

# INTERNATIONAL SKATING UNION

## Communication No. 1820

### **SYNCHRONIZED SKATING** (Replaces ISU Communications No. 1761)

The Communication introduces the **GUIDELINES** for the season 2013/14 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, Additional features, Extra features
- Guidelines for Referees, Judges and Technical Panel Deductions
- Guidelines for Judges - Adjustments to Grade of Execution (GOE)

Milano,  
September 19, 2013  
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## 2013 -2014 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, Choreographic, 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, Moves in the Field, Pair, 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

#### **Step Sequence (BSS, CSS, NHE)**

1. **Close and Even Spacing** between Skaters / Lines throughout (**BSS, NHE**)  
**Even Spacing** between Skaters / Lines throughout (**CSS**)
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

## 2013 – 2014 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:

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

## **GUIDELINES FOR JUDGES**

### **KEY POINTS FOR ALL ELEMENTS, FEATURES, ADDITIONAL FEATURES, EXTRA FEATURES**

#### **BLOCK, CHOREOGRAPHIC, 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, MOVES IN THE FIELD, PAIR, 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 and STEP SEQUENCES (BSS-CSS-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
- Unison

#### **TRAVELING:**

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

## 2013 – 2014 Guidelines for Referees, Judges and Technical Panel Deductions

### **Referee and Judges SP and FS**

#### **(Decided together)**

|                                                                               | <u>Deduction</u> | <u>Points</u> |
|-------------------------------------------------------------------------------|------------------|---------------|
| Sub-grouping more than ½ of program / excessive division of team              | DED 4            | -2.0          |
| Costume / prop violation (use of feathers on costume / headpiece not allowed) | DED 2            | -1.0          |
| Make-up violation                                                             | DED 2            | -1.0          |

### **Referee SP and FS**

|                                                                                 |       |      |
|---------------------------------------------------------------------------------|-------|------|
| Choreography excessively facing one side                                        | DED 4 | -2.0 |
| Music violations                                                                | DED 2 | -1.0 |
| Time violation for every 5 seconds in excess or lacking (Free Skating)          | DED 2 | -1.0 |
| Time violation for every 5 seconds in excess of 2 min 50 sec (Short Program)    | DED 2 | -1.0 |
| Interruption in excess, more than 10 seconds (caused by a stumble or fall)      |       |      |
| 11-20 seconds (each time)                                                       | DED 2 | -1.0 |
| 21-30 seconds (each time), etc                                                  | DED 4 | -2.0 |
| Holds in short and free program (incorrect number and not clearly recognizable) |       |      |
| Missing one (1) hold                                                            | DED 2 | -1.0 |
| Missing two (2) holds                                                           | DED 4 | -2.0 |

### **Technical Panel**

|                                                    |       |      |
|----------------------------------------------------|-------|------|
| Falls (in any part of the program)                 |       |      |
| One (1) skater (each time)                         | DED 2 | -1.0 |
| Two (2) or more skaters at one (1) 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:**

|                                                                         |       |                                           |
|-------------------------------------------------------------------------|-------|-------------------------------------------|
| Wrong element shape in short program                                    | DED 3 | -1.5 (element not called)                 |
| Wrong pattern                                                           | DED 3 | -1.5                                      |
| Repeated element shape in short program                                 | DED 3 | -1.5 (repeated element, shape not called) |
| Un-prescribed or Additional element in short program                    | DED 3 | -1.5 (element not called)                 |
| Non-permitted                                                           |       |                                           |
| Elements / Features / Extra Features / Additional Features or Movements | DED 3 | -1,5 (not called)                         |
| Illegal                                                                 |       |                                           |
| Elements / Features / Additional Features / Movements                   | DED 4 | -2.0 (not called)                         |

