

INTERNATIONAL SKATING UNION

Communication No. 1820

SYNCHRONIZED SKATING (Replaces ISU Communications No. 1761)

The Communication introduces the **GUIDELINES** for the season 2013/14 for the following:

- Guidelines for marking the GOE's of Synchronized Skating Elements
- Guidelines for Judges - Errors in Synchronized Skating Elements
- Guidelines for Judges – Key points for all Elements, Features, Additional features, Extra features
- Guidelines for Referees, Judges and Technical Panel Deductions
- Guidelines for Judges - Adjustments to Grade of Execution (GOE)

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2013 -2014 Guidelines for marking GOE of Synchronized Skating Elements

The final GOE of a performed element is based on the combination of both positive and negative aspects and is calculated considering first the positive aspects of the element that result in a starting GOE.

Following this, the Judge reduces the GOE according to the guidelines of possible errors and the result is the final GOE of the element.

POSITIVE BULLETS

For Base 0: 1 to 2 bullets **For + 1: 3 to 4 bullets** **For + 2: 5 to 6 bullets** **For + 3: 7 to 8 bullets**

Block, Circle, Choreographic, Intersection, Line, Wheel

1. Good **Shape** (line up, roundness...)
2. **Close and Even Spacing** between Skaters / Lines throughout (**Block, Intersection, Line, Wheel**)
Even Spacing between Skaters / Lines throughout (**Circle, Choreographic**)
3. **Flow, Power** and **Speed** throughout
4. Variety and Quality of **Turns, Steps, Edges**, Skating on **ONE FOOT** throughout
5. **Creativity** and/or Originality
6. Element fits to the **Phrasing** of the music
7. **Unison** and Clarity
8. **Effortless** execution throughout

Creative, Group Lift, Moves, Moves in the Field, Pair, Spin

1. **Even Spacing**, Shape, Symmetry, Placement, **Distribution** on the Ice
2. Quality of **Entry** and **Exit** during all elements/moves
3. **Flow, Power** and **Speed** in entry, exit and during all elements/moves
4. **Flexibility** and **Aesthetically** pleasing body positions in all elements/moves
5. **Creativity** and/or Originality
6. Elements/Moves fit to the **Phrasing** of the music
7. **Unison** and Clarity
8. **Effortless** execution throughout

Step Sequence (BSS, CSS, NHE)

1. **Close and Even Spacing** between Skaters / Lines throughout (**BSS, NHE**)
Even Spacing between Skaters / Lines throughout (**CSS**)
2. **Variety** and **Quality** of Turns and Steps (forward, backward, inside, outside, right/left foot), **Multidirectional** skating
3. **Flow, Power** and **Speed** throughout
4. Quality of **Turns, Edges, Lobes, Steps**, Skating on **ONE FOOT** throughout
5. **Creativity** and/or Originality
6. Step Sequence fits to the **Phrasing** of the music
7. **Unison** (Free Foot placement and Bodyline positions) and Clarity
8. **Effortless** execution throughout

2013 – 2014 Guidelines for Judges for Errors in Synchronized Skating Elements

Poor quality in execution of the skaters' fe*:

- **Death Spiral (s):** wrong pivot position (toe pick), poor position (too high), poor exit, slow or reduction of speed
- **Flying Spin (s):** Position in the air not attained, incorrect take-off and landing, touch down with free foot
- **Jump (s):** Poor speed, height, distance, air position, take off, weak landing (two feet, stepping out, scratching)
- **Lift (s) and group lift (s):** Problem in the lifting process, collapses, poor position in the air or landing, poor speed and/or distance, poor take-off, weak landing
- **Spin (s) or Combo Spin (s):** poor awkward position, slow, travelling, change of foot poorly executed, touch down of free foot

Poor quality in execution of the skaters' fm*:

- Poor fm **position**,
- **Loss of balance**,
- Skater (s) **do not attempt** the position,
- Skater (s) **cheat** the position,
- Poor **edge** (s) quality,
- Slow or reduction of **speed**.

