

INTERNATIONAL SKATING UNION

Communication No. 1435

Synchronized Skating Grade of Execution Criteria for Elements Grade of Execution Charts for Elements Guidelines for Judges Reduction of GOE Deduction Chart & Who is Responsible

To better assist Judges in arriving at reflective Grade of Execution (GOE) marks for program elements, the Synchronized Skating Technical Committee has made the “recommendations” for establishing five (5) element criteria for each Synchronized Skating element.

Each of the five (5) criteria is to be evaluated on a –3 to +3 scale, with the **median mark** becoming the start GOE (original GOE) for the element before reductions are taken for errors, such as falls, stumbles, collisions etc.

Based on the GOE criteria charts that follow, below is an example of applying this new method for a Block element.

MEDIAN GOE

| BLOCK CRITERIA | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|--|----|----|----|---|----|----|----|
| 1. Quality of edges, turns, linking steps and tracking during the element and especially during the step sequences including good unison during the step sequence <i>Variety of turning: Is evaluated in Skating Skills and it is a Technical Consideration</i> | | | ✓ | | | | |
| 2. Quality of configurations; straightness of lines, maintaining spacing between skaters, block lines and security in the chosen holds | | | | | ✓ | | |
| 3. Quality of speed and flow throughout element with great importance given to speed and flow during the step sequence | | | | | ✓ | | |
| 4. Quality of pattern/axis changes and changes of formation <i>Variety of Pattern: Evaluated in Program Components. Formations: The number of Changes of Formation belong to Technical panel</i> | | | | ✓ | | | |
| 5. Quality of pivoting (equal spacing between lines maintained, close/tight pivot point or center executed with speed) | | | | | ✓ | | |

This chart shows the five criteria individually assessed with a mark, with the median indicated at the vertical line. This median mark would be the original GOE for the element before any reductions. If a fall or other errors occurred in this example, then the GOE would be further reduced according to the **Guidelines for Judges Reduction of GOE for Errors in Synchronized Skating Elements** (Appendix A).

Milano,
January 8, 2007
Lausanne,

Ottavio Cinquanta, President
Fredi Schmid, Director General

GRADE OF EXECUTION (GOE) SYNCHRONIZED SKATING

| BLOCK | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|---|--|-----------|-----------|--|-----------|--|-----------|
| <p>1. Quality of edges, turns, linking steps and tracking during the element and especially during the step sequences including good unison during the step sequence</p> <p><i>Variety of turning: Is evaluated in Skating Skills and it is a Technical Consideration</i></p> | <p>The majority of the skaters are skating on a straight line or very shallow edges AND have NO unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | | | <p>The majority of the skaters use a moderate and the same depth of edges AND/OR have unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | | <p>ALL skaters use a strong and the same depth of edges AND have unison on free leg placement/height during the step sequence at all times</p> <p><i>The level of GOE is dependent on the speed and severity of the error</i></p> | |
| <p>2. Quality of configurations; straightness of lines, maintaining spacing between skaters, block lines and security in the chosen holds</p> | <p>Half (1/2) of the team does not have even spacing between</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The majority of the skaters are lined up OR the lines are evenly spaced for the whole block element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | <p>All skaters are lined up and evenly spaced for the whole block element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | |
| <p>3. Quality of speed and flow throughout element with great importance given to speed and flow during the step sequence</p> | <p>The majority of the skaters show laboring as they try to gain speed; (arms and bodies are moving as the skaters push to gain and maintain speed)</p> <p>Excessive loss of speed especially shown by the end of the step sequence</p> <p><i>The level of GOE is dependent on the initial speed and the loss of speed and severity of the error</i></p> | | | <p>The majority of the skaters do not show effort; (some arm movement or body movement is apparent when the skaters are trying to gain and maintain speed)</p> <p>Moderate loss of speed shown especially by the end of the step sequence</p> <p><i>The level of GOE is dependent on the initial speed and the loss of speed and severity of the error</i></p> | | <p>All skaters show effortless skating; (the skaters bodies and arms are still)</p> <p>No loss of speed from start to the end and especially during the step sequence</p> <p><i>The level of GOE is dependent on the initial speed and the loss of speed and severity of the error</i></p> | |
| <p>4. Quality of pattern/axis changes and changes of formation</p> <p><i>Variety of Pattern: Evaluated in Program Components.</i></p> <p><i>Formations: The number of Changes of Formation belong to Technical panel</i></p> | <p>Excessive loss of speed or momentum as the team changes configuration OR pattern/axis</p> <p><i>The level of the GOE is dependent on the speed and smoothness</i></p> | | | <p>Moderate loss of speed or momentum as the team changes configuration AND/OR pattern/axis</p> <p><i>The level of the GOE is dependent on the speed and smoothness</i></p> | | <p>No loss of speed or momentum as the team changes configuration AND pattern/axis</p> <p><i>The level of the GOE is dependent on the speed and smoothness</i></p> | |
| <p>5. Quality of pivoting (equal spacing between lines maintained, close/tight pivot point or center executed with speed)</p> | <p>Most lines do not execute consistent speed and corridor is not maintained</p> <p><i>The level of GOE will be determined by the degree of speed and the severity of the error</i></p> | | | <p>The majority of the lines must execute consistent speed OR corridor</p> <p><i>The level of GOE will be determined by the degree of speed and the severity of the error</i></p> | | <p>All lines must execute consistent speed AND corridor is maintained</p> <p><i>The level of GOE will be determined by the degree of speed and the severity of the error</i></p> | |

