INTERNATIONAL JUDGING SYSTEM

ISU USAGE OF THE INTERNATIONAL JUDGING SYSTEM

At the 50th Annual ISU Congress in Scheveningen, the Netherlands, held in June 2004, the ISU judging system received the two-thirds vote needed to pass, marking the end of the 6.0 system's usage at ISU events.

The system was first tested behind the scenes at various events during the 2002-2003 season (the first event to officially use it was the 2003 Nebelhorn Trophy). Adjustments and clarifications have been made throughout the years based on feedback from athletes, coaches and judges. Efforts have also been made during the last four seasons to educate those in the sport, from athletes to judges to fans, about the new system.

INTERNATIONAL JUDGING SYSTEM PROGRESS	
02-03	Test events
03-04	Grand Prix (GP) events
04-05	All ISU championship events; GP & JGP
05-06	All ISU events

ISU member nations are free to use the system (or variation thereof) of their choice at national events.

U.S. FIGURE SKATING USAGE

In May of 2005, the U.S. Figure Skating Governing Council voted to approve the judging system for use in U.S. Figure Skating qualifying competitions. The system will be phased in over the coming seasons at U.S. Figure Skating qualifying events. During the 2006-2007 season, the system will be used on the novice, junior and senior levels at regionals, sectionals and the State Farm U.S. Championships. On the juvenile and intermediate levels it will be used at the U.S. Junior Championships.

The 6.0 judging system will be retained, as necessary, for competitions during the phase in period. At non-qualifying competitions, either the ISU judging system or the 6.0 judging system may be used at the discretion of the local organizing committee.

DIFFERENCE BETWEEN ISU AND U.S. FIGURE SKATING USAGE OF THE INTERNATIONAL JUDGING SYSTEM

In order to reduce the risk of outside influence on judges, the names of judges at ISU senior sanctioned events will not be linked to their scores. An Officials' Assessment Commission (OAC) will review judges with anonymity in order to preserve the integrity of the event. The OAC will numerically scrutinize anomalies that may be apparent. Once the anomalies are identified and an agreement for assessment is reached, only then will the name of the official be revealed by an independent third party. This preserves both the integrity of the OAC and levels the playing field regardless of country or official. In all Junior Grand Prix events, the names of the judges are listed next to their scores.

However, U.S. Figure Skating has decided **not** to keep the judges' names anonymous at U.S. Figure Skating events and will list the judges' names in the protocol with their marks.

INTERNATIONAL JUDGING SYSTEM VS. THE 6.0 SYSTEM

The international system is based on cumulative points rather than the 6.0 standard of marks and placement. It is different from the 6.0 system in many ways, including the addition of new officials involved in the process and the way scores are tabulated and displayed.

Under the international system, points are awarded for the technical evaluation of the elements combined with points awarded for five additional components:

- skating skills
- transitions/linking footwork and movement
- performance/execution
- composition/choreography
- interpretation
- (+ timing in the compulsory dance)

In the international judging system, if a skater performs more than the defined "well-balanced program" elements, there are no deductions, but the skater will not receive credit for these additional elements. If a skater performs less than the required elements, they receive less points, but no reduction in points. Essentially, the international system rewards skaters for strong performances rather than punishing them for poor performances.

The international system focuses on the skaters and not the judges. Judges no longer have to use their memory to compare all aspects of every skater and figure out where to place them. Instead, they simply evaluate the qualities of the performance. Whereas starting early in the old system typically kept skaters' scores lower than if they performed later in the competition, starting order no longer impacts a skater's score. A skater can win coming from a much lower position as well; he/she no longer has to count on another skater's mistakes to climb the standings.

