

INTERNATIONAL SKATING UNION

Communication No. 1587

SYNCHRONIZED SKATING

Clarifications to ISU Communication #1532 and #1574
Guidelines for Judges Reduction of GOE for Errors in Synchronized Skating Elements
Guidelines for Referees and Technical Panel Deductions
Guidelines for Marking of GOE (positive aspects)

1. Clarifications to ISU Communication #1532

Moves in the Field

Configurations

- The configuration that will be counted for the simple or difficult variation in the case of an fm skated in a mirror image pattern is the shape that is on one (1) side of the “mirror.” See diagram below.

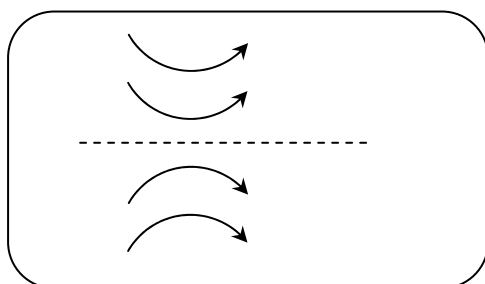


Diagram:
The configuration/shape is
two (2) lines

Page 6

GROUP LIFTS – NEW TEXT (underlined)

Level 3: The supporting skaters must attempt to have at least one (1) lifting arm fully extended. The level of a group lift should not be lowered if the supporting skaters are in a position that does not allow for them to fully extend their arms.

EXAMPLE: A supporting skater, with longer arms, may not be able to fully extend their arms due to his/her position within the structure of the lift as compared to the shorter skaters.

2. Clarifications to ISU Communication #1574

Page 2 - STEP SEQUENCE FEATURE – Amendments in Group 2:

NEW TEXT (underlined)

GROUP 2

Three (3) different types of turns + one (1) Change of Rotation 360° or a Series of Turns

Choice of: three turn, twizzle, choctaw, rocker, bracket, counter, loop

Linking steps: may be included and consist of *progressives, chasses, toe steps, change of edge, cross rolls, etc.* There must be a balance of linking steps and turns.

Page 3 – Visible Errors

NEW TEXT (underlined)

If a team meets the requirements of a Step Sequence level, no matter the number of incorrectly executed turns, then that level will be called.

EXAMPLE:

If there are at least two (2) correctly executed turns in the *entire* Step Sequence, then s1 is called.

A Step Sequence is permitted to be executed during a mirror image pattern, however the turns executed during the mirror image pattern *will not be counted* towards the level of the Step Sequence. The mirror image pattern will not interrupt the Step Sequence.

- Small variances/differences in linking steps/turns/edges are permitted when beginning or ending a mirror pattern in a Step Sequence.
- A Circle in a Circle in opposite directions or two (2) separate Circles skating in opposite directions are considered to be a mirror image pattern.

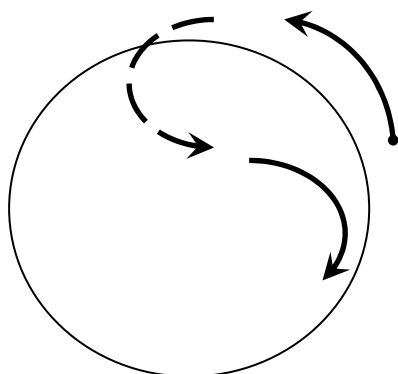
**Page 11 & 12 – CIRCLE / Traveling with a hold (Simple or Difficult Variation)
Updated and Clarified**

- Traveling of ¼ of the ice surface must be executed with a hold
- A release of the hold (even to execute a 360° turn for traveling with steps) will end the traveling additional feature (simple or difficult)

**Page 13 – CIRCLE / Change of Rotational Direction
NEW / TEXT**

The Change of Rotational Direction may also be executed towards the center of the Circle.

A 360° rotation for the cd does not have to be a “twizzle-like” rotation. As long as the rotation has started OR ended during the period indicated by the dotted line.



