

## **Communication No. 2190**

### **SYNCHRONIZED SKATING**

**(Replaces ISU Communication No. 2095)**

The Communication introduces the **GUIDELINES** for the season 2018/19 for the following:

Guidelines for:

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

Tubbergen,  
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## 2018/19 Marking the GOE of Synchronized Skating Elements

The final GOE of a performed Element is calculated considering first the **key aspects** of the element that result in a starting GOE, which is then increased or reduced according to **specific criteria** of positive aspects and/or errors.

**All Elements are evaluated considering five (5) key aspects of equal importance:**

- Shape**      Roundness; straightness; alignment; spacing; symmetry; pattern and distribution on ice.
- Unison**    Together; in harmony, step or time; performing as one; precise; cohesive; concurrent or syncopated.
- Speed**      Variation and control of pace; quickness; power; acceleration.
- Flow**        Movement within, between and across; effortless progression; glide.
- Quality**     Cleanness; accuracy; mastery.

GRADE OF EXECUTION										
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Extremely Poor	Very Poor	Poor	Weak	Fair	Average	Above Average	Good	Very Good	Excellent	Outstanding
6+ bullets	5 bullets	3-4 bullets	2 bullets	1 bullet	- / +	1 bullet	2 bullets	3-4 bullets	5 bullets	6+ bullets

### Specific Criteria for Each Element

**Artistic Elements (Block, Circle, Line, Wheel)**

- Creative variation of basic shape
- Quick and seamless changes of Features
- Enhances the idea of the program

**Intersection Elements**

- **General for all Intersections**
  - Speed in all three (3) phases  
Approach – Point of Intersection – Exit
- **Creative Intersection**
  - Innovative configuration and use of Features
- **Whip Intersection**
  - Increased tension and acceleration when approaching axis of Intersection

**Lift Elements**

- **Group Lift**
  - Strength and flexibility in air position of lifted Skater
  - Seamless execution from entry through exit
- **Creative Lift**
  - Creative position and pattern
  - Fits phrasing and character of the music
  - Purposeful delivery of element by all Skaters

**Linear and Pivoting Elements (Blocks and Lines)**

- **Linear Block and Line**
  - Seamless changes of configuration
- **Pivoting Block**
  - Line-up maintained during pivoting
  - Strong, controlled pivoting
  - Quality of Turns, Steps, edges and free leg positions
- **Pivoting Line**
  - Straightness during pivoting
  - Strong, controlled pivoting

**Mixed Element**

- Creative interaction between the Elements

**Moves Element**

- Quickly attained and maintained fm positions
- Flexibility and aesthetically pleasing body lines

- Interesting pattern, placement and symmetry
- Controlled spatial interaction and awareness

#### **No Hold Element**

- Seamless execution of Features
- Multi-directional pattern
- Steps and Turns
  - Variety and use of forward/backward skating, and inside/outside edges
  - Equal use of left and right foot
  - Deep lobes with strong, clear edges
  - Consistent speed/glide during entry and exit of turns with running edge maintained
  - Timing to the music and tempo

#### **Pair Elements**

- Flexible, strong body positions
- Even, controlled descent into and ascent out of Death Spiral
- Interesting variation
- Clean skating edge of rotating Skater

#### **Rotating and Traveling Elements (Circles and Wheel)**

- **General for all Circles and Wheels**
  - Seamless execution of Features
  - Strong centrifugal force
- **Rotating Circle**
  - Timing of weave
  - Closeness of interlock
- **Rotating Wheel**
  - Closeness of spokes in relation to center point
- **Traveling Circle/Wheel**
  - Size remains constant during traveling
  - Ice coverage during traveling
  - Controlled, continuous traveling

#### **Synchronized Spin Elements**

- **General for all Spins**
  - Unison through all three (3) phases:  
Entry – Rotation – Exit
  - Well-centered throughout
  - Consistent rotation speed
- **Group Spin**
  - Creative idea

#### **Twizzle Element**

- Speed of rotation maintained with close spacing
- Seamless execution of Features

