

INTERNATIONAL SKATING UNION

Communication No. 1611

SINGLE & PAIR SKATING

Scale of Values, Levels of Difficulty and Guidelines for marking Grade of Execution

I. Scale of Values (SOV)

The following language would be recommended for the new under-rotation/downgrading rules:

- **Jumps and Throw Jumps** may, in execution, be lacking intended rotation on the landing and/or take-off. The elements with lacking rotation will be defined as “Under-rotated” or “Downgraded” and treated as follows:
 - A Jump/Throw with accepted rotation has “missing rotation of $\frac{1}{4}$ revolution or less”.
 - This element will receive full Base Value with GOE at the discretion of every Judge.
 - A Jump/Throw will be considered as “**Under-rotated**” if it has “missing rotation of more than $\frac{1}{4}$, but less than $\frac{1}{2}$ revolutions”.
 - An under-rotated jump/throw will be indicated by the Technical Panel to the Judges and in the protocols with a “<” symbol after the element code.
 - A jump or throw identified as under-rotated will receive a reduced base value - 70% of the base value of the intended jump/throw rounded to one decimal place. (i.e., if the base value of a jump is 6.0, then the value of the under-rotated jump is 4.2).
 - The GOE values applied to the under-rotated jump or throw will be the same as for the intended jump or throw.
 - A Jump/Throw will be considered as “**Downgraded**” if it has “missing rotation of $\frac{1}{2}$ revolutions or more”.
 - A downgraded jump/throw will be indicated by the Technical Panel to the Judges and in the protocols with a “<<” symbol after the element code.
 - A jump or throw identified as downgraded will be evaluated using the scale of values (SOV chart) for the element of one rotation less (i.e., a downgraded triple will be evaluated with the scale of values for the corresponding double).
 - Both under-rotated and downgraded jumps will count as the intended jump in the application of Well Balanced Program regulations.
 - **Twist Lifts** with lacking intended rotation on the landing can also be downgraded if they have “missing rotation of $\frac{1}{2}$ revolutions or more”.

Scale of Values (SOV)

