

## 2024/25 Marking the GOE of Synchronized Skating Elements

Grades Of Execution										
More <b>Negative</b> criteria					Negative = Positive	More <b>Positive</b> criteria			No Fall	No Error
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
-9 or more	7-8	5-6	3-4	1-2	- / +	+1-2	+3-4	+5-6	+7-8	+9 or more

The GOE is calculated considering quality aspects of the **General Criteria** which results in the starting GOE. The GOE is then increased or decreased according to the **positive and negative Element Criteria**.

To establish the starting GOE, Judges must take into consideration the following General Criteria which applies to the Elements as appropriate:

General Criteria for Starting GOE		
NEGATIVE (Reduce) Poor -1 to Very Poor -2	POSITIVE (Increase) Good +1 to Very Good +2	
Not achieved or maintained	<b>Shape</b>	Achieved and maintained throughout the Element
Varies between Skaters and within Lines, Pairs, etc.	<b>Spacing</b>	Correct and consistent between Skaters and within Lines, Pairs, etc.
Poor synchronization of body, movements, steps, features, holds, etc.	<b>Unison</b> (concurrent or syncopated)	Good synchronization of body, movements, steps, features, holds, etc.
No or reduced speed of rotations (pi, Pa, SySp, TrE, TwE, fe, etc)	<b>Speed</b> (All Elements)	Maintained or accelerated through rotations (pi, Pa, SySp, TrE, TwE, fe, etc.)
No or reduced speed across the ice		Maintained or accelerated across the ice
Labored or lacking	<b>Flow</b>	Maintained, smooth and effortless
Poorly executed	<b>Entries / Exits</b>	Seamless or unexpected
Flat, skidded, jumped, two footed, loss of balance, checked turns or on the spot (tw)	<b>Turns / Steps</b>	Correctly executed, strong, controlled edges with good ice coverage and running edge
Awkward positions or not aesthetically pleasing	<b>Features fe / fm</b>	Beautiful body lines or body position
Labored or poorly executed	<b>Other Features</b>	Effortless and correctly executed
Lacking variety or unstable, inconsistent holds and spacing	<b>Holds</b>	Good variety with clear, secure and controlled holds, demonstrating a change of spacing
Does not utilize the timing, tempo, character or nuances	<b>Musicality</b>	Enhances music timing, tempo, character or nuances
Element is conventional, basic, with no interesting Features, patterns, shapes, etc.	<b>Creativity</b>	Element, Feature, pattern, shape, etc. is unexpected or interesting

**Definition of required Features and Additional Features:** Refer to ISU Special Regulations & Technical Rules – Synchronized Skating (Rule 990), and ISU Communication Synchronized Skating Difficulty Groups of Elements, Features and Additional Features and ISU Communication Well-Balanced Program Requirements.

To establish the final GOE, Judges must take into consideration the following Element Criteria, which either increases or reduces the starting GOE:

Element Criteria				
NEGATIVE - Reduce			POSITIVE - Increase	
<b>NHT 0</b>	No artistry, creativity or does not reflect the music	<b>Artistic, Creative, Mixed</b>	The design of movement and structure utilizes the music and is interesting or unique	+1
-2	Collision	<b>Intersection</b>	Increasing speed into pi	+2
-1 to -2	Not intersecting at same time (confirm with video review)		pi base Intersection: unique or interesting movement at pi	+2
-3 / -4	Position not attempted or achieved by one / by two or more	<b>Lift (Creative, Group, Pair)</b>	Flexible or beautiful positions	+2
-2 / -3	Collapse by one / by two or more		Non-lifting Skaters create an interesting or unique design	+1
-1 to -2	Not gliding out of Lift			
-1	Non-lifting Skaters do not execute a fe			
<b>NHT -2</b>	Basic fm position not achieved by more than ½ of the Team	<b>Move</b>	Flexible or beautiful positions demonstrated by all of the Team	+2
		<b>Pair</b>	Unison of rotations in all phases	+2
-2	Curved lines during pivoting	<b>Pivoting (B, L)</b>	Controlled and fast pivoting	+2
<b>NHT -2</b>	No centrifugal force	<b>Rotating / Traveling (C, W)</b>	Rapid ice coverage, continuous and controlled travel	+1
<b>NHT -2</b>	No recognizable traveling or less than ½ of the ice			
<b>NHT -2</b>	Basic spin position not achieved by more than ½ of the Team	<b>Synchronized Spin</b>	Unison in Entry, Rotation or Exit phase	+1 each
-1	Traveling by more than ¼ of the Team		Unison during Features	+1
<b>NHT -2</b>	Incorrectly executed by more than ½ of the Team	<b>Twizzle</b>	Unison of all Twizzles	+2

Serious Errors		Other Errors	
-2 to -3	Fall by One	Choreographic error displayed by "!"	-2
-4	Fall by Two	Excessive use of ice greater than 1/2 of the surface (confirm with video review)	-2
<b>NHT -5</b>	Fall by Three or more	Visible error(s)	-1 each
		Stopping during Elements (except NHE or any Element in which the program ends)	-1