

INTERNATIONAL SKATING UNION

Communication No. 1899

SYNCHRONIZED SKATING

**This Communication replaces ISU Communication 1819
(Appendix B & C)
Appendix A – Elements in Synchronized Skating
Appendix B - Scale of Values of the Synchronized Skating Elements**

**This Communication also replaces ISU Communication 1892 page 5
Appendix C - 2014 – 2015 Guidelines for Referees, Judges and Technical Panel Deductions**

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Elements in Synchronized Skating (Appendix A)

BLOCK - PIVOTING ELEMENT (PB)		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	PBB	1.0
L1	PB1	2.0
L2	PB2	3.0
L3	PB3	4.5
L4	PB4	5.5

CIRCLE and LINE – ROTATING and LINEAR ELEMENTS (C/L)			
LEVELS	DIFFICULTY GROUPS		BASE VALUES
	CIRCLE	LINE	
LB	CB	LB	1.0
L1	C1	L1	1.7
L2	C2	L2	2.4
L3	C3	L3	3.1
L4	C4	L4	4.0

CIRCLE and WHEEL - TRAVELING ELEMENTS (TC/TW)			
LEVELS	DIFFICULTY GROUPS		BASE VALUES
	CIRCLE	WHEEL	
LB	TCB	TWB	1.0
L1	TC1	TW1	2.0
L2	TC2	TW2	3.0
L3	TC3	TW3	4.5
L4	TC4	TW4	5.5

COMBINED (Co) / CREATIVE ELEMENT (Cr)			
LEVELS	DIFFICULTY GROUPS		BASE VALUES
	COMBINED	CREATIVE	
L1	Co1	Cr1	2.5

GROUP LIFT ELEMENT (GL)		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	GLB	1.0
L1	GL1	2.0
L2	GL2	3.0
L3	GL3	4.5
L4	GL4	5.5

INTERSECTION ELEMENT (I)			
LEVELS	DIFFICULTY GROUPS	ADDITIONAL FEATURE POINT OF INTERSECTION	BASE VALUES
LB	IB	-	1.0
	IB	piB	
L1	IB	pi1	1.5
	I1	-	
L2	IB	pi2	2.0
	I1	piB	
	I2	-	
L3	IB	pi3	2.5
	I1	pi1	
	I2	piB	
	I3	-	
L4	I1	pi2	3.5
	I2	pi1	
	I3	piB	
L5	I1	pi3	4.1
	I2	pi2	
	I3	pi1	
L6	I2	pi3	4.8
	I3	pi2	
L7	I3	pi3	5.5

LINE – PIVOTING ELEMENT (PL)		
LEVELS	DIFFICULTY GROUPS	BASE VALUES
LB	PLB	1.0
L1	PL1	1.5
L2	PL2	2.5
L3	PL3	3.0
L4	PL4	3.5

MOVE ELEMENT (ME)			
LEVELS	DIFFICULTY GROUPS	ADDITIONAL FEATURE fm	BASE VALUES
LB	MEB	fmB	0.6
L1	ME1	fm1	1.0
L2	ME1	fm2	2.0
	ME2	fm1	
L3	ME1	fm3	3.0
	ME2	fm2	
	ME3	fm1	
L4	ME2	fm3	4.0
	ME3	fm2	
L5	ME3	fm3	4.8

NO HOLD ELEMENT (NHE)			
LEVELS	DIFFICULTY GROUPS	ADDITIONAL FEATURE STEP SEQUENCE	BASE VALUES
LB	NHEB	-	1.0
L1	NHEB	sB	1.3
	NHE1	-	
L2	NHE1	sB	1.7
	NHEB	s1	
	NHE2	-	
L3	NHE2	sB	2.0
	NHE1	s1	
	NHEB	s2	
L4	NHE1	s2	2.2
L5	NHEB	s3	2.5
	NHE1	s3	
	NHE2	s1	
L6	NHE1	s4	3.0
	NHE2	s2	
	NHE3	sB	
	NHEB	s4	
L7	NHE3	s1	3.5
	NHE2	s3	
	NHE4	sB	
L8	NHE2	s4	4.0
	NHE3	s2	
	NHE4	s1	
L9	NHE4	s2	4.5
	NHE3	s3	
L10	NHE3	s4	5.0
	NHE4	s3	
L11	NHE4	s4	5.5

SYNCHRONIZED SPIN ELEMENT (Sp) and PAIR ELEMENT (Pa)			
LEVELS	DIFFICULTY GROUPS		BASE VALUES
	SPIN	PAIR	
LB	SpB	PaB	1.0
L1	Sp1	Pa1	2.0
L2	Sp2	Pa2	3.0
L3	Sp3	Pa3	4.0
L4	Sp4	Pa4	4.8

