

COMMUNICATION 2558 POSITIVE AND NEGATIVE GOE GUIDELINES FOR 2023-2024 SINGLES

Positive GOES: +1 =1 bullet, +2 =2 bullets, +3 =3 bullets, +4 bullets =4 bullets* +5=5+ bullets. *Must include first 3 bolded bullets to award +4 or +5

JUMP ELEMENTS

SP: Jump element not according to requirements final GOE must be	GOE -5	Downgraded (sign <<)	-3 to -4
Fall	-5	Under-rotated (sign <)	-2 to -3
Landing on two feet in a jump	-3 to -4	Landed on the quarter (sign q)	-2
Stepping out landing in a jump	-3 to -4	Less than quarter missing (no sign)	-1
2 three turns in between (jump combo/seq)	-2 to -3	Euler executed as a step over	-1 to -2
<u>Changes of edge in between jump combo</u>	-1 to -2	Poor speed, height, distance, or air position	-1 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Touch town with both hands in a jump	-2 to -3
Unclear edge take off F/Lz (sign "!")	-1 to -2	Touch down with one hand or free foot (including in between jumps)	-1 to -2
Unclear edge take off F/Lz (no sign)	-1	Loss of flow/direction/rhythm between jumps (combo/seq)	-1 to -3
<u>Poor take off</u>	-2 to -4	Weak landing (bad pos./wrong edge/scratching etc.)	-1 to -3
<u>Multiple "q" signs in jump combo/seq</u>	-3 to -4	Long preparation	-1 to -3
Very good height and very good length (of all jumps in a combo or sequence)	+	Steps before the jump, unexpected or creative entry	+
Good take-off and landing	+	Very good body position from take-off to landing	+
Effortless throughout (including rhythm in jump combo or seq)	+	Element matches the music	+

SPINS

Fall	-5	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with free foot or hand(s)	-1 to -3	Slow or reduction in speed	-1 to -3
Poor fly (flying spin/entry)	-1 to -3	Change of foot poorly done (including curve of entry/exit except when changing direction)	-2 to -3
Incorrect take-off or landing in a flying spin	-1 to -2	Less than required revolutions	-1 to -3
Traveling	-1 to -3	Unbalanced number of revolutions in a change foot spin	-1
Loss of balance	-1 to -3	<u>Poor exit</u>	-1 to -3
Good speed and/or acceleration during spin	+	Maintaining a centered spin	+
Good controlled, clear position(s) (inc. height and air/landing position in flying spin)	+	Creativity and/or originality	+
Effortless throughout	+	Element matches the music	+

STEP SEQUENCES

SP: Listed jumps with more than <u>one</u> revolution	-1	Poor quality of steps and turns	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Does not correspond to the music	-2 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	<u>Small pattern</u>	-1 to -3
Deep edges, clean steps and turns, control of the whole body	+	<u>Creativity of body movements including variations of free foot</u>	+
Element matches the music	+	Good ice coverage or interesting pattern	+
Effortless throughout with good energy, flow and execution	+	Good acceleration and deceleration	+

CHOREOGRAPHIC SEQUENCES

Fall	-5	Loss of control/ Lack of energy	-1 to -3
Does not correspond to the music	-2 to -4	Poor quality of movements	-1 to -3
Lack of connection between choreographic movements	-2 to -3	Lack of creativity/originality	-1 to -3
Stumble	-1 to -3		
Creativity and/or originality	+	Good ice coverage or interesting pattern	+
Element matches the music & reflects the concept/character of the program	+	Good clarity and precision	+
Effortless throughout with good energy, flow and execution	+	Excellent commitment and control of the whole body	+

SPIRAL SEQUENCES

Fall	-5	Poor quality of position(s)	-1 to -3
Stumble	-1 to -3	Poor quality of edge(s)	-1 to -3
One spiral not held for 3 seconds	-1 to -2	Does not correspond to music or lacks creativity/originality	-1 to -3
Both spirals not held for 3 seconds	-3 to -4	Loss of control while executing the sequence	-1 to -3
Good body line and full extension in both spirals for 3 or more seconds each	+	Good ice coverage	+
Effortless throughout with good energy, flow and execution	+	Good clarity and precision – attain positions quickly and effortlessly	+
Element matches the music	+	Creativity and originality	+
		Good unison (pairs only)	+