# INTERNATIONAL SKATING UNION

# Communication No. 1341

## SYNCHRONIZED SKATING

### FOLLOW UP TO ISU COMMUNICATION 1323
### PHASES OF AN INTERSECTION
### REDUCTIONS and DEDUCTIONS
### GRADE OF EXECUTION

## A. FOLLOW UP TO ISU COMMUNICATION 1323

In accordance with the ISU Special Regulations Synchronized Skating 2004, the following clarifications have been made by the Synchronized Skating Technical Committee in the ISU Communication No. 1323.

**I) JUNIOR SHORT PROGRAM**
**Rule 705 paragraph 3 d)**
**Wheel** (Communication No. 1323, page 7)
In one (1) of the formations the wheel element must travel and must have one change of direction (rotation). **A change of direction/rotation may happen even between formations.**

**II) DIFFICULTY GROUPS OF ELEMENTS**
**Moves in the Field** (Communication No. 1323, page 22)
Difficulty Groups revised (5 Groups instead of 4 Groups) as follows:

| | |
|---|---|
| **GROUP 1**<br>Three (3) different moves from fm1 | **MF1** |
| **GROUP 2**<br>Two (2) different moves from fm1 and one (1) from fm2 or fm3 | **MF2** |
| **GROUP 3**<br>One (1) move from fm1 and two (2) different moves from fm2 or fm3<br>OR<br>One (1) move from fm1 and one (1) move from fm2 and one (1) move from fm3<br>OR<br>Three (3) different moves from fm2 | **MF3** |
| **GROUP 4**<br>One (1) move from fm2 and two (2) different moves from fm3<br>OR<br>Two (2) different moves from fm2 and one (1) move from fm3 | **MF4** |
| **GROUP 5**<br>Three (3) different moves from fm3 | **MF5** |

**III) GROUPS OF DIFFICULTY FOR THE FEATURES (Junior/Senior Short Program)**
**Step Sequences** (Communication No. 1323, page 25)
A required step sequence in short program that does not meet the criteria of any Group (regarding the number of turns) will be called as Group **s1 + DED 2.**

**Comments regarding the required Step Sequences in Short Program:**
A required step sequence in Short Program must meet the requirements for the Group 2, 3, 4 or 5 (**type of turns and number of turns is determined for each Group**).
If the step sequence in the Short Program does not fulfill the requirements for a required **type of turns** for the respective group (even if the required number of turns is fulfilled) **then the Group s1 + DED 1 for not According to requirements will be called.**

If the required **number of turns (4)** is not fulfilled, the step sequence will be considered **as omitted and the Group s1 + DED 2** will be called.

**Comments regarding the Step Sequences in Free Skating:**
If the step sequence in Free Skating does not contain the required number of turns (regardless of whether features are included) the **Group s1** will be called.

**IV) REQUIRED FEATURES / Junior and Senior Short Program**
Rule 705 paragraph 2 and 3 (Communication No. 1323, page 2-7)
Elements with the **required Features that are not allowed to be repeated will receive a DED 1 for Not According to Requirements, if those Features will be repeated.**

**V) DEFINITION OF BIELLMANN SPIN/SPIRAL:**
**Spin / Free Skating (Communication No. 1323, page 23)**
**Free Skating Elements / moves (Communication No. 1323, page 27)**
The Biellman Spin/Spiral is defined **as pulling the free leg above and behind head level either held by one hand or two hands.**

**VI) DEFINITION OF A FALL:**
Rule 706 paragraph 8 b) (Communication No. 1323, page 9)
Rule 712 paragraph 9 b) (Communication No. 1323, page 16)
**A fall is defined as "loss of control by a skater with the result that the majority of his/her own body weight is on the ice being supported by any other part of the body other than the blades. e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.**

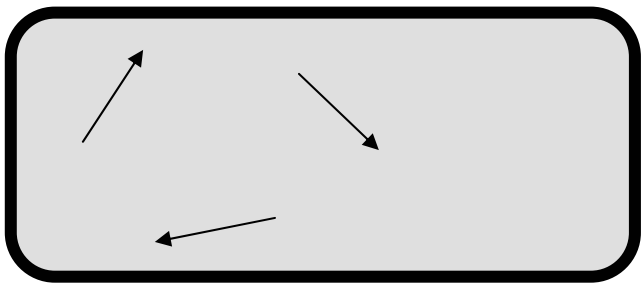
**VII) POINT OF INTERSECTION / Junior and Senior Short Program**
(Communication No. 1323, page 27)
If no turns, dance jumps or free skating moves are included in the required Intersection(s) /Point of Intersection(s)/, the pi1 + DED 2 for an omitted requirement will be called.
If a two footed turn is performed at the Point of Intersection, the pi1 + DED 1 will be called for not According to Requirements.

## B. PHASES OF AN INTERSECTION

These 4 phases will determine the Level of Difficulty and clarify the need for applicable deductions for an intersection.
Phase 1 – Preparation
Phase 2 – Approach
Phase 3 – Point of Intersection
Phase 4 – Exit of Intersection

Phase 1: Preparation
The preparation phase is defined as establishing the shape of the intersection.

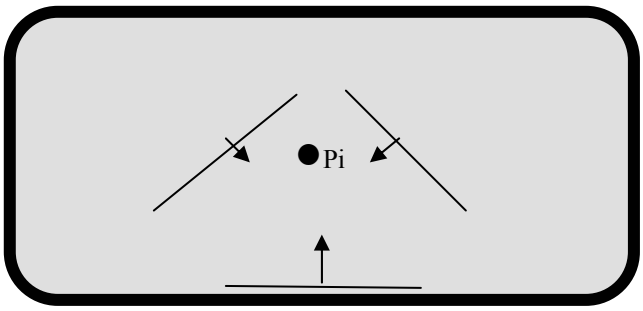
- In order to receive the level as stated in the Difficulty of Elements for intersections, the team must perform the preparation phase back to back (at least 4 beat of music).



Phase 2: Approach

The Approach to the Intersection is defined as the moment that the team starts moving towards the point of intersection.

