

Communication No. 2324

SINGLE & PAIR SKATING

Levels of Difficulty and Guidelines for marking Grade of Execution and Program Components, Season 2020/21

This replaces Communication No. 2254

- I. Updated Levels of Difficulty of Single/Pair Skating Elements (season 2020/21)
- II. Updated Guidelines for marking +GOE of Single/Pair Skating Elements (positive aspects)
- III. Updated Guidelines in establishing GOE for errors in Short Program and Free Skating
- IV. Changes and clarifications for GOE and Program Components for 2020/21
- V. Program Component Chart

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I. Updated Levels of Difficulty of Single/Pair Skating Elements (season 2020/21)
LEVELS OF DIFFICULTY, SINGLE SKATING, season 2020/21

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Step Sequences	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction 3) Use of body movements for at least 1/3 of the pattern 4) Two combinations of 3 difficult turns on different feet executed with continuous flow within the sequence. Only the first combination attempted on each foot can be counted.
All Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance <u>or</u> Difficult exit 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann <u>or</u> difficult variation of an upright position 7) All 3 basic positions on the second foot 8) Both directions immediately following each other in sit or camel spin 9) Clear increase of speed in camel, sit, layback, Biellmann <u>or</u> difficult variation of an upright position 10) At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) 11) Difficult variation of flying entry in flying spins/spins with a flying entrance <p>Additional features for the Layback spin:</p> <ol style="list-style-type: none"> 12) One clear change of position backwards-sideways or reverse, at least 2 rev. in each position (counts also if the Layback position is a part of any other spin) 13) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin <u>for Junior/Senior and after 6 revolutions for Advanced Novice</u>) <p>Features 2-9, 11-13 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 8 revs are executed on both feet, any one of these executions can be taken in favour of the Skater).</p> <p>Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).</p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>

ELEMENTS REQUIREMENTS (see also changes and clarifications on the next page)

Jumps

1. Full rotation: signs “q”, “<” and “<<” indicate an error. The sign “q” allows to keep full original base value of the jump. The base values of the jumps with a sign (“q”, “<”, “<<”) are listed in 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 a sign (“e”, “!”) are listed in the SOV table. The sign “!” allows to keep full original base value of the jump. In case of multiple signs are applied for the same jump, the base values are listed in the SOV table.

Spins

1. For flying spins (with no change of foot and only one position) of both Short Program and Free Skating the following is required: a clear visible jump. The sign “V” indicates that this requirement is not fulfilled. The base values of spins with the sign “V” are listed in the SOV table.

2. The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are also listed in the SOV table.

3. All spins with change of foot must have 3 revolutions on each foot. In Short Program, if this requirement is not fulfilled, the spin will get “No Value”. In Free Skating the sign “V” indicates that this requirement is not fulfilled. The base values of spins with the sign “V” are listed in the SOV table.

4. Spin in one position with change of foot must have 2 revolutions in basic position on each foot. In Short Program, if this requirement is not fulfilled, the spin will get “No Value”. In Free Skating the sign “V” indicates that this requirement is not fulfilled. The base values of spins with the sign “V” are listed in the SOV table.

Changes and clarifications for technical elements for 2020/21

Single Skating

Jumps with missing rotation:

Downgraded (<<): Missing rotation of half a revolution or more.

Underrotated (<): Missing rotation of more than a quarter revolution but less than half a revolution. The jump will receive 80% of the base value and Judges will reduce GOE.

Landed on the quarter (q): Technical panel will indicate this with a sign "q". The jump will receive full base value and Judges will reduce GOE.

Less than a quarter missing: No sign will indicate this. The jump will receive full base value and Judges will reduce GOE.

Spins:

Exit: The exit out of the spin is defined as the last phase of the spin and includes the phase immediately following the spin.

Difficult exit: Any movement or jump that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the spin.

Difficult entrance or Difficult exit: Only one of them will be taken as a feature to increase the level.