		+3	+2	+1	BASE	BASE<	-1	- 2	-3
SINGLE AND PAIR SKATING									
Jumps									
Toeloop	1T	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	0,4	0,3	-0,1	-0,2	-0,3
Salchow	1S	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	0,4	0,3	-0,1	-0,2	-0,3
Loop	1Lo	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	0,5	0,4	-0,1	-0,2	-0,3
Flip	1F	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	0,5	0,4	-0,1	-0,2	-0,3
Lutz	1Lz	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	0,6	0,4	-0,1	-0,2	-0,3
Axel	1A	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,1	0,8	-0,2	-0,4	<u>-0,6</u>
Double Toeloop	2T	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,4	1,0	<u>-0,2</u>	<u>-0,4</u>	<u>-0,6</u>
Double Salchow	2S	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,4	1,0	<u>-0,2</u>	<u>-0,4</u>	<u>-0,6</u>
Double Loop	2Lo	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	1,8	1,3	-0,3	-0,6	<u>-0,9</u>
Double Flip	2F	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	1,8	1,3	-0,3	-0,6	<u>-0,9</u>
Double Lutz	2Lz	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	2,1	1,5	-0,3	-0,6	<u>-0,9</u>
Double Axel	2A	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	3,3	2,3	<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>
Triple Toeloop	3T	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	4,1	2,9	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
Triple Salchow	3S	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	4,2	2,9	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
Triple Loop	3Lo	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	5,1	3,6	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
Triple Flip	3F	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	5,3	3,7	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
Triple Lutz	3Lz	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	6,0	4,2	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
Triple Axel	3A	3,0	2,0	1,0	8,5	6,0	-1,0	-2,0	-3,0
Quad Toeloop	4T	3,0	2,0	1,0	10,3	7,2	-1,0	-2,0	-3,0
Quad Salchow	4S	3,0	2,0	1,0	10,5	7,4	-1,0	-2,0	-3,0
Quad Loop	4Lo	3,0	2,0	1,0	12,0	8,4	-1,0	-2,0	-3,0
Quad Flip	4F	3,0	2,0	1,0	12,3	8,6	-1,0	-2,0	-3,0
Quad Lutz	4Lz	3,0	2,0	1,0	13,6	9,5	-1,0	-2,0	-3,0
Quad Axel	4A	<u>3,6</u>	<u>2,4</u>	<u>1,2</u>	15,0	10,5	<u>-1,2</u>	<u>-2,4</u>	<u>-3,6</u>
Spins (Solo Spins for Pairs)									
Spin in one position and no change of foot (upright, layback, camel or sit)									
Upright Level 1	USp1	1,5	1,0	0,5	1,2		-0,3	-0,6	<u>-0,9</u>
Upright Level 2	USp2	1,5	1,0	0,5	1,5		-0,3	-0,6	<u>-0,9</u>
Upright Level 3	USp3	1,5	1,0	0,5	1,9		-0,3	-0,6	<u>-0,9</u>
Upright Level 4	USp4	1,5	1,0	0,5	2,4		-0,3	-0,6	<u>-0,9</u>
Layback Level 1	LSp1	1,5	1,0	0,5	1,5		-0,3	-0,6	<u>-0,9</u>
Layback Level 2	LSp2	1,5	1,0	0,5	1,9		-0,3	-0,6	<u>-0,9</u>
Layback Level 3	LSp3	1,5	1,0	0,5	2,4		-0,3	-0,6	<u>-0,9</u>
Layback Level 4	LSp4	1,5	1,0	0,5	2,7		-0,3	-0,6	<u>-0,9</u>
Camel Level 1	CSp1	1,5	1,0	0,5	1,4		-0,3	-0,6	<u>-0,9</u>
Camel Level 2	CSp2	1,5	1,0	0,5	1,8		-0,3	-0,6	<u>-0,9</u>
Camel Level 3	CSp3	1,5	1,0	0,5	2,3		-0,3	-0,6	<u>-0,9</u>
Camel Level 4	CSp4	1,5	1,0	0,5	2,6		-0,3	-0,6	<u>-0,9</u>
Sit Level 1	SSp1	1,5	1,0	0,5	1,3		-0,3	-0,6	<u>-0,9</u>
Sit Level 2	SSp2	1,5	1,0	0,5	1,6		-0,3	-0,6	<u>-0,9</u>
Sit Level 3	SSp3	1,5	1,0	0,5	2,1		-0,3	-0,6	<u>-0,9</u>
Sit Level 4	SSp4	1,5	1,0	0,5	2,5		-0,3	-0,6	<u>-0,9</u>
Flying Spin (any position – upright, layback, camel or sit)									
Upright Level 1	FUSp1	1,5	1,0	0,5	1,7		-0,3	-0,6	<u>-0,9</u>
Upright Level 2	FUSp2	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Upright Level 3	FUSp3	1,5	1,0	0,5	2,4		-0,3	-0,6	<u>-0,9</u>
Upright Level 4	FUSp4	1,5	1,0	0,5	2,9		-0,3	-0,6	<u>-0,9</u>
Layback Level 1	FLSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Layback Level 2	FLSp2	1,5	1,0	0,5	2,4		-0,3	-0,6	<u>-0,9</u>
Layback Level 3	FLSp3	1,5	1,0	0,5	2,9		-0,3	-0,6	<u>-0,9</u>
Layback Level 4	FLSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	<u>-0,9</u>

