

Interpretive	Current
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Officials	
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Category	Judge Qualifications (minimum)
STAR 5	Juvenile
STAR 7	Juvenile
STAR 9	Juvenile
Gold	Pre-Novice
Recommended majority of panel have Interpretive Evaluator qualification	

Panel Process	
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1 Referee. Referee may also act as a Judge.
3 to 5 Judges.
Judges evaluate program on PC's only.
Assign 5 PC's per program.

Artistic	NEW
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Officials	
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Category	Judge Qualifications (minimum)
STAR 5	Juvenile
STAR 7	Juvenile
STAR 9	Juvenile
Gold	Novice
Recommended majority of panel have Interpretive Evaluator qualification	

Panel Process	
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1 Referee. Referee may also act as a Judge.
3 to 5 Judges.
Referee to identify elements per program requirements guide. Confirms each element meets the minimum requirements in order to be assigned a level.
Judges evaluate each element using +5/-5 GOE range and assign 5 PC's per program.

Artistic

NEW

FOR +1: 1 bullet FOR +2: 2 bullets FOR +3: 3 bullets FOR +4: 4 bullets FOR +5: 5 or more bullets
 OR +4 and +5, THE FIRST THREE bullets highlighted in bold must be present

Should there be more emphasis on creativity/originality in bullets?

Element	GOE - Positive Aspects		Notes
Choreographic Step Sequence	1	Deep edges, clean steps and turns	Same +GOE criteria as StSq in Free Skate events
	2	Element matches the music	
	3	Effortless throughout with good energy, flow and execution	
	4	Creativity and originality	
	5	Excellent commitment and control of the whole body	
	6	Good acceleration and deceleration	
Spiral Sequence	1	Good body line and full extension in both spirals for 3sec or more each	Same +GOE criteria as SpSq in Free Skate events
	2	Effortless throughout with good energy, flow and execution	
	3	Element matches the music	
	4	Good ice coverage	
	5	Good clarity and precision - attain positions quickly and effortlessly	
	6	Creativity and originality	
Field Move Sequence	1	Good body line and full extension in all field move positions	Same as SpSq but modified for FM's
	2	Effortless throughout with good energy, flow and execution	
	3	Element matches the music	
	4	Good ice coverage	
	5	Good clarity and precision - attain positions quickly and effortlessly	
	6	Creativity and originality	
360 Degree Field Move	1	Good body line and full extension in field move position	Same as SpSq but modified for FM's
	2	Effortless throughout with good energy, flow and execution	
	3	Element matches the music	
	4	Good ice coverage	
	5	Good clarity and precision - attain field move position quickly and effortlessly	
	6	Creativity and originality	
Choreographic Spin	1	Good speed and/or acceleration during spin	Same +GOE criteria as spins in Free Skate events
	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 and originality	
	6	Element matches the music	

Element	GOE Reductions for Errors	Reduction	Notes
Choreographic Step Sequence	Fall	-5	Combination of StSq and ChSq reductions
	Poor quality of steps, turns, positions	-1 to -3	
	Stumble	-1 to -3	
	Does not correspond to music or lacks creativity/originality	-1 to -3	
	Loss of control while executing the sequence	-1 to -3	
	Inability to clearly demonstrate the sequence	-2 to -3	
Spiral Sequence	Fall	-5	Same GOE reductions as SpSq in Free Skate events
	Stumble	-1 to -3	
	One spiral not held for 3 seconds	-1 to -2	
	Both spirals not held for 3 seconds	-3 to -4	
	Poor quality position(s)	-1 to -3	
	Poor quality edge(s)	-1 to -3	
	Does not correspond to music	-1 to -3	
	Loss of control while executing the sequence	-1 to -3	
Field Move Sequence	Fall	-5	Same as SpSq but modified for FM's
	Stumble	-1 to -3	
	One field move not held for 3 seconds	-1 to -2	
	Both field moves not held for 3 seconds	-3 to -4	
	Poor quality position(s)	-1 to -3	
	Poor quality edge(s)	-1 to -3	
	Does not correspond to music	-1 to -3	
	Loss of control while executing the sequence	-1 to -3	
360 Degree Field Move	Fall	-5	Same as SpSq but modified for FM's
	Stumble	-1 to -3	
	Field move not held for 3 seconds	-1 to -2	
	Poor quality position	-1 to -3	
	Poor quality edge(s)	-1 to -3	
	Does not correspond to music	-1 to -3	
	Loss of control while executing the sequence	-1 to -3	
Choreographic Spin	Fall	-5	Combination of Spin and ChSq reductions
	Touch down with free foot or hand(s)	-1 to -3	
	Poor fly, incorrect take-off or landing in flying spin	-1 to -3	
	Traveling	-1 to -3	
	Poor/awkward, unaesthetic position(s)	-1 to -3	
	Slow or reduction of speed	-1 to -3	
	Change of foot poorly done	-1 to -3	
	Lacks creativity/originality	-1 to -3	

