

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	Poor speed and/or distance	-1 to -3
Lady collapses on partner	-2	Poor turns by Man	-1 to -3
Lady starts or lands on two feet	-2	Poor take-off	-1 to -2
		Weak landing	-1 to -2
		Long preparation	-1
		Man exits on two feet	-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	Weak landing (poor speed, bad positions, awkward catch)	-1 to -2
Lady is not caught in the air before landing	-2	Under rotated	-1 to -2
Lady is not caught at the waist	-2	Long preparation	-1
Lady lands on two feet	-2	Man exits on two feet	-1
Lady touches down with both hands	-2	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	Under rotated	-1 to -3
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
Starting from wrong edge in F/Lz (sign “e”)	-2 to -3	Unclear edge at take-off in F/Lz (sign “!”)	-1 to -2
		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
SP: Less than required positions (2 rev. in pos.)	-3	Poor position(s)	-1 to -3
Position in the air not attained (flying spin)	-2 to -3	Traveling	-1 to -3
Touch down with both hands	-2	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 in a flying spin	-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)	-1 to -3
Wrong pivot position (too high, no toe pick etc.)	-2 to -3	Poor exit	-1 to -3
Lady assisted not only by the blades	-2 to -3	Slow or reduction of speed	-1 to -3
		Weak Lady’s edge quality	-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

II. 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	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) <u>good height and distance</u> 5) <u>good extension on landing / creative exit</u> 6) <u>good flow from entry to exit including jump combinations / sequences</u> 7) <u>effortless throughout</u> 8) <u>element matched to the musical structure</u>
Spins	1) good speed or acceleration during spin 2) <u>ability to center a spin quickly</u> 3) balanced rotations <u>in all positions</u> 4) clearly more than required number of revolutions 5) <u>good position(s)</u> (including height and air position in flying spins) 6) creativity and originality 7) <u>good control throughout all phases</u> 8) <u>element matched to the musical structure</u>
Step Sequences	1) good energy and execution 2) good speed or acceleration during sequence 3) <u>good clarity and precision</u> 4) <u>deep clean edges (including entry and exit of all turns)</u> 5) <u>good control and commitment of whole body to accuracy of steps</u> 6) creativity and originality 7) <u>effortless throughout</u> 8) <u>element matched to the musical structure</u>
Spiral Sequences	1) good flow, energy and execution 2) good speed during sequence 3) good body line <u>and full extension</u> 4) <u>minimal delay between spiral positions</u> 5) <u>good flexibility</u> 6) creativity and originality 7) <u>ability to attain positions and variations quickly and effortlessly</u> 8) <u>element matched to the musical structure</u>

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) <u>good</u> ice coverage during element 4) no scratching <u>of blade on the ice</u> by man or <u>lady</u> during all phases 	<ol style="list-style-type: none"> 5) <u>good</u> speed and flow 6) <u>ability to maintain good flow from one position to another</u> 7) effortless throughout 8) <u>element matched to the musical structure</u>
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) <u>good</u> ice coverage during element 4) no scratching <u>of blade on the ice</u> by man or lady during all phases 	<ol style="list-style-type: none"> 5) <u>good</u> speed and timing <u>from entry to exit</u> 6) <u>good</u> height of lady in air position 7) effortless throughout 8) <u>element matched to the musical structure</u>
Jump Elements	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) varied position in the air / delay in rotation 3) <u>good</u> height and distance 4) <u>good</u> extension on landing / creative exit 	<ol style="list-style-type: none"> 5) <u>good</u> flow <u>from entry to exit</u> 6) <u>good</u> unison and close to each other in all phases 7) <u>effortless throughout</u> 8) <u>element matched to the musical structure</u>
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) <u>good</u> extension on landing / creative exit 	<ol style="list-style-type: none"> 5) <u>good</u> speed, height, distance 6) <u>good</u> control and flow on the landing 7) <u>effortless throughout</u> 8) <u>element matched to the musical structure</u>
Solo Spins	<ol style="list-style-type: none"> 1) good speed or acceleration during spin 2) <u>ability to center a spin quickly</u> 3) balanced rotations <u>in all positions</u> 4) clearly more than required number of rev. 	<ol style="list-style-type: none"> 5) <u>good</u> and identical positions by both partners 6) good control <u>throughout all phases</u> by both partners 7) <u>good</u> unison <u>and distance between partners</u> 8) <u>element matched to the musical structure</u>
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 <u>in all positions</u> 4) clearly more than required number of rev. 	<ol style="list-style-type: none"> 5) <u>good</u> positions by both partners 6) creativity and originality 7) executed with continuous flow and ease 8) <u>element matched to the musical structure</u>
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 <u>of blade on the ice</u> by man or lady during all phases 	<ol style="list-style-type: none"> 5) <u>good</u> speed during all phases 6) <u>good</u>, controlled transition into required <u>position</u> 7) effortless throughout 8) <u>element matched to the musical structure</u>
Step Sequences	<ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) <u>good</u> clarity and precision 4) <u>deep clean edges (including entry and exit of all turns)</u> 	<ol style="list-style-type: none"> 5) <u>good</u> control and commitment of whole body to accuracy of steps 6) creativity and originality 7) good unison 8) <u>element matched to the musical structure</u>
Spiral Sequences	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed during sequence 3) good body line <u>and full extension</u> of both partners 4) <u>minimal delay between spiral positions</u> 	<ol style="list-style-type: none"> 5) <u>good</u> flexibility of both partners 6) creativity and originality 7) <u>ability to attain positions and variations quickly and effortlessly</u> 8) <u>element matched to the musical structure</u>

IV. Remarks and clarifications

1. Jump elements and Throw jumps

- 1.1. The sign “<” will not be shown to the Judges. They will evaluate the GOE as they see it (without slow motion).
- 1.2. When establishing the GOE, poor take-off includes cheating at the take-off and putting the full blade on the ice in toe jumps. In throw jumps it includes turning of the Man on the ice before throwing the Lady in the air.

2. Spins

In Pairs Short Program the Solo Spin Combination must have at least 2 revolutions in 2 basic positions (correction of printing mistake in Technical Rules, page 97, subparagraph e).

3. Spiral Sequences

In both Singles and Pairs, when establishing the GOE, Judges should take into account the quality of the execution without evaluating duration of each position (as they have no tool for this evaluation). The duration of each spiral position will be evaluated by the Technical Panel which will take this duration into account, when establishing the Level of Difficulty of the Spiral Sequence.

- 3.2. In Singles (like in Pairs), if there is only one spiral position (three seconds long), no Level and therefore no value will be awarded.
- 3.3. In both Singles and Pairs, if a free leg drops at the hip level (or lower) and then comes back to the allowed position (higher than the hip level), this continuation should be ignored and not counted as a new position by the Technical Panel. The Judges will evaluate the quality of the whole sequence.

4. Lifts

Any break in the continuous rotation longer than 3 sec. will be considered as a carry attempt.

Milano,
April 15, 2009
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, Director General