



## Aussie Skate Judging - Synchronized Skating Guidelines for applying GOEs to Elements

These are guidelines to assist judges when evaluating synchronized elements in Aussie Skate programs. The final GOE of an element is calculated considering the positive aspects first to establish the starting GOE, followed by reductions for any errors.

### POSITIVE ASPECTS

Increase GOE by 1 for each bullet point achieved by the team

#### Key Aspects/Bullets

- **Shape** - Roundness; straightness; alignment or spacing symmetry maintained.
- **Unison** - Performing as one; good body lines; in step or time; good teamwork
- **Speed**, pace, velocity and flow maintained throughout the Element

#### Additional Aspects/Bullets

- Good quality edges, body positions or holds
- Entry and/or exit of the Element performed with clarity and good control
- Creativity
- Element matches the music

### REDUCTIONS FOR FALLS (Major Errors)

- |   |                   |
|---|-------------------|
| • Fall of one (1) Skater in an Element            | No higher than -3 |
| • Fall of two (2) Skaters in an Element           | No higher than -4 |
| • Fall of three (3) or more Skaters in an Element | No higher than -5 |

### REDUCTIONS FOR OTHER ERRORS

Reduce GOE by 1 for each error

- Stumbles, loss of balance, breaks or no regrasp
- Collisions, loss of "place"
- Other visible errors e.g., Lack of clear shape, loss of shape, long preparation

### Errors:

- Minor errors do not fully impact the integrity/continuity and fluidity of the Element and should not be over penalized when awarding a Grade of Execution.
- Major errors impact the integrity/continuity and fluidity of the Element and/or its relation to the music and should be reflected accordingly.
- Each error occurring within the same Element will be reflected in the final marks for GOE and Program Components.
- For an Element to achieve +5, the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with very good execution with **no errors**.
- For an Element to achieve +4, two (2) of the three (3) Key aspects/bullets must be present and all Aspects/bullets of the Element must be performed with good execution with **no major error**.

### Components (Factor 1.6 each)

- Skating Skills
- Performance

Judging will align with the current ISU Program Component Chart using 0 to 10 range of marks.

## **Deductions**

- Falls - defined as loss of control by a Skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g., hand(s), knee(s), buttock(s), or any part of the arm (ISU Rule 953, paragraph 1).
  - -0.5 for every Fall of one (1) Skater
  - -1.0 for every Fall of more than one (1) Skater at one (1) time
  - -1.5 Maximum Fall Deduction per element
- Illegal and non-permitted Elements (ISU Rule 992,par2-3) and additional elements (0.50 each). Aussie Skate teams are not allowed to include vaults, Group Lifts or un-sustained lifts.
- Time Violation (0.50 for every 5 seconds (or part) over or under the permitted time)