

## 2025/26 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		
MAX starting GOE with a serious error or serious mistake inside Element = +3		
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
Inconsistent between Skaters and within Lines, Pairs, etc.	<b>Spacing</b>	Consistent between Skaters and within Lines, Pairs, etc.
Poorly synchronized body, movements, steps, features, holds, etc.	<b>Unison</b> (concurrent or syncopated)	Synchronized body, movements, steps, features, holds, etc.
Weak or reduced speed of rotations (pi, Pa, SySp, TrE, TwE, fe, etc.)	<b>Speed</b> (All Elements)	Consistent or accelerated through rotations (pi, Pa, SySp, TrE, TwE, fe, etc.)
Weak or reduced speed across the ice		Consistent or accelerated across the ice
Labored or lacking	<b>Flow</b>	Consistent, smooth and effortless
Poorly done	<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>	Strong, controlled edges with good ice coverage and running edge
Awkward or not pleasing	<b>Positions</b> (Fm, Fe)	Beautiful body lines or body position
Labored or poorly done	<b>Other Features</b>	Effortless and correctly done
Lacking variety or unstable	<b>Holds</b>	Clear, secure with variety and changes in spacing when demonstrated
Weak use of the timing, tempo, character or nuances	<b>Musicality</b>	Enhances music timing, tempo, character or nuances
Basic, with no interesting features, patterns, shapes, etc.	<b>Creativity</b>	Unique, interesting features, patterns, shapes, etc.

**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.

Judges must also take into consideration the following positive or negative aspects of the Element execution, to establish the final GOE:

NEGATIVE - Reduce			POSITIVE - Increase	
<b>NHT 0</b>	No artistry, creativity or does not reflect the music	<b>Artistic, Creative, Mixed</b>	Design of movement and structure utilizes the music and is interesting or unique	+1
-2	Collision	<b>Intersection (I+pi, CrI)</b>	Increasing speed into pi	+2
-1 to -2	<b>I+pi:</b> Not intersecting at same time (confirm with video review)		<b>Cr:</b> Unique or interesting movement of the CrI and/or Cr pi	+1 to +2
<b>NHT -5</b>	Multiple serious errors and/or mistakes	<b>Lift (Creative, Group, Pair)</b>	Flexible or beautiful positions for all Lifted Skaters	+2
-5	Lift not attempted			
-4	Lifted position not achieved			
-3	Collapse with lifted skater stepping onto the ice			
-2	Collapse with lifted skater remaining off the ice			
-1 to -2	Not gliding out of Lift			
-1	Non-lifting Skaters do not execute a SM		Non-lifting Skaters create an interesting or unique design	+1
<b>NHT -2</b>	Basic fm position not achieved by more than ½ of the Team	<b>Move</b>	Flexible or beautiful positions by all of the Team	+2
		<b>Pair</b>	Unison 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, continuous and controlled ice coverage	+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, Features or Exit	+1 each
-1	Traveling by more than ¼ of the Team			
<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	Each visible error(s)	-1

**Examples of serious mistakes:** collapse, position not achieved, lift not attempted, collision etc. ...

**Examples of visible errors:** weak pivoting, stumble, loss of balance, bump, break in hold, loss of position, touch down, hand down, two foot landing etc. ...