INTERNATIONAL SKATING UNION

Communication No. 1574

SYNCHRONIZED SKATING

This Communication includes the following information:

- **Amendments and Changes to ISU Communication 1532**
  Appendix A, B and C

A revised summary of calls for the Short and the Free Program will be available on the ISU website (www.isu.org) under the Synchronized Skating section, after the ISU Judging Seminar that will be held in Frankfurt on July 13-19, 2009.

Milano,
July 10, 2009
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, Director General

AMENDMENTS TO ISU Communication No. 1532

Difficulty Groups of Features (Appendix A)

Page 2 - STEP SEQUENCE FEATURE: **Amendments in Group 2**

GROUP 2

Three (3) different types of turns + one (1) Change of Rotation 360°
Choice of: three turn, twizzle, choctaw, rocker, **bracket, counter**, loop
Linking steps: may be included and consist of ***progressives,*** *chasses, toe steps, change of edge, cross rolls, etc. There must be a balance of linking steps and turns.*

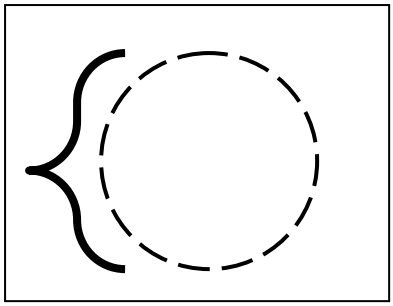
Page 3 - CALLING A STEP SEQUENCE

Clarification:
If there is doubt regarding a visible error or a step sequence call, then the decision must be made in favor of the skater / team.

Page 3 – LOBES and TURNS

Clarification (NEW text is added):

- The turn has controlled edges. The edge can be shallow or deep, long or short and will still be counted
- The axis of a step sequence may change from one (1) turn to the next turn
- The turn may have a strong entry curve and a weaker exit curve and will still be counted, however, if entry edge or exit edge is not recognizable/visible (is flat), the turn will not be counted
- A step sequence that is executed using a circular pattern may include turns such as, three turns, bracket, and mohawk and these turns may be executed along the circular pattern which is considered to be a lobe.



Page 4 - **CALLING TURNS**
Page 4 - FALLS
Delete Page 4 and replace with the following;

A turn will not be counted when there is a visible error executed **by three (3) or more skaters**.

A visible error is described as:

- A two-footed entry or exit of a turn
- A turn that is not executed on a visible lobe
- A turn executed on the spot
- A turn that is jumped
- A "flicked" turn (example: skidded or scratched edge or the entry and/or exit of a turn is usually executed on a straight line)
- A turn not attempted

- A Step Sequence will be reduced by one (1) level for each visible error during a turn, executed **by three (3) or more skaters**
- A turn will be punished only once for a visible error, even if multiple skaters make the error
- Errors in linking steps are not considered by the technical panel when determining a step sequence level

1. If one (1) turn with a visible error is executed during a rotation 360°, the Step Sequence will be lowered one (1) level
   - If a second turn with a visible error is executed during a rotation 360°, then the Step Sequence will be lowered another level
   - If a third turn with a visible error is executed during a rotation 360°, the Step Sequence will be lowered again until there is no call for a Step Sequence
2. If one (1) turn with a visible error is executed during a series of one (1) foot turns, the Step Sequence will be lowered one (1) level
   - If a second turn with a visible error is executed during a series of one foot turns, the Step Sequence will be lowered another level etc., until there is no call for a Step Sequence.
3. If (1) one turn with a visible error is part of a rotation 360° ***and*** series of one (1) foot turns executed at the same time, the Step Sequence will be lowered one (1) level
   - If a second turn with a visible error is part of a rotation 360° and series of one (1) foot turns executed at the same time, the Step Sequence will be lowered another level, etc., until there is no call for a Step Sequence.

FALLS / NEW

Deductions are made only for falls. A step sequence will not be downgraded due only to a fall, provided that the rest of the skaters execute their turns correctly.

- A skater who falls during a Step Sequence will receive a DED only for the fall. The turn will not be penalized.
- Skaters who are affected by that fall and are unable to correctly execute turn(s) will not cause the step sequence to be lowered.
- If there are three (3) or more different skaters, making a visible error that is not caused by the fall, then that turn will not be counted

Page 8 – CALLING fe/fm
Applies to Moves in the Field and Pair Element

Clarification / NEW text
Technical Panel: A free skating element/move (fe/fm) level will be reduced by one (1) level for each of the following visible errors when made by **three (3) or more skaters**. *(See the 2009-2010 Summary of Calls for a complete list of errors.)*

An fe/fm visible error is described as:

- An fe/fm position is not correct
- An fm that is not executed on a visible lobe/edge
- An fm that is not held for a minimum of three (3) seconds

- The three (3) seconds will start once all skaters take their position
- An fe/fm will be reduced by one (1) level IF a visible error has been made by three (3) skaters or more.
  - Each visible error will only be penalized once during a fe/fm.
  - The fe/fm will be lowered one (1) level at a time until there is no call.

Example:
A spiral with two (2) changes of edge is performed with one visible error done by three (3) skaters: fm2 will be the call

- If in the same spiral, a second different and visible error is executed by three (3) skaters: fm1 will be the call
- If in the same spiral, a third different visible error is done by three (3) skaters: No fm is called

NOTE: If the fm is not called, then the Simple or Difficult Variations executed during that fm will not be counted.

FALLS:
NEW text added to calling fe/fm on page 8

Deductions are made only for falls. An fe/fm will not be downgraded due only to a fall(s), provided that the rest of the skaters execute the fm correctly.

- A skater who falls during an fe/fm will receive a DED only for the fall. The fe/fm will not be penalized.
- Skaters who are affected by that fall and are unable to correctly execute fe/fm will not cause the fe/fm to be lowered.
- If there are three (3) or more different skaters, making a visible error that is not caused by the fall, then that fe/fm will lowered one (1) level.

Page 8 – POINT OF INTERSECTION
Difficulty Groups revised / calls simplified

Difficulty Groups Point of Intersection Feature	**Abbreviation**
Group 1 **Any forward or backward rotation (180°)** *Collapsing/Combined Intersections (where all skaters are intersecting at different times) must include two (2) separate forward or backward entry rotations of* (180°)	**pi1**
Group 2 **Any forward 360°+ rotation** *Collapsing/Combined Intersections (where all skaters are intersecting at different times) must include two (2) separate forward entry rotation of 360° +*	**pi2**
Group 3 **Any backward 360°+ rotation** *Collapsing/Combined Intersections (where all skaters are intersecting at different times) must include two (2) separate backward entry 360° continuous rotation or more*	**pi3**

Page 9 - Requirements / Remarks
Revised (NEW text underlined)

- The rotations or turns and/or linking steps are permitted and ~~or free skating move~~ must be executed near the point of intersection (see definitions)
- The rotations must begin before the skaters have passed the axis of the point of intersection.
  - If three (3) or more skaters have passed the axis of the pi before beginning a rotation, then the pi will not be called
- For a collapsing or combined intersection: The most difficult rotation will be counted in the case where there are both forward and two (2) backward entry directions

- The rotations of 360° / 180° may consist of turns and/or linking steps
  - ~~If using a turn, it must be executed on one foot. (lowered one level if two footed, no lower than pi1). This includes the start of the entry and the exit of the rotation~~
- The pi may be executed on one (1) foot or two (2) feet.
- There will NOT be a punishment from the Technical Panel for teams who have skaters executing a two-footed turn during a pi when other skaters are on one (1) foot.
- Skaters may change edges or change feet in between the two 180° turns.

