Communication No. 2487

SYNCHRONIZED SKATING
(Replaces ISU Communication No. 2412)

This Communication provides GUIDELINES for season 2022/23 for the following:

- Referees, Judges and Technical Panel Deductions
- Marking the GOE’s of Synchronized Skating Elements
- Judges – Criteria Adjustments to Grade of Execution (GOE)
- Judges – Program Components Criteria

Seoul, June 22, 2022
Lausanne,  

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2022/23 Referees, Judges and Technical Panel Deductions

Referee and Judges *)

Costume/prop violation, Rule 951 para 1  
(theatrical in design, including makeup, feathers anywhere, rhinestones or sequins on the face) -1.0

Costume failure, Rule 951 para 2 -1.0

Late start, more than 30 seconds late, Rule 838 para 4 -1.0

Late start, more than 60 seconds late, Rule 838 para 4 Team is withdrawn

Music requirement violation, Rule 991 para 2 a) -1.0

Program time violation, SP every five seconds in excess of 2 minutes 50 sec, Rule 952 -1.0

Program time violation, FS every five seconds lacking or in excess, Rule 952 para 2 -1.0

Interruption in excess, more than ten seconds (fault of Skaters(s)), Rule 953 para 2:  
more than 10-20 seconds -1.0  
more than 20-30 seconds -2.0  
more than 30-40 seconds -3.0  
second interruption of more than 40 seconds or program not completed Team is withdrawn

Interruption of the program with three minutes, Rule 965 para 4 b) -5.0

Adverse condition prior to the program with three minutes, Rule 965 para 6 -5.0

Technical Panel **)  

Fall, Rule 953 para 1: One Skater (each skater per occurrence) -1.0

Illegal Elements, Features, Additional Features, Movements, Rule 992 para 2: -2.0

Ice Coverage restriction not met, Rule 991 para 2 b): -1.5

SP Elements: Un-prescribed, Additional or Repeated Element, Rule 991 3 a) -1.5  
Wrong Element shape, Rule 991 3 e) No value

(See Technical Handbook for specific errors and deductions)

*) Referee + Judges: Deduction is applied according to the opinion of the majority of the Panel which includes all of the Judges and the Referee. No deduction in case of a 50:50 split vote.

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

Definition of Errors

Collision in Intersection: a collision is a Serious error. A collision disrupts and stops the progression of the Skater(s), and the flow through the Point of Intersection is severely impacted and/or stopped. The starting number for the GOE reduction is NHT -3.

Bump in Intersection: a bump is a Minor error. A bump disrupts the progression of the Skater(s), and the flow through the Point of Intersection is impacted, but the Skaters are still moving through the pi. The GOE reduction is -1.

Collapse in a Lift (Group, Pair, Creative): a collapse is a Serious error. A collapse occurs when the lifted position is not maintained and can occur from any fixed height of a Lift. The GOE reduction is -2 to -3.

Lift Position not Attempted or Achieved: a Lift that is not attempted or the lifted position is not achieved is a Serious error. A Lift not attempted is usually caused by a disruption prior to the Lift. A Lift not achieved is a failure in the lifting process. The GOE reduction is -3 to -4.
The final GOE is calculated considering first the **Key Aspects** and the **additional criteria** of the Element that result in a starting GOE. The GOE is then increased and/or reduced according to the **positive and negative criteria for the Element**.

### KEY ASPECTS

Elements are evaluated considering three Key Aspects of equal importance:

**Shape**
- Roundness; straightness; alignment or spacing symmetry maintained throughout the Element.

**Unison**
- Performing as one; precise body lines; in step or time; concurrent or syncopated.

**Speed & Flow**
- Pace and velocity maintained or accelerated throughout the Element & Movement within, between or across the Element with effortless progression.

### ADDITIONAL CRITERIA

Elements are also evaluated considering the following:

- **Quality and variety of:**
  - Steps, turns, fes, fms, skating movements and body movements
  - Holds: minimum of two different types of connected Holds
  - Entry and/or exit
  - Features

- **Reflects the timing, tempo, character or nuance of the music**
- **Reflects creativity or originality**

### ERRORS

- **Minor errors do not fully impact the integrity/continuity and fluidity of the Element and should not be over penalized when awarding a Grade of Execution.**

- **Serious errors impact the integrity/continuity and fluidity of the Element and/or its relation to the music and must be reflected accordingly in the GOE and Program Components.**

- **Each error occurring within the same Element must be reflected in the final marks for GOE and Program Components.**

- **For an Element to achieve +5: the three Key Aspects must be present, and the additional criteria must be performed with very good quality. The Element must contain no errors and/or no Serious error.**

- **For an Element to achieve +4: two of the three Key Aspects must be present, and the additional criteria must be performed with good quality. The Element must contain no Serious error.**

### Using the Not Higher Than (NHT) reduction:

- **When a Not Higher Than reduction is listed, the NHT must be your starting GOE. Additional reductions can be applied as warranted, but your final GOE can be Not Higher Than the mark defined.**
### 2022/23 Criteria Adjustments to the Grade of Execution

#### Serious Errors – Fall(s)

<table>
<thead>
<tr>
<th>Error Description</th>
<th>Reduce</th>
</tr>
</thead>
<tbody>
<tr>
<td>Fall of one Skater, depending on disruption</td>
<td>-2 to -3</td>
</tr>
<tr>
<td>Fall of two Skaters</td>
<td>-4</td>
</tr>
<tr>
<td>Fall of three or more Skaters</td>
<td>NHT -5</td>
</tr>
</tbody>
</table>

