

2024-2025 Judging Reminders – Pairs

These reminders should not replace your general review of our current rules, ISU Communications, and Technical Notifications. In preparation for your events, please review and refer to:

- **ISU Communications #2623**
- **2024 – 2025 Pairs Short Requirements and Pairs Free Skate Requirements**
- **Program Components - Single & Pairs ISU #2623**
- **Please remember: No cell phones or electronics on the stand.**

Components Overview: Each component should be marked independently. Components are evaluated on an absolute scale from 0.25 – 10, in increments of 0.25. There are no “ranges” for different levels of skaters.

Pairs skating is the skating of two persons in unison who perform movements in such harmony with each other as to give the impression of genuine pair skating. This concept of unison and the degree to which the team skates in unison (even in a point/counter-point set of movements) should be the overarching criterion in marking pairs.

Unison has moved from the Presentation component to the Skating Skills component. This means you should evaluate unison as it pertains to the couple’s ability to execute the skating repertoire together as one cohesive unit. [Presentation is used to assess whether they maintain awareness of space and oneness on the ice.]

When evaluating unison, consider the following aspects:

- Do the skaters have the same lean, the same glide, the same flow, the same balance, the same movement across the ice, similar body positions?
- On the side-by-side ‘singles’-type moves, i.e., jumps, jump combinations/sequences, spins – do they approach the element with the same speed and confidence; do they rotate at the same speed, are their body positions within the element similar, do they exit in a similar fashion?
- As the team performs the elements that are unique to pairs, do they perform with the same skill, or does one person have weaker skating skills?

Composition	Presentation	Skating Skills
<p>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.</p> <p>Consider:</p> <ul style="list-style-type: none"> • Unity; • Connections between and within the elements; • Pattern and ice coverage; • Multidimensional movements and use of space; • Choreography reflecting musical phrase and form 	<p>The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.</p> <p>Consider:</p> <ul style="list-style-type: none"> • Oneness and awareness of space (Pair Skating, Ice Dance Synchronized Skating). • Expressiveness and projection; • Variety and contrast of energy and of movements; • Musical sensitivity and timing 	<p>The ability of the skater to execute the skating repertoire of steps, turns, and skating movements, with blade and body control.</p> <p>Consider:</p> <ul style="list-style-type: none"> • Unison (Pair Skating, Ice Dance, Synchronized Skating) • Variety of edges, steps, turns, movements and directions • Clarity of edges, steps, turns, movements and body control • Balance and glide • Flow • Power and speed <p>Skating Skills are marked as a “unit” in Pairs Skating.</p>

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. If the error(s) minimally impacts the program, the maximum component score that can be awarded is 9.5 for one serious error, and 8.75 for 2 or more serious errors.

GOE Reminders

GOE criteria are evaluated cumulatively. Begin with the positive factors and then consider **reductions** (or negative factors) to determine a single GOE.

Review guidelines for marking positive GOEs: Remember, to award a **+4** or **+5** GOE, **the first three bullets** in bold **MUST** be present for each element, and if you have those bullet points without reductions, reward the element appropriately. **Skaters at all levels can receive positive GOEs**, including +4 and +5, when elements are executed well (even simple elements like single jumps) and meet the associated criteria.

An element with a **significant error** (fall, landing on two feet, stepping out of a landing, wrong edge, downgrade, serious problems during lift, serious problems during the catch of the twist, spins with less than required revs in SP, spins with change of foot with a poor change, and flying spins with a poor fly, step sequences that don't correspond to music) or **multiple errors** (e.g. in a jump, both “!” and “<”) **cannot start higher than a +2 GOE before reductions are taken.**

The GOE reduction when any element is executed fully/partly when music is not playing is -1 to -4.

Prior to the elements being authorized, **remain attentive to your screen** for any symbols: downgrade (<<), under-rotation (<), **on the quarter (q)**, and the “e” for wrong or “!” for unclear entry edge that may be added or removed. These symbols may affect your GOE. **Be aware: the error messages are not consistently placed. Some are in-line with the call of the type of jump while others are to the right of the box.**

A **FALL** requires a **reduction of -5**, which **may or may not result in a final GOE of -5**.

Multiple “q” signs in a jump combo/seq requires a reduction of -3 to -4.

Poor take-offs (including excessive rotation on ice at take-off) requires reduction in GOE of -2 to -4.

For Death Spiral: Poor or weak position of the man or woman (too high/less than 1 rev in low position) requires reduction in GOE of -1 to -3.

Jump Sequence: A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the takeoff curve of the Axel jump. One full revolution on the ice between the jumps (a free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence).

Reductions Specific to Pairs

**** =starting GOE cannot be higher than +2**

Jump/Throw

Unequal number of revs by partners in 1 jump	-1 to -2
Unequal number of revs by partners in 2 jumps	-3 to -4
Big distance between partners	-1 to -3
Lack of unison	-1 to -3
Loss of flow/direction/rhythm between jumps	-1 to -3
Man's poor position at take-off – throw jump	-1 to -2

Note: you may reduce the jump GOE for under-rotation (-1) or an unclear edge take off (-1) for solo jump even if the Technical Panel does not call those errors (no sign). Take-off edges are not called on throws.

Lifts: All errors (including poor take-off, unaesthetic position(s), and weak landings) require **GOE reductions of -1 to -3 except:**

Error	Reduction
Fall **	-5
Serious problems in the lifting process **	-3
Serious problems on the descent of the lift **	-3 to -4
Slight problems in the lifting process OR on the descent of the lift	-1 to -2
Long preparation	-1 to -2
Woman starts or lands on two feet	-2
Touch down with the free foot	-1

Twist Lifts: All errors involve **GOE reductions of -1 to -2 except:**

Error	Reduction
Fall **	-5
Serious problems on the catch **	-3 to -4
Woman lands on two feet **	-2 to -3
Downgrade (sign <<) **	-2 to -4
Poor height or distance	-1 to -3
Touch down with the free foot	-1

Death Spirals: All errors involve GOE reductions of -1 to -3 except:

Error	Reduction
Fall **	-5
Poor pivot position	-2 to -4
Woman assisted not only by the blades	-2 to -3
Any part of the woman's body (not the hair) touching the ice	-1 to -2
<u>Woman's or man's weak edge quality</u>	<u>-1 to -3</u>

Spins:

- **Pair spins:** the woman is allowed to be lifted from the ice during the spin, but the man must stay on one foot. The revolutions executed while the woman is being lifted count in the total number of revolutions.
- **Poor exit** requires a -1 to -3 reduction in both pair spins and side-by-side spins.
- For **side-by-side spins**, watch for a **big distance** between partners and **lack of unison (-1 to -3)**.
- **New this season:** Spin does not correspond to the music: -1 to -3.

Steps:

- For **steps**, watch for a **lack of unison** and **spatial awareness(-1 to -3)**.
- For **choreographic sequences**, watch for a **lack of connection between choreographic movements (-2 to -3)**, and **whether or not the sequence corresponds to the music; if not, this could result in a -2 to -4 reduction****.

Thank you for your time, expertise, and professionalism.