

Synchronized Skating

2024-2025 Documents

- These can be found on the [Skating Rules & Resources](#) page (which is now a public page).
- Be well versed with all posted documents, and check this page for clarifications or updated notifications throughout the season.

IJS

GOEs

- GOE is calculated considering quality of General Criteria which results in the starting GOE
 - General Criteria include shape, spacing, unison, speed, flow, entries/exits, turns/steps, features fe/fm, other features, holds, musicality, and creativity
 - To establish final GOE, judges consider Element Criteria to increase or reduce GOE
- Not higher than (NHT) reductions: the GOE is created assessing the General Criteria and Element Criteria first and then applying the **NHT**. Additional reductions are applied as observed, but the final GOE can be Not Higher Than the mark defined.
- Not higher than 0:
 - Artistic, Creative, Mixed: No artistry, creativity or does not reflect the music
- Not higher than -2:
 - Move: Basic fm position not achieved by more than ½ of the team
 - Rotating/Traveling (C,W) No centrifugal force
 - Rotating/Traveling (C,W) No recognizable traveling or less than ½ of the ice
 - For Preliminary, Pre-Juvenile, Open Juvenile, Juvenile, and Masters a NHT-2 should only be applied when there is no recognizable travel
 - Synchronized Spin: Basic spin position not achieved by more than ½ of the team
 - Twizzle: Incorrectly executed by more than ½ of the team
- Serious Errors
 - -2 to -3 Fall by one
 - -4 Fall by two
 - NHT -5 Fall by three or more
- Other Errors
 - -2 Choreographic error displayed by “!”
 - -2 Excessive use of ice greater than ½ of the surface
 - -1 each Visible error(s) (includes breaks, bumps, stumbles, spin traveling, touchdowns, unstable positions)
 - Stopping during Elements (except NHE or any element in which the program ends)
- Minor Errors do not fully impact the integrity/continuity and fluidity of the Element and should not be over penalized when awarding the GOE.
- Each error occurring within the same Element must be reflected in the final marks for GOE and Program Components.

Components

- Reminder to use the full range when appropriate
- Composition focus is how the program is designed or built in relation to the music
- Presentation focus is how the program is performed in relation to the music
- Skating Skills the technique of skating and movement
- When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible
- When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.
- An error by both partners, happening at the same time or not must be considered as 2 errors. This basic principle applies equally when the errors occur within an element and/or outside an element.
- Unison is evaluated within Skating Skills
- Presentation includes Oneness and awareness of space
- Composition considers Unity

Aspire

- Wheel must have a Minimum number of 3 skaters in a spoke
- Block must have a minimum of 3 lines
- Circle must have a minimum of 4 skaters
- Aspire 1 and Aspire 2 NOT permitted features:
 - Circle/Wheel: Change of rotational direction, change of configuration, and travel
 - Line: Change of axis and change of configuration
 - Block: Change of configuration and pivoting
 - No skills higher than Basic 6
- Aspire 3 and Aspire 4 require 2 different holds as shown by the whole team for any length of time
- Elements not according to requirements 0.2 from technical mark
- Omission of an element (not attempted) 0.6 from technical mark

Special Olympics Unified Synchronized Skating

- Level 1 forward skating is required in each element, may use backward swizzles (max 2 consecutive) when connecting movements
- Level 2 may skate forward or backwards
- GOE and Components marks from judges are significant in this division as base value is the highest call for all elements