| CIRCLE | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|---|---|--|---|----------|-----------|-----------|-----------|
| <p>1. Quality of edges, turns, linking steps and tracking during the element and especially during the step sequences including good unison during the step sequence</p> <p><i>Variety of turning: Is evaluated in Skating Skills and it is a Technical Consideration</i></p> | <p>The majority of the skaters are skating on a straight line or very shallow edges AND have NO unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | <p>The majority of the skaters use a moderate and the same depth of edges AND/OR have unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | <p>ALL skaters use a strong and the same depth of edges AND have unison on free leg placement/height during the step sequence at all times</p> <p><i>The level of GOE is dependent on the speed and severity of the error</i></p> | | | | |
| <p>2. Quality of configurations; maintaining circle shape and even spacing between skaters and/or multiple circles; security in the chosen holds</p> | <p>A circle that is not round OR symmetrical, for the majority of the element</p> <p>When there are 3 areas in the circle where the spacing is not even between the skaters</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | <p>A circle that maintains its roundness AND / OR symmetry for the majority of the element. The team shows the ability to correct the circle shape</p> <p>The majority of the skaters are evenly spaced for most of the element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | <p>Roundness / Symmetry is maintained for the entire element; All skaters are evenly spaced for the whole circle</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | | |
| <p>3. Quality of speed and flow throughout element with great importance given to speed and flow during the step sequence</p> | <p>The majority of the skaters are laboring and DO NOT keep the circle rotating with the same fast AND /OR consistent speed during most of the element</p> <p>Excessive loss of speed shown by the end of the step sequence</p> <p><i>The level of GOE is dependent on the speed of the circle's rotation and the severity of the error</i></p> | <p>The majority of the skaters effortlessly keep the circle rotating for most of the time with the same fast AND /OR consistent speed during most of the element</p> <p>Moderate loss of speed shown by the end of the step sequence</p> <p><i>The level of GOE is dependent on the speed of the circle's rotation and the severity of the error</i></p> | <p>All skaters effortlessly keep the circle rotating with the same fast AND consistent speed during the entire element</p> <p>No loss of speed from start to the end of the step sequence</p> <p><i>The level of GOE is dependent on the speed of the circle's rotation and the severity of the error</i></p> | | | | |
| <p>4. Quality of traveling; with good distance; pivot point maintained in center of circle; quality of spacing during the traveling</p> | <p>Slow travel AND/OR poor distance throughout the majority of the circle element</p> <p><i>The level of GOE is dependent on the speed and severity of the error</i></p> | <p>Maintain fast travel AND/OR good distance throughout the majority of the circle element</p> <p><i>The level of GOE is dependent on the speed and severity of the error</i></p> | <p>Maintain fast travel AND good distance throughout the entire circle element</p> <p><i>The level of GOE is dependent on the speed and severity of the error</i></p> | | | | |
| <p>5. Quality of change of rotational direction</p> | <p>A change of rotational direction executed without turns, moves, linking steps AND with a loss of speed</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | <p>A change of rotational direction executed with turns, moves, linking steps and a loss of speed OR without turns, moves, linking steps and no loss of speed</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | <p>A change of rotational direction executed with turns, moves, linking steps AND with no loss of speed</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | | |

