



ARTISTIC

Official's Guide for Competition



STAR – Artistic
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Panel Process

The Referee will act as a “Technical Judge” and identify the elements with their corresponding level. All elements will then be assigned a corresponding GOE by a panel of 3 to 5 judges. The Referee may act as one of the judges.

Costume Requirements

Competitors must wear simple black attire for Artistic competition. This includes pants, skirt, dress, leggings, etc. with no excessive beading or design.

If the competitor fails to wear simple black attire as defined, the judges panel including the referee, must apply a violation by voting “Yes” for Costume Violation. A majority decision will result in a deduction to the skater. No deduction will be applied in the case of a 50:50 split vote.

Program Content Requirements

Category	Test Prerequisites	Required Elements	Music Time
STAR 5	Must have passed at least the STAR 4 Skills assessment	<ul style="list-style-type: none"> - One Choreographic Step Sequence - One Choreographic Spin - One Field Move Sequence OR One Spiral Sequence 	2:10 (max)
STAR 7	Must have passed at least the STAR 5 Artistic assessment or Introductory Interpretive test	<ul style="list-style-type: none"> - One Choreographic Step Sequence - One Choreographic Spin - One Field Move Sequence 	
STAR 9	Must have passed at least the STAR 7 Artistic test or Bronze Interpretive test		
GOLD	Must have passed at least the STAR 9 Artistic test or Silver Interpretive test	<ul style="list-style-type: none"> - One Choreographic Step Sequence - One Choreographic Spin - One Field Move Sequence OR One 360 Degree Field Move 	2:40 (max)

[STAR 6-Gold: Artistic Resource Guide](#) provides further details on the discipline of Artistic skating.

Technical Requirements

Required elements in Artistic programs that meet the minimum element requirements outlined in the table below will be identified and given a value (e.g. ChSt1, SpSq1, FMSq1, 360FM1, ChSp1). Elements that do not meet the minimum element requirements will be given no value.

If the program contains more than one type of element that meets the definition of the required element, only the first executed attempt will be identified. For example, if the program contains two choreographic spins, only the first executed spin will be identified as the choreographic spin and given a value.

Element	Code	Definition	Minimum Element Requirements
Choreographic Step Sequence	ChSt	A sequence that consists of steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, etc. The pattern is not restricted, but the sequence must be clearly visible. Must cover at least 3/4 of ice surface (or equivalent).	<ul style="list-style-type: none"> • Must cover at least 3/4 of the ice
Spiral Sequence	SpSq	A collection of at least two spirals on different feet with at least one spiral in an unsupported position. The spirals may be connected by any number of steps, turns, hops or other comparable moves. The first two performed spirals shall be identified as the required spirals for the sequence. Additional spirals, if included, will be considered for GOE only. The spirals must not be separated by other elements.	<ul style="list-style-type: none"> • There must be one spiral on each foot • There must be a sustained (i.e. not kicked) position on each foot • At least one spiral must be unsupported
Field Move Sequence	FMSq	A collection of 3 field moves from at least two different categories, connected by any number of steps, turns, hops or other comparable moves. The sequence must cover at least 3/4 of the ice (skaters are encouraged to cover the full ice.) Field moves should be easily identified and be held in a sustained position. The first three performed field movements shall be identified as the required movements for the sequence. Categories of field moves include Spirals, Spread Eagles, Ina Bauers, Hydroblading, Lunge/Drag, Pivot, and One-Foot Sit Glide.	<ul style="list-style-type: none"> • Must cover at least 3/4 of the ice • Must contain at least 3 field moves from two different categories

Element	Code	Definition	Minimum Element Requirements
360 Degree Field Move	360FM	<p>The skater must sustain a single field movement position of the skater's choice on a 360-degree circle pattern covering nearly the width of the ice, and at least one third of the length of the ice surface. Once the skater has achieved their identified position the 360-degree starting place will be noted. Skaters will be expected to hold the position, flow and edge quality of the movement for a full circle or 360-degrees. The skater is encouraged to explore variations of form within their chosen position if capable, in order to add to the character of the program. These variations can include variations in arm(s) and/or head and/or leg(s) position, to accent the character of the music.</p>	<ul style="list-style-type: none"> • Must cover at least 1/3 of the length of the ice and nearly the full width of the ice in a circular pattern
Choreographic Spin	ChSp	<p>The spin must match the character and/or interpretation of the music and should be creative in nature. The skater may choose to create a position (basic and/or non-basic) and hold that position or perform a series of movements within the spin to accent the character of the music.</p>	<ul style="list-style-type: none"> • Must have a minimum of 3 revolutions

Positive GOE Guidelines

Guidelines for establishing a positive GOE are similar to those used in Freeskate events where the same and/or similar elements exist. Positive GOE guidelines to be used in Artistic have been summarized in the table below.

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

Element		Positive GOE Bullets
Choreographic Step Sequence	1	Deep edges, clean steps and turns
	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
	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 360 Field Move	1	Good body line and full extension in all field move position(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 position(s) quickly and effortlessly
	6	Creativity and originality
Choreographic Spin	1	Good speed and/or acceleration during spin
	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

Negative GOE Guidelines

Guidelines for GOE reductions for errors are similar to those used in Freeskate events where the same and/or similar elements exist. Negative GOE guidelines to be used in Artistic have been summarized in the table below.

Element	GOE Reductions for Errors	Reduction
Choreographic Step Sequence	Fall	-5
	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 Field Move Sequence	Fall	-5
	Stumble	-1 to -3
	One spiral/field move not held for 3 seconds	-1 to -2
	Both spirals/two 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
	Stumble	-1 to -3
	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
	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