Scale of Value of Synchronized Skating Elements (Appendix B)

CREATIVE ELEMENT (Cr) and COMBINED ELEMENT (Co)							
	---	--	-	BASE VALUE	+	++	+++
Cr1 / Co1	0.9	0.6	0.3	2.5	0.7	1.4	2.1

GROUP LIFT ELEMENT, PIVOTING ELEMENT (Block PB) & TRAVELING ELEMENTS (Circle (TC) / Wheel (TW))							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1	0.2	0.4	0.6
LEVEL 1	0.9	0.6	0.3	2	0.3	0.6	0.9
LEVEL 2	1.5	1	0.5	3	0.5	1	1.5
LEVEL 3	2.1	1.4	0.7	4.5	0.7	1.4	2.1
LEVEL 4	3	2	1	5.5	1	2	3

INTERSECTION (I)							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1.0	0.2	0.4	0.6
LEVEL 1	0.6	0.4	0.2	1.5	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	2.0	0.3	0.6	0.9
LEVEL 3	0.9	0.6	0.3	2.5	0.3	0.6	0.9
LEVEL 4	1.5	1	0.5	3.5	0.5	1	1.5
LEVEL 5	1.5	1	0.5	4.1	0.5	1	1.5
LEVEL 6	2	1.4	0.7	4.8	0.7	1.4	2
LEVEL 7	3	2	1	5.5	1	2	3

LINEAR ELEMENTS (Line (L)) and ROTATING ELEMENTS (Circle (C))							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	1.0	0.1	0.2	0.3
LEVEL 1	0.6	0.4	0.2	1.7	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	2.4	0.3	0.6	0.9
LEVEL 3	1.2	0.8	0.4	3.1	0.4	0.8	1.2
LEVEL 4	1.5	1.0	0.5	4.0	0.5	1.0	1.5

NO HOLD ELEMENT (NHE)							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1.0	0.2	0.4	0.6
LEVEL 1	0.6	0.4	0.2	1.3	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	1.7	0.3	0.6	0.9
LEVEL 3	0.9	0.6	0.3	2	0.3	0.6	0.9
LEVEL 4	1.2	0.8	0.4	2.2	0.4	0.8	1.2
LEVEL 5	1.2	0.8	0.4	2.5	0.4	0.8	1.2
LEVEL 6	1.5	1	0.5	3	0.5	1	1.5
LEVEL 7	1.5	1	0.5	3.5	0.5	1	1.5
LEVEL 8	2.1	1.4	0.7	4	0.7	1.4	2.1
LEVEL 9	2.1	1.4	0.7	4.5	0.7	1.4	2.1
LEVEL 10	3	2	1	5.0	1	2	3
LEVEL 11	3	2	1	5.5	1	2	3

MOVE ELEMENT (ME)							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	0.6	0.1	0.2	0.3
LEVEL 1	0.3	0.2	0.1	1	0.1	0.2	0.3
LEVEL 2	0.6	0.4	0.2	2.0	0.2	0.4	0.6
LEVEL 3	0.9	0.6	0.3	3.0	0.3	0.6	0.9
LEVEL 4	1.5	1.0	0.5	4.0	0.5	1.0	1.5
LEVEL 5	2.1	1.4	0.7	4.8	0.7	1.4	2.1

PAIR ELEMENT (Pa) & SYNCHRONIZED SPIN (Sp)							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	1.0	0.1	0.2	0.3
LEVEL 1	0.6	0.4	0.2	2.0	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	3.0	0.3	0.6	0.9
LEVEL 3	1.5	1.0	0.5	4.0	0.5	1.0	1.5
LEVEL 4	2.1	1.4	0.7	4.8	0.7	1.4	2.1

PIVOTING ELEMENT (Line PL)							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.3	0.2	0.1	1.0	0.1	0.2	0.3
LEVEL 1	0.6	0.4	0.2	1.5	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	2.5	0.3	0.6	0.9
LEVEL 3	1.2	0.8	0.4	3.0	0.4	0.8	1.2
LEVEL 4	1.5	1.0	0.5	3.5	0.5	1.0	1.5

**2014 – 2015 Guidelines for Referees, Judges and Technical Panel Deductions
(Appendix C)**

<u>*Referee and Judges SP and FS</u>	<u>Penalty</u>
Costume / prop violation (feathers on costume / headpiece not allowed)	-1.0
<u>Referee SP and FS</u>	
<u>Costume failure</u>	<u>-1.0</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	
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 / Additional Features / Movements	-1.5 (not called)
Illegal	
Elements / Features / Additional Features / Movements	-2.0 (not called)
<u>Short Program:</u>	
<u>Elements:</u>	
Wrong element shape	-0.5
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
 <i>(See Technical Handbook for specific errors and deductions)</i>	
 * 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.	