

2024-2025 Judging Reminders – Singles

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 Singles Short Program and Free Skate Requirements**
- **Program Components - Single & Pairs ISU #2623**
- **Remember: No cell phones/electronics on the stand. Thank you for your expertise and professionalism**

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.

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"> • Expressiveness and projection; • Variety and contrast of energy and of movements; • Musical sensitivity and timing; • Oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating). 	<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"> • Variety of edges, steps, turns, movements and directions • Clarity of edges, steps, turns, movements and body control • Balance and glide • Flow • Power and speed • <u>Unison</u> (Pair Skating, Ice Dance Synchronized Skating).

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

Mandatory -5 GOE in the SP: when any element is not according to requirements. For example:

- When a skater does only one jump in their two jump combination (e.g., 3T+COMBO or 3Lz+COMBO+2T)
- When the solo jump does not meet the revolutions requirement, such as a 2T for the solo jump in the Senior Men’s or Women’s event.
- When the wrong spin is performed, such as a FSSp in the Junior Men’s or Women’s event.

There are no mandatory -5 GOEs in a FS

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, multiple q signs in jump combo/seq, wrong edge, downgrade, spins with less than required revs in SP, spins with a poor change of foot, and flying spins with a poor fly, step sequences or choreographic 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 or partly when music is not playing is -1 to -4.

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

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 a reduction of -2 to -4.

Single Eulers will never have a “<” or “q” sign designated by the Technical Panel; only a “<<” will be applied for those lacking a half-revolution or more. Instead, judges should apply a reduction of -1 to -3 if the Single Euler is executed as a step-over or is not clearly jumped.

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).

Jump combination/sequence: If there is a change of edge between jumps in a combo **or sequence**, it requires a -1 to -2 deduction in GOE.

Jump combo or sequence in FS: If a jump in a combo or seq has no value but does not have an * (i.e. 2S + A + SEQ or 2S + T) reduce your GOE by -3 to -4.

Authorization: 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: these 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.**

Error	Reduction	Error	Reduction
Wrong edge take off F/Lz (sign “e”)	-2 to -4	Downgraded (sign <<)	-3 to -4
Unclear edge take off F/Lz (sign “!”)	-1 to -2	Under-rotated (sign <)	-2 to -3
Unclear edge take off F/Lz (no sign)	-1	Landed on the quarter (sign q)	-2
		Less than a quarter (no sign)	-1

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

Spins: New this season: If the spin does not correspond to the music, reduce your GOE by -1 to -3.

All errors (including loss of balance) involve GOE reductions of -1 to -3 except:

Error	Reduction	Error	Reduction
Fall	-5	Incorrect takeoff or landing in a flying spin	-1 to -2
Unbalanced number of revs in a change foot spin	-1	Missing 1-2 revolutions	-1 to -2
Change of foot poorly done	-2 to -3	Missing 3 or more revolutions	-3 to -4

• Note: difficult entrances and/or exits are part of the spin and impact the GOE.

Step Sequences: Unlisted jumps (any number of revolutions) and listed jumps (max one revolution) may be included without penalty. Creative body movements including variations of the free foot is a relatively new positive bullet item.

Choreographic Sequences: Positive factors include: element matches the music and reflects the concept/character of the program. Negative factors include: Does not correspond to the music, -2 to -4, and lack of connection between choreographic movements, -2 to -3. Please check sheet for others.