

INTERNATIONAL SKATING UNION

Communication No. 1557

Single and Pair Skating

GOE and Levels of difficulty for the season 2009-2010

I. 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 reduction are added.

SINGLE SKATING

Errors for which final GOE must be in the minuses	Reduction/other	Errors for which final GOE is not restricted	Reduction/other
JUMP ELEMENTS			
SP: One or more rev. less than required	GOE -3	Poor speed, height, distance, air position	-1 to -2
SP: Combo consisting of one jump only	GOE -3	Under rotated	-1 to -3
SP: No required steps/movements preceding jump	-3	SP: Break between required steps/movements & jump/only one step/movement preceding jump	-1 to -2
Fall	-3	Poor take-off	-1 to -2
Starting or landing on two feet in a jump	-2	Loss of flow/rhythm between jumps (combo/seq.)	-1 to -2
Stepping out of landing in a jump	-2	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
Touch down with both hands in a jump	-2	Long preparation	-1 to -2
2 three turns in between (jump combo)	-2	Touch down with one hand or free foot	-1
Starting from wrong edge in F/Lz (sign "e")	-2 to -3	Unclear edge at take-off in F/Lz (sign "!")	-1 to -2
SPINS			
Fall	-3	Less than required revolutions	-1 to -2
SP: Less than required positions (2 rev. in pos.)	-3	Poor position(s), slow, traveling	-1 to -3
Position in the air not attained (flying spin)	-2 to -3	Change of foot poorly executed (curve of entry/ exit, moving to intermediate position etc.)	-1 to -3
Touch down with both hands	-2	Incorrect take-off or landing in a flying spin	-1 to -2
		Touch down with free foot or one hand	-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	<ol style="list-style-type: none"> 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	<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 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	<ol style="list-style-type: none"> 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	<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> 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>

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,

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