

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. If in an element there is any kind of mistake that requires a reduction, the starting GOE cannot be higher than +3.

General recommendations are as follows:

FOR + 1 : 1 bullet

FOR + 2 : 2 bullets

FOR + 3 : 3 bullets

FOR + 4 : 4 bullets

FOR + 5 : 5 or more bullets

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

Single Skating

Jump Elements	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 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	<ol style="list-style-type: none"> 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
Choreographic Spins	<ol style="list-style-type: none"> 1) element matches the music and reflects the concept/character of the program 2) creativity 3) effortless throughout 4) enhancing the program 5) good controlled position(s) matching the music 6) speed matching the music

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. Errors with a grey background must not have higher than +2 starting GOE.

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 ELEMENTS			
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