Camel Level 1	FCSp1	1,5	1,0	0,5	1,9		-0,3	-0,6	<u>-0,9</u>
Camel Level 2	FCSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	<u>-0,9</u>
Camel Level 3	FCSp3	1,5	1,0	0,5	2,8		-0,3	-0,6	<u>-0,9</u>
Camel Level 4	FCSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	<u>-0,9</u>
Flying Sit Level 1									
Flying Sit Level 1	FSSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Flying Sit Level 2	FSSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	<u>-0,9</u>
Flying Sit Level 3	FSSp3	1,5	1,0	0,5	2,6		-0,3	-0,6	<u>-0,9</u>
Flying Sit Level 4	FSSp4	1,5	1,0	0,5	3,0		-0,3	-0,6	<u>-0,9</u>
Spin with one change of foot and no change of position (upright, layback, camel or sit)									
Upright Level 1	(F)CUSp1	1,5	1,0	0,5	1,7		-0,3	-0,6	<u>-0,9</u>
Upright Level 2	(F)CUSp2	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Upright Level 3	(F)CUSp3	1,5	1,0	0,5	2,4		-0,3	-0,6	<u>-0,9</u>
Upright Level 4	(F)CUSp4	1,5	1,0	0,5	2,9		-0,3	-0,6	<u>-0,9</u>
Layback Level 1									
Layback Level 1	(F)CLSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Layback Level 2	(F)CLSp2	1,5	1,0	0,5	2,4		-0,3	-0,6	<u>-0,9</u>
Layback Level 3	(F)CLSp3	1,5	1,0	0,5	2,9		-0,3	-0,6	<u>-0,9</u>
Layback Level 4	(F)CLSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	<u>-0,9</u>
Camel Level 1									
Camel Level 1	(F)CCSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Camel Level 2	(F)CCSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	<u>-0,9</u>
Camel Level 3	(F)CCSp3	1,5	1,0	0,5	2,8		-0,3	-0,6	<u>-0,9</u>
Camel Level 4	(F)CCSp4	1,5	1,0	0,5	3,2		-0,3	-0,6	<u>-0,9</u>
Sit Level 1									
Sit Level 1	(F)CSSp1	1,5	1,0	0,5	1,9		-0,3	-0,6	<u>-0,9</u>
Sit Level 2	(F)CSSp2	1,5	1,0	0,5	2,3		-0,3	-0,6	<u>-0,9</u>
Sit Level 3	(F)CSSp3	1,5	1,0	0,5	2,6		-0,3	-0,6	<u>-0,9</u>
Sit Level 4	(F)CSSp4	1,5	1,0	0,5	3,0		-0,3	-0,6	<u>-0,9</u>
Spin Combination with change of position and no change of foot									
Level 1	(F)CoSp1	1,5	1,0	0,5	1,7		-0,3	-0,6	<u>-0,9</u>
Level 2	(F)CoSp2	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Level 3	(F)CoSp3	1,5	1,0	0,5	2,5		-0,3	-0,6	<u>-0,9</u>
Level 4	(F)CoSp4	1,5	1,0	0,5	3,0		-0,3	-0,6	<u>-0,9</u>
Spin Combination with change of position and change of foot									
Level 1	(F)CCoSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Level 2	(F)CCoSp2	1,5	1,0	0,5	2,5		-0,3	-0,6	<u>-0,9</u>
Level 3	(F)CCoSp3	1,5	1,0	0,5	3,0		-0,3	-0,6	<u>-0,9</u>
Level 4	(F)CCoSp4	1,5	1,0	0,5	3,5		-0,3	-0,6	<u>-0,9</u>
Step and Spiral Sequences									
Step Sequence – any pattern (Straight Line, Circular, Serpentine)									
Level 1	Sl/Ci/Se1	1,5	1,0	0,5	1,8		-0,3	-0,6	<u>-0,9</u>
Level 2	Sl/Ci/Se2	1,5	1,0	0,5	2,3		-0,3	-0,6	<u>-0,9</u>
Level 3	Sl/Ci/Se3	1,5	1,0	0,5	3,3		-0,7	-1,4	<u>-2,1</u>
Level 4	Sl/Ci/Se4	3,0	2,0	1,0	3,9		-0,7	-1,4	<u>-2,1</u>
Choreo Step Seq.	ChSt	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	2,0		<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>
Choreo Spirals	ChSp	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	2,0		<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>