TOP U.S. SCORES - 2006 OLYMPIC WINTER GAMES

	NAME	SHORT PROGRAM			FREE SKATE			TOTAL
		TES	PCS	TSS	TES	PCS	TSS	
LADIES	Sasha Cohen	35.33	31.40	66.73	55.22	62.41	116.63	183.36
MEN	Evan Lysacek	33.80	34.75	67.55	78.24	74.34	152.58	220.13
PAIRS	Rena Inoue & John Baldwin	35.53	25.74	61.27	60.27	54.47	113.74	175.01

	NAME	COMPULSORY DANCE			ORIGINAL DANCE			FREE DANCE			TOTAL
		TES	PCS	TSS	TES	PCS	TSS	TES	PCS	TSS	
DANCE	Tanith Belbin & Ben Agosto	18.29	19.07	37.36	30.54	29.99	60.53	50.24	47.93	98.17	196.06

INTERNATIONAL JUDGING SYSTEM

SYNOPSIS

Some people involved in scoring the international judging system are different, or at least have different titles. See "The Players" below for clarification of these new positions.

Following "The Players" is an explanation of how the scoring operates. Under the international system, points are awarded for a technical score combined with points awarded for five additional components.

THE PLAYERS

In the international judging system, the skaters are evaluated by a **JUDGING PANEL** and a **TECHNICAL PANEL**. The judging panel consists of the judges and the referee; the technical panel consists of the technical controller, the technical specialist, the assistant technical specialist, the data operator and the video replay operator.

Judges

The role of the judge in events using the international judging system is more specialized than in the 6.0 system. The judge is no longer responsible for identifying and marking the difficulty of technical elements. The judge is responsible for evaluating the quality of the technical elements.

Referee

The referee is still the person in charge of the event. The referee manages the panel of judges and fulfills certain responsibilities, including setting the schedule, conducting draws, determining certain deductions, and deciding protests or disputes.

Technical Controller

The duties of the technical controller are to supervise, confirm and authorize all decisions executed by the technical panel. This individual may question the accuracy of the technical specialists' calls by calling for a review. The final decision is arrived at by a majority vote of the technical specialist, the assistant technical specialist and the technical controller after the element is reviewed and further analyzed at the conclusion of the skater's performance. The technical controller must also confirm that all calls have been accurately entered by the data operator.

The elements are available for review after a skater's performance and scores can be changed accordingly. Review is over and scores are final once they are posted and announced to the public. These scores can only change if a calculation error is found.

Technical Specialist & Assistant Technical Specialist

These individuals are responsible for identifying each of the executed technical elements in real time and the levels of difficulty of each element according to specific criteria. The individual also must identify illegal elements, falls and innovative element bonuses.

Data Operator and Video Replay Operator

The data operator inputs the called elements, the levels of difficulty, falls and innovative elements into the computer system. The video replay operator is responsible for recording all called elements on video clips for use in the review process.

TECHNICAL EVALUATION

In the technical evaluation, each element of a skater's program is assigned a base value. A group of experts, including experienced skaters and coaches, have determined the base value of each technical element. These element base values give the skaters credit for every element they perform. Some elements such as spins and footwork sequences have been assigned a level of difficulty according to specific criteria. These elements are assigned their base value depending on the level of difficulty.

The quality of each element is marked by the judges using a seven-mark "grade of execution" (GOE) scale: -3, -2, -1, 0, +1, +2, +3. The judges' grade of execution is added to the base value of the element to determine the skater's score for that element.

When a skater executes an element, the technical specialist, monitored by the technical controller, identifies the element, and it is then listed on the judge's screen. The judge then grades the quality of the element.

EXAMPLE
Skater performs a triple Axel
Base Value = 7.5
Grade of Execution = +2
Element Score = 9.5

Since a triple Axel's base value is 7.5, a skater has the potential to earn 10.5 points for that jump, or as little as 4.5. The sum of all performed elements, together with their grades of execution, forms the technical score.

Extras

- An innovative element, movement or transition may be awarded with a special bonus of two points.
- In the ladies, men's and pairs free skate, the base values for all jumps and throw jumps started in the second half of the program are multiplied by 1.1.
- A skater's program consists of a set number of jumps, spins and step sequences. Skaters exceeding the number of opportunities do not get credit for them but may run the risk of reductions if a fall occurs.

PROGRAM COMPONENTS

In addition to the technical evaluation, the judges award points on a scale from 0.25 to 10.00 with increments of 0.25 for each program component to express the overall presentation.

