

INTERNATIONAL SKATING UNION

Communication No. 1724

SINGLE & PAIR SKATING

Scale of Values, Levels of Difficulty and Guidelines for marking Grade of Execution

(subject to 54th ISU Congress decisions)

I. Scale of Values (SOV)

		+3	+2	+1	BASE	BASE<	-1	- 2	-3
SINGLE AND PAIR SKATING									
Jumps									
Toeloop	1T	0,6	0,4	0,2	0,4	0,3	-0,1	-0,2	-0,3
Salchow	1S	0,6	0,4	0,2	0,4	0,3	-0,1	-0,2	-0,3
Loop	1Lo	0,6	0,4	0,2	0,5	0,4	-0,1	-0,2	-0,3
Flip	1F	0,6	0,4	0,2	0,5	0,4	-0,1	-0,2	-0,3
Lutz	1Lz	0,6	0,4	0,2	0,6	0,4	-0,1	-0,2	-0,3
Axel	1A	0,6	0,4	0,2	1,1	0,8	-0,2	-0,4	-0,6
Double Toeloop	2T	0,6	0,4	0,2	1,3	0,9	-0,2	-0,4	-0,6
Double Salchow	2S	0,6	0,4	0,2	1,3	0,9	-0,2	-0,4	-0,6
Double Loop	2Lo	0,9	0,6	0,3	1,8	1,3	-0,3	-0,6	-0,9
Double Flip	2F	0,9	0,6	0,3	1,8	1,3	-0,3	-0,6	-0,9
Double Lutz	2Lz	0,9	0,6	0,3	2,1	1,5	-0,3	-0,6	-0,9
Double Axel	2A	1,5	1,0	0,5	3,3	2,3	-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	4,1	2,9	-0,7	-1,4	-2,1
Triple Salchow	3S	2,1	1,4	0,7	4,2	2,9	-0,7	-1,4	-2,1
Triple Loop	3Lo	2,1	1,4	0,7	5,1	3,6	-0,7	-1,4	-2,1
Triple Flip	3F	2,1	1,4	0,7	5,3	3,7	-0,7	-1,4	-2,1
Triple Lutz	3Lz	2,1	1,4	0,7	6,0	4,2	-0,7	-1,4	-2,1
Triple Axel	3A	3,0	2,0	1,0	8,5	6,0	-1,0	-2,0	-3,0
Quad Toeloop	4T	3,0	2,0	1,0	10,3	7,2	-1,0	-2,0	-3,0
Quad Salchow	4S	3,0	2,0	1,0	10,5	7,4	-1,0	-2,0	-3,0
Quad Loop	4Lo	3,0	2,0	1,0	12,0	8,4	-1,0	-2,0	-3,0
Quad Flip	4F	3,0	2,0	1,0	12,3	8,6	-1,0	-2,0	-3,0
Quad Lutz	4Lz	3,0	2,0	1,0	13,6	9,5	-1,0	-2,0	-3,0
Quad Axel	4A	3,6	2,4	1,2	15,0	10,5	-1,2	-2,4	-3,6
Spins (Solo Spins for Pairs)									
Spin in one position and no change of foot (upright, layback, camel or sit)									
<u>Upright Level B</u>	<u>USpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	1,0		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Upright Level 1	USp1	1,5	1,0	0,5	1,2		-0,3	-0,6	-0,9
Upright Level 2	USp2	1,5	1,0	0,5	1,5		-0,3	-0,6	-0,9
Upright Level 3	USp3	1,5	1,0	0,5	1,9		-0,3	-0,6	-0,9
Upright Level 4	USp4	1,5	1,0	0,5	2,4		-0,3	-0,6	-0,9