*(See Summary of Calls for specific errors and deductions)*

| ADJUSTMENTS TO GRADE OF EXECUTION<br>2013-2014 |                                                                                                                                                         |                 |                |                 |
|------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------|----------------|-----------------|
| ELEMENT                                        |                                                                                                                                                         | Reduce by       | No higher than | Increase by     |
| <b>Block</b>                                   | Loss of Speed and flow during pivoting                                                                                                                  | 1 grade         |                |                 |
|                                                | Excessive use of crossovers                                                                                                                             | 1 grade         |                |                 |
|                                                | Poor ice coverage during pivoting                                                                                                                       | 1 grade         |                |                 |
|                                                | Block Pivoting: spacing of the lines in the block, not maintained between lines and does not look like a block (ex : 3 lines + 1 line out of the shape) |                 | <b>0</b>       |                 |
|                                                | Interrupted pivoting (less than two (2) seconds)                                                                                                        |                 | <b>+1</b>      |                 |
|                                                | No pivoting action                                                                                                                                      |                 | <b>-1</b>      |                 |
|                                                | Excellent ice coverage during pivoting                                                                                                                  |                 |                | 1 grade         |
|                                                | Skating with good speed and flow                                                                                                                        |                 |                | 1 grade         |
|                                                | Good pivoting action                                                                                                                                    |                 |                | 1 grade         |
| <b>BSS</b>                                     | BSS: No re-grasp of hold whenever possible (BSS resembles NHE)                                                                                          | 1 grade         |                |                 |
| <b>Circle,<br/>Wheel</b>                       | Inability to maintain Speed during Change of Configuration and/or Change of Direction                                                                   | 1 grade (each)  |                |                 |
|                                                | Inability to maintain Speed during travel                                                                                                               | 1 grade         |                |                 |
|                                                | Excessive use of crossovers during travelling                                                                                                           | 1 grade         |                |                 |
|                                                | Interrupted travel (less than two (2) seconds)                                                                                                          |                 | <b>+1</b>      |                 |
|                                                | Great speed of rotation maintained or accelerated during Element                                                                                        |                 |                | 1 grade         |
|                                                | Good travel distance skated during Element                                                                                                              |                 |                | 1 grade         |
|                                                | Good variety and quality of the turns and linking steps during travel                                                                                   |                 |                | 1 grade         |
| <b>Intersection</b>                            | Pre and / or post shape not attained                                                                                                                    | 1 grade (each)  |                |                 |
|                                                | Stopping before and/or after intersection                                                                                                               | 1 grade (each)  |                |                 |
|                                                | Slow rotations during the point of intersection                                                                                                         | 1 grade         |                |                 |
|                                                | If the step in-between backward 360° rotation and the pi rotations are not quick                                                                        | <b>2 grades</b> |                |                 |
|                                                | Tight, close shape before, during and/or after intersection not achieved (arm's length)                                                                 | 1 to 2 grades   |                |                 |
|                                                | Inability to maintain Speed during approach, point of intersection, exit phases                                                                         |                 | <b>0</b>       |                 |
|                                                | Whip : no Whip action                                                                                                                                   |                 | <b>-1</b>      |                 |
|                                                | Whip : good Whip action                                                                                                                                 |                 |                | 1 grade         |
|                                                | Intersection executed at great speed                                                                                                                    |                 |                | 1 grade         |
|                                                | Intersection with fast rotations                                                                                                                        |                 |                | 1 grade         |
|                                                | Intersection with fast rotations using Turns and/or Steps                                                                                               |                 |                | <b>2 grades</b> |