| INTERSECTION | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|--|---|-----------|-----------|--|-----------|-----------|---|
| 1. Quality of turns, linking steps and moves executed at the point of intersection | The majority of skaters are skating on a straight line on the entry AND / OR exit edges on the turns, linking steps and moves <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of skaters execute a strong depth of entry OR exit edges on the turns, linking steps and moves <i>The level of GOE is dependent on the severity of the error</i> | | | All skaters execute a strong depth of entry AND exit edges on the turns, linking steps and moves <i>The level of GOE is dependent on the severity of the error</i> |
| 2. Quality of shape/spacing of skaters before and after the point of intersection | Lines are poorly spaced AND / OR incorrectly formed; uneven spacing between the majority of skaters before and after the point of intersection <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of Lines are accurately spaced AND / OR correctly formed; even spacing between the majority of skaters before and after the point of intersection <i>The level of GOE is dependent the accuracy of the formation</i> | | | All Lines are accurately spaced AND correctly formed; even spacing between all skaters before and after the point of intersection <i>The level of GOE is dependent the accuracy of the formation</i> |
| 3. Quality and Maintenance of speed and flow during the preparation and exit phases | Loss of speed and flow or poor speed and flow during the preparation and exit phase <i>The level of GOE is dependent on the severity of the error</i> | | | Maintain consistent speed and flow with some loss of speed and flow occurring during either the preparation and exit phases <i>The level of GOE is dependent on the severity of the error</i> | | | Maintain consistent speed and flow with no loss of speed during preparation and exit phases <i>The level of GOE is dependent on the severity of the error</i> |
| 4. Quality and Maintenance of speed and flow during the approach and point of intersection phases | Loss of speed and flow or poor speed and flow during the approach and point of intersection phases <i>The level of GOE is dependent on the severity of the error</i> | | | Maintain consistent speed and flow with some loss of speed and flow occurring during either the approach or point of intersection phases <i>The level of GOE is dependent on the severity of the error</i> | | | Maintain consistent speed and flow with no loss of speed during approach and point of intersection phases <i>The level of GOE is dependent on the severity of the error</i> |
| 5. Accuracy of the placement of turns, linking steps and moves executed at the point of intersection | Turns, linking steps, moves executed and completed too far before or after the point of intersection by the MAJORITY of skaters <i>The level of GOE is dependent on the severity of the error</i> | | | Turns, linking steps, moves executed and completed at or close to the point of intersection by the MAJORITY of skaters <i>The level of GOE is dependent on the severity of the error</i> | | | Turns, linking steps, moves executed and completed at the point of intersection by ALL skaters <i>The level of GOE is dependent on the severity of the error</i> |