<u>Layback Level B</u>	<u>LSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,2</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Layback Level 1	LSp1	1,5	1,0	0,5	1,5		-0,3	-0,6	-0,9
Layback Level 2	LSp2	1,5	1,0	0,5	1,9		-0,3	-0,6	-0,9
Layback Level 3	LSp3	1,5	1,0	0,5	2,4		-0,3	-0,6	-0,9
Layback Level 4	LSp4	1,5	1,0	0,5	2,7		-0,3	-0,6	-0,9
<u>Camel Level B</u>	<u>CSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,1</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Camel Level 1	CSp1	1,5	1,0	0,5	1,4		-0,3	-0,6	-0,9
Camel Level 2	CSp2	1,5	1,0	0,5	1,8		-0,3	-0,6	-0,9
Camel Level 3	CSp3	1,5	1,0	0,5	2,3		-0,3	-0,6	-0,9
Camel Level 4	CSp4	1,5	1,0	0,5	2,6		-0,3	-0,6	-0,9
<u>Sit Level B</u>	<u>SSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,1</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Sit Level 1	SSp1	1,5	1,0	0,5	1,3		-0,3	-0,6	-0,9
Sit Level 2	SSp2	1,5	1,0	0,5	1,6		-0,3	-0,6	-0,9
Sit Level 3	SSp3	1,5	1,0	0,5	2,1		-0,3	-0,6	-0,9
Sit Level 4	SSp4	1,5	1,0	0,5	2,5		-0,3	-0,6	-0,9
Flying Spin (any position – upright, layback, camel or sit)									
<u>Upright Level B</u>	<u>FUSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,5</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Upright Level 1	FUSp1	1,5	1,0	0,5	1,7		-0,3	-0,6	-0,9
Upright Level 2	FUSp2	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Upright Level 3	FUSp3	1,5	1,0	0,5	2,4		-0,3	-0,6	-0,9
Upright Level 4	FUSp4	1,5	1,0	0,5	2,9		-0,3	-0,6	-0,9
<u>Layback Level B</u>	<u>FLSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Layback Level 1	FLSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Layback Level 2	FLSp2	1,5	1,0	0,5	2,4		-0,3	-0,6	-0,9
Layback Level 3	FLSp3	1,5	1,0	0,5	2,9		-0,3	-0,6	-0,9
Layback Level 4	FLSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	-0,9
<u>Camel Level B</u>	<u>FCSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,6</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Camel Level 1	FCSp1	1,5	1,0	0,5	1,9		-0,3	-0,6	-0,9
Camel Level 2	FCSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	-0,9
Camel Level 3	FCSp3	1,5	1,0	0,5	2,8		-0,3	-0,6	-0,9
Camel Level 4	FCSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	-0,9
<u>Sit Level B</u>	<u>FSSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Sit Level 1	FSSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Sit Level 2	FSSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	-0,9
Sit Level 3	FSSp3	1,5	1,0	0,5	2,6		-0,3	-0,6	-0,9
Sit Level 4	FSSp4	1,5	1,0	0,5	3,0		-0,3	-0,6	-0,9
Spin with one change of foot and no change of position (upright, layback, camel or sit)									
<u>Upright Level B</u>	<u>(F)CUSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,5</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Upright Level 1	(F)CUSp1	1,5	1,0	0,5	1,7		-0,3	-0,6	-0,9
Upright Level 2	(F)CUSp2	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Upright Level 3	(F)CUSp3	1,5	1,0	0,5	2,4		-0,3	-0,6	-0,9
Upright Level 4	(F)CUSp4	1,5	1,0	0,5	2,9		-0,3	-0,6	-0,9
<u>Layback Level B</u>	<u>(F)CLSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Layback Level 1	(F)CLSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Layback Level 2	(F)CLSp2	1,5	1,0	0,5	2,4		-0,3	-0,6	-0,9
Layback Level 3	(F)CLSp3	1,5	1,0	0,5	2,9		-0,3	-0,6	-0,9
Layback Level 4	(F)CLSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	-0,9
<u>Camel Level B</u>	<u>(F)CCSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Camel Level 1	(F)CCSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Camel Level 2	(F)CCSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	-0,9
Camel Level 3	(F)CCSp3	1,5	1,0	0,5	2,8		-0,3	-0,6	-0,9
Camel Level 4	(F)CCSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	-0,9