- In order to receive the level stated in the Difficulty of Elements for Intersections, the team must perform the approach phase back to back
- In the case where one line is not back to back during the preparation and approach phase then one lower level will be called.



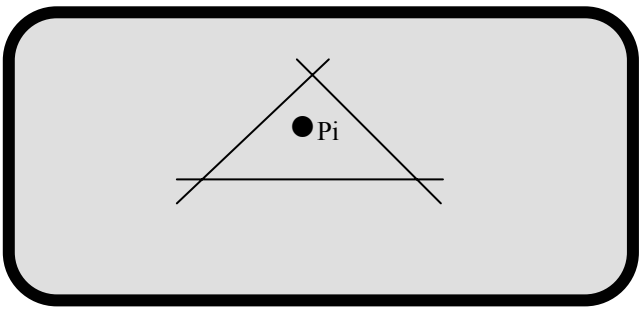

**Collapsing figure intersections (box/ triangle intersections and other variations)**

- Lines that are pivoting during the preparation and approach phase shall be considered back to back.
- Skaters must be skating backwards during pivoting.
  - In the case where one line is not pivoting but remains back to back during the preparation and approach phase, the intersection will still be considered as stated in the Difficulty Groups of Elements.
  - One level lower will be called for line(s) that are pivoting and skating forward during the preparation and approach phase.

Phase 3: Point of Intersection

The Point of Intersection phase is defined as the instant when the skaters are passing each other.

- The level at the Point of Intersection will be called based on the criteria listed in the document "Difficulty Levels of Features"
- The steps or turns closest or at the point of intersection will be called
- As long as the preparation and approach is backwards, skaters are allowed to step forwards in order to perform turns at the Point of Intersection
  - In the case of a collapsing Intersection (L, box, triangle and other variations) the Point of Intersections begins when the first skaters begin to intersect and ends as the last skaters complete the intersection
  - In the case of the collapsing intersection, where a team may include a several steps, turns and/or moves consisting of various levels, the most difficult turn/move will be counted

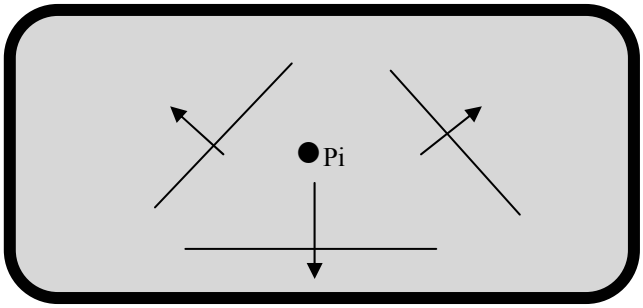



Phase 4: Exit of Intersection

The Exit phase of the Intersection is defined as the moment following the Point of Intersection:

- The team must keep the shape of the intersection following the Point of Intersection.
  - There is no length of time that the team must hold this shape however it must be easily recognized.

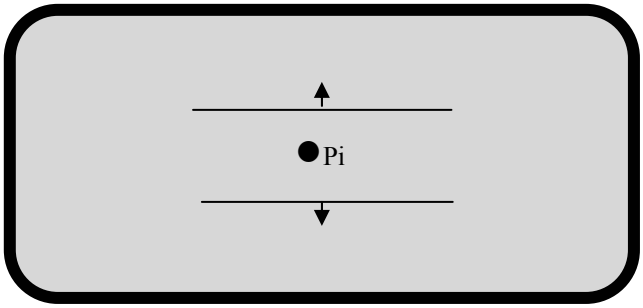
- A hold at the Exit of Intersection is not required.




**EXAMPLES:**

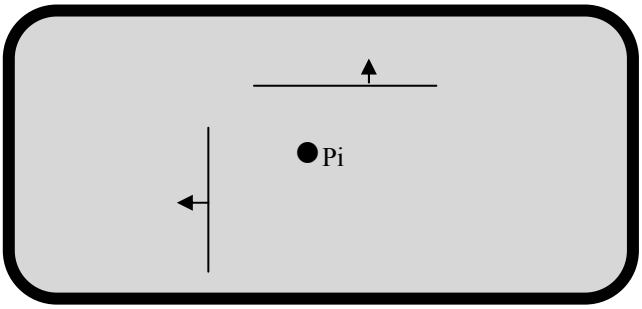
TWO LINES PARALLEL

- Two lines parallel from the same direction must be still have two lines parallel following the point of intersection



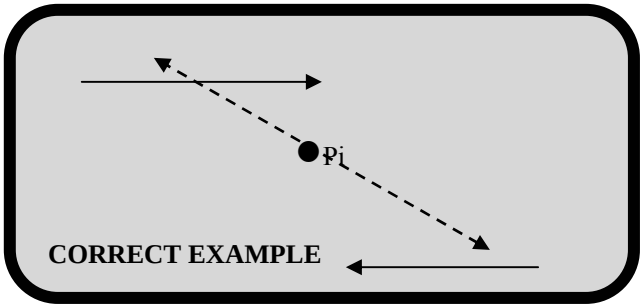

TRIANGLE, BOX, L AND OTHER VARIATIONS

- Triangle, Box, L and other variations must keep the shape of the intersection following the point of intersection.

