

2025 – 26 Judging Reminders – Singles

These reminders should not replace your general review of our current rules, ISU Communications, and Technical Notifications. In preparation for your events, please review and refer to:

- **ISU Communications #2701**
- **2025 – 2026 Singles Short Program and Well-Balanced Free Skate Elements**
- **Program Components Overview (from ISU 2701)**
- **2025 – 2026 Singles & Pairs Changes & Clarifications for GOE and PCS**

There are minimal changes in Junior and Senior until after the 2026 Olympics so follow the same overall judging approach that you took in the 2024 – 25 season.

Junior SP Requirements: Double or Triple Loop and Flying Sit Spin.

GOE Reminders

GOE criteria are evaluated cumulatively – meaning that you add together **both positive factors and reductions** (or negative factors) to determine a single GOE.

One mandatory -5 GOE – in SP when the **jump element is not according to requirements with an *** (i.e. a skater does only one jump in their two-jump combination in the Short Program).

All other GOEs are at your discretion but **significant GOE errors with a grey background** on GOE reductions for errors **must not have higher than +2 starting GOE**.

- **Multiple errors in any element** (e.g. in a jump element both “!” and “<”; in a spin element slowing down and traveling) **must not have a starting GOE higher than +2**.

Jumps: Significant GOE errors and no higher than +2 starting GOE:

Error	Reduction	Error	Reduction
Fall	-5	Multiple ‘q’ signs in jump combo/seq	-3 to -4
Landing on two feet in a jump	-3 to -4	Wrong edge take off F/Lz (sign “e”)	-2 to -4
Stepping out of landing in a jump	-3 to -4	FS: Jump with no value in combo/seq (Not with *)	-3 to -4
Downgraded (sign <<)	-3 to -4		

- A **FALL** requires a **reduction of -5**, which **may or may not result in a final GOE of -5**.
- Prior to the elements being authorized, **remain attentive to your screen** for any jump related symbols: These symbols likely affect your GOE.
- You may reduce the jump GOE for under-rotation (-1) or an unclear edge take off (-1) even if the Technical Panel does not call those errors (no sign).

Spins: Significant GOE errors and no higher than +2 starting GOE:

Error	Reduction
Fall	-5
Missing 1 or 2 revolutions	-1 to -2
Missing 3 or more revolutions	-3 to -4
Change of foot poorly done (including curve of entry/exit except when changing direction)	-2 to -3
Poor fly and/or incorrect take-off or landing	-2 to -3

- Note: difficult entrances and/or exits are part of the spin and impact the GOE.

Steps and Choreographic Sequences: Significant GOE errors and no higher than +2 starting GOE:

Error	Reduction
Fall	-5
Partly or fully does not correspond to the music	-1 to -4

- Note: There should be a wide range of GOEs on choreographic sequences based on the requirement.

For **ALL** Elements: **Element executed fully or partly when music is not playing GOE Reduction -1 to -4**

Review guidelines for marking positive GOEs.

- Remember that to award a **+4** or **+5** GOE, the **first three bullets** in bold **MUST** be present for each element.
- Skaters at all levels can receive positive GOEs**, including +4 and +5, when elements are executed well (even simple elements like single jumps) **and meet the associated criteria**.

Component Reminders

Composition, Presentation, and Skating Skills

Definition	Criteria
Composition is the intentional, developed and/or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure.	<ol style="list-style-type: none"> Multidimensional movements and use of space Connections between and within the elements Choreography reflecting musical phrase and form Pattern and ice coverage Unity
Presentation is the demonstration of engagement, commitment and involvement based on an understanding of the music and composition.	<ol style="list-style-type: none"> Expressiveness and projection Variety and contrast of energy and of movements Musical sensitivity and timing
Skating Skills is the ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.	<ol style="list-style-type: none"> Variety of edges, steps, turns, movements and directions Clarity of edges, steps, turns, movements and body control Balance and glide Flow Power and speed

- ALL the criteria** for each component should be considered to determine the appropriate mark.
- Each component should be evaluated independently.**
- Component marks should reflect how each skater performs each component that day. Skaters should not be pre-judged based on previous component marks.

Components are evaluated on an **absolute scale from 0.25 – 10, in increments of 0.25**; there are **no “ranges” for different levels** of skaters.

0.25 – 0.75 =	Extremely Poor	6.00 – 6.75 =	Above Average
1.00 – 1.75 =	Very Poor	7.00 – 7.75 =	Good
2.00 – 2.75 =	Poor	8.00 – 8.75 =	Very Good
3.00 – 3.75 =	Weak	9.00 – 9.75 =	Excellent
4.00 – 4.75 =	Fair	10.00 =	Outstanding
5.00 – 5.75 =	Average		

Definition	If there is/are:	Final Component Mark
Serious errors are “falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program.”	One Serious Error	9.50 Max Score
	Multiple Serious Errors	8.75 Max Score

Additional Reminders

- No cell phones or other electronic devices on the judges stand.**
- Costume Deduction:** Clothing must be modest, dignified, and appropriate for athletic competition and must not give the effect of excessive nudity inappropriate for athletic sport. A deduction of 1.0 shall be applied when the majority (judging panel plus referee) takes the deduction.