<u>Sit Level B</u>	<u>(F)CSSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,6</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Sit Level 1	(F)CSSp1	1,5	1,0	0,5	1,9		-0,3	-0,6	-0,9
Sit Level 2	(F)CSSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	-0,9
Sit Level 3	(F)CSSp3	1,5	1,0	0,5	2,6		-0,3	-0,6	-0,9
Sit Level 4	(F)CSSp4	1,5	1,0	0,5	3,0		-0,3	-0,6	-0,9
<u>Level B</u>	<u>(F)CoSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,5</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Level 1	(F)CoSp1	1,5	1,0	0,5	1,7		-0,3	-0,6	-0,9
Level 2	(F)CoSp2	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Level 3	(F)CoSp3	1,5	1,0	0,5	2,5		-0,3	-0,6	-0,9
Level 4	(F)CoSp4	1,5	1,0	0,5	3,0		-0,3	-0,6	-0,9
Spin Combination with change of position and change of foot									
<u>Level B</u>	<u>(F)CCoSpB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Level 1	(F)CCoSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	-0,9
Level 2	(F)CCoSp2	1,5	1,0	0,5	2,5		-0,3	-0,6	-0,9
Level 3	(F)CCoSp3	1,5	1,0	0,5	3,0		-0,3	-0,6	-0,9
Level 4	(F)CCoSp4	1,5	1,0	0,5	3,5		-0,3	-0,6	-0,9
Step and Choreographic Sequences									
Step Sequence									
<u>Level B</u>	<u>StSqB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,5</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Level 1	StSq1	1,5	1,0	0,5	1,8		-0,3	-0,6	-0,9
Level 2	StSq2	1,5	1,0	0,5	2,6		-0,3	-0,6	-0,9
Level 3	StSq3	1,5	1,0	0,5	3,3		-0,7	-1,4	-2,1
Level 4	StSq4	2,1	1,4	0,7	3,9		-0,7	-1,4	-2,1
<u>Choreo Sequence</u>	<u>ChSq</u>	2,1	1,4	0,7	2,0		-0,5	-1,0	-1,5
PAIR SKATING									
Lifts									
<u>Group 1 Level B</u>	<u>1LiB</u>	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	<u>1,0</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Group 1 Level 1	1Li1	0,9	0,6	0,3	1,1		-0,3	-0,6	-0,9
Group 1 Level 2	1Li2	0,9	0,6	0,3	1,3		-0,3	-0,6	-0,9
Group 1 Level 3	1Li3	0,9	0,6	0,3	1,5		-0,3	-0,6	-0,9
Group 1 Level 4	1Li4	0,9	0,6	0,3	1,7		-0,3	-0,6	-0,9
<u>Group 2 Level B</u>	<u>2LiB</u>	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	<u>1,1</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Group 2 Level 1	2Li1	0,9	0,6	0,3	1,3		-0,3	-0,6	-0,9
Group 2 Level 2	2Li2	0,9	0,6	0,3	1,7		-0,3	-0,6	-0,9
Group 2 Level 3	2Li3	0,9	0,6	0,3	2,4		-0,3	-0,6	-0,9
Group 2 Level 4	2Li4	0,9	0,6	0,3	3,0		-0,3	-0,6	-0,9
<u>Group 3 Level B</u>	<u>3LiB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,0</u>		<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>
Group 3 Level 1	3Li1	1,5	1,0	0,5	2,5		-0,5	-1,0	-1,5
Group 3 Level 2	3Li2	1,5	1,0	0,5	3,0		-0,5	-1,0	-1,5
Group 3 Level 3	3Li3	1,5	1,0	0,5	3,5		-0,5	-1,0	-1,5
Group 3 Level 4	3Li4	1,5	1,0	0,5	4,0		-0,5	-1,0	-1,5
<u>Group 4 Level B</u>	<u>4LiB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,0</u>		<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>
Group 4 Level 1	4Li1	1,5	1,0	0,5	2,5		-0,5	-1,0	-1,5
Group 4 Level 2	4Li2	1,5	1,0	0,5	3,0		-0,5	-1,0	-1,5
Group 4 Level 3	4Li3	1,5	1,0	0,5	3,5		-0,5	-1,0	-1,5
Group 4 Level 4	4Li4	1,5	1,0	0,5	4,0		-0,5	-1,0	-1,5
Group 5 Toe/Step in Lasso									
<u>Level B</u>	<u>5T/SLiB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>4,0</u>		<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>
Level 1	5T/SLi1	1,5	1,0	0,5	4,5		-0,5	-1,0	-1,5
Level 2	5T/SLi2	1,5	1,0	0,5	5,0		-0,5	-1,0	-1,5
Level 3	5T/SLi3	1,5	1,0	0,5	5,5		-0,5	-1,0	-1,5
Level 4	5T/SLi4	1,5	1,0	0,5	6,0		-0,5	-1,0	-1,5

