begin the approach phase to take the required hold before the pi rotation begins.

Question #2

Feature - Entry Variation;

If choosing a jump as a SM, how many different jumps would be permitted?

Answer

It is permitted to use 1-8 different jumps during SM#1 or SM #2. There must be least $\frac{1}{2}$ of the Team performing a jump.

This is not the same requirement as written in the TPH regarding $\frac{1}{4}$ of the Team doing different movements.

General for Simple and Complex Patterns;

SM#1 8 same fm + SM#2 8 same fe (or vice versa)

SM#1 8 same fm + SM#2 8 same fm

SM#1 8 same fe + SM#2 8 same fe

For a Team of 16 Skaters

SM = 4 jumps + 2 pair lifts - does NOT meet the requirements since they are not the same type of fe. Jump + Lift

SM = 2 waltz jumps + 2 flip jumps + 2 axels + 2 loop jumps meet the requirements since all are the same type of fe – jump

SM = 4 spirals + 4 Beillman's – does NOT meet the requirements since they are different types of fms

Question #3

Feature – Entry Variation; Pausing

The DG Communication states that the last SM must be linked to the start of the pi rotation in a continuous manner and without interruption (Exception: Whip Intersection). Taking unnecessary steps and/or pausing after the EV ends and before the pi rotation starts applies to ALL Skaters and not only those executing the SM. Pausing means that Skaters are only gliding on one foot or using two-foot skating.

Does this mean that two-foot skating is not permitted at all after completing the last SM and before starting pi rotation?

Answer

Pausing refers to only gliding on one foot or using two-foot skating after the SM, to gain more time to achieve the required hold before starting the pi rotation. If a Team is simply exiting their last SM and taking the required hold and starting the pi rotation in a continuous manner, gliding on one foot and/or two-foot skating is permitted since it is not used to gain more time to achieve the required hold.

If a Team is clearly pausing to achieve the hold before starting the pi rotation, then at this point using only two-foot skating and/or gliding on one foot is not permitted.

Skaters must be able to change their path and initiate the pi rotation.

Question #4

Entry Variation

If using a Spin as an Entry Variation Feature, does the spin have to rotate 3 revolutions in a correct position?

Answer

No, there are no required number of revolutions or required time requirements when done as a Feature. A Spin, a Lift and a Death Spiral must be visibly performed in a correct position.

MOVE ELEMENT

Question #1

If the Team is in an fm using a Block or Intersecting/Passing Through (Feature) with no other Feature(s), does the Block configuration or Intersecting/Passing Through need to be held for three seconds?

Answer

THP page 10 - the required time for a fm with no Feature is 3 seconds. In addition, the Special Regulations and Technical Rules state that an fm without a change must be held for at least 3 seconds and an fm with a change must be held for 2 seconds before and 2 seconds after the change.

Block and Intersecting/Passing Through (B/IPT) are pattern Features for the ME and are not part of the free skating move itself.

IF there is no other Feature (including a change) the fm's position must be held for at least 3 seconds during the ME.

However, the B/IPT do not need to be held for 3 seconds (only the fm position).

Question #2

Number of Skaters

Page 10 of the TPH states the following:

For a Team of 12 to 15 Skaters

ME4 – when at least 10 Skaters begin the fms in a difficult fm position

ME3 – when at least 6 (for a Team of 12 & 13) or 7 (for a Team of 14 or 15) Skaters begin the fms in a difficult fm position
ME2 – when at least 7 Skaters begin the fms in a basic fm position or do not achieve a difficult fm position

What is the correct number of Skaters in a Difficult fm for ME4?

Answer

For ME4, the logic is different than for ME3. For ME4, more than $\frac{3}{4}$ of the Team are required to start the ME in a difficult fm. For ME3, at least $\frac{1}{2}$ of the Team are required to start the ME in a difficult position. The intention is not to impose stricter requirements for Teams of a certain size and therefore sometimes the number of required Skater(s) may be slightly different due to rounding up and/or down, depending on the size of the Team. As a general principle, a Team should not be required to have more than the required number of Skater(s) in a difficult position for a certain level only due to the size of the Team. Thus, the rounding up and/or down should be made in favor of the Team as described below.