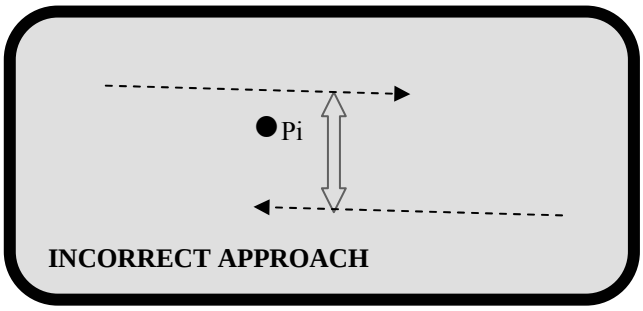


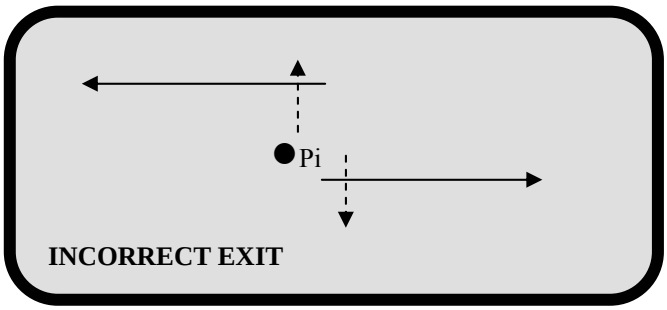

TWO LINE INTERSECTION FROM OPPOSITE DIRECTIONS:

- The lines must be back to back during the Preparation and Approach phase.
- The team must maintain an angled direction during the Approach, at the Point of Intersection and at the Exit of the intersection.



- If the team does not keep the angle during the approach and/or the exit phase a Deduction 1 (0.3 value) will be called for Not According to Requirements



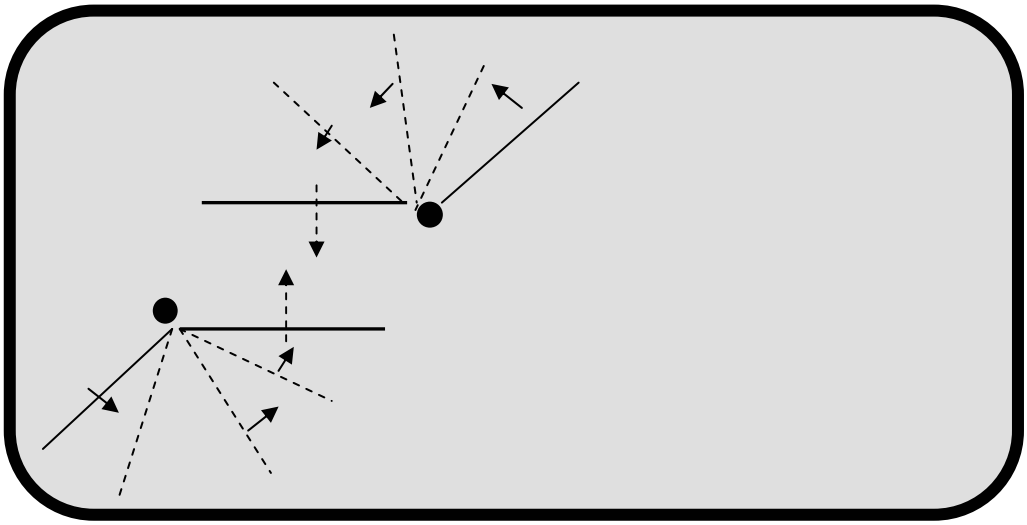




WHIP INTERSECTION

- The accepted shape on the exit of a whip intersection is a V.

COLLAPSING FIGURE INTERSECTIONS (BOX/ TRIANGLE INTERSECTIONS)

- Lines that are pivoting during the preparation and approach phase shall be considered back to back. Skaters must be skating backwards during pivoting.



Attached to this clarification are the Reductions and Deductions for Synchronized Skating and the Grade of Execution Descriptions.

Milano,
August 16, 2005
Lausanne,

**Ottavio Cinquanta**, President

**Fredi Schmid**, General Secretary

## *SYNCHRONIZED SKATING DESCRIPTION GRADE OF EXECUTION*

***Breaks, Stumbles, Falls and collisions in the Short Program for the required elements and for the Free Skating within an element in Free Skating must result in a reduction of the GOE between -1 and -3 according to the detailed sheet "Reductions and Deductions".***

| GENERAL ELEMENT QUALITY | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **QUALITY of EDGES, TURNS, STEPS SKATING** Including also **quality of changes in direction (skating forwards and backwards)** | No edges / mainly on flats; Most turns, steps very poorly executed; Skating with toe pushing and noisy | Lack of edges / turn control; Most turns, steps poorly executed; Skating with toe push or scraped | Lack of edges/ turn control, shallow edges; Stiff with lack of knee action; Many turns, steps with toe push or scraped | Moderate depth of edges, execution of turns, steps through the whole element; Some scraping sounds but no toe pick pushing | Good edges; Good execution of turns, steps; Some scraping sounds but no toe pick pushing | Very good and varied edges (short and long); Very Good execution of turns steps; No toe pick pushing | Excellent and varied edges (short and long); Excellent execution of turns, steps through the whole element; No toe pick pushing or scraping sounds |
| **QUALITY AND VARIETY of SHAPES/ CONFIGURATIONS** | Skaters struggling with shapes (shapes never recovered after an error) | Most parts with loss of shapes | Obvious struggling with shapes in many places | Most parts with clean shapes/ configurations | Good shapes at most times | Very good shapes at all times | Excellent shapes with (straightness of lines/ roundness of circles) at all times; Variety of Shapes; Excellent line up and very close spacing between skaters |
| **QALITY of SPACING / DISTANCE between Skaters (closeness), Lines/Circles** | Very poor line up, big spacing between skaters and distance between lines/ circles at all times | Most parts with loss of line up, spacing between skaters or uneven distance between lines/circles | Obvious struggling with line up, spacing between skaters and uneven distance between lines /circles | Most parts with good line up and close spacing between skaters; Even distance between lines / circles | Generally good line up and close spacing between skaters; Even distance between lines/ circles | Very good line up and very close spacing at most times; Even and close distance between lines/ circles | Even distance between lines/circles Excellent equal tension maintained throughout); Excellent line up at all times |
| **QUALITY of HOLDS and CHANGE of HOLDS** | Struggling with holds; /breaking holds<br><br>Very poor timing of release and re-grasp of holds | Struggling with holds, especially after hold changes;<br><br>Poor timing of release and re-grasp of holds | Obvious struggling with holds in many places;<br><br>Struggling with changes of holds by some skaters | Most parts with clean holds and smoothly hold changes; Most changes of holds with fast turns and steps | Good grasp/re-grasp in holds and hold changes at most times; Good changes of holds with fast turns and steps | Very good grasp/re-grasp in holds and hold changes; Very good changes of holds with fast turns and steps at most times | Excellent grasp/re-grasp in holds and excellent hold changes at all times; Excellent changes of holds with quick rotational turns and steps at all times |
| **SPEED / FLOW** | Slow speed / flow; throughout the element | Slow speed/ flow at most times | Loss of speed / flow during step sequences | Moderate speed / flow. Some visible pushing | Good speed / flow Some visible effort | Very good speed/ flow; No visible effort | Excellent speed/ flow; No visible effort |
| **UNISON Incl. free foot placement, arm movements etc.** | Very poor unison throughout the element | Poor unison throughout the element | Mediocre unison throughout the element | Most parts in fair unison | Good unison at most times | Very good unison at all times | Excellent unison at all times |

