



BC | YT

2024 BC YT Judge/Coach Update

Presented by Janice Hunter and Hilary Quick

September 25, 2024

Text questions to 604 802 2348

- The following pdf contains the slides referenced in the live streamed presentation.
- It is recommended to also view the video of the presentation to understand the flow of the content and to see the video examples.
- Important to note that there are 2 additional slides - #15 & #21.
- These slides address a question that was asked at 52:18 during the live stream
- Janice indicated she needed to get clarification...these additional slides address the question and clarification.

GOE Guidelines

- All skaters and coaches should make themselves familiar with this document
- Judges really don't just pull a mark out of the air!
- Every element has recommended guidelines for increasing the GOE and for taking reductions based on errors
- It can be quite a balancing act for a decision that must be taken in a matter of seconds

FOR + 1 : 1 bullet
 FOR + 4 : 4 bullets

FOR + 2 : 2 bullets
 FOR + 5 : 5 or more bullets

FOR + 3 : 3 bullets

FOR starting and final GOE of + 4 and +5 THE FIRST THREE bullets highlighted in bold must be present

Single Skating

Jump Elements	1) very good height and very good length (of all jumps in a combo or sequence) 2) good take-off and landing 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry 5) very good body position from take-off to landing 6) element matches the music
Spins	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 6) element matches the music
Step Sequences	1) deep edges, clean steps and turns, control of the whole body 2) element matches the music 3) effortless throughout with good energy, flow and execution 4) creativity of body movements including variations of free foot 5) good ice coverage or interesting pattern 6) good acceleration and deceleration
Choreographic Sequences	1) element matches the music and reflects the concept/character of the program 2) creativity 3) effortless throughout with good energy, flow and execution 4) varied directions and pattern 5) good clarity and precision 6) excellent commitment and control of the whole body

SINGLE SKATING REDUCTIONS FOR ERRORS

Element executed fully or partly when music is not playing -1 to -4			
JUMP ELEMENTS			
SP: Jump element with * or not according to requirements final GOE must be	GOE -5	Poor take-off	-2 to -4
Fall	-5	Euler executed as step over	-1 to -3
Landing on two feet in a jump	-3 to -4	Changes of edge in between jump combo/seq	-1 to -2
Stepping out of/landing in a jump	-3 to -4	2 three turns in between (jump combo/seq.)	-2 to -3
Downgraded (sign <<)	-3 to -4	Poor speed, height, distance, or air position	-1 to -3
Under-rotated (sign <)	-2 to -3	Touch down with both hands in a jump	-2 to -3
Landed on the quarter (sign q)	-2	Touch down with one hand or free foot (including in between jumps)	-1 to -2
Multiple "q" signs in jump combo/seq	-3 to -4	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Less than quarter missing (no sign)	-1	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Long preparation	-1 to -3
Unclear edge take off F/Lz (sign "!")	-1 to -2	FS: Jump with no value in combo/seq (not with *)	-3 to -4
Unclear edge take off F/Lz (no sign)	-1		
SPINS			
Fall	-5	Poor/awkward, unaesthetic position(s)	-1 to -3
Missing 1 or 2 revolutions	-1 to -2	Slow or reduction of speed	-1 to -3
Missing 3 or more revolutions	-3 to -4	Touch down with free foot or hand(s)	-1 to -3
Change of foot poorly done (including curve of entry/exit except when changing direction)	-2 to -3	Loss of balance	-1 to -3
Poor fly (flying spin/entry)	-1 to -3	Incorrect take-off or landing in a flying spin	-1 to -2
Poor exit	-1 to -3		
Traveling	-1 to -3	Unbalanced number of revolutions in change foot spin	-1
Does not correspond to the music	-1 to -3		
STEPS			
SP: Listed jumps of more than one 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	Small pattern	-1 to -3
CHOREOGRAPHIC SEQUENCE			
Fall	-5	Stumble	-1 to -3
Does not correspond to the music	-2 to -4	Loss of control/Lack of energy	-1 to -3
Lack of connection between choreographic movements	-2 to -3	Poor quality of movements/positions	-1 to -3
Small pattern	-1 to -3	Lack of creativity	-1 to -3

