



2021
Judges Update- SYS
November 2021

Agenda

- Current ISU Communications
- Rules Updates from Congress
- Technical Handbook impacts for Judges
- GOEs
- PCs

Current ISU Communications

- Well Balanced Program (ISU Communication 2236)
- Novice Guidelines (ISU Communication 2238)
- Scale of Values (ISU Communication 2322)
- Code of Ethics (ISU Communication 2342)
- Difficulty Groups (ISU Communication 2392)
- Guidelines for Season (ISU Communication 2412) incl new PC chart
- Referee's Handbook 2021/22
- Technical Handbook 2021/22
- Q&A #1 - October 4

2021 Special Rules & Regs

- Congress passed updates to the overall rules and regulations from 2018; a new version of rules for 2021 is available

Current Domestic Communications

- Info Centre: Rulebook
 - Competition Program Requirements – Adult, Competitive, STAR
 - Competitions
- Member's Only – Materials
 - Competition/Synchronized Skating
 - 2021-22 Adult SYS Quick Reference Guide
 - 2021-22 Beginner 1, 2, Elementary Quick Resource Guide
 - 2021-22 SYS Quick Reference Guide
 - Competitive Technical Requirements SYS
 - 2021-22 Referee Resource Guide

Deductions

- **NEW: Adverse conditions prior to the beginning of the program with allowance of up to 3 minutes: -5.0 per program**
- Rewording within some existing deductions for consistency purposes across disciplines
- Falls no longer have a maximum deduction of 3.0 per element

Team related rule updates

- Music format allowed to be submitted can be in any format, not just CDs
- Length of practice times allowed slightly modified given program times were changed in past few years:
 - Senior – 10 minutes SP; 12 minutes FP
 - Junior – 10 minutes SP; **11 minutes FP**
 - Novice – **10 minutes FS**

Clothing

- Makeup is now included in the clothing rule definition
- **NEW: Costumes that transform in appearance will be considered as props**

Interruptions, Music Deficiencies, Adverse Conditions and Incomplete Programs

- Rule 965 has been re-ordered and re-worded so that all figure skating disciplines have the same format in place
- **CHANGED: If tempo or quality of music is deficient, team has 20 seconds to inform Referee to be able to restart from the beginning**

General Terms and Definitions

- Reorganization of technical definitions to add new sections and delete those no longer in use
- **Difficult turns – now includes Loop**
- Element definitions have been cleaned up and edited for consistent language
- **Whip intersection no longer uses term “whip action” in the definition**
- Blocks & Lines must have straight lines
- Group Spin has been removed from definition of SYS spin

Judge impacts from Technical Handbook

Teams competing with less than 16

- If category requires 16 skaters, Referee must inform the TC when they are competing with less. If Tech Panel is not informed, penalties as per the element are applied

Features

- If feature is not executed at same time by all skaters, this is reflected in the GOE if done with errors in unison (**due to choreography**). Feature will be counted by Tech Panel.
 - Features in Group Lifts, Linear Elements, Rotating Elements, Moves Elements, Pairs Elements, Travelling Elements etc
 - Can ignore choreographic timing in Artistic elements to allow for creativity

Judge impacts from Technical Handbook

Intersections

- If $\frac{1}{4}$ of team does not intersect at same time, it is reflected in GOE. Element is called without penalty
- For Whip intersection, quality of curved shape is reflected in GOE

Moves

- If fms do not begin and/or end at same time, it is reflected in GOE and element can be lowered by 1 level if the requirements are not met
- If fm with one or several changes of edge or free leg positions don't change at the same time, it is reflected in GOE and fm is lowered 1 level by technical panel

Judge impacts from Technical Handbook

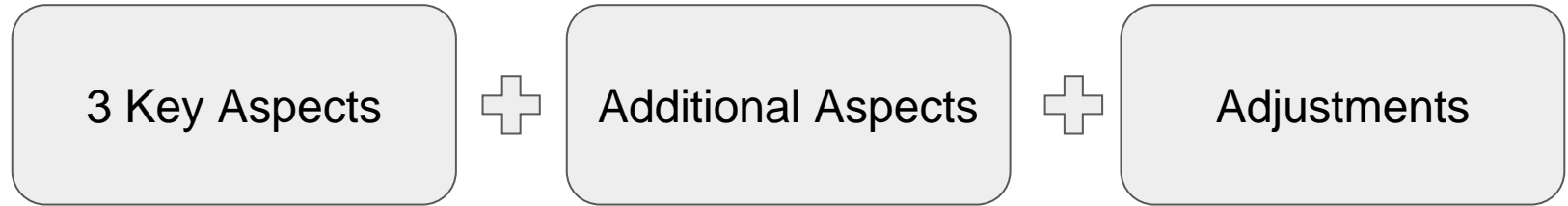
Pivoting Block

- If $\frac{1}{4}$ of team does not execute steps/turns at same time, it is reflected in GOE. Element is called without penalty

SYS Spin

- If all skaters do not execute the spin at the same time, it is reflected in the GOE

GOEs



- Shape
- Unison
- Speed & Flow

- Variety & quality of steps, turns, movements & holds
- Entry and/or exit of element with originality/creativity
- Seamless execution and quality of Features
- Reflects timing, tempo & Character of the music
- Body line, flexible position and/or aesthetically pleasing position

