

# INTERNATIONAL SKATING UNION

## **Communication No. 1696**

### **SYNCHRONIZED SKATING** **(Replaces ISU Communications No. 1658)**

The following Communication introduces the **GUIDELINES** for the season 2011/2012 for the following:

- Judges Reduction of GOE for Errors in Synchronized Skating
- Referee and Technical Panel Deductions
- Guidelines for marking GOE of Synchronized Skating Elements

Milano,  
September 9, 2011  
Lausanne,

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## GUIDELINES for Judges Reduction of GOE for Errors in Synchronized Skating Elements

### Reduce GOE by:

**GENERAL** (*applies to all required elements*)

- |  |                             |
|--|-----------------------------|
| - Lack of flow, power and speed  | -1 to -3 GOE                |
| - Lack of Unison   | -1 to -3 GOE                |
| - Excessive reduction of speed<br>( <i>during cd, tr, piv, ss, pi, element, approach and exit phase of intersections</i> ) | -2 GOE                      |
| - Poor element shape / symmetry / spacing ( <i>during cd, tr, piv</i> )  | -1 to -3 GOE                |
| - Break in hold or poor hand holds   | -1 GOE                      |
| - Stumble or collision with no fall  | -1 to -2 GOE                |
| <br>   |                             |
| - Fall of one (1) skater   | -1 to -2 GOE                |
| - Fall of two (2) skaters  | -3 GOE                      |
| - Fall of three (3) skaters and more<br><u>higher than -1</u>  | -3 GOE final GOE <u>not</u> |

*Note: Falls occurring in transitions (including transitional elements and linking movements) should be reflected in the component scores accordingly.*

<b>SPECIFIC REDUCTIONS / ELEMENT</b>		
<b>ELEMENT</b>	<b>ERROR</b> ( <i>Short Program and Free Skating</i> )	<b>REDUCE BY</b>
<b>Block, Circle, Wheel, Line</b>	For SP only: All skaters do not use the same hold at the same time	-1 GOE
	Block Pivoting: edge(s) during the series of three (3) or four (4) different turns are held for an excessively long time	-1 GOE
	Block Pivoting : spacing of the lines in the block, not maintained between lines and does not look like a block	-1 to -3 GOE
<b>Wheel Junior SP</b>	During Traveling: loss of speed; shape is not maintained. During Change of Direction: 360 rotation on the spot (spin), loss of symmetry.	-1 GOE (each)
<b>Intersection</b>	Pre and / or post shape not attained	-1 GOE (each)
	Stopping before and/or after intersection	-1 GOE (each)
<b>Moves in the Field &amp; Spiral Element</b>	One (1) or two (2) skaters incorrectly executing the fm	-1 GOE (each)
	Poor fm position -- depending on the number of skaters	-1 to -3 GOE
<b>Movements in Isolation</b>	No relationship between skaters in fe/fm and remaining skaters	-1 to -3 GOE
	Poor quality in execution of the skaters' fm or fe*	-1 to -3 GOE
	Poor quality in execution of the remaining skaters' fe* or fm	-1 to -3 GOE
<b>NHSS</b>	Poor quality of body movements	-1 to -3 GOE
	Major change of axis	-1 GOE
<b>Pair Element</b>	Poor quality in execution of Pair Element -- depending on the number of pairs	-1 to -3 GOE
<b>Spin</b>	Spin(s) traveling/slow -- depending on the number	-1 to -2 GOE
	One (1) or two (2) skaters incorrectly executing the spin	-1 GOE
	Touchdown of the free foot during spin(s) -- depending on the number	-1 to -2 GOE
<b>Step Sequences</b>	All skaters do not use the same hold at the same time (BSS & CSS)	-1 GOE
	BSS: No re-grasp of hold whenever possible – example: BSS resembles NHSS	-1 GOE
	Skidded/scraped turns, shallow lobes, and flats during turns	-1 to -3 GOE

**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, position in the air, 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.