Windmill is not considered as a difficult entrance or difficult exit. It is still a feature as difficult variation of a non-basic position and difficult change of position on the same foot.

Toe Arabian will be considered as a change of foot executed by jump and will count as a feature both in Short program and Free Skating.

Clear increase of speed is counted in camel, sit, layback, Biellmann or difficult variation of an upright position (except in crossfoot spin).

LEVELS OF DIFFICULTY, PAIR SKATING, SEASON 2020/21

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Twist Lifts	<ol style="list-style-type: none"> 1) Lady's split position (each leg at least 45° from the body axis and Lady's legs are straight or almost straight) 2) Catching the lady at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man 3) Lady's position in the air with arm(s) above the head (minimum one full revolution) 4) Difficult take-off: <u>turns, steps, movements, small lifts immediately preceding the take-off and executed with continuous flow</u> 5) <u>Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the lady</u>
Lifts	<ol style="list-style-type: none"> 1) Seniors: Difficult variation of the take-off and difficult landing variety Juniors: Simple variation of the take-off and simple landing variety 2) 1 change of hold and/or lady's position (1 rev. of the man before and after the change, counts twice if repeated) 3) Difficult variation of the lady (1 full revolution) 4) Difficult carry <u>(for Senior only and not in SP)</u> 5) Seniors: Difficult one-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.) Juniors: one-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.) 6) Additional revolutions of the man with one-hand-hold after 2 revs in 5) (only in FS and only in one lift) 7) Change of rotational direction by the man (1 rev. before and after the change, counts only once per program) <p>Features 1), 2), 3), 5) must be significantly different from lift to lift and if similar, will only count first time attempted. All the features can be counted only if executed in the first 3.5 revolutions. For both takeoff and landing there is an additional allowance of ½ rev.</p>
Step Seq.	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Levels 3–4) of difficult turns and steps of both partners throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction) 3) Use of body movements for at least 1/3 of the pattern 4) Changes of position (crossing at least three times while doing steps and turns) for at least 1/3 of the sequence, but not more than 1/2 of the sequence or not separating at least half of the pattern (changes of holds are allowed) 5) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed by both partners with continuous flow within the sequence
Death Spirals	<ol style="list-style-type: none"> 1) Difficult entry (immediately preceding the death spiral) and/or exit (see clarification) 2) Full revolution(s) of the lady when both partners are in "low" positions (counts as many times as performed)
Solo Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance <u>or Difficult exit</u> 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann <u>or difficult variation of an upright position</u> 7) All 3 basic positions on the second foot 8) Both directions immediately following each other in sit or camel spin 9) Clear increase of speed in camel, sit, layback, Biellmann <u>or difficult variation of an upright position</u> 10) At least 6 rev. without changes in pos./variation, foot and edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) <p>Features 2 to 10 and any category of difficult spin variation count only once per program (first time attempted). If 6 revs are executed on both feet, any one of these executions can be taken in favor of the Skaters. In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>
Pair Spins	<ol style="list-style-type: none"> 1) 2 changes of basic positions of both partners 2) 3 difficult variations of positions of partners, 2 of which can be in non-basic position (each variation of each partner counts separately, each partner must have at least one difficult variation) 3) Difficult entrance or any flying entrance by one or both partners 4) Difficult exit 5) Both directions immediately following each other

ELEMENTS REQUIREMENTS (see also changes and clarifications on the next page)

Solo and Pair Spin combinations

The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are reflected in the SOV table.

Jump elements

Both partners must fulfill requirements for jump elements in Single Skating. If these requirements are not fulfilled by one or both partners, signs and GOE reductions are the same.

A jump will be considered as "Under-rotated" if it has missing rotation of more than a ¼ revolution but less than ½ revolution. A jump will be considered as "quarter" if it is missing rotation of a ¼.

Changes and clarifications for technical elements for 2020/21

Pair Skating

Jumps and Throw Jumps with missing rotation:

Downgraded (<<): Missing rotation of half a revolution or more.

