



2024/25 Records of Clarifications from the SYSTC for Judges, Technical Officials, Coaches and Skaters

SYNCHRONIZED SKATING

ARTISTIC ELEMENT

Question #1

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

Answer

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

Question #2

AL: If there are two lines and 2 or more Skaters leave their line (forming a 3rd line) to perform an fe for the Feature. Would this action be counted as a 3rd line ?

Answer

If two or more Skaters are first attached to the Line(s) and leave the two lines (forming a 3rd line) and do not execute the fe Feature then it will be considered a 3rd line and the Element ends.

After the Element begins, Skaters executing an fe while the rest of the Team executes a change of configuration are not required to be part of either configuration.

Skaters are permitted to have artistic freedom even if the movement causes three or more lines

CREATIVE ELEMENT

Question #1

Are the supporting Skaters allowed to leave the lifts if they participate in the lift at some point?

Is a supporting Skater permitted to begin their participation in a lift after the Skater has been lifted?

Answer

Yes, the supporting Skaters are permitted to leave or come into the lift ensuring that they have participated at some point.

GROUP LIFT ELEMENT

Question #1

The DG states that "All Skaters must participate in the entry (lifting) of a Group Lift. Is it acceptable for a Skater to participate in the lifting, if the Lifted Skater vaults with two Supporting Skaters and then the remaining supporting Skater(s) participate in lifting the Lifted Skater up to the main position?"

Answer

Yes, this is accepted. The General Element Requirement does not refer to the Entry Variation Feature.

INTERSECTION ELEMENT

Question #1

Entry Variation

General requirements for both the Simple and Complex Pattern say that "pair(s), line (s) and/or individual Skater (s) or combination of all three may be used".

Would a group (group lift), or elements such as a circle and/or a wheel be counted?

Answer

Individuals, GROUPS, line(s), or pair(s) or a combination thereof, or different elements, such as a circle or spoke may be used.

Question #2

Entry Variation

Are different SMs also permitted for the Complex Pattern if done on the same occasion?

Answer

YES different SMs are permitted if meeting the following criteria;

A Skating Movement is further defined as to when at least ½ of the Team is executing an fe and/or fm

Simple Pattern

- If using only one SM therefore all Skaters must execute the SAME fm or fe

Complex Pattern

- there must be at least two different types of SM - Meaning that SM#1 is different than SM#2

For Both Simple and Complex Patterns

At least 8 Skaters execute the SM#1 + at least 8 Skaters (*same or different*) execute the SM#2 = 2 SMs

If using two different types of SM (SM#1 & SM#2) then;

- SM#1 and SM#2 must each contain different movements
 - One SM may consist of either the same or different movements
 - Different movements are permitted when done by ¼ of the Team

The same fm or same fe means the same type

Types of Free Skating Elements include; Butterfly, Illusion, Jumps, Lifts, Pivot, Spin, Un-sustained Lift, Vaults,

Types of Free Skating Moves include; Biellmann, Charlotte, Hydroblading, Ina Bauer, Lunge, Shoot the Duck, Spiral, Spiral Variation, Spread Eagle, Upright Extension

Examples using more than one SM

- If choosing a jump then at least 4 Skaters must execute the SAME jump (the number of rotations may be different) **NOTE:** A combination of at least 4 axels + at least 4 loops is permitted
- If choosing a lift then at least 4 Skaters must execute the SAME lift (lifted positions, rotations may be different) **NOTE:** A combination of at least 2 pair lift(s) + at least 1 Group lift(s) IS permitted
- If choosing a Spin at least 4 Skaters
- If choosing a Vault; then at least 4 Skaters must execute the SAME vault. **NOTE:** a combination of at least 2 pairs executing one vault AND at least two Groups of 3 Skaters (with a total of 2 Skaters vaulting) executing a different vault
- If choosing a Spiral then at least 4 Skaters must execute the SAME Spiral (edges and skating direction may be different) **NOTE:** a combination of at least 4 Skaters in a basic spiral plus at least 4 Skaters in a Spiral 135°

Example Complex Pattern

- SM #1 (fm + fm) – 4 Spirals + 4 Upright Extension 170°
- SM #2 (fe) – 4 Pair Lifts - using either the same or different lifted positions (There could be 1-4 different positions)

The above example shows two different SMs using first fms and then fes. The following combinations are permitted;

SM#1(fm) + SM#2(fe) (*or visa versa*)

SM#1(fm) + SM#2(fm)

SM#1(fe) + SM#2(fe)

SM#1 or SM#2 containing a combination of fe + fm is not permitted

Question #3

Is it permitted for a Team to include 3 SMs on 3 different occasions? When should the TP start to call the Intersection Element?

Answer

Yes, Additional SMs are permitted as part of choreography but will not be counted towards the level. The Technical Panel begins calling the Element on the first SM.

Question #4

Complex Pattern

If the Team remains in 4 lines of 4 for the entire pattern prior to the shape of the intersection forming, would you consider this a complex pattern?

Answer

The Complex Pattern (CP) must hide the shape of the intersection for as long as possible and only using the same lines forming the intersection will most likely not fulfill this requirement.

However, the CP could be accepted if the lines skate a pattern that consists of various directions (CW/ACW) that result in hiding the shape of the intersection

Question #5

Complex Pattern

The requirements for the Complex Pattern state that the CP must be completed at the last moment before achieving the required hold for the respective Intersection. Is it permitted to execute SM's while in a hold, since this could lead to the team already having the hold when finishing the CP?

Answer

Yes. It is permitted to execute SM's while in a hold, but the shape of the intersection must be hidden for as long as possible.

