

Communication No. 2318

SYNCHRONIZED SKATING (Replaces ISU Communication No. 2246)

The Communication introduces the **GUIDELINES** for the season 2020/21 for the following:

Guidelines for:

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

Tubbergen,
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2020/21 Referees, Judges and Technical Panel Deductions

Referee and Judges *)

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

Referee

Costume failure , Rule 951 para 2	-1.0
Late Start , Rule 838 para 1. between one (1) and thirty (30) seconds late	-1.0
Music requirement violation , Rule 991 para 2a)	-1.0
Program time violation , every five (5) seconds in excess of 2 min 50 sec (SP), Rule 952	-1.0
Program time violation , every five (5) seconds lacking or in excess (FS), Rule 952 para 2	-1.0
Interruption in excess , 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more than 40 seconds by the Team	Team is withdrawn
Interruption of the program with three (3) minutes , Rule 965	-5.0
Stopping in excess, Non-permitted , Rule 992 para 3:	
exceeding five (5) seconds within free program more than twice (2) (Sr/Jr)	-1.5
exceeding five (5) seconds within free program more than once (1) (Novice)	-1.5

Technical Panel**)

Fall , Rule 953 p.1: One (1) Skater (each time)	-1.0
Maximum Fall deduction per Element	-3.0
Illegal , Rule 992 para 2:	-2.0
Ice Coverage restriction not met , Rule 843 para 1 n):	-1.5

Short Program:

Elements:	Un-prescribed, Additional or Repeated element, Rule 991 3a)	-1.5
	Wrong element shape , Rule 991 3e)	No value
Features/Additional Features:		
	Not According to Requirements (NAR) per violation, Rule 991 3c)	-0.5
	Omitted Requirements , Rule 991 3d)	-0.5
Non-permitted , Rule 992 3:		
	Lifts of any variety, unless required (Short Program)	-1.5
	Lifts/vaults (Novice)	-1.5

(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. 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.

2020/21 Marking the GOE of Synchronized Skating Elements

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

The final GOE is calculated considering first the **key aspects/bullets** and the **additional aspects/bullets** 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/BULLETS

Elements are evaluated considering three (3) key aspects/bullets 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 ASPECTS/BULLETS

Elements are also evaluated considering these additional aspects/bullets:

- Variety and quality of Steps, Turns, Movements and Holds
- Entry and/or exit of the Element performed with originality or creativity
- Seamless execution and quality of Features
- Reflects the timing, tempo or character of the music
- Body line, flexible position and/or aesthetically pleasing position

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.

- Major errors impact the integrity/continuity and fluidity of the Element and/or its relation to the music and should be reflected accordingly.

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

- Required for an Element to achieve +5: the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with excellent execution and must **contain no errors or/and major error**.

- Required for an Element to achieve +4: two (2) of the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with very good execution and must **contain no major error**.

2020/21 Criteria Adjustments to the Grade of Execution

Fall(s) - Major Errors	Reduce	NHT	Key Aspects/Bullets				
Fall of one (1) Skater in an Element, depending on disruption	-2 to -3		Shape				
Fall of two (2) Skaters in an Element	-4		Unison				
Fall of three (3) or more Skaters in an Element		-5	Speed & Flow				
Minor Errors	Reduce	NHT	Additional Aspects/Bullets				
Stumbles, <u>bumps</u> or touchdown of free foot or hand(s)	-1 each		Variety and quality of Steps, Turns, Movements and Holds				
Breaks in holds or poor quality of Holds	-1 each		Entry and/or Exit performed with originality or creativity				
Visible Errors	-1 each		Seamless execution and quality of Features				
Long preparation into Element	-1		Reflects the timing, tempo or nuance of the music				
NHT = Not Higher Than			Body line, flexible position and/or aesthetically pleasing position				
Specific Criteria	Increase	Reduce	NHT	Specific Criteria	Increase	Reduce	NHT
Artistic Elements (Block, Circle, Line, Wheel)				Moves Element			
Creative variation of basic shape	+1			Outstanding flexibility and body lines in the fm's	+2		
Does not reflect music timing, tempo or nuance			0	Interesting pattern across the ice	+1		
Pivoting Elements (Block, Line)				No Hold Element			
Strong, controlled pivoting	+1			Block size maintained within two arm lengths distance	+2		
Speed not maintained through pivoting		-1					
Curved lines during pivoting		-2					
Rotating/Traveling Elements (Circle, Wheel)				Pair Element			
Traveling: Good ice coverage	+1			Outstanding synchronization of the pairs	+2		
Wheel: Spokes far away from center point		-1		Flexible, strong body position	+1		
No centrifugal force at all			-2	Exit with running edge maintained	+1		
Intersection Elements				Synchronized Spin Element			
Outstanding Speed and Intersecting at same time	+2			Outstanding synchronization in all three phases	+2		
Not intersecting at the same time		-2		Outstanding spin technique with minor unison errors	+2		
Approach or Exit shape not maintained		-1 each		Loss of spin centers (traveling)		-1	
Collision during intersecting – Major Error			-3				
Lift Element				Twizzle Element			
Outstanding flexibility and position of lifted Skaters	+2			Outstanding synchronization of the Element	+2		
Good ice coverage throughout	+1			Interesting pattern across the ice	+1		
Creative: Innovative position or pattern	+1			One-foot entry and exit	+1		
Collapse during Lift – Major Error			-3				

2020/21 Program Components for Synchronized Skating

SKATING SKILLS	TRANSITIONS	PERFORMANCE	COMPOSITION	INTERPRETATION
The 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	The varied and purposeful use of intricate footwork, positions, movements, holds and formations that link all Elements	Involvement of the Teams physically, emotionally and intellectually as they deliver the intent of the music and composition	An intentionally developed and/or original arrangement of all types of movements, according to the principles of musical phrase, space, pattern and structure	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:
Use of deep edges, steps and turns	Continuity of movements from one Element to another	Physical, emotional and intellectual involvement	Purpose (idea, concept, vision, mood)	Movement and steps in time to the Music/Timing
Balance, rhythmic knee action and precision of foot placement	Variety, including variety of Holds	Projection	Pattern and ice coverage	Expression of the music's character/feeling and rhythm, when clearly identifiable
Flow and glide	Difficulty	Carriage and Clarity of movement	Multi-dimensional use of space and design of movements; use of Holds	Use of finesse to reflect the details and nuances of the music
Varied use of power, speed and acceleration	Quality	Variety and contrast of movement and energy	Phrase and form (movements and parts structured to match the musical phrase)	Relationship between the Skaters reflecting the character and rhythm of the music
Use of multi-directional skating		Individuality/personality	Originality of the composition	
Use of one (1) foot skating		Unison and "oneness"		
		Spatial awareness between Skaters; management of the distance between Skaters; changes of Holds		

Category	Range	Definition	If there is a/are...	Impact for Synchronized Skating
Platinum	10.00	Outstanding	Fall or Major Error	<u>Maximum 9.75 can be awarded for any Component</u>
Diamond	9.00 – 9.75	Excellent	Falls or Major Errors	<u>Maximum 9.00 can be awarded for any Component</u>
Gold	8.00 – 8.75	Very Good		
	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		