- Major errors
- Minor errors
- Element specific criteria

GOEs – Awarding +4 or +5

GRADE OF EXECUTION										
-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
Extremely Poor	Very Poor	Poor	Weak	Fair	Average	Above Average	Good	Very Good	Excellent	Outstanding
6+ bullets	5 bullets	3-4 bullets	2 bullets	1 bullet	-/+	1 bullet	2 bullets	3-4 bullets	5 bullets	6+ bullets

To achieve a +5:

- All **3** Key Aspects must be present
- All aspects/bullets must be performed with **excellent execution**
- Must contain **no errors and/or Major errors**

To achieve a +4:

- **2 of 3** Key Aspects must be present
- All aspects/bullets must be performed with **very good execution**
- Must contain **no Major error**

GOEs – Updates for this season

ISU Communication 2412 + Q&A #1

Overall, the GOE criteria has remained mostly unchanged

- Twizzle Element specific criteria:
 - One-foot entry and/or exit; increase by +1
- Minor Error adjustments:
 - Stumbles, bumps or touchdown of free foot or hand(s); Reduce by -1 each
 - Features (weaving, pivoting, change of position, difficult entry/exit, turns in PB) not executed at same time;
 - Additional features (step sequence, FM or point of intersection) not executed at the same time;
 - Maximum reduction for unison due to choreography -2 per element across both features & additional features

GOEs – Element identification

Judges must be familiar with the Well Balanced Program criteria for each category in order to judge effectively

- Start & End of each Element
 - Impacts Falls, Bumps, Collisions (in element or transition)
- Features/Additional Features
 - Knowing what features are a part of the element
 - Which features must be done in unison

Judging Unison

GOE reduction for errors in unison due to choreography

- Due to choreography = planned or choreographed
- If you are using this reduction early in the season, have a discussion with referee or technical controller after the event so that the coach can be informed of possible issue in choreography
- This reduction used to be taken by the technical panel, so it's not really "new" – just new for judges

Unison key aspect bullet

- Skater unison problem due to execution

Judging Twizzles

Judges are now required to reduce the GOE on Twizzle elements when the twizzle is incorrectly performed by at least $\frac{1}{4}$ of team

- Technical Panel now only calls the error once, focusing on number of rotations rather than correct twizzle rotations
- Judges should reduce for errors in twizzle execution:
 - Knee action (ie/ 3 turns)
 - Touching down during the rotation
 - At least 360 degrees of twizzle rotation is on the spot
- Reduction is reflected with the “visible error” reduction, could also impact your unison key aspect or other key aspects

Twizzle element now starts with entry to first twizzle and ends with exit of last twizzle – could impact if a fall is in element or transition

Judging Moves

New reduction of -2 for features/additional features applies to Moves:

- Features:
 - Intersecting/Passing through - Does not have to be at same time
 - Change of Position – Must be at same time
 - Difficult Entry – Must be at same time
- Additional Feature:
 - Timing of Moves (3 choices) – begin/end/begin & end
 - Fms with change of edge/change of free leg position must be choreographed to be done at same time
- Reduction is for intentional choreographic error not quality of execution; if there are errors in both F & AF, only reduce for one

Judging No Hold

4 Features in No Hold:

- Two different configurations – element can start in any config
 - Change of place – at same time/occasion
 - Pivoting
 - Diagonal axis with step sequence
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- Each feature must be executed by all skaters at same time
 - Features must be done separately but if using 2 configs, other features may be executed in either config

Judging Intersections

Shape for Whip Intersection

- Both lines must achieve and maintain a curved shape for 90 pivot
- Once lead skaters are back to back with axis, curve must continuously straighten/unroll at same time
- Goal is for both lines to straighten/unroll and intersect at same time
- During exit phase, last 2 to 3 end skaters must have more speed, and a v-formation must be shown

- Assess as your overall quality of the element using appropriate reductions as needed – entry/exit shape not maintained, visible errors

Quick Review: Major & Minor Errors

Major Errors:

- Fall of 1 Skater; Reduce by -2 or -3
- Fall of 2 Skaters; Reduce by -4
- Fall of 3 or more Skaters; No higher than -5
- Collision during an Intersection; No higher than -3
- Collapse during a Lift; No higher than -3

Minor Errors:

- Stumbles, bumps, touchdown of free foot or hands; Reduce by -1 each
- Breaks in holds or poor quality holds; Reduce by -1 each
- Visible errors; Reduce by -1 each
- Long preparation into element; Reduce by -1
- Features not executed at same time; Reduce by -2 max per element
- Additional features not executed at same time; Reduce by -2

Program Components

To arrive at a PC mark:

- Evaluate each of the component's criteria independently placing equal weight on each criteria
- For Synchronized Skating, there must be equal demonstration of the criteria by all skaters
 - If there are notable differences between skaters, the mark should reflect the unit as a whole

Update to Transitions definition for Synchronized Skating:

- The varied and purposeful use of intricate footwork, positions, movements, holds and formations **within the Element** and that link all Elements

Program Components

Reminder:

- If program contains a fall or major error, you cannot award a 10.0 for any Program component
- If program contains falls or major errors, the maximum PC mark is 9.0
 - Need to make sure you know if they had 2 major errors or not
- Major error = fall, collision in intersection, collapse in lift
- For other teams that may not be in the 9 PC range, need to also reflect major errors in your PC marks