

Synchronized Skating Deductions and Who is Responsible

Event Referee

	<u>Deduction</u>	<u>Points</u>
Choreography excessively facing one side	DED 4	-2.0
Subgrouping more than ½ of program / excessive division of team	DED 4	-2.0
Excessive Use of the Ice for each element Note: Intersections are allowed to use up to ½ of the length of the ice surface (but not more) before a deduction for excessive use of ice is to be taken.	DED 2	-1.0
Excessive Use of the Ice for transitions (in between elements in short program)	DED 2	-1.0
Costume/prop violation	DED 2	-1.0
Make-up violation	DED 2	-1.0
Music violation	DED 2	-1.0
Time violation for every 5 seconds in excess or lacking	DED 2	-1.0
Fall recovery time in excess of 10 seconds		
11-20 seconds (each time)	DED 2	-1.0
21-30 seconds (each time)	DED 4	-2.0
Holds in short and free program (incorrect # and not clearly recognizable)		
Missing one hold	DED 2	-1.0
Missing two holds	DED 4	-2.0

Technical Specialists (as verified by the Technical Controller)

Falls (in any part of the program)		
Falls per skater (each time)	DED 2	-1.0
Two or more skaters (each time)	DED 4	-2.0

Features and Additional Features

SP: Not according to requirements (NAR)		
One repeated or additional requirement	DED 1	-0.5
Two repeated or additional requirements	DED 2	-1.0
Three repeated or additional requirements	DED 3	-1.5
Four repeated or additional requirements	DED 4	-2.0
Omitted Requirements	Not counted / no DED	

Elements

Does not meet minimum ice coverage requirements	No Call	
Wrong element shape in short program	DED 3	-1.5 (element not called)
Wrong pattern (i.e. mirror pattern in a short program)	DED 3	-1.5
Repeated element shape in short & free program	DED 3	-1.5 (repeated element shape not called)
Additional element (<i>each one in short program</i>)	DED 3	-1.5 (additional element not called)
Illegal element (each)	DED 4	-2.0

Bonus

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