

2013 World Synchronized Skating Championships Viewer's Guide

For the skating fan new to synchro, or the synchro skater/coach/parent/fan who wants to expand their understanding of how performances are evaluated.

The information contained within is not exhaustive and does not replace ISU documents.

Visit 32blades.com/resources for links to current rules and regulations.

Technical Overview

The Technical Panel is composed of a Technical Controller, Technical Specialist, and Assistant Technical Specialist. The Technical Specialist “calls” each element’s level of difficulty verbally, and the TC or ATS may ask for a “review” if they disagree with a call. Reviews are performed using Video Replay at the end of each team’s performance.

Elements must meet a minimum requirement (such as distance) to be called and receive a base value. Different combinations of Features and Additional Features (or Variations) increase an element’s level of difficulty.

Errors made while attempting Features or Additional Features can cause the element’s level of difficulty to be downgraded. In most cases, three or more skaters must make an error for the level of difficulty to be downgraded.

Some elements are skated only in the Short or Free Program, not both. In the Short Program, some elements must be completed in a specific configuration, or contain a specific Feature or Additional Feature. In the Free Program, teams may choose to attempt Moves in the Field **OR** a Spin.

Element	Applicable Features	Applicable Additional Features / Variations
Block	- None	- Change of configuration with 360° rotation - Pivoting with turns (series on one foot for Level 3 and 4)
Circle	- None	- Change of configuration with 360° rotation - Change of rotational direction with a backward 360° rotation - Weaving - Traveling with turns
Line	- None	- Change of configuration with 360° rotation - Pivoting with turns - Interacting and Pivoting (Level 4)
Wheel	- None	- Change of configuration with 360° rotation - Change of rotational direction with a backward 360° rotation - Traveling with turns
Intersection	- Point of Intersection	- Back to back preparation and approach (or backward pivoting entry)
Moves in the Field	- Three different free skate moves (one must be a spiral)	- Three different configurations - One fm in a no hold - Release and connect during one fm - One fm in mirror image pattern - All skaters execute a change of position during one fm executed on one foot (i.e., skate moves from right side to left side of another skater) - Two of the three fm’s executed on one foot
Spin	- None	- None
Group Lift	- None	- Vaulting up AND down from lift - Change of position of lifted skater (torso rotates 180°, eg. Back to front) - Balancing lift (position of lifted skater stabilized mostly by their own strength) - Rotation in clockwise and anti-clockwise direction
No Hold Element	- Step Sequence	- Use of two different axes - Body movement(s) - Minimum of 20 or 30m while executing series of 3 or 4 turns on one foot - Skaters/lines change places with another skater/line
Circle Step Sequence	- None	- None
Creative Element	- None	- None

Falls: The total score is reduced by 1.0 for each fall, or 2.0 for each fall of multiple skaters at the same time.

What does the Technical Panel watch for?

Pivoting (Block, Line)

- Continuous pivoting action (no stopping or stalling, including while the pivot point changes ends)
- Pivoting the required number of degrees (270° for Block Level 4)
- Turns are included during the required pivoting distance
- Turns in the Block are correctly executed
- All skaters cover the required distance across the ice
- Pivoting in clockwise or anti-clockwise direction only, not a combination of both

Interacting and Pivoting (Level 4 Line)

- Each line pivots 360° total
- Pivoting in clockwise or anti-clockwise direction only, not a combination of both
- Lines are 90°, +/- 10°, from each other throughout
- All corners meet at least once
- Pivot point changes end two times in each line
- Two turns are included
- Lines are no more than two meters apart at all times

Change of configuration with 360° rotation (Block, Circle, Line, Wheel)

- For Level 3 and 4, only rotating turns and linking steps may be used in the 360° rotation
- Continuous rotation (not interrupted)
- Rotation not on the spot
- No cross-overs included while changing configuration
- Configurations are gliding (not stationary)

Change of rotational direction with backward 360° rotation (Circle, Wheel)

- Continuous rotation (not interrupted)
- Rotation not on the spot
- Rotation takes place during change of rotational direction (not before or after)
- Element rotates a minimum of 90° before and after change of rotational direction
- A loop may not be used as the 360° rotation

Weaving (Circle)

- Eight skaters in each Circle
- Skaters each change position two times (eg., outer Circle to inner, to outer, or vice versa)

Traveling with turns (Circle, Wheel)

- Element travels a minimum of ¼ of the length of the ice (or equivalent if on a curve)
- Travel is continuous (does not stop or stall)
- Skaters do not “assist” travel by stepping off the curve, pulling, doing different steps, etc.
- Two turns are included
- Two cross-overs in a row ends travel

Back to back preparation and approach (Intersection)

- Skaters' shoulders do not twist to face the point of intersection
- All skaters are back to back for a minimum of four steps before lines approach each other to intersect
- Skaters are in a hold until beginning rotations toward point of intersection
- Turns/rotations executed during the approach (before lines begin to intersect) are backwards

Point of intersection (Intersection)

- Continuous rotation(s) (not interrupted)
- Rotation(s) not on the spot
- Level 3 pi: rotation(s) begin and end backwards
- Cross-overs are not permitted
- Angled Intersection (Level 4 Intersection): skaters begin to rotate when they are at least two spots away from their hole, and rotate on a diagonal path until reaching the point of intersection
- Collapsing Intersection (Level 3 Intersection): the first rotation begins before the corners start to intersect, and the correct number of rotations are completed within the Intersection.

