

UNDERSTANDING THE INTERNATIONAL JUDGING SYSTEM

Points awarded for a technical score are combined with points awarded for five components and deductions are taken for falls and rule violations. The technical score is added to the program components score and the skater with the highest total score is declared the winner. On Live Scoring presented by Prudential, users can see a live feed of an athlete's technical score as it is calculated during the program. The program components score will be added at the conclusion of the performance.

TECHNICAL SCORE

- Each jumping element is assigned a base value (Listed on page 3). Spins and step/choreographic sequences have levels of difficulty on which the base values are based.
- During the program, when a skater executes an element, the technical panel identifies each element and determines its level of difficulty (Level 1-Level 4).
- Once the base value is determined, the judges assign the element a grade of execution (GOE) within a range of +3 to -3, which is added to or deducted from the base value.
- A bonus is added to the base value of jumps that are executed during the second half of a performance.
- The sum of all elements with the grade of execution forms the technical score.

PROGRAM COMPONENTS

Program components are awarded points on a scale from 0 to 10 (with increments of 0.25) for five program components to grade the overall presentation.

The five components are:

- Skating Skills: Overall skating quality including edge control and flow over the ice surface (edges, steps, turns, speed, etc.).
- Transitions/Linking Footwork & Movement: The varied and intricate footwork and positions linking all elements, including entrances and exits of technical elements.
- Performance/Execution: The involvement of the skater(s) physically, emotionally and intellectually in translating the music and choreography.
- Choreography/Composition: Intentional, original arrangement of moves.
- Interpretation: The personal and creative translation of the music.

SAMPLE PROTOCOL

KEY

Executed Elements

- 1Lz = Quadruple Lutz
- 4F = Quadruple flip
- 4T = Quadruple toe loop
- 3A = Triple Axel
- CCSp4 = Level 4 camel spin with change of foot
- StSq4 = Level 4 step sequence
- 4T + 3T = Quadruple toe loop-triple toe loop combination
- 3Lz + 3T = Triple Lutz-triple toe loop combination
- 3F + 1Eu + 3S = Triple flip-euler-triple toe loop combination
- ChSq1 = Choreographic sequence confirmed
- FCCoSp4 = Level 4 combination spin with change of foot and flying entry
- CCoSp4 = Level 4 combination spin with change of foot

x = Element performed in the second half of a skater's program. The base value is multiplied by 1.1.

NATHAN CHEN - FREE SKATE ISU WORLD FIGURE SKATING CHAMPIONSHIPS 2019

World Championships 2019

MEN FREE SKATING JUDGES DETAILS PER SKATER

Rank	Name	Nation	Starting Number	Total Segment Score	Total Element Score	Total Program Component Score (factored)	Total Deductions								
1	Nathan CHEN	USA	23	216.02	121.24	94.78	0.00								
#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Ref	Scores of Panel
1	4Lz		11.50	4.76	4	4	4	4	4	5	4	4	5		16.26
2	4F		11.00	2.04	2	1	1	3	1	3	2	2	2		13.04
3	4T		9.50	3.39	3	4	4	4	4	5	3	3	3		12.89
4	3A		8.00	2.97	4	4	4	4	3	5	3	4	3		10.97
5	CCSp4		3.20	1.23	2	3	5	4	4	5	4	4	3		4.43
6	StSq4		3.90	1.67	3	5	5	4	4	4	4	5	4		5.57
7	4T+3T		15.07	X 3.39	4	4	4	3	3	4	4	3	3		18.46
8	3Lz+3T		11.11	X 2.11	3	4	4	4	2	4	4	3	3		13.22
9	3F+1Eu+3S		11.11	X 0.30	0	1	1	1	0	2	0	1	0		11.41
10	ChSq1		3.00	2.14	2	4	4	4	4	5	5	5	4		5.14
11	FCCoSp4		3.50	1.35	2	5	5	4	3	5	4	4	2		4.85
12	CCoSp4		3.50	1.50	2	5	5	4	4	5	4	5	3		5.00
			94.39											121.24	
Program Components				Factor											
Skating Skills				2.00	9.75	9.50	9.50	9.50	9.25	9.75	9.50	9.50	9.25		9.50
Transitions				2.00	9.50	9.00	9.50	9.25	9.00	9.75	8.75	9.25	9.00		9.21
Performance				2.00	9.50	9.50	9.50	9.75	9.75	10.00	9.00	9.75	9.50		9.61
Composition				2.00	9.50	9.25	9.75	9.50	9.50	9.75	9.25	9.75	9.25		9.50
Interpretation of the Music				2.00	9.50	9.75	9.50	9.50	9.50	9.75	9.00	9.75	9.50		9.57
Judges Total Program Components Score (factored)														94.78	
Deductions:														0.00	

X Credit highlight distribution, base value multiplied by 1.1

GOE = Each element is marked by the judges using a seven-mark "grade of execution" (GOE) scale: -5, -4, -3, -2, -1, 0, +1, +2, +3, +4, +5. The judges' grade of execution is added to the base value of the element to determine the skater's score for that element (explained on Page 18).

