

U.S. FIGURE SKATING SCORING GUIDE



SCALE OF VALUES (SOV)

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

Jump and throw elements include one base value for full rotation and an additional base value for under-rotation or an edge error. Flip and Lutz jumps have a third base

value for under-rotation and an edge error. Non-jumping elements have five levels (LB, L1, L2, L3, L4) that correlate with five base values and, in some cases, a V value. The values and 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 AND PAIRS JUMPS				
ELEMENT	CODE	SOV	< or e	< and e
Double Toe Loop / Salchow	2T / 2S	1.30	1.04	-
Double Loop	2Lo	1.70	1.36	-
Double Flip	2F	1.80	1.44	1.08
Double Lutz	2Lz	2.10	1.68	1.26
Double Axel	2A	3.30	2.64	-
Triple Toe Loop	3T	4.20	3.36	-
Triple Salchow	3S	4.30	3.44	-
Triple Loop	3Lo	4.90	3.92	-
Triple Flip	3F	5.30	4.24	3.18
Triple Lutz	3Lz	5.90	4.72	3.54
Triple Axel	3A	8.00	6.40	-
Quad Toe Loop	4T	9.50	7.60	-
Quad Salchow	4S	9.70	7.76	-
Quad Loop	4Lo	10.50	8.40	-
Quad Flip	4F	11.00	8.80	6.60
Quad Lutz	4Lz	11.50	9.20	6.90
Quad Axel	4A	12.50	10.00	-
Quint Toe Loop / Salchow / Loop	5T / 5S / 5Lo	14.00	11.20	-
Quint Flip / Quint Lutz	5F / 5Lz	14.00	11.20	8.40

PAIRS THROWS			
ELEMENTS	CODE	SOV	<
Double Toe Loop	2TTh	2.50	1.88
Double Salchow	2STh	2.50	1.88
Double Loop	2LoTh	2.80	2.10
Double Flip	2FTh	3.00	2.25
Double Lutz	2LzTh	3.00	2.25
Double Axel	2ATh	4.00	3.00
Triple Toe Loop	3TTh	4.40	3.30
Triple Salchow	3STh	4.40	3.30
Triple Loop	3LoTh	5.00	3.75
Triple Flip	3FTh	5.30	3.98
Triple Lutz	3LzTh	5.30	3.98
Triple Axel	3ATh	6.00	4.50
Quad Toe Loop	4TTh	6.50	4.88
Quad Salchow	4STh	6.50	4.88
Quad Loop	4LoTh	7.00	5.25
Quad Flip	4FTh	7.50	5.63
Quad Lutz	4LzTh	7.50	5.63

SINGLES AND PAIRS SPINS AND STEP SEQUENCES						
ELEMENT	CODE	LB (V)	L1 (V)	L2 (V)	L3 (V)	L4 (V)
Upright Spin	USp	1.00	1.20	1.50	1.90	2.40
Layback Spin	LSp	1.20	1.50	1.90	2.40	2.70
Camel Spin	CSp	1.10	1.40	1.80	2.30	2.60
Sit Spin	SSp	1.10	1.30	1.60	2.10	2.50
Upright Spin w/ Flying Entry	FUSp	1.50 (1.13)	1.70 (1.28)	2.00 (1.50)	2.40 (1.80)	2.90 (2.18)
Layback Spin w/ Flying Entry	FLSp	1.70 (1.28)	2.00 (1.50)	2.40 (1.80)	2.90 (2.18)	3.20 (2.40)
Camel Spin w/ Flying Entry	FCSp	1.60 (1.20)	1.90 (1.43)	2.30 (1.73)	2.80 (2.10)	3.20 (2.40)
Sit Spin w/ Flying Entry	FSSp	1.70 (1.28)	2.00 (1.50)	2.30 (1.73)	2.60 (1.95)	3.00 (2.25)
Upright Spin w/ Change of Foot	CUSp	1.50 (1.13)	1.70 (1.28)	2.00 (1.50)	2.40 (1.80)	2.90 (2.18)
Layback Spin w/ Change of Foot	CLSP	1.70 (1.28)	2.00 (1.50)	2.40 (1.80)	2.90 (2.18)	3.20 (2.40)
Camel Spin w/ Change of Foot	CCSp	1.70 (1.28)	2.00 (1.50)	2.30 (1.73)	2.80 (2.10)	3.20 (2.40)
Sit Spin w/ Change of Foot	CSSp	1.60 (1.20)	1.90 (1.43)	2.30 (1.73)	2.60 (1.95)	3.00 (2.25)
Combo Spin w/ no Change of Foot	CoSp	1.50 (1.13)	1.70 (1.28)	2.00 (1.50)	2.50 (1.88)	3.00 (2.25)
Combo Spin w/ Change of Foot	CCoSp	1.70 (1.28)	2.00 (1.50)	2.50 (1.88)	3.00 (2.25)	3.50 (2.63)
Step Sequence	StSq	1.50	1.80	2.60	3.30	3.90
Choreographic Sequence	ChSq	3.00	-	-	-	-