| ELEMENT                                     |                                                                         | Reduce by         | No higher than | Increase by |
|---------------------------------------------|-------------------------------------------------------------------------|-------------------|----------------|-------------|
| <b>Line</b>                                 | Inability to maintain Speed during pivoting                             | 1 grade           |                |             |
|                                             | Excessive use of crossovers during pivoting                             | 1 grade           |                |             |
|                                             | Poor ice coverage during pivoting                                       | 1 grade           |                |             |
|                                             | Interrupted pivoting (less than two (2) seconds)                        |                   | +1             |             |
|                                             | Good variety and quality of the steps and linking steps during pivoting |                   |                | 1 grade     |
|                                             | Skating with good speed and flow                                        |                   |                | 1 grade     |
|                                             | Excellent ice coverage during pivoting                                  |                   |                | 1 grade     |
| <b>Moves in the Field<br/>Moves Element</b> | One (1) – three (3) -skaters incorrectly executing the fm               | 1 grade (each fm) |                |             |
|                                             | Poor fm quality - depending on the number of skaters                    | 1 to 3 grades     |                |             |
|                                             | Element does not fit to the phrasing of the music                       |                   | -1             |             |
|                                             | Superior quality in flexibility                                         |                   |                | 1 grade     |
|                                             | Outstanding body lines and pose of skaters                              |                   |                | 1 grade     |
|                                             | MF or Moves reflects the character of the music                         |                   |                | 1 grade     |
|                                             | Skating with and maintaining good speed and flow                        |                   |                | 1 grade     |
|                                             | Entry of fm is unexpected and/or creative                               |                   |                | 1 grade     |
|                                             | Something creative unexpectedly happens in the Element                  |                   |                | 1 grade     |
| <b>Creative Element,<br/>Group Lift</b>     | Poor quality executed by the skaters in fm or fe                        | 1 to 3 grades     |                |             |
|                                             | Element does not fit to the phrasing of the music                       |                   | -1             |             |
|                                             | Group Lift: Poor quality of the lifted skaters body position            |                   | 0              |             |
|                                             | Collapse in a group lift                                                |                   | -1             |             |
|                                             | Remaining skaters are stationary in the GL Element                      |                   | 0              |             |
|                                             | Cr: Stationary skaters do not reflect the character of the music        |                   | 0              |             |
|                                             | Entry/Exit of fe or fm is unexpected and/or creative                    |                   |                | 1 grade     |
|                                             | Element reflects the character of the music                             |                   |                | 1 grade     |
|                                             | Something creative unexpectedly happens in the Element                  |                   |                | 2 grades    |
|                                             | Speed maintained or accelerated during the Group Lift                   |                   |                | 1 grade     |
|                                             | Outstanding pose of the lifted skaters                                  |                   |                | 1 grade     |
| <b>No Hold Element</b>                      | Poor quality of Body Movements and Extra features                       | 1 grade           |                |             |
|                                             | Element does not fit to the phrasing of the music                       |                   | -1             |             |
|                                             | NHE reflects the character of the music                                 |                   |                | 1 grade     |
|                                             | Skating with good speed and flow                                        |                   |                | 1 grade     |
|                                             | Something creative unexpectedly happens in the Element                  |                   |                | 1 grade     |

| ELEMENT                                         |                                                                               | Reduce by           | No higher than | Increase by     |
|-------------------------------------------------|-------------------------------------------------------------------------------|---------------------|----------------|-----------------|
| <b>Pair Element</b>                             | Poor quality in execution of Pair Element -- depending on the number of pairs | 1 to 3 grades       |                |                 |
|                                                 | Pair Element reflects the character of the music                              |                     |                | 1 grade         |
|                                                 | Something unexpected happen in the Element                                    |                     |                | 1 grade         |
| <b>Spin</b>                                     | Spin(s) traveling/slow -- depending on the number                             | 1 to 3 grades       |                |                 |
|                                                 | One (1) – three (3) skaters incorrectly executing the spin                    | 1 grade each skater |                |                 |
|                                                 | Touchdown of the free foot during spin(s) – depending on the number           | 1 to 3 grades       |                |                 |
|                                                 | No synchronization during the spin                                            |                     | <b>0</b>       |                 |
|                                                 | Total synchronization of the spin                                             |                     |                | <b>2 grades</b> |
|                                                 | Speed of rotation maintained or accelerated during the Spin                   |                     |                | 1 grade         |
|                                                 | Outstanding body lines and pose of skaters                                    |                     |                | 1 grade         |
| <b>Turns and Step Sequences (B-BSS-CSS-NHE)</b> | Visible errors for Turns                                                      | 1 to 3 grades       |                |                 |
|                                                 | Inability to maintain Speed during Step Sequence                              | 1 grade             |                |                 |
|                                                 | Step Sequence does not fit to the phrasing of the music                       |                     | <b>-1</b>      |                 |
|                                                 | Good quality of the steps and turns throughout Step Sequence                  |                     |                | 1 grade         |
|                                                 | Good balance between turns and linking steps throughout Step Sequence         |                     |                | 1 grade         |
|                                                 | Skating with good speed and flow throughout Step Sequence                     |                     |                | 1 grade         |
|                                                 | Deep edges throughout Step Sequence                                           |                     |                | 1 grade         |
|                                                 | Step Sequence is skated to the rhythm and reflects character of the music     |                     |                | 1 grade         |
|                                                 | Exit of the turns with running edge maintained (no immediate step down)       |                     |                | 1 grade         |
| <b>All Elements</b>                             | 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       |                |                 |
| <b>Holds</b>                                    | Break in hold or poor quality of hand holds                                   | 1 grade             |                |                 |
| <b>Stumbles Falls</b>                           | 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                                         | <b>2 grades</b>     | <b>-1</b>      |                 |
|                                                 | Fall of three (3) or more skaters in an element                               |                     | <b>-3</b>      |                 |