#### Minor Errors

<table>
<thead>
<tr>
<th>Error Description</th>
<th>Reduce</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stumbles, bumps or touchdown of free foot or hand(s)</td>
<td>-1 each</td>
</tr>
<tr>
<td>Breaks in Holds</td>
<td>-1 each</td>
</tr>
<tr>
<td>Visible errors</td>
<td>-1 each</td>
</tr>
<tr>
<td>Long preparation into Element</td>
<td>-1</td>
</tr>
<tr>
<td>Choreography error identified by the Technical Panel * (Identified by !)</td>
<td>-2 per Element</td>
</tr>
</tbody>
</table>

### Key Aspects

- **Shape – Unison – Speed & Flow**
- **Additional Criteria**
  - Quality and variety of:
    - Steps, turns, fes, fms, skating movements, body movements
    - Holds; minimum of two different types of connected Holds
    - Entries and/or Exits
    - Features
  - Reflects the timing, tempo, character, or nuance of the music
  - Reflects creativity or originality

### Specific Criteria

#### Artistic Element (Block, Circle, Line, Wheel)

- Creative variation of basic shape: +1
- Does not reflect the timing, tempo, character, or nuance of the music: NHT 0

#### Intersection Element

- Outstanding speed and intersecting at the same time: +2
- Acceleration maintained into pi: +1
- Not intersecting at the same time – Judges should confirm error with video review: -1 to -2
- Approach or exit shape not achieved: -1 each
- Collision during intersecting – Serious error: NHT -3

#### Lift Element (Group Lift, Pair Lift, Creative Lift)

- Outstanding flexibility and position of lifted Skater(s): +2
- Good ice coverage throughout: +1
- Creative: Innovative position or pattern: +1
- Loss of speed at exit of Lift: -1
- Non-lifting skaters not executing steps, fes, fm etc during the GL: -1
- Lift position not Attempted or Achieved by 1 Lift – Serious error: -3
- Lift position not Attempted or Achieved by 2 or more Lifts – Serious error: -4
- Collapse in 1 Lift – Serious error: -2
- Collapse in 2 or more Lifts – Serious error: -3

### Specific Criteria

#### No Hold Element

- Block size maintained within two arm lengths: +2

#### Pair Element

- Outstanding synchronization of the pairs: +2
- Outstanding flexibility / strong body position: +2
- Exit with running edge maintained: +1

#### Pivoting Elements (Block, Line)

- Strong, controlled pivoting: +1
- Speed not maintained through pivoting: -1
- Curved lines during pivoting: -2

#### Rotating/Traveling Elements (Circle, Wheel)

- Traveling: Good Ice coverage (> than ½ of the ice): +1
- Wheel: Spokes too far away from center point: -1
- No centrifugal force at all: NHT -2

#### Synchronized Spin Element

- Outstanding synchronization in all 3 phases: +2
- Outstanding spin technique with minor unison errors: +2
- Good synchronization of entry and exit: +1
- Loss of spin centers (traveling by 4 or more Skaters): -1

#### Twizzle Element

- Outstanding synchronization: +2
- Interesting pattern across the ice: +1
- One-foot entry and/or exit: +1

* **Features:** change of configuration, change of position, pivoting, traveling, weaving, etc.
* **Additional Features:** Point of Intersection, Step Sequence, fe, fm, etc.
## 2022/23 Program Components for Synchronized Skating

<table>
<thead>
<tr>
<th>COMPOSITION</th>
<th>PRESENTATION</th>
<th>SKATING SKILLS</th>
</tr>
</thead>
<tbody>
<tr>
<td>The intentional, developed and/or original arrangement of the repertoire and all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern, and musical structure.</td>
<td>The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.</td>
<td>The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.</td>
</tr>
</tbody>
</table>

**Unity** | Expressiveness and projection | Variety of edges, steps, turns, movements and directions  
**Connections between and within elements** | Variety and contrast of energy of movements | Clarity of edges, steps, turns, movements and body control  
**Pattern and ice coverage** | Musical sensitivity and timing | Balance and glide  
**Multidimensional movements and use of space** | Unison, oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating) | Flow  
**Choreography reflecting musical phrase and form** | Power and speed |

### Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.

<table>
<thead>
<tr>
<th>Category</th>
<th>Mark Range</th>
<th>Definition</th>
<th>Mistake</th>
<th>Maximum score per Program Component</th>
</tr>
</thead>
<tbody>
<tr>
<td>Platinum</td>
<td>10</td>
<td>Outstanding</td>
<td>1 Serious error</td>
<td><strong>9.50</strong> *</td>
</tr>
<tr>
<td>Diamond</td>
<td>9.00 – 9.75</td>
<td>Excellent</td>
<td>2 or more Serious errors</td>
<td><strong>8.75</strong> **</td>
</tr>
</tbody>
</table>
| Gold     | 8.00 – 8.75| Very Good  | For all Components:  
*When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above.  
Note: For the above to apply, the program as a whole is still deemed to be “Excellent”.  
**When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible. |
| 7.00 – 7.75 | Good      |            |         |                                     |
| Green    | 6.00 – 6.75| Above Average|         |                                     |
| 5.00 – 5.75 | Average  |            |         |                                     |
| Orange   | 4.00 – 4.75| Fair       |         |                                     |
| 3.00 – 3.75 | Weak     |            |         |                                     |
| Red      | 2.00 – 2.75| Poor       |         |                                     |
| 1.00 – 1.75 | Very Poor|            |         |                                     |
| 0.25 – 0.75 | Extremely Poor |         |         |                                     |