

II. Updated Guidelines for marking +GOE of Single/Pair Skating 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. If in an element there is any kind of mistake that requires a reduction, the starting GOE cannot be higher than +3.

General recommendations are as follows:

FOR + 1 : 1 bullet
FOR + 4 : 4 bullets

FOR + 2 : 2 bullets
FOR + 5 : 5 or more bullets

FOR + 3 : 3 bullets

FOR starting and final GOE of + 4 and +5 THE FIRST THREE bullets highlighted in bold must be present

Single Skating

Jump Elements	1) very good height and very good length (of all jumps in a combo or sequence) 2) good take-off and landing 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry 5) very good body position from take-off to landing 6) element matches the music
Spins	1) good speed and/or acceleration during spin 2) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 3) effortless throughout 4) maintaining a centered spin 5) creativity 6) element matches the music
Step Sequences	1) deep edges, clean steps and turns, control of the whole body 2) element matches the music 3) effortless throughout with good energy, flow and execution 4) creativity of body movements including variations of free foot 5) good ice coverage or interesting pattern 6) good acceleration and deceleration
Choreographic Sequences	1) element matches the music and reflects the concept/character of the program 2) creativity 3) effortless throughout with good energy, flow and execution 4) varied directions and pattern 5) good clarity and precision 6) excellent commitment and control of the whole body

Pair Skating

Lifts	1) very good take-off and landing 2) good speed, flow and ice coverage 3) effortless throughout (including rotation and change of position) 4) very good air positions 5) smooth footwork of man 6) element matches the music
Twist Lifts	1) good height of woman in air position 2) clean catch 3) effortless throughout 4) good take-off and exit 5) very good speed and flow 6) element matches the music
Jump Elements	1) very good unison 2) very good height and very good length (of all jumps in a combo or sequence) 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry 5) good take off and landing 6) element matches the music
Throw Jumps	1) very good height and very good distance 2) good speed, flow and control on release and landing 3) effortless throughout 4) difficult, unexpected or creative entry/exit by woman or man 5) very good air position 6) element matches the music
Solo Spins	1) very good unison 2) good speed and/or acceleration during spin 3) effortless throughout 4) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 5) creativity 6) element matches the music
Pair Spins	1) good control throughout by both partners 2) good speed and/or acceleration during spin 3) effortless throughout 4) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 5) creativity 6) element matches the music
Death Spirals	1) very good positions of both partners 2) good flow and speed throughout (including entry and exit) 3) effortless throughout 4) good controlled transition into required positions and on exit 5) good/continuous edges demonstrated by man and woman 6) element matches the music
Step Sequences	1) deep edges, clean steps and turns, control of the whole body 2) element matches the music 3) effortless throughout with good energy, flow and execution 4) good unison and distance between partners 5) creativity of body movements including variations of free foot 6) good ice coverage or interesting pattern
Choreo Sequences	1) element matches the music and reflects the concept/character of the program 2) creativity 3) effortless throughout with good energy, flow and execution 4) varied directions and pattern 5) oneness 6) excellent commitment and control of the whole body

III. 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 reductions are added. However in Pair Skating the reduction applied for a mistake of one partner or the **same** mistake by both partners remains the same. Errors with a grey background must not have higher than +2 starting GOE.

SINGLE SKATING REDUCTIONS FOR ERRORS

Element executed fully or partly when music is not playing -1 to -4			
JUMP ELEMENTS			
SP: Jump element with * or not according to requirements final GOE must be	GOE -5	Poor take-off	-2 to -4
Fall	-5	Euler executed as step over	-1 to -3
Landing on two feet in a jump	-3 to -4	Changes of edge in between jump combo/seq	-1 to -2
Stepping out of landing in a jump	-3 to -4	2 three turns in between (jump combo/seq.)	-2 to -3
Downgraded (sign <<)	-3 to -4	Poor speed, height, distance, or air position	-1 to -3
Under-rotated (sign <)	-2 to -3	Touch down with both hands in a jump	-2 to -3
Landed on the quarter (sign q)	-2	Touch down with one hand or free foot (including in between jumps)	-1 to -2
Multiple "q" signs in jump combo/seq	-3 to -4	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Less than quarter missing (no sign)	-1	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Long preparation	-1 to -3
Unclear edge take off F/Lz (sign "!")	-1 to -2	FS: Jump with no value in combo/seq (not with *)	-3 to -4
Unclear edge take off F/Lz (no sign)	-1		
SPINS			
Fall	-5	Poor, weak or awkward position(s)	-1 to -3
Missing 1 or 2 revolutions	-1 to -2	Slow or reduction of speed	-1 to -3
Missing 3 or more revolutions	-3 to -4	Touch down with free foot or hand(s)	-1 to -3
Change of foot poorly done (including curve of entry/exit except when changing direction)	-2 to -3	Loss of balance	-1 to -3
Poor fly and/or incorrect take-off or landing	-2 to -3	Unbalanced number of revolutions in change foot spin	-1
Traveling	-1 to -3		
Does not correspond to the music	-1 to -3	Poor exit	-1 to -3
STEPS			
SP: Listed jumps of more than one revolution	-1	Poor quality of steps and turns	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	Small pattern	-1 to -3
CHOREOGRAPHIC SEQUENCE			
Fall	-5	Stumble	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Loss of control/Lack of energy	-1 to -3
Lack of connection between choreographic movements	-2 to -3	Poor quality of movements/positions	-1 to -3
Small pattern	-1 to -3	Does not highlight choreography	-1 to -3