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PAIRS LIFTS, DEATH SPIRALS, PAIRS SPINS AND TWIST LIFTS						
ELEMENT	CODE	LB (V)	L1 (V)	L2 (V)	L3 (V)	L4 (V)
Group 1 Lift	1Li	1.40	1.50	1.70	1.90	2.10
Group 2 Lift	2Li	1.50	1.90	2.30	2.70	3.10
Group 3/Group 4 Lifts	3Li/4Li	3.50	3.90	4.30	4.70	5.10
Group 5 Lift — Toe Lasso / Step In Lasso	5TLi/SLi	4.60	5.00	5.40	5.80	6.20
Group 5 Lift — Backward Lasso	5BLi	5.00	5.40	5.80	6.20	6.50
Group 5 Lift — Axel Lasso / Reverse Lasso	5ALi/5RLi	5.40	5.80	6.20	6.60	7.00
Backward Inside Death Spiral	BiDs	2.80	3.10	3.40	3.70	4.00
Forward Inside Death Spiral	FiDs	2.60	2.90	3.20	3.50	3.80
Backward Outside Death Spiral	BoDs	3.20	3.60	4.00	4.40	4.80
Forward Outside Death Spiral	FoDs	3.50	3.90	4.30	4.70	5.10
Pairs Spin	PSP	1.70	2.00	2.50	3.00	3.50
Pairs Spin Combination	PCoSp	2.50 (1.88)	3.00 (2.25)	3.50 (2.63)	4.00 (3.00)	4.50 (3.38)
Single Twist Lift	1Tw	0.90	1.10	1.30	1.50	1.70
Double Twist Lift	2Tw	2.60	2.80	3.00	3.20	3.40
Triple Twist Lift	3Tw	4.80	5.10	5.40	5.70	6.00
Quad Twist Lift	4Tw	6.40	6.80	7.20	7.60	8.00

ICE DANCE SPINS, TWIZZLES, LIFTS AND STEP SEQUENCES						
ELEMENTS	CODE	LB	L1	L2	L3	L4
Pattern Dance Type Step Sequence	PSt	5.00	7.45	7.95	8.70	9.45
Dance Spin	DSP	1.80	3.75	4.50	5.25	6.00
Stationary Lift / Straight Line Lift / Curve Lift / Rotational Lift	StaLi/SILi/CuLi/RoLi	1.15	3.20	3.95	4.70	5.45
Set of Sequential Twizzles Woman + Man	SqTwW+SqTwM	1.05	2.67	2.92	3.30	3.67
Set of Synchronized Twizzles Woman + Man	SyTwW+SyTwM	0.80	2.42	2.67	3.05	3.42
One Foot Turns Sequence Woman + Man	OFTW+OFTM	0.80	2.42	2.67	3.05	3.42
Diagonal / Midline / Circular / Serpentine Step Sequence Woman + Man	DiStW+DiStM/MiStW+MiStM/CiStW+CiStM/SeStW+SeStM	2.25	3.48	3.73	4.10	4.48
Choreographic Character Step Sequence / Hydroblading Movement	ChSt/ChHy	1.10	-	-	-	-
Choreographic Lift / Assisted Jumps/Lifting Movement	ChLi/ChAJ	1.10	-	-	-	-
Choreographic Sliding / Spinning / Twizzling Movement(s)	ChSl/ChSp/ChTw	1.10	-	-	-	-
Choreographic Rhythm Sequence	ChRS	2.00				

JUMPS

- Missing rotation: signs “q”, “<” and “<<” indicate an error, and the base values are listed in the SOV table. A jump with a sign “q” keeps the full original base value of the jump. A jump with a sign “<<” is evaluated with the value of the same jump with one less revolution.
- Correct take-off edge in F/Lz: signs “e” and “!” indicate an error, and the base values are listed in the SOV table. A jump with the sign “!” keeps the full original base value of the jump. If both signs “<” and “e” are applied for the same jump, the base values are listed in the SOV table.

JUMPS (PAIRS)

Both partners must fulfill requirements above (with the same consequences if these requirements are not fulfilled).

SPINS

- For flying spins (with no change of foot and only one position) in both the short program and free skate, a clear visible jump is required. The sign “V” indicates that this requirement is not fulfilled.
- All spins with a change of foot must have three revolutions on each foot. In the short program, if this requirement is not fulfilled, the spin will get no value. In the free skate, the sign “V” indicates that this requirement is not fulfilled.
- A spin in one position with change of foot must have two revolutions in a basic position on each foot. In the short program, if this requirement is not fulfilled, the spin will get no value. In the free skate, the sign “V” indicates that this requirement is not fulfilled.

The base values of spins with the sign “V” are listed in parentheses in the applicable columns of the SOV table. The base values of spin combinations and pair spin combinations with only two basic positions (at least two revolutions in each of these positions) are also reflected in parentheses in the applicable columns of the SOV tables.