STAR Category				Element	Code	SCALE OF VALUES									Notes		
5	7	9	G			-5	-4	-3	-2	-1	BASE	+1	+2	+3		+4	+5
x	x	x	x	Choreographic Step Sequence	ChSt0	0.00	0.00	0.00	0.00	0.00	0.00	+0.00	+0.00	+0.00	+0.00	Using equal value for all elements so that one type of element isn't carrying more weight than an other. Used value of SpSq from Free Skate. Must be a consistent value for all field move type elements so there is no advantage when there is an option. Used similar weight scale for +/- GOE as Choreo elements in dance. Greater importance on the quality of elements.	
					ChSt1	-1.50	-1.20	-0.90	-0.60	-0.30	1.50	+1.13	+2.25	+3.38	+4.50		+5.63
x				Spiral Sequence	SpSq0	0.00	0.00	0.00	0.00	0.00	0.00	+0.00	+0.00	+0.00	+0.00		
					SpSq1	-1.50	-1.20	-0.90	-0.60	-0.30	1.50	+1.13	+2.25	+3.38	+4.50		+5.63
x	x	x	x	Field Move Sequence	FMSq0	0.00	0.00	0.00	0.00	0.00	0.00	+0.00	+0.00	+0.00	+0.00		
					FMSq1	-1.50	-1.20	-0.90	-0.60	-0.30	1.50	+1.13	+2.25	+3.38	+4.50		+5.63
			x	360 Degree Field Move	360FM0	0.00	0.00	0.00	0.00	0.00	0.00	+0.00	+0.00	+0.00	+0.00		
					360FM1	-1.50	-1.20	-0.90	-0.60	-0.30	1.50	+1.13	+2.25	+3.38	+4.50		+5.63
x	x	x	x	Choreographic Spin	ChSp0	0.00	0.00	0.00	0.00	0.00	0.00	+0.00	+0.00	+0.00	+0.00		
					ChSp1	-1.50	-1.20	-0.90	-0.60	-0.30	1.50	+1.13	+2.25	+3.38	+4.50		+5.63

Interpretive	Current
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Category	Skating Skills	Transitions	Performance	Composition	Interpretation	Notes
Bronze	2.00	2.00	3.00	3.00	3.00	Current PC factor's equal at all levels. Importance placed on last three PC's. No TES, only PCS.
Silver	2.00	2.00	3.00	3.00	3.00	
Gold	2.00	2.00	3.00	3.00	3.00	
Adult	2.00	2.00	3.00	3.00	3.00	

Artistic	NEW
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Category	Skating Skills	Transitions	Performance	Composition	Interpretation	Notes
STAR 5	1.25	0.50	1.00	0.50	0.75	Factor's progress with level. Lower factoring due to TES + PCS.
STAR 7	1.50	1.00	1.25	0.75	1.25	
STAR 9	1.75	1.50	1.75	1.50	1.75	
GOLD	2.00	2.00	2.00	2.00	2.00	

Artistic (NEW)

VIOLATION	STAR 5 & 7	STAR 9 & Gold	Responsibility	Notes
Time	0.50	0.50	Referee	
Illegal Element	1.00	1.00	Referee	<i>What about inclusion of dbl jumps? Because I can see it happening since skaters include jumps in interpretive already</i>
Costume/Prop	1.00	1.00	Judge/Referee majority	<i>*TBD by PDC</i>
Part of Costume/Decoration falls on ice	0.50	0.50	Referee	
Fall	0.50	0.50	Referee	
Late Start (31-60 seconds)	0.50	0.50	Referee	
Late Start (61 seconds +)	Withdrawn	Withdrawn	Referee	
Interruption (up to 40 seconds)				
11-20 seconds	0.50	0.50	Referee	
21-30 seconds	1.00	1.00		
31-40 seconds	1.50	1.50		
Interruption (over 40 seconds)	Withdrawn	Withdrawn	Referee	
Interruption (3 minute break)	2.50	2.50	Referee	

Interpretive (Current/Old)

VIOLATION	B / S / G	All Levels	Responsibility	Notes	
Time	0.50		Referee		
Illegal Element	1.00		Tech Panel	<i>*This should be Referee (no TP)</i>	
Costume/Prop	0.50		Judge/Referee majority		
Part of Costume/Decoration falls on ice				<i>*This is missing from rule book</i>	
Fall	0.50		Tech Panel	<i>*This should be Referee (no TP)</i>	
Late Start (31-60 seconds)	0.50		Referee		
Late Start (61 seconds +)		Withdrawn	Referee		
Interruption (up to 40 seconds)					
11-20 seconds		0.50	Referee	<i>*This should only be B/S/G as there is no interruption violation in assessed to standard categories (Pre-Intro & Intro)</i>	
21-30 seconds		1.00			
31-40 seconds		1.50			
Interruption (over 40 seconds)		Withdrawn	Referee		
Interruption (3 minute break)	2.50		Referee		