



A USER'S GUIDE TO THE ISU
JUDGING SYSTEM FOR
SYNCHRONIZED SKATING

2009-2010 Season

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HOW TO UNDERSTAND THE ISU JUDGING SYSTEM

U.S. Figure Skating has integrated the ISU judging system into competitive synchronized skating for teams at the intermediate level and higher. While the information can seem overwhelming, this guide will show you steps to learn the information.

This guide does not contain all of the rules and specific requirements. Coaches still must go to ISU Communications and the U.S. Figure Skating Rulebook. However, this guide will direct you to where you can find that information.

1: UNDERSTAND THE VOCABULARY AND TERMS THAT ARE USED.

- a. Thoroughly read the **Glossary of Terms** in this document. Understanding all of the terms will make it easier to navigate your way through ISU documents and the language used in the U.S. Figure Skating rulebook.
- b. The reference listed below each term is where you should go to obtain further details on that area. Once you understand the principle, go to the appropriate section in the rulebook or ISU communication to get specific rules on how it is applied.

2: LEARN THE WELL BALANCED PROGRAM REQUIREMENTS FOR YOUR LEVEL.

- a. There is a chart in this document that tells you which elements are required in your free skate. Junior and senior short program required elements for the 2009-2010 season are also in this document. This information is also found in U.S. Figure Skating rules 4660-4790.

3: USE THE SUMMARIES OF DIFFICULTY GROUPS FOR ELEMENTS AND FEATURES TO LEARN THE DIFFERENCES IN GROUPS AND HOW THE LEVELS ARE DETERMINED.

- a. For each element that is required in your well balanced program, become familiar with all of the features that determine its difficulty group.
- b. Read the specific rules regarding what must be achieved in each element or feature to obtain the level.
- c. To understand how the difficulty groups of elements and features combine to determine the overall level and consequently, the base value, use the Summary of Levels of Elements in Synchronized Skating in this document and ISU Communication 1532, Appendix D.

4: ONCE YOU UNDERSTAND THE DIFFICULTY GROUPS, AND HAVE DECIDED WHAT ELEMENTS WILL BE INCLUDED IN YOUR PROGRAM, GO BACK TO ISU COMMUNICATIONS 1587, 1574, 1532 AND U.S. FIGURE SKATING RULE 4632 TO MAKE SURE YOU ARE MEETING THE SPECIFIC REQUIREMENTS.

5: AFTER YOU UNDERSTAND HOW YOUR TEAM WILL BE EVALUATED BASED ON MEETING SPECIFIC REQUIREMENTS, GO BACK TO ISU COMMUNICATION 1529 AND MAKE SURE YOU UNDERSTAND HOW YOUR TEAM WILL BE EVALUATED BASED ON EXECUTION OF EACH ELEMENT AND OVERALL PROGRAM COMPONENTS.

6: TEST YOUR KNOWLEDGE BY STUDYING THE PROTOCOL SAMPLE IN THIS DOCUMENT. YOU SHOULD BE ABLE TO UNDERSTAND HOW ALL OF THE NUMBERS WERE DERIVED.

7: IF THERE IS STILL SOMETHING THAT YOU DON'T UNDERSTAND, SEND QUESTIONS TO technicalpanel@usfigurekating.org.

REQUIRED READING LIST

All synchronized skating coaches must obtain and become familiar with the materials and documents listed below. They will be referenced throughout this document.

All ISU Communications can be found on: www.isu.org

All U.S. Figure Skating Technical Notifications can be found on: www.usfigureskating.org

2010 U.S. FIGURE SKATING RULEBOOK

- Rule 3438: Marking – Synchronized skating
- Rule 3439: Calculation of Results – Synchronized skating
- Rule 4611 - 1: Definition of Terms used in synchronized skating
- Rule 4611 – 2: Definitions of Steps and Turns
- Rule 4611 – 3: Definitions of Features and Requirements
- Rule 4611 – 4: Definitions of Additional Features
- Rule 4620: Synchronized skating short program standards
- Rule 4630: Synchronized skating free skate standards
- Rule 4632: Criteria for free skate well balanced programs
- Rule 4676: Illegal elements in synchronized skating
- Rules 4660-4790: Specific requirements for each level in synchronized skating

ISU SPECIAL REGULATIONS FOR SYNCHRONIZED SKATING 2008

ISU COMMUNICATION no. 1587 (Clarifications to ISU Communications #1574 and 1532)

ISU COMMUNICATION no. 1574 (Clarifications to ISU Communication #1532)

ISU COMMUNICATION no. 1532

ISU COMMUNICATION no. 1529

U.S. FIGURE SKATING TECHNICAL NOTIFICATION no. 35

*** Any ISU COMMUNICATIONS or U.S. FIGURE SKATING TECHNICAL NOTIFICATIONS THAT COME OUT DURING THE CURRENT SEASON.**

2009 COMBINED REPORT OF ACTION

GLOSSARY OF TERMS

TERMS RELATED TO THE BASICS

6.0 SYSTEM The system of judging in which teams are compared with one another, given two marks and ranked by each judge, with teams needing a majority of the panel to award them a placement. Preliminary, pre-juvenile, open juvenile, open adult, open collegiate, juvenile and masters are judged under the 6.0 system. The rules reflect and reward skills that are also important in the ISU judging system. See U.S. Figure Skating Rule 2090.

ISU JUDGING SYSTEM The basic principle of the ISU judging system is that teams will be rated against a set standard. Part of the team's final score will come from a technical panel and the other part will come from a judging panel that evaluates how well each element was executed and gives program components scores.

JUDGES The judges' job under the ISU judging system is much more specific. They will be required to give a mark, or grade of execution (GOE), ranging from -3 to +3 for each required step sequence, as well as each element in the program that is a required element (short program) or a well balanced program requirement (free skate) and has been given a value by the technical panel. They do this as the team is skating, and the GOE they give is based only on how well the element was performed, not how difficult it was. When the team has finished skating, they will give five marks, on a scale of .25-10.0 for each of the five program components. The judges do not rank the teams. They simply rate each element against a standard.