Example: Whip Intersection: Skaters may have a hold during the 2nd SM executed prior to the last 90°

Question #6

Intersection #2 Senior

If a Team chooses a Box or Triangle intersection, how many SM's are required since there are normally two pi rotations?

Answer

One SM is enough. The SM must start before the corners intersect and continue through the corners. The SM may end any time afterwards. Further fm(s) are also permitted.

Question #7

Intersection #2 - Whip Intersection - if the Entry Variation is included, becoming btb and a hold is not required, does the EV still has to end before 90° and the 90° could be skated e.g. forward and in a no hold?

Answer

Yes, the EV must end before the last 90° pivot. In this example Skaters could theoretically be skating face-to-face (forward or backwards) with or without a hold.

POINT OF INTERSECTION

Question #1

Additional Backward Rotations (ABR)

What if the Level of the ABR is lower than the pi level? What level is called?

For example: What level is called if there are two separate backward 360° rotations preceding a pi4 - backward 720° rotation with two Features?

Answer

Call the level of the ABR if even if the level of the pi is higher

In the example pi3 would be called even if the pi rotation also meets the requirements for pi4

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 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

Question #2

Block Configuration Feature

Can a Team use more than one block for this Feature? Is it required that the Team start the Element in a Block Configuration?

Answer:

The wording in the Difficulty Groups states “a block”. Teams must only use one block formation to execute the Feature. Teams may execute the block configuration at any point during the Move Element. There is not a time requirement for being in the block configuration.

Question #3

Intersecting/Passing through

Is it permitted to execute the Entry Variation Feature at the same time as Intersecting/Passing Through?

Answer

If a Team executes the Intersecting/Passing Through Feature while still in their Entry Variation fm, the Feature will not be counted. According to the Difficulty Groups chart, Skaters must be in their basic/difficult fm position while executing Features other than the Entry Variation Feature.

Question #4

In the Special Regulations there is a new sentence that says “All Skaters must act as a unit. What is needed from the Technical Panel in evaluating this requirement?”

Answer

Acting as a unit will be evaluated by the judges in their GOE. It is not a consideration for the Technical Panel.

Question #5

For the SP, the WBP states that all Skaters must execute the same type of fm (different feet are permitted) and a second fm is only permitted as part of a Feature. What is the call if a Team does the following: All Skaters begin in a RFO spiral. Half of the Team continues to change feet and type to a LFO Biellmann position. After the Biellmann, the same Skaters again change type to LFO spiral. Is this considered a third fm which is not permitted in the SP?

Answer

A second fm is permitted since the LFO Biellmann is part of the Change of Type of fm and the Change of Rotational Direction Features.

The Change of Rotational Direction does not permit additional steps and linking steps in between the two lobes. A different fm will be permitted on the 2nd lobe before taking the required fm position and in this case a LFO Spiral.

NO HOLD ELEMENT

Question #1

For the Senior SP, it is stated that Features are not permitted. For example; What is the call if a Team executes movements that could be counted as a Change of Configuration, or executes two turns on a diagonal axis which would be counted for NHE1/NHE2? Will Junior FS be treated similarly if they include Features?

Answer

Since it is a WBP requirement, the call is NHE No Value if including any Features within the Senior SP. For Junior FS the wording states “Features will not be called if included”, which means Features are permitted but will not be counted for the level.

The same principle applies to Senior FS ME, if the Group D Block Feature is used in the Senior FS, the call is ME No value.

Question #2

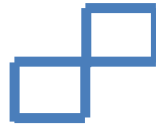
For the Senior FS, it is stated that the NHE may be an open or closed block. Is a combination of both permitted, for example changing from open to closed or vice versa?

Answer

Yes, this is permitted.

Question #3

Does the diagram show two Open Blocks?
Is this shape permitted in the NHE?



Answer

The diagram shows one block with two open areas and no Skaters are inside the shape. Creativity is to be encouraged and this shape is permitted in the NHE. However, IF the two open areas separate then it would be considered as two open blocks.

PAIR ELEMENT

Question #1

Unexpected Exit

Would an exit done after the Supported Skater first stands upright be counted as Unexpected?

Answer

The requirement states that an unexpected exit is done without any evident preparation. Standing upright before exiting as such would not be evident preparation.

SYNCHRONIZED SPIN ELEMENT

Question #1

Change of Foot

For the Change of Foot Feature, one change of foot is required. Can a Team include a second change of foot in their spin?

Answer

Yes, it is permitted. There are no restrictions on the number of changes and the Team will be rewarded for the movements which fulfill the criteria for the Feature(s).

Twizzle Element

Question #1

The General Element Requirements states:

- Each Twizzle must be done using a different foot
- A maximum of four-foot placements are permitted in-between each Twizzle (including the Jump Entry)
- The fifth foot placement must be the entry of the Twizzle

Do these requirements also apply between the second and third Twizzle, if a Team chooses to execute the Third Twizzle Feature?

Answer

The TwE consists of the set of two twizzles while the third twizzle is a Feature.

If choosing the 3rd Twizzle

- the Team may choose their foot and Rotational Direction
- A maximum of 4-foot placements are required in-between Twizzle #2 and Twizzle #3 (5th foot placement must begin the third Twizzle)

Unexpected Entry

Question #1

Unexpected Entry (Pa, SySp) How does the Technical Panel evaluate the change of edge/foot, or turn, when permitted in-between the movement and the element For example, when a pair lift or a pair movement has one of the Skaters remaining on two feet to support the other.

Answer

The TP evaluates the Skaters who are lifted or doing something for the permitted foot placements, So it is permitted for the supporting Skater to push once to get into the spin.