



## 2024 - 2025 Records of Clarifications from SySTC for Judges, Technical Officials, Coaches and Skaters

### SYNCHRONIZED SKATING

#### Q&A #2

#### GENERAL

##### Question #1

In the SyS Special Regulations and Technical Rules Rule 990 para 5 Definition of Elements and Basic Requirements para i) and iii) states the following;

*i) Block (Artistic, Linear & Pivoting, Mixed and No Hold Elements...)*

*A block (closed or open) must have a minimum of three straight lines with all Skaters forming one block configuration*

*iii) Line (Artistic, Linear & Pivoting, Mixed and No Hold Elements...)* A Line must have a maximum of two straight lines.

##### Answer

The straightness of the line(s) is evaluated in the GOE to allow creativity and is not evaluated by the Technical Panel.

##### Question #2

Should a Fall that has been identified outside an Element be removed from the video cut of the Element?

##### Answer

Yes, the Technical Controller must be aware of this fall and ask the Video Replay to modify the video cut of the Element to have the same approach for all Officials (Panel of Judges & Technical Panel). Fall in an Element must be part of the video cut. Fall outside an Element must not be part of the video cut of the Element.

##### Question #3

##### Injury at the International Competitions

Is it permitted to have a different number of Skaters competing in the Short Program and the Free Skating if there is no illness or injury?

##### Answer

No, it is not permitted to change number of Skaters in-between programs if there is no injury or illness. The Team must confirm the number of Skaters entered at registration (competing Skaters + alternates). The minimum number of Skaters in Rule 800 must be applied **only** in case of injury or illness. The number of competing Skaters may only be changed after the registration in case of illness or injury. A Team is allowed a maximum of four alternates.

- For example, if a Junior/Senior Team enters 16 Skaters + 4 alternates, the minimum number of required Skaters at competition is 14 in case of injury or illness. If no injury or illness occurs, the Team must compete both programs with 16 Skaters.
- For example, if an Advanced Novice/Junior Team enters 14 Skaters + 4 alternates, the minimum number of required Skaters at competition is 12 in case of injury or illness. If no injury or illness occurs, the Team must compete both programs with 14 Skaters.
- For example, if a Senior Elite12/Junior/Advanced Novice Team enters 12 Skaters + 4 alternates, the minimum number of required Skaters at competition is 11 in case of injury or illness. If no injury or illness occurs, the Team must compete both programs with 12 Skaters.

After registration and before the start of an event, one or more skaters may be replaced by alternates. During events and the program, in the case of injury, after a doctor decision, teams may or may not use their alternates, subject to the referee's approval.

#### INTERSECTION ELEMENT – TP calling procedure clarification

##### Question #1

Entry Variation - Falls

1. If a Team attempts a Complex Pattern and there is a Fall after the first SM. The Technical Panel evaluates that the Team achieved a Simple Pattern or no Entry Variation at all. Is the fall considered to be inside the Element or should the correct call be "Fall Out" if the attempted Complex Pattern is not counted?
2. When does the Technical Panel begin to call the Element?

##### Answer

1. If a Fall occurs during the attempted Complex Pattern (regardless of whether the Complex Pattern is accepted by the Technical Panel), the Fall is called inside the Element.
2. If the Technical Panel, during official practice, clearly identified that;

- A Team has no Entry Variation or is only attempting a Simple Pattern. The Technical Panel must begin to call the Element once the Approach Phase has started and/or the SM(s), counted for the Simple Pattern, occurs
- A Team attempts a Complex Pattern. The Technical Panel will begin to call the Element once the first Skating Movement(s) has been executed by at least ½ of the Team.
- In case that the judges' box for the Intersection Element was opened too early and a Fall occurred that is not part of Element, the Fall must be removed from the video cut of the Element.

## GROUP LIFT ELEMENT

### Question #1

#### Stationary movements

Is a Team permitted to use Stationary lifts as part of their Group Lift Element?

#### Answer

No. Lifts included in the Group Lift Element must attempt to glide and may not be choreographed to be stationary. Errors in execution will be evaluated in GOE, and the Technical Panel will call a choreo error (!) if a Team executes a choreographed stationary group lift.

### Question #2

#### Difficult Lifted Positions

The Difficulty Groups and Technical Panel Handbook list Flexible, Balancing, Self-Supported and Other Difficult Position as Types of Difficult Lifted Positions. What are the criteria for accepting a position as Self-Supported or Other Difficult Position?