REFEREE The primary responsibility of the referee is to manage the panel of judges. They conduct a brief meeting with the judges prior to the event, they take specific deductions according to the rules, and they manage protests and make sure that all participants are following the rules. In U.S. competitions, the chief referee is responsible for writing the competition schedule and assigning judges to the panel. There is also an assistant referee at ice level. (This is the under both the 6.0 and ISU judging systems).

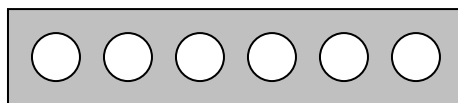
TECHNICAL CONTROLLER (TC) This individual is a very high level judge in the IJS system. Their job is to manage and supervise the calls of the technical specialists, authorize the data input, verify falls, and identify illegal elements.

TECHNICAL SPECIALIST (TS) and assistant technical specialist (ATS) These expert individuals are responsible for identifying and "calling" the executed elements according to the criteria set according to the rules. The Technical Specialist identifies the difficulty level for each element and step sequence, as well as the difficulty level of specific features. Additionally, it is the responsibility of the TS to identify illegal elements, as well as to identify and delete additional elements. Technical specialists are highly trained volunteers who are recruited from the former athlete or coaching ranks.

TECHNICAL PANEL The technical panel refers collectively to the technical controller, technical specialist, assistant technical specialist, data operator and video replay operator. They work as a team to ensure that all of the calls are correct. The technical specialist calls the elements including falls in real time as the team is skating. At any point, if the assistant or the technical controller disagrees with a called element or level they state, "Review". At the end of the program the panel reviews the element(s) in question and has a brief discussion. During the review process the Technical Panel will utilize the video replay to verify that the called element is correct. All panel decisions regarding levels of elements are made by a majority decision (two out of three). There is very specific language that is used by this panel, and their conversations are recorded.

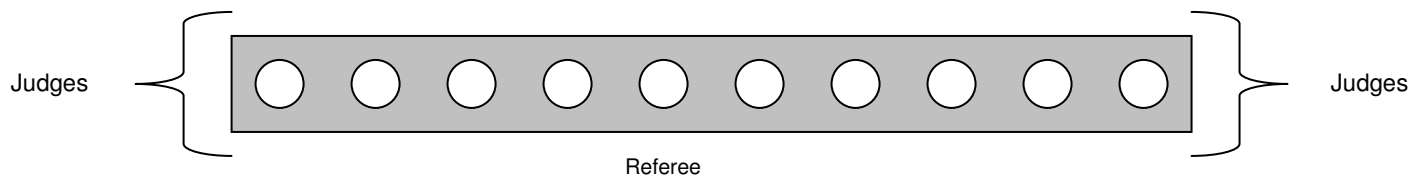
ILLUSTRATION OF THE JUDGES PANEL AND TECHNICAL PANEL SET UP

TECHNICAL PANEL



Video ATS TS TC Video Technical Accountant

JUDGES PANEL



TERMS RELATED TO THE PROGRAM, CALCULATION AND SCORING

BASE VALUE The points that are awarded for an executed element before the grade of execution or any deductions are applied. The base value for every element is found in ISU Communication 1532, Appendix D.

DEDUCTIONS Points taken off of the score by the technical panel or referee. A list of specific deductions is found in ISU Communication 1529, Appendix C and ISU Communication 1587. There are five basic types of deductions:

1. For a fall in any part of the program; taken from the total score. (TS/TC)
2. For various violations such as costume, make up, time violation, etc. (Ref.)
3. For elements and features that are not according to requirements; taken from the points awarded for that specific element (TS/TC)
4. For illegal elements (TS/TC)
5. For various program errors such as choreography excessively facing one side, sub grouping, excessive use of the ice for each element, incorrect number of holds, etc. (Ref.)

PROGRAM COMPONENTS SCORE This number is arrived at by each judge giving a mark for each program component, and a trimmed mean for each component being calculated. The panel's points for each program component are then multiplied by a factor: .8 for the short program, 1.6 for the junior, senior and collegiate free skate and 1.0 for intermediate, novice and adult. The factored results are rounded to two decimal places and added. The sum is the Program Components Score.

FEATURES Additions that make synchronized skating elements more difficult. There are specific features that may be applied to each element. See ISU communication 1532, Appendix A, ISU Communication 1574 pages 1-7 and ISU Communication 1587.

The following elements may have these features applied to them, and these features receive separate levels of difficulty:

Block:	Step sequence
Circle:	Step sequence
No Hold Block:	Step sequence
Intersection:	Point of Intersection
Moves in the Field:	Free skating moves
Moves in Isolation:	Free skating moves or elements

ADDITIONAL FEATURES Types of variations that may be applied to an element. These variations are taken into consideration when the overall group for the element is called. See ISU communication 1532, Appendix B and ISU Communication 1574 pages 8-21.

Block:	Pivoting, configurations, changing configuration with a turn from any level, creative modification.
Circle:	Changing configuration with a turn from any level, travel, change of direction with a 360 turn.
No Hold Block:	Body movement, creative modification, not beginning from a standstill, retrogression without stopping.
Intersection:	Back-to-back preparation and approach or pivoting entry.
Line:	Interacting, retrogression, change of configuration, creative modification, pivoting.
Moves in the Field:	Three configurations, release of hold, change of configuration during a free skating move, use of mirror pattern, executing move in a no hold.
Wheel:	Change of rotational direction, travel, creative modification, change of configuration.

GRADE OF EXECUTION (GOE) For each element that is awarded a base value by the technical panel, the panel of judges also give it a mark of -3 to +3. This mark is based on how well the team executes the element, not its difficulty. A trimmed mean of all the judges' GOE's is calculated for each element, and this is applied to the base value, in accordance with the Scale of Value chart. There are specific standards that must be achieved by the team to earn a particular GOE for each element.

See ISU communication 1529, Appendix A and ISU Communication 1587.

GROUP Each element and feature is placed in a difficulty group. The elements are grouped separately from the features. Groups for elements take into consideration the number of difficult and simple variations (additional features), while groups for features take into consideration the difficulty of step sequences, free skating elements and moves, and the difficulty of the point of intersection. Difficulty groups separate the features and elements, but do not determine the base value.

See ISU Rule 738 and ISU Communication 1532 and ISU Communication 1574 and ISU Communication 1587.

LEVEL Combining the difficulty groups of the elements and some of the applicable features will determine the level of the element. In the case of the step sequence feature, it receives its own level and GOE.