Angled Intersection, two lines (Level 4)

- Corridor between lines is no more than 2.5 meters once lead skaters begin to overlap
- Lines do not pivot more than 45°

Whip Intersection (Level 3 – required in Short Program)

- Lines maintain a strong curve until pivot skaters become back to back, then gradually straighten
- Skaters intersect at approx. the same time; three fast-end skaters in each line may intersect slightly later

Free skate moves (Moves in the Field)

- Moves are in the correct position, on the correct edge, for a minimum of three seconds
- For moves with a change of edge, the correct position is held for two seconds per edge

Spin

- Skaters are in the correct position for a minimum of three revolutions

Group Lift

- Lifts rotate the minimum amount (360° for Level 3 and 4)
- Lifts glide during preparation, lift, and exit
- Lifted skater “lands” the lift (must be set down)
- Torso of lifted skater is higher than head height of supporting skaters
- Lifted skater is above head height of supporting skaters during entire rotation
- Skaters not participating in the lift execute a free skate element (fe) from any level

Body movement (No Hold Element)

- Affects balance on the blade (core moves off vertical axis)
- Executed within step sequence, and not while stationary or during a stop
- Body movement on one foot: skater is upright on one foot before and after body movement

Step Sequence (Circle Step Sequence, Feature for No Hold Element)

- Turns are executed on one foot, on visible and correct edges
- Error(s) on a turn by three or more skaters: turn does not count towards difficulty level

Creative Element

- Has a fixed base value of 2.0 (no difficulty levels)
- A minimum of four skaters perform some type of creative or innovative movement to the music for the element to be confirmed by the Technical Panel
- Free skate elements and movements **do not** have to be correctly executed (eg., position, number of revolutions, correct edge) for the element to be confirmed
- May not include illegal moves (jumps of more than 1.5 revolutions, acrobatic lifts, camel spin by entire team, etc.)
- The “judges’ element”

Grade of Execution (GOE) Basics

There are nine (9) positive bullets for each element. Judges assess positive aspects of an element first, then reduce for errors to arrive at a final GOE from -3 to +3. Reductions range from -1 to -3 depending on the severity of the error. The panel's GOEs are applied to each element's base value, and the totals comprise the Technical Element Score (TES).

0: 1 to 2 bullets

+1: 3 to 4 bullets

+2: 5 to 6 bullets

+3: 7 or more bullets

Reductions (all Elements)	Reductions (specific to each Element)	Element	Positive Bullets (specific to each Element)	Positive Bullets (all Elements)
<ul style="list-style-type: none"> - Lack of Flow, Power, Speed - Lack of Unison - Inability to maintain Speed - Poor Shape, Symmetry, and/or Spacing - Break in hold or poor quality holds - Stumble or collision - Falls 	- Spacing not maintained during pivoting	<i>Block</i>	<ol style="list-style-type: none"> 1. Good Shape (line up, roundness) 2. Close & Even Spacing throughout 3. Quality of Turns, Edges, Skating on One Foot 	<ol style="list-style-type: none"> 4. Flow, Power, & Speed 5. Quality of Transitions within the element 6. Creativity and/or Originality 7. Element fits to Phrasing of music 8. Unison & Clarity 9. Effortless execution
	- N/A	<i>Circle</i>		
		<i>Line</i>		
		<i>Wheel</i>		
	- Shape not attained before and/or after	<i>Intersection</i>	<ol style="list-style-type: none"> 1. Even Spacing, Shape, Symmetry, Placement, Distribution 2. Quality of Entry & Exit during all moves/elements 3. Flexibility & Aesthetically pleasing positions 	
	- Stopping before and/or after	<i>Moves in the Field</i>		
	- Poor quality/incorrectly executed free skate move(s)	<i>Creative Element</i>		
	- Poor quality fm or fe	<i>Group Lift</i>		
	- Creative Element does not match phrasing of music	<i>Spin</i>		
	- Traveling/slow	<i>Circle Step Sequence</i>		
- 1 or 2 incorrectly executing	<i>No Hold Element</i>	<ol style="list-style-type: none"> 1. Close & Even Spacing 2. Variety of Turns & Steps, Multidirectional skating 3. Quality of Turns, Edges, Skating on One Foot 		
- Free-foot touch-down				
- Turns that are skidded, scraped, jumped, flat, on the spot, two-footed, touch-downs, not attempted				

Program Components (PC) Keywords

Judges award a score from 0 to 10, in 0.25 increments, for each of five (5) Program Components. PC are also commonly referred to as Presentation. Errors such as stumbles and falls may also be reflected in the PC marks.

Skating Skills	Transitions	Performance/Execution	Choreography	Interpretation
<ul style="list-style-type: none"> - Flow - Sureness - Balance - Edge depth, control - Speed (variance, acceleration) - Multi-directional - Unison, precision - Equal abilities - Knee action - One foot 	<ul style="list-style-type: none"> - Seamless, effortless - Threading - Quality - Variety (direction, holds) - Difficulty - Intricacy/complexity - Connection - Telegraphing - Quickness - Continuous 	<ul style="list-style-type: none"> - Projection - Clarity, sharpness - Commitment - Ease of carriage - Style - Synchronization - Body control - Unison - Delivery 	<ul style="list-style-type: none"> - Purpose, idea - Structure, pattern - Use of ice - Movements reflect music - Attention to musical phrasing - Design - Difficulty 	<ul style="list-style-type: none"> - Translation of music to movement - Use of musical highlights & nuances - Finesse - Feel music's style / character / rhythm with body and blade - Effortless expressive movement