

## 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.

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 + 4 and +5 THE FIRST THREE bullets highlighted in bold must be present**

### Single Skating

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

#### **SINGLE SKATING**

<b>REDUCTIONS FOR ERRORS</b>			
<b>JUMP ELEMENTS</b>			
SP: Jump element not according to requirements final GOE must be	<b>GOE -5</b>	Downgraded (sign << )	<b>-3 to -4</b>
Fall	<b>-5</b>	Under-rotated (sign < )	<b>-1 to -2</b>
Landing on two feet in a jump	<b>-3 to -4</b>	Lacking rotation (no sign)	<b>-1 to -2</b>
		Euler executed as step over	<b>-1 to -2</b>
Stepping out of landing in a jump	<b>-3 to -4</b>	Poor speed, height, distance, or air position	<b>-1 to -3</b>
2 three turns in between (jump combo)	<b>-2 to -3</b>	Touch down with both hands in a jump	<b>-2 to -3</b>
Wrong edge take off F/Lz (sign "e")	<b>-3 to -4</b>	Touch down with one hand or free foot	<b>-1 to -2</b>
Unclear edge take off F/Lz (sign "!")	<b>-1 to -3</b>	Loss of flow/direction/rhythm between jumps (combo/seq.)	<b>-2 to -3</b>
Unclear edge take off F/Lz (no sign)	<b>-1</b>	Weak landing (bad pos./wrong edge/scratching etc)	<b>-1 to -3</b>
Poor take-off	<b>-2 to -3</b>	Long preparation	<b>-1 to -3</b>
<b>SPINS</b>			
Fall	<b>-5</b>	Poor/awkward, unaesthetic position(s)	<b>-1 to -3</b>
Touch down with free foot or hand(s)	<b>-1 to -3</b>	Slow or reduction of speed	<b>-1 to -3</b>
Poor fly (flying spin/entry)	<b>-1 to -3</b>	Change of foot poorly done (including curve of entry/exit except when changing direction)	<b>-1 to -3</b>
Incorrect take-off or landing in a flying spin	<b>-1 to -2</b>	Less than required revolutions	<b>-1 to -3</b>
Traveling	<b>-1 to -3</b>	Unbalanced number of revolutions in change foot spin	<b>-1</b>
Loss of balance	<b>-1 to -3</b>		
<b>STEPS</b>			
SP: Listed jumps with more than half rev. included	<b>-1</b>	Poor quality of steps and turns	<b>-1 to -3</b>
Fall	<b>-5</b>	Poor quality of body positions	<b>-1 to -3</b>
Does not correspond to the music	<b>-2 to -4</b>	Lack of flow and energy	<b>-1 to -3</b>
Stumble	<b>-1 to -3</b>		
<b>CHOREOGRAPHIC SEQUENCES</b>			
Fall	<b>-5</b>	Loss of control/Lack of energy	<b>-1 to -3</b>
Does not correspond to the music	<b>-2 to -4</b>	Poor quality of movements	<b>-1 to -3</b>
Lack of choreographic movements	<b>-2 to -3</b>	Lack of creativity/originality	<b>-1 to -3</b>
Stumble	<b>-1 to -3</b>		

## IV. Updated Additional Remarks for Program Components and GOE

### Program Components

If a program contains a Fall or a Serious error, the maximum scores are listed below:

Skating Skills, Transitions, Composition: Maximum score 9.75.

Performance and Interpretation: Maximum score 9.50.

If a program contains Falls or Serious errors, the maximum scores are listed below:

Skating Skills, Transitions, Composition: Maximum score 9.25.

Performance and Interpretation: Maximum score 8.75.

Serious errors are interruptions during the program and technical mistakes that impact the integrity/continuity/fluidity of the composition and/or its relation to the music.

Similar limitations must be applied to all levels of skaters from extremely poor to outstanding.

### GOE evaluation

In case of the following errors, the starting GOE for the evaluation cannot be higher than +2:

Fall, landing on two feet, stepping out of landing, wrong edge (e), downgraded (<<), serious problems on the descent of the lift, serious problems on the catch of the Twist, Step Sequences and Choreographic Sequences do not correspond to the music.