See ISU Communication 1532, Appendix D for the levels of elements.

PRINCIPLES OF CALCULATION The rules that outline precisely how the scores for each team are calculated.

See ISU Rule 738 and U.S. Figure Skating Rule 3439

PROGRAM COMPONENTS SCORE The second set of marks given by the judging panel. Each judge gives five marks on a scale of .25-10.0. There are specific criteria that teams must achieve to receive each score. The five program components are:

1. Skating Skills
2. Transitions
3. Performance / Execution
4. Choreography / Composition
5. Interpretation

See ISU Communication 1529, Appendix D

REDUCTIONS Judges take reductions in their GOEs for errors, including breaks, stumbles, falls and collisions within elements. They can only be taken for quality errors in the required elements in the short program or elements counted in the well balanced program in the free skate.

See ISU Communication 1529, Appendix B and ISU Communication 1587.

REQUIRED ELEMENTS The elements in a short program that are evaluated by the technical panel and given a GOE by the judging panel.

SCALE OF VALUE A chart that details how the base value for an executed element is either increased or decreased based upon the GOE awarded by the judges for that element.

See ISU Communication 1532, Appendix D

STEP SEQUENCE A step sequence feature is a combination or series of different turns such as three turns, brackets, counters, rockers, mohawks, choctaws, twizzles and loops; and linking steps such as progressives, chasses, cross rolls, changes of edges, toe steps, moving, small hops and short free skating moves. Use of crossovers must be kept at a minimum and only one crossover in a row may be included. Step sequences may be done in circles, blocks and no hold blocks. Step sequences receive their own difficulty group and grade of execution. Specific criteria must be met to receive credit. See ISU Communication 1532, Appendix A , ISU Communication 1574 pages 1-7 and ISU Communication 1587.

TECHNICAL ELEMENTS SCORE The total score for the technical elements in the short program or free skate. It includes the base values for each element, with the addition or subtraction of points based on the applied GOEs, and any element deductions that may have been taken by the technical panel.

TOTAL SEGMENT SCORE The technical element score plus the program component score, less any deductions by the technical panel for a segment of a competitive event that includes both a short program and a free skate. For example, after the short program at the 2008 World Synchronized Skating Challenge Cup for Juniors, the Chicago Jazz' Total Segment Score was 63.34.

TOTAL SCORE In a competitive event with both a short program and a free skate, the total score is the end result. It is comprised of the total segment score for the short program plus the total segment score for the free skate. No factoring takes place. The final result is based upon the total number of points earned, not the placement the team earned in each segment.

TRANSITION In synchronized skating a transition has two meanings. First, it is how a team moves from one element to the next. Second, it is any extra element performed by a team that is not part of the well balanced program requirements in the free skate. Extra elements are not permitted in the short program. Transitions of either kind are not evaluated by the technical panel and therefore do not receive points. Transitions are evaluated only by the judges, as part of the program components mark.

TRIMMED MEAN Judges' marks, both the GOE and program component marks, are applied to a teams' score only as part of a trimmed mean. For each element or individual program component, the highest mark and the lowest mark are discarded. Then, the remaining marks are averaged.

WELL BALANCED PROGRAM REQUIREMENTS Each level in synchronized skating has a list of elements that are required in the free skate. The team is expected to execute all of these elements. These are the elements that are evaluated by the technical panel and given a base value and a GOE.

Elements beyond the well balanced program requirements are considered "transitions" and do not have any point value. See the definition for transitions.

TERMS RELATED TO IMPORTANT DOCUMENTS

COMBINED REPORT OF ACTION A document published each May by U.S. Figure Skating following the annual Governing Council Meeting. It summarizes all rule changes that occurred at the meeting. This document should be used as a supplement to the U.S. Figure Skating Rulebook in the months following Governing Council, before the new rulebook is published. All items in the combined report of action come into effect on September 1st.

ISU COMMUNICATIONS Official documents written by the International Skating Union (ISU) that contain pertinent information to synchronized skating rules. Although the ISU governs only junior and senior, technical rule changes and clarifications are applicable to all levels. Structural rule changes are only applicable to junior and senior.

Example: A clarification addressing what needs to be achieved for a turn within a step sequence to receive full credit is applicable to all levels. A major change, such as a change to the well balanced program requirements, which is already defined in a U.S. Figure Skating rule, can only be adopted for junior or senior outside of the Governing Council.

ISU SPECIAL REGULATIONS SYNCHRONIZED SKATING 2008 The ISU Rulebook for Synchronized Skating. ISU communications serve as updates and clarifications to rules in this book. This book can be downloaded for free from the ISU web site, by going to www.isu.org then clicking on "Synchronized Skating". It is a .pdf file at the bottom of the page. It can also be purchased from the ISU.

PLANNED PROGRAM CONTENT SHEET The document that each coach must submit at registration for competitions. The sheet lists the elements in the program in the order that they will be skated. It should include only the names of the elements listed in the well balanced program, with anything additional being listed as "transition". Difficulty groups and features must NOT be listed on the planned program content sheets.

However, for Moves in Isolation, teams are required to list the free skating move or element to be evaluated. Failing to do so will result in the lowest level move / element being called.

Teams complete these forms on the U.S. Figure Skating members' only site: www.usfsaonline.org

PROTOCOL The document published at the conclusion of the competition that details all of the scores for all of the teams. This is your team's "report card." A sample protocol is included in this document.

