

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	<ol 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	<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 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	<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) 5) good control and commitment of whole body to accuracy of steps 6) creativity and originality 7) effortless throughout 8) element matched to the musical structure
Spiral Sequences	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed during sequence 3) good body line and full extension 4) minimal delay between spiral positions 5) good flexibility 6) creativity and originality 7) ability to attain positions and variations quickly and effortlessly 8) element matched to 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.

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
<u>Downgraded (sign <<)</u>	-2 to -3	<u>Under-rotated (sign <)</u>	-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
Starting from wrong edge in F/Lz (sign "e")	-2 to -3	Unclear edge at take-off in F/Lz (sign "e")	-1 to -2
SPINS			
Fall	-3	Less than required revolutions	-1 to -2
SP: Less than required positions (2 rev. in pos.)	-2 to -3	Poor/ <u>awkward</u> position(s), slow, traveling	-1 to -3
SP: Position in the air not attained (flying spin)	-2 to -3	FS: Pos. in the air not attained (flying spin/entry)	-1 to -3
Touch down with both hands	-2	Change of foot poorly executed (curve of entry/exit, moving to intermediate position etc.)	-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	SP: Incorrect pattern	-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
		SP: Jumps with more than half rev. included	-1
SPIRALS			
Fall	-3	Poor positions	-1 to -3
Less than half of the pattern in spiral position	-2 to -3	Stumble	-1 to -2
		Poor edge quality	-1 to -2

Remarks:

1. In both Singles and Pairs “Starting from the wrong edge” and “Unclear edge at take-off” in Flip or Lutz jumps will be identified by the Technical Panel to the Judges and in the Protocols with the sign “e”. Each Judge will then decide himself/herself on the severity of the error (major or minor error) and the corresponding GOE reduction.
2. In Jump Combinations/Sequences Half-loop (or “Euler”) (landing backwards) will be a listed jump. Consequently the units “half-loop + Salchow/Flip” and “any jump landed backwards outside + half-loop + Salchow/Flip” will become jump combinations of 2 or 3 jumps correspondingly. Half-loop will have the Base Value and the GOE values of the single loop jump and will be identified by the Technical Panel to the Judges and in the Protocols as “1Lo”.
3. The S&PTC would like to remind the Judges that if prior to the element of Singles Short Program “jump immediately preceded by connecting steps and/or by other comparable Free Skating movements” there are no steps and movements or there is break between steps/movements and the jump, the GOE must be reduced according to the Guidelines.

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Lausanne

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