| LINE | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|--|--|----|----|--|----|--|----|
| <p>1. Quality of edges, turns, linking steps and tracking during the element and especially during the step sequences including good unison</p> <p><i>Variety of turning: Is evaluated in Skating Skills and it is a Technical Consideration</i></p> | <p>The majority of the skaters are skating on a straight line or very shallow edges AND have NO unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | | | <p>The majority of the skaters use a moderate and the same depth of edges AND/OR have unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | | <p>ALL skaters use a strong and the same depth of edges AND have unison on free leg placement/height during the step sequence at all times</p> <p><i>The level of GOE is dependent on the speed and severity of the error.</i></p> | |
| <p>2. Quality of configurations; maintaining line up and spacing straightness of lines; An even Corridor is maintained between two parallel lines;</p> | <p>A line(s) that is not straight OR Corridor is not even, for the majority of the element</p> <p>The skaters show NO ability to correct an error</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The line(s) maintain its straightness AND / OR the Corridor is even for the majority of the element</p> <p>he skaters show an ability to correct an error</p> <p><i>The level of GOE is dependent the accuracy of the formation</i></p> | | <p>The line (s) remain straight AND the Corridor is even for the entire element</p> <p><i>The level of GOE is dependent the accuracy of the formation</i></p> | |
| <p>3. Quality of speed and flow throughout element with great importance given to speed and flow during the step sequence</p> | <p>The majority of the skaters show laboring as they try to gain speed; (arms and bodies are moving as the skaters push to gain and maintain speed)</p> <p>Excessive loss of speed shown by the end of the step sequence</p> <p><i>The level of the GOE is dependent on the number of different holds used</i></p> | | | <p>The majority of the skaters DO NOT show laboring as they try to gain speed; (some arm movement or body movement is apparent when the skaters are trying to gain and maintain speed)</p> <p>Moderate loss of speed shown by the end of the step sequence</p> <p><i>The level of the GOE is dependent on the number of different holds used</i></p> | | <p>All skaters show effortless skating skaters (the skaters bodies and arms are still)</p> <p>No loss of speed during step sequence</p> <p><i>The level of the GOE is dependent on the number of different holds used</i></p> | |
| <p>4. Quality of skater spacing; unison; security in the chosen holds</p> <p><i>Variety of skaters spacing is a Technical Consideration</i></p> | <p>The majority of the skaters are poorly spaced when there are 3 areas in the line where the spacing is not even between the skaters; Holds are not secure for all of the element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The majority of the skaters are evenly spaced AND/OR holds are secure during most of the element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | <p>All Lines are accurately spaced AND holds are secure for the entire element</p> <p><i>The level of GOE is dependent on the severity of the error.</i></p> | |
| <p>5. Quality of pivoting; equal spacing between lines maintained, even spacing between skaters are maintained; close/tight pivot point, executed with speed</p> | <p>Most of the line (s) DO NOT execute consistent speed AND spacing is NOT maintained for all of the element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The majority of the line (s) execute consistent speed AND/OR spacing is maintained for most of the element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | <p>The line (s) execute consistent speed AND spacing is maintained for all of the element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | |

| MOVEMENTS IN ISOLATION | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|---|--|-----------|-----------|---|-----------|---|-----------|
| 1. Quality of execution of free skating elements; entry/exit of free skating elements; unison | The majority of the skaters, (individual, pairs or groups) DO NOT execute the fe with ease AND / OR showing equal ability; The majority of skaters execute lifts, spins AND / OR jumps with little or no unison during most of the rotation <i>The level of GOE is dependent on the degree of speed and the severity of the error</i> | | | The majority of the skaters, (individual, pairs or groups) execute the fe with ease AND / OR showing equal ability; The majority of skaters execute lifts, spins AND jumps with unison during most of the rotation <i>The level of GOE is dependent on the degree of speed and the severity of the error</i> | | All skaters, (individual, pairs or groups) execute the free skating elements with ease AND showing equal ability; All skaters execute lifts, spins AND jumps with unison during the rotation, at all times <i>The level of GOE is dependent on the degree of speed and severity of the error</i> | |
| 2. Quality of execution of free skating moves including unison of body positions | The majority of the skaters, (individual, pairs or groups) DO NOT execute the free skating moves with ease AND / OR showing equal ability <i>The level of GOE is dependent the accuracy of the formation</i> | | | The majority of the skaters, (individual, pairs or groups) execute the free skating moves with ease AND / OR showing equal ability <i>The level of GOE is dependent the accuracy of the formation</i> | | All skaters, (individual, pairs or groups) execute the free skating moves with ease AND showing equal ability <i>The level of GOE is dependent the accuracy of the formation</i> | |
| 3. Quality of speed and flow throughout element | The majority of the skaters show laboring as they try to gain speed (arms and bodies are moving as the skaters push to gain and maintain speed) <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters DO NOT show effort (some arm movement or body movement is apparent when the skaters are trying to gain and maintain speed) <i>The level of the GOE is dependent on the severity of the error</i> | | All skaters show effortless skating (the skaters bodies and arms are still) <i>The level of GOE is dependent on the severity of the error</i> | |
| 4. Quality of linking the free skating moves/elements – transitions within MI element | The fe/fm are not smoothly linked and have no connection from one to the next <i>The level of GOE is dependent on the severity of the error</i> | | | Most of the fe/fm are smoothly linked and flow from one to the next with ease <i>The level of GOE is dependent on the severity of the error</i> | | All fe/fm are smoothly linked and flow from one to the next with ease <i>The level of GOE is dependent on the severity of the error</i> | |
| 5. Quality of pattern - Symmetry (placement) of free skating elements/moves and rest of team | The majority of the skaters, (individual, pairs or groups) DO NOT show a symmetrical placement for most of the time during the element <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters, (individual, pairs or groups) have a symmetrical placement for most of the time during the element <i>The level of GOE is dependent on the severity of the error</i> | | All skaters, (individual, pairs or groups) have a symmetrical placement at all times <i>The level of GOE is dependent on the severity of the error</i> | |