U.S. FIGURE SKATING RULEBOOK A coach's complete guide to all of the rules for all of the levels offered in U.S. Figure Skating. Rules that have changed from last season are underlined. It is imperative for every coach to own a current rulebook and spend time each year reading it and making sure they understand all of it. **Exceptions are never made for coaches who do not have a clear understanding of the rules.**

WELL BALANCED PROGRAM REQUIREMENTS

Beginner - 5	Preliminary - 5	Pre-juvenile - 5
<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection
Open Juvenile - 6	Juvenile - 6	Intermediate - 7
<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection - Movement in Isolation 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection - Movement in Isolation 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - 2 Intersections - Movement in Isolation
Novice - 7	Junior - 9	Senior - 10
<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - 1 Intersection - Movement in Isolation - No Hold Block 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - 2 Intersections - Movement in Isolation - No Hold Block - Moves in the Field or Spin 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - 2 Intersections - Movement in Isolation - No Hold block - Moves in the Field - Spin or Pair Element or Movement in Isolation
Collegiate - 9	Adult - 7	Masters - 6
<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - 2 Intersections - Movement in Isolation - No Hold Block - Moves in the Field or Spin 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection - Movement in Isolation - Moves in the Field or Spin 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection - Movement in Isolation
Open Collegiate - 5	Open Adult - 5	
<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection 	<ul style="list-style-type: none"> - Circle - Line - Block - Wheel - Intersection 	

REMARKS ON WELL BALANCED PROGRAM ELEMENTS

There are specific requirements that teams must meet to receive credit for each well balanced program element. These criteria are outlined in U.S. Figure Skating Rule 4632, pages 337-345 in the 2010 edition. Further, ISU Communication 1532, Appendix C and ISU Communication 1574 pages 8-21 provide more information about these criteria, including illustrations.

Short Program Requirements 2009-2010

SENIOR (7 elements)

1 Block

- Step sequence required
- Additional features permitted and called
- Creative modification NOT permitted

2 Different Wheels (must be sequenced)

Parallel wheel

- Travel is Required
- change of rotational direction permitted and counted correctly

Three spoke wheel

- May NOT travel
- sequenced)
- May NOT change direction

2 Different Intersections (may occur separately or sequenced)

Triangle

Optional shape

- must have pi

- back to back prep and approach required
- Combined intersection NOT permitted

Moves in the Field

- one must be a spiral (any type)
- additional features permitted and counted
- may NOT use mirror image pattern
- may use any pattern of ice coverage

No Hold Block

- step sequence required
- additional features permitted and called
- creative modification NOT permitted
- must be in 4 lines of 4

JUNIOR (7 elements)

1 Block

- step sequence required
- additional features permitted and called
- creative modification NOT permitted

1 Circle- configuration must be one circle

- step sequence required
- must travel
- may change direction; will be counted if executed

- other additional features NOT permitted

2 Different Intersections (may occur separately or

Optional shape

- must have pi
- back to back prep and approach required

Optional shape

- must have pi
- back to back prep and approach permitted, will be counted if executed correctly

No Hold Block

- step sequence required
- 3 different moves required
- additional features permitted and counted if executed correctly

2 Different Wheels

Optional shape #1

- must travel
- may change direction; will be counted if executed correctly

Optional shape #2

- other additional features NOT permitted

SUMMARY OF DIFFICULTY GROUPS FOR ELEMENTS: BLOCK, CIRCLE, WHEEL, MOVES IN THE FIELD, LINE, INTERSECTION, NO HOLD BLOCK, MOVES IN ISOLATION and PAIR ELEMENT

Level of Difficulty	BLOCK, CIRCLE, WHEEL, MOVES IN THE FIELD	LINE (L)	INTERSECTION (I)	NO HOLD BLOCK (NHB)	MOVES IN ISOLATION (MI)	PAIR ELEMENT (Pa)
1	No additional features	No additional features	No additional features	No additional features	3 skaters OR 2 pairs OR 1 group lift (Senior only)	Pair lift group 1 OR Pair pivot group 1 OR Pair spin group 1
2	2 simple variations OR 1 difficult variation	2 difficult variations	Back to Back prep and approach OR Whip, collapsing, combined w/ Forward approach OR Angled (multiple lines) w/ Forward approach	2 simple variations OR 1 difficult variation	6 skaters OR 4 pairs (Junior: 3 pairs) OR 2-3 group lifts (Senior only)	Pair lift group 2 OR Pair pivot group 2 OR Pair spin group 2
3	2 difficult variations	3 difficult variations	Whip, collapsing, combined w/ Backward approach OR Angled (multiple lines) w/ backward approach OR Angled (2 lines) w/ forward approach	2 difficult variations <i>(Must include 2 body movements)</i>	8 skaters (Juniors only: 4 pairs) OR 4 group lifts (Senior only)	Pair lift group 3 OR Pair pivot group 3 OR Pair spin group 3
4	3 difficult variations	Interacting + Pivoting	Angled (2 lines) w/ backward approach			

See next page for list of simple & difficult variations. Complete details on requirements for these variations are found in ISU Communication 1532, Appendix B / Difficulty Groups of Elements and Appendix C / Description of Requirements for Elements and Additional Features, ISU Communication 1574 pages 8 – 21 and ISU Communication 1587..

