

## II. Guidelines for marking GOE of Single/Pair Elements were updated as follows below:

Remark: Elements with no Value will be indicated to the Panel of Judges. GOE of such elements does not influence the result.

### Guidelines for Judges in establishing GOE for errors in SINGLES Short Program and Free Skating elements

Element	Error	Reduction or other	Error	Reduction or other
<b>Jumps</b>	<b>SP:</b> Less rev. than required (not downgraded)	GOE -3	Starting from wrong edge (depending on length)	-1 to -3, -GOE
	Fall on landing	-3, -GOE	Touch down with both hands	-2, -GOE
	Downgraded	-1 to -3, -GOE	Touch down with one hand or free foot	-1
	Under rotated up to ¼ rev. (not downgraded)	-1 to -2	Long preparation	-1
	Starting or landing on two feet	-2, -GOE	<u>Poor take-off</u>	-1 to -2
	Stepping out of landing	-2, -GOE	Weak landing (on toe, on wrong edge etc.)	-1
<b>SP:</b> Jump preceded by steps	No steps/movements preceding the jump	-3, -GOE	Only one step/movement preceding the jump	-2
	Steps/movements not immediately preceding the jump	-1 to -2		
<b>Jump Combo/ Sequence</b>	<b>SP:</b> Combo consisting of one jump only	GOE -3	Starting from wrong edge (one or both jumps)	-1 to -3, -GOE
	<b>SP:</b> One/both jumps less rev. than required (not downgraded)	GOE -3	Touch down with both hands	-2, -GOE
	<u>Both jumps downgraded</u>	-3, -GOE	Touch down with one hand or free foot	-1
	<u>One jump downgraded</u>	-1 to -2, -GOE	Long preparation	-1
	Both jumps started or landed on two feet	GOE -3	Loss of flow between the jumps	-1
	One jump started or landed on two feet	-2, -GOE	Weak landing (on toe, on wrong edge etc.)	-1
	Fall on second jump	-2, -GOE	<b>Combo:</b> 2 three turns inbetween (a touch down without weight transfer possible)	-2, -GOE
	Stepping out of landing of the second jump	-2, -GOE		
One/both jumps under rotated up to ¼ rev. (not downgraded)	-1 or -2	<b>Combo:</b> No rhythm between the jumps	-2	
<b>Flying Spin</b>	Fall on landing	GOE -3	Touch down with both hands	-2, -GOE
	Incorrect take-off or landing	-1 to -2	Touch down with free foot or one hand	-1
	Position in the air not attained	-2, -3, -GOE	Weak or poor position on the ice	-1 to -3
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions	-1 to -3		
<b>Spin</b>	Fall during the spin	-3, -GOE	Touch down with both hands	-2, -GOE
	Re-centering of the spin	-1 to -3	Touch down with free foot or one hand	-1
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions	-1 to -3	Change of foot poorly executed ( <u>eg moving to an intermediate pos. during the change in a sit spin</u> )	-1 to -3
	Weak or poor position(s)	-1 to -3		
<b>Spin Combo</b>	<b>SP:</b> Less than required positions (min. 2 rev. in position)	-2, -GOE	Touch down with both hands	-2, -GOE
	Fall during the spin	-3, -GOE	Touch down with free foot or one hand	-1
	Re-centering of the spin	-1 to -3	Weak or poor position(s)	-1 to -3
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions on both feet	-2 to -3	Change of foot poorly executed ( <u>eg moving to an intermediate pos. during the change in a sit spin</u> )	-1 to -3
	Less than required revolutions on one foot	-1 to -3		
<b>Steps/ Spirals</b>	<b>SP:</b> Jumps with more than ½ rev. included	-1	Stumble	-1 to -2
	Fall	-3, -GOE	Slow or reduction of speed	-1 to -3
	Pattern incorrect	-1 to -3	<u>Less than half of the pattern</u> doing steps/turns	-1 to -3
Spirals	<b>SP:</b> Only 1 spiral pos. (min. 3 sec. hold)	-2 to -3, -GOE	<b>FS:</b> Only 1 spiral pos. (min. 3 sec. hold)	-1
	<b>SP:</b> Only 2 spiral pos. (min. 3 sec. hold)	-2	<u>Less than half of the pattern</u> in spiral positions	-1 to -3