| ELEMENT BLOCK | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of EDGES, TURNS, STEPS SKATING**<br>**2) QUALITY AND VARIETY of SHAPES/ CONFIGURATIONS ***<br>**3) QUALITY o**f **SPACING /DISTANCE**<br>**4) QUALITY of HOLDS / CHANGE of HOLDS**<br>**5) SPEED / FLOW**<br>**6) UNISON**<br><br>**** Incl straightness of lines while pivoting*** | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality |
| **7) QUALITY of PATTERN and AXIS CHANGES** | Simple pattern: Only straight directions;<br><br>Very poor change of axis | Simple pattern: Only straight directions;<br><br>Poor change of axis | Diagonal pattern: some diagonals used<br><br>Some difficulties in change of axis | Diagonal pattern. Mostly diagonals used, some straight directions;<br><br>Moderate change of axis | Diagonal pattern: No straight directions used<br><br>Generally good change of axis | Complex pattern: some circular / serpentine included.<br><br>Very good change of axis | Complex pattern: only diagonals and circular / serpentine directions included.<br><br>Excellent change of axis |
| **8) TRANSITIONS** within Block Element<br><br>**Speed**<br><br>**Criteria for Transitions also include**:<br>- the time to set up new formation<br>- the distance teams move apart from each other during a transition<br>- equal speed, connecting steps (no stop or "wait" for the rest of a team) | Slow speed;<br><br>Very long time to set up new formation | Slow speed at most times;<br><br>Long time to set up new formation | Loss of speed during transitions;<br><br>Long time to set up new formation | Moderate speed with some visible pushing;<br>Moderate time to set up new formation | Good speed with some visible effort;<br><br>Short time to set up new formation | Very good speed;<br><br>Short time to set up new formation | Excellent speed;<br><br>Very short time to set up new formation |

| ELEMENT CIRCLE | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of EDGES, TURNS, STEPS SKATING**<br>**2) QUALITY AND VARIETY of SHAPES/ CONFIGURATIONS**<br>**3) QUALITY of SPACING /DISTANCE**<br>**4) QUALITY of HOLDS / CHANGE of HOLDS 5) SPEED / FLOW**<br>**6) UNISON** | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality | 1) -6)<br>See General Element Quality |
| **7) CONTROL OF ROTATION**<br>(incl. also quality change of rotation / clockwise to counter clockwise) | Very slow speed;<br>No control of rotation and / or change of direction | Slow speed;<br>Poor control of rotation and / or change of direction | Loss of control of rotation and / or change of direction;<br>Slow speed at most times | Moderate speed with some visible effort;<br>Controlled rotation and / or change of direction | Good speed with some visible effort;<br>Good control of rotation at all time and/or change of direction | Generally good speed;<br>Very good control of rotation at all time and/or change of direction | Excellent speed;<br>Excellent control of rotation at all time and/or change of direction |
| **8) QUALITY OF TRAVELLING/ ROTATING PIVOT** | Poor travelling;<br><br>Nearly no rotation;<br><br>Pivot as a part of a circle | Poor travelling;<br><br>Poor/ slow rotation;<br>Incorrect pivot position | Average rotation/ Unequal force is applied which results in incorrect pivot position | Average rotation/ most skaters exert equal force;<br><br>Pivot at the centre a few times | Good/ consistent travelling while rotating;<br>Most skaters exert equal force;<br>Pivot at the centre most of the time | Very good/ consistent travelling while rotating; Each skater exerts / applies equal force;<br>Pivot at the center | Excellent/consistent travelling while very fast rotating;<br>Each skaters exerts equal force;<br>Pivot at the center |
| **9) TRANSITIONS**<br>within Circle Element<br><br>**Speed**<br><br>**Criteria for Transitions also include**:<br>- the time to set up new formation<br>- the distance teams move apart from each other during a transition<br>- equal speed, connecting steps (no stop or "wait" for the rest of a team) | Slow speed;<br><br>Very poor changes of circle formation and size | Slow speed at most times;<br><br>Poor changes of circle formation and size | Loss of speed during transitions;<br><br>Struggling with changes of circle formation and size | Moderate speed with some visible pushing;<br><br>Some good changes of circle formation and size | Good speed with some visible effort;<br><br>Good changes of circle formation and size | Good speed;<br><br>Very good changes of circle formation and size | Excellent speed;<br><br>Excellent changes of circle formation and size |