SIMPLE & DIFFICULT VARIATIONS: BLOCK, CIRCLE, WHEEL, MITF, LINE– ISU Comm. 1532, Appendix B, 1574 and 1587

Additional Variations	BLOCK (B)	CIRCLE (C)	WHEEL (W)	Moves in the Field (MF)	LINE (L)
<p>Simple Variations</p>	<p>*3 or more configs *Pivot w/o steps 180-360° Must be continuous Must cover 1/3 ice Chg of config ends pivot *Chg of config to same shape using a turn At least 1 turn, may use linking steps NO crossovers *Creative modification Free skate only Stopping is permitted Turns that occur during mirror image will NOT count toward step sequence</p>	<p>*Chg 1 to 2 circles 2 circles of any shape Must use 1 turn from any Level NO crossovers Circle must have at least 4 skaters *Travel w/ crossovers At least ¼ of ice Must be continuous Release of hold will end feature *Creative modification Free skate only Up to 3 circles May break into pairs or trios Stopping is permitted</p>	<p>*Chg direction w/ or w/o release of hold or a 180° turn/rotation w/in each spoke Must not stop May chg shape at same time (FS only) Turn must be on one foot *Travel w/ crossovers At least ¼ of ice, measured from center point *Creative modification Free skate only</p>	<p>*3 configurations May repeat shape *1 fm is partly executed with a release of holds All skaters must release May regrasp before end of fm No required length of time in no hold</p>	<p>*Two lines interacting *Retgression w/ stop No minimum ice coverage required Must return to original direction *1 line to 2 lines 2 lines may or may not be parallel *2 lines pivoting using turns and linking steps Must cover ½ ice *Creative modification Free skate only Only 2 lines allowed May be separate or joined</p>
<p>Difficult Variations</p>	<p>*3 or more different configs *Pivot using series of 3 turns Rocker, counter, twizzle, bracket 1 turn may be repeated Pivot must be continuous Chg of config ends pivot Series must cover 180° and 1/3 ice May not resemble wheel *Chg of config to different shape using a turn At least 1 turn from any level NO crossovers</p> <hr/> <p>Variations may be executed at the same time as other variations except: Pivoting may not occur with a change of configuration. In this case only the change of configuration will be counted.</p>	<p>*Chg 2 to 1 circle Turns must be executed NO crossovers *Travel w/ turns and linking steps (with a hold) At least ¼ ice Must be continuous Turns from any level Only 2 crossovers in a row permitted Release of hold will end feature (even to execute a 360° turn for travel w/ steps) *Travel w/ No hold *Chg direction w/o stopping and w/ a 360° turn/rotation May not be a loop Must release hold May occur between shapes in FS Turn must occur during change of track (may be executed toward the center of the circle) Turn may not be on a spot The 360° rotation does not have to be “twizzle-like” *Assisted Travel = 3 or more skaters; stopping movement, stepping into circle, completing different turns, or getting pulled off correct foot/direction in order to help push circle down ice *Travel with turns and linking steps may not be executed at the same time as travel with a no hold. In this case only travel with a no hold will be counted. Each of these variations will be counted if executed separately.</p>	<p>*Chg direction w/ 360° turn/rotation Must not stop Must release hold May occur between shapes (FS only) May not be loop *Travel w/ turns and linking steps Only 2 crossovers in a row permitted *Change shape No turn required May be a variation of shape</p> <hr/> <p>**Each spoke must contain at least 3 skaters ** chg direction w/o chg of shape must maintain 180+180 or 360+90</p>	<p>*3 different shapes Each fm must be in a different config *Chg config during 1 fm *1 fm executed in no hold Fm must begin and end in no hold Same config must be held during fm *Use of mirror pattern Free skate only Only 1 mirror image permitted</p> <hr/> <p>**Variations may NOT be executed at the same time as other variations **If use of a mirror pattern is chosen, then the shape that is counted toward the total number of shapes in the sequence is the shape on one side of the mirror.</p>	<p>*1 Line pivoting w/ steps 180-360° Must be continuous May NOT chg config Only 2 crossovers in row permitted Must cover ½ of ice *Retgression w/o stopping May NOT chg config at same time *2 lines to 1 line No minimum ice coverage required for each shape</p> <hr/> <p>*Interacting + Pivoting lines Must have turns + linking steps Must cover ½ ice Must pivot at all times Must pass and maintain 90° angle while pivoting and interacting Must be w/in 3 meters Must not resemble wheel Pivot end must move from one end to other Lines must trade places Small variances in linking steps are only permitted intermittently Retgression and pivoting may not be executed at the same time; in this case only the pivoting will be counted.</p>

SIMPLE & DIFFICULT VARIATIONS: NO HOLD BLOCK and MOVES IN ISOLATION See ISU Comm. 1532, Appendix B, 1574 pages 8-21, and 1587 for further details

Additional Features	NO HOLD BLOCK <i>(NHB)</i>	MOVES IN ISOLATION <i>(MI)</i>	INTERSECTION <i>(I)</i>
<p>Simple Variations</p>	<p>*1 body movement Must be w/in step sequence; may not be first or final movement of steps Will be counted if during exit edge of first or final turn *Creative modification Skaters or lines may pass each other or interact Step sequence and other additional features may occur at same time Turns that occur during mirror image will NOT count toward step sequence *Retrogression w/o stopping May occur during step sequence No minimum ice coverage; must return to original starting axis after retrogression</p>	<p>No additional features</p> <p>Seniors must have 1 fe All others may have fe or fm</p> <p>Fe/fm must be identified on program content sheet</p> <p>Level of MI called according to how many skaters/pairs/groups CORRECTLY executing fe/fm</p> <p>**If 2nd MI element is performed, the 2nd fe must be different than the 1st to be counted</p>	
<p>Difficult Variations</p>	<p>*2 body movements 1 must occur on one foot Must occur during step sequence (may not be first or final movement of steps) and without a stop *Does not start from a stop or standstill If previous element stops, must skate ¼ ice before starting NHB</p>		<p>*Back to back prep and approach or pivoting entry At least 4 steps before beginning approach Shoulders must remain back to back during approach Pivot must be at least 90°</p> <p>Collapsing intersection Corners must begin intersecting at the same time</p> <p>Combined intersection *FS only Combined rotational element + line Circle w/ 4 skaters Line w/ 5 skaters Wheel w/ 3 skaters in each spoke or 5 skaters in 1 wheel</p> <p>Whip Must maintain curve until just ready to intersect All skaters must reach pi at the same time Exit shape must be 2 straight lines</p> <p>Angled intersection Angled must have Follow The Leader approach Corridor must be < 2.5 meter Rotation pi must begin while skaters are 2 spots away from hole Lines must remain parallel while starting to overlap</p>

