

INTERNATIONAL SKATING UNION

Communication No. 2041

SYNCHRONIZED SKATING

This Communication replaces ISU Communication No. 1965

The Communication introduces the **GUIDELINES** for the season 2016/17 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,
September 2, 2016
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2016-2017 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** throughout
- **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 fit to the **Phrasing** and reflect 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

2016 – 2017 Guidelines for Judges for Errors in Synchronized Skating Elements

Poor quality in execution of the skaters' free skating element(s)*:

- **Death Spiral(s):** poor position, poor exit, slow or reduction of speed
- **Jump (s):** poor speed, height, distance, air position, take off, weak landing (two feet, stepping out, scratching)
- **Un-sustained 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 Pair Spin(s):** poor awkward position, slow, travelling, change of foot poorly executed, touch down of free foot
 - **Flying Spin (s):** position in the air not attained, incorrect take-off and landing, touch down with free foot

Poor quality in execution of the skaters' free skating move(s)*:

- Poor free skating move **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 / Steps:

- Skidded / Scraped turn / Scratched
- Jumped turn
- Entry / exit edge flat
- Turn/Step executed on the spot
- Two footed entry / exit
- Free foot touches down
- Turn/Step **Not Attempted**

2016 – 2017 Guidelines for Referees, Judges and Technical Panel Deductions

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

(See Technical Handbook for specific errors and deductions)

* 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.

ADJUSTMENTS TO GRADE OF EXECUTION 2016 - 2017				
PLEASE PAY ATTENTION TO THE NUMBER OF SKATERS MAKING ERRORS				
ELEMENT		Reduce by	No higher than	Increase by
Creative (Cr)	Poor quality executed by the skaters in 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
Group Lift (GL)	Entry / Exit with mistakes	1 grade each		
	Remaining skaters are stationary in the GL Element		0	
	Poor position of lifted skater		0	
	Collapse in a Group Lift		-2	
	Outstanding pose of the lifted skaters			1 grade
Intersection (I)	Pre and / or post shape not attained	1 grade each		
	Stopping before and / or after Intersection	1 grade each		
	Whip: all skaters not intersecting at the same time		1	
	Whip: no speed during whip action		-2	
	Point of Intersection (pi) executed with fast rotations using Turns and / or Steps executed on one (1) foot			2 grades
Free Skating Move(s) (fm)	One (1) to three (3) skaters incorrectly executing the fm's	1 grade per fm		
	Poor free skating move(s) quality	1 to 3 grades		
	Outstanding flexibility, body lines and pose of skaters			2 grades
No Hold (NHE)	Poor quality of extra features	1 to 3 grades		
Pair Element (Pa)	Poor quality in execution of Pair Element	1 to 3 grades		
Pivoting Block / Line (PB / PL)	Spacing of the lines during pivoting, not maintained between lines.	1 grade		
	Interrupted pivoting (less than two (2) seconds)	1 grade		
	PB: No pivoting action		0	
	PL: line(s) not straight 90% of the time		-2	
Synchronized Spin (s)	Spin(s) traveling / slow revolutions	1 to 3 grades		
	Touchdown of the free foot during spin(s)	1 to 3 grades		
	No unison during the entire spin (during all 4 phases)		-3	
	No unison during more than half of the spin (during 3 phases)		-2	
	Loss of unison (during 1-2 phases)	1 to 2 grades		
	Outstanding synchronization of the spin			2 grades
Travelling / Rotating (Circle-Wheel)	Inability to maintain speed during travel / change of configuration / change of direction	1 grade		
	Interrupted travel (less than two (2) seconds)	1 grade		
	Spokes of the Wheel are too far apart from the center / pivot point	1 grade		
	Clear lack of centrifugal force		0	
	Great speed of rotation maintained or accelerated			1 grade
	Fast travelling			1 grade
	Circle: close spacing			1 grade
Turns / Steps and Step Sequences (s) (Pivoting Block (PB), No Hold Element NHE)	Visible errors for Turns/Steps	1 to 3 grades		
	Inability to maintain speed while executing Turns / Steps / step sequence (s)	1 grade		
	Good balance between turns / steps and linking steps throughout the Step Sequence (NHE)			1 grade
	Deep edges throughout			1 grade
	Exit of the turns with running edge maintained (no immediate step down)			1 grade
	Step Sequence is skated to the rhythm and reflects character of the music			2 grades
Hand Holds (Linear Element – Block (B) / Rotating Element – Wheel (W))	Break in hold or poor quality of hand hold(s)	1 grade		
	Good variety and quality of holds			1 grade
All Elements	Major loss of the shape during an element		-2	
	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		
	Excessive use of crossovers	1 grade		
	Element reflects the character of the music			1 grade
Stumble Collision Falls	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	

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 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);
- 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, intellectual involvement and 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 hold;

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;

Interpretation:

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;

*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.