| ELEMENT LINE | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of EDGES, TURNS, STEPS SKATING**<br>**2) QUALITY AND VARIETY of SHAPES/ CONFIGURATIONS**<br>**3) QUALITY o**f **SPACING /DISTANCE**<br>**4) QUALITY of HOLDS / CHANGE of HOLDS**<br>**5) SPEED / FLOW**<br>**6) UNISON** | 1) -6) See General Element Quality | 1) -6) See General Element Quality | 1) -6) See General Element Quality | 1) -6) See General Element Quality | 1) -6) See General Element Quality | 1) -6) See General Element Quality | 1) -6) See General Element Quality |
| **7) QUALITY OF PIVOTING** | Skaters totally lose the straightness of line, very slow; Very poor pivoting | Poor pivoting, loss of straightness of line, slow | Obvious struggling with straightness of line and speed | Most parts with straight line, moderate speed | Pivot at one end, straight line during pivoting, good speed | Pivot at one end, straight line during pivoting, very good speed | Pivot at one end, totally straight line during pivoting; Excellent speed during pivoting |
| **8) TRANSITIONS** within Line Element<br><br>**Speed**<br><br>**Criteria for Transitions also include**:<br>- the time to set up new formation<br>- the distance teams move apart from each other during a transition<br>- equal speed, connecting steps (no stop or "wait" for the rest of a team) | Slow speed;<br><br>Very poor changes of formations | Slow speed at most times;<br><br>Poor changes of formations | Loss of speed during transitions;<br><br>Struggling with changes of formations | Moderate speed with some visible pushing;<br><br>Some good changes of formations | Good speed with some visible effort;<br><br>Good changes of formations | Very good speed;<br><br>Very good changes of formations | Excellent speed,<br><br>Excellent changes of formations |

| **ELEMENT WHEEL** | **- - -** | **--** | **-** | **BASIC VALUE** | **+** | **++** | **+++** |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of EDGES, TURNS, STEPS SKATING**<br>**2) QUALITY AND VARIETY of SHAPES/ CONFIGURATIONS**<br>**3) QUALITY of SPACING /DISTANCE**<br>**4) QUALITY of HOLDS / CHANGE of HOLDS**<br>**5) UNISON** | 1) -5)<br>See General Element Quality | 1) -5)<br>See General Element Quality | 1) -5)<br>See General Element Quality | 1) -5)<br>See General Element Quality | 1) -5)<br>See General Element Quality | 1) -5)<br>See General Element Quality | 1) –5)<br>See General Element Quality |
| **6) SPEED / CONTROL OF ROTATION**<br>incl. **quality change of rotation** / clockwise to counter clockwise | Skaters not the same leaning;<br>Very poor / slow rotation and/or change of direction;<br>Very poor tension in spokes | Poor/ slow rotation and/or change of direction;<br>Poor tension in spokes | Loss of control of rotation and/or struggling with change of direction<br>Unequal force by most skaters;<br>Mediocre tension in spokes | Average speed of rotation/ most skaters exert equal force;<br>Good tension in spokes | Good speed of rotation at most time;<br>Each skater exerts equal force;<br>Good tension in spokes | Each skater exerts /apply equal force<br>Very good tension in spokes and very good speed of rotation at all time | All skaters the same leaning;<br>Each skater exerts/ apply equal force;<br>Excellent speed of rotation at all time;<br>Excellent tension in spokes |
| **7) QUALITY OF TRAVELLING** | Very poor travelling,<br>Short distance;<br>Nearly no rotation | Poor travelling,<br>Short distance;<br>Very slow, uneven rotation | Mediocre travelling,<br>Moderate distance;<br>Slow and partly uneven rotation | Average travelling,<br>Average distance;<br>Average speed but Partly uneven rotation | Good/ consistent travelling while rotating;<br>Partly uneven rotation | Very good/ consistent travelling while rotating;<br>Even rotation | Excellent / consistent travelling while rotating very fast and evenly |
| **8) TRANSITIONS**<br>within Wheel Element | | | | | | | |
| **Speed** | Slow speed; | Slow speed at most times; | Loss of speed during transitions; | Moderate speed with some visible pushing; | Good speed with some visible effort; | Very good speed; | Excellent speed; |
| **Criteria for Transitions also include**:<br>- the time to set up new formation<br>- the distance teams move apart from each other during a transition<br>- equal speed, connecting steps (no stop or "wait" for the rest of a team) | Very long transition between shapes with stopping | Prolonged transition between shapes | Struggling with changes of shapes | No struggling with changes of shapes | Good changes of shapes | Very good changes of shapes | Excellent changes of shapes |

| ELEMENT INTERSECTION | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of EDGES, TURNS, STEPS SKATING**<br>**2) QUALITY of SPACING /DISTANCE**<br>**3) QUALITY of HOLDS / CHANGE of HOLDS**<br>**4) SPEED / FLOW**<br>**5) UNISON** | 1) -5) See General Element Quality | 1) -5) See General Element Quality | 1) -5) See General Element Quality | 1) -5) See General Element Quality | 1) -5) See General Element Quality | 1) -5) See General Element Quality | 1) -5) See General Element Quality |
| **6) QUALITY AND VARIETY of SHAPES/ CONFIGURATIONS** | Skaters struggling with shapes (shapes never recovered after an error); moving into smaller groups | Most parts with loss of shapes; esp. after the Point of Intersection or moving into smaller groups | Obvious struggling with shapes in many places/ esp. after the Point of Intersection or moving into smaller groups | Most parts with clean shapes; Acceptable shapes kept after the Point of Intersection | Good shape most times; Good shapes kept after the Point of Intersection | Very good shapes at all times; Very good shapes kept after the Point of Intersection | Excellent shapes at all times; Excellent original shapes kept after the Point of Intersection |
| **7) POINT OF INTERSECTION** | Very slow speed through the whole intersection; Very poor execution of turns, free skating moves | Visible slowing down before the Point of intersection; Struggling with execution of turns, free skating moves | Loss of speed before and/or after the Point of intersection and mediocre execution of turns, free skating moves | Moderate speed before and after the Point of intersection and some good execution of turns, free skating moves | Good speed before and after the Point of intersection and good execution of turns, free skating moves | Very good speed before and after the Point of intersection and very good execution of turns, free skating moves | Excellent speed before and after the Point of intersection and excellent execution of turns, free skating moves |
| **8) TIMING at THE POINT of INTERSECTION** | Very poor timing. Turns, FS moves done after intersection | Poor timing; some skaters hesitate on steps at the Point of intersection; Turns, FS moves done after intersection | Mediocre timing/ not all skaters arrive at the Point of intersection at the same time; Turns, FS moves done during or after intersection | Good timing / nearly all skaters arrive at the Point of intersection at the same time; Turns, FS moves done during intersection | Good timing / nearly all skaters arrive at the Point of intersection at the same time ; Turns, FS moves done before or during intersection | Very good timing / nearly all skaters arrive at the Point of intersection at the same time; Turns, FS moves done before intersection | Excellent timing / all skaters arrive at the Point of intersection at the same time; Turns, FS moves done before intersection |
| **9) TRANSITIONS** within Intersection Element<br>**Criteria for Transitions also include**:<br>- the time to set up new formation<br>- the distance teams move apart from each other during a transition<br>- equal speed, connecting steps (no stop or "wait" for the rest of a team) | Changes of direction and holds not included during transition; Telegraphed transition without change of direction | Changes of direction and holds not included during transition | Struggling with changes of direction and holds during transition | Changes of directions with moderate speed during transition | Good execution of changes of direction and holds during transition | Very good execution of changes of direction and holds during transition | Excellent execution of changes of direction and holds during transition |