At least part of the 360° rotation must occur before the change of rotational direction (dotted line) is completed

**Page 19 – LINE / Pivoting and Interacting lines
NEW TEXT (underlined)**

- Small variances/differences in linking steps are only permitted intermittently, in order to allow each Line to be executed correctly
- Both Lines must pass each other and “maintain” an approximate 90° angle when compared to each other as they pivot and interact

***This completes the technical clarifications. Please see next section for Judges information.**

3. Guidelines for Judges Reduction of GOE for Errors in Synchronized Skating Elements APPENDIX B / REVISED

Reduce Average GOE by

Break in hold and poor hand holds	-1 GOE
Stumble or collision with no fall	-1 to -2 GOE
Fall of one skater (down and up, quick recovery back into position)	-1 GOE
Fall of one skater (prolonged period of time)	-2 GOE
Fall of two or more skaters at one time (major error)*	-3 GOE

Average GOE cannot be in the pluses for a major fall in an element.

Note: Falls occurring in transitions (including transitional elements and linking movements) should be reflected in the component scores accordingly.

ELEMENT	ERROR Short Program and Free Skating	REDUCE GOE
Block	Reduction of speed during pivoting	-1 GOE
	Reduction of speed during change direction	-1 GOE
	No regrasp of hold whenever possible during Step Sequence	-1 GOE
	All skaters do not use the same hold at the same time while executing Step Sequence	-1 GOE
Circle	Circle rotation is slow during the traveling	-1 GOE
	Reduction of speed during change of rotational direction	-1 GOE
Intersection	Pre and/or post shape not attained	-1 GOE
	Stopping before and/or after intersection	-1 GOE
	Reduction of speed during approach and/or exit	-1 GOE
	Reduction of speed at the point of intersection	-1 GOE
Line	Reduction or slow speed during pivoting	-1 GOE
	Reduction or slow speed during retrogression	-1 GOE
Wheel	Rotation slows or is slow during traveling	-1 GOE
	Reduction of speed during change of rotational direction	-1 GOE
	For SP only: All skaters do not use the same hold at the same time within each spoke	-1 GOE
Moves in the Field (MF)	Poor body line/positions	-1 to -3 GOE depending on the number of skaters / moves
	Visible errors within each fm	-1 GOE
Movements in Isolation (MI)	One (1) lift collapses	-1 GOE
	Two (2) or more lifts collapse	-2 GOE
	Visible errors within each fe/fm	-1 GOE
	No relation between skaters in fe/fm and rest of team	-1 GOE
No Hold Block	Element does not maintain axis	-1 GOE
	Element does not start or end close to the end barrier(s)	-1 GOE
Pair Element	One (1) or more pairs do not lift the skater	-1 to -2 GOE
Spin Element	Spin(s) not centered (traveling)	-1 to -2 GOE
	One (1) or more spins not executed	-1 to -2 GOE
	Touch down of the free foot during spin(s)	-1 to -2 GOE
Step Sequence	Shallow lobes or flat edges during turns	-1 to -2 GOE
	Reduction of speed / flow during Step Sequence	-1 GOE

4. Guidelines for Referee and Technical Panel Deductions
APPENDIX C / REVISED

Referee

	<u>Deduction</u>	<u>Points</u>
Short Program and Free Skating:		
Choreography excessively facing one side	DED 4	-2.0
Sub-grouping more than ½ of program / excessive division of team	DED 4	-2.0
Excessive Use of the Ice for each element	DED 2	-1.0
Note: Intersections are allowed to use up to ½ of the length of the ice surface (but not more) before a deduction for excessive use of ice is to be taken.		
Excessive Use of the Ice for transitions (each occurrence)	DED 2	-1.0
Costume/prop violation	DED 2	-1.0
Make-up violation	DED 2	-1.0
Music violation	DED 2	-1.0
Time violation for every 5 seconds in excess or lacking	DED 2	-1.0
Fall recovery time in excess of 10 seconds		
11-20 seconds (each time)	DED 2	-1.0
21-30 seconds (each time)	DED 4	-2.0
Holds in short and free program (incorrect # and not clearly recognizable)		
Missing one hold	DED 2	-1.0
Missing two holds	DED 4	-2.0

Technical Specialists (as verified by the Technical Controller)

Falls (in any part of the program)

One skater (each time)	DED 2	-1.0
Two or more skaters at one 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	Not counted / no DED	

Elements

Does not meet minimum ice coverage requirements	Element Not Called	
Wrong element shape in short program	DED 3	-1.5 (element not called)
Wrong pattern (i.e. mirror pattern in a short program)	DED 3	-1.5
Repeated element shape in short & free program	DED 3	-1.5 (repeated element / shape not called)
Additional element (<i>each one in short program</i>)	DED 3	-1.5 (additional element not called)
Illegal element (each)	DED 4	-2.0

Bonus

A +2.0 point bonus will be given to a team that displays a unique or creative innovative element or movement either in the well-balanced program elements or in the extra elements/transitions. This bonus will be awarded only once in competition.