| MOVES IN THE FIELD | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|---|--|-----------|-----------|---|-----------|--|-----------|
| 1. Quality of edges during free skating moves (deep edges, strong lobes) | The majority of the skaters execute the majority of free skating moves on very shallow edges <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of skaters execute a strong depth of edges during the majority of the free skating moves OR All skaters execute a moderate depth of edges during all of the free skating moves <i>The level of GOE is dependent on the severity of the error</i> | | All skaters execute a strong depth of edge during each of the free skating moves <i>The level of GOE is dependent on the severity of the error</i> | |
| 2. Quality and variety of formations /line up and spacing between skaters; unison | The majority of the team does not have even spacing between each other AND /OR the line in front or behind; using the same formation <i>The level of GOE is dependent on the degree of speed and the severity of the error</i> | | | The majority of the skaters are lined up AND / OR the lines are evenly spaced for the whole element; using two formations <i>The level of GOE is dependent on the degree of speed and the severity of the error</i> | | All Skaters are lined up AND evenly spaced for the whole element; using three formations <i>The level of GOE is dependent on the degree of speed and the severity of the error</i> | |
| 3. Quality of speed and flow throughout element with great importance given to speed and flow during the moves | The majority of the skaters show laboring as they try to gain (arms and bodies are moving as the skaters push to gain and maintain speed) There is a loss of speed and during all free skating moves <i>The level of the GOE is dependent on the variety of formations used</i> | | | The majority of the skaters do not show effort (some arm movement or body movement is apparent when the skaters are trying to gain and maintain speed) There is some loss of speed or flow during one or two (2) of the free skating moves <i>The level of the GOE is dependent on the variety of formations used</i> | | All skaters show effortless skating; (the skaters bodies and arms are still) No loss of speed and flow during all three (3) free skating moves <i>The level of the GOE is dependent on the variety of formations used</i> | |
| 4. Quality / Unison; variety of body positions, flexibility in free skating moves (same leg height, lean, body line, arch of back, angle of legs); unison in entry/exit | The majority of the skaters DO NOT demonstrate flexibility in any of the three free skating moves; The majority of the skaters enters and exits the move with some quickness and not always at the same time. The team demonstrates the same position <i>The level of GOE is dependent on the severity of the error</i> | | | All skaters demonstrate the same degree of flexibility in one or two of the free skating moves OR the majority of skaters demonstrate the same degree of flexibility in all three free skating move; The majority of the skaters enter and exit the move with some quickness and at the same time. The team demonstrates two (2) different positions <i>The level of GOE is dependent on the severity of the error</i> | | All skaters demonstrate the same degree of flexibility in all three (3) free skating moves; All skaters enter and exit the move with quickness and at the same time. The team shows three different positions <i>The level of GOE is dependent on the severity of the error</i> | |
| 5. Quality of pattern | Small pattern; struggle with pattern <i>The level of GOE is dependent on the severity of the error</i> | | | Good pattern at most times <i>The level of GOE is dependent on the severity of the error</i> | | Excellent pattern at all times <i>The level of GOE is dependent on the severity of the error</i> | |

