INTERNATIONAL SKATING UNION

Communication No. 2566

SYNCHRONIZED SKATING
(Replaces ISU Communication No. 2487)

This Communication provides **GUIDELINES** for season 2023/24 for the following:

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

Seoul,
     June 2, 2023
Lausanne,

Jae Youl Kim, President

Fredi Schmid, Director General

2023/24 Referees, Judges and Technical Panel Deductions

Referee and Judges *)
Costume/prop violation, Rule 951 para 1   -1.0
(theatrical in design, including makeup; feathers; rhinestones or sequins on the face)

Referee
Costume failure, Rule 951 para 2   -1.0
Late start, more than 30 seconds late, Rule 838 para 4   -1.0
Late start, more than 60 seconds late, Rule 838 para 4   Team is withdrawn
Music requirement violation, Rule 991 para 2 a)   -1.0
Program time violation, SP every five seconds in excess of 2 minutes 50 sec, Rule 952   -1.0
Program time violation, FS every five seconds lacking or in excess, Rule 952 para 2   -1.0
Interruption in excess, more than ten seconds (fault of Skaters(s)), 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
      second interruption of more than 40 seconds or program not completed   Team is withdrawn
Interruption of the program with three minutes, Rule 965 para 4 b)   -5.0
Adverse condition prior to the program with three minutes, Rule 965 para 6   -5.0

Technical Panel **)
Fall, Rule 953 para 1: **One Skater** (each skater per occurrence)   -1.0
Illegal Elements, Features, Additional Features, Movements, Rule 992 para 2:   -2.0
Ice Pattern / coverage requirements not met, Rule 843, para 1.m)
SP Elements: **Un-prescribed, Additional or Repeated** Element, Rule 991 3 a)   -1.5
           Wrong Element shape, Rule 991 para 3   No value
(See Technical Handbook for specific errors and deductions)

*) <u>Referee + Judges</u>: Deduction is applied according to the opinion of a majority of the Panel which includes all of the Judges and the Referee. No deduction in case of a 50:50 split vote.

**) <u>Technical Panel</u>: 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 Specialists stands.

Definition of Errors in Intersections and Lifts

Collision in Intersection – A collision disrupts and **stops the progression** of the Skater(s). Flow through the Point of Intersection is severely impacted and/or stopped. GOE reduction is -2.

Bump in Intersection – A bump **disrupts the progression** of the Skater(s). Flow through the Point of Intersection is impacted, but Skaters still move through the pi. GOE reduction is -1.

Collapse in Lift (Group, Pair, Creative) – A collapse occurs when the **lifted position is not maintained** and can occur from any fixed height. GOE reduction is <u>-2 for one Lift, and -3 for two Lifts</u>.

Lift Position not Attempted or Achieved – A Lift not attempted is usually caused by a disruption prior to the Lift. A Lift not achieved is a failure in the lifting process. <u>GOE reduction is -3 for one Lift, and -4 for two Lifts.</u>

2023/24 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+ criteria	5 criteria	3-4 criteria	2 criteria	1 criteria	- / +	1 criteria	2 criteria	3-4 criteria	5 criteria	6+ criteria

The GOE is calculated considering three **Key Criteria** and six **Additional Criteria** that result in a starting GOE. The GOE is then increased and/or decreased according to the **positive and negative criteria specific to each Element**.

THREE KEY CRITERIA
Elements are evaluated considering the following, of equal importance:

1. **Shape** — Roundness; straightness; alignment or spacing symmetry maintained throughout the Element.

2. **Unison** — Performing as one; precise body lines; in step or time; concurrent or syncopated.

3. **Speed & Flow** — Pace and velocity maintained or accelerated throughout the Element & Movement within, between or across the Element with effortless progression.

SIX ADDITIONAL CRITERIA
Elements are also evaluated considering the following, of equal importance:

Quality and variety of:
1. Steps, turns, fes, fms, skating movements and body movements;
2. Holds – minimum of three different connected types;
3. Entry and/or exit;
4. Features;
5. Reflects the timing, tempo, character, or nuance of the music;
6. Reflects creativity or originality.

ERRORS

- Serious Errors – <u>Fall(s)</u> impact the integrity/continuity and fluidity of the Element and its relation to the music and must be reflected accordingly in the GOE and Program Components.

- Errors do not fully impact the integrity/continuity and fluidity of the Element and should not be over penalized when awarding the GOE.

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

- For an Element to achieve +5: three Key Criteria and the Additional Criteria must be performed with very good quality and can contain **no error(s).**

- For an Element to achieve +4: two of the three Key Criteria must be present and three of the Additional Criteria must be performed with <u>good quality</u> and can contain no serious error(s).

Not Higher Than (NHT) reductions:
- When a **Not Higher Than** reduction is listed, the **NHT must be your starting GOE**. Additional reductions are applied as warranted, but your final GOE can be Not Higher Than the mark defined.