DIFFICULTY GROUPS FOR FEATURES: STEP SEQUENCE, POINT OF INTERSECTION, FREE MOVES and FREE ELEMENTS

Level of Difficulty	Step Sequence <i>s</i>	Point of Intersection <i>pi</i>	Free Moves <i>fm</i>	Free Elements <i>fe</i>
1	Basic Turns -Mohawk -3 turn OR 2 correct turns from levels 2-4	Any forward or backward entry turn of 180° rotation Collapsing intersection must have 2 180° turns	Inside Ina Forward lunge Shoot the duck Spiral -forward, backward, inside, outside	Jumps, assisted jumps Group lift level 1 Pair Lift level 1 Pair pivot level 1 Pair Spin level 1 Spin level 1
2	3 turns + 360°/360° OR Series of 3 different turns on 1 foot** -3 turn -twizzle -choctaw -rocker -bracket -counter -loop (may not be used in 360)	Any one forward entry rotation of 360° -may be on 2 feet Collapsing intersection must have 2 forward 360°	Back lunge Inside ina + Inside spread Back outside hydroblade Ina on straight line Chg edge spiral Spiral w/ chg position Inside spread Spiral variation Chg edge spiral variation	Axel Butterfly in pairs Group lift level 2 Jump combination Jump sequence Pair lift level 2 Pair pivot level 2 Pair spin level 2 Spin level 2
3	4 turns + 360° OR Series of turns -choctaw -twizzle -rocker -bracket -counter -loop (may not be included in 360) **(may not have double 3 as part of 360 for level 3 or 4 steps)	Any backward entry rotation of 360° -may be on 2 feet Collapsing intersection must have 2 backward entry 360°	Biellman Spiral Charlotte Outside ina + outside spread (in that order) Back inside hydroblade Outside ina ± chg edge Outside spread ± chg edge 2 chg edge spiral Spiral w/ chg edge AND Position 135° spiral Total split spiral	Individual butterfly Group lift level 3 Pair lift level 3 Pair pivot level 3 Pair spin level 3 Spin level 3
4	4 turns (from group 3) + 360° AND Series of turns -360 and series may be executed at same time	-360 must be continuous twizzle-like action or linking steps; no interruption or pause permitted -pi rotation/turn must begin within 1 meter of intersecting -Highest rotation difficulty determines level -May use linking steps between rotations -If only 1 turn (rotation) is executed during a collapsing intersection, 1 level lower is called	-3 different moves -MUST have a spiral (any type) -Correct position and edge held 3 seconds OR 2 seconds each edge/position -Downgrade one level for each missing/incorrect point (time, position, edge); Ex: fm2 – 2 points = NO CALL -lowest fm called if 2 different moves performed at same time	Fe to be called must be identified on program content sheet -if not identified, lowest fe will be called Senior must have fe in MI, all others may have fe or fm
Additional instructions	<p>-**Series: 3 different turns from attempted level executed on same foot; NO choctaw, Mohawk, loop; only one chg of edge permitted between each turn</p> <p>-**360/360 Rotation must have a turn from attempted level in each 360 set; not called if incorrect turn (may not use Dbl 3 or power turn for 360 in s3 or s4)</p> <p>-**Steps NOT called if no level met</p> <p>- A step sequence is permitted to be executed in a mirror image pattern, however the turns executed in mirror image will not be counted toward the level of the step sequence and cannot interrupt the step sequence. A circle within a circle in opposite directions or two separate circles skating in opposite directions are considered to be a mirror image pattern.</p>			

DIFFICULTY GROUPS FOR FREE ELEMENTS: SPIN, PAIR SPIN, PAIR PIVOT and PAIR ELEMENT

Level of Difficulty	Spin (<i>fe</i>)	Pair Spin (<i>fe</i>)	Pair pivot (<i>fe</i>)	Lifts (<i>fe</i>)
1	Upright spin -no chg of foot or position	Both skaters in upright position - one skater must be on one foot for 3 revs	Supported skater in a spiral or other position -may be upright position	<u>Pair</u> - rotating (stationary) -gliding w/o rotation <u>Group</u> - stationary -rotational (stationary) -glides, held below shoulder height
2	Cross foot spin Upright spin variation Sit spin Camel spin Upright spin w/ chg of foot	One skater in sit or camel position - both skaters must be on one foot for 3 revs	Supported skater in a spiral or other move from fm2 or fm3	<u>Pair</u> - glides and rotates at least ½ rotation (180°), and less than 1 ½ (540°) <u>Group</u> -Glides, held above shoulder height -glides and rotates, held below shoulder height
3	Biellmann spin Combination spin -chg foot + 2 different chg of position Difficult variation of upright Flying spin	Both skaters in camel or sit position or difficult variation of upright - both skaters must be on one foot for 3 revs	Death Spiral	<u>Pair</u> - glides and rotates at least 1½ rotations and less than 2½ rotations. <u>Group</u> -glides and rotates, held above shoulder height **Above shoulder = lifted skater's torso must be above supporting skaters' shoulders; supporting skaters must attempt to have at least (1) lifting arm fully extended. The level of the lift should not be lowered if the supporting skaters are in a position that does not allow them to fully extend their arms (ex. A taller skater/skater with longer arms being a part of the lift group where the other lifters are shorter/have shorter arms and must bend arm to keep lifting skater level in the air)
Additional instructions	- At least 3 revs each foot - At least 2 revs each position - Solo or pair spin permitted in Spin Element - All skaters must perform same spin at same time		-Pivoting skater must have toe pick in ice -Must rotate 360 after skaters achieve correct position -Death spiral: body and head must be close to the ice	-Lift must glide during preparation, lift, and exit : If gliding stops at any point, called as fe1 -Group rotational lifts must rotate at least ½ rotation -Lifts above shoulders not called if 3 skaters do not have arm fully extended - 2 nd lift (2 nd MI) must be different than 1 st to receive credit -Only 2 group lifts and 1 pair lift permitted in FS (max of 3 lifts); Max of 2 vaults in FS

CALLING STEP SEQUENCES & TURNS – COMMON ERRORS AND PENALTIES/LIST OF CLOCKWISE AND COUNTERCLOCKWISE TURNS

Visible Errors: Must be committed by 3 or more skaters to cause call to be downgraded; lower one level for each different error until NOT called

Step Sequence: 2 footing, no recognizable edge or lobe, a turn executed on spot, a turn that is jumped or “flicked,” a turn that is not attempted
 Visible error in 360 or series causes steps to be lowered by 1.
 Visible error of turn in both 360 and series still only lowered by 1

Point of Intersection: stumble, collision causing 3 skaters to miss turn, pause in rotation, 3 skaters completing rotation in opposite direction
 Look for complete and continuous rotation of turns; pause in rotation that helps skater get through spot = pi lowered one level
 360 rotation that is completed before lines begin intersecting is NOT CALLED
 360 rotation that begins after lines finish intersecting is NOT CALLED

Free Moves: incorrect position, position held less than 3 seconds (2 seconds each edge if change of edge), no recognizable edge/lobe

Free Elements: for moves in isolation, call the level according to the number of skaters/pairs/lifts in correct position; fe’s are not downgraded

FALLS: only call DED for fall (DED2 or DED4 depending on number of skaters involved); no downgrade for skaters affected by falls (evaluate the rest of the team)

Illegal elements:

- Jumps performed by entire team
- Jumps of more than 1 ½ revolutions (senior, collegiate)
- Jumps of more than 1 revolution (all others)
- Throw jumps
- Assisted jumps of more than 1 revolution
- Flying camel spin executed by entire team