| NO HOLD BLOCK | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|---|--|-----------|-----------|---|-----------|---|-----------|
| <p>1. Quality of edges, turns, linking steps, moves and tracking during the step sequences including good unison</p> <p><i>Variety of turning: Is evaluated in Skating Skills and it is a Technical Consideration</i></p> | <p>The majority of the skaters are skating on a straight line AND have NO unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | | | <p>The majority of the skaters use a moderate and the same depth of edges AND/OR have unison on free leg placement/height during the step sequence for most of the time</p> <p><i>The level of GOE is dependent on the speed and the severity of the error</i></p> | | <p>ALL skaters use a strong and the same depth of edges AND have unison on free leg placement/height during the step sequence at all times</p> <p><i>The level of GOE is dependent on the speed and severity of the error</i></p> | |
| <p>2. Quality of formations; maintaining spacing between skaters and block lines, straightness of block lines</p> | <p>The majority of the lines DO NOT have even spacing between each other; The majority of the lines are Not straight for most of the No Hold Block element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The majority of the lines are evenly spaced for most of the element. The team shows an ability to correct an error; The majority of the lines are straight for most of the No Hold Block element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | <p>All lines start and remain evenly spaced for the whole block element. All lines are straight for the whole No Hold Block element</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | |
| <p>3. Quality of speed and flow throughout element with great importance given to speed and flow during the step sequence</p> | <p>The majority of the skaters show laboring as they try to gain speed; (arms and bodies are moving as the skaters push to gain and maintain speed) Excessive loss of speed shown by the end of the step sequence</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The majority of the skaters DO NOT show effort; (some arm movement or body movement is apparent when the skaters are trying to gain and maintain speed) Moderate loss of speed shown by the end of the step sequence</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | <p>All skaters show effortless skating; (the skaters bodies and arms are still) No loss of speed from start to finish of the step sequence</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | |
| <p>4. Quality skating of individual skaters' (turns, spacing, axis, lobes etc) during steps sequence and during body movements</p> | <p>The majority of the skaters DO NOT keep equal spacing between each other. They DO NOT maintain their axis with strong lobes during most of the element. The skaters DO NOT show an ability to correct an error quickly</p> <p><i>The level of the GOE is dependent on the variety of levels used during a body movement</i></p> | | | <p>The majority of the skaters keep equal spacing between each other as they maintain their axis with strong lobes during most of the element. The skaters show an ability to correct an error quickly</p> <p><i>The level of the GOE is dependent on the variety of levels used during a body movement</i></p> | | <p>All skaters keep equal spacing between each other as they maintain their axis with strong lobes during the entire element</p> <p><i>The level of the GOE is dependent on the variety of levels used during a body movement</i></p> | |
| <p>5. Quality / Unison; body positions, turns, linking steps and moves (same leg height, lean, body line, arch of back, angle of legs, arm movements), matching rotation of shoulder during turns</p> | <p>The majority of the skaters DO NOT show unison in lean, body line, free leg positions and arm positions</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | | <p>The majority of the skaters show unison in lean, body line, free leg positions and arm positions</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | | <p>All skaters show unison in lean, body line, free leg positions and arm positions</p> <p><i>The level of GOE is dependent on the severity of the error</i></p> | |