| ELEMENT MOVES IN THE FIELD | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of SPACING/ DISTANCE**<br>**2) QUALITY of HOLDS / CHANGE of HOLDS**<br>**3) SPEED / FLOW (See also item 6) below)**<br>**4) UNISON** | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality |
| **5) QUALITY of FORMATIONS/SHAPES PATTERN** | Skaters struggling with shapes / pattern;<br>Small pattern | Skaters struggling with shapes / pattern | Obvious struggling with shapes / pattern | Average shapes/ pattern at most time | Good shapes / pattern at most times | Very good shapes/ pattern at all times | Excellent shapes of formations and pattern at all times;<br>Pattern on excellent curves |
| 6) **QUALITY of EDGES, SKATING** | All moves done on very poor edges;<br><br>Teams gains flow only through pushing | Some moves done on very poor edges (on flats);<br>Poor flow | Moves done on shallow edges (on flats);<br>Mediocre flow | Some moves done on edges;<br><br>Average flow | Most of moves done on good edges;<br>Good flow | All moves done on very good edges;<br><br>Very good flow | All moves done on strong, excellent edges;<br>Team able to maintain excellent flow throughout moves without any pushing |
| **7) BODY POSITION / FLEXIBILITY** | No sustained position of moves<br>Weak positions during free skating moves | All moves/ positions sustained for minimum time;<br>Bad unison in attaining free skating positions;<br>Moves/positions sustained shortly | Some moves held in sustained position for minimum time;<br>Some skaters have poor positions during free skating moves | Most moves held in good sustained position. Solid free skating positions are held by all skaters; Reasonable glide maintained throughout free skating moves | Most moves held in good sustained position;<br>Movements into and out of a free skating moves positions are in unison | Most moves held in very good sustained position;<br>Very good body position by most skaters;<br>Matched free leg height during spirals or body line for spread eagles | Excellent body positions and great flexibility at all times by all skaters;<br>All moves held in excellent sustained positions |
| **8) TRANSITIONS between Formations** | Poor transitions between formations with total lost of unison and using simple steps | Poor transitions between formations with lost of unison and using simple steps | Mediocre transitions between formations, some lost of unison and using simple steps | Average transition with good unison, using only steps during transition | Good transitions with good unison, using steps and some FS Moves when changing formations | Very good transitions, with very good unison, using FS Moves and some steps when changing formations | Excellent dynamic transitions with excellent unison;<br>Changing formations using FS Moves |

| ELEMENT NO HOLD STEP SEQUENCE | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY of SPACING/ DISTANCE**<br>**2) QUALITY of HOLDS / CHANGE of HOLDS**<br>**3) SPEED / FLOW**<br>**4) UNISON** | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality | 1) -4)<br>See General Element Quality |
| **5) QUALITY of FORMATIONS/SHAPES PATTERN** | Skaters struggling with shape / pattern;<br>Poor pattern | Obvious struggling with shape/ pattern | Obvious struggling with shape/ pattern | Correct shape / pattern at most times | Good shape/ pattern at most times | Very good shape/ pattern at all times | Excellent shape and pattern at all times |
| **6) QUALITY of EDGES, TURNS, STEPS SKATING** | No edges / all turns/ steps on flats;<br>Skating with toe pushing and noisy | Lack of edges / turn control;<br>Most turns / steps with toe push and scraped | Poor quality of edges/ turn control;<br>Stiff with lack of knee action | Some good quality of edges;<br>Only a small part of turns / steps;<br>Shallow edges | Good quality of edges | Very good quality and varied of edges (short and long) | Excellent quality and varied of edges (short / long) |
| **7) BODY POSITION** | Weak body position during steps | Weak body position during steps | Some skaters have poor body position during steps | Solid body positions are held at most times | Movements into and out of steps are in unison;<br>Good position by all skaters at most times | Very good body position by all skaters at all times | Excellent body positions by all skaters at all times |