PAIR SKATING									
Lifts									
Group 1 Level 1	1Li1	<u>0,9</u>	0,6	0,3	1,1		-0,3	-0,6	<u>-0,9</u>
Group 1 Level 2	1Li2	<u>0,9</u>	0,6	0,3	1,3		-0,3	-0,6	<u>-0,9</u>
Group 1 Level 3	1Li3	<u>0,9</u>	0,6	0,3	1,5		-0,3	-0,6	<u>-0,9</u>
Group 1 Level 4	1Li4	<u>0,9</u>	0,6	0,3	1,7		-0,3	-0,6	<u>-0,9</u>
Group 2 Level 1	2Li1	<u>0,9</u>	0,6	0,3	1,3		-0,3	-0,6	<u>-0,9</u>
Group 2 Level 2	2Li2	<u>0,9</u>	0,6	0,3	1,7		-0,3	-0,6	<u>-0,9</u>
Group 2 Level 3	2Li3	<u>0,9</u>	0,6	0,3	2,4		-0,3	-0,6	<u>-0,9</u>
Group 2 Level 4	2Li4	<u>0,9</u>	0,6	0,3	3,0		-0,3	-0,6	<u>-0,9</u>
Group 3 Level 1	3Li1	1,5	1,0	0,5	2,5		-0,5	-1,0	-1,5
Group 3 Level 2	3Li2	1,5	1,0	0,5	3,0		-0,5	-1,0	-1,5
Group 3 Level 3	3Li3	1,5	1,0	0,5	3,5		-0,5	-1,0	-1,5
Group 3 Level 4	3Li4	1,5	1,0	0,5	4,0		-0,5	-1,0	-1,5
Group 4, Level 1	4Li1	1,5	1,0	0,5	2,5		-0,5	-1,0	-1,5
Group 4, Level 2	4Li2	1,5	1,0	0,5	3,0		-0,5	-1,0	-1,5
Group 4, Level 3	4Li3	1,5	1,0	0,5	3,5		-0,5	-1,0	-1,5
Group 4, Level 4	4Li4	1,5	1,0	0,5	4,0		-0,5	-1,0	-1,5
Group 5 Toe/Step in Lasso									
Level 1	5T/SLi1	1,5	1,0	0,5	4,5		-0,5	-1,0	-1,5
Level 2	5T/SLi2	1,5	1,0	0,5	5,0		-0,5	-1,0	-1,5
Level 3	5T/SLi3	1,5	1,0	0,5	5,5		-0,5	-1,0	-1,5
Level 4	5T/SLi4	1,5	1,0	0,5	6,0		-0,5	-1,0	-1,5
Group 5 Axel/Reverse Lasso									
Level 1	5A/RLi1	<u>2,1</u>	1,4	0,7	5,0		-0,7	-1,4	<u>-2,1</u>
Level 2	5A/RLi2	<u>2,1</u>	1,4	0,7	5,5		-0,7	-1,4	<u>-2,1</u>
Level 3	5A/RLi3	<u>2,1</u>	1,4	0,7	6,0		-0,7	-1,4	<u>-2,1</u>
Level 4	5A/RLi4	<u>2,1</u>	1,4	0,7	6,5		-0,7	-1,4	<u>-2,1</u>
Twist Lifts									
Lutz/Flip/Toeloop Twist lift									
Single Level 1	1Lz/F/TTw1	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,1		-0,2	-0,4	<u>-0,6</u>
Single Level 2	1Lz/F/TTw2	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,3		-0,2	-0,4	<u>-0,6</u>
Single Level 3	1Lz/F/TTw3	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,5		-0,2	-0,4	<u>-0,6</u>
Single Level 4	1Lz/F/TTw4	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,7		-0,2	-0,4	<u>-0,6</u>
Double Level 1	2Lz/F/TTw1	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,0		-0,3	-0,6	<u>-0,9</u>
Double Level 2	2Lz/F/TTw2	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,2		-0,3	-0,6	<u>-0,9</u>
Double Level 3	2Lz/F/TTw3	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,5		-0,3	-0,6	<u>-0,9</u>
Double Level 4	2Lz/F/TTw4	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,8		-0,3	-0,6	<u>-0,9</u>
Triple Level 1	3Lz/F/TTw1	<u>2,1</u>	1,4	0,7	5,0		-0,7	-1,4	<u>-2,1</u>
Triple Level 2	3Lz/F/TTw2	<u>2,1</u>	1,4	0,7	5,4		-0,7	-1,4	<u>-2,1</u>
Triple Level 3	3Lz/F/TTw3	<u>2,1</u>	1,4	0,7	5,8		-0,7	-1,4	<u>-2,1</u>
Triple Level 4	3Lz/F/TTw4	<u>2,1</u>	1,4	0,7	6,2		-0,7	-1,4	<u>-2,1</u>
Quad Level 1	4Lz/F/TTw1	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	7,1		-1,0	-2,0	-3,0
Quad Level 2	4Lz/F/TTw2	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	7,6		-1,0	-2,0	-3,0
Quad Level 3	4Lz/F/TTw3	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	8,1		-1,0	-2,0	-3,0
Quad Level 4	4Lz/F/TTw4	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	8,6		-1,0	-2,0	-3,0
Axel Twist Lift									
Single Level 1	1ATw1	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,1		-0,2	-0,4	<u>-0,6</u>
Single Level 2	1ATw2	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,3		-0,2	-0,4	<u>-0,6</u>
Single Level 3	1ATw3	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,5		-0,2	-0,4	<u>-0,6</u>
Single Level 4	1ATw4	<u>0,6</u>	<u>0,4</u>	<u>0,2</u>	1,7		-0,2	-0,4	<u>-0,6</u>
Double Level 1	2ATw1	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,3		-0,3	-0,6	<u>-0,9</u>
Double Level 2	2ATw2	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,5		-0,3	-0,6	<u>-0,9</u>
Double Level 3	2ATw3	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	3,8		-0,3	-0,6	<u>-0,9</u>
Double Level 4	2ATw4	<u>0,9</u>	<u>0,6</u>	<u>0,3</u>	4,1		-0,3	-0,6	<u>-0,9</u>