For the 360° continuous rotation or more:

The 360° continuous rotation must be a twizzle, or turns or linking steps with a "twizzle like" action (remainder of text the same as written in ISU Communication #1532)

Clarification of the following terms used in Intersections

"Twizzle like" action

The rotation should be like a twizzle action and not like a **slow,** double three turn (reflected in GOE **)**

Axis of the Point of Intersection

The axis of the point of intersection is defined as the axis where the skaters are passing/intersecting with one another.

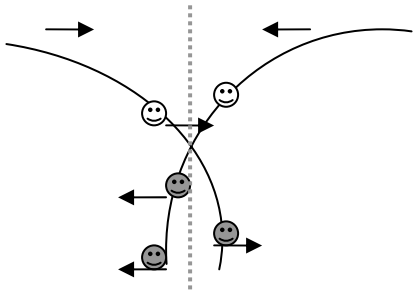
Page 9, 23
Collapsing Intersections / Combined Intersections (will remain the same for 2009/2010)

Page 23, 24
Whip and Angle Intersection
Clarification / NEW text

Point of Intersection for a Whip Intersection

Clarification / NEW text:

- All skaters should be intersecting at almost the same time
- The rotation **must start before the axis** of the point of intersection and the rotations may finish during the exit phase (within one (1) meter of the axis of the point of intersection), although the goal is to finish the rotation no later than at the exact point of intersection
- If the rotation is **not** started before at least three (3) skaters have intersected; then the pi will NOT be counted (*see diagram below)*



pi not counted: These three (3) skaters have intersected, but have not started the rotation

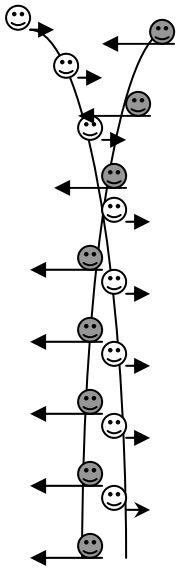
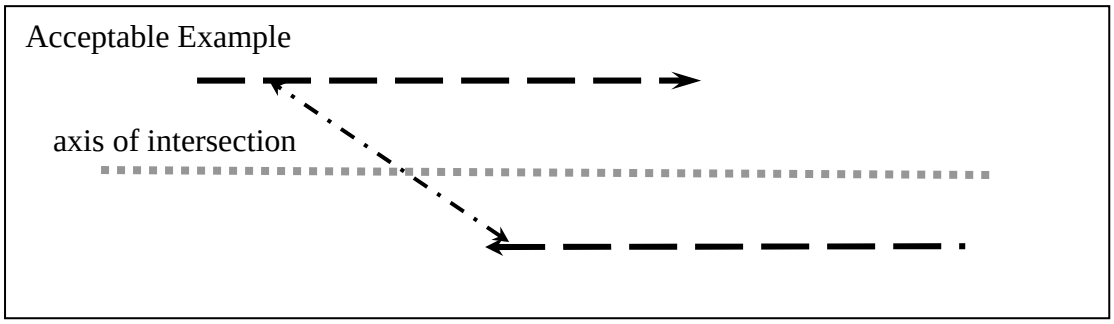


Diagram (above): Whip - Point of Intersection:

The rotation correctly began before the pi, and the six (6) fast end skaters (no more than three (3) skaters from each side) are therefore permitted to go through the pi just as they complete the rotation without penalty from the Technical Panel

Point of Intersection for Angled Intersection

- The rotations must travel along a diagonal path towards the axis of intersection UNTIL going through the pi at the axis
- The first part of a 360° rotation must begin when the skaters are at least two (2) spots away from their hole. The rotation must be continuous as the skaters pass through their hole.



Page 10 – CALLING THE POINT OF INTERSECTION
Delete Page 10 and replace with the following NEW text

Point of Intersection visible errors are:

- A stumble that causes three (3) or more skaters to not execute the rotation
- A collision that causes three (3) or more skaters to not execute the rotation
- A pause in the rotation(s) by three (3) or more skaters, that would assist the skaters in getting through their space
- Three (3) skaters in the same line executing the rotation in opposing direction to the remaining skaters.

- A pi will be reduced by one (1) level IF a rotation has a visible error made by three (3) skaters or more.
- Each visible error will only be penalized once during a pi.
- The pi will be lowered one (1) level at a time until there is no call.

FALLS

Deductions are made only for falls and a Point of Intersection will not be downgraded due only to a fall(s), provided that the rest of a team executes Point of Intersection correctly.

- A skater who falls during a rotation will receive a DED for only the fall. The rotation will not be punished
- Skaters who are affected by that fall and are unable to correctly execute rotations will not cause the point of intersection to be lowered.
- If there are three (3) or more different skaters, making a visible error that is not caused by the fall, then that pi will lowered one (1) level.

DIFFICULTY GROUP of ELEMENTS
Description of requirements for Elements and Additional Features
(Appendix B + C)

Please notice that in many cases Amendments for Elements and their Additional Features are done at the same time (together with Amendments in Appendix C). It is easier to understand and incorporate all Amendments for the respective Element.