| SPIN | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|--|--|-----------|-----------|--|-----------|---|-----------|
| 1. Quality of spins; unified step direction on entry and exit of spin | The majority of the skaters DO NOT show unified step direction during preparation AND / OR during the exit of the spin <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters show unified step direction during preparation AND / OR during the exit of the spin <i>The level of GOE is dependent on the severity of the error</i> | | All skaters show unified step direction during preparation AND during the exit of the spin <i>The level of GOE is dependent on the severity of the error</i> | |
| 2. Quality of formations in which spins are executed | The majority of the skaters DO NOT maintain the spin formation during the Preparation, Spinning AND / OR Exit <i>The level of GOE is dependent on the speed of the spinning rotation and the severity of the error</i> | | | The majority of the skaters maintain the spin formation during the Preparation, Spinning AND / OR Exit <i>The level of GOE is dependent on the speed of the spinning rotation and the severity of the error</i> | | All skaters maintain the spin formation during the Preparation, Spinning AND Exit <i>The level of GOE is dependent on the speed of the spinning rotation and the severity of the error</i> | |
| 3. Quality of spin's speed (throughout element), speed on preparation/no stopping and speed on exit /no stopping | The majority of the skaters DO NOT show strong push AND / OR exit edge as they go out of the spin <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters show a strong push AND / OR exit edge as they go out of the spin <i>The level of GOE is dependent on the severity of the error</i> | | All skaters show a strong push AND exit edge as they go out of the spin <i>The level of GOE is dependent on the severity of the error</i> | |
| 4. Quality of spinning rotation (centering, maintaining consistent speed, on spot, equal number of revolutions) | The majority of the skaters DO NOT keep a fast AND / OR consistent speed or number of revolutions during the spins; The majority of the skaters do not remain centered during the spins <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters keep a fast AND / OR consistent speed and number of revolutions during the majority of the time that the spin rotates; The majority of the skaters remain centered during the majority of the time that the spin rotates <i>The level of GOE is dependent on the severity of the error</i> | | All skaters keep a fast AND consistent speed and number of revolutions during the time that the spin rotates; All skaters remain centered during the time that the spin rotates <i>The level of GOE is dependent on the severity of the error</i> | |
| 5. Quality / Unison; body positions; skaters spinning position; and changes of position (head, arm, free leg) | The majority of the skaters DO NOT show unified arm, leg AND/ OR body positions during the spins rotations or during changes of position <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters show unified arm, leg AND / OR body positions (including changes of position) during the majority of the time that the spin rotates <i>The level of GOE is dependent on the severity of the error</i> | | All skaters show unified arm, leg AND body positions (and changes of positions) during the time that the spin rotates <i>The level of GOE is dependent on the severity of the error</i> | |

| WHEEL | -3 | -2 | -1 | 0 | +1 | +2 | +3 |
|--|---|-----------|-----------|---|-----------|---|-----------|
| 1. Quality / Unison; body positions, maintain spacing between skaters, unified lean of body and security in the chosen hold | When there are 3 areas within the wheel where the spacing is not even between the skaters AND / OR the majority of the skaters DO NOT have the same lean for the whole element <i>The level of GOE is dependent on the degree of the speed and the severity of the error</i> | | | The majority of the skaters are evenly spaced AND / OR have the same lean for the whole element <i>The level of GOE is dependent on the degree of the speed and the severity of the error</i> | | All skaters are evenly spaced AND have the same lean for the whole wheel element <i>The level of GOE is dependent on the degree of the speed and the severity of the error</i> | |
| 2. Quality of configurations / shape; (maintaining wheel shape, angles between spokes and spacing between skaters with a great importance given to spacing during the traveling) | The majority of the skaters DO NOT keep most of the spokes straight during most of the wheel element The majority of the spokes DO NOT remain evenly spaced for the whole wheel element <i>The level of GOE is dependent on the severity of the error</i> | | | The majority of the skaters keep most of the spokes straight during most of the wheel element. The majority of the spokes begins and remains evenly spaced for most of the wheel element. The skaters show an ability to correct an error <i>The level of GOE is dependent on the severity of the error</i> | | Skaters keep all spokes straight during the whole wheel element All spokes begin and remain evenly spaced for the whole wheel element <i>The level of GOE is dependent on the severity of the error</i> | |
| 3. Quality of speed and flow throughout element with great importance given to speed and flow during the traveling | The majority of the skaters are laboring and DO NOT keep most of the spokes rotating with the same fast AND /OR consistent speed during most of the wheel <i>The level of GOE is dependent on the speed of the wheel's rotation and the severity of the error</i> | | | The majority of the skaters effortlessly keep most of the spokes rotating with the same fast AND /OR consistent speed during most of the wheel <i>The level of GOE is dependent on the speed of the wheel's rotation and the severity of the error</i> | | Skaters effortlessly keep all spokes rotating with the same fast AND consistent speed during the entire wheel element <i>The level of GOE is dependent on the speed of the wheel's rotation and the severity of the error</i> | |
| 4. Quality of traveling with good distance; quality of spacing during the traveling; fast traveling; pivot point maintained | Slow travel AND/OR poor distance throughout the majority of the wheel element. The majority of the spokes DO NOT maintain even and consistent speed as the wheel travels most of the time <i>The level of GOE is dependent on the severity of the error</i> | | | Maintain fast travel AND/OR good distance throughout the majority of the wheel element The majority of the spokes maintain even and consistent speed as the wheel travels most of the time <i>The level of GOE is dependent on the severity of the error</i> | | Maintain fast travel AND good distance throughout the entire wheel element All spokes maintain even and consistent speed as the wheel travels all of the time <i>The level of GOE is dependent on the severity of the error</i> | |
| 5. Quality of change of rotational direction (without loss of speed or shape) | A change of rotational direction executed without turns/moves etc. AND /OR with a loss of speed <i>The level of GOE is dependent on the severity of the error</i> | | | A change of rotational direction executed with turns/moves etc. AND /OR with the same speed <i>The level of GOE is dependent on the severity of the error</i> | | A change of rotational direction executed with turns/moves etc. AND with the same speed <i>The level of GOE is dependent on the severity of the error</i> | |