Triple Level 1	3ATw1	<u>2,1</u>	1,4	0,7	5,3		-0,7	-1,4	<u>-2,1</u>
Triple Level 2	3ATw2	<u>2,1</u>	1,4	0,7	5,7		-0,7	-1,4	<u>-2,1</u>
Triple Level 3	3ATw3	<u>2,1</u>	1,4	0,7	6,1		-0,7	-1,4	<u>-2,1</u>
Triple Level 4	3ATw4	<u>2,1</u>	1,4	0,7	6,6		-0,7	-1,4	<u>-2,1</u>
Quad Level 1	4ATw1	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	7,5		-1,0	-2,0	-3,0
Quad Level 2	4ATw2	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	8,0		-1,0	-2,0	-3,0
Quad Level 3	4ATw3	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	8,5		-1,0	-2,0	-3,0
Quad Level 4	4ATw4	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	9,0		-1,0	-2,0	-3,0
Throws									
Single ToeLoop	1TTh	<u>0,9</u>	0,6	0,3	1,1	0,8	-0,3	-0,6	<u>-0,9</u>
Single Salchow	1STh	<u>0,9</u>	0,6	0,3	1,1	0,8	-0,3	-0,6	<u>-0,9</u>
Single Loop	1LoTh	<u>0,9</u>	0,6	0,3	1,4	1,0	-0,3	-0,6	<u>-0,9</u>
Single Flip/Lutz	1F/LzTh	<u>0,9</u>	0,6	0,3	1,4	1,0	-0,3	-0,6	<u>-0,9</u>
Single Axel	1ATh	1,5	1,0	0,5	2,2	1,5	-0,5	-1,0	<u>-1,5</u>
Double Toeloop	2TTh	1,5	1,0	0,5	2,6	1,8	-0,5	-1,0	<u>-1,5</u>
Double Salchow	2STh	1,5	1,0	0,5	2,6	1,8	-0,5	-1,0	<u>-1,5</u>
Double Loop	2LoTh	1,5	1,0	0,5	3,0	2,1	-0,5	-1,0	<u>-1,5</u>
Double Flip/Lutz	2F/LzTh	1,5	1,0	0,5	3,0	2,1	-0,5	-1,0	<u>-1,5</u>
Double Axel	2ATh	<u>2,1</u>	1,4	0,7	4,0	2,8	-0,7	-1,4	<u>-2,1</u>
Triple Toeloop	3TTh	<u>2,1</u>	1,4	0,7	4,5	3,2	-0,7	-1,4	<u>-2,1</u>
Triple Salchow	3STh	<u>2,1</u>	1,4	0,7	4,5	3,2	-0,7	-1,4	<u>-2,1</u>
Triple Loop	3LoTh	<u>2,1</u>	1,4	0,7	5,0	3,5	-0,7	-1,4	<u>-2,1</u>
Triple Flip/Lutz	3F/LzTh	<u>2,1</u>	1,4	0,7	5,5	3,9	-0,7	-1,4	<u>-2,1</u>
Triple Axel	3ATh	3,0	2,0	1,0	7,5	5,3	-1,0	-2,0	-3,0
Quad Toeloop	4TTh	3,0	2,0	1,0	8,0	5,6	-1,0	-2,0	-3,0
Quad Salchow	4STh	3,0	2,0	1,0	8,0	5,6	-1,0	-2,0	-3,0
Quad Loop	4LoTh	3,0	2,0	1,0	8,5	6,0	-1,0	-2,0	-3,0
Quad Flip/Lutz	4F/LzTh	3,0	2,0	1,0	9,0	6,3	-1,0	-2,0	-3,0
Death Spirals									
Forward/Backward inside									
Level 1	Fi/BiDs1	<u>2,1</u>	1,4	0,7	2,8		-0,7	-1,4	<u>-2,1</u>
Level 2	F/BiiDs2	<u>2,1</u>	1,4	0,7	3,0		-0,7	-1,4	<u>-2,1</u>
Level 3	Fi/BiDs3	<u>2,1</u>	1,4	0,7	3,2		-0,7	-1,4	<u>-2,1</u>
Level 4	Fi/BiDs4	<u>2,1</u>	1,4	0,7	3,5		-0,7	-1,4	<u>-2,1</u>
Forward/Backward outside									
Level 1	Fo/BoDs1	<u>2,1</u>	1,4	0,7	3,0		-0,7	-1,4	<u>-2,1</u>
Level 2	Fo/BoDs2	<u>2,1</u>	1,4	0,7	3,5		-0,7	-1,4	<u>-2,1</u>
Level 3	Fo/BoDs3	<u>2,1</u>	1,4	0,7	4,0		-0,7	-1,4	<u>-2,1</u>
Level 4	Fo/BoDs4	<u>2,1</u>	1,4	0,7	4,5		-0,7	-1,4	<u>-2,1</u>
Pivot Figure	PiF	<u>2,1</u>	1,4	0,7	2,2		-0,7	-1,4	<u>-2,1</u>
Pair Spins									
Pair Spin Level 1	PSp1	1,5	1,0	0,5	2,0		-0,3	-0,6	<u>-0,9</u>
Pair Spin Level 2	PSp2	1,5	1,0	0,5	2,5		-0,3	-0,6	<u>-0,9</u>
Pair Spin Level 3	PSp3	1,5	1,0	0,5	3,0		-0,3	-0,6	<u>-0,9</u>
Pair Spin Level 4	PSp4	1,5	1,0	0,5	3,5		-0,3	-0,6	<u>-0,9</u>
Pair Combination Spin									
Level 1	PCoSp1	1,5	1,0	0,5	3,0		-0,3	-0,6	<u>-0,9</u>
Level 2	PCoSp2	1,5	1,0	0,5	3,5		-0,3	-0,6	<u>-0,9</u>
Level 3	PCoSp3	1,5	1,0	0,5	4,0		-0,3	-0,6	<u>-0,9</u>
Level 4	PCoSp4	1,5	1,0	0,5	4,5		-0,3	-0,6	<u>-0,9</u>