Page 11 - BLOCK
DIFFICULTY GROUPS will remain the same for 2009/2010

Page 11 – BLOCK / Step Sequence (see Difficulty Groups of Features)
Revised (underlined)

BLOCK
ADDITIONAL FEATURES *(Choice of Simple Variations and/or Difficult Variations)*
SIMPLE VARIATIONS

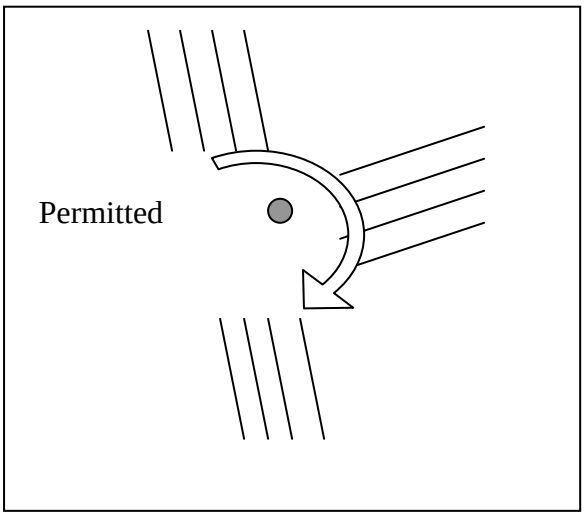
1. Three (3) or more Configurations *(a shape may be repeated)*
2. Pivoting executed without steps *(at least 180° and less than 360°)*
3. One (1) Change of Configuration *(same shape)* with any level turn ~~executed during the Step Sequence~~
4. Creative modification of a block formation *(in Free Skating only)*

DIFFICULT VARIATIONS

1. Three (3) or more different Configurations (at least three different forms/shapes)
2. Pivoting executed ~~during the Step Sequence~~ *(at least 180° and less than 360°)* with a series three (3) difficult turns executed consecutively on one (1) foot from choice of rocker, counter, bracket, twizzle
3. One (1) Change of Configuration *(must be a different shape)* executed ~~during the Step Sequence~~ with any level turn

Page 18 – para 2) Pivoting executed without steps *(at least 180° and less than 360°)*
Clarification (NEW text underlined)
ADDITIONAL FEATURES / SIMPLE VARIATIONS

2. Pivoting executed without steps *(at least 180° and less than 360°)*
   - Pivoting is permitted to be wheel-like as long as all skaters cover at least 1/3 of the length of the ice surface or comparable distance

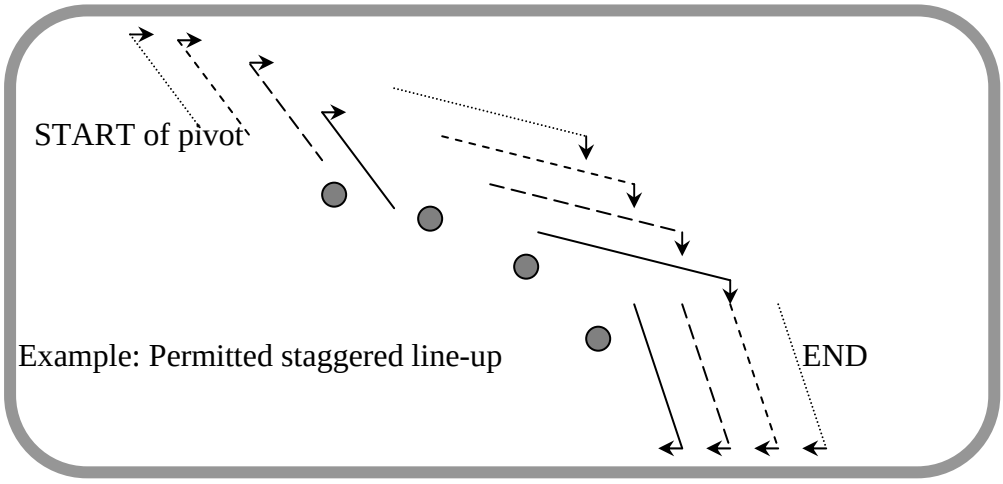


Page 18 – para 3 (NEW text underlined)
ADDITIONAL FEATURES / SIMPLE VARIATIONS
3. <u>One (1)</u> Change of Configuration *(same shape)* <u>with any level turn</u>

Page 19 – para 2) Block / Pivoting
Clarifications (NEW text underlined)
ADDITIONAL FEATURES/DIFFICULT VARIATIONS

2. Pivoting executed <u>with a series of three (3) difficult turns executed consecutively on one (1) foot from the choice of rocker, counter, bracket, twizzle</u> ~~during the Step Sequence~~ *(pivoting at least 180° and less than 360°)*

- <u>The total</u> pivoting <u>on one (1) foot</u> must be a minimum of 180° and less than 360° <u>and must be completed while executing the series of three (3) difficult turns executed consecutively on one (1) foot.</u>
- <u>The 180° pivoting must be a continuous pivoting movement, with no interruptions.</u>
- Pivoting 180° must occur as a whole and in the same clockwise or anti-clockwise direction, and MAY NOT occur as two (2) separate pivots of 90° (or other parts)
- <u>A change of configuration is not permitted during pivoting. A change of configuration will end the pivot.</u>
- <u>The pivot is permitted but not required to be executed during a Step Sequence</u>
- At least ~~two (2)~~ <u>three (3) difficult</u> turns <u>from the choice of rocker, counter, bracket, twizzle, all executed consecutively on one (1) foot</u> must occur during <u>pivoting of at least 180°</u>
- <u>Two (2) of the turns in the series may be the same</u>
- <u>The start of the pivot will be on the entry edge of the first turn in the series of three (3) difficult turns</u>
- <u>The block may pivot more than 180° using other steps or turns, however the series of three (3) difficult turns executed consecutively on one (1) foot must pivot a minimum of 180°</u>
- ~~Two (2) crossovers in a row are not permitted in a step sequence and therefore not permitted in this difficult variation~~
- <u>One (1) change of edge is permitted between each of the three (3) turns</u>
- Linking steps are <u>not</u> permitted <u>during the series of three (3) difficult turns executed consecutively on the same foot, EXCEPT for the change of edge</u>
- All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting
- <u>A wheel-like pivot will **NOT** be counted for a Difficult Variation</u>
- <u>The block must progress along at least 1/3 of the length of the ice surface or comparable distance across the width of the ice surface, during pivoting.</u>
- ~~The that block rotates around a moving pivot point~~ <u>A block that does not move along or across the ice while pivoting or does not pivot at least the minimum or pivots more than the maximum, will not be counted as a Difficult Variation</u>
- <u>The lines of the block may be staggered or lined up as they pivot. *See diagram below*</u>



Page 19/para 3 – Block / Change of Configuration
Clarification (underlined)

3. Change of Configuration *(must be a different shape)* executed ~~during the Step Sequence~~ with any level turn.

- There is no specific length of time that a configuration must be held
- The configuration must be recognizable
- At least one (1) turn (from any level) must occur during the change of configuration
- ~~The turn(s) executed during a change of configuration must be executed correctly for the Change of Configuration to be counted~~
- Linking steps are also permitted
- Crossovers are not permitted during the change of configuration
- If one (1) crossover is executed before the new configuration is completed**,** then the change of configuration will not be counted.
- Linking steps may start a change of configuration**,** but a turn must complete the change of configuration. A turn(s) may start a change of configuration and linking steps may complete the change of configuration
- Some linking steps are permitted and must be balanced in their distribution with the turns
- The change of configuration does not need to be completed during one (1) turn

Page 12 – CIRCLE / Additional Features
Revised (underlined)

