

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

### Singles

Jump Elements	<ol style="list-style-type: none"> <li>1) very good height and very good length (of all jumps in a combo or sequence)</li> <li>2) good take-off and landing</li> <li>3) effortless throughout (including rhythm in Jump combination)</li> <li>4) steps before the jump, unexpected or creative entry</li> <li>5) very good body position from take-off to landing</li> <li>6) element matches the music</li> </ol>
Spins	<ol style="list-style-type: none"> <li>1) good speed and/or acceleration during spin</li> <li>2) good controlled, clear position(s) (inc. height and air/landing position in flying spin)</li> <li>3) effortless throughout</li> <li>4) maintaining a centered spin</li> <li>5) creativity and/or originality</li> <li>6) element matches the music</li> </ol>
Step Sequences	<ol style="list-style-type: none"> <li>1) deep edges, clean steps and turns</li> <li>2) element matches the music</li> <li>3) effortless throughout with good energy, flow and execution</li> <li>4) creativity and/or originality</li> <li>5) excellent commitment and control of the whole body</li> <li>6) good acceleration and deceleration</li> </ol>
Choreographic Sequences	<ol style="list-style-type: none"> <li>1) creativity and/or originality</li> <li>2) element matches the music and reflects the concept/character of the program</li> <li>3) effortless throughout with good energy, flow and execution</li> <li>4) good ice coverage or interesting pattern</li> <li>5) good clarity and precision</li> <li>6) excellent commitment and control of the whole body</li> </ol>

## 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	Landed on the quarter (sign q)	-2
		Less than quarter missing (no sign)	-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
Wrong edge take off F/Lz (sign "e")	-2 to -4	Touch down with both hands in a jump	-2 to -3
Unclear edge take off F/Lz (sign "f")	-1 to -2	Touch down with one hand or free foot	-1 to -2
Unclear edge take off F/Lz (no sign)	-1	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Poor take-off	-1 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-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
Travelling	-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
Lack of connection between choreographic movements	-2 to -3	Poor quality of movements	-1 to -3
		Lack of creativity/originality	-1 to -3