II. Updated Levels of Difficulty of Single/Pair Elements

LEVELS OF DIFFICULTY, SINGLE SKATING, SEASON 2012-2013

Number of features for Levels: **1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4**

Step Sequences	<p>1) Simple variety (Level 2), variety (Level 3), complexity (Level 4) of turns and steps throughout (compulsory)</p> <p>2) Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction</p> <p>3) Use of upper body movements for at least <u>1/3</u> of the pattern</p> <p>4) At least half a pattern on one foot only</p> <p>4) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) quickly executed within the sequence</p>
All Spins	<p>1) Difficult variations (<u>count as many times as performed with limitations specified below</u>)</p> <p>2) Change of foot executed by jump</p> <p>3) <u>Jump within a spin without changing feet</u></p> <p>4) Difficult variation of flying entrance/Landing on the same foot as take-off or changing foot on landing in a Flying Sit Spin</p> <p>5) Backward entrance</p> <p>6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback and Biellmann position</p> <p>7) All 3 basic positions on both feet</p> <p>8) Both directions immediately following each other in sit or camel spin</p> <p>9) <u>Clear increase of speed in camel, sit, layback or Biellmann position</u></p> <p>10) At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position)</p> <p>Additional features for the Layback spin:</p> <p>11) One clear change of position backwards-sideways or reverse, at least 3 rev. in each position (counts also if the Layback spin is a part of any other spin)</p> <p>12) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin)</p> <p><u>Features 2 – 9, 11, 12 count only once per program (first time they are attempted). Feature 10 counts only once per program (first time it is successfully performed).</u></p> <p><u>Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).</u></p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p> <p>For Spin Combinations with change of foot all 3 basic positions are mandatory for Levels 2 – 4 in both Short Program and Free Skating.</p> <p>For Spins with change of foot at least one basic position on each foot is mandatory for Levels 2 – 4 in Free Skating. In case this requirement is not fulfilled in Short Program, the spin will have no Level and consequently no value.</p>

CLARIFICATIONS: LEVELS OF DIFFICULTY SINGLES, season 2012-2013

STEP SEQUENCES

Types of turns (executed on one foot) : three turns, twizzles, brackets, loops, counters, rockers.

Types of steps (executed on one foot whenever possible) : toe steps, chasses, mohawks, choctaws, curves with change of edge, cross-rolls, running steps.

Simple variety must include at least **7** turns & **4** steps, none of the types can be counted more than twice.

Variety must include at least **9** turns and **4** steps, none of the types can be counted more than twice.

Complexity must include at least **5** different types of turns and 3 different types of steps all executed at least once in both directions.

Use of upper body movements means the visible use for a combined total of at least 1/3 (instead of 1/2) of the pattern of the step sequence any movements of the arms, head and torso that have an effect on the balance of the main body core.

Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and on the same foot.

At least half a pattern on one foot is no longer a Level feature.

SPINS

Positions. There are 3 basic positions: camel (free leg backwards with the knee higher than the hip level, however Layback, Biellmann and similar variations are still considered as upright), sit (the upper part of the skating leg at least parallel to the ice), upright (any position with skating leg extended or slightly bent, which is not a camel position) and non-basic positions (all other positions formerly called as intermediate positions).

Spin combinations: the number of revolutions in non-basic positions is counted in the total number of revolutions; non-basic positions can be considered as difficult variations in accordance with the definition of such variations, but a change of position can only be from one basic position to another basic position.