Correction to TPH page 10:

For a Team of 12 to 15 Skaters

ME4 – when at least 10 (for a Team of 12&13) or 11 (for a Team of 14) or 12 (for a Team of 15) Skaters begin the fms in a difficult fm position

ME3 – when at least 6 (for a Team of 12 & 13) or 7 (for a Team of 14 or 15) Skaters begin the fms in a difficult fm position

ME2 – when at least 7 Skaters begin the fms in a basic fm position or do not achieve a difficult fm position

NO HOLD ELEMENT

Question #1

In the Sr FS or Jr SP: If there is a small waltz jump performed during the step sequence, would this result in a NV?

Answer

Yes, the call will be NV if a waltz jump or any Listed Jump is included. A Listed Jump is part of the Jump Feature and therefore may not be used during the NHE requiring only the step sequence.

Question #2

NHE Change of Configuration: Will a change of configuration be counted for a Team of 12 Skaters if they change from a closed block with 3 or 4 lines to an open block with 4 or 5 lines?



Answer

Yes, this will be counted since the second configuration with an open block, can be considered to have 4 or 5 lines and the call should be made in favor of the Team.

SYNCHRONIZED SPIN ELEMENT

Question #1

For the SySp: how many revolutions must be done during a Feature such as the Difficult Position at the start of the spin?

Answer

From the Regulations page 92 Spin Definition:

“A spinning movement, with a minimum of three revolutions, without interruption performed on one foot on the spot (except a cross foot spin) and in the correct position. If the Spin has a **change** (foot, position, etc.), then two revolutions are required before and after the change”.

A Spin should therefore have at least 3 revolutions in total to meet the basic requirements of the Element and at least 2 revolutions in each position/foot/rotational direction/formation etc. to have the Feature(s) counted.

To be clear;

Difficult Position;

- If only using a Difficult Position and there is no change then the Difficult Position must rotate 3 revolutions
- If starting the SySp Element in a Difficult Position before making a change, Teams must rotate at least 2 revolutions in the Difficult Position.
- If changing to a Difficult Position then the Skaters must rotate at least 2 revolutions in the Difficult Position

Change of Foot

Skaters must rotate at least 2 revolutions on the new foot

Change of Rotational Direction

Skaters must rotate at least 2 revolutions in each rotational direction

Change of Spinning Position

Skaters must rotate at least 2 revolutions in each spinning position

Change of Type of Spin

Skaters must rotate at least 2 revolutions in each type of spin

Twizzle Element

Question #1

A Twizzle Element does the following:

First Twizzle; has two Features, rotates 4 times and exits.

Then there is a single Twizzle (same rotational direction as the first Twizzle)

Is a single twizzle permitted between Twizzle #1 and Twizzle #2?

Answer

Yes, the single Twizzle is permitted and could be considered part of the foot placements and interesting choreography before Twizzle #2 (or #3)

Question #2

What are the Twizzle Errors?

Answer

Twizzle errors: The same type of error executed by ¼ of the Team or more in either twizzle (not due to a fall) - Touch down during the rotations (not including the entry/exit) - Checked three turns - Executed on the spot during any part of the Twizzle - Not the same type of twizzle executed at the same time - Looping action	Lower Element one level for each type of twizzle error OR Lower Element one level if there are multiple errors TwEB will be the lowest called	- If ¼ of the make an error in twizzle #1 + ¼ of the Team made the same error in twizzle #2 = one error - If ¼ of the Team make an error in Twizzle #1 + ¼ of the Team make a different error in twizzle #2 = two errors - If ¼ of the Team make the same error in twizzle #1 + 2 Skaters make a different error + 2 Skater make another different error in twizzle #2 = two errors - If one error is made by 2 Skaters in twizzle #1 + 2 Skater make the same or different error in twizzle #2 = one error - Twizzles are permitted to have a two-foot entry and/or exit
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