The following five components are scored for all disciplines and events except the compulsory dance:

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.

Criteria:

- Balance, rhythmic knee action and precision of foot placement
- Flow and effortless glide
- Cleanness and sureness of deep edges, steps, turns
- Power and energy to accelerate and to vary speed
- Mastery of multi-directional skating
- Mastery of one-foot skating
- Equal mastery of technique by both partners shown in unison (pairs and ice dancing)
- Ice coverage (ice dancing)

Transitions/Linking Footwork & Movement

Definition: The varied and/or intricate footwork, positions, movement and holds that link all elements. In singles and pairs, this also includes the entrances and exits of technical elements.

Criteria:

- Variety
- Difficulty
- Intricacy
- Quality (including unison in pairs and ice dancing)
- Balance of workload between partners (pairs and ice dancing)
- Variety of holds (ice dancing)
- Conformity to pattern and stop requirements (ice dancing)

Performance/Execution

Definition: Performance is the physical, emotional and intellectual involvement as a skater or team as they translate the intent of the music and choreography. Execution is the quality of movement and precision in delivery. This includes harmony of movement in pairs and ice dancing.

Criteria:

- Physical, emotional and intellectual involvement
- Carriage
- Style, individuality and personality
- Clarity of movement
- Variety and contrast
- Projection
- Unison and "oneness" (pairs and ice dancing)
- Balance in performance (pairs and ice dancing)
- Spatial awareness between partners, that is, management of the distance between partners and management of the changes of hold (pairs and ice dancing)

Composition/Choreography

Definition: An intentionally developed and/or original arrangement of all types of movements according to the principles of proportion, unity, space, pattern, structure and phrasing.

Criteria:

- A purpose or plan with an idea, concept or vision
- The proportion of equal weight given to all parts of the program
- The unity that is purposefully threaded throughout the performance
- The utilization of personal and public space
- Pattern and ice coverage
- Movements and parts structured to match the phrasing of the music
- Originality and design of the purpose or plan
- Shared responsibility in achieving purpose or plan (pairs and ice dancing)

Interpretation

Definition: The personal and creative translation of the music to the physical movements on ice.

Criteria:

- Effortless movement in time to the music
- Expression of the music's style, character, rhythm
- Use of finesse* to reflect the nuances* of the music
- Relationship between the partners reflects the character of the music (pairs and ice dancing)
- Appropriateness of music (ice dancing)
- Skating primarily to the rhythmic beat of the music (ice dancing)

*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.

ICE DANCING EXCEPTION, COMPULSORY DANCE

In ice dancing, the compulsory dance(s) are scored on only four program components: skating skills, performance/execution, interpretation (see above), as well as a unique component: timing.

Timing

Definition: The ability of the couple to skate strictly in time with the music and to reflect the rhythm patterns and prescribed beat values of the compulsory dance correctly.

Criteria:

- Skating in time with the music
- Skating on the strong beat
- Skating the prescribed beat values for each step
- Introductory steps

INTERNATIONAL JUDGING SYSTEM – CALCULATION

CALCULATING THE TOTAL TECHNICAL SCORE (TTS)

1. Each technical element has a base point value.
2. Each judge assigns a GOE for each element from a seven-point scale: -3, -2, -1, 0, 1, 2, 3.
3. Among the judges, the highest and lowest GOE is dropped.
4. The remaining GOEs are averaged. This is called the "trimmed mean."
5. The trimmed mean GOE is added to the base value.
6. All technical element scores are added.
7. Bonus points and deductions are taken.