5. NEW JUDGING GUIDELINES

Guidelines for marking GOE of Synchronized Skating Elements (positive aspects)

These guidelines are a tool to help and encourage Judges to recognize positive aspects of elements when arriving at a GOE. These tools are to be used together with the GOE criteria charts from ISU Communication #1529.

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, a Judge reduces the GOE according to the guidelines of possible errors, and the result is the final GOE of the element.

When establishing the starting GOE, Judges must ensure that the fundamental aspects of the element are at least Base level. After this is determined, the Judges may use the following recommendations to give a positive GOE.

For + 1: 3 bullets

For + 2 : 4 up to 6 bullets

For + 3 : 7 or more bullets

Blocks and Lines (linear elements)

1. must have good transitions in and out of element
2. superior line up and overall shape (maintained while pivoting, axis changes, changes of configurations)
3. uniformity in spacing of skaters (maintained while pivoting, axis changes, changes of configurations)
4. superior and consistent speed and flow (especially during pivoting, axis changes)
5. precise foot placement/unison in body positions while executing
6. superior control of chosen holds and body positions during change of holds
7. quick and smooth transitions between configurations; uniform tracking of skaters during transitions
8. effortless execution throughout

Circles, Wheels (rotating elements)

1. must have good transitions in and out of element
2. superior shape (circle roundness); equal spacing of spokes (in wheels)
3. uniformity in spacing of skaters (maintained while traveling, change of rotational direction)
4. superior and consistent speed and flow (especially during rotation, traveling)
5. precise foot placement/unison in body positions while executing
6. superior control of chosen holds and body positions during change of holds
7. quick and smooth transitions between configurations; uniform tracking of skaters during transitions
8. effortless execution throughout

Intersection

1. must have good transitions in and out of element
2. superior line up and overall shape including preparation and exit phases
3. uniformity in close spacing of skaters in all phases
4. superior and consistent speed and flow (especially through the point of intersection)
5. superior unison in rotations at the point of intersection
6. precise foot placement/unison in body positions while executing
7. very good and exact timing of all skaters reaching the axis of intersection at the same moment
8. effortless execution throughout all phases and point of intersection

Moves in the Field (the bullets must apply for all three (3) fm's)

1. must have good transitions in and out of element
2. good energy and execution throughout all moves
3. good body line; controlled & superior position in moves
4. superior and consistent speed and flow during all moves
5. short set up (transition) between each move
6. superior flexibility of all skaters in all moves
7. quick and effortless ability to attain positions, variations and pattern (lined up and evenly spaced for the whole element)
8. creativity and originality

Moves in Isolation, Pair Element

1. must have good transitions in and out of element
2. superior overall symmetry, placement and tracking of free skating moves/elements; intricate pattern used
3. superior and consistent speed and flow in entry and exit of moves/elements
4. superior body positions and aesthetically pleasing positions
5. good control in all phases of moves/elements
6. good relationship between skaters; involvement of all skaters on the team (also those who are executing other fe/fm's)
7. effortless execution throughout (all free skating moves/elements are smoothly linked)
8. creativity and originality

Spin

1. must have good transitions in and out of element
2. good speed or acceleration during spin
3. good ability to center a spin quickly
4. good overall shape and spacing of skaters
5. superior unison in entry and exits of spins; unison of spinning rotation (equal number of revolutions)
6. good control in all phases (entry, rotation, change of foot/position, exit)
7. superior position(s) including air position in flying spins; spin with changes of position (head, arm, free leg)
8. creativity and originality

Step Sequence

1. step sequence includes a variety of turns (forward, backward, inside, outside edges **are used**)
2. good energy and execution throughout step sequence
3. superior and consistent speed and flow **throughout step sequence** (especially during change of directional rotation)
4. good clarity and precision in timing
5. strong edges and lobes used in entry and exits of turns
6. uniform tracking of skaters (unison in rotation, foot placement, leg height, body lean / line, arm movements)
7. creativity and originality
8. turns and linking steps matched to the musical structure

Milan
September 22, 2009
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