Visible error examples for Turns:

- **Skidded / Scraped** turn
- **Jumped** turn,
- **Entry / exit** edge Flat,
- Turn executed on the **Spot**,
- **Two Footed** entry / exit,
- Free foot **Touches down**,
- Turn **Not Attempted**

GUIDELINES FOR JUDGES

KEY POINTS FOR ALL ELEMENTS, FEATURES, ADDITIONAL FEATURES, EXTRA FEATURES

BLOCK, CHOREOGRAPHIC, CIRCLE, INTERSECTION, LINE, NHE, WHEEL:

- Shape
- Spacing of Skaters and Lines
- Flow, Power and Speed
- One Foot Skating
- Transitions in and out
- Phrasing to the music structure
- Ice covered
- Unison

CREATIVE, GROUP LIFT, MOVES, MOVES IN THE FIELD, PAIR, SPIN:

- Shape
- Spacing of Skaters and Lines
- Flow, Power and Speed
- One Foot Skating
- Transitions in and out
- Entry / Positions / Exit in all FS Elements/Moves
- Phrasing to the music structure
- Ice covered
- Unison

BLOCK PIVOT and STEP SEQUENCES (BSS-CSS-NHE):

- Shape maintained during all SS and Block pivoting
- Spacing of Skaters and Lines
- Flow, Power and Speed
- One Foot Skating
- Multi-directional Skating
- Variety and Quality Turns/Steps/Edges/Lobes
- Phrasing to the music structure
- Ice covered
- Unison

CHANGE OF CONFIGURATION, CHANGE OF DIRECTION, POINT OF INTERSECTION:

- Shape maintained
- Spacing of Skaters and Lines
- Flow, Power and Speed
- One Foot Skating
- Fast rotation
- Unison

TRAVELING:

- Shape maintained
- Spacing of Skaters and Lines
- Flow, Power and Speed
- One Foot Skating
- Ice covered
- Unison

2013 – 2014 Guidelines for Referees, Judges and Technical Panel Deductions

Referee and Judges SP and FS

(Decided together)

	<u>Deduction</u>	<u>Points</u>
Sub-grouping more than ½ of program / excessive division of team	DED 4	-2.0
Costume / prop violation (use of feathers on costume / headpiece not allowed)	DED 2	-1.0
Make-up violation	DED 2	-1.0

Referee SP and FS

Choreography excessively facing one side	DED 4	-2.0
Music violations	DED 2	-1.0
Time violation for every 5 seconds in excess or lacking (Free Skating)	DED 2	-1.0
Time violation for every 5 seconds in excess of 2 min 50 sec (Short Program)	DED 2	-1.0
Interruption in excess, more than 10 seconds (caused by a stumble or fall)		
11-20 seconds (each time)	DED 2	-1.0
21-30 seconds (each time), etc	DED 4	-2.0
Holds in short and free program (incorrect number and not clearly recognizable)		
Missing one (1) hold	DED 2	-1.0
Missing two (2) holds	DED 4	-2.0

Technical Panel

Falls (in any part of the program)		
One (1) skater (each time)	DED 2	-1.0
Two (2) or more skaters at one (1) time	DED 4	-2.0
Features and Additional Features:		
Short Program: Not according to requirements (NAR)		
One (1) repeated or additional requirement	DED 1	-0.5
Two (2) repeated or additional requirements	DED 2	-1.0
Three (3) repeated or additional requirements	DED 3	-1.5
Four (4) repeated or additional requirements	DED 4	-2.0
Omitted Requirements	DED 1	-0.5

Elements:

Wrong element shape in short program	DED 3	-1.5 (element not called)
Wrong pattern	DED 3	-1.5
Repeated element shape in short program	DED 3	-1.5 (repeated element, shape not called)
Un-prescribed or Additional element in short program	DED 3	-1.5 (element not called)
Non-permitted		
Elements / Features / Extra Features / Additional Features or Movements	DED 3	-1,5 (not called)
Illegal		
Elements / Features / Additional Features / Movements	DED 4	-2.0 (not called)

(See Summary of Calls for specific errors and deductions)

**ADJUSTMENTS TO GRADE OF EXECUTION
2013-2014**

ELEMENT		Reduce by	No higher than	Increase by
Block	Loss of Speed and flow during pivoting	1 grade		
	Excessive use of crossovers	1 grade		
	Poor ice coverage during pivoting	1 grade		
	Block Pivoting: spacing of the lines in the block, not maintained between lines and does not look like a block (ex : 3 lines + 1 line out of the shape)		0	
	Interrupted pivoting (less than two (2) seconds)		+1	
	No pivoting action		-1	
	Excellent ice coverage during pivoting			1 grade
	Skating with good speed and flow			1 grade
	Good pivoting action			1 grade
BSS	BSS: No re-grasp of hold whenever possible (BSS resembles NHE)	1 grade		
Circle, Wheel	Inability to maintain Speed during Change of Configuration and/or Change of Direction	1 grade (each)		
	Inability to maintain Speed during travel	1 grade		
	Excessive use of crossovers during travelling	1 grade		
	Interrupted travel (less than two (2) seconds)		+1	
	Great speed of rotation maintained or accelerated during Element			1 grade
	Good travel distance skated during Element			1 grade
	Good variety and quality of the turns and linking steps during travel			1 grade
Intersection	Pre and / or post shape not attained	1 grade (each)		
	Stopping before and/or after intersection	1 grade (each)		
	Slow rotations during the point of intersection	1 grade		
	If the step in-between backward 360° rotation and the pi rotations are not quick	2 grades		
	Tight, close shape before, during and/or after intersection not achieved (arm's length)	1 to 2 grades		
	Inability to maintain Speed during approach, point of intersection, exit phases		0	
	Whip : no Whip action		-1	
	Whip : good Whip action			1 grade
	Intersection executed at great speed			1 grade
	Intersection with fast rotations			1 grade
	Intersection with fast rotations using Turns and/or Steps			2 grades

