GUIDELINES for Errors in a Program

Errors are caused by loss of balance and control, resulting in disruption and lack of continuous flow

Errors	Description		SS	TR	PE	CH	IN
1. Falls	a.) Rhythmic (least disruptive) Down & up immediately back into musical structure **Time: 1-2 seconds**		✓	O	✓	O	O
	b.) Disruptive (destroys completion of element and destroys part or all of following transition) **Time: 3-4 seconds**		✓	✓	✓	✓	✓
	c.) Prolonged (most disruptive) Skater has difficult time recovering and has to "shortcut" to the next element **Time: 5 + seconds**		✓	✓	X	X	X
2. Falls out of position	a.) Jumps—loss of control		✓	O	✓	O	O
	b.) Spins—loss of balance & centering		✓	O	✓	✓	O
	c.) Footwork—loss of edge flow & balance		✓	O	✓	✓	✓
	d.) Transitional Moves—loss of control		✓	✓	✓	✓	✓
3. Stumbles	Break in continuous flow Loss of balance resulting in a quick jerk movement to recover Loss of clarity of movement		✓	O	✓	O	O
4. Popped Jumps	Loss of technique & control Open & displeasing air position Lack of commitment		✓	O	✓	O	O
5. Aborted Attempts	Failure to complete planned element(s) Major lack of commitment		O	O	X	✓	O
6. Multiple Errors	Several interruptions to the program due to lack of balance and control, disrupting the continuous flow of the program	1-2	✓	✓	✓	✓	✓
		3-4	X	X	X	X	X
		5+	X	X	X	X	X

O—May affect Component Mark
✓ --Will affect Component Mark
X -- Greatly affects Component Mark

Authors Gale Tanger and Joseph Inman USA