Starting GOE no higher than +2

- Fall
- Landing on 2 feet
- Stepping out of landing
- Wrong edge (e)
- Downgraded (<<)
- Spins with missing revolutions (Short Program)
- Spins with change of foot with poor change
- Flying spins with poor fly
- Step Sequences and Choreographic Sequences do not correspond to the music
- Multiple errors in any element (e.g. jump element with both “!” and “<“)

Changes on GOE Sheet for Judges to Note:

- JUMPS
 - Euler executed as step over -1 to -3 (used to be -1 to -2)
 - FS jump with no value in combo/seq (not with *) -3 to -4
 - **IGNORE THIS!!**
- SPINS
 - Missing 1 or 2 revolutions -1 to -2
 - Missing 3 or more revolutions -3 to -4
 - **NEW Does not correspond to the music -1 to -3**

Changes on GOE Sheet for Judges to Note:

- Choreographic Sequence
- **NEW Small pattern -1 to -3**
- And a new reduction at the top of the reduction sheet that all judges and coaches need to be aware of...
- **Element executed fully or partly when music is not playing -1 to -4**

GOEs on Elements with LEVELS

- Spins, Steps and Choreo Sequences
- This is where the coach and the skater have CONTROL!

Comparing with Levels

FCSp 4	-2	-1	0	+1	+2
	2.56	2.88	3.2	3.52	3.84
FCSp 3					
	2.24	2.52	2.8	3.08	3.36

Compare Base Value 0 GOE for the Level 3 spin to the -2 GOE for the Level 4 spin
What do you notice?!!

Choreo Sequences

- Categories with a choreo sequence
 - STAR 8, STAR 10, Gold Free Skate
 - Junior and Senior Singles Free Program
 - Pre-Novice to Senior Pair Free Program
- Looking at numbers....

BIG GOE is Possible

- Base Value = 3.0
- GOE increments are not based on percentage of Base Value.
- They increase/decrease by **0.5** for each GOE!

Program Components

- 1 change: UNISON is included in Skating Skills and not Presentation
- Wording change under Presentation... awareness of each other's distance and placement without looking
- Wording change under Skating Skills... the ability to execute the skating repertoire of edges, steps, turns, body movements with similarity of technique

Thinking words for the PC Scale

Rubric Style “Thinking” Words for the Program Component Scale

(quality level frequency words)

Red 0.25-2.75	Orange 3.00-3.75	Orange 4.00-4.75	Green 5.00-5.75	Green 6.00-6.75	Gold 7.00-7.75	Gold 8.00-8.75	Diamond 9.00-9.75	Platinum 10.00
extremely poor/ very poor/poor	weak	below average	average	above average	good	very good	excellent	outstanding
lacking never not at all rarely not evident struggling	a bit not often hardly barely seldom infrequently less identifiable	simple few only inconsistently merely minimal	partially at times sometimes to some extent satisfactorily acceptable	sufficiently evidently mainly	frequently effectively competently considerably confidently most of the time	consistently very evident sophisticated completely accurately throughout	always at all times very sophisticated immensely	exceptional superior remarkable
						*2 or more SERIOUS ERRORS Maximum Score 8.75	*1 SERIOUS ERROR Maximum Score 9.50	<i>*All the component’s criteria must be represented 100% throughout the program.</i> *NO MISTAKES

-Karen Howard, August 19th, 2022; Updated-July 30th, 2024

New resource from ISU:

- ISU Handbook for Referees and Judges
- Posted under [Officials Resources>Singles Pairs](#)
- Very much a Q&A and worthwhile reading for coaches as well as officials
- Does not deal specifically with the role of the Referee