## 2018/19 Referees, Judges and Technical Panel Deductions

### **Referee and Judges \*)**

<b>Costume/prop violation</b> , Rule 951 para 1 (theatrical in design, feathers anywhere, rhinestones or sequins on the face)	-1.0
<b><u>Separations in excess</u></b> , Non-permitted, Rule 992 para 3: (separating longer than necessary before resuming skating together as a unit)	<u>-1.5</u>

### **Referee**

<b>Costume failure</b> , Rule 951 para 2	-1.0
<b>Late Start</b> , Rule 838 para 1. between one (1) and thirty (30) seconds late	-1.0
<b>Music violations</b> , Rule 991 para 2a)	-1.0
<b>Time violation</b> , every five (5) seconds in excess of 2 min 50 sec (Short Program), Rule 952	-1.0
<b>Time violation</b> , every five (5) seconds lacking or in excess (Free Skating), Rule 952 para 2	-1.0
<b>Interruption in excess</b> , more than 10 seconds (caused by stumble/fall), 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
more than 40 seconds by one (1) or several skaters	-4.0
more than 40 seconds by the Team	Team is withdrawn
<b>Interruption of the program</b> with three (3) minutes, Rule 965	-5.0
<b><u>Stopping in excess</u></b> , Non-permitted, Rule 992 para 3:	
<u>exceeding five (5) seconds within free program more than twice (2) (Sr/Jr)</u>	<u>-1.5</u>
<u>exceeding five (5) seconds within free program more than once (1) (Novice)</u>	<u>-1.5</u>

### **Technical Panel \*\*)**

<b>Falls</b> , Rule 953 p.1: <b>One (1) Skater</b> (each time)	-1.0
<b>More than one (1) Skater at one (1) time</b>	-2.0
<b><u>Maximum Fall deduction per Element</u></b>	<u>-3.0</u>
<b>Illegal</b> , Rule 992 para 2:	-2.0

### **Short Program**

<b>Elements:</b>	<b>Un-prescribed, Additional or Repeated</b> element, Rule 991 3a)	-1.5
	<b>Wrong element shape</b> , Rule 991 3e)	<u>No value</u>

### **Non-permitted**, Rule 992 para3:

Lifts of any variety, unless required (Short Program)	-1.5
Lifts/vaults (Novice)	-1.5

**Ice pattern/coverage requirements not met** -1.5

***(See Technical Handbook for Element-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. 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. 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.

## 2018/19 Adjustments to Grade of Execution

ELEMENT	CRITERIA	Reduce by	No higher than	Increase by
Execution of Key Aspects	Shape: Loss of shape, depending on severity	-1 to -3		
	Unison: Loss of unison, depending on severity	-1 to -3		
	Speed: Loss of speed, depending on severity	-1 to -3		
	Flow: Loss of flow, depending on severity	-1 to -3		
	Quality: Loss of quality, depending on severity	-1 to -3		
	Lack of all Keys Aspect during the Element			-5
Major Errors	Fall of one (1) skater in an Element, depending on disruption (down and up or prolonged)	-2 to -3	+2	
	Fall of two (2) skater in an Element		-2	
	Fall of three (3) or more skaters in an Element		-4	
Minor Errors	Stumbles, collisions or touchdown of free foot /hand(s)	-1 to -2		
	Breaks in holds or poor quality of holds	-1 to -2		
	Visible errors	-1 to -2		
	Team not acting as one (1) unit	-1 to -2		
	Excessive use of space or distribution over the ice	-1		
	Long preparation into element	-1		
All Elements	Variety of Steps, Turns and movements			+1
	Variety and quality of holds			+1
	Creative entry or exit			+1
	Reflects the timing and tempo of the music			+1
Steps and Turns, Step Sequences	Exit of the turns with running edge maintained			+1
Artistic Elements	Does not reflect the idea of the program		0	
Pivoting Elements: Block and Line	<b>Block:</b> Line-up not maintained during pivoting	-1		
	<b>Line:</b> Speed not maintained through pivoting	-1		
Rotating Elements: Circle and Wheel	<b>Circle:</b> Poor timing of weave or closeness of interlock	-1		
	<b>Wheel:</b> Spokes too far from the center point	-1		
	Poor centrifugal force	-1		
Traveling Elements: Circle and Wheel	Poor centrifugal force	-1		
	Great speed of rotation during traveling with good ice coverage			+2
Intersection Elements	Approach or Exit shape not maintained (excludes Whip)	-1 each		
	Stopping before and/or after intersection	-1 each		
	<b>Creative:</b> shapes not clearly recognizable		0	
	<b>Whip:</b> poor Whip action (some acceleration into pi)		0	
	<b>Whip:</b> no Whip action (no acceleration into pi)		-3	
Lift Elements	Entry or exit with mistakes	-1 each	0	
	Collapse during lift		-2	
	Good ice coverage throughout			+1
	Outstanding flexibility and position of lifted Skaters			+2
	<b>Creative:</b> not all Skaters reflect idea of Element		0	
Mixed Elements	Poor shape of the chosen Elements	-1 each		
Moves Element	Outstanding flexibility and body lines in fm's			+2
No Hold Element	Block size maintained within two arm lengths distance			+2
	Use of multi-directional pattern			+1
Pair Elements	Touchdown of free foot or hand	-1		
	Interesting variation	+1		
	Outstanding synchronization of the pairs			+2
Synchronized Spin Elements	Loss of spin centers (traveling)	-1 to -3		
	Loss of unison (1-2 phases)	-1 each		
	Outstanding synchronization in all phases of the spin			+2
Twizzle Element	Outstanding synchronization			+2
	Interesting pattern across the ice			+1