2023/24 Criteria Adjustments to the Grade of Execution

Serious Error – Fall(s)	Reduce		Three Key Criteria		
Fall of one Skater, depending on disruption	**-2 to -3**		Shape – Unison – Speed & Flow		
Fall of two Skaters	**-4**		**Six Additional Criteria**		
Fall of three or more Skaters	**NHT -5**		1. Steps, turns, fes, fms, skating movements, body movements;		
Errors	**Reduce**		2. Holds – minimum of three different connected types;		
Visible errors (breaks, bumps, stumbles, spin traveling, touchdowns, unstable positions (GL, ME, etc.)	-1 each		3. Entries and/or Exits;		
Excessive use of ice greater than ½ of the ice surface in Element (Cr, GL, ME, Pa, SySp)	-1		4. Features.*		
Long preparation into Element	-1		5. Reflects the timing, tempo, character, or nuance of the music.		
Choreography error identified by Technical Panel (**!**)	-2 per Element		6. Reflects creativity or originality (Elements, Features, Pattern, Shape, etc.).		

Element Specific Criteria	Incr.	Reduce	Element Specific Criteria	Incr.	Reduce
Artistic (Block, Circle, Line, Wheel) **& Mixed Element**			**No Hold Element**		
No Creativity, Originality, or Artistry, or Does not fit the music		NHT 0	Block size maintained within two arm lengths	2	
Intersection Element			**Pair Element**		
Fast pi rotations	2		Flexibility or beautiful body position	2	
pi Base Intersection: creative movement for pi	2				
Acceleration approaching pi rotation	1		**Pivoting Elements** (Block, Line)		
Collision		-2	Fast and controlled pivoting	2	
Not intersecting at the same time: confirm with video review		-1 to -2	Curved lines during pivoting		-2
Approach or exit shape not achieved		-1 each			
Lift Element (Group Lift, Pair Lift, Creative Lift)			**Rotation / Traveling Elements** (Circle, Wheel)		
Flexibility or beautiful position of lifted Skater(s)	2		**Traveling**: Fast rotation during travel	1	
Lift position not Attempted or Achieved by 1 Lift / 2 or more Lifts		-3 / -4	**Traveling:** Rapid ice coverage and greater than ½ of the ice	1	
Collapse in 1 Lift / 2 or more Lifts		-2 / -3	**Wheel**: Spokes too far from center point		-1
Stopping at exit of Lift		-1 to -2	No centrifugal force		NHT -2
Awkward and/or undignified lift actions and poses		-2	**Synchronized Spin Element**		
Non-lifting Skaters not executing steps or movements during the Lift		-1	Synchronization in all phases	2	
Creative Element: No Creativity, Originality, or Artistry, or Does not fit the music		NHT 0	Synchronization of entry and exit	1	
			Synchronization during Features	1	
Moves Element			**Twizzle Element**		
Flexibility and beautiful body lines in fms	2		Synchronization of all Twizzles	2	
			Good ice coverage of Twizzles	1	

* **Features/ Additional Features:** Refer to ISU Special Regulations & Technical Rules – Synchronized Skating (Rule 990), and ISU Communication Synchronized Skating Difficulty Groups of Elements, Features and Additional Features.

2023/24 Program Components for Synchronized Skating

COMPOSITION	PRESENTATION	SKATING SKILLS
The intentional, developed and/or original arrangement of the repertoire and all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern, and musical structure.	The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.	The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.
Unity	Expressiveness and projection	Variety of edges, steps, turns, movements and directions
Connections between and within elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns, movements and body control
Pattern and ice coverage	Musical sensitivity and timing	Balance and glide
Multi-dimensional movements and use of space	Unison, oneness and awareness of space	Flow
Choreography reflecting musical phrase and form		Power and speed

Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each Program Component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.

Category	Mark Range	Definition	Mistake	Maximum score per Program Component
Platinum	10	Outstanding	1 Serious error	**9.50 ***
Diamond	9.00 – 9.75	Excellent	2 or more Serious errors	**8.75 ***
Gold	8.00 – 8.75	Very Good	**For all Components:**	
	7.00 – 7.75	Good	* When there is **only one serious error and this error minimally impacts the program**, the maximum score of 9.50 is possible.	
Green	6.00 – 6.75	Above Average		
	5.00 – 5.75	Average	**Note**: For the above to apply, the program as a whole is still deemed to be "Excellent".	
Orange	4.00 – 4.75	Fair	** When there are **two or more serious errors** and these errors **only minimally impact the program**, the maximum score of 8.75 is possible.	
	3.00 – 3.75	Weak		
Red	2.00 – 2.75	Poor		
	1.00 – 1.75	Very Poor		
	0.25 – 0.75	Extremely Poor		