Program components = In addition to the technical evaluation, the judges award points on a scale from 0.25 to 10.00, with increments of 0.25 for each program component to express the overall presentation (explained on Page 18).

U.S. FIGURE SKATING SCORING GUIDE



SINGLES AND PAIRS - SPINS AND STEP SEQUENCES						
ELEMENT	CODE	LB (V)	L1 (V)	L2 (V)	L3 (V)	L4 (V)
Upright Spin	USp	1.0	1.2	1.5	1.9	2.4
Layback Spin	LSp	1.2	1.5	1.9	2.4	2.7
Camel Spin	CSp	1.1	1.4	1.8	2.3	2.6
Sit Spin	SSp	1.1	1.3	1.6	2.1	2.5
Upright Spin w/ Flying Entry	FUSp	1.5 (1.13)	1.7 (1.28)	2.0 (1.50)	2.4 (1.80)	2.9 (2.18)
Layback Spin w/ Flying Entry	FLSp	1.7 (1.28)	2.0 (1.50)	2.4 (1.80)	2.9 (2.18)	3.2 (2.40)
Camel Spin w/ Flying Entry	FCSp	1.6 (1.20)	1.9 (1.43)	2.3 (1.73)	2.8 (2.10)	3.2 (2.40)
Sit Spin w/ Flying Entry	FSSp	1.7 (1.28)	2.0 (1.50)	2.3 (1.73)	2.6 (1.95)	3.0 (2.25)
Upright Spin w/ Change of Foot	CUSp	1.5 (1.13)	1.7 (1.28)	2.0 (1.50)	2.4 (1.80)	2.9 (2.18)
Layback Spin w/ Change of Foot	CLSp	1.7 (1.28)	2.0 (1.50)	2.4 (1.80)	2.9 (2.18)	3.2 (2.40)
Camel Spin w/ Change of Foot	CCSp	1.7 (1.28)	2.0 (1.50)	2.3 (1.73)	2.8 (2.10)	3.2 (2.40)
Sit Spin w/ Change of Foot	CSSp	1.6 (1.20)	1.9 (1.43)	2.3 (1.73)	2.6 (1.95)	3.0 (2.25)
Combo Spin w/ no Change of Foot	CoSp	1.5 (1.13)	1.7 (1.28)	2.0 (1.50)	2.5 (1.88)	3.0 (2.25)
Combo Spin w/ Change of Foot	CCoSp	1.7 (1.28)	2.0 (1.50)	2.5 (1.88)	3.0 (2.25)	3.5 (2.63)
Step Sequence	StSq	1.5	1.8	2.6	3.3	3.9
Choreographic Sequence	ChSq	3.0	-	-	-	-

PAIRS - LIFTS, DEATH SPIRALS, PAIRS SPINS AND TWIST LIFTS						
ELEMENT	CODE	LB (V)	L1 (V)	L2 (V)	L3 (V)	L4 (V)
Group 1 Lift	1Li	1.4	1.5	1.7	1.9	2.1
Group 2 Lift	2Li	1.5	1.9	2.3	2.7	3.1
Group 3/Group 4 Lifts	3Li/4Li	3.5	3.9	4.3	4.7	5.1
Group 5 Lift — Toe and Step In	5TLi/SLi	4.6	5.0	5.4	5.8	6.2
Group 5 Lift — Backward Lasso	5BLi	5.0	5.4	5.8	6.2	6.5
Group 5 Lift — Axel and Reverse Lasso	5ALi/5RLi	5.4	5.8	6.2	6.6	7.0
Forward Inside/Backward Inside Death Spiral	FiDs/BiDs	2.6	2.9	3.2	3.5	3.8
Forward Outside/Backward Outside Death Spiral	FoDs/BoDs	3.1	3.5	3.9	4.3	4.7
Pairs Spin	PSp	1.7	2.0	2.5	3.0	3.5
Pairs Spin Combination	PCoSp	2.5 (1.88)	3.0 (2.25)	3.5 (2.63)	4.0 (3.00)	4.5 (3.38)
Single Twist Lift	1Tw	0.9	1.1	1.3	1.5	1.7
Double Twist Lift	2Tw	2.6	2.8	3.0	3.2	3.4
Triple Twist Lift	3Tw	4.8	5.1	5.4	5.7	6.0
Quad Twist Lift	4Tw	6.4	6.8	7.2	7.6	8.0

