

INTERNATIONAL SKATING UNION

Communication No. 2016 (revised June 17, 2016)

SYNCHRONIZED SKATING

**This Communication replaces ISU Communication 1966
and SOV information on page 1 of ISU Communication 1967**

Included are:

Clarification to ISU Communication 2012

Appendix A & B

Appendix A – Elements in Synchronized Skating

Appendix B - Scale of Values of the Synchronized Skating Elements

Tubbergen
June 15, 2016
Lausanne,

Jan Dijkema, President

Fredi Schmid, Director General

Clarification to ISU Communication 2012

Page 4, Combined Element

Basic Requirements:

To have the element confirmed (fixed value), all skaters must participate in the element and the chosen basic elements must interact with each other

Choice of Block, Circle, ~~fm~~'s, Intersection, Line, Pair Element, ~~Spin~~ and Wheel

- If using a Block there must be a minimum of three (3) lines and eight (8) skaters
- If using a Circle there must be a minimum of six (6) skaters
- If using an Intersection there must be a minimum of eight (8) skaters who intersect
- If using a Line there must be a minimum of eight (8) skaters if doing one (1) line or in the case of two (2) lines there must be four (4) skaters in each line
- If using a Wheel there must be either a minimum of two (2) spokes with three (3) skaters in each spoke or in the case of a one (1) spoke wheel there must be a minimum of five (5) skaters in the spoke
- If using a ~~Spin~~ or Pair Element there must be a minimum of four (4) skaters (~~may be the same or different spin~~)

Any other listed or unlisted Synchronized Skating element(s), Features or Additional Features may also be incorporated into the Combined Element

Page 14, Free Skating Moves Additional Feature

LEVEL BASE – fmB	LEVEL 1 – fm1	LEVEL 2 – fm2	LEVEL 3 – fm3
Any fm that does not meet the basic requirements and/or calling specifications for Level 1, 2, 3 or 4 but has been attempted by the team	<ul style="list-style-type: none"> - Inside Spread Eagle (<i>with or without a change of edge</i>) - Unsupported Spiral - Variation of a Spiral - Inside Spread Eagle - Inside Ina Bauer - Difficult change of Position – from high level to low level 	<ul style="list-style-type: none"> - Unsupported Spiral with one (1) change of edge (<i>free leg fully extended / unsupported to the back</i>) - Spiral with a change of free leg position only (<i>free leg fully extended, unsupported as it changes to a front, side or back position</i>) - Variation of a Spiral with a change of edge - Spiral 135° (<i>free leg fully extended to the front, side or behind self-supported or unsupported</i>) - Outside Spread Eagle - Outside Ina Bauer - Difficult change of Position – from low level to high level 	<ul style="list-style-type: none"> - Biellmann Spiral - Unsupported Spiral 135° with one (1) change of edge (<i>free leg fully extended + 135° held on at least 2 seconds on one (1) edge</i>) - Spiral 170° (<i>free leg fully extended to the front, side or behind self-supported or unsupported</i>) - Outside Spread Eagle in both rotational directions - Outside Ina Bauer in both rotational directions - Outside Ina Bauer in one rotational direction + Outside Spread Eagle in the opposite rotational direction

Page 15, Step Sequence Additional Feature

Replace the chart with a correction in Level 4 – s4

LEVEL BASE – sB	LEVEL 1 – s1	LEVEL 2 – s2	LEVEL 3 – s3	LEVEL 4 – s4
A Step Sequence that does not meet the level 1, 2, 3 or 4 requirements but meets the Basic Requirements and Calling Specifications for a Step Sequence	Four (4) turns/steps (two (2) different types of turns/steps) and linking steps	Six (6) turns/steps (three (3) different types of turns/steps) AND a choice of: One (1) series / combination consisting of: - Three (3) different types of difficult turns executed on one (1) foot OR - Two (2) different series / combinations (one (1) on each foot) consisting of: - two (2) different types of difficult turns	Eight (8) turns/steps (four (4) different types of turns/steps) AND Two (2) different series / combinations consisting of: - One (1) series / combination of three (3) different types of difficult turns executed on one (1) foot PLUS - One (1) series / combination of two (2) different types of difficult turns executed on the other foot	Eight (8) turns/steps (six (6) different types of turns/steps) AND Two (2) different series / combinations (one (1) on each foot) consisting of: Three (3) <u>different types of difficult turns</u>