ELEMENT		Reduce by	No higher than	Increase by
Line	Inability to maintain Speed during pivoting	1 grade		
	Excessive use of crossovers during pivoting	1 grade		
	Poor ice coverage during pivoting	1 grade		
	Interrupted pivoting (less than two (2) seconds)		+1	
	Good variety and quality of the steps and linking steps during pivoting			1 grade
	Skating with good speed and flow			1 grade
	Excellent ice coverage during pivoting			1 grade
Moves in the Field Moves Element	One (1) – three (3) -skaters incorrectly executing the fm	1 grade (each fm)		
	Poor fm quality - depending on the number of skaters	1 to 3 grades		
	Element does not fit to the phrasing of the music		-1	
	Superior quality in flexibility			1 grade
	Outstanding body lines and pose of skaters			1 grade
	MF or Moves reflects the character of the music			1 grade
	Skating with and maintaining good speed and flow			1 grade
	Entry of fm is unexpected and/or creative			1 grade
Something creative unexpectedly happens in the Element			1 grade	
Creative Element, Group Lift	Poor quality executed by the skaters in fm or fe	1 to 3 grades		
	Element does not fit to the phrasing of the music		-1	
	Group Lift: Poor quality of the lifted skaters body position		0	
	Collapse in a group lift		-1	
	Remaining skaters are stationary in the GL Element		0	
	Cr: Stationary skaters do not reflect the character of the music		0	
	Entry/Exit of fe or fm is unexpected and/or creative			1 grade
	Element reflects the character of the music			1 grade
	Something creative unexpectedly happens in the Element			2 grades
	Speed maintained or accelerated during the Group Lift			1 grade
Outstanding pose of the lifted skaters			1 grade	
No Hold Element	Poor quality of Body Movements and Extra features	1 grade		
	Element does not fit to the phrasing of the music		-1	
	NHE reflects the character of the music			1 grade
	Skating with good speed and flow			1 grade
	Something creative unexpectedly happens in the Element			1 grade

ELEMENT		Reduce by	No higher than	Increase by
Pair Element	Poor quality in execution of Pair Element -- depending on the number of pairs	1 to 3 grades		
	Pair Element reflects the character of the music			1 grade
	Something unexpected happen in the Element			1 grade
Spin	Spin(s) traveling/slow -- depending on the number	1 to 3 grades		
	One (1) – three (3) skaters incorrectly executing the spin	1 grade each skater		
	Touchdown of the free foot during spin(s) – depending on the number	1 to 3 grades		
	No synchronization during the spin		0	
	Total synchronization of the spin			2 grades
	Speed of rotation maintained or accelerated during the Spin			1 grade
	Outstanding body lines and pose of skaters			1 grade
Turns and Step Sequences (B-BSS-CSS-NHE)	Visible errors for Turns	1 to 3 grades		
	Inability to maintain Speed during Step Sequence	1 grade		
	Step Sequence does not fit to the phrasing of the music		-1	
	Good quality of the steps and turns throughout Step Sequence			1 grade
	Good balance between turns and linking steps throughout Step Sequence			1 grade
	Skating with good speed and flow throughout Step Sequence			1 grade
	Deep edges throughout Step Sequence			1 grade
	Step Sequence is skated to the rhythm and reflects character of the music			1 grade
	Exit of the turns with running edge maintained (no immediate step down)			1 grade
All Elements	Lack of Flow, Power and Speed	1 to 3 grades		
	Lack of Unison	1 to 3 grades		
	Poor element Shape / Symmetry / Spacing	1 to 3 grades		
Holds	Break in hold or poor quality of hand holds	1 grade		
Stumbles Falls	Stumble or collision with no fall	1 grade		
	Fall of one (1) skater in an element	1 to 2 grades		
	Fall of two (2) skaters in an element	2 grades	-1	
	Fall of three (3) or more skaters in an element		-3	