CALCULATING THE PROGRAM COMPONENTS SCORE (PCS)

1. Each judge assigns a mark to each of the five program components on a scale of 0.25-10.00, using 0.25 increments.
2. Among the judges, the highest and lowest score for each program component is dropped.
3. The remaining scores are averaged. This is called the "trimmed mean."
4. The trimmed mean scores of the five program components are added.
5. The sum of the components is multiplied by the appropriate factor **(WHY?* see below)**:

SENIOR & JUNIOR		
	SHORT PROG.	FREE SKATE
LADIES	0.8	1.6
MEN'S	1.0	2.0
PAIRS	0.8	1.6
ICE DANCING	See next column	

***WHY:** The program components are factored to make the perfect PCS level with the perfect TTS, hence granting equal importance to each. Since the perfect PCS score is 50, this number is factored to roughly equal what each discipline is capable of scoring in the TTS. For example, in the ladies short program, women today are capable of scoring around 40 in the TTS. So the PCS is factored by 0.8, lowering the 50 down to a 40.

ICE DANCING

In ice dancing, the trimmed mean for all five (or four) program components are factored separately, then added together. This is to place more emphasis on the factors that are most important to each dance. For example, interpretation is factored the highest in the original dance because interpretation of the rhythm is considered the most important piece to an original dance. The following chart illustrates how the trimmed mean for each program component is weighted in each dance:

	COMP. DANCE	ORIG. DANCE	FREE DANCE
SKATING SKILLS	0.75	0.8	1.25
TRANSITIONS/LINKING FOOTWORK & MOVEMENT	—	0.8	1.75
PERFORMANCE/ EXECUTION	0.5	0.6	1.0
COMPOSITION/ CHOREOGRAPHY	—	0.6	1.0
INTERPRETATION	0.5	1.0	1.0
TIMING	0.75	—	—

CALCULATING THE FINAL COMPETITION SCORE

1. TSS + PCS (factored) = Segment Score
2. The sum of all segment scores (for example, short program + free skate) is the total competition score. No segment scores are weighted; they are simply added together cumulatively to reach the competition score.
3. The exception to this is qualifying segments (ladies and men's), which are factored by 0.25.
4. The skater with the highest competition score is declared the winner.

For more information on the ISU judging system, visit www.usfigureskating.org.

Technical Score (TTS) +
Program Components (PCS) (Factored) =
Segment Score

LADIES, MEN'S & PAIRS

Short Program Segment Score +
Free Skate Segment Score =
Competition Score

OR

Qualifying Segment Score (x 0.25) +
Short Program Segment Score +
Free Skate Segment Score =
Competition Score

ICE DANCING

Compulsory Dance +
Original Dance Segment Score +
Free Dance Segment Score =
Competition Score

FAQs

Q: Will the judges "save room" for those left to skate in the international judging system?
A: Skating order will no longer have a significant impact on the marks. In the new system, every skater's score will be based on his or her performance, regardless of the order of the skaters or the perceived ranking. There is no practical upper limit to the number of points to be scored, so the concept of leaving room for higher marks is irrelevant in the new system.

Q: What about records, such as most 6.0s received?
A: In the 6.0 system, there are almost no statistics. But in the future, with the international judging system, each skater will have a personal best total score, a highest total technical score, highest program components score, and so on. It is also possible that a world record will be recognized.

Q: Will a skater's point scores be publicly available?
A: Skaters, media and the public will have access to results for all competitors that show total scores for each technical element and the scores for each program component.

Computer Screen of a Technical Specialist

Q: Will the international judging system turn competitions into jumping contests?
A: No. The international system has a definition of a "well-balanced program," which specifies the number of elements available to the skater. It is not dramatically different from past restrictions. However, it does limit the number of jumps for the free skate, which the 6.0 system did not. Existing rules about not repeating the same jump will remain in place, as do the required elements for the short program. Many feel that a successful program will be more balanced and will encourage interesting and difficult non-jump elements, connecting steps, transitions and innovative choreography.

