

Judging Competitions

6.0 System

Marking Scale

- 0.0 = Not Skated
- 1.0 = Very Poor
- 2.0 = Poor
- 3.0 = Mediocre
- 4.0 = Good
- 5.0 = Very Good
- 6.0 = Outstanding

Marking Increments

- Decimals to one place are permitted as further intermediate values (e.g. 3.8, 4.4, 5.5).
- When deserved, a judge may award the mark of 6.0 either in the first mark or in the second mark, but not in both, except for the last competitor.
- Under the 6.0 system, the judges must penalize clothing not meeting the requirements of rule section 4030 by a deduction of 0.1 in the second mark.
- Two marks are awarded: Technical Elements and Program Components

Technical Elements Mark

- Difficulty of the performance (with no credit given for portions thereof which are missed)
- Variety
- Cleanness and sureness
- Speed
- Where free skating moves are repeated (i.e. jumps, spins, step sequences), the full value of the move repeated must not be awarded by the judges in the mark for technical elements. The foregoing shall not, however, apply to combinations

Technical Elements Mark

- All the elements of a free skate (the jumps, spins, step sequences and particularly the glide, footwork and the difficulty and variety of the steps) must be taken into consideration in the mark for technical elements and be rewarded according to their relative merit as to difficulty:
 - No individual element can be given predominant importance, and the program must be considered as a whole.
 - Excessive values must not be assigned to triple or quadruple jumps especially when of poor quality. In addition, no extra credit should be given for a poorly executed triple or quadruple jump when compared with a well-executed double jump.
 - The spins must have the required minimum number of revolutions, the lack of which must be reflected by the judges in their marks

Technical Elements Mark

- A program is not considered well-balanced when it contains an extra number or less than the required minimum number of an element, or when it lacks connecting steps between the elements. When a program is not well-balanced, the deduction should be 0.2 from the mark for technical elements for each extra or lacking element
- Any element started after the permissible time must not be marked and will have no value.
- A whistle shall be blown by the referee when the allowable time has elapsed, and the judges shall cease judging the performance. If the skater fails to finish a free skate within the allowed range of time, there should be a 0.1 deduction in both marks for up to every 10 seconds lacking or in excess of the prescribed range

(Marking of short programs can be found on page 223 of the current rulebook, Rule 4913)

Program Components Mark

The following must be considered in your program component mark:

1. Skating Skills
2. Transitions/Linking Footwork and Movement
3. Performance/Execution
4. Choreography/Composition
5. Interpretation/Timing

Program Components Mark

- Skating Skills:
 - Definition: Overall skating quality, edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns, etc.), the clarity of technique and the use of effortless power to accelerate and vary speed. Varied use of power/energy, speed and acceleration
 - Criteria to Consider:
 - Balance, rhythmic knee action and precision of foot placement
 - Flow and effortless glide
 - Cleanness and sureness of deep edges, steps and turns
 - Power/energy and acceleration
 - Mastery of multi-directional skating
 - Mastery of one-foot skating

Program Components Mark

- Transitions/Linking Footwork and Movement
 - Definition: The varied and/or intricate footwork, positions and movements that link all elements. In singles this also includes the entrances and exits of technical elements.
 - Criteria to Consider: In evaluating the Transitions/Linking Footwork and Movement, the judge must consider the following:
 - Variety
 - Difficulty
 - Intricacy
 - Quality

Program Components Mark

- Performance/Execution
 - Definition: Performance is the involvement of the skater physically, emotionally and intellectually as they translate the intent of the music and choreography. Execution is the quality of movement and precision in delivery.
 - Criteria: In evaluating the Performance/Execution, the judge must consider the following:
 - Physical, emotional and intellectual involvement
 - Carriage
 - Style and individuality/personality
 - Clarity of movement
 - Variety and contrast
 - Projection

Program Components Mark

- **Choreography/Composition**
 - Definition: An intentional, developed and/or original arrangement of all types of movements according to the principles of proportion, unity, space, pattern, structure and phrasing.
 - Criteria: In evaluating the Choreography/Composition, the judge must consider the following:
 - Purpose (idea, concept, vision, mood)
 - Proportion (equal weight of parts)²²⁸
 - Unity (purposeful threading of all movements)
 - Utilization of personal and public space
 - Pattern and ice coverage
 - Phrasing and form (movements and parts structured to match the phrasing of the music)
 - Originality of purpose, movement and design

Program Components Mark

- **Interpretation of the Music**
 - Definition: The personal and creative translation of the music to the movement on ice.
 - Criteria: In evaluating the Interpretation of the Music, the judge must consider the following:
 - Effortless movement in time to the music (timing)
 - Expression of the music's style, character and rhythm
 - Use of finesse to reflect the nuances of the music ("finesse" is the skater's refined, artful manipulation of nuances; "nuances" are the personal artistic ways of bringing subtle variations to the intensity, tempo and dynamics of the music)

Marking

- Typically there will be a mid-point on your schedule. If not, you can use the passing average for the level of the event you are judging. For example, the passing average mark for Pre-Juvenile is 2.7, so that would be the mid-point for a Pre-Juvenile event. (The mid-point should be used as a reference.)
- After the first skater, determine your marks by deciding if the skater is above or below the mid-point in the Technical Elements mark. Do the same for the Program Components Mark. If there are any deductions (well-balanced program in technical elements, over the maximum allowed time in both marks) take them from this mark, then record your final marks on your official sheet that is turned in to the referee.

Marking

- After the next skater, determine if the skater should be ranked above or below the first skater and by how much for each individual mark, then determine if there are any deductions needed. On your worksheet, total the marks and make sure you do not have a tie (second mark breaks the tie for free skating) and then record your marks on the official sheet.

Marking

- For subsequent skaters, determine your first mark, then the second mark, take any deductions necessary, then total your marks, making sure there isn't a tie and record them on your official sheet.
- Be aware that you are "placing" the skaters, creating an ordinal for each. The 6.0 results are determined by a majority system, so it is important that you are confident that you have awarded the ordinals in the order you believe they should finish.
- Care should be given to use the two marks independently of each other. Technical proficiency does not automatically translate into program components proficiency. It is perfectly acceptable to have a large difference in the two marks on a skater if the performance warrants.