**NOTE: Required for an Element to achieve +4 or +5:**

All key aspects and specific criteria of the Element must be performed with at least excellent execution and must contain no major errors.

## Program Component Criteria

### Skating Skills:

Defined by overall cleanness and sureness, edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc.), the clarity of technique and the use of effortless power to accelerate and vary speed.

In evaluating Skating Skills, the following must be considered:

- Use of deep edges, steps and turns;
- Balance, rhythmic knee action and precision of foot placement;
- Flow and glide;
- Varied use of power, speed and acceleration;
- Use of multi-directional skating;
- Use of one (1) foot skating.

PC	PERFORMANCE
10	Outstanding
9	Excellent
8	Very Good
7	Good
6	Above Average
5	Average
4	Fair
3	Weak
2	Poor
1	Very Poor
0.25	Extremely Poor

### Transitions:

The varied and purposeful use of intricate footwork, positions, movements, holds and formations that link all Elements.

In evaluating Transitions, the following must be considered:

- Continuity of movements from one Element to another;
- Variety, **including variety of holds**;
- Difficulty;
- Quality.

### Performance:

Involvement of the Teams physically, emotionally and intellectually as they deliver the intent of the music and composition.

In evaluating Performance, the following must be considered:

- Physical, emotional and intellectual involvement;
- Projection;
- Carriage and Clarity of movement;
- Variety and contrast of movement and energy;
- Individuality/personality;
- Unison and “oneness”;
- Spatial awareness between Skaters; management of the distance between Skaters and **changes of holds**.

### Composition:

An intentionally developed and/or original arrangement of all types of movements, according to the principles of musical phrase, space, pattern and structure.

In evaluating Composition, the following must be considered:

- Purpose (idea, concept, vision, mood);
- Pattern and ice coverage;
- Multi-dimensional use of space and design of movements and **use of holds**;
- Phrase and form (movements and parts structured to match the musical phrase);
- Originality of the composition.

### Interpretation of the Music/Timing:

The personal, creative and genuine translation of the rhythm, character and content of music to movement on ice.

In evaluating the Interpretation of the Music/Timing, the following must be considered:

- Movement and steps in time to the Music/Timing;
- Expression of the music’s character/feeling and rhythm, when clearly identifiable;
- Use of finesse to reflect the details and nuances of the music;
- Relationship between the Skaters reflecting the character and rhythm of the music.

### NOTES:

- A program containing a major error cannot be awarded a score from 9.25 to 10 for any of the Components.
- An imbalance between attached holds and non-attached holds must be reflected in the mark for Transitions, Performance and Composition.