Deductions taken by TS

- Fall of 1 skater: -1.0
- Fall of 2+ skaters: -2.0
- Illegal elements: DED 4 (-2)
- Repeated element shape: DED 3, element not called
- Intersections incorporating back spirals

Short Program Deductions taken by TS

- Prolonged lying or kneeling on the ice (more than 3 seconds)
- Highlighting
- Sub-grouping
- Lifts of any variety (except senior free skate)
- NAR: Each additional/repeated requirement (SP): DED 1
- Omitted requirement (SP): element/feature not called (NO DED)

- Additional element (SP): DED 3 (-1), element not called
- Wrong element shape (SP): DED 3 (-1.5), element not called
- Wrong pattern (SP): DED 3

LIST OF CLOCKWISE AND COUNTERCLOCKWISE TURNS

COUNTER CLOCKWISE ROTATION TURNS	CLOCKWISE ROTATION TURNS
Mohawks: RFI – LBI; RFO-LBO (turns like a bracket)	Mohawks: LFI-RBI; LFO-RBO (turns like a bracket)
3-Turns: LFO-LBI; RFO-RBI; LBI-RFO; LBO-RFI	3-turns: RFO-RBI; LFI-LBO; LBO-LFI; RBI-RFO
Choctaws: RFI-LBO (<i>turns like a rocker</i>); RFO-LBI; LBI-RFO; LBO-RFI	Choctaws: LFI-RBO (<i>turns like a rocker</i>); LFO-RBI; RBI-LFO; RBO-LFI
Brackets: RFO-RBI; LFI-LBO; LBO-LFI; RBI-RFO	Brackets: LFO-LBI; RFI-RBO; RBO-RFI; LBI-LFO
Double 3s: LFO-LBI-LFO; RFI-RBO-RFI; RBO-RFI-RBO; LBI-LFO-LBI	Double 3s: RFO-RBI-RFO; LFI-LBO-LFI; LBO-LFI-LBO
Twizzles: (entry/exit edge, w/1 or 2 full rotations) LFO; RFI; RBO; LBI	Twizzles: (entry/exit edge, w/1 or 2 full rotations) RFO; LFI; LBO; RBI
Counters: RFO-RBO; LFI-LBI; RBI-RFI; LBO-LFO	Counters: LFO-LBO; RFI-RBI; LBI-LFI; RBO-RFO
Rockers: LFO-LBO; RFI-RBI; LBI-LFI; RBO-RFO	Rockers: RFO-RBO; LFI-LBI; RBI-RFI; LBO-LFO

TABLE 1: LEVELS OF BLOCK, CIRCLE, LINE WHEEL

Level/ Base Value	BLOCK	CIRCLE	LINE	WHEEL
LEVEL 1 / 2.5	B1	C1	L1	W1
LEVEL 2 / 3.0	B2	C2	L2	W2
LEVEL 3 / 4.0	B3	C3	L3	W3
LEVEL 4 / 5.2	B4	C4	L4	W4

TABLE 2: LEVELS OF PAIRS ELEMENT, SPIN, NO HOLD BLOCK

Level/ Base Value	PAIR ELEMENT	SPIN	Level/ Base Value	No Hold Block
LEVEL 1 / 2.5	Pa1	Sp1	LEVEL 1 / 3.0	NHB1
LEVEL 2 / 3.0	Pa2	Sp2	LEVEL 2 / 4.0	NHB2
LEVEL 3 / 4.0	Pa3	Sp3	LEVEL 3 / 5.2	NHB3

TABLE 3: LEVELS OF STEP SEQUENCES (Added to the value of the circle, block or no hold block applied to)

Level/ Base Value	STEP SEQUENCE
LEVEL 1 / 1.2	s1
LEVEL 2 / 1.6	s2
LEVEL 3 / 2.0	s3
LEVEL 4 / 2.5	s4

TABLE 4: LEVELS OF INTERSECTIONS

Level / Base Value	Intersection Group + Point of Intersection Feature Group
LEVEL 1 / 1.3	I1 + n/a
LEVEL 2 / 1.7	I1 + pi1 or I2 + n/a
LEVEL 3 / 2.0	I1 + pi2 or I2 + pi1 or I3 + n/a
LEVEL 4 / 2.5	I1 + pi3 or I2 + pi2 or I3 + pi1 or I4 + n/a
LEVEL 5 / 3.0	I2 + pi3 or I3 + pi2 or I4 + pi1
LEVEL 6 / 4.0	I3 + pi3 or I4 + pi2
LEVEL 7 / 5.2	I4 + pi3

TABLE 5: LEVELS OF MOVES IN THE FIELD *fmL= free skating moves level. See ISU Comm. 1532, Appendix D, pg. 37*

Level / Base Value	Moves in the Field Group + Free Skating Move Feature Group
LEVEL 1 / 1.0	MF1 + n/a
LEVEL 2 / 1.2	MF1 + fm1
LEVEL 3 / 1.4	MF1 + fm2 or MF2 + fm1
LEVEL 4 / 1.6	MF1 + fm3 or MF2 + fm2 or mf3 + fm1
LEVEL 5 / 2.0	MF1 + fm4 or MF2 + fm3 or MF3 + fm2 or MF4 + fm1
LEVEL 6 / 2.5	MF1 + fm5 or MF2 + fm4 or MF3 + fm3 or MF4 + fm2
LEVEL 7 / 3.0	MF2 + fm5 or MF3 + fm4 or MF4 + fm3
LEVEL 8 / 4.0	MF3 + fm5 or MF4 + fm4
LEVEL 9 / 5.2	MF4 + fm5

TABLE 6: LEVELS OF MOVES IN ISOLATION *fm= free skating moves; fe= free skating elements*

Level / Base Value	Moves in Isolation Difficulty Group + fm or fe difficulty group
LEVEL 1 / 1.2	MI1 + fm1
LEVEL 2 / 1.6	MI1 + fm2 or MI 1 + fe1 or MI2 + fm1
LEVEL 3 / 2.0	MI1 + fe2 or MI1+ fe3 or MI2 + fe1 or MI2 + fm2 or MI3 + fm1
LEVEL 4 / 2.5	MI1 + fe3 or MI2 + fe2 or MI2 + fm3 or MI3 + fe1 or MI3 +fm2
LEVEL 5 / 3.0	MI2 + fe3 or MI3 + fe2 or MI3 + fm3
LEVEL 6 / 4.0	MI3 + fe3

