

III. Updated Guidelines for marking +GOE of Single/Pair Elements (positive aspects)

These guidelines are tools to be used together with the minus GOE charts. The final GOE of a performed element is based on the combination of both positive and negative aspects. It is important that the final GOE of an element reflects the positive aspects, as well as any possible reductions that may apply.

The final GOE of an element is calculated considering first the positive aspects of the element that result in a starting GOE for the evaluation. Following that a Judge reduces the GOE according to the guidelines of possible errors and the result is the final GOE of the element.

To establish the starting GOE Judges must take into consideration the bullets for each element. It is at the discretion of each Judge to decide on the number of bullets for any upgrade, but general recommendations are as follows:

FOR + 1 : 2 bullets

FOR + 2 : 4 bullets

FOR + 3 : 6 or more bullets

Singles

| | |
|--------------------------------|--|
| Jump Elements | <ul style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) clear recognizable steps/free skating movements immediately preceding element 3) varied position in the air / delay in rotation 4) good height and distance 5) good extension on landing / creative exit 6) good flow from entry to exit including jump combinations / sequences 7) effortless throughout 8) element matched to the musical structure |
| Spins | <ul style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of revolutions 5) good position(s) (including height and air position in flying spins) 6) creativity and originality 7) good control throughout all phases 8) element matched to the musical structure |
| Step Sequences | <ul style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) deep clean edges (including entry and exit of all turns) 5) good control and commitment of whole body to accuracy of steps 6) creativity and originality 7) effortless throughout 8) element <u>enhances</u> the musical structure |
| Choreographic Sequences | <ul style="list-style-type: none"> 1) good flow, energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) good control and commitment of whole body 5) creativity and originality 6) effortless throughout 7) reflecting concept/character of the program 8) element <u>enhances</u> the musical structure |

Pairs

| | | |
|--------------------------------|---|---|
| Lifts | <ol style="list-style-type: none"> 1) good take-off and landing position of both partners 2) correct and aesthetically pleasing air positions 3) good ice coverage during element 4) no scratching of blade on the ice by man or lady during all phases | <ol style="list-style-type: none"> 5) good speed and flow 6) ability to maintain good flow from one position to another 7) effortless throughout 8) element matched to the musical structure |
| Twist Lifts | <ol style="list-style-type: none"> 1) good take-off and landing position of both partners 2) good position of man at release 3) good ice coverage during element 4) no scratching of blade on the ice by man or lady during all phases | <ol style="list-style-type: none"> 5) good speed and timing from entry to exit 6) good height of lady in air position 7) effortless throughout 8) element matched to the musical structure |
| Jump Elements | <ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) varied position in the air / delay in rotation 3) good height and distance 4) good extension on landing / creative exit | <ol style="list-style-type: none"> 5) good flow from entry to exit 6) good unison and close to each other in all phases 7) effortless throughout 8) element matched to the musical structure |
| Throw Jumps | <ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) good position of man at release 3) good air position of lady 4) good extension on landing / creative exit | <ol style="list-style-type: none"> 5) good speed, height, distance 6) good control and flow on the landing 7) effortless throughout 8) element matched to the musical structure |
| Solo Spins | <ol style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of rev. | <ol style="list-style-type: none"> 5) good and identical positions by both partners 6) good control throughout all phases by both partners 7) good unison and distance between partners 8) element matched to the musical structure |
| Pair Spins | <ol style="list-style-type: none"> 1) good control throughout (entry, rotation, conclusion/exit) by both partners 2) good speed or acceleration during spin 3) balanced rotations in all positions 4) clearly more than required number of rev. | <ol style="list-style-type: none"> 5) good positions by both partners 6) creativity and originality 7) executed with continuous flow and ease 8) element matched to the musical structure |
| Death Spirals | <ol style="list-style-type: none"> 1) good flow in entry and exit 2) good control and speed in death spiral position 3) good quality of positions of both partners 4) no scratching of blade on the ice by man or lady during all phases | <ol style="list-style-type: none"> 5) good, controlled transition into required position 6) effortless throughout 7) creativity and originality 8) element matched to the musical structure |
| Step Sequences | <ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) deep clean edges (including entry and exit of all turns) | <ol style="list-style-type: none"> 5) good control and commitment of whole body to accuracy of steps 6) creativity and originality 7) good unison 8) element <u>enhances</u> the musical structure |
| Choreographic Sequences | <ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) good control and commitment of whole body of both partners | <ol style="list-style-type: none"> 5) creativity and originality 6) effortless throughout 7) reflecting concept/character of the program 8) element <u>enhances</u> the musical structure |