ADDITIONAL FEATURES *(Choice of Simple Variations and/or Difficult Variations)*

SIMPLE VARIATIONS

1. Change of Configuration, One (1) circle to Two (2) circles *(in that order and in Free Skating only)* executed with at least one (1) turn from any level ~~during the step sequence~~ *(at least four (4) skaters in a circle)*
2. Travel with crossovers *(using mainly crossovers and with a hold for a minimum of ¼ of the ice surface)*
3. Creative modification of a circle formation *(in Free Skating only)*

DIFFICULT VARIATIONS

1. Change of Configuration, Two (2) circles to One (1) circle *(in that order and in Free Skating only)* executed with at least one (1) turn from any level ~~during the step sequence~~ *(at least 4 skaters in a circle)*
2. Travel with turns and linking steps *(All skaters must use the same skating direction/turns and linking steps at the same time with a hold for a minimum of ¼ of the ice surface*)
3. Travel with a no hold *(All skaters must use the same skating direction/turns and linking steps at the same time with a hold for a minimum of ¼ of the ice surface*)
4. Change of rotational direction executed without stopping and with a 360° turn/rotation or more (not executed on the spot)

Page 19 – CIRCLE / SIMPLE VARIATIONS / Change of Configuration
Revised (underlined)

SIMPLE VARIATIONS

1. Change of Configuration, One (1) circle to Two (2) circles executed with at least one (1) turn from any level ~~during the step sequence~~

- The circles must be skated in the order stated above and in Free Skating only
- There is no specific length of time that a configuration must be held
- The configuration must be recognizable
- One (1) circle must have all skaters participating in the same formation
- The two (2) circles may be two (2) separate circles or a circle inside a circle (same or opposite directions)

  Example: Two (2) circles executed side by side:

- The two (2) circles may be different sizes but there must be at least four (4) skaters in a circle for that circle to be counted
- The transition from one (1) circle to two (2) circles may be executed quickly or more slowly
- Turn(s) must be executed during the Change of Configuration
  - Crossovers are not permitted during the change of configuration
  - <u>If even one (1) crossover is executed before the new configuration is complete, then the Change of Configuration will not be counted.</u>
    - Linking steps may start a change of configuration but a turn must complete the change of configuration
      OR
    - The change of configuration does not need to be completed during one (1) turn
- A turn(s) may start a change of configuration and linking steps may complete the change of configuration
- Some linking steps are permitted and must be balanced in their distribution with the turn(s)

Page 20 – CIRCLE / DIFFICULT VARIATIONS / Change of Configuration
Revised (underlined)

1. Change of Configuration Two (2) circles to One (1) circle, executed <u>with at least one (1) turn from any level</u> ~~during the Step Sequence~~

- The circles must be skated in the order stated above. *(in Free Skating only)*
- There is no specific length of time that a configuration must be held
- The configuration must be recognizable
- One (1) circle has all skaters participating in the same formation
- The two (2) circles may be two (2) separate circles or a circle inside a circle (same or opposite directions)

  Example: The two (2) circles may be side by side
  - The two (2) circles may be different sizes but there must be at least four (4) skaters in a circle for that circle to be counted
  - The transition from two (2) circles to one (1) circle may be executed quickly or more slowly
  - Turns must be executed during the change of configuration
  - Crossovers are not permitted during the change of configuration
    - <u>If even one (1) crossover is executed before the new configuration is completed then the Change of Configuration will not be counted.</u>
      - Linking steps may start a change of configuration but a turn must complete the change of configuration

        OR
      - A turn(s) may start a change of configuration and linking steps may complete the change of configuration
- Some linking steps are permitted and must be balanced in their distribution with the turn(s)
- The change of configuration does not need to be completed during only one (1) turn

Page 20 and 21 - CIRCLE / Travel
2. Travel SIMPLE AND DIFFICULT VARIATIONS Clarification / NEW text underlined:

SIMPLE VARIATIONS (page 20)

2. **Travel with crossovers** ***(using mainly crossovers and with <u>a hold for a minimum of ¼ of the ice surface</u>)***
   1. If <u>three (3) or more skaters</u> are not executing the same turns, linking steps, crossovers, at the same time as the majority of the team (in order to assist the travel), then the travel will not be counted

   Example of traveling not counted: Most of the team executes backward crossovers ~~even if only one (1) skater~~ <u>and three (3) or more skaters</u> execute a forward step or forward crossover in order to assist the travel

- Circle(s) must rotate as they travel. The judges will lower the GOE if the rotation of the circle slows during the traveling.
- If the rotation has stopped (in order for a change of rotational direction to occur) before the required distance has been covered then the travel will not be counted
- If the traveling has covered the required ice surface and then a change of rotational direction is executed and the circle rotation stops, the travel will still be counted

DIFFICULT VARIATIONS (page 21)

2. Travel with turns and linking steps (*All skaters must use the same skating direction, turns and linking steps at the same time with a hold for a minimum of ¼ of the ice surface*)

- If three (3) or more skaters are not executing the same turns, linking steps, crossovers, at the same time as the majority of the team (in order to assist the travel), then the travel will not be counted

  Example of traveling not counted: If the majority of the team executes a mohawk and ~~even if only one (1) skater~~ three (3) or more skaters execute a forward chasse in order to assist the travel
- Travel may occur either in a straight line or on a curve

3. Travel with a no hold (All skaters must use the same skating direction, turns and linking steps at the same time in a no hold for a minimum of ¼ of the ice surface)

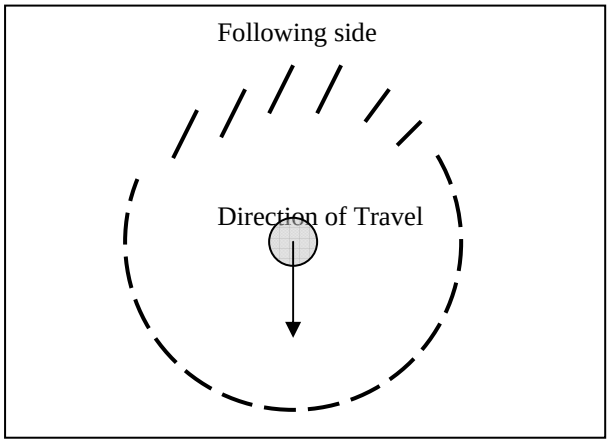
- If three (3) or more skaters are not executing the same turns, linking steps, including crossovers, at the same time as the majority of the team, in order to assist the travel, then the travel will not be counted

  Example of traveling not counted: If the majority of the team executes a mohawk and ~~even if only one (1) skater~~ three (3) or more skaters execute a forward chasse in order to assist the travel
- Travel may occur either in a straight line or on a curve

Travel for both Simple and Difficult Variations Clarification / added NEW text:

- Turns must be executed on one (1) foot. There is no requirement for correct entry or exit edges or lobes during these turns during traveling, as long as the turns and linking steps are executed with the same intent of free foot placement and forward and backward skating.
- When three (3) or more skaters are pulled off of the correct foot and/or skating direction due to the dynamics of the traveling, then the travel will not be counted
- When three (3) or more skaters who are not gliding while executing the steps and turns during traveling but are still stepping in the correct direction (forward or backward), then this will be considered as assisting the travel. The travel will not be counted.
- When three (3) or more skaters deliberately **step** forward or execute a different step/turn than the rest of the team in order to assist the travel, then the travel will not be counted
- Skaters who are on the "following" side of the circle must continue to step along the circle axis. If three (3) or more skaters on this side step mostly towards the middle of the circle rather than along the circle axis, the travel will not be counted.

