

# INTERNATIONAL SKATING UNION

## Communication No. 2095

### **SYNCHRONIZED SKATING**

**(This Communication replaces ISU Communication No. 2041)**

The Communication introduces the **GUIDELINES** for the season 2017/18 for the following:

- Guidelines for marking the GOE's of Synchronized Skating Elements
- Guidelines for Judges – Errors in Synchronized Skating Elements
- Guidelines for Referees, Judges and Technical Panel Deductions
- Guidelines for Judges – Adjustments to Grade of Execution (GOE)
- Guidelines for Judges – Program Components (PC)

Tubbergen,  
June 8, 2017  
Lausanne,

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## 2017/18 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 bullet    For + 1: 2 to 3 bullets    For + 2: 4 bullets    For + 3: 5 bullets**

#### **Block, Intersection, Line**

- Good **Shape** (line up, roundness...)
- **Close / Even Spacing** between Skaters / Lines throughout
- **Flow, Power** and **Speed** throughout
- Variety and Quality of **Turns, Steps, Edges**, Skating on **ONE Foot**
- **Unison, Clarity, Effortless** execution throughout

#### **Circle, Wheel**

- Good **Shape** (line up, roundness...)
- **Close / Even Spacing** between Skaters / Lines throughout
- **Flow, Power** and **Speed** throughout,
- **Centrifugal Force** recognizable
- **Unison, Clarity, Effortless** execution throughout

#### **Creative, Group Lift, Moves, Synchronized Spin**

- **Even Spacing**, Shape, Symmetry, Placement, Distribution on the Ice
- Quality of **Entry** and **Exit** during all elements and fm/fe
- **Aesthetically** pleasing body positions and **Flexibility** in all elements/moves
- Elements/fe/fm fit to the **Phrasing** of the music
- **Unison, Clarity, Effortless** execution throughout

#### **Combined Element**

- Good **Shape** (line up, roundness...)
- **Close / Even Spacing** between Skaters / Lines throughout
- **Flow, Power** and **Speed** throughout
- Elements fits to the **Phrasing** of the music
- **Unison, Clarity, Effortless** execution throughout

#### **Elements containing Turns / Steps for evaluation (Pivoting Block, NHE)**

- **Variety** and **Quality** of **Edges, Lobes, Turns** and **Steps** and **Linking Steps** (forward, backward, inside, outside, right/left foot), **Multi-directional** skating, **One foot** skating
- **Flow, Power** and **Speed** throughout
- **Unison** of the Free Foot placement and Bodyline positions
- **Unison, Clarity, Effortless** execution throughout
- Element fits to the **Phrasing** and reflects the **Character** of the music

#### **Pair Element (Spin, Death Spiral)**

- **Even Spacing**, Shape, Symmetry, Placement, Distribution on the Ice
- Quality of **Entry** and **Exit** during all elements
- **Aesthetically** pleasing body positions, **Flexibility** in the element
- **Creativity** and/or **Originality** as it relates to the **Phrasing** of the music
- **Unison, Clarity, Effortless** execution throughout

## 2017/18 Guidelines for Judges for Errors in Synchronized Skating Elements

### **Poor quality in execution of the skaters' in Free Skating Element (fe):**

- **Death Spiral(s):** 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 Combination Spin(s):** poor awkward position, slow, travelling, change of foot poorly executed, touch down of free foot

### **Poor quality in execution of the skaters' in Free Skating Move(s) (fm):**

- Poor position
- Loss of balance
- Skater(s) do not attempt the position
- Skater(s) cheat the position
- Poor edge quality
- Slow or reduction of speed

### **Visible error EXAMPLES for Turns and Steps:**

- Skidded turn
- Scraped turn
- Jumped turn
- Flat entry and/or exit edge
- Turn or Step executed on the spot
- Two Footed entry and/or exit
- Free foot touches down
- Turn or Step not attempted

## 2017/18 Guidelines for Referees, Judges and Technical Panel Deductions

<b><u>*Referee and Judges</u></b>	<b><u>Penalty</u></b>
Costume / prop violation, Rule 951, paragraph 1 (feathers not allowed anywhere, rhinestones or sequins not allowed on the face)	-1.0
<b><u>Referee</u></b>	
Costume failure, Rule 951, paragraph 2	-1.0
Music violations, Rule 991, paragraph 2a)	-1.0
Time violation for every five (5) seconds in excess or lacking (Free Skating), Rule 952	-1.0
Time violation for every five (5) seconds in excess 2 min 50 sec (SP), Rule 952	-1.0
Interruption in excess, more than ten (10) seconds (caused by a stumble or fall), Rule 953, paragraph 2	
11-20 seconds	-1.0
21-30 seconds	-2.0
31-40 seconds	-3.0
more than 40 seconds by one or several skaters	-4.0
more than 40 seconds by the Team	Team is withdrawn
Interruption of the program with three (3) minutes, Rule 965	-5.0
<b><u>**Technical Panel</u></b>	
<b>Falls</b> , Rule 953, paragraph 1: <b>One (1) skater</b> (each time)	-1.0
<b>Two (2) or more skaters at one (1) time</b>	-2.0
<b>Non-permitted</b> , Rule 992, paragraph 3	
Elements/Features/Extra Features/Additional Features/Movements	-1.5
<b>Illegal</b> , Rule 992, paragraph 2	
Elements/Features/Additional Features/Movements	-2.0
<b><u>Short Program:</u></b>	
<b><u>Elements:</u></b>	
<b>Wrong element shape</b> , Rule 991, paragraph 3f)	<u>No value</u>
<b>Repeated</b> element shape, Rule 991, paragraph 3b)	-1.5 (not called)
<b>Un-prescribed</b> or <b>Additional</b> element, Rule 991, paragraph 3b)	-1.5 (not called)
<b><u>Features and Additional Features:</u></b>	
Not according to requirements ( <b>NAR</b> ) per violation, Rule 991, paragraph 2n)	-0.5
<b>Omitted</b> Requirements, Rule 991, paragraph 3e)	-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.