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/WHEEL and BLOCK/LINE – ROTATING and LINEAR ELEMENTS (C/W – B/L)					
LEVELS	DIFFICULTY GROUPS				BASE VALUES
	CIRCLE	WHEEL	BLOCK	LINE	
LB	CB	WB	BB	LB	1.0
L1	C1	W1	B1	L1	1.7
L2	C2	W2	B2	L2	2.4
L3	C3	W3	B3	L3	3.1
L4	C4	W4	B4	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	1.8
L1	GL1	2.8
L2	GL2	3.8
L3	GL3	5.3
L4	GL4	6.0

INTERSECTION ELEMENT (I)			
LEVELS	DIFFICULTY GROUPS	ADDITIONAL FEATURE POINT OF INTERSECTION	BASE VALUES
	IB	piB	
L1	IB	pi1	2.0
	I1	-	
L2	IB	pi2	2.6
	I1	piB	
	I2	-	
L3	IB	pi3	3.1
	I1	pi1	
	I2	piB	
	I3	-	
L4	I1	pi2	4.1
	I2	pi1	
	I3	piB	
L5	I1	pi3	4.6
	I2	pi2	
	I3	pi1	
L6	I2	pi3	5.3
	I3	pi2	
L7	I3	pi3	6.0

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)		
LEVELS	SPIN	BASE VALUES
LB	SpB	1.0
L1	Sp1	2.5
L2	Sp2	4.0
L3	Sp3	4.8

PAIR ELEMENT (Pa)		
LEVELS	Pair Element	BASE VALUES
LB	PaB	1.0
L1	Pa1	2.0
L2	Pa2	3.0
L3	Pa3	4.0
L4	Pa4	4.8

Scale of Value of Synchronized Skating Elements (Appendix B)

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

<i>GROUP LIFT ELEMENT</i>							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1.8	0.2	0.4	0.6
LEVEL 1	0.9	0.6	0.3	2.8	0.3	0.6	0.9
LEVEL 2	1.5	1	0.5	3.8	0.5	1	1.5
LEVEL 3	2.1	1.4	0.7	5.3	0.7	1.4	2.1
LEVEL 4	3	2	1	6.0	1	2	3

<i>PIVOTING ELEMENT (Block PB) & TRAVELING ELEMENTS (Circle (TC) / Wheel (TW))</i>							
	---	--	-	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

<i>INTERSECTION (I)</i>							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1.5	0.2	0.4	0.6
LEVEL 1	0.6	0.4	0.2	2.0	0.2	0.4	0.6
LEVEL 2	0.9	0.6	0.3	2.6	0.3	0.6	0.9
LEVEL 3	0.9	0.6	0.3	3.1	0.3	0.6	0.9
LEVEL 4	1.5	1	0.5	4.1	0.5	1	1.5
LEVEL 5	1.5	1	0.5	4.7	0.5	1	1.5
LEVEL 6	2	1.4	0.7	5.3	0.7	1.4	2
LEVEL 7	3	2	1	6.0	1	2	3

<i>LINEAR ELEMENTS (Block (B) and Line (L)) and ROTATING ELEMENTS (Circle (C) and Wheel (W))</i>							
	---	--	-	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

<i>NO HOLD ELEMENT (NHE)</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	1.3	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

<i>MOVE ELEMENT (ME)</i>							
	---	--	-	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)							
	---	--	-	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

SYNCHRONIZED SPIN (Sp)							
	---	--	-	BASE VALUE	+	++	+++
LEVEL B	0.6	0.4	0.2	1.0	0.2	0.4	0.6
LEVEL 1	0.9	0.6	0.3	2.5	0.3	0.6	0.9
LEVEL 2	1.5	1.0	0.5	4.0	0.5	1.0	1.5
LEVEL 3	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