ICE DANCE - SPINS, TWIZZLES, LIFTS AND STEP SEQUENCES							
ELEMENTS	CODE	LB	L1	L2	L3	L4	
Finnstep Section 1	IFs	4.00	5.35	5.85	6.60	7.35	
Spin/Spin Combination	Sp/CoSp	1.80	3.75	4.50	5.25	6.00	
Stationary Lift / Straight Line Lift / Curve Lift / Rotational Lift	StaLi/SLi/CuLi/RoLi	1.00	3.05	3.80	4.55	5.30	
Set of Sequential Twizzles Lady / Man	SqTwL+SqTwM	0.80	2.42	2.67	3.05	3.42	
Set of Synchronized Twizzles Lady / Man	SyTwL+SyTwM	0.80	2.42	2.67	3.05	3.42	
Pattern Dance Type Step Sequence Lady / Man	PSTL+PSTm	2.00	3.23	3.48	3.85	4.23	
One Foot Step Sequence Lady / Man	OFSTL+OFSTm	0.80	2.42	2.67	3.05	3.42	
Diagonal / Midline / Circular / Serpentine Step Sequence	DiSt/MiSt/CiSt/SeSt	4.00	6.45	6.95	7.70	8.45	
Choreographic Character Step Sequence	ChSt	1.10	-	-	-	-	
Choreographic Dance Lift / Twizzling Movement	ChLi/ChTw	1.10	-	-	-	-	
Choreographic Spinning Movement / Sliding Movements	ChSp/ChSt	1.10	-	-	-	-	

SINGLES AND PAIRS - JUMPS				
ELEMENT	CODE	SOV	< or e	< and e
Double Toe Loop	2T	1.3	1.04	-
Double Salchow	2S	1.3	1.04	-
Double Loop	2Lo	1.7	1.36	-
Double Flip	2F	1.8	1.44	1.08
Double Lutz	2Lz	2.1	1.68	1.26
Double Axel	2A	3.3	2.64	-
Triple Toe Loop	3T	4.2	3.36	-
Triple Salchow	3S	4.3	3.44	-
Triple Loop	3Lo	4.9	3.92	-
Triple Flip	3F	5.3	4.24	3.18
Triple Lutz	3Lz	5.9	4.72	3.54
Triple Axel	3A	8.0	6.40	-
Quad Toe Loop	4T	9.5	7.60	-
Quad Salchow	4S	9.7	7.76	-
Quad Loop	4Lo	10.5	8.40	-
Quad Flip	4F	11.0	8.80	6.60
Quad Lutz	4Lz	11.5	9.20	6.90
Quad Axel	4A	12.5	10.00	-

PAIRS - THROWS			
ELEMENTS	CODE	SOV	<
Double Toe Loop	2TTh	2.5	1.88
Double Salchow	2STh	2.5	1.88
Double Loop	2LoTh	2.8	2.10
Double Flip	2FTh	3.0	2.25
Double Lutz	2LzTh	3.0	2.25
Double Axel	2ATh	4.0	3.00
Triple Toe Loop	3TTh	4.4	3.30
Triple Salchow	3STh	4.4	3.30
Triple Loop	3LoTh	5.0	3.75
Triple Flip	3FTh	5.3	3.98
Triple Lutz	3LzTh	5.3	3.98
Triple Axel	3ATh	6.0	4.50
Quad Toe Loop	4TTh	6.5	4.88
Quad Salchow	4STh	6.5	4.88
Quad Loop	4LoTh	7.0	5.25
Quad Flip	4FTh	7.5	5.63
Quad Lutz	4LzTh	7.5	5.63

SCALE OF VALUES (SOV)

The scale of values (SOV) assigns a specific base value to each technical element reflective of its difficulty. A group of experts, including experienced skaters and coaches, determined the base values for each element, most of which are listed below.

Jump and throw elements include one base value, one V value and, in some cases, one V1 value. Non-jump elements have five levels for singles and pairs (LB, L1, L2, L3, L4) and four levels for ice dance (L1, L2, L3, L4) that correlate with five or four base values, respectively, and, in some cases, a V value. The values and levels are determined by edges used, number of rotations, etc. A judge still must determine a GOE for which ever element and level is called.

THINGS TO NOTE

JUMPS

1) Full rotation: signs < and << indicate an error. The base values of the jumps with a sign < are listed in the column V of the SOV table. The jump with a sign << is evaluated with SOV for the same jump one revolution less.

2) Correct take-off edge in F/Lz: signs “e” and “!” indicate an error. The base values of the jumps with the sign “e” are listed in the column V of the SOV table. A jump with the sign “!” keeps the full original base value of the jump. If both signs < and “e” are applied for the same jump, the base values are listed in the column V1 of the SOV table.

JUMPS (PAIRS)

Both partners must fulfill requirements above (with the same consequences if these requirements are not fulfilled).

SPINS

For flying spins (with no change of foot and only one position) and spins with a flying entrance in both the short program and free skate, the following are required: a) a clear visible jump; and b) basic landing position must be reached within the first two revolutions after the landing, and from the moment this position is initially reached it must be held for two revolutions after the landing. The sign “V” indicates that one or both of these requirements is not fulfilled. The base values of spins with the sign “V” are listed in parentheses in the applicable columns of the SOV table. The base values of spin combinations and pair spin combinations with two or three basic positions (at least two revolutions in each of these positions) are reflected in the SOV tables.