Spin in one position and Flying Spin: non-basic positions are allowed, counted in the total number of revolutions required by the Rules, but are not valid for Level features.

Change of edge in order to be counted requires at least 2 full rev. on one edge followed by at least 2 full rev. on another edge in the same basic position.

Spin Variations.

Simple: A simple variation of position is a movement of a body part, leg, arm, hand or head, which enhances but does not change the basic position of the main body core. A simple variation does not increase the Level.

Difficult: A difficult variation is a movement of a body part, leg, arm, hand or head, which requires more physical strength or flexibility and that, has an effect on the balance of the main body core. Only these variations can increase the Level.

Jump within a spin without changing feet and Clear increase of speed in camel, sit, layback or Biellmann position are no longer considered as difficult variations, but they are considered as separate features.

Flying spins/entrances: in case of a “step over” in Short Program Level cannot be more than 1, in Free Skating this does not count as a Level feature; in a flying sit spin “landing on the same foot as take-off or changing foot on landing” is counted as a Level feature only when the position is attained in the air.

In Free Skating normal flying camel entry does not block a possibility of counting a difficult flying entry as a Level feature.

Backward entrances: in order to be counted as a Level feature a backward entrance requires at least 2 rev. on a backward outside edge.

Spins in both directions: Execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be rewarded by counting this as an additional feature in all Levels for sit and camel basic positions. A minimum of 3 revolutions in each direction is required. A Spin executed in both directions (clockwise and counter clockwise) as above is considered as one Spin.

Change of foot to be considered requires at least 3 revolutions before and after the change.

III. 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	<ul 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) good height and distance 5) good extension on landing / creative exit 6) good flow from entry to exit including jump combinations / sequences 7) effortless throughout 8) element matched to the musical structure
Spins	<ul style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of revolutions 5) good position(s) (including height and air position in flying spins) 6) creativity and originality 7) good control throughout all phases 8) element matched to the musical structure
Step Sequences	<ul style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) deep clean edges (including entry and exit of all turns) 5) good control and commitment of whole body to accuracy of steps 6) creativity and originality 7) effortless throughout 8) element matched to the musical structure
<u>Choreographic Sequences</u>	<ul style="list-style-type: none"> <u>1) good flow, energy and execution</u> <u>2) good speed or acceleration during sequence</u> <u>3) good clarity and precision</u> <u>4) good control and commitment of whole body</u> <u>5) creativity and originality</u> <u>6) effortless throughout</u> <u>7) reflecting concept/character of the program</u> <u>8) element matched to the musical structure</u>

IV. 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	Lacking rotation (no sign)	-1
Downgraded (sign <<)	-2 to -3	Under-rotated (sign <)	-1 to -2
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
Landing on two feet in a jump	-3	Loss of flow/rhythm between jumps (combo/seq.)	-1 to -2
Stepping out of landing in a jump	-2 to -3	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
SEVERE WRONG EDGE TAKE-OFF F/Lz (sign “e”)	-2 to -3	UNCLEAR EDGE TAKE-OFF F/Lz (sign “e”)	-1 to -2
SPINS			
Fall	-3	Less than required revolutions	-1 to -2
SP: Position in the air not attained (flying spin)	-2 to -3	Poor/awkward position(s), slow, traveling	-1 to -3
Touch down with both hands	-2	Unaesthetic position(s)	-1 to -3
		FS: Pos. in the air not attained (flying spin/entry)	-1 to -3
		Change of foot poorly executed (curve of entry/exit, moving to <u>non-basic</u> position etc.)	-1 to -3
		Incorrect take-off or landing in a flying spin	-1 to -2
		Touch down with free foot or one hand	-1
STEPS			
Fall	-3	<u>Incorrect pattern (too small)</u>	-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
		Does not correspond to the music	-1 to -2
		SP: Listed jumps with more than half rev. included	-1
CHOREOGRAPHIC SEQUENCES			
<u>Fall</u>	-3	<u>Stumble</u>	-1 to -2
<u>Serious error</u>	-2 to -3	<u>Does not correspond to the music</u>	-1 to -3
		<u>Poor quality of movements</u>	-1 to -2