

II. Updated Guidelines for marking +GOE of Single/Pair Skating 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.

General recommendations are as follows:

FOR + 1 : 1 bullet

FOR + 2 : 2 bullets

FOR + 3 : 3 bullets

FOR + 4 : 4 bullets

FOR + 5 : 5 or more bullets

FOR + 4 and +5 THE FIRST THREE bullets highlighted in bold must be present

Single Skating

Jump Elements	1) very good height and very good length (of all jumps in a combo or sequence) 2) good take-off and landing 3) effortless throughout (including rhythm in Jump combination) 4) steps before the jump, unexpected or creative entry 5) very good body position from take-off to landing 6) element matches the music
Spins	1) good speed and/or acceleration during spin 2) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 3) effortless throughout 4) maintaining a centered spin 5) creativity <u>and/or</u> originality 6) element matches the music
Step Sequences	1) deep edges, clean steps and turns 2) element matches the music 3) effortless throughout with good energy, flow and execution 4) creativity <u>and/or</u> originality 5) excellent commitment and control of the whole body 6) good acceleration and deceleration
Choreographic Sequences	1) creativity <u>and/or</u> originality 2) element matches the music and reflects the concept/character of the program 3) effortless throughout with good energy, flow and execution 4) good ice coverage <u>or interesting pattern</u> 5) good clarity and precision 6) excellent commitment and control of the whole body

Pair Skating

Lifts	<ol style="list-style-type: none"> 1) very good take-off and landing 2) good speed, flow and ice coverage 3) effortless throughout (including rotation and change of position) 4) very good air positions 5) smooth footwork of man 6) element matches the music
Twist Lifts	<ol style="list-style-type: none"> 1) good height of lady in air position 2) clean catch 3) effortless throughout 4) good take-off and exit 5) very good speed and flow 6) element matches the music
Jump Elements	<ol style="list-style-type: none"> 1) good unison and distance between partners 2) very good height and very good length (of all jumps in a combo or sequence) 3) effortless throughout (including rhythm in jump combination) 4) steps before the jump, unexpected or creative entry 5) good take off and landing 6) element matches the music
Throw Jumps	<ol style="list-style-type: none"> 1) very good height and very good distance 2) good speed, flow and control on release and landing 3) effortless throughout 4) difficult, unexpected or creative entry 5) very good air position 6) element matches the music
Solo Spins	<ol style="list-style-type: none"> 1) good unison and distance between partners 2) good speed and/or acceleration during spin 3) effortless throughout 4) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 5) creativity <u>and/or</u> originality 6) element matches the music
Pair Spins	<ol style="list-style-type: none"> 1) good control throughout by both partners 2) good speed and/or acceleration during spin 3) effortless throughout 4) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 5) creativity <u>and/or</u> originality 6) element matches the music
Death Spirals	<ol style="list-style-type: none"> 1) very good positions of both partners 2) good flow and speed throughout (including entry and exit) 3) effortless throughout 4) good controlled transition into required positions and on exit 5) good/continuous edges demonstrated by man and lady 6) element matches the music
Step Sequences	<ol style="list-style-type: none"> 1) deep edges, clean steps and turns 2) element matches the music 3) effortless throughout with good energy, flow and execution 4) good unison and distance between partners 5) creativity <u>and/or</u> originality 6) excellent commitment and control of the whole body
Choreo Sequences	<ol style="list-style-type: none"> 1) creativity <u>and/or</u> originality 2) element matches the music and reflects the concept/character of the program 3) effortless demonstration of the element as a sequence 4) good ice coverage <u>or interesting pattern</u> 5) good unison 6) excellent commitment and control of the whole body

III. 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 reductions are added. However in Pair Skating the reduction applied for a mistake of one partner or the **same** mistake by both partners remains the same.

SINGLE SKATING

REDUCTIONS FOR ERRORS			
JUMP ELEMENTS			
SP: Jump element not according to requirements final GOE must be	GOE -5	Downgraded (sign <<)	-3 to -4
Fall	-5	Under-rotated (sign <)	-1 to -2
Landing on two feet in a jump	-3 to -4	<u>Lacking rotation (no sign)</u>	-1 to -2
		<u>Euler executed as step over</u>	-1 to -2
Stepping out of landing in a jump	-3 to -4	Poor speed, height, distance, or air position	-1 to -3
2 three turns in between (jump combo)	-2 to -3	Touch down with both hands in a jump	-2 to -3
Wrong edge take off F/Lz (sign "e")	-3 to -4	Touch down with one hand or free foot	-1 to -2
Unclear edge take off F/Lz (sign "!")	-1 to -3	Loss of flow/direction/rhythm between jumps (combo/seq.)	-2 to -3
Unclear edge take off F/Lz (no sign)	-1	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Poor take-off	-2 to -3	Long preparation	-1 to -3
SPINS			
Fall	-5	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with free foot or hand(s)	-1 to -3	Slow or reduction of speed	-1 to -3
Poor fly (flying spin/entry)	-1 to -3	Change of foot poorly done (including curve of entry/exit except when changing direction)	-1 to -3
Incorrect take-off or landing in a flying spin	-1 to -2	Less than required revolutions	-1 to -3
Traveling	-1 to -3	Unbalanced number of revolutions in change foot spin	-1
Loss of balance	-1 to -3		
STEPS			
SP: Listed jumps with more than half rev. included	-1	<u>Poor quality of steps and turns</u>	-1 to -3
Fall	-5	<u>Poor quality of body positions</u>	-1 to -3
Does not correspond to the music	-2 to -4	<u>Lack of flow and energy</u>	-1 to -3
Stumble	-1 to -3		
CHOREOGRAPHIC SEQUENCES			
Fall	-5	<u>Loss of control/Lack of energy</u>	-1 to -3
Does not correspond to the music	-2 to -4	<u>Poor quality of movements</u>	-1 to -3
<u>Lack of choreographic movements</u>	-2 to -3	<u>Lack of creativity/originality</u>	-1 to -3
Stumble	-1 to -3		