SAMPLE PROTOCOL

KIMMIE MEISSNER'S FREE SKATE AT THE 2006 WORLD FIGURE SKATING CHAMPIONSHIPS

ISU WORLD FIGURE SKATING CHAMPIONSHIPS® 2006

Rank	Name	NOC Code	Total Segment Score =	Total Element Score +	Total Program Component Score (factored) +	Total Deductions -
1	Kimmie MEISSNER	USA	129.70	69.47	60.23	0.00

#	Executed Elements	Base Value	GOE	The Judges Panel (in random order)											Scores of Panel
1	3F+3T	9.5	0.86	1	0	2	0	1	0	1	2	1	1	1	1	10.36
2	2A	3.3	0.86	1	0	2	1	1	0	1	1	1	1	1	2	4.16
3	3Lz+3T	10.0	0.43	1	0	2	-1	1	0	0	1	0	0	1	0	10.43
4	CCoSp4	3.5	0.50	1	1	1	1	1	2	1	1	1	1	1	2	4.00
5	LSp3	1.8	0.43	0	1	1	2	1	1	1	1	1	0	1	1	2.23
6	3Lo	5.5 x	0.29	1	0	1	0	0	1	0	0	0	0	0	1	5.79
7	SpSt3	3.1	0.14	0	0	1	1	1	0	0	1	0	0	0	1	3.24
8	3Lz	6.6 x	0.86	0	0	2	1	1	1	1	2	1	0	1	2	7.46
9	3S	5.0 x	0.71	1	0	2	1	0	0	0	1	1	1	1	1	5.71
10	CCoSp3	3.0	0.50	1	1	2	1	1	1	1	1	0	0	1	1	3.50
11	SlSt3	3.1	0.21	1	0	1	1	0	0	0	1	1	0	0	1	3.31
12	2A+2T+2Lo	6.7 x	0.14	0	-1	1	0	0	0	0	1	0	0	0	1	6.84
13	FSSp3	2.3	0.14	0	0	1	0	0	1	0	1	0	0	0	1	2.44
		63.4														69.47
	Program Components		**Factor**													
	Skating Skills		1.60	7.75	7.00	7.75	7.50	7.50	8.25	7.50	7.75	8.00	7.75	7.25	8.00	7.61
	Transition / Linking Footwork		1.60	7.25	6.75	7.25	7.50	7.25	8.00	7.00	7.25	7.00	7.50	7.00	7.50	7.25
	Performance / Execution		1.60	7.75	6.75	7.75	7.75	7.50	8.25	7.50	8.25	7.50	7.50	7.50	8.00	7.71
	Choreography / Composition		1.60	7.25	6.75	7.50	7.75	7.50	8.00	7.25	8.00	7.25	7.50	7.25	7.75	7.50
	Interpretation		1.60	7.50	6.75	7.75	7.75	7.50	8.00	7.50	7.75	7.25	7.50	7.25	8.00	7.57
	Judges Total Program Component Score (factored)															**60.23**
	Deductions:															**0.00**

x Credit for highlight distribution, jump element multiplied by 1.1

SCALE OF VALUES (SOV)

The scale of values (SOV) below assigns a specific base value to each technical element reflective of its difficulty. A group of experts, including experienced skaters and coaches, has determined the base values of difficulty for each element, most of which are listed below.

During a skating performance, the technical specialist identifies each technical element for the judging panel by "calling" the element the skater performs. The called element receives the base value listed below. The judge then evaluates the *quality* of that element by giving it a grade of execution (GOE).

Listed at left are the jump elements, which include only one base value. On the right, non-jump elements are listed. These elements have four different levels (L1, L2, L3 and L4) that correlate with four different base values. The levels are determined by edges used, number of rotations, etc. A judge still must determine a GOE for whichever element and level is called.

SINGLES & PAIRS JUMPS

ELEMENT	CODE	SOV
Double Toe Loop	2T	1.3
Double Salchow	2S	1.3
Double Loop	2Lo	1.5
Double Flip	2F	1.7
Double Lutz	2Lz	1.9
Double Axel	2A	3.3
Triple Toe Loop	3T	4.0
Triple Salchow	3S	4.5
Triple Loop	3Lo	5.0
Triple Flip	3F	5.5
Triple Lutz	3Lz	6.0
Triple Axel	3A	7.5
Quad Toe Loop	4T	9.0
Quad Salchow	4S	9.5
Quad Loop	4Lo	10.0
Quad Flip	4F	10.5
Quad Lutz	4Lz	11.0
Quad Axel	4A	13.0

