# BASIC SKILLS / BEGINNER SYNCHRONIZED SKATING

An overview for judges and coaches



# **Beginner 1**

8 – 16 skaters, Majority under 9 years old, 1:30-2:00 +/- 10 sec.

### **CIRCLE**

One circle which must include:

- A 2- foot turn
- A forward inside and / or a forward outside edae alide

### LINE

One line, which must cover the ice.

Only forward skating is allowed.

### **BLOCK**

One block which covers the ice. Must have only one configuration.

### WHEEL

One wheel, choice of: 4 - spoke or "S" wheel with backward pumps

# **INTERSECTION**

One intersection: Two lines facing each other. with a forward 2-foot glide at the point of intersection.

- **Restrictions** Additional elements are not allowed
  - No changes of rotational direction or traveling within elements
  - No steps or moves higher than Basic 5\*
  - Holds may only be shoulder-to-shoulder or hand-to-hand.
  - Everything in Rule 4669 (illegal elements in synchronized skating)

### Some common elements above Basic 5:

- 1. Forward inside 3 turn (Basic 6) 4. Forward spiral (Basic 6)
- 2. T-stop (Basic 6) 3. Bunny hop (Basic 6)

- 5. Forward lunge (Basic 6)
- 6. Mohawk (Basic 7)

**Beginner 2** 

8 – 16 skaters, Majority 9-11 years old, 1:30-2:00 +/- 10 sec.

## **CIRCLE**

One circle which must include:

- -The combination move from Basic 8\* \* Fwd. crossover into Fl Mohawk, foot down.
- cross behind, step, back crossover, step FI edge

# LINE

One line, which must cover the ice.

It may include both forward and backward skating.

### **BLOCK**

One block which must cover the ice. It must have only one or two configurations.

# WHEEL

One wheel of the team's choice with backward pumps.

# INTERSECTION

One intersection: Two lines facing each other, forward 2-foot or 1-foot glide at the point of intersection.

- **Restrictions** Additional elements are not allowed
  - No changes of rotational direction or traveling within elements
  - No steps or moves higher than Free Skate 1\*
  - Holds may only be shoulder-to-shoulder or hand-to-hand.
  - Everything in Rule 4669 (illegal elements in synchronized skating)

Some common elements above Free Skate 1

- 1. Forward spirals on an edge (Free Skate 2)
- 2. Backward inside 3-turns (Free Skate 3) Any turns other than
- 3-turns and Mohawks are beyond the Basic Skills program

(double 3's, brackets, Choctaws, twizzles, rockers, counters, etc.)

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# **Beginner 3**

8-16 skaters, Majority at least 12 years old, 2:00-2:30 +/- 10 sec.

### **CIRCLE**

One circle which must include:

- The combination move from Basic 8\*
- \* Fwd. crossover into Fl Mohawk, foot down. cross behind, step, back crossover, step FI edge

### LINE

One line, which must cover the ice. It must include both forward and backward skating.

### **BLOCK**

One block which must cover the ice. It must have 2 or 3 configurations.

### WHEEL

One wheel of the team's choice

# INTERSECTION

One intersection: Two lines facing each other. forward 1-foot glide or forward lunge at the point of intersection.

- **Restrictions** No changes of rotational direction or traveling within elements
  - Everything in Rule 4699 (illegal elements in synchronized skating)

# **Judging Notes**

ALL BEGINNER LEVELS:

**Deductions:** Judges must give a deduction of -.2 from the technical elements mark for each illegal element (found in "restrictions" box) Important skills to look for and reward:

### All Levels:

- 1. Strong forward and backward crossovers
- 2. Strong forward stroking
- 3. Good knee-bend and good posture
- 4. Unison
- 5. Control of rotation in circle and wheel
- 6. Straight lines and spacing in line, intersection and block
- 7. Good use of guiding and shadowing
- 8. Skating in time with the music

# Beginner 1:

1. Strong edge glides in the circle.

### Beginner 2:

- 1. Strong forward inside edge glide in combination move (skaters will likely have difficulty with the Mohawk and cross-behind. This is okav)
- 2. Incorporating skills from the Basic 8's (3-turns, Mohawks, stroking, etc.)

# Beginner 3:

- 1. Strong forward inside edge glide in combination move, strong edges in the Mohawk turn
- 2. Incorporating skills from the Basic 8's (3-turns, Mohawks, stroking, etc.)