## 2017/18 Adjustments to Grade of Execution (GOE)

PLEASE PAY ATTENTION TO NUMBER OF SKATERS MAKING MISTAKES / ERRORS				
ELEMENT		Reduce by	No higher than	Increase by
<b>All Elements</b>	Major loss of the shape during an element		-2	
	Team not acting as one unit during an element	1 to 3 grades		
	Poor quality in execution	1 to 3 grades		
	Lack of Flow, Power and Speed and/or Unison	1 to 3 grades		
	Excessive use of crossovers	1 grade		
	Element reflects the character of the music			
<b>Holds</b>	Break in hold or poor quality of hand holds	1 grade		
	Good variety and quality of holds			1 grade
<b>Stumble, Collision, Fall(s)</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	2 grades	-1	
	Fall of three (3) or more skaters in an element		-3	
<b>Creative Element (Cr)</b>	Poor quality of execution of the free skating move or free skating element	1 to 3 grades		
	Entry/exit of free skating move or free skating element is unexpected and/or creative			1 grade
	Element does not reflect the rhythm and character of the music		-1	
<b>Group Lift (GL)</b>	Entry/exit with mistakes	1 grade each		
	Remaining skaters are stationary in the Group Lift Element		0	
	Poor position of lifted skater		0	
	Collapse in a group lift		-2	
	Outstanding pose of the lifted skaters			1 grade
<b>Intersection (I+pi) and Intersection with no pi (I)</b>	Pre and/or post shape not attained	1 grade each		
	Stopping before and/or after intersection	1 grade each		
	Poor speed during intersection		-1	
	<b>Whip:</b> all skaters not intersecting at the same time (the two fast-end skaters in each line may intersect slightly after)		0	
	<b>Whip:</b> no whip action		-2	
	<b>I+pi:</b> Point of Intersection (pi) executed with fast rotations			1 to 2 grades
<b>Move Element (ME)</b>	<b>I:</b> Creative composition with good execution			2 grades
	One (1) to three (3) skaters incorrectly executing the move(s)	1 grade per fm		
	Outstanding flexibility, body lines and pose of skaters			2 grades
<b>No Hold (NHE)</b>	Poor quality of extra features	1 to 3 grades		
<b>Pivoting Block/Line (PB/PL)</b>	Poor spacing of the lines	1 to 3 grades		
	Interrupted pivoting (less than two (2) seconds)	1 grade		
	<b>PB:</b> No pivoting action		0	
	<b>PL:</b> Line(s) not straight 90% of the time		-2	
<b>Synchronized Spin/Pair Element (Ss/Pa)</b>	Spin(s)/pair element traveling	1 to 3 grades		
	Outstanding synchronization of the spin/pair element			2 grades
	<b>Spin:</b> Touchdown of the free foot	1 to 3 grades		
	<b>Spin:</b> No unison during the entire spin (4 phases)		-3	
	<b>Spin:</b> No unison during more than half of the spin (3 phases)		-2	
	<b>Spin:</b> Loss of unison (1-2 phases)	1 to 2 grades		
<b>Travelling/ Rotating Circle/Wheel (TC/TW/C/W)</b>	Speed not maintained during travel/change of configuration/change of direction	1 to 2 grades		
	Interrupted travel (less than two (2) seconds)	1 grade		
	<b>TW/W:</b> Spokes too far apart from the center/pivot point	1 grade		
	No centrifugal force during the Element		-1	
	Great speed of rotation maintained or accelerated			1 grade
	Fast Travelling			1 grade
<b>Turns/Steps and Step Sequences, Pivoting Block (PB) and No Hold Element (NHE)</b>	Visible errors for Turns/Steps	1 to 3 grades		
	Inability to maintain Speed during execution	1 grade		
	Good balance between turns/steps and linking steps throughout			1 grade
	Deep edges throughout			1 grade
	Exit of the turns with running edge maintained			1 grade
	Step sequence skated to the rhythm and character of the music			2 grades

## Program Component Criteria – Synchronized Skating

### **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 foot skating;

### **Transitions:**

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

In evaluating the Transitions, the following must be considered:

- Continuity of movements from one element to another (all disciplines);
- Variety (**including variety of holds in SyS**) (\*);
- Difficulty;
- Quality;

### **Performance:**

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

In evaluating the 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 **management of 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 the Composition, the following must be considered:

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

### **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;

### **\* NOTE: If there is an imbalance between attached holds and non-attached holds, it must be reflected in Program Components (Transitions, Composition...)**

\*\*Finesse is the Skater’s refined, artful manipulation of music details and nuances through movement. It is unique to the skater / skaters and demonstrates an inner feeling for the music and the composition. Nuances are the personal ways of bringing subtle variations to the intensity, tempo and dynamics of the music made by the composer and/or musicians.