II. Updated Levels of Difficulty of Single/Pair Elements

LEVELS OF DIFFICULTY, SINGLE SKATING, SEASON 2010-2011

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

Step Sequences	<p>1) Simple variety (Level 2), variety (Level 3), complexity (Level 4) of turns and steps throughout (compulsory)</p> <p>2) Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction</p> <p>3) <u>Use of upper body movements</u></p> <p>4) <u>At least half a pattern on one foot only</u></p> <p>5) <u>Combination of difficult turns (rockers, counters, brackets, twizzles) quickly executed in both directions (at least twice within the sequence)</u></p>
All Spins	<p>1) A difficult variation in a basic or (for spin combinations only) in an intermediate position</p> <p>2) Another difficult variation in a basic position which must be <u>significantly different from the first one and:</u></p> <ul style="list-style-type: none"> ● <u>spin in one position with change of foot – on different foot than the first one</u> ● <u>spin combination without change of foot – in different position than the first one</u> ● <u>spin combination with change of foot – on different foot and in different position than the first one</u> <p>3) Change of foot <u>executed by jump</u></p> <p>4) Backward entrance/Difficult variation of flying entrance/Landing on the same foot as take-off or changing foot on landing in a Flying Sit Spin</p> <p>5) Clear change of edge in <u>sit (only from backward inside to forward outside) or camel</u></p> <p>6) All 3 basic positions <u>on both feet</u></p> <p>7) Both directions immediately following each other <u>in sit or camel spin</u></p> <p>8) At least 8 rev. without changes in pos./variation, foot or edge (camel, sit, layback, difficult upright), counts twice if repeated on another foot</p> <p>Additional features for the Layback spin:</p> <p>9) One change of position backwards-sideways or reverse, at least 3 rev. in each position (counts also if the Layback spin is a part of <u>any other spin</u>)</p> <p>10) Biellmann position after layback spin (SP – after 8 revolutions in layback spin)</p> <p>Backward entry, <u>change of edge and any type of difficult spin variation</u> count as features that can increase the Level <u>only once per program (in the first spin they are attempted)</u>;</p> <p><u>The following requirements are mandatory for Levels 2 – 4 both in Short Program and in Free Skating:</u></p> <ul style="list-style-type: none"> a) for Spin Combinations with change of foot all 3 basic positions; <u>b) for Spins with change of foot at least one basic position on each foot.</u> <p>In any spin with change of foot the maximum number of features attained on one foot is <u>two (2).</u></p>