#### Answer

The list of Difficult Lifted Positions is not limited to the definitions used in the Difficulty Groups Communication (DG). The definition of a Self-Supported Lifted Position, in the DG, states that the Lifted Skater is holding up their own weight. For example, any position where the Lifted Skater is clearly holding their own weight at one or several support points and which, if taken away, would cause the Lifted Skater to collapse, could be considered Self-Supported Positions.

“Other Difficult Position” means any other lifted positions which are clearly difficult but do not fit within the definitions of the three other listed Types of Difficult Lifted Positions. A Technical Panel member is expected to recognize Other Difficult Lifted Positions based on their knowledge of skating. If the Technical Panel is unsure, the call must always be made in favor of the Team.

#### Difficult Positions (not limited to the following)

The Lifted Skater is supporting herself with her left arm while in split. Self-Supported + Balancing (unstable) + Flexible (split).









The position is Self-Supported (holding upper body only with own arms) and Flexible (back arch) BUT the torso in this example does not have the majority above head level.



If the Supporting Skater on the right would take away support from the armpits, this would become a Self-Supported position.



<p>Self-Supported (holding own weight) + Balancing (unstable) but could be also Flexible if the free leg is at minimum 135 degrees.</p> 	<p>Self-Supported (holding own weight with arms and front supporting skater not holding all), Flexible (back arch) and Balancing (unstable)</p> 	<p>Flexible (back arch) + Balancing (unstable) + Self-Supported (upper body held without support)</p> 
<p>Balancing (unstable) + Other Difficult Position (clearly difficult but does not meet criteria for other types of positions). If the legs were closer to vertical, this could also be Flexible.</p> 	<p>Other Difficult Position (position as a whole) + Flexible (back arch) + Balancing (unstable) + Self-Supported (holding most of her own weight)</p> 	<p>Balancing (unstable) + Flexible (back arch)</p> 

**MOVE ELEMENT**

**Question #1**

**GROUP D Features – Block Configuration and Intersecting/Passing through**

In the General Feature Requirements, it says that “at least ½ of the Team must execute the Feature unless otherwise stated”.

In the Features “Block” and “Intersecting/passing through” it is written that “All Skaters must be in their fm position”.

Does this mean “All Skaters” from ½ of the Team? Or “All Skaters” meaning the whole Team?

**Answer**

**Block Configuration Feature:** At least ½ of the Team is required to be in a block configuration while in their fixed fm position.

**Intersecting/Passing Through Feature:** At least ½ of the Team is required to execute the “Intersecting/passing through” Feature. The Feature must be executed while all Skaters (= Skaters executing the Feature) are in their fm position.

A change of edge, change of rotational direction, change of free leg position and/or change of fm are permitted during the intersecting/passing through

## PAIR ELEMENT

### Question #1

#### Entry Variation (EV)

Is there a correct position or timing requirement for the listed fe's for an Entry Variation?

#### Answer

There is no time or correct position requirement(s) for any of the listed movements, however the movement must be visibly held.

### Question #2

#### Unexpected Exit

Will the Unexpected Exit be counted if done by the upright/supporting Skater?

#### Answer

The Supported Skater (in the DS/Upright extension/Spiral position) must execute the unexpected movement as they become upright/standing.

## SYNCHRONIZED SPIN ELEMENT

### Question #1

May the spinning movement be interrupted during the Synchronized Spin Element? Is it permitted to change partners, types of spin etc? Does the entire Spin Element have to rotate on one spot?

#### Answer

- According to the regulations, a spin is defined as 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.
  - Skater(s) may execute a change of edge(s) and/or turn(s) within a Spin Element, while remaining on one foot to encourage creative use of Features. The Skater must keep a continuous movement/momentum with the aim of continuing the spin. Additional foot placements are NOT permitted.
  - A Spin Element must be performed with a minimum of three revolutions without interruption. An interruption in the spinning movement within a Spin Element is permitted;
    - if there are at least three uninterrupted revolutions completed before the interruption when there are no changes (foot, position etc.)
    - OR
    - if there are at least two uninterrupted revolutions completed before and after the change
  - A spin must be performed on the spot (center). However, remaining on the **same** spot is not required and may change within the Spin Element.
- According to the regulations, the Synchronized Spin Element ends when the Skaters stop spinning.
  - The Spin Element ends once the Skaters stop the Element without the aim of continuing the Element and starting the next Element or Connection.

## PANEL of JUDGES

### Communication 2632

**Excessive use of ice** (more than ½ of the surface) doesn't apply during the preparation of the Intersection Element (Entry Variation), the preparation of the Move Element (before taking the fm(s) position), to permit the Team to gain speed before the Element itself.