Underrotated (<): Missing rotation of more than a quarter revolution but less than half a revolution. The jump will receive 80% of the base value and Judges will reduce GOE.

Landed on the quarter (q): Technical panel will indicate this with a sign "q". The jump will receive full base value and Judges will reduce GOE.

Less than a quarter missing: No sign will indicate this. The jump will receive full base value and Judges will reduce GOE.

Lifts:

Simple carry is not considered as a feature for Juniors. It can only be awarded for Seniors in FS.

Inside Axel take-off is no longer awarded as a difficult take-off in 5ALi or 5SLi.

Group 4 Lift can also start with a hand to arm grip to allow difficult variation of take-off.

Solo Spins:

Exit: The exit out of the spin is defined as the last phase of the spin and includes the phase immediately following the spin.

Difficult exit: Any movement or jump that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the spin.

Windmill is not considered as a difficult entrance or difficult exit. It is still a feature as difficult variation of a non-basic position and difficult change of position on the same foot.

Clear increase of speed is counted in camel, sit, layback, Biellmann or difficult variation of an upright position (except in crossfoot spin).

Pair Spin Combination:

The lady is allowed to be lifted from the ice during the spin but the man must stay on one foot. This is not considered as a feature. The revolutions executed while the lady is being lifted count to the total number of revolutions.

At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright) is no longer a feature.

II. Updated Guidelines for marking +GOE of Single/Pair Skating 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

Single Skating

Jump Elements	1) very good height and very good length (of all jumps in a combo or sequence) 2) good take-off and landing 3) effortless throughout (including rhythm in Jump combination) 4) steps before the jump, unexpected or creative entry 5) very good body position from take-off to landing 6) element matches the music
Spins	1) good speed and/or acceleration during spin 2) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 3) effortless throughout 4) maintaining a centered spin 5) creativity and/or originality 6) element matches the music
Step Sequences	1) deep edges, clean steps and turns 2) element matches the music 3) effortless throughout with good energy, flow and execution 4) creativity and/or originality 5) excellent commitment and control of the whole body 6) good acceleration and deceleration
Choreographic Sequences	1) creativity and/or originality 2) element matches the music and reflects the concept/character of the program 3) effortless throughout with good energy, flow and execution 4) good ice coverage or interesting pattern 5) good clarity and precision 6) excellent commitment and control of the whole body

Pair Skating

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

III. 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

REDUCTIONS FOR ERRORS			
JUMP ELEMENTS			
SP: Jump element not according to requirements final GOE must be	GOE -5	Downgraded (sign <<)	-3 to -4
Fall	-5	Under-rotated (sign <)	-2 to -3
Landing on two feet in a jump	-3 to -4	<u>Landed on the quarter (sign q)</u>	-2
		<u>Less than quarter missing (no sign)</u>	-1
Stepping out of landing in a jump	-3 to -4	Euler executed as step over	-1 to -2
2 three turns in between (jump combo)	-2 to -3	Poor speed, height, distance, or air position	-1 to -3
<u>Changes of edge in between jump combo</u>	-1 to -2	Touch down with both hands in a jump	-2 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Touch down with one hand or free foot	-1 to -2
Unclear edge take off F/Lz (sign "!")	-1 to -2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Unclear edge take off F/Lz (no sign)	-1	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Poor/cheated take-off	-1 to -3	Long preparation	-1 to -3
SPINS			
Fall	-5	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with free foot or hand(s)	-1 to -3	Slow or reduction of speed	-1 to -3
Poor fly (flying spin/entry)	-1 to -3	Change of foot poorly done (including curve of entry/exit except when changing direction)	-1 to -3
Incorrect take-off or landing in a flying spin	-1 to -2	Less than required revolutions	-1 to -3
Traveling	-1 to -3	Unbalanced number of revolutions in change foot spin	-1
Loss of balance	-1 to -3		
STEPS			
SP: Listed jumps with more than half rev. included	-1	Poor quality of steps and turns	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Does not correspond to the music	-2 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3		
CHOREOGRAPHIC SEQUENCES			
Fall	-5	Stumble	-1 to -3
Does not correspond to the music	-2 to -4	Loss of control/Lack of energy	-1 to -3
<u>Lack of connection between choreographic movements</u>	-2 to -3	Poor quality of movements	-1 to -3
		Lack of creativity/originality	-1 to -3