IV. Updated Guidelines in establishing GOE for errors in Short Program and Free Skating

Elements with no Value are indicated to the Panel of Judges. GOE of such elements does not influence the result. In case of multiple errors the corresponding reduction are added. However in pair skating the reduction in case of a mistake of one partner and the same mistake of both partners is the same.

SINGLE SKATING

| Errors for which final GOE must be in the minuses | Reduction/ Other | Errors for which final GOE is not restricted | Reduction/ other |
|--|---------------------|---|---------------------|
| JUMP ELEMENTS | | | |
| SP: One or more rev. less than required | GOE -3 | Poor speed, height, distance, air position | -1 to -2 |
| SP: Combo consisting of one jump only | GOE -3 | Lacking rotation (no sign) | -1 |
| Downgraded (sign <<) | -2 to -3 | Under-rotated (sign <) | -1 to -2 |
| SP: No required steps/movements preceding Jump | -3 | SP: Break between required steps/movements & jump/only one step/movement preceding jump | -1 to -2 |
| Fall | -3 | Poor take-off | -1 to -2 |
| Landing on two feet in a jump | -3 | Loss of flow/rhythm between jumps (combo/seq.) | -1 to -2 |
| Stepping out of landing in a jump | -2 to -3 | Weak landing (bad pos./wrong edge/scratching etc) | -1 to -2 |
| Touch down with both hands in a jump | -2 | Long preparation | -1 to -2 |
| 2 three turns in between (jump combo) | -2 | Touch down with one hand or free foot | -1 |
| SEVERE WRONG EDGE TAKE-OFF F/Lz (sign "e") | -2 to -3 | UNCLEAR EDGE TAKE-OFF F/Lz (sign "e") | -1 to -2 |
| | | UNCLEAR EDGE TAKE-OFF F/Lz (no sign) | -1 |
| SPINS | | | |
| Fall | -3 | Less than required revolutions | -1 to -2 |
| SP: Position in the air not attained (flying spin) | -2 to -3 | Poor/awkward position(s), slow, traveling | -1 to -3 |
| Touch down with both hands | -2 | Unaesthetic position(s) | -1 to -3 |
| | | FS: Pos. in the air not attained (flying spin/entry) | -1 to -3 |
| | | Change of foot poorly done (curve of entry, <u>except when changing direction/exit, moving to non-basic position. etc.)</u> | -1 to -3 |
| | | Incorrect take-off or landing in a flying spin | -1 to -2 |
| | | Touch down with free foot or one hand | -1 |
| STEPS | | | |
| Fall | -3 | Incorrect pattern (too small) | -1 to -2 |
| Less than half of the pattern doing steps/turns | -2 to -3 | Poor quality of steps, turns, positions | -1 to -3 |
| | | Stumble | -1 to -2 |
| | | Does not correspond to the music | -1 to -2 |
| | | SP: Listed jumps with more than half rev. included | -1 |
| CHOREOGRAPHIC SEQUENCES | | | |
| Fall | -3 | Stumble | -1 to -2 |
| Serious error | -2 to -3 | Does not correspond to the music | -1 to -3 |
| | | Poor quality of movements | -1 to -2 |