## GUIDELINES for Referee and Technical Panel Deductions

### Referee

	<u>Deduction</u>	<u>Points</u>
<b>Short Program and Free Skating:</b>		
Choreography excessively facing one side	DED 4	-2.0
Sub-grouping more than ½ of program / excessive division of team	DED 4	-2.0
Costume / prop violation (decided together with judges panel) (use of feathers on costume / headpiece not allowed)	DED 2	-1.0
Make-up violation (decided together with judges panel)	DED 2	-1.0
Music violations	DED 2	-1.0
Time violation for every 5 seconds in excess or lacking (Free Skating)	DED 2	-1.0
Time violation over 2 min 50 sec (Short Program)	DED 2	-1.0
Skater(s) do not begin to glide/skate w/in 10 sec of music starting	DED 2	-1.0
Fall recovery time in excess of 10 seconds		
11-20 seconds (each time)	DED 2	-1.0
21-30 seconds (each time)	DED 4	-2.0
Holds in short and free program (incorrect # and not clearly recognizable)		
Missing one (1) hold	DED 2	-1.0
Missing two (2) holds	DED 4	-2.0

### Technical Panel

Excessive Use of Ice for each element	DED 2	-1.0
Excessive Use of Ice for transitions in Short Program (each occurrence)	DED 2	-1.0
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:**

Does not meet minimum ice coverage requirements	Element not called
Wrong element shape in short program	DED 3 -1.5 (element not called)
Wrong pattern	DED 3 -1.5
Repeated element shape in short & free program	DED 3 -1.5 (repeated element, shape not called)
Additional element in short program	DED 3 -1.5 (additional element not called)
Mirror image pattern in a short program	DED 4 -2.0 (element not called)
Illegal element (each)	DED 4 -2.0

*(See Summary of Calls for specific errors and deductions)*

## **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, a Judge reduces the GOE according to the guidelines of possible errors, and the result is the final GOE of the element.

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

For each Element the **mandatory** bullet points to achieve the GOE level are:

- |                |                              |
|----------------|------------------------------|
| ➤ Base (0) GOE | <b>Bullet points 1</b>       |
| ➤ +1 GOE       | <b>Bullet points 1 and 2</b> |
| ➤ +2 GOE       | <b>Bullet points 1 to 4</b>  |
| ➤ +3 GOE       | <b>Bullet points 1 to 5</b>  |

The Bullet lists are organized by priority.

### **Block, Circle, Line, Wheel**

- 1. good shape (line up, roundness, equal and close spacing of spokes)**
- 2. good and consistent flow, power and speed (especially during pivoting, rotation, travelling)**
- 3. uniformity in spacing of skaters (maintained while pivoting, traveling, changes of configurations and changes of direction)**
- 4. good quality of turns; pivoting, change of direction on one foot, change of configuration on one foot, travelling**
- 5. well executed transitions into, within and out of element**
6. good clarity and unison, effortless execution throughout
7. element fits to the phrasing of the music
8. creativity and/or originality

### **Intersection**

- 1. good line up and shape**
- 2. good and consistent flow, power and speed (including approach, through the Pi and exit)**
- 3. uniformity in close spacing of skaters in all phases**
- 4. good quality of speed during rotation(s)**
- 5. good unison and exact timing of all skaters in rotations at the point of intersection**
6. well executed transitions into and out of element
7. element fits to the phrasing of the music
8. creativity and/or originality

### **MF, MI, Pa, Se, Sp**

- 1. good body positions and aesthetically pleasing positions**
- 2. good and consistent flow, power and speed in entry, exit and during all elements/moves**
- 3. good flexibility and strong edges shown by all skaters in all moves**
- 4. good unison and effortless execution in all elements/moves**
- 5. elements/moves fit to the phrasing of the music**
6. good overall symmetry and placement (lined up and evenly spaced for the whole element) and tracking of fe/fm
7. well executed transitions into, within and out of the element
8. creativity and/or originality

### **Step Sequence (NHSS, BSS, CSS)**

- 1. step sequence includes turns and steps of quality (correct forward/backward, inside/outside edges are used)**
- 2. good and consistent flow, power and speed throughout step sequence**
- 3. precise free foot placement / unison and unison of the bodyline / positions**
- 4. strong edges and equal-sized lobes used during entry and exit of turns**
- 5. spacing between skaters/lines is extremely precise**
6. good clarity and unison in timing, effortless execution throughout
7. turns and linking steps fit to the phrasing of the music
8. creativity and/or originality