

Judging and Referee Reminders 25-26



Be well versed with all documents and check for updates, Technical Notifications, and Q&As throughout the season. Documents can be found on [Synchronized Skating Rules & Resources](#).

Judging Documents

- GOEs/Program Components: [Communication No. 2720](#), [Program Components Chart](#), ["Thinking Words for Program Components"](#)
- Program Requirement Charts (Short Program, Free Skate Programs, Aspire, Special Olympics Unified: Important Links > [Program Requirements](#) > Synchronized

Referee Documents

- [Synchro Interruptions and Falls Chart \("What if"\)](#), [SyS Deductions Table IJS 25-26](#), [Tech Panel Error Correction Protocol](#), [Essential Sports Medicine for Event Referees](#)

Additional Documents: [Program Components Description Charts](#), [Skills Progression Chart](#), [Special Regulations Rule 990](#), [Communication No. 2695](#)

Domestic Rules: Rulebook

- 9160: Illegal Elements, Features, Additional Features, Movements
- 9020-9026: Clothing and Equipment - Synchronized - Competition and Official Practice

GOEs - Scores fluctuate throughout elements. Reward and reduce for execution and quality regardless of difficulty. **NHT** values are the starting value before applying additional reductions.

- **Artistic Elements/Creative/Mixed Element:** Focus on creativity and musicality.
- **Intersection:** Focus on pre/post shape, speed, and flow. Evaluate quality turns/steps and features of the entry feature. Include pi execution.
 - Collision = serious mistake
- **Lift Elements:** Focus on lift position, pattern on the ice, and flow of entry/exit. Reduce for awkward positions.
 - Collapse deductions should not be applied for a deliberate, controlled touch down. Lifted skaters may briefly touch down between features (excluding skater exchange).
 - Lifts not attempted or collapsed = Serious Mistakes
- **Move Element:** Focus on position throughout element, flow, and pattern.
 - Apply excessive use of ice deduction of element is greater than ½ ice.
- **No Hold Element:** Focus on turn execution, quality of features, spacing, and musicality.
 - Confirm fall with fall tag for jumps before applying fall reductions
 - Two footed landings or hand down = Visible Error
- **Pair Element:** Focus on positions, unison, and entry/exit.
- **Pivoting Element:** Focus on pivoting action, space, and turn quality.
 - Weak pivoting is a visible error
- **Rotating/Travel Element:** Focus on quality of travel and shape
 - TN 321: NHT -2 should not be applied when ½ ice is not achieved for teams with level 1 or 2 caps.
- **Synchronized Spins:** Focus on quality of the spins and if they meet basic requirements.
- **Twizzle Element:** Focus on turn quality and unison. Twizzle must travel and rotate continuously.
 - Apply NHT -2 if incorrectly executed by ½ of the team

Choreographic Series: Feature in NHE, Linear/Rotating. Now require 2 different difficult turns in addition to SM and arms. Evaluate and reflect turn quality in GOE and PC.

Errors

- Fall by 1 (Tag F) = -2 or -3 from GOE
- Multiple Falls (Tag Fx) = -4 from GOE for 2 falls or **NHT -5** for 3 or more
- Serious Errors: Fall(s) or mistake(s) which impact the integrity/continuity and fluidity of the program, while Minor Errors do not.
- Visible errors (-1 GOE each) – Breaks, stumbles, loss of positions, touch downs
- Excessive use of ice greater than ½ (-2). Applies to all elements. Does **NOT** include setup but should be evaluated once the element begins until it ends.

Program Components

- Spread marks within an event and within a team, using the full range when appropriate
- Composition - Evaluate pattern on the ice and how the program layers reflect the music, including movements and turns/steps incorporated into elements and connections
- Presentation - How skaters perform the design of the program to the music with musical sensitivity. Reflect projection, contrast in energy, and oneness.
- Skating Skills - Includes unison. Note use of both sides and rotational directions. Evaluate turn quality, flow and glide. Reflect the execution of turns/steps and feature difficulty.
- 2 serious errors or mistakes = PC no higher than 8.75
- 1 serious error = PC no higher than 9.5

OA/OM/OC – Transitioned to IJS

OA/OM can use a reduced tech panel with all elements capped at maxB.

- Judge marks hold the power in scoring. Use the designated ISU criteria to include element difficulty and reflect how it's executed.

Aspire

- Aspire Adult – **NEW**
- Aspire 3/Aspire 4/Adult – 2 different holds by the whole team: -.2 from technical mark for each missing hold.
- Perform unlisted allowed feature. Does not meet basic requirements: -.2 from technical mark

Call to Start

Details clarified on WBP sheets

- Preliminary and above teams must follow the designated warm-up and call-to-start protocols. Hold teams until the minimum warm-up has been completed before announcing.
- Aspire and Unified levels are allowed up to 1 minute for a warm-up but may signal for music before completing the 1 minute. Announce the team upon signal.

Costume/Make-up

- **Judge/Referee:** Costume violation – Costume and makeup may not be theatrical in design. Accessories, feathers, props and rhinestones adhered to the face are not permitted. Costumes that transform in appearance will be considered as props. Majority panel agreement.
- **Referee:** Costume failure deduction – Costume, hair piece, or other equipment fall on the ice.

Event Referee - Injuries During Performance

- Immediately stop for head injury concern. Minor bleeding or cuts do not need to be stopped.