New info for STAR

- **STAR 6 Assessment** is the new pre-requisite to enter a Pre-Novice category in Singles, Pairs and/or Ice Dance
- **STAR 4 Bonus:** a maximum of **1 bonus per program** for fully rotated single axel
- Reminder of Spin requirement to receive Silver rating

STAR 2-4 Spin Requirement for Silver

- This is an additional slide to clarify a question that came up at 52:18 of the presentation. This slide is also inserted after the 'Frequently asked questions' slide.
- To receive a Silver rating, the skate must attain and hold the basic position for two revolutions
- Clarification for STAR 3 & 4 combination spin...as per the Skate Canada STAR 2-Gold Free Skating Technical Requirements Guide, if both sit and camel are attempted and only one basic position is attained, the rating can be *no higher than Silver*

New info for STAR

- **Passing requirement for Gold Free Skate Program Assessment**
- Previously there were no specific jump or spin requirements needing to be met.
- New:
 - 6 of 7 jumps Silver or better, including 4 different double jumps Silver or better
 - 2 of 3 spins Silver or better
 - One additional element at Silver or better
 - 9 of 11 elements Silver or better
- No change to Program Components requirements

Solo Dance

- There are now Podium Pathway solo dance categories beginning at Novice which is a great place for any dancers who want to be more competitive but do not have a partner.
- Requirements are included in the Ice Dance Quick Reference Guide and the Technical Requirements Guide
- STARSkate Solo Dance is also alive and well!
- One minor change to STAR 2/3 Solo Dance – there is the option of 2 pattern dances to be skated. This will be up to the Regions to decide and will be communicated in the announcement.

Important note for Coaches & Referees

- New wording for 3-minute break requiring medical attention...no deduction taken.
- The words '**including nose bleeding**' have been added.
- Inform your skaters that if they have a nosebleed and need to stop to get it taken care of, this no longer results in an automatic deduction.

Warm-up Times in BCYT Competitions

- Important to read the announcement as this info is always included.
- In our Section:
- Pre-Juvenile warm-up is 5 minutes
- STAR 5-Gold is 5 minutes
- Document with all categories is posted under Officials Resources>Referee info/Manuals

Frequently asked questions

Well balanced - repeated jumps

Something goes wrong with the music

Skater forgets program

Asterisk * in free program vs short program

Time violations

Program time for Assessments

Spirals

Entering a STAR and Podium Pathway event at same competition

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SPIN LEVELS

Major change!

- In any spin **only two** difficult variations are counted for level features
- Any attempted DV's (even those not counted by Tech Panel) will be considered "used"

More than 2 DV's executed in any spin

- The counted DV's don't have to be the first two

Example:

Difficult entrance into Camel, sit forward DV with a change of edge, change foot to a sit behind DV and an upright straight DV

- You would take the difficult entrance and the change of edge from the first foot and the sit behind DV and upright straight DV from the second foot for a level 4
- All of the DV's attempted will be USED for future spins in this program

Feature together with a used DV position

- For a feature to count, it must **not** be together with a used difficult variation position

Features that CANNOT be executed with a used DV position

- Difficult change of position
- Change of edge
- Both directions
- Increase of speed
- 8 revolutions
- Difficult blade feature
- Side to back in layback

Windmill (singles and pairs)

- **Cannot** be used for a difficult **entrance or exit**
 - Exception is when holding the blade in exits
 - If executed, then it cannot be used as non-basic or difficult change in another spin
- Touching the ice with hand(s) during windmill movement is not allowed
- Can be used as a non-basic DV in combo spin if done 3 times and at least 135 degree split
- Can be used as difficult change of position – do not need to hold the blade

Difficult entrance and exit

- Must be executed in two different spins
- Movements must be of different nature
- Combination spin exits
 - Can be started from any position
- One position spin exits
 - Must be started from the basic position (not final windup)

Similar variations in basic and non-basic

- If executed on **different feet** it is allowed
- If too similar...
 - Second position will not be awarded yet still considered used
 - Other features done with the second position would not be awarded and considered used