PAIR SKATING

| Errors for which final GOE must be in the minuses | Reduction/ Other | Errors for which final GOE is not restricted | Reduction/ other |
|---|---------------------|--|---------------------|
| LIFTS | | | |
| Fall | -3 | Poor positions in the air or on landing | -1 to -3 |
| Serious problems in the lifting process | -3 | Slight problems in the lifting process | -1 to -2 |
| Lady collapses on partner | -2 | Poor speed and/or distance | -1 to -3 |
| Lady starts or lands on two feet | -2 | Poor turns by man | -1 to -3 |
| | | Poor take-off/weak landing | -1 to -3 |
| | | Long preparation | -1 |
| | | Touch down with the free foot | -1 |
| TWIST LIFTS | | | |
| SP: Single. | GOE -3 | Poor height or distance | -1 to -3 |
| Fall | -3 | Poor take-off (poor speed, serious scratching, no toe-pick) | -1 to -2 |
| Lady collapses on partner | -2 to -3 | Catch assisted by the man's shoulder | -1 to -2 |
| Lady is not caught in the air before landing | -2 | Weak landing (poor speed, bad positions, awkward catch) | -1 to -2 |
| Lady lands on two feet | -2 | Lady is not caught at the waist | -2 |
| Lady touches down with both hands | -2 | Long preparation | -1 |
| Downgraded (sign <<) | -2 | Man exits on two feet | -1 |
| | | Touch down with the free foot | -1 |
| JUMP ELEMENTS, THROW JUMPS | | | |
| SP: One or more rev. less than required | GOE -3 | Poor speed, height, distance, air position | -1 to -2 |
| Fall | -3 | No unison – jump elements | -1 to -3 |
| Starting or landing on two feet in a jump | -2 | Big distance between partners– jump elements | -1 to -3 |
| Stepping out of landing in a jump | -2 | Poor take-off | -1 to -2 |
| Touch down with both hands in a jump | -2 | Lacking rotation (no sign) | -1 |
| Downgraded (sign <<) | -2 to -3 | Under-rotated (sign <) | -1 to -2 |
| Unequal number of revolutions by partners | -2 | Loss of flow/rhythm between jumps (combo/seq.) | -1 to -2 |
| 2 three turns in between – jump combo | -2 | Poor man's position at take-off – throw jump | -1 to -2 |
| SEVERE WRONG EDGE TAKE-OFF F/Lz (sign “e”) | -2 to -3 | UNCLEAR EDGE TAKE-OFF F/Lz (sign “e”) | -1 to -2 |
| | | UNCLEAR EDGE TAKE-OFF F/Lz (<u>no sign</u>) | -1 |
| | | Weak landing (bad pos./wrong edge/scratching etc) | -1 to -2 |
| | | Long preparation | -1 to -2 |
| | | Touch down with one hand or free foot | -1 |
| SOLO AND PAIR SPINS | | | |
| Fall | -3 | Less than required revolutions | -1 to -2 |
| Touch down with both hands | -2 | Poor/awkward position(s), slow, traveling | -1 to -3 |
| | | Unaesthetic position(s) | -1 to -3 |
| | | Position in the air not attained (flying spin/entry) | -1 to -3 |
| | | Change of foot poorly executed | -1 to -3 |
| | | Slow or reduction of speed | -1 to -3 |
| | | No unison, too big distance between partners | -1 to -3 |
| | | Incorrect take-off or landing (flying spin/entry) | -1 to -2 |
| | | SP, PCoSp: Change of foot not at the same time | -1 to -2 |
| | | Stop during spin (except when changing direction) | -1 to -2 |
| | | Touch down with free foot or one hand | -1 |
| DEATH SPIRALS | | | |
| Fall | -3 | Poor position of the lady (too high etc.) | -1 to -3 |
| Wrong pivot position (losing toe pick etc.) | -2 to -3 | Poor exit | -1 to -3 |
| Lady assisted not only by the blades | -2 to -3 | Any part of the lady's body (<u>not the hair</u>) touching the ice | -1 to -2 |
| | | Slow or reduction of speed | -1 to -3 |
| | | Weak lady's edge quality | -1 |
| | | Use of both arms of man/lady to help the exit | -1 to -2 |
| STEPS | | | |
| Fall | -3 | Incorrect pattern (too small) | -1 to -2 |
| Less than half of the pattern doing steps/turns | -2 to -3 | Poor quality of steps, turns, positions | -1 to -3 |
| | | Stumble | -1 to -2 |
| | | Does not correspond to the music | -1 to -2 |
| | | SP: Listed jumps with more than half rev. included | -1 |
| CHOREOGRAPHIC SEQUENCES | | | |
| Fall | -3 | Stumble | -1 to -2 |
| Serious error | -2 to -3 | Does not correspond to the music | -1 to -3 |
| | | Poor quality of movements | -1 to -2 |