| ELEMENT SPIN | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1 QUALITY of SPACING / DISTANCE** | See General Element Quality | See General Element Quality | See General Element Quality | See General Element Quality | See General Element Quality | See General Element Quality | See General Element Quality |
| **2) QUALITY of ENTRY/ EXIT** | Entering spin with very slow speed:<br><br>Lack of entry/exit control by all skaters | Entering spin with slow speed;<br><br>Poor entry/exit control by all skaters | Entering spin with slow speed;<br><br>Rather poor entry/exit control by all skaters | Entering spin from moderate speed;<br><br>Acceptable entry/exit by most skaters; | Entering spin using speed;<br><br>Good entry/exit control by most skaters | Entering spin using good speed;<br><br>Very good entry/exit control by all skaters | Entering spin from the high speed:<br><br>Excellent entry/exit control by all skaters |
| **3) SPEED OF ROTATION** | Very slow speed of revolutions by the whole team | Slow speed of revolutions by nearly all of skaters | Slow speed of revolutions by most of a team | Moderate speed of revolutions by of most skaters | Good speed of revolutions nearly by of most skaters | Very good speed of revolutions by of all skaters | Excellent speed of revolutions by of all skaters |
| **4) BODY POSITION** ***(See also item 6) below)*** | Weak body positions by all skaters | Weak body positions nearly by all skaters | Some skaters have weak body position | Body positions acceptable by most of skaters | Good body positions are held by most skaters | Very good body positions by all skaters;<br>Very good change of arms/legs position in the first part of spin | Excellent body positions at all times by all skaters;<br>Excellent change of arms/legs position in the first part of spin |
| **5) CENTERING / CENTERING in Spin Position**<br>For the required revolutions | Re-centering;<br>Travelling a lot by all skaters | Re-centering;<br>Travelling a lot by most of skaters | Travelling a bit by some of skaters | Centered by most of skaters | Centered by most of skaters | Well centered by all skaters | Very well centered by all skaters |
| **6) UNISON / SPINNING and BODY MOVEMENT** | Poor unison in spinning and in body position (by 1/2 of a team);<br>Unequal number of revolutions by ½ of team | Poor unison in spinning or in body position;<br>Unequal number of revolutions by ½ of team | Struggling with unison in spinning and body unison;<br>Unequal number of revolutions by 1/3 of team | Varied spinning unison but vertical body alignment, arms and free legs in unison;<br>Unequal number of revolutions by a few skaters | Good unison in spinning and good in body unison;<br>Equal number of revolutions by almost all skaters | Very good unison of all parts of spin;<br>Equal number of revolutions by all skaters | Excellent unison of all parts of spin ;<br>Equal number of revolutions by all skaters |

| ELEMENT MOVEMENTS IN ISOLATION | - - - | -- | - | BASIC VALUE | + | ++ | +++ |
|---|---|---|---|---|---|---|---|
| **1) QUALITY AND VARIETY OF SHAPES / CONFIGURATIONS**<br>**2) QUALITY OF SPACING/DISTANCE (between isolated movements and skaters)**<br>**3) UNISON** | 1) -3)<br>See General Element Quality | 1) -3)<br>See General Element Quality | 1) -3)<br>See General Element Quality | 1) -3)<br>See General Element Quality | 1) -3)<br>See General Element Quality | 1) -3)<br>See General Element Quality | 1) -3)<br>See General Element Quality |
| **4) QUALITY OF FREE SKATING MOVES / FREE SKATING ELEMENTS** | Very poor execution with long preparation;<br>No edges / all turns/ steps on flats | Poor execution; Major problems with technique and preparation;<br>Scraped turns and edges | Preparation evident One or more skaters have minor problem; Adequate execution;<br>Poor quality of edges | All elements completed with average technique; Moderate execution<br>Some good quality of edges | Good level of technique;<br>Good execution;<br>Good quality of edges | Very good level of technique; Very good execution by all skaters;<br>Very good quality of edges | Excellent level of technique; Effortless execution by all skaters;<br>Excellent quality of edges |
| **5) CARRIAGE OF THE SKATERS/ BODY POSITION (for example lifted skaters)** | Weak, stiff lunging positions and posture | Poor posture and positions; Little attention to finishing details | Mostly erect carriage; Some body breaks; Little use of arms or free leg extension | Generally pleasing positions, erect carriage; May use arm and free leg extension | Good positions consistently erect carriage; Some attention to body, arm and free legs | Strong, pleasing (air) positions; Extra attention to body, arm, and free leg positions | Excellent (air) positions; Superior use of body, arm, free leg extensions and positions |
| **6) SPEED /ICE COVERAGE / IMAGE ON THE ICE** | Slow speed throughout;<br>Poor ice coverage;<br>Total lack of visible image. | Slow speed; Lack of ice coverage;<br>Lack of visible image most of the time | Loss of speed during movement;<br>Ice coverage adequate;<br>Simple image visible most of the time | Moderate speed and ice coverage;<br>Clear and all time visible image | Good speed with some visible effort;<br>Good ice coverage;<br>Good image at all time with use of symmetrical and/or asymm. positions | Good speed without effort; Very good ice coverage; Very good image with use of symmetrical and/ or asymm. positions | Excellent speed;<br>Excellent ice coverage; Excellent image with use of symmetrical and asymm. positions |
| **7) TRANSITIONS** | Transitions very weak;<br>Telegraphing | Transitions weak;<br>Telegraphing | Some movements linked, preparation evident | Movements moderately linked;<br>Some preparation evident | Good linking;<br>Variations on entries and exits | Very good linking;<br>Short entries, good exits | Excellent linking;<br>Creative entries and exits |
| **8) MI with LIFTS or JUMPS**<br>**Jumps – height, clean take off, clean landing**<br>**Quality of assisted jumps or jumps and lifts** | Obvious struggling in lifting and jumping;<br>Very poor flow; Very poor air and landing positions; Collapse in lift or 2 foot jump landings | Poor flow in and out of lifts and jumps; Poor air and landing positions; Touch downs with hand or foot | Reduced flow in and out of lifts and jumps; Air and landing positions not completed | Adequate rhythm and speed into lifts and jumps;<br>Insufficient timing and flow in and out;<br>Landing generally controlled | Good lift and jump technique; Correct timing in and out, good flow, good landing control and positions | Very good lift and jump technique and execution; Strong timing in and out, very good flow, controlled landing positions;<br>No visible effort | Excellent in all lifts and jump phases;<br>Speed, flow, very strong pleasing landing positions;<br>Strong timing in and out;<br>Completely effortless |

# ISU Judging System
# REDUCTIONS and DEDUCTIONS in Synchronized Skating

## REDUCTIONS MADE BY THE JUDGES

**A. REDUCTIONS FOR BREAKS, STUMBLES, FALLS and COLLISIONS "WITHIN AN ELEMENT"** (*SHORT PROGRAM for the Required Elements; FREE SKATING for the counted Elements in the Well Balanced Program*