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	<u>Weak landing</u>	-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	<u>Poor/cheated take-off</u>	-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	-1 to -2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-2 to -3
Downgraded (sign <<)	-3 to -4	Man's poor position at take-off – throw jump	-1 to -2
<u>Under-rotated (sign <)</u>	-2 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
<u>Landed on the quarter (sign q)</u>	-2	Long preparation	-1 to -3
<u>Less than quarter missing (no sign)</u>	-1	Euler executed as step over	-1 to -2
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 -4	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	<u>Changes of edge in between jump combo</u>	-1 to -2
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	Loss of balance	-1 to -3
DEATH SPIRALS			
Fall	-5	Any part of the lady's body (not the hair) touching the ice	-1 to -2
Poor pivot position (losing toe pick etc.)	-2 to -4		
Lady assisted not only by the blades	-2 to -3	Slow or reduction of speed	-1 to -3
Poor or weak position of the lady (too high etc.) or man	-1 to -3	Lady's or man's weak edge quality	-1 to -2
		Poor exit	-1 to -3
STEPS			
SP: Listed jumps with more than half rev. included	-1	Poor quality of steps and turns	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Does not correspond to the music	-2 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	Lack of Unison and spatial awareness	-1 to -3
CHOREOGRAPHIC SEQUENCES			
Fall	-5	Stumble	-1 to -3
Does not correspond to the music	-2 to -4	Loss of control/Lack of energy	-1 to -3
<u>Lack of connection between choreographic movements</u>	-2 to -3	Poor quality of movements	-1 to -3
		Lack of creativity/originality	-1 to -3

IV. Changes and clarifications for GOE and Program Components for 2020/21

Single and Pair Skating

GOE evaluation

In case of any of the following errors, the starting GOE for the evaluation cannot be higher than +2:

Fall
Landing on two feet
Stepping out of landing
Wrong edge (e)
Downgraded (<<)
Serious problems during the lift
Serious problems on the catch of the Twist
Step Sequences and Choreographic Sequences do not correspond to the music
Multiple errors in any element (e.g. in a jump element both "!" and "<")

JUMPS

Underrotated (<): Missing rotation of more than a quarter revolution but less than half a revolution. GOE reduction -2 to -3.

Landed on the quarter (q): Technical panel will indicate this with a sign "q". GOE reduction -2.

Less than a quarter missing: No sign from the Technical panel. GOE reduction -1.

Single Euler in between two listed jumps in jump combinations

Single Euler (1Eu) missing half a revolution or more will be considered as downgraded (<<). In this case the Judges will apply the reduction for a downgraded jump.

If the Single Euler is not clearly jumped or it is executed as a step over, the Judges will apply a reduction in GOE.

In Short Program, the final GOE must be -5 if the Jump Element is not according to requirements. This means for example that the Jump Element has wrong number of revolutions, jump is repeated or jump combination has the sign +COMBO.

Flip is taken-off from a backward inside edge, **Lutz** is taken-off from backward outside edge; Technical Panel decides on the take-off edge and indicates errors with signs "e" and "!". In cases of serious errors (sign "e") the base value of the jump and the GOE are reduced, in cases of smaller errors (sign "!") the original base value stays and the GOE is reduced.

Changes of edge in between jump combo: The reduction in GOE is -1 to -2.

Poor/cheated take-off: For example a toe-assisted jump is taken off from the full blade, Toe Loop is executed like a Toe Axel or there is excessive rotation on the ice at the take-off. The reduction in GOE is -1 to -3.

