

**2010 – 2011 Guidelines for Judges Reduction of GOE for Errors in Synchronized Skating Elements
APPENDIX A**

Reduce GOE by:

GENERAL (*applies to all required elements*)

- Lack of flow, power and speed -1 to -3 GOE
- Excessive reduction of speed -1 GOE
(*during cd, tr, piv, retrogression, ss, pi, element, approach and exit phase of intersections*)
- Poor element shape / symmetry -1 GOE
- Break in hold or poor hand holds -1 GOE
- Stumble or collision with no fall -1 to -2 GOE

- Fall of one skater (down and up, quick recovery back into position) -1 GOE
- Fall of one skater (prolonged period of time) -2 GOE
- Fall of two or more skaters at one time (major error) -3 GOE, final GOE not higher than -1

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

SPECIFIC REDUCTIONS / ELEMENT		
ELEMENT	ERROR (<i>Short Program and Free Skating</i>)	REDUCE BY
Block, Circle, Wheel, Line	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) different turns are held for an excessively long time	-1 GOE
	Poor unison between skaters / lines during element -- depending on the number of skaters and the number of errors in unison	-1 to -3 GOE
Intersection	Pre and / or post shape not attained	-1 GOE (each)
	Stopping before and/or after intersection	-1 GOE (each)
Moves in the Field & Spiral Element	One (1) or two (2) skaters incorrectly executing the fm	-1 GOE (each fm)
	Poor fm position -- depending on the number of skaters	-1 to -3 GOE
Movements in Isolation	Poor unison during fe or fm's	-1 to -3 GOE
	No relationship between skaters in fe/fm and remaining skaters	-1 to -3 GOE
	Poor quality in execution of the remaining skaters' fe or fm	-1 to -3 GOE
NHSS (<i>See ss for more</i>)	Element does not maintain the same axis	-1 GOE
	Poor quality of body movements	-1 GOE
Pair Element	Poor unison	-1 to -3 GOE
	Poor quality in execution of Pair Element -- depending on the number of pairs	-1 to -3 GOE
Spin	Spin(s) not centered / traveling -- 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
Step Sequences	All skaters do not use the same hold at the same time (BSS & CSS)	-1 GOE
	No re-grasp of hold whenever possible – example: BSS resembles NHSS	-1 GOE
	Shallow lobes and flats during turns	-1 to -3 GOE

2010 -2011 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: 0 to 2 bullets

For + 1: 3 to 4 bullets

For + 2: 5 to 6 bullets

For + 3: 7 or more bullets

Block, Circle, Line, Wheel

1. good shape (line up, roundness, equal and close spacing of spokes) and overall shape (maintained while pivoting, changes of configurations)
2. uniformity in spacing of skaters (maintained while pivoting, changes of configurations, traveling change of rotational direction)
3. good and consistent flow, power and speed (especially during pivoting, rotation, traveling)
4. precise free foot placement/unison and unison of the bodyline / positions
5. good quality of turns; pivoting, change of rotational direction on one foot, change of configuration on one foot, travel, retrogression
6. good control and quality of chosen holds
7. fluent and smooth transitions between configurations; uniform tracking of skaters during these transitions
8. element fits to the phrasing of the music
9. well executed transitions into, within and out of element
10. creativity and originality
11. effortless execution throughout

Intersection

1. good line up and overall shape including approach and exit phases
2. uniformity in close spacing of skaters in all phases
3. good and consistent flow, power and speed (including through the point of intersection)
4. good unison in rotations at the point of intersection
5. precise free foot placement/unison and unison of the bodyline / positions
6. good quality of speed during rotation(s)
7. very good and exact timing of all skaters reaching the point of intersection at the same moment
8. element fits to the phrasing of the music
9. well executed transitions into and out of element
10. creativity and originality
11. effortless execution throughout all phases and point of intersection

MF, ML, Pa, Se, Sp

1. good overall symmetry and placement (lined up and evenly spaced for the whole element) and tracking of free skating elements/moves
2. good unison
3. good body positions and aesthetically pleasing positions
4. good and consistent flow, power and speed in entry, exit and during all elements/moves
5. good control in all phases of elements/moves
6. good flexibility and strong edges shown by all skaters in all moves , effortless execution in all elements/moves
7. effortless ability to attain positions, variations and pattern
8. elements/moves fit to the phrasing of the music
9. well executed transitions into, within and out of the element
10. creativity and originality
11. effortless execution throughout

Step Sequence (NHSS, BSS, CSS)

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

2010 – 2011 Guidelines for Referee and Technical Panel Deductions

Referee

	<u>Deduction</u>	<u>Points</u>
Short Program and Free Skating:		
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
Team does 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 hold	DED 2	-1.0
Missing two holds	DED 4	-2.0

Technical Panel

<u>Excessive Use of Ice for each element</u>	<u>DED 2</u>	<u>-1.0</u>
<u>Excessive Use of Ice for transitions in Short Program (each occurrence)</u>	<u>DED 2</u>	<u>-1.0</u>
Falls (in any part of the program)		
One skater (each time)	DED 2	-1.0
Two or more skaters at one 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)
Two types of travel used in the same circle/wheel element	DED 3	-1.5 (2 nd travel not counted)
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)