



2019 - 2020 Clarifications from ISU Sports Directorate and SyS TC for Referees, Judges, Coaches and Skaters

SYNCHRONIZED SKATING

Definition of a Collision: a Collision inside of an Intersection disrupts the progression of the Skater(s), and the flow through the Point of Intersection is severely impacted and/or stopped. The GOE reduction for the Officials is NHT-3.

During Intersections:

If a Team has a collision and One Skater falls after that Collision (approximately at the same time) the hardest GOE reduction will be applied: NHT-3.

If a Team has a collision and Two Skaters fall after that Collision (approximately at the same time) the hardest GOE reduction will be applied: NHT-4.

If a Team has a collision and One Skater has a fall before or after that Collision (not at the same time): GOE NHT-3 for collision is applied + reduction of -2 for the fall is applied = -5.

During Group Lift, Creative Lift:

If a Team has a collapse and One Skater falls due to that collapse (approximately at the same time) the hardest GOE reduction will be applied: NHT-3.

If a Team has a collapse and Two Skaters fall due to that collapse (approximately at the same time) the hardest GOE reduction will be applied: NHT-4.

If a Team has a collapse but managed to keep the lifted skater elevated and at the exit one Skater has a fall (not at the same time): GOE NHT-3 for collapse is applied + reduction of -2 for the fall is applied = -5.

Summary:

A collision or collapse followed by a fall or two falls that happen approximately at the same time, and the fall is a result of the collision or collapse then each of these mistakes must be considered as ONE error for GOE (the hardest reduction will be applied).

For Program Components: each error(s) or fall(s) will be taken into consideration and PC will be reduced accordingly.