PAIRS THROWS

ELEMENTS	CODE	SOV
Double Toe Loop	2TTh	2.5
Double Salchow	2STh	2.5
Double Loop	2LoTh	3.0
Double Flip	2FTh	3.0
Double Lutz	2LzTh	3.0
Double Axel	2ATh	4.0
Triple Toe Loop	3TTh	4.5
Triple Salchow	3STh	4.5
Triple Loop	3LoTh	5.0
Triple Flip	3FTh	5.0
Triple Lutz	3LzTh	5.0
Triple Axel	3ATh	7.5
Quad Toe Loop	4TTh	8.0
Quad Salchow	4STh	8.0
Quad Loop	4LoTh	8.5
Quad Flip	4FTh	8.5
Quad Lutz	4LzTh	8.5

SINGLES & PAIRS SPINS & STEP SEQUENCES

ELEMENT	CODE	L1	L2	L3	L4
Upright/Layback/Camel/Sit Spin	USp/LSp/CSp/SS	1.2	1.5	1.8	2.4
Any Change of Foot Spin	C+spin code	1.3	1.7	2.1	3.0
Any Flying Spin	F+spin code	1.7	2.0	2.3	3.0
Any Flying Change of Foot Spin	FC+spin code	1.7	2.0	2.3	3.0
Combo Spin or Flying Combo Spin	CoSp or FCoSp	1.7	2.1	2.5	3.0
Combo Spin w/Change of Foot	CCoSp	2.0	2.5	3.0	3.5
Straight Line/Circular Step Seq.	SlSt/CiSt	1.8	2.3	3.1	3.4
Serpentine/Spiral Step Seq.	SeSt/SpSt	1.8	2.3	3.1	3.4

PAIRS LIFTS, DEATH SPIRALS, PAIRS SPINS & TWIST LIFTS

ELEMENT	CODE	L1	L2	L3	L4
Group 1 Lift	1Li	1.1	1.3	1.5	1.7
Group 2 Lift	2Li	1.3	1.7	2.4	3.0
Group 3/Group 4 Lifts	3Li/4Li	2.5	3.0	3.5	4.0
Group 5 Lift	5Li	4.5	5.0	5.5	6.0
Group 5, Axel Lasso Lift	5ALi	5.0	5.5	6.0	6.5
Group 6 Lift	6Li	5.0	5.5	6.0	6.5
Forward Inside/Backward Inside DS	FiDs/BiDs	2.8	3.0	3.2	3.5
Forward Outside/Backward Outside DS	FoDs/BoDs	3.0	3.5	4.0	4.5
Pairs Spin	PSp	2.0	2.5	3.0	3.5
Pairs Combination Spin	PCoSp	3.0	3.5	4.0	4.5
Single Twist Lift	1Tw	1.3	1.5	1.7	1.9
Double Twist Lift	2Tw	3.0	3.5	4.0	4.5
Triple Twist Lift	3Tw	4.0	4.5	5.0	5.5
Quad Twist Lift	4Tw	6.0	6.5	7.0	7.5

ICE DANCING SPINS, TWIZZLES, LIFTS & STEP SEQUENCES

ELEMENTS	CODE	L1	L2	L3	L4
Spin	Sp	2.5	3.0	3.5	4.0
Combination Spin	CoSp	3.0	3.5	4.0	4.7
Synchronized Twizzles	STw	3.0	3.5	4.0	4.7
Stationary Lift	StaLi	2.0	2.5	3.0	3.5
Straight Line Lift/Curve Lift/ Rotational Lift	SlLi/CuLi/RoLi	2.5	3.0	3.5	4.0
Serpentine Lift/Rev. Rotational Lift	SeLi/RRoLi	3.5	4.2	4.9	5.6
Step Sequences: Diagonal/ Midline/anti-clockwise Circular/ anti-clockwise Serpentine	DiSt/MiSt/ ACiSt/ASeSt	4.2	4.8	5.5	6.2
Step Sequences: Midline Not Touching, Circular, Serpentine	NtMiSt/ CCiSt/SeSt	4.5	5.3	6.2	7.0