PLEASE SEE ISU COMMUNICATION no. 1532, Appendix E, for the SCALE OF VALUE (Impact the Judges GOE's have on the base value)

SAMPLE PROTOCOL

List of abbreviations used in the protocol:

B block	C circle	Elm. Ded. element deduction
W wheel	NHB no hold block	PI. placement of team
L line	SP spin	J1, J2, etc. Judge's number
I intersection	MF moves in the field	
pi point of intersection	fm free skating move level	
MI move in isolation	Pa pairs element	
fm free skating move	s step sequence	
fe free skating element		

SAMPLE PROTOCOL FOR A JUNIOR FREE SKATE

Pl.	Name	Nation	Total Segment Score	Technical Element Score	Program Component Score (factorized)	Deductions						
			=	+	+	-						
3	Team Secret	NZL	93.03	43.48	53.73	4.00						
Executed Elements	Base Value	GOE	Elm. Ded.	J1	J2	J3	J4	J5	J6	J7	J8	Scores of Panel
1 B3	4.0	.7		1	1	1	1	1	1	0	1	4.7
s3	2.0	0		0	0	0	0	0	1	0	0	2.0
2 L3	4.0	.7		1	1	1	1	1	0	1	1	4.7
3 I3 + pi2	3.0	0		1	0	0	0	0	0	0	0	3.0
4 MI3 + fm3	3.0	.7		0	1	1	1	2	1	1	1	3.7
5 MF3 + fm2+fm3+fm3	3.0	-.5		0	-1	-1	-1	-1	-1	-1	-1	2.5
6 I4 + pi3	5.2	1.00		1	1	1	1	1	1	1	1	6.2
7 NHB 3	5.2	1.0		-1	1	1	1	1	1	1	1	5.2
s2	1.6	0		0	0	0	0	-1	0	0	0	1.6
8 C4	5.2	-2		-2	-2	-2	-2	-1	-3	-2	-2	3.2
s1	1.2	0		0	0	0	0	-1	0	0	1	1.2
9 W4	5.2	0		0	0	0	0	0	1	0	0	5.2
	39.90											43.48
Program Components	Factor											
Skating Skills	1.60		6.75	6.75	7.25	7.00	7.00	7.00	7.00	6.25	6.75	6.88
Transitions	1.60		6.50	7.00	7.00	7.00	7.25	7.00	7.00	7.00	7.00	7.00
Performance / Execution	1.60		5.0	5.25	5.25	5.50	5.00	5.50	5.00	5.00	5.00	5.16
Choreography	1.60		6.25	7.25	7.50	7.00	7.50	7.00	7.50	7.25	7.25	7.25
Interpretation	1.60		6.75	7.50	7.50	7.00	6.75	7.50	7.50	7.50	7.50	7.29
Judges Total Program Component Score (factorized)												53.73
Deductions	Time Violation	0.00	Music Violation	0.00	Illegal Element	0.00						0.00
	Costume & Prop Violation	0.00	Falls	4.00								

GOE: The number in this column comes from the Scale of Value chart, after the trimmed mean from each of the elements have been calculated.

Scores of Panel The GOE factor + the Base Value

Scores of Panel The trimmed mean of the Program Component marks

Judges Total Program Component Score (factorized) After the trimmed mean has been calculated for each Program Component, the total is multiplied x the factor. In this case, 1.60.

These GOEs could reflect a required reduction taken by the judges for a stumble or collision

These GOEs are likely to reflect a major error – in this case, four skaters fell in the circle. However, since they fell prior to the start of the step sequence, and the fall did not impact the GOE for the step sequence.

A USER'S GUIDE TO THE ISU JUDGING SYSTEM FOR SYNCHRONIZED SKATING

FREQUENTLY ASKED QUESTIONS

Q1: If my team competes at some competitions that are judged under the ISU system and some under the 6.0 system, will I have to have two programs?

A1: NO! All of the new rules for well balanced programs have been incorporated into the 6.0 system. Further, changes have been made to the way the judges evaluate teams under the 6.0 system to accommodate the principles of the new system. All judges are trained to do this. No matter what system your team is being judged under, you should choreograph the program as if the ISU system will be used.

Q2: Should my team be doing elements in addition to those listed under their well balanced program? Will they get "extra credit" if they do?

A2: While it is permissible to include additional elements in the free skating program, you should focus on making sure that all of the required elements are developed as completely as possible first. Any additional elements will be judged as "transitions". They will not be evaluated by the technical panel or receive points. If you feel these elements enhance the team in the program components side, then use them, but not at the expense of fully developing the well balanced program requirements.

Q3: I heard that teams get penalized twice if they fall. Is this true?

A3: Somewhat. If a team falls at any point in their program, the technical panel will take a deduction of either one or two points depending on the number of skaters from their total. If the fall happens to be during one of the required elements or well balanced program elements, the judges will then also take a reduction in the GOE they award for that element. If the fall were to happen during a transition, there would be the one point deduction from the technical panel, but no reduction from the judges.

Q4: Should my team attempt elements and features from the highest difficulty groups possible to get the highest levels?

A4: Not necessarily. Your team should attempt the most difficult things that they do well. Attempting difficult elements the team cannot perform correctly will impact the score negatively in two ways: a) If the team doesn't perform the elements well, negative GOE marks will greatly affect the points earned. b) If the team cannot execute the attempted element to the minimum standard, their level may be downgraded. The smartest thing to do is to closely examine the difficulty groups for elements and features and determine the highest levels that can be executed well by your skaters. Remember: **The goal is to maximize points, not difficulty. Often teams earn more points by doing easier things well.**

Q5: If my team does a circle at the beginning of the program and one at the end, which one will be considered the circle element? Is it automatically the first one done?

A5: No. It is up to you which one is called. You "tell" the technical panel and judges which element you want called by how you list it on your program content sheet. For the circle that you want called, you would write "circle". For the additional one, you would write "transition". You should always have the element of higher difficulty listed as the one to be called. However, if you fail to complete a planned program content sheet, the first element to meet the requirement will be the one called.