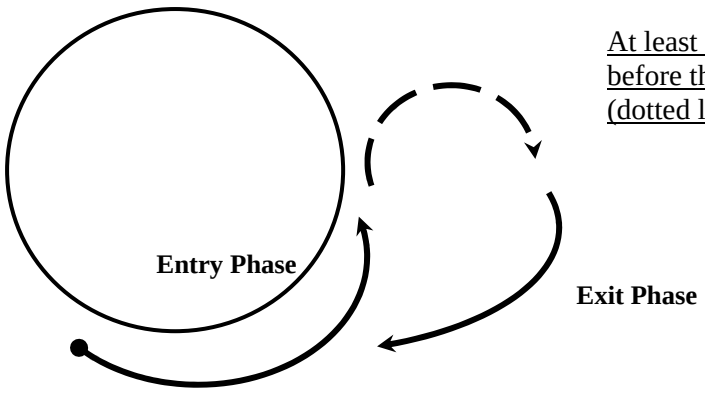
Diagram: The dashes along the lower half of the circle represent the skating foot stepping along the circular axis. The angled dashes along the top part of the circle represent the skating foot that is stepping mostly towards the centre of the circle.



If three (3) or more skaters take a different step either at the same time or at different time, the travel will not be counted.

Page 21 – CIRCLE / Change of Rotational Direction
Revised (underlined)
4. Change of Rotational Direction:
There are common problems in trying to achieve the Difficult Variation of change of rotational direction with a 360° turn.

- Teams do not leave their original track (cd will not be counted)
  - If the rotation is completed during the entry or exit phase (as shown on the drawing) then the change of rotational direction will not be counted
- Three (3) or more skaters performing any part of 360° rotation on the spot (not counted)
- Any part of a change of rotational direction, entry, rotation, exit that is executed on the spot
  - Example: Flow before rotation, rotation on the spot, flow on exit of rotation = cd not counted
- If the team changes their rotational direction without a 360° rotation and then executes a 360° turn in the new direction, the cd will not be counted
- At least part of the 360°rotation must occur during the change rotational direction. The dotted line in the drawing below shows where the rotation must occur. A short step/edge in the new direction is permitted before starting the rotation.



At least part of a 360° rotation MUST occur before the change of rotational direction (dotted line) is completed

Page 12 – INTERSECTION
DIFFICULTY GROUPS will remain the same for 2009/2010

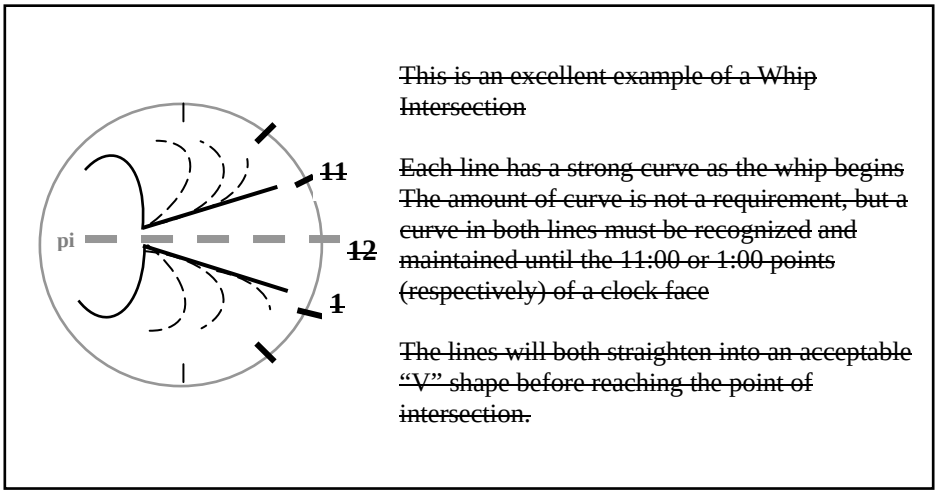
Page 22 – FEATURE - Point of Intersection
Clarification / *See also page 9 in this Communication*

Page 22 – INTERSECTION / ADDITIONAL FEATURE (Difficult Variation)
Updated and clarify
1. Back to back preparation and approach or a pivoting entry *(backward skating)* ~~and back to back approach~~

Back to back preparation and approach phase executed without a hold: The shoulders must remain facing back to back and not held twisting to face towards the point of intersection. The shoulders will be permitted to face the point of intersection as needed in order to correctly execute a turn(s) / rotation(s) ~~or free skating move.~~

Page 23 - WHIP INTERSECTION
Clarification (underlined)
Whip Intersection

- Both lines must maintain a strong curve until just prior to the point of intersection
- The lines are allowed to straighten ~~just prior to~~ at the point of intersection
- ~~There must also be a "Whip" action in order for this intersection to be called~~
- The exit shape must show two (2) straight lines which may be "V" or parallel ~~must may be a "V" shape and the lines may be curved after the pi~~

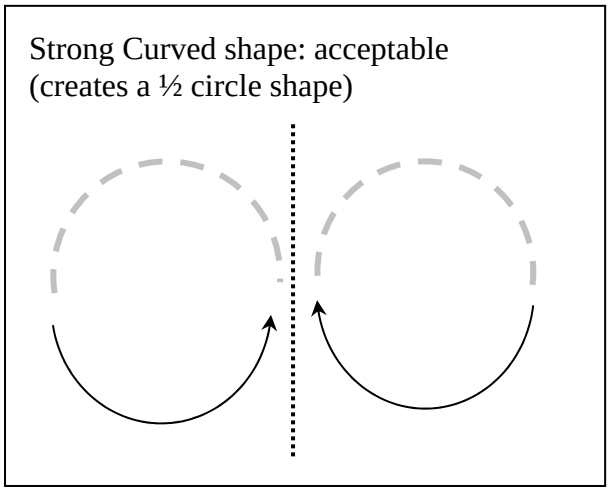


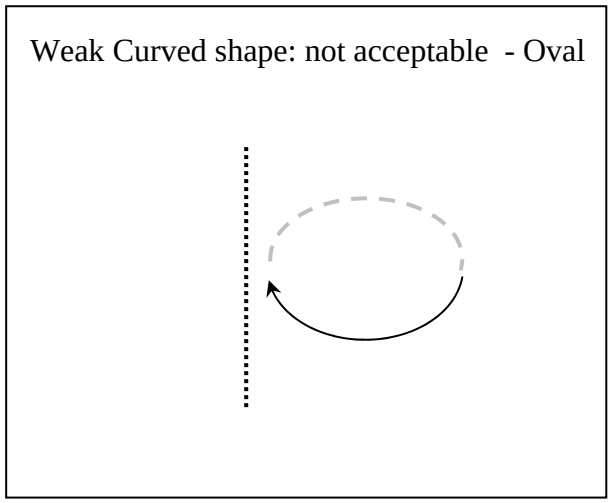
Page 23
NEW Definition added:

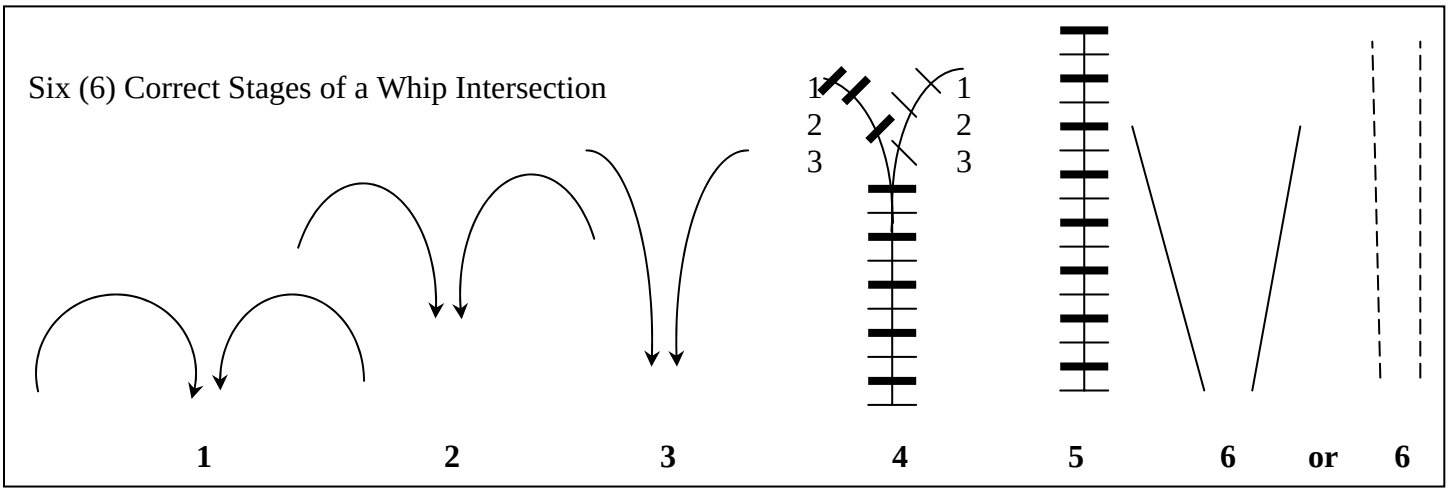
Whip Action

A whip action is defined as an action that makes the skaters at the fast end of each line move very quickly, forcefully and suddenly through the point of intersection.

- Both lines must maintain and keep a STRONG curved shape (1/2 circle) until the pivot skaters of each line become back to back *(See diagrams below).* The Technical Panel will downgrade the Whip Intersection one (1) level if either one (1) or both lines do not have a strong curve.
- From the ½ circle position, the curve will **continuously** and gradually straighten *until* reaching the actual point of intersection.
- The strength of the whip action will be reflected in the GOE.

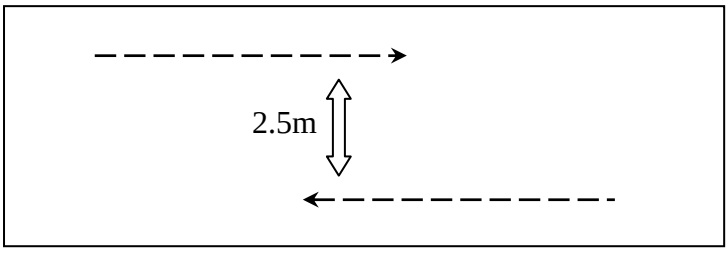




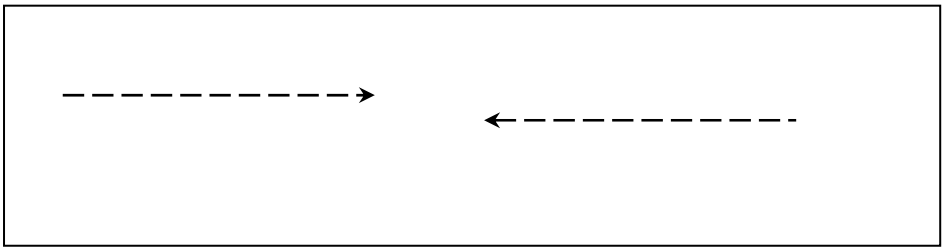


Page 24 - ANGLED INTERSECTION
Clarification / NEW text
Approach
The corridor between the two (2) lines must be narrow. The lines cannot be more than 2.5m apart for the angled intersection to be counted.

The lines must remain parallel to the "axis of the point of intersection" during the approach phase for the angle to be counted. If the lines are not more than 2.5m apart then a slight pivot (less than 45°) will not neutralize the angled intersection and the angle intersection will be counted.
If the parallel lines do not achieve this, the level of the intersection will be downgraded <u>one (1) level.</u>



Ideally, at the start of the approach phase and before the lines begin to overlap, both lines should be skating almost (not more than 2.5m) along the same linear axis and heading almost directly towards each other. *(See diagram below)* The goal is for both lines to be skating almost along the same axis (on a collision path) but not more than 2.5m apart (width of corridor).



Clarifications of the following definitions for Intersections

EXIT PHASE OF INTERSECTIONS
Teams must continue with their speed after exiting the intersection in the correct shape. The element must be clearly finished before a team is permitted to stop without a penalty from the judges.
Similar to a jump phases: take off – jump - the landing on long edges (has to have good speed in all phases)
Intersection: Preparation – Approach – pi – Exit of Intersection (has to have good speed in all phases) and Teams must maintain the shape during exit phase of Intersections.

ENTRY AND EXIT SHAPE REQUIREMENT
During a BOX or TRIANGLE Intersection, the shape needs to be shown before starting to intersect and each of the corners must be equally spaced from each other and intersecting at the same time for a + GOE**.**

TRANSITIONS - INTERSECTIONS
Transitions into and out of all Intersections MUST be considered in the GOE.