PAIR SKATING

REDUCTIONS FOR ERRORS

Element executed fully or partly when music is not playing -1 to -4

LIFTS

Fall	-5	Poor speed and/or ice coverage	-1 to -3
Serious problems in the lifting process	-3	Poor turns by man and/or stops in rotation	-1 to -3
Slight problems in the lifting process	-1 to -2	Weak landing	-1 to -3
Serious problems on the descent of the lift	-3 to -4	Too long getting into a basic position or its variation	-1 to -3
Slight problems on the descent of the lift	-1 to -2	Touch down with the free foot	-1
Woman starts or lands on two feet	-2	Long preparation	-1 to -2
Poor positions in the air or on landing	-1 to -3	Poor take-off	-1 to -3
Awkward position(s)	-1 to -3		

TWIST LIFTS

Fall	-5	Touch down with the free foot	-1
Serious problems on the catch	-3 to -4	Poor height or distance	-1 to -3
Slight problems on the catch	-1 to -2	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -3
Woman lands on two feet	-2 to -3	Weak landing (poor speed, bad positions)	-1 to -2
Downgraded (sign <<)	-2 to -4	Long preparation	-1 to -2

JUMP ELEMENTS, THROW JUMPS

Fall	-5	Poor speed, height, distance, air position	-1 to -3
Landing on two feet	-3 to -4	Big distance between partners – jump elements	-1 to -3
Stepping out of landing in a jump	-3 to -4	Poor take-off	-2 to -4
Downgraded (sign <<)	-3 to -4	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Under-rotated (sign <)	-2 to -3	Man's poor position at take-off – throw jump	-1 to -2
Landed on the quarter (sign q)	-2	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Multiple "q" signs in jump combo/seq	-3 to -4	Long preparation	-1 to -3
Less than quarter missing (no sign)	-1	Euler executed as step over	-1 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Touch down with both hands in a jump	-2 to -3
Unclear edge take off F/Lz (sign "!")	-1 to -2	Touch down with one hand or free foot (including in between jumps)	-1 to -2
Unclear edge take off F/Lz (no sign)	-1	Lack of Unison	-1 to -3
Unequal number of revs by partners in 1 jump	-1 to -2	Changes of edge in between jump combo/seq	-1 to -2
Unequal number of revs by partners in 2 or more jumps	-3 to -4	2 three turns in between – jump combo/seq.	-2 to -3
FS: Jump with no value in combo/seq (not with *)	-3 to -4		

SOLO AND PAIR SPINS

Fall	-5	Poor, weak or awkward position(s)	-1 to -3
Missing 1 or 2 revolutions	-1 to -2	Traveling	-1 to -3
Missing 3 or more revolutions	-3 to -4	Slow or reduction of speed	-1 to -3
Change of foot poorly done	-2 to -3	Stop or lack of continuous movement during spin (except when changing direction)	-1 to -2
Poor fly and/or incorrect take-off or landing	-2 to -3	Big distance between partners	-1 to -3
Poor exit	-1 to -3	Lack of Unison	-1 to -3
Touch down with both hands	-2	Loss of balance	-1 to -3
Touch down with free foot or one hand	-1 to -2	Does not correspond to the music	-1 to -3

DEATH SPIRALS

Fall	-5	Any part of the woman's body (not the hair) touching the ice	-1 to -2
Poor pivot position (losing toe pick etc.)	-2 to -4		
Poor, weak or awkward position of the woman (too high/less than 1 rev in low position) or man	-1 to -3	Slow or reduction of speed	-1 to -3
Woman's or man's weak edge quality	-1 to -3	Poor entry or exit	-1 to -3

STEPS

SP: Listed jumps of more than one revolution	-1	Poor quality of steps and turns	-1 to -3
		Small pattern	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	Lack of Unison and spatial awareness	-1 to -3

CHOREOGRAPHIC SEQUENCE

Fall	-5	Stumble	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Loss of control/Lack of energy	-1 to -3
Lack of connection between choreographic movements	-2 to -3	Poor quality of movements/positions	-1 to -3
Small pattern	-1 to -3	Does not highlight choreography	-1 to -3