SPINS

Camel position: If the free leg drops down for a long time while preparing for a difficult camel variation, the Judges will apply the GOE reduction for "poor/awkward/unaesthetic position(s)".

Difficult entrance and/or difficult exit are part of the spin and have an impact on the GOE of the element.

CHOREOGRAPHIC SEQUENCES

Lack of connection between choreographic movements: The movements should reflect and support the composition of the program. There should be no gaps between movements, everything should be threaded together.

PAIR SPIN COMBINATION:

The lady is allowed to be lifted from the ice during the spin but the man must stay on one foot. The revolutions executed while the lady is being lifted count to the total number of revolutions.

Program Components

If a program contains a Serious error, the maximum scores are listed below:

Skating Skills, Transitions, Composition: Maximum score 9.75.

Performance and Interpretation: Maximum score 9.50.

If a program contains Serious errors, the maximum scores are listed below:

Skating Skills, Transitions, Composition: Maximum score 9.25.

Performance and Interpretation: Maximum score 8.75.

Serious errors are falls, interruptions during the program and technical mistakes that impact the integrity/continuity/fluidity of the composition and/or its relation to the music.

Similar limitations must be applied to all levels of Skaters from extremely poor to outstanding.

Program Components – Single Skating, Pair Skating, Ice Dance

SKATING SKILLS	TRANSITIONS	PERFORMANCE	COMPOSITION	INTERPRETATION	
Defined by overall cleanness and sureness, edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, turns, steps, etc.), the clarity of technique and the use of effortless power to accelerate and vary speed.	The varied and purposeful use of intricate footwork, positions, movements and holds that link all elements.	Involvement of the Skater/Pair/Couple physically, emotionally and intellectually as they deliver the intent of the music and composition.	An intentionally developed and/or original arrangement of all types of movements according to the principles of musical phrase, space, pattern, and structure.	The personal, creative, and genuine translation of the rhythm, character and content of music to movement on ice.	
Use of deep edges, steps and turns	Continuity of movements from one element to another	Physical, emotional, intellectual involvement	Purpose (Idea, concept, vision, mood)	Movement and steps in time to the music (Timing)	
Balance, rhythmic knee action and precision of foot placement	Variety (including variety of holds in Ice Dance)	Projection	Pattern/Ice coverage	Expression of the music's character/feeling and rhythm, when clearly identifiable	
Flow and glide	Difficulty	Carriage & Clarity of movement	Multidimensional use of space and design of movements	Use of finesse to reflect the details and nuances of the music	
Varied use of power, speed and acceleration	Quality	Variety and contrast of movements and energy	Phrase and form (movements & parts of the program to match the musical phrasing)	Relationship between the Skaters and reflecting the character and rhythm of the music (Pairs, Ice Dance)	
Use of multi directional skating		Individuality/Personality	Originality of the composition	Skating primarily to the rhythmic beat for Rhythm Dance and keeping a good balance between skating to the beat and melody in the Free Dance (Ice Dance)	
Use of one foot skating		Unison and "oneness" (Pairs, Ice Dance)			
		Spatial awareness between partners (Pairs, Ice Dance)			
Category	Mark Range	Definition	If there is a/are...	Impact for Ice Dance	Impact for Singles & Pairs
Platinum	10.00	Outstanding	Serious Error	9.75 Max score SS, TR, CO, PE, IN	9.75 Max score SS, TR, CO 9.50 Max score PE, IN
Diamond	9.00 – 9.75	Excellent	Serious Errors	8.75 Max score SS, TR, CO, PE, IN	9.25 Max score SS, TR, CO 8.75 Max score PE, IN
Gold	8.00 – 8.75 7.00 – 7.75	Very Good Good			
Green	6.00 – 6.75 5.00 – 5.75	Above Average Average			
Orange	4.00 – 4.75 3.00 – 3.75	Fair Weak			
Red	2.00 – 2.75 1.00 – 1.75 0.25 – 0.75	Poor Very Poor Extremely Poor			

*Note: A "Fall" is considered as a Serious Error

May 2020