

III. 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. 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

Single Skating

Jump Elements	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) clear recognizable (creative, interesting, original for jump preceded by steps/movements of the Short Program) 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, strong position(s) (including height and air/landing 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) use of various steps during the sequence 4) deep clean edges (including entry and exit of all turns) 5) good control and commitment of the whole body maintaining accuracy of steps 6) creativity and originality 7) effortless throughout 8) element enhances 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 5) creativity and originality 6) effortless throughout 7) reflecting concept/character of the program 8) element enhances the musical structure

Pair Skating

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) <u>clear controlled catch</u> 	<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) use of various steps during the sequence 4) deep clean edges (including entry and exit of all turns) 	<ol style="list-style-type: none"> 5) good control and commitment of the whole body maintaining accuracy of steps 6) creativity and originality 7) good unison 8) element enhances the musical structure
Choreo 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 enhances 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 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	-3	Downgraded (sign <<)	-2 to -3
SP: No required preceding steps/movements	-3	Under-rotated (sign <)	-1 to -2
SP: Break between required steps/movements & jump/only 1 step/movement preceding jump	-1 to -2	Lacking rotation (no sign) including half loop in a combo	-1
Fall	-3	Poor speed, height, distance, air position	-1 to -2
Landing on two feet in a jump	-3	Touch down with both hands in a jump	-2
Stepping out of landing in a jump	-2 to -3	Touch down with one hand or free foot	-1
2 three turns in between (jump combo)	-2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -2
Wrong edge take off F/Lz (sign “e”)	-2 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
Unclear edge take off F/Lz (sign “!”)	-1 to -2	Poor take-off	-1 to -2
Unclear edge take off F/Lz (no sign)	-1	Long preparation	-1 to -2
SPINS			
Fall	-3	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with both hands	-2	Slow or reduction of speed	-1 to -3
Touch down with free foot or one hand	-1 to -2	Change of foot poorly done (including curve of entry/exit except when changing direction)	-1 to -3
Poor fly (flying spin/entry)	-1 to -3		
Incorrect take-off or landing in a flying spin	-1 to -2	Less than required revolutions	-1 to -2
Traveling	-1 to -3	<u>Unbalanced number of revolutions in change foot spin</u>	-1
STEPS			
SP: Listed jumps with more than half rev. included	-1	Poor quality of steps, turns, positions	-1 to -3
Fall	-3	Stumble	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Does not correspond to the music	-1 to -2
CHOREOGRAPHIC SEQUENCES			
Fall	-3	Stumble	-1 to -2
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2

PAIR SKATING

REDUCTIONS FOR ERRORS			
LIFTS			
Fall	-3	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
Lady collapses on partner	-2	Too long getting into a basic position or its variation	-1 to -3
Lady starts or lands on two feet	-2	Touch down with the free foot	-1
Poor positions in the air or on landing	-1 to -3	Long preparation	-1
TWIST LIFTS			
Fall	-3	Downgraded (sign <<)	-2
Lady collapses on partner	-2 to -3	Poor height or distance	-1 to -3
Lady is not caught in the air before landing	-2	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -2
Catch assisted by the man's shoulder	-1 to -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
Touch down with the free foot	-1		
JUMP ELEMENTS, THROW JUMPS			
Fall	-3	Poor speed, height, distance, air position	-1 to -2
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
Unequal number of revolutions by partners	-2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -2
Downgraded (sign <<)	-2 to -3	Poor man's 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 -2
Lacking rotation (no sign)	-1	Long preparation	-1 to -2
2 three turns in between – jump combo	-2	Touch down with both hands in a jump	-2
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	<u>Lack of Unison</u>	-1 to -3
Unclear edge take off F/Lz (no sign)	-1		
SOLO AND PAIR SPINS			
SP, PCoSp: Change of foot not at the same time	-1 to -2	Less than required revolutions	-1 to -2
Fall	-3	Poor/awkward, un-aesthetic 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 (see Single Skating)	-1 to -3
Slow or reduction of speed	-1 to -3	Stop during spin (except when changing direction)	-1 to -2
<u>Big distance between partners</u>	-1 to -3	Poor fly (flying spin/entry)	-1 to -3
Incorrect take-off or landing (flying spin/entry)	-1 to -2	<u>Lack of Unison</u>	-1 to -3
DEATH SPIRALS			
Fall	-3	Any part of the lady's body (not the hair) touching the ice	-1 to -2
Wrong pivot position (losing toe pick etc.)	-2 to -3	Slow or reduction of speed	-1 to -3
Lady assisted not only by the blades	-2 to -3	Weak lady's edge quality	-1
Poor position of the lady (too high etc.)	-1 to -3	Poor exit	-1 to -3
STEPS			
SP: Listed jumps with more than half rev. included	-1	Does not correspond to the music	-1 to -2
		Stumble	-1 to -2
Fall	-3	Poor quality of steps, turns, positions	-1 to -3
Less than half of the pattern doing steps/turns	-2 to -3	<u>Lack of Unison</u>	-1 to -3
CHOREOGRAPHIC SEQUENCES			
Fall	-3	Stumble	-1 to -2
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2