Increase of speed

- Camel, sit, layback, Biellmann and difficult variation of an upright (except crossfoot)
- **Now allowed** going from side to back or back to side in layback
 - Cannot come up in between

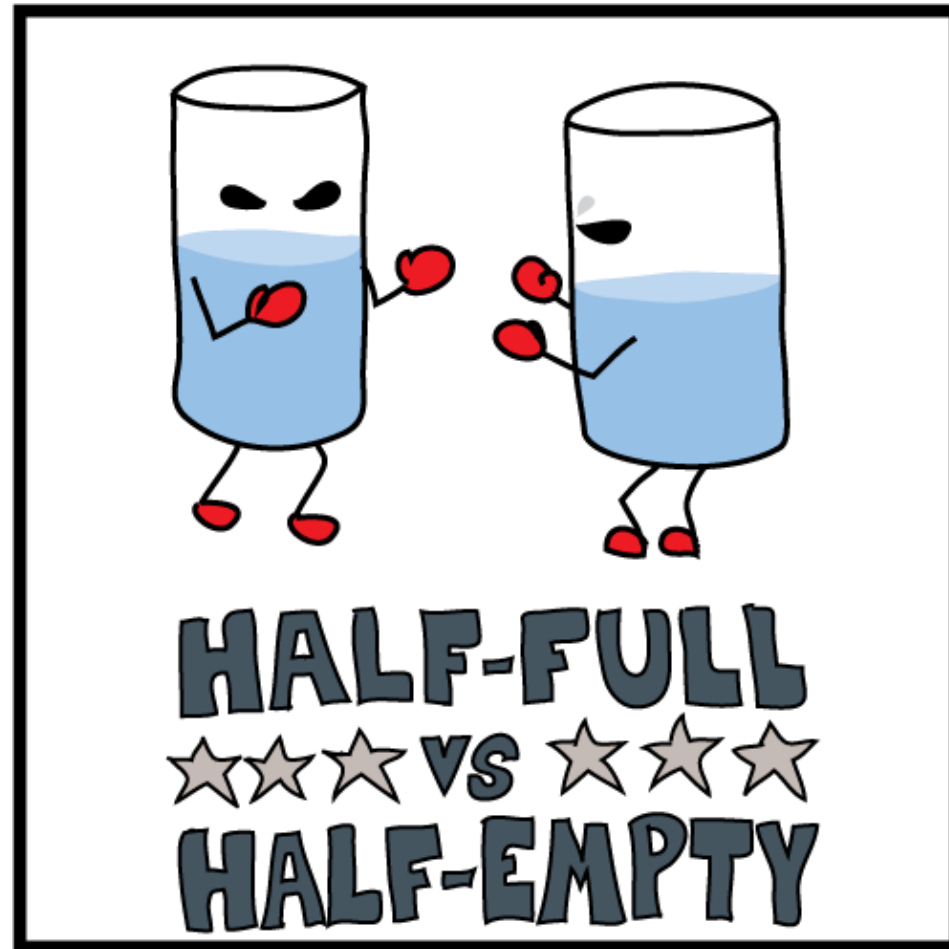
Difficult blade feature (singles and pairs)

- Using the blade in a way that has a **significant impact** on the balance, control and execution of the spin...example spinning on the toe or heel of the blade
- Must be executed in camel, sit or layback
- Must be **clearly identifiable** and visible
- If combined with another feature, example difficult exit, only the one feature is counted and the blade feature is not used
- No requirement for its length

Reminder for Level 4 Spins

- A spin must include 1 of these features to receive Level 4
 - Difficult change of position on the same foot
 - Difficult exit
 - Clear change of edge
 - Both directions immediately following each other in sit, camel, layback, or difficult variation of an upright position
 - Clear increase of speed
 - Difficult variation of flying entry

POSITIVE ASPECTS



Thank you for your attention!

Any questions please email me:

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