

INTERNATIONAL SKATING UNION

Communication No. 1896

SYNCHRONIZED SKATING

Clarifications to ISU Communication 1873

Correction: Appendix A - page 2: Block - Pivoting Element

| LEVEL BASE – PBB | LEVEL 1 – PB1 | LEVEL 2 – PB2 | LEVEL 3 – PB3 | LEVEL 4 – PB4 |
|--|--|---|--|---|
| A Block that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Block | Block must meet the basic requirements for Level B AND must include: Pivoting at least 90° with turns/steps <u>turn/step</u> and linking steps | Block must meet the basic requirements for Level B AND must include: Pivoting at least 180° with turns/steps and linking steps. The pivot point must change ends at least once | Block must meet the basic requirements for Level B AND must include a choice of: i) Pivoting at least 180° with a series of a minimum three (3) different types of turns, all executed on one (1) foot (choice of: bracket, counter, rocker or 1 ½ or more twizzle). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once OR ii) Pivoting at least 270° with a series of four (4) different types of turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ or more twizzle). One (1) change of edge is permitted in between each turn. The pivot point must change ends at least once | Block must meet the basic requirements for Level B AND must include: Pivoting at least 270° with a series of four (4) different types of turns all executed on one (1) foot (bracket, counter, rocker and 1 ½ or more twizzle). Changes of edge are NOT permitted in between turns. The pivot point must change ends at least once |

Reason: only one (1) turn/step should be required for PB1 rather than two (2), so that teams won't drop two levels due to one incorrectly executed turn in any level.

Pivoting Element - Block Feature Requirements

Pivoting (applies to ALL Levels, if not otherwise indicated)

- For PB2: The measurement for the requirements of the pivoting begins with the entry edge of the first turn / step (exception for PBB and PB1)
- For PB3 and PB4: The measurement for the requirements of the pivoting begins with the entry edge of the first turn (exception for PBB and PB1)

Clarification: Appendix A - page 6: Intersection Element

| LEVEL BASE – IB | LEVEL 1 – I1 | LEVEL 2 – I2 | LEVEL 3 – I3 |
|--|---|---|---|
| <p>An Intersection that does not meet the level 1, 2 or 3 requirements but meets the Basic Requirements and Calling Specifications for an Intersection Element</p> <p>All Intersections with forward preparation and approach (including intersections with eight (8) pairs)</p> | <p>Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include:</p> <p>Any Intersection (including “L” intersection or Combined Intersection) with:</p> <ul style="list-style-type: none"> - back to back preparation and approach | <p>Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include a choice of:</p> <p>Box or Triangle with:</p> <ul style="list-style-type: none"> - back to back preparation and approach <p>OR</p> <p>Angled Intersection (may have multiple lines of four (4) skaters in each line) with:</p> <ul style="list-style-type: none"> - back to back preparation and approach | <p>Intersection must meet the Basic requirements and the Calling Specifications for an Intersection Element AND must include a choice of:</p> <p>Whip Intersection with:</p> <ul style="list-style-type: none"> - back to back preparation and approach <p>OR</p> <p>Angled Intersection (two (2) lines of eight (8) skaters) with:</p> <ul style="list-style-type: none"> - back to back preparation and approach |

Reason: For 8 pairs passing by each other, the regulations say it is no longer an Intersection, but it is listed as an Intersection in the Communication as Intersection Base. The regulations take precedent when there is a discrepancy between a communication and the rules

Clarification: Appendix A – page 8: Line – Pivoting Element

During the pivoting:

- The same type of turn/step must be executed at the same time – may be different edges and/or skating directions
- Linking steps may be different

Reason: The technical panel must be able to see that the skaters execute the turns/steps at the same time to meet the requirements of pivoting, however it is not necessary to have the same edge/same feet

Correction: Appendix A – page 8: Move Element

Basic requirements:

4. If using more than one fm - there must be a minimum of four (4) skaters executing each fm

Clarification and Corrections – Appendix A – pages 10 – 11: Pair Element

| LEVEL BASE – PaB | LEVEL 1 – Pa1 | LEVEL 2 – Pa2 | LEVEL 3 – Pa3 | LEVEL 3 4 – Pa4 |
|---|---|---|--|--|
| <p>A Pair Element that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for the Pair Element</p> | <p>Pair Element must meet the basic requirements for Level B AND must include one (1) of the following choices:</p> <p>Pair Spin Pair spins with both skaters in an upright position; one (1) of the partners must be on one (1) foot; in any hold</p> <p>OR</p> <p>Pair Step Sequence Consists of at least two (2) different types of turns or steps and linking steps</p> <p>OR</p> <p>Pair Pivot One (1) of the skaters is pivoting and the supported skater is in a spiral or other position (may be upright) held for less than 360°</p> | <p>Pair Element must meet the basic requirements for Level B AND must include one (1) of the following choices:</p> <p>Pair Spin Pair spins with one (1) skater in a camel or sit position; the other skater is on two (2) feet; in any hold</p> <p>OR</p> <p>Pair Step Sequence Consists of at least three (3) different types of turns / <u>steps</u> and linking steps</p> <p>OR</p> <p>Pair Pivot One (1) of the skaters is pivoting and the supported skater is in a spiral or other position (may be upright) held for 360°</p> | <p>Pair Element must meet the basic requirements for Level B AND must include one (1) of the following choices:</p> <p>Pair Spin Pair spins with one (1) skater in a camel or sit position; both skaters are on one (1) foot; in any hold</p> <p>OR</p> <p>Pair Step Sequence Consists of at least four (4) different types of turns (<u>steps and linking steps (except crossovers) are permitted in-between the turns</u>)</p> <p>OR</p> <p>Pair Pivot One (1) of the skaters is pivoting and the Supported skater is in a spiral or other free skating move from fm2 or fm3 held for 360°</p> | <p>Pair Element must meet the basic requirements for Level B AND must include one (1) of the following choices:</p> <p>Pair Spin Pair spins with both skaters in either a camel or sit position; or in a difficult variation of an upright spin. Both skaters are on one (1) foot; in any hold</p> <p>OR</p> <p>Pair Step Sequence Consists of at least five (5) different types of turns (<u>steps and linking steps (except crossovers) are permitted in-between the turns</u>)</p> <p>OR</p> <p>Pair Pivot Death Spiral held for 360°</p> |

Feature requirements

2. Pair Step Sequence

- All skaters must execute the same turns/steps (that are to be counted towards the level) at the same time.
- The Step Sequence must be performed in a hold
 - Any hold that keeps a pair connected will be permitted
 - The skaters may release the hold in order to turn, change position, change holds etc.
 - Two crossovers in a row will end a Pair Step Sequence

The turns/steps will not be evaluated for correct execution by the Technical Panel, however they must be recognizable as different types of turns/steps to be counted for the level

The following will be permitted during the Step Sequence in the Pair Element:

- Mirror image pattern (same or different feet)
- Same type of turn/step with different edges
- Different skating directions
- One skater may execute a turn/step/linking step in order to change to the same direction the other skater
- One skater may execute one linking step and the other skater may execute a different linking step at the same time
- Syncopated choreography is permitted (4 pairs followed by the other 4 pairs)

For Pa3 / Pa4:

Steps and linking steps are permitted (except for crossover(s)) to be executed in-between the required turns

3. Pair Pivot

- The toe pick of the pivoting skater ~~must be~~ does not have to be in the ice and the position of the other skaters must be attained for the pivoting to begin
- Skater's may use one (1) or both hands during the pair pivot

Correction: Appendix B page13, Difficulty Groups of Free Skating Moves (fm1 and fm2)

Listed under fm2:

- Feature Variation of a Spiral with a change of edge

Listed under fm1:

- Feature-Variation of a Spiral

Clarification: Appendix A - Extra Features for the Rotating Element – Circle; Page 3 para 5, Linear Element – Line; Page 8, para 5, and the NHE; Page 10, para 5)

- ½ of the team may execute a different extra feature than the other ½ of the team
- in this case neither extra feature may be repeated to be counted towards the level

Clarification: Appendix B Page 13: Additional Features – Point of Intersection

Basic Requirements:

4. The rotations of 720° / 360° may consist of turns / steps and / or rotating linking steps

| LEVEL BASE – piB | LEVEL 1 – pi1 | LEVEL 2 – pi2 | LEVEL 3 – pi3 |
|--|---|--|---|
| Any pi that does not meet the basic requirements and/or calling specifications for Level 1, 2 or 3 but has been attempted by the team (with or without a rotation at the actual axis of point of intersection) | A forward continuous 360° or more rotation <i>Note: See below for specific pi requirements for certain intersections</i> | A backward continuous 360° or more rotation <i>Note: See below for specific pi requirements for certain intersections</i> | A backward 720° <u>or more</u> continuous rotation with <u>at least</u> 360° completed prior to intersecting <i>Note: See below for specific pi requirements for certain intersections</i> |

Milano,
September 12, 2014
Lausanne,

Ottavio Cinquanta, President

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