NEW
Page 13 - LINE

DIFFICULTY GROUPS - Revised

LINE	Abbreviation
GROUP 1 Any line with no additional features ~~Any line with two (2) simple variations~~ ~~Any line with one (1) difficult variation~~	**L1**
GROUP 2 ~~Any line with two (2) simple variations~~ ~~Any line with one (1) difficult variation~~ Any line with two (2) difficult variations	**L2**
GROUP 3 ~~Any line with two (2) difficult variations~~ Any line with three (3) difficult variations	**L3**
GROUP 4 ~~Any line with three (3) difficult variations~~ ~~**OR**~~ Interacting and Pivoting lines at the same **time** *(must include at least two (2) turns from any level and linking steps)*	**L4**

FEATURES

None

ADDITIONAL FEATURES *(Choice of Simple Variations and/or Difficult Variations)*

SIMPLE VARIATIONS

1. Two (2) lines **i**nteracting
2. Retrogression *(executed with a stop and the line formation remains on the same vertical, horizontal or diagonal axis)*
3. Change of Configuration: One (1) line to two (2) lines *(in that order)*
4. Creative modification of a line element *(in Free Skating only)*
5. Pivoting - Two (2) Lines *(at least 180º and less than 360º)* with any one (1) turn and linking steps

DIFFICULT VARIATIONS

1. Pivoting – One (1) Line *(at least 180º and less than 360º)* with any two (2) turns and linking steps
2. Retrogression *(executed without a stop and the line formation remains on the same vertical, horizontal or diagonal axis)*
3. Change of Configuration: Two (2) lines to One (1) line *(in that order)*

Variations may be executed at the same time as other variations except in the following case:

- Retrogression (simple or difficult) and pivoting MAY NOT be executed at the same time**. I**n this case only the pivoting will be counted (if uninterrupted).
- Change of configuration is not permitted during pivoting.

Page 26
ADDITIONAL FEATURES – NEW text
SIMPLE VARIATIONS

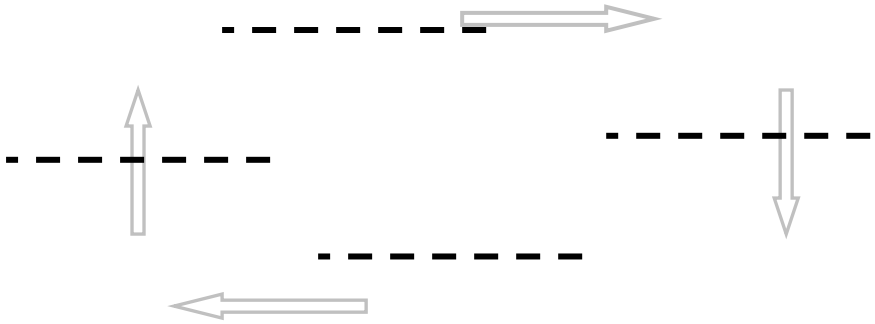
5. **Pivoting – Two (2) Lines *(at least 180º and less than 360º)*** with any one (1) turn and linking steps
   - Pivoting must be a minimum of 180° and less than 360°
   - All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting
   - At least one (1) turn must be executed as the line pivots. The turn may be from any level.
     - If using crossovers; there must be a balance between the crossovers and turn/linking steps
     - Using mainly crossovers is not permitted
     - Only two (2) crossovers in a row are permitted
   - The pivoting lines must not resemble a wheel
   - The lines must progress down or across the ice surface during pivoting, and therefore the pivoting must not resemble a wheel
   - All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting
   - Pivoting the 180° must be continuous
     - Pivoting of the entire 180° must occur at the same time and may not occur as two (2) separate pivots of 90° (or other parts)
   - The pivot point is allowed to change from one end to the other end of the line
     - In this case pivoting must not be interrupted
   - A change of configuration is not permitted during pivoting and will end the pivoting.
   - Both lines must pivot at the same time
   - The pivoting will be counted if executed either quickly or slowly. Slow pivoting will be reflected with a minus GOE

Page 25 – 2. Retrogression
Page 26 – 2. Retrogression
Clarification – SIMPLE AND DIFFICULT VARIATIONS - NEW text

Retrogression:

- The line may not pivot during retrogression
- The line must return to a position close to the starting axis
- Retrogression may be executed starting and ending on any part of the pattern (*see diagram below*) along the axis or may be executed with the line(s) remaining perpendicular to the axis.

Acceptable Retrogression:
Square-like Pattern: Arrows indicate the pattern - Dotted line indicates the skaters



Page 26 - Pivoting:
Clarification (NEW underlined)

DIFFICULT VARIATION

1. **Pivoting – <u>One (1) Line</u> *(at least 180º and less than 360º)* <u>with at least two (2) turns from any level.</u>**
   - <u>Pivoting must be a minimum of 180° and less than 360°</u>
   - All skaters must execute the same linking steps/turns/edges, in the same skating direction, at the same time during pivoting
   - <u>At least two (2) turns must be executed as the line pivots. The turn may be from any level.</u>
   - If using crossovers; there must be a balance between the crossovers and turns/linking steps
     - Using mainly crossovers is not permitted
     - Only two (2) crossovers in a row are permitted
   - ~~The pivoting line(s) must not resemble a wheel~~
   - <u>The line must progress down or across the ice surface during pivoting, and therefore the pivoting must not resemble a wheel</u>
   - All skaters (including the slow end skater(s)) must cover at least ½ of the length of the ice surface or comparable distance during pivoting
   - Pivoting the 180° must be continuous
   - Pivoting of the entire 180° must occur at the same time and may not occur as two (2) separate pivots of 90° (or other parts)
   - ~~A change of configuration is permitted during pivoting as long as the pivoting is uninterrupted~~
   - <u>A change of configuration is not permitted while pivoting and will end the pivoting</u>
   - The pivot point is allowed to change from one (1) end to the other end of the line
     - In this case pivoting must not be interrupted
   - ~~In the case of two (2) separate lines, both lines must pivot at the same time~~
   - The pivoting will be counted if executed either quickly or slowly. Slow pivoting will be reflected with a minus GOE

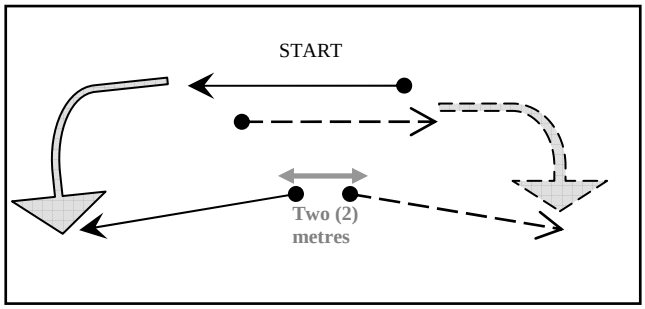
Page 13 - 14
Clarification (NEW underlined)