Guidelines for Judges Reduction of GOE for Errors
in Synchronized Skating Elements
 December 2006

| Element | Error | Reduce original GOE by |
|----------------------------|--|------------------------|
| Block & No Hold | | |
| | Break in hold and poor hand hold | -1 GOE |
| | Stumble | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| Serious | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |
| Circle | | |
| | Break in hold and poor hand hold | -1 GOE |
| | Stumble | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| Serious | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |
| Intersection | | |
| | Collision of skaters with no fall | -1 GOE |
| | Break in hold and poor hand hold | -1 GOE |
| | Stumble | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| Serious | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |
| Line | | |
| | Collision of skaters with no fall -- specifically during interacting lines | -1 GOE |
| | Break in hold and poor hand hold | -1 GOE |
| | Stumble | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| Serious | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |
| Wheel | | |
| | Break in hold and poor hand hold | -1 GOE |
| | Stumble | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| Serious | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |

| | | |
|---------------------------|--|--------------|
| Moves in the Field | | |
| | Break in hold and poor hand hold | -1 GOE |
| | Stumble | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| <i>Serious</i> | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |
| Moves in Isolation | | |
| | Collapse of lifted skater (one lift) | -1 to -2 GOE |
| | Collapse of lifted skater (two or more lifts) - GOE cannot be in the pluses | -2 to -3 GOE |
| | Stumble | -1 GOE |
| | Collision | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| <i>Serious</i> | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |
| Spin | | |
| | Touchdown of free foot or two-footed spinning | -1 to -2 GOE |
| | Stumble on entry/exit of spin | -1 to -2 GOE |
| | Collision | -1 to -2 GOE |
| | Fall of one skater - down and up (minor) | -1 GOE |
| | Fall of one skater for a prolonged time (medium) | -2 GOE |
| <i>Serious</i> | Fall of multiple skaters (major) – GOE cannot be in the pluses | -3 GOE |
| | | |

Synchronized Skating Deductions and Who is Responsible
December 2006

Event Referee

| | <u>Deduction</u> | <u>Points</u> |
|--|------------------|---------------|
| Costume/prop violation | DED 3 | -1.0 |
| Make-up violation | DED 3 | -1.0 |
| Music violation | DED 3 | -1.0 |
| Time violation for every 5 seconds in excess or lacking | DED 3 | -1.0 |
| Fall interruption in excess of 10 seconds | | |
| 11-20 seconds (each time) | DED 3 | -1.0 |
| 21-30 seconds (each time) | DED 4 | -2.0 |
| Holds in free skating (incorrect # and not clearly recognizable) | | |
| Missing one hold | DED 1 | -0.3 |
| Missing two holds | DED 2 | -0.6 |
| Missing three holds | DED 3 | -1.0 |
| Missing four 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 3 | -1.0 |
| Two or more skaters (each time) | DED 4 | -2.0 |
| Not according to requirements (NAR) | | |
| Missing one attempted requirement | DED 1 | -0.3 |
| Missing two attempted requirements | DED 2 | -0.6 |
| Missing three attempted requirements | DED 3 | -1.0 |
| Missing four attempted requirements | DED 4 | -2.0 |
| Omitted requirement – no attempt (each) | DED 2 | -0.6 |
| Wrong element shape in short program | DED 3 | -1.0 |
| Additional element (each) | DED 3 | -1.0 |
| Illegal element (each) | DED 4 | -2.0 |

Bonus

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