**The Reductions are made by Judges from the GOE points for the Element.**
**The maximum reduction per element can be Minus 3 GOE.**

| | | | |
|---|---|---|---|
| **BREAKS, STUMBLES:** | | | |
| **Minor Breaks** | | 1 or 2 stumbles / breaks | **Minus 1 GOE level** |
| **Major Breaks** | | More than 2 stumbles / breaks | **Minus 2 GOE level** |
| | *OR* | Prolonged stumble | |
| **FALLS:** | | | |
| **Minor Fall** | | One skater down and up | **Minus 1 GOE level** |
| **Medium Fall** | | Either one skater for prolonged time | |
| | *OR* | down and up for more than one skater | **Minus 2 GOE level** |
| **Major Fall** | | More than one skater for prolonged time | **Minus 3 GOE level** |
| **COLLISIONS:** | | | |
| **Minor Collision** | | 2 skaters bump without any interruption of the element (no fall) | **Minus 1 GOE level** |
| **Medium Collision** | | 2 skaters bump with a short interruption of the element (with one skater falling) | **Minus 2 GOE level** |
| **Major Collision** | | 2 or more skaters bump with a long interruption of the element | |
| | *OR* | 3 or more skaters involved in a collision which may include a fall | **Minus 3 GOE level** |

## DEDUCTIONS MADE BY THE REFEREE

**B. DEDUCTIONS FOR OTHER VIOLATION**
**Deductions made by Referee from the Total Score**

| | | |
|---|---|---|
| Costume violation | **DED 3** | **1.0** |
| Make-up violation | **DED 3** | **1.0** |
| Time violation for each violation (for every 5 sec lacking or in access) | **DED 3** | **1.0** |

**C. DEDUCTIONS FOR HOLDS**
**Deductions made by Referee from the Total Score**

| | | |
|---|---|---|
| Missing one hold | **DED 1** | **0.3** |
| Missing two holds | **DED 2** | **0.6** |
| Missing three holds | **DED 3** | **1.0** |
| Missing four holds | **DED 4** | **2.0** |

**D. DEDUCTIONS FOR INTERRUPTION OF PROGRAM**
**Deductions made by Referee from the Total Score**

| | | |
|---|---|---|
| Interruptions of the program between 10 to 20 seconds | **DED 3** | **1.0/ each time** |
| Interruptions of the program between 21 to 30 seconds | **DED 4** | **2.0/ each time** |

# DEDUCTIONS MADE BY THE TECHNICAL CONTROLLER

## E. DEDUCTIONS FOR NOT ACCORDING TO REQUIREMENTS WITHIN ALL ELEMENTS

**Deductions identified by the Technical Specialist /**verified by the Technical Controller/ **are made from the total points for the respective Element.**

**Not According to Requirements:**

| | | |
|---|---|---|
| One (1) missing (attempted) requirement | **DED 1** | **0.3** |
| Two (2) missing (attempted) requirements | **DED 2** | **0.6** |
| Three (3) missing (attempted) requirements | **DED 3** | **1.0** |
| Four (4) or more missing (attempted) requirements | **DED 4** | **2.0** |
| **Omitted requirement (each)** | **DED 2** | **0.6** |

## F. DEDUCTIONS FOR FALLS

**Falls in any part of the program (required elements and transitions) are identified by the Technical Specialist and authorized or corrected by the Technical Controller. The deduction for a fall is taken from the Total Segment Score.**

| | | |
|---|---|---|
| Fall of one skater | **DED 3** | **1.0 /each time** |
| Fall of two skaters or more | **DED 4** | **2.0/ each time** |

**<u>Additional deductions for interruptions of a program caused by a fall see paragraph D. of the Referees Deduction.</u>**

## G. DEDUCTIONS FOR ADDITIONAL and ILLEGAL ELEMENT

**Deductions identified by the Technical Specialist** (verified by the Technical Controller) **will be made from the Total Score.**

| | | |
|---|---|---|
| Additional Element | **DED 3** | **1.0** |
| Illegal Element /each | **DED 4** | **2.0** |
| Wrong shape of a required element in Short Program (example: Line, Intersection, Wheel etc.) | **DED 3** | **1.0** |

## Synchronized Skating
## Deductions, Reductions – Who is responsible???

| Discipline | Description | Penalty | Who is responsible |
|---|---|---|---|
| | | | |
| **1.** | **Reduction** for breaks, stumbles, falls and collisions in the required elements in Free Skating | GOE will be reduced | **Judges** |
| **2.** | **Falls –** for falls in any part of the program (required elements and transitions) | - 1.0 for every fall of one skater;<br>- 2.0 for every fall of more than one skater | **Technical Specialists –** identifies<br>**Technical Controller** - deducts |
| **3.** | **Program violation –** per 5 sec. lacking or excess of permitted time | -1.0 point deduction | **Referee** |
| **4.** | **Costume, prop violations, make-up violation, music violation** | -1.0 point deduction | **Referee** |
| **5.** | **Interruption of program in excess of 10 seconds:**<br>**- between 10 and 20 seconds**<br>**- between 21 and 30 seconds** | -1.0 point (additional to the fall)<br>-2.0 points (additional to the fall) | **Referee** |
| **6.** | **Holds – not having the required number of holds and/or not held for three (3) sec.** | Missing one hold 0.3 Ded<br>Missing two holds 0.6 Ded<br>Missing three holds 1.0 Ded<br>Missing four holds 2.0 Ded<br>Holds not held for 3 seconds 0.3 Ded for each | **Referee** |
| **7.** | **Deductions – not according to the requirements** | according to the element | **Technical Specialists –** identifies<br>**Technical Controller** - deducts |
| **8.** | **Additional or Illegal elements** | For each Additional Element – 1.0 deduction<br>For each Illegal Element – 2.0 deduction | **Technical Specialists –** identifies<br>**Technical Controller** - deducts |
| **9.** | **Bonus:** for „Unique, innovative element or movement or transition either within the given number of elements of a Well Balanced Program or as an extraordinary element not listed in the Well Balanced Program in Free Skating will receive a Bonus. | 2.0 bonus points (only one bonus can be obtained per program) | **Technical Specialist** identifies<br>**Technical Controller** awards |

**Description of a Fall**:

A fall is defined as "loss of control by a skater with the result that the majority of his/her own body weight is on the ice being supported by any other part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.