<u>Variations may be executed at the same time as other variations except in the following case:</u>

1. Retrogression (simple or difficult) and pivoting may not be executed at the same tim**e.** In this case only the pivoting will be counted (if uninterrupted**).**
2. <u>Change of configuration is not permitted during pivoting.</u>

Page 13, 25 - Difficulty Group 4 / Interacting and Pivoting lines
Clarification (underlined)
Interacting and Pivoting lines

- Lines can be no further apart than ~~five (5)~~ three (3) meters ALL of the time ~~during the interaction and pivoting~~.
- As the one end of a line passes the other end of the opposite line**,** those two (2) skaters must be no further apart than two (2) meter**s.**



- All skaters must use the same skating direction/turns/linking steps at the same time during pivoting and interacting
- Must include at least two (2) turns from any level and linking steps during the interacting and pivoting
- If using crossovers, there must be a balance between the crossovers and the turns/linking steps
  - Using mainly crossovers is not permitted.
  - Only two (2) crossovers in a row are permitted
- Both lines must pivot at the same time
- The lines must pivot at all times (slowly or quickly)
    - Sometimes when one (1) line is moving faster than the other line: it appears that one of the lines is not pivoting
- Both lines must change their position (interact)
    - Change position: if the lines start parallel to each other then they must end parallel to each other on opposites sides
        Example: If lines begin in a T shape then they must end at least in the other part of the T shape after the lines change position. Lines may continue on to become parallel
- The lines must pass each other at 90° when compared to each other as they pivot
- Both lines must pivot a minimum of 180° and no more than 360°
- The pivot must move from one (1) end of a line to the other end of the line
- The pivoting line(s) must not resemble a wheel
- All skaters should have speed
- All skaters must cover the required amount of ice (½ of the ice rink)

Page 14 - MOVEMENTS IN ISOLATION
DIFFICULTY GROUPS – Revised

MOVEMENTS IN ISOLATION

GROUP 1 Free skating element(s)/ Free skating move(s) are executed by; **Junior:** Three (3) skaters *OR* Two (2) pairs No other combinations **Senior:** Three (3) skaters *OR* Two (2) pairs *OR* One (1) Group lift No other combinations	**MI1**
GROUP 2 Free skating element(s)/ Free skating move(s) are executed by; **Junior:** Six (6) skaters *OR* Three (3) pairs No other combinations **Senior:** Six (6) skaters *OR* Four (4) pairs *OR* Two (2) or Three (3) Group lifts No other combinations	**MI2**
GROUP 3 Free skating element(s)/ Free skating move(s) are executed by; **Junior:** Eight (8) skaters OR Four (4) pairs; No other combinations **Senior:** Eight (8) skaters OR Four (4) Group lifts; No other combinations	**MI3**

Page 29 - MOVEMENTS IN ISOLATION / Features Revised

FEATURES – Free Skating Moves and/or Free Skating Elements
See Difficulty Groups of Features for Junior and Senior Free Skating

NEW

- ALL skaters must be skating/gliding/executing other skating movements or *attempting* an fe/fm even if those fe/fm's are not being considered for points
  - The GOE will be *lowered* if those skaters are not *correctly* executing the other fe/fm
- The remaining skaters (not executing the fe/fm for points) may not stand/stop or become stationary during the element.
  - Permitted Example: MI2; Three (3) group lifts that glide and rotate: MI2 + fe3 will be called IF the remaining skaters are executing, for example, an Outside Spread Eagle in pairs
- Pair elements are permitted in MI however only those Pair Elements listed in the Difficulty Groups for Pair Elements will be called. (Note: There is no Pair Field Move listed)
  - A team may perform an fm in pairs during the MI element, but it will be considered as acceptable choreography and not counted for any level

Page 29 – CALLING MI
Updated and clarify, NEW text underlined

- If the remaining skaters are not attempting other skating movements then the MI element will be lowered one (1) level.
- If a team is attempting M12 and MI3 and the fe/fm have visible errors then the level of the MI will be called according to the number of skaters, pairs or group lifts correctly executing the fe/fm
- ~~Once the minimum number of skaters, pairs or groups lifts has been reached (MI1 is called) then the level of the fe/fm will be reduced one level for each of according to the visible errors made by three or more skaters~~
- If there are less than the required number of skaters for an MI1 executing the fe/fm correctly, the MI element will not be called

Page 29
FALLS / NEW text added to Movement in Isolation
- Deductions are made only for falls and an fe/fm will not be downgraded due to a fall(s).

FALLS:
- A fe/fm will not be counted in determining the level of an MI if there are errors within the fe/fm.
- If one skater falls during an fe/fm in MI2 or MI3 and no other skater is affected by the fall, only those fe/fm's correctly executed will be counted in determining the MI level + DED for the fall.
- If one skater falls during an fe/fm and other skaters are affected by the fall and do not execute the fe/fm correctly, only those fe/fm correctly executed will be counted in determining the level of the MI + DED for the fall.
- If one skater falls ***before*** the fe/fm begins and is not able to execute the fe/fm, then the number of correctly executed fe/fm's will be counted in determining the level of the MI + DED for the fall.

Pages 14 and 29 - NO HOLD BLOCK/ DIFFICULTY GROUPS will remain the same for 2009/2010
FEATURE
Clarification (underlined)
Step Sequence: See Difficulty Group of Features
- A Step Sequence is permitted to be executed during a mirror image pattern in the NHB (in free skating only)
- The turns executed during the mirror image pattern will not be counted towards the level of the Step Sequence.

Page 14 - ADDITIONAL FEATURES – will remain the same

Page 15 – WHEEL / DIFFICULTY GROUPS will remain the same for 2009/2010
ADDITIONAL FEATURES - will remain the same

Page 31 – Wheel / Additional Features
Clarification (underlined)
The description of requirements for Travel and Change of Rotational Direction for Circles will also apply for Wheels

Page 33 – Wheel / Change of Configuration
Clarification (underlined)
3. Change of Configuration: Two (2) or more Different Configurations *(in free skating only)*
- One of the configurations may be a creative modification of a basic wheel formation
- A variation of a wheel configuration is defined as a deviation of a basic wheel shape where skaters are attached to the wheel or a spoke rotating around a pivot point. The skaters nearest the pivot point may or may not be joined at the center of the wheel or its variation.

  Basic Wheel Shapes are as follows:
  - Two(2) line parallel wheel
  - One (1), two (2) (or "S" wheel), three (3), four (4) or five (5) spoke wheel
  - Interlocking two (2) or three (3) spoke wheels