

## Communication No. 2246

### **SYNCHRONIZED SKATING** (Replaces ISU Communication No. 2190)

The Communication introduces the **GUIDELINES** for the season 2019/20 for the following:

Guidelines for:

- 2019/20 Referees, Judges and Technical Panel Deductions
- 2019/20 Marking the GOE of Synchronized Skating Elements
- 2019/20 Criteria Adjustments to the Grade of Execution
- Program Components for Synchronized Skating

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# 2019/20 Referees, Judges and Technical Panel Deductions

See [usfigureskating.org](http://usfigureskating.org) for deductions for U.S. Figure Skating events.

## 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>Separations in excess, Non-permitted</b> , Rule 992 para 3: (separating longer than necessary before resuming skating together as a unit)	-1.5

## 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 requirement violation</b> , Rule 991 para 2a)	-1.0
<b>Program time violation</b> , every five (5) seconds in excess of 2 min 50 sec (SP), Rule 952	-1.0
<b>Program time violation</b> , every five (5) seconds lacking or in excess (FS), 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more than 40 seconds by the Team	Team is withdrawn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 with three (3) minutes</b> , Rule 965	-5.0
<b>Stopping in excess, Non-permitted</b> , 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

<b>Fall</b> , Rule 953 p.1: <b>One (1) Skater</b> (each time)	-1.0
<b>Maximum Fall deduction per Element</b>	-3.0
<b>Illegal</b> , Rule 992 para 2:	-2.0
<b>Ice Coverage restriction not met</b> , Rule 843 para 1 n):	-1.5
<b>Short Program:</b>	
<b>Elements:</b>	
<b>Un-prescribed, Additional or Repeated element</b> , Rule 991 3a)	-1.5
<b>Wrong element shape</b> , Rule 991 3e)	<u>No value</u>
<b>Features/Additional Features:</b>	
<b>Omitted Requirements</b> , Rule 991 3d)	-0.5
<b>Non-permitted</b> , 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)*

## 2019/20 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 and Movements
- Variety and quality of 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

#### Errors:

- A major error impacts the integrity/continuity and fluidity of the Element and/or its relation to the music.
  
- 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 errors.**
  
- 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 excellent execution and must **contain no MAJOR errors.**

## 2019/20 Criteria Adjustments to the Grade of Execution

Major Errors	Reduce	NHT
Fall of one (1) Skater in an Element, depending on disruption	-2 to -3	
Fall of two (2) Skaters in an Element		-4
Fall of three (3) or more Skaters in an Element		-5
Collapse during a Lift		-3
Collision during an Intersection		-3
Lacking all three (3) Key Aspects		-3

Minor Errors	Reduce	NHT
Stumbles, collisions or touchdown of free foot or hand(s)	-1 each	
Breaks in holds or poor quality of holds	-1 each	
Visible Errors	-1 each	
Excessive use of Space or Distribution over the ice	-1	
Long preparation into Element	-1	

Increase	Element Criteria	Reduce	NHT
<b>Artistic Elements (Block, Circle, Line, Wheel)</b>			
+1	Creative variation of basic shape		
	Does not reflect the music timing, tempo or nuance		0
<b>Pivoting Elements (Block, Line)</b>			
+1	<b>Pivoting:</b> Strong, controlled pivoting		
	<b>Pivoting:</b> Speed not maintained through pivoting	-1	
	<b>Block/Line:</b> Curved lines during pivoting	-2	
<b>Rotating/Traveling Elements (Circle, Wheel)</b>			
+1	<b>Traveling:</b> Good ice coverage		
	<b>Weaving:</b> Not weaving at the same time	-2	
	<b>Rotating/Traveling:</b> No centrifugal force at all		-2
	<b>Wheel:</b> Spokes far away from center point	-1	
<b>Intersection Elements</b>			
+2	Outstanding Speed and Intersecting at the same time at Point of Intersection		
	Not Intersecting at the same time	-2	
	Approach or Exit shape not maintained	-1 each	
<b>Lift Elements</b>			
+2	Outstanding flexibility and position of lifted Skaters		
+1	Good ice coverage throughout		
+1	<b>Creative:</b> Innovative position or pattern		
	<b>Creative:</b> Not all Skaters reflect the idea of the Lift		0

Increase	Element Criteria	Reduce	NHT
<b>Moves Element</b>			
+2	Outstanding flexibility and body lines in fm's		
+1	Interesting pattern across the ice		
<b>No Hold Element</b>			
+2	Block size maintained within two arm lengths distance		
<b>Pair Element</b>			
+2	Outstanding synchronization of the Pairs		
+1	Flexible, strong body position		
+1	Exit with running edge maintained		
<b>Synchronized Spin Element</b>			
+2	Outstanding synchronization in all three phases		
+2	Outstanding Spin technique (with minor unison errors)		
	Loss of Spin centers (traveling)	-1	
<b>Twizzle Element</b>			
+2	Outstanding synchronization of the Element		
+1	Interesting pattern across the ice		
+1	One-foot entry into and exit from the Twizzle		
+1	Exit with running edge maintained		

## 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	10.00 cannot be awarded for any Component
Diamond	9.00 – 9.75	Excellent	Falls or Major Errors	9.25 or higher cannot be awarded for any Component
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		