

### III. Updated Guidelines for marking +GOE of Single/Pair 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 + 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**

#### Singles

<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 and 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 and originality 5) excellent commitment and control of the whole body 6) good acceleration and deceleration
<b>Choreographic Sequences</b>	<b>1) creativity and originality</b> <b>2) element matches the music</b> <b>3) effortless throughout with good energy, flow and execution</b> 4) good ice coverage 5) good clarity and precision 6) excellent commitment and control of the whole body

## Pairs

<b>Lifts</b>	<ol style="list-style-type: none"> <li>1) <b>very good take-off and landing</b></li> <li>2) <b>good speed, flow and ice coverage</b></li> <li>3) <b>effortless throughout (including rotation and change of position)</b></li> <li>4) very good air positions</li> <li>5) smooth footwork of man</li> <li>6) element matches the music</li> </ol>
<b>Twist Lifts</b>	<ol style="list-style-type: none"> <li>1) <b>good height of lady in air position</b></li> <li>2) <b>clean catch</b></li> <li>3) <b>effortless throughout</b></li> <li>4) good take-off and exit</li> <li>5) very good speed and flow</li> <li>6) element matches the music</li> </ol>
<b>Jump Elements</b>	<ol style="list-style-type: none"> <li>1) <b>good unison and distance between partners</b></li> <li>2) <b>very good height and very good length (of all jumps in a combo or sequence)</b></li> <li>3) <b>effortless throughout (including rhythm in jump combination)</b></li> <li>4) steps before the jump, unexpected or creative entry</li> <li>5) good take off and landing</li> <li>6) element matches the music</li> </ol>
<b>Throw Jumps</b>	<ol style="list-style-type: none"> <li>1) <b>very good height and very good distance</b></li> <li>2) <b>good speed, flow and control on release and landing</b></li> <li>3) <b>effortless throughout</b></li> <li>4) difficult, unexpected or creative entry</li> <li>5) very good air position</li> <li>6) element matches the music</li> </ol>
<b>Solo Spins</b>	<ol style="list-style-type: none"> <li>1) <b>good unison and distance between partners</b></li> <li>2) <b>good speed and/or acceleration during spin</b></li> <li>3) <b>effortless throughout</b></li> <li>4) good controlled, clear position(s) (inc. height and air/landing position in flying spin)</li> <li>5) creativity and originality</li> <li>6) element matches the music</li> </ol>
<b>Pair Spins</b>	<ol style="list-style-type: none"> <li>1) <b>good control throughout by both partners</b></li> <li>2) <b>good speed and/or acceleration during spin</b></li> <li>3) <b>effortless throughout</b></li> <li>4) good controlled, clear position(s) (inc. height and air/landing position in flying spin)</li> <li>5) creativity and originality</li> <li>6) element matches the music</li> </ol>
<b>Death Spirals</b>	<ol style="list-style-type: none"> <li>1) <b>very good positions of both partners</b></li> <li>2) <b>good flow and speed throughout (including entry and exit)</b></li> <li>3) <b>effortless throughout</b></li> <li>4) good controlled transition into required positions and on exit</li> <li>5) good/continuous edges demonstrated by man and lady</li> <li>6) element matches the music</li> </ol>
<b>Step Sequences</b>	<ol style="list-style-type: none"> <li>1) <b>good unison and distance between partners</b></li> <li>2) <b>element matches the music</b></li> <li>3) <b>effortless throughout with good energy, flow and execution</b></li> <li>4) creativity and originality</li> <li>5) excellent commitment and control of the whole body</li> <li>6) deep edges, clean steps and turns</li> </ol>
<b>Choreo Sequences</b>	<ol style="list-style-type: none"> <li>1) <b>creativity and originality</b></li> <li>2) <b>element matches the music and reflects the concept/character of the program</b></li> <li>3) <b>effortless demonstration of the element as a sequence</b></li> <li>4) good ice coverage</li> <li>5) good unison</li> <li>6) excellent commitment and control of the whole body</li> </ol>

