# Program Components – Single Skating
# Novice, Intermediate, Juvenile
## FOR DOMESTIC USE ONLY as of July 1, 2024

| Domestic Weighting | Composition | Presentation | Skating Skills |
|---|---|---|---|
| Novice | 30% | 30% | 40% |
| Intermediate | 25% | 25% | 50% |
| Juvenile | 20% | 20% | 60% |

**Program Components – Single & Pairs, Ice Dance and Synchronized Skating**

| Composition | Presentation | Skating Skills |
|---|---|---|
| The intentional, developed and / or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure. | The demonstration of engagement, commitment and involvement based on an understanding of the music and composition. | The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control. |
| Multidimensional movements and use of space | Expressiveness & projection | Variety of edges, steps, turns, movements and directions |
| Connections between and within the elements | Variety and contrast of energy and of movements | Clarity of edges, steps, turns, movements and body control. |
| Choreography reflecting musical phrase and form | Musical sensitivity and timing | Balance and glide |
| | | Flow |
| Pattern and ice coverage | | Power and speed |
| Unity | Oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating) | Unison (Pair Skating, Ice Dance, Synchronized Skating) |

## Serious Error(s)

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.

| Category | Mark range | Definition | Errors |
|---|---|---|---|
| Platinum | 10 | Outstanding | No errors |
| Diamond | 9.75 | Excellent | No serious errors |
| | 9.00 – 9.50* | | Only 1 serious error |
| Gold | 8.00 – 8.75** | Very good | 2 or more serious errors |
| | 7.00 – 7.75 | Good | **For all Components:** |
| Green | 6.00 – 6.75 | Above average | |
| | 5.00 – 5.75 | Average | *When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above. |
| Orange | 4.00 – 4.75 | Below average | |
| | 3.00 – 3.75 | Weak | **Note:** For the above to apply, the program as a whole is still deemed to be "Excellent". |
| Red | 2.00 – 2.75 | Poor | |
| | 1.00 – 1.75 | Very poor | **When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible. |
| | 0.25 – 0.75 | Extremely poor | |

Note: an error by both partners, happening at the same time or not (e.g. Fall by 2) must be considered as 2 errors.
Note: this basic principle applies equally when the errors occur within an element and/or outside an element.

**July 2024**