PAIR SKATING

REDUCTIONS FOR ERRORS			
LIFTS			
Fall	-5	Poor speed and/or ice coverage	-1 to -3
Serious problems in the lifting process	-3	Poor turns by man and/or stops in rotation	-1 to -3
Slight problems in the lifting process	-1 to -2	Poor take-off/weak landing	-1 to -3
Serious problems on the descent of the lift	-3 to -4	Too long getting into a basic position or its variation	-1 to -3
Slight problems on the descent of the lift	-1 to -2	Touch down with the free foot	-1
Lady starts or lands on two feet	-2	Long preparation	-1 to -2
Poor positions in the air or on landing	-1 to -3		
TWIST LIFTS			
Fall	-5	Downgraded (sign <<)	-2 to -4
Serious problems on the catch	-3 to -4	Poor height or distance	-1 to -3
Slight problems on the catch	-1 to -2	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -2
Lady lands on two feet	-2 to -3	Weak landing (poor speed, bad positions)	-1 to -2
Touch down with the free foot	-1	Long preparation	-1 to -2
JUMP ELEMENTS, THROW JUMPS			
Fall	-5	Poor speed, height, distance, air position	-1 to -3
Landing on two feet	-3 to -4	Big distance between partners– jump elements	-1 to -3
Stepping out of landing in a jump	-3 to -4	Poor take-off	-1 to -2
Unequal number of revolutions by partners	-2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-2 to -3
Downgraded (sign <<)	-3 to -4	Man's poor position at take-off – throw jump	-1 to -2
Under-rotated (sign <)	-1 to -2	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Lacking rotation (no sign)	-1 to -2	Long preparation	-1 to -3
Euler executed as step over	-1 to -2		
2 three turns in between – jump combo	-2 to -3	Touch down with both hands in a jump	-2 to -3
Severe wrong edge take off F/Lz (sign "e")	-2 to -3	Touch down with one hand or free foot	-1 to -2
Unclear edge take off F/Lz (sign "!")	-1 to -2	Lack of Unison	-1 to -3
Unclear edge take off F/Lz (no sign)	-1		
SOLO AND PAIR SPINS			
Fall	-5	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with both hands	-2	Traveling	-1 to -3
Touch down with free foot or one hand	-1 to -2	Change of foot poorly done	-1 to -3
Slow or reduction of speed	-1 to -3	Stop or lack of continuous movement during spin (except when changing direction)	-1 to -2
Big distance between partners	-1 to -3	Poor fly (flying spin/entry)	-1 to -3
Incorrect take-off or landing (flying spin/entry)	-1 to -2	Lack of Unison	-1 to -3
Less than required revolutions	-1 to -3	Loss of balance	-1 to -3
DEATH SPIRALS			
Fall	-5	Any part of the lady's body (not the hair) touching the ice	-1 to -2
Poor pivot position (losing toe pick etc.)	-2 to -4	Slow or reduction of speed	-1 to -3
Lady assisted not only by the blades	-2 to -3	Lady's or man's weak edge quality	-1 to -2
Poor or weak position of the lady (too high etc.) or man	-1 to -3	Poor exit	-1 to -3
STEPS			
SP: Listed jumps with more than half rev. included	-1	Poor quality of steps and turns	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Does not correspond to the music	-2 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	Lack of Unison and spatial awareness	-1 to -3
CHOREOGRAPHIC SEQUENCES			
Fall	-5	Loss of control/Lack of energy	-1 to -3
Does not correspond to the music	-2 to -4	Poor quality of movements	-1 to -3
Lack of choreographic movements	-2 to -3	Lack of creativity/originality	-1 to -3
Stumble	-1 to -3		

IV. Updated Additional Remarks for Program Components and GOE

Program Components

If a program contains a Fall or a Serious error, the maximum scores are listed below:

Skating Skills, Transitions, Composition: Maximum score 9.75.

Performance and Interpretation: Maximum score 9.50.

If a program contains Falls or Serious errors, the maximum scores are listed below:

Skating Skills, Transitions, Composition: Maximum score 9.25.

Performance and Interpretation: Maximum score 8.75.

Serious errors are interruptions during the program and technical mistakes that impact the integrity/continuity/fluidity of the composition and/or its relation to the music.

Similar limitations must be applied to all levels of skaters from extremely poor to outstanding.

GOE evaluation

In case of the following errors, the starting GOE for the evaluation cannot be higher than +2:

Fall, landing on two feet, stepping out of landing, wrong edge (e), downgraded (<<), serious problems on the descent of the lift, serious problems on the catch of the Twist, Step Sequences and Choreographic Sequences do not correspond to the music.