## IV. 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>			
<b>SP:</b> Jump element not according to requirements final <b>GOE</b> must be	<b>GOE -5</b>	Downgraded (sign << )	<b>-3 to -4</b>
Fall	<b>-5</b>	Under-rotated (sign < )	<b>-2 to -3</b>
Landing on two feet in a jump	<b>-3 to -4</b>	Lacking rotation (no sign) including half loop in a combo	<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>-2 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>
<b>STEPS</b>			
<b>SP:</b> Listed jumps with more than half rev. included	<b>-1</b>	Poor quality of steps, turns, positions	<b>-1 to -3</b>
Fall	<b>-5</b>	Stumble	<b>-1 to -3</b>
Less than half of the pattern doing steps/turns	<b>-2 to -3</b>	Does not correspond to the music	<b>-1 to -3</b>
<b>CHOREOGRAPHIC SEQUENCES</b>			
Fall	<b>-5</b>	Stumble	<b>-1 to -3</b>
Inability to clearly demonstrate the sequence	<b>-2 to -3</b>	Does not enhance the music	<b>-1 to -3</b>
Loss of control while executing the sequence	<b>-1 to -3</b>	Poor quality of movements	<b>-1 to -2</b>

## PAIR SKATING

### REDUCTIONS FOR ERRORS

LIFTS			
Fall	-5	Poor speed and/or ice coverage	-1 to -3
Serious problems in the lifting process	-3	Poor turns by man and/or stops in rotation	-1 to -3
Slight problems in the lifting process	-1 to -2	Poor take-off/weak landing	-1 to -3
Serious problems on the descent of the lift	-3 to -4	Too long getting into a basic position or its variation	-1 to -3
Slight problems on the descent of the lift	-1 to -2	Touch down with the free foot	-1
Lady starts or lands on two feet	-2	Long preparation	-1 to -2
Poor positions in the air or on landing	-1 to -3		
TWIST LIFTS			
Fall	-5	Downgraded (sign <<)	-2 to -4
Serious problems on the catch	-3 to -4	Poor height or distance	-1 to -3
Slight problems on the catch	-1 to -2	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -2
Lady lands on two feet	-2 to -3	Weak landing (poor speed, bad positions)	-1 to -2
Touch down with the free foot	-1	Long preparation	-1 to -2
JUMP ELEMENTS, THROW JUMPS			
Fall	-5	Poor speed, height, distance, air position	-1 to -3
Landing on two feet	-3 to -4	Big distance between partners– jump elements	-1 to -3
Stepping out of landing in a jump	-3 to -4	Poor take-off	-1 to -2
Unequal number of revolutions by partners	-2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-2 to -3
Downgraded (sign <<)	-3 to -4	Poor man's position at take-off – throw jump	-1 to -2
Under-rotated (sign <)	-2 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Lacking rotation (no sign)	-1 to -2	Long preparation	-1 to -3
2 three turns in between – jump combo	-2 to -3	Touch down with both hands in a jump	-2 to -3
Severe wrong edge take off F/Lz (sign “e”)	-2 to -3	Touch down with one hand or free foot	-1 to -2
Unclear edge take off F/Lz (sign “!”)	-1 to -2	Lack of Unison	-1 to -3
Unclear edge take off F/Lz (no sign)	-1		
SOLO AND PAIR SPINS			
Fall	-5	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with both hands	-2	Traveling	-1 to -3
Touch down with free foot or one hand	-1 to -2	Change of foot poorly done	-1 to -3
Slow or reduction of speed	-1 to -3	Stop or lack of continuous movement during spin (except when changing direction)	-1 to -2
Big distance between partners	-1 to -3	Poor fly (flying spin/entry)	-1 to -3
Incorrect take-off or landing (flying spin/entry)	-1 to -2	Lack of Unison	-1 to -3
Less than required revolutions	-1 to -3		
DEATH SPIRALS			
Fall	-5	Any part of the lady's body (not the hair) touching the ice	-1 to -2
Wrong pivot position (losing toe pick etc.)	-2 to -4	Slow or reduction of speed	-1 to -3
Lady assisted not only by the blades	-2 to -3	Weak lady's or man's edge quality	-1 to -2
Poor or weak position of the lady (too high etc.) or man	-1 to -3	Poor exit	-1 to -3
STEPS			
SP: Listed jumps with more than half rev. included	-1	Does not correspond to the music	-1 to -3
		Stumble	-1 to -3
Fall	-5	Poor quality of steps, turns, positions (movements)	-1 to -3
Less than half of the pattern doing steps/turns	-2 to -3	Lack of Unison	-1 to -3
CHOREOGRAPHIC SEQUENCES			
Fall	-5	Stumble	-1 to -3
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music or lacks creativity/originality	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2