

INTERNATIONAL SKATING UNION

Communication No. 1892

SYNCHRONIZED SKATING (Replaces ISU Communication No.1820)

The Communication introduces the **GUIDELINES** for the season 2014/15 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, Extra features
- Guidelines for Referees, Judges and Technical Panel Deductions
- Guidelines for Judges - Adjustments to Grade of Execution (GOE)

Milan,
August 11, 2014
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, Director General

2014 -2015 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, Combined, 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, Pair Spin, Pair Pivot, Synchronized 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

Elements containing Turns/Steps for evaluation (Pivoting Block, NHE, Pair SS)

1. **Close and Even Spacing** between Skaters / Lines throughout
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

2014 – 2015 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/Steps:

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

GUIDELINES FOR JUDGES

KEY POINTS FOR ALL ELEMENTS, FEATURES, ADDITIONAL FEATURES

BLOCK, COMBINED, 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, PAIR (spin/pivot), SYNCHRONIZED 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, PAIR (step sequence) and STEP SEQUENCES (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 for Intersection only
Unison

TRAVELING:

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

2014 – 2015 Guidelines for Referees, Judges and Technical Panel Deductions

<u>*Referee and Judges SP and FS</u>	<u>Penalty</u>
Costume / prop violation (feathers on costume / headpiece not allowed)	-1.0
<u>Part of the costume /decoration falls on the ice</u>	<u>-1.0</u>
Make-up violation	-1.0
 <u>Referee SP and FS</u>	
Music violations	-1.0
Time violation for every 5 seconds in excess or lacking (Free Skating)	-1.0
Time violation for every 5 seconds in excess of 2 min 50 sec (SP)	-1.0
Interruption in excess, more than 10 seconds (caused by a stumble or fall)	
11-20 seconds	-1.0
21-30 seconds	-2.0
31-40 seconds	-3.0
<u>more than 40 seconds by one or several skaters</u>	<u>-4.0</u>
<u>more than 40 seconds by the Team</u>	<u>Team is withdrawn</u>
<u>Interruption of the program with 3 minutes</u>	<u>-5.0</u>
 Holds in short and free program (incorrect number and not clearly recognizable)	
Missing one (1) hold	-1.0
Missing two (2) holds	-2.0
 <u>**Technical Panel</u>	
Falls: One (1) skater (each time)	-1.0
Two (2) or more skaters at one (1) time	-2.0
Non-permitted	
Elements/Features/Extra Features/Additional Features/Movements	-1,5 (not called)
Illegal	
Elements/Features/Additional Features/Movements	-2.0 (not called)
<u>Short Program:</u>	
Elements:	
Wrong element shape	-1.5 (not called)
Repeated element shape	-1.5 (not called)
Un-prescribed or Additional element	-1.5 (not called)
Features and Additional Features:	
Not according to requirements (NAR) per violation	-0.5
Omitted Requirements	-0.5

(See Summary of Calls for specific errors and deductions)

* Referee + Judges: the deduction is applied according to the opinion of the majority of the Panel which includes all the Judges and the Referee and no deduction in case of a 50:50 split vote. The Judges and Referee will press a button on their screen to apply the concerned deduction.

** Technical Panel: Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. However, if both Technical Specialists disagree with a correction asked for by the Technical Controller, the initial decision of the Technical Specialist and Assistant Technical Specialist stands.

ADJUSTMENTS TO GRADE OF EXECUTION 2014-2015

ELEMENT		Reduce by	No higher than	Increase by
Combined Co	Interaction of the selected elements is short, poor, not enough skaters involved	1 to 3 grades		
	Something creative unexpected happens in the Element			2 grades
Creative Cr	Poor quality executed by the skaters in fm* or fe*	1 to 3 grades		
	Entry/Exit of fe or fm is unexpected and/or creative			1 grade
	Something creative unexpected happens in the Element			2 grades
Group Lift GL	Entry/Exit with mistakes	1 grade (each)		
	Remaining skaters are stationary in the GL Element		0	
	Group Lift: Poor quality of the lifted skaters body position		0	
	Collapse in a group lift		-1	
	Outstanding pose of the lifted skaters			1 grade
	Entry/Exit of the lift(s) is unexpected and/or creative			1 grade
Intersection I	Pre and / or post shape not attained	1 grade (each)		
	Stopping before and/or after intersection	1 grade (each)		
	Tight, close shape before, during and/or after I not achieved (arm's length)	1 to 2 grades		
	Inability to maintain Speed during approach, Pi, and/or exit phases	1 grade		
	Whip: no Whip action		0	
	Intersection executed at great speed with fast rotations two footed			1 grade
	Pi executed with fast rotations using Turns and/or Steps on one foot			2 grades
Move M	One (1) – three (3) skaters incorrectly executing the fm	1 g (each fm)		
	Poor fm* quality - depending on the number of skaters	1 to 3 grades		
	Outstanding flexibility, body lines and pose of skaters			2 grades
	Skating with and maintaining good speed and flow			1 grade
	Entry of fm is unexpected and/or creative			1 grade
No Hold NHE	Poor quality of Extra features	1 grade		
	Close Spacing of the skaters			1 grade
	Skating with good speed and flow			1 grade
Pair Element	Poor quality in execution of Pair Element -- depending on the number of pairs	1 to 3 grades		
	Something unexpected happen in the Element			1 grade
Pivoting Linear (Block-Line)	Loss of Speed and flow and/or poor ice coverage during pivoting	1 grade		
	Spacing of the lines during pivoting, not maintained between lines.	1 grade		
	Interrupted pivoting (less than two (2) seconds)	1 grade		
	No pivoting action		0	
	Line(s) Element not straight		-1	

Synchronized Spin	Spin(s) traveling/slow revolutions -- depending on the number	1 to 3 grades		
	Touchdown of the free foot during spin(s) – depending on the number	1 to 3 grades		
	No synchronization during the spin		-2	
	Outstanding 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
Travelling Rotating (Circle-Wheel)	Inability to maintain speed during the travel or the change of configuration or change of direction	1 grade		
	Interrupted travel (less than two (2) seconds)	1 grade		
	Spokes of the Wheel too far apart from the center/pivot point	1 grade		
	Great speed of rotation maintained or accelerated during Element			1 grade
Turns/Steps and Step Sequences (B-NHE-Pair)	Visible errors for Turns/Steps	1 to 3 grades		
	Inability to maintain Speed while executing Turns/Steps	1 grade		
	Good quality of the steps and turns throughout			1 grade
	Good balance between turns/steps and linking steps throughout NHE Step Sequence			1 grade
	Skating with good speed and flow throughout			1 grade
	Deep edges throughout			1 grade
	Exit of the turns with running edge maintained (no immediate step down)			1 grade
	NHE Step Sequence is skated to the rhythm and reflects character of the music			2 grades
All Elements	Major loss of the shape during an element		-1	
	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		
	Excessive use of crossovers	1 grade		
	Element reflects the character of the music			1 grade
Holds	Break in hold or poor quality of hand holds	1 grade		
Stumble/Collision 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	