

Synchronized Skating Technical Guidelines for Competitions in Switzerland 2017/18

SENIOR ISU					
AGE	15 - X >> Must have reached the age of 15 before July 1st preceding the competition.				
COMPETITORS	16 + 4				
SHORT PROGRAM	DURATION	Max. 2.50 min.	FREE PROGRAM	DURATION	4.30 min. +/- 10 sec.
	FACTOR	1.0		FACTOR	1.0
	GENERAL COMPONENT FACTOR	0.8		GENERAL COMPONENT FACTOR	1.6
	ELEMENTS (5)	1 Intersection Element + pi 1 Move Element 1 No Hold Element 1 Pivoting Element - Block 1 Traveling Element - Wheel		ELEMENTS (9)	2 diff. Group Lift Elements 2 different Intersection Elements (1 with pi / 1 without pi) 1 No Hold Element 1 Pair Element <i>Choice of 1 Element of each Group</i> Group A - Move Element - Synchronized Spin Element Group B - Creative Element - Combined Element Group C - Linear Element - Block - Linear Element - Line - Rotating Element - Circle - Rotating Element - Wheel
	FALLS	1.0		FALLS	1.0

JUNIOR ISU					
AGE	13 - 19 >> Must have reached the age of 13 but must not have reached the age of 19 before July 1st preceding the competition.				
COMPETITORS	16 + 4				
SHORT PROGRAM	DURATION	Max. 2.50 min.	FREE PROGRAM	DURATION	4.00 min. +/- 10 sec.
	FACTOR	1.0		FACTOR	1.0
	GENERAL COMPONENT FACTOR	0.8		GENERAL COMPONENT FACTOR	1.6
	ELEMENTS (5)	1 Intersection Element + pi 1 No Hold Element 1 Pivoting Element - Block 1 Synchronized Spin Element 1 Traveling Element - Wheel		ELEMENTS (7)	2 different Intersection Elements (1 with pi / 1 without pi) 1 No Hold Element 1 Pair Element <i>Choice of 1 Element of each Group</i> Group A - Move Element - Synchronized Spin Element Group B - Creative Element - Combined Element Group C - Linear Element - Block - Linear Element - Line - Rotating Element - Circle - Rotating Element - Wheel
	FALLS	1.0		FALLS	1.0

The Joker Rule does not apply for Senior and Junior ISU

Synchronized Skating

Technical Guidelines for Competitions in Switzerland

2017/2018

CATEGORIE	SENIOR B	MIXED AGE	ADVANCED NOVICE	BASIC NOVICE	JUVENILE	ADULT
AGE ***	15 - X	all ages	10 - 15	X - 15	X - 12	21/25** - X
COMPETITORS	12 - 16 + 4 alternates	12 - 16 + 4 alternates	14 - 16 + 4 alternates	9 - 16 + 4 alternates	9 - 16 + 4 alternates	12 - 16 + 4 alternates
DURATION	4.30 min. +/- 10 sec.	3.30 min. +/- 10 sec.	3.30 min. +/- 10 sec.	3.00 min. +/- 10 sec.	3.00 min. +/- 10 sec.	3.00 min. +/- 10 sec.
MAX. CALL	4	4	4	3*	3*	4
GENERAL COMPONENT FACTOR	1.6	1.6	1.0	1.7 (3 PROGRAM COMPONENTS: SKATING SKILLS, PERFORMANCE, INTERPRETATION)	1.7 (3 PROGRAM COMPONENTS: SKATING SKILLS, PERFORMANCE, INTERPRETATION)	1.6
ELEMENTS	9 Elements 2 diff. Group Lift Elements 2 different Intersection Elements (1 with pi / 1 without pi) 1 No Hold Element 1 Pair Element Choice 1 Element of each Gr: Group A - Move Element - Synchronized Spin Element Group B - Creative Element - Combined Element Group C - Linear Element - Block - Linear Element - Line - Rotating Element - Circle - Rotating Element - Wheel	7 Elements 1 Intersection Element + pi 1 Move Element 1 No Hold Element 1 Pivoting Element - Block 1 Traveling Element - Circle Choice 1 Element of each Gr: Group A - Rotating Element - Wheel - Linear Element - Line Group B - Creative Element - Combined Element	7 Elements 1 Intersection Element + pi 1 Move Element 1 No Hold Element 1 Pivoting Element - Block 1 Traveling Element - Circle Choice 1 Element of each Gr: Group A - Rotating Element - Wheel - Linear Element - Line Group B - Creative Element - Combined Element	6 Elements 1 Intersection Element + pi 1 Linear Element - Line 1 Pivoting Element - Block 1 Rotating Element - Wheel 1 Traveling Element - Circle Choice of 1 Element: - Creative Element - Combined Element	6 Elements 1 Intersection Element + pi 1 Linear Element - Line 1 Pivoting Element - Block 1 Rotating Element - Wheel 1 Traveling Element - Circle Choice of 1 Element: - Creative Element - Combined Element	6 Elements 1 Intersection Element + pi 1 Linear Element - Block 1 Pivoting Element - Line 1 Rotating Element - Wheel 1 Traveling Element - Circle Choice of 1 Element: - Creative Element - Combined Element
FALLS	1.0	1.0	0.5	0.5	0.5	0.5

Mixed Age **Vaults and un-sustained Group Lifts are permitted**

Max. Call * **For Basic Novice and Juvenile: Maximum element levels can be skated but the level awarded will be one level lower than the maximum defined in the ISU Technical Rules. The highest Difficulty Group of an Additional Feature may be attempted and will be called as executed.**

AGE *** **Must have reached the age of before July 1st but must not have reached the age of before July 1st preceding the competition**
**** 25% of the team must have reached the age of 21 and 75 % of the team must have reached the age of 25 before July 1st preceding the competition**

X = No age limit

Joker Rule: At least 80 % actually performing the program must meet the age criteria of the category - 20 % or less may be outside the age criteria of the category

Total involved	16	15	14	13	12	11	10	9
Correct age	13	12	11	10	10	9	8	7
Free age	3	3	2	2	2	2	2	2