CLARIFICATIONS: LEVELS OF DIFFICULTY SINGLES, season 2010-2011

STEP SEQUENCES

Types of turns (executed on one foot) : three turns, twizzles, brackets, loops, counters, rockers.

Types of steps (executed on one foot whenever possible) : toe steps, chasses, mohawks, choctaws, curves with change of edge, cross-rolls, running steps.

Simple variety must include at least **7** turns & **4** steps, none of the types can be counted more than twice.

Variety must include at least **2** turns and **4** steps, none of the types can be counted more than twice.

Complexity must include at least **5** different types of turns and 3 different types of steps all executed at least once in both directions.

Use of upper body movements means the visible use for a combined total of at least 2/3 of the pattern of the step sequence any movements of the arms, head and torso that have an effect on the balance of the main body core.

Combination of difficult turns (rockers, counters, brackets, twizzles) quickly executed in both directions requires at least two turns in each direction.

SPINS

Positions. There are 3 basic positions: camel (free leg backwards with the knee higher than the hip level, however Layback, Biellmann and similar variations are still considered as upright), sit (the upper part of the skating leg at least parallel to the ice), upright (any position with skating leg extended or almost extended, which is not a camel position) and intermediate positions (all other positions).

Spin combinations: the number of revolutions in intermediate positions is counted in the total number of revolutions; intermediate positions can be considered as difficult variations in accordance with the definition of such variations, but a change of position can only be from one basic position to another basic position.

Spin in one position and Flying Spin: intermediate positions are allowed, counted in the total number of revolutions required by the Rules, but are not valid for Level features.

Change of edge can be counted only if done in a basic sit position (from Bi to Fo) or in a camel position. Change of edge in order to be counted requires at least 2 full rev. on one edge followed by at least 2 full rev. on another edge in the same basic position.

Spin Variations.

Simple: A simple variation of position is a movement of a body part, leg, arm, hand or head, which enhances but does not change the basic position of the main body core. A simple variation does not increase the Level.

Difficult: A difficult variation is a movement of a body part, leg, arm, hand or head, which requires more physical strength or flexibility and that, has an affect on the balance of the main body core. Only these variations can increase the Level.

Remarks:

- Backward entry, change of edge and any type of difficult spin variation count as features that can increase the Level only once per program (in the first spin they are attempted);
- for camel, sit and layback positions once the position has been established a clear increasing of speed will be considered a difficult variation;
- camel spin includes position with the upper body turned upwards approximately 180% (upside down position);
- in any spin a clear jump within a spin started and landed on the same foot (at least 2 revolutions before and after the jump in basic positions) will be considered as a difficult variation;
- in order to be counted as a Level feature backward entrance requires at least 2 rev. on a backward outside edge.

Spins in both directions: Execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be rewarded by counting this as an additional feature in all Levels for sit and camel basic positions. A minimum of 3 revolutions in each direction is required. A Spin executed in both directions (clockwise and counter clockwise) as above is considered as one Spin.

Change of foot to be considered requires at least 3 revolutions before and after the change.

Flying spins: in case of a “step over” in Short Program Level can not be more than 1, in Free Skating this does not count as a Level feature; in a flying sit spin “landing on the same foot as take-off or changing foot on landing” is counted as a Level feature only when sit position is attained.

LEVELS OF DIFFICULTY, PAIR SKATING, SEASON 2010-2011

Number of features for Levels: 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) 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 (steps/skating moves executed by both partners immediately preceding take-off)
Lifts	<ol style="list-style-type: none"> 1) Difficult (simple for juniors) variation of the take-off 2) 1 change of hold and/or lady's position (1 rev. before and after the change, counts twice if repeated) 3) Difficult variation of the lady (one full revolution) 4) Difficult (simple for juniors) carry (not for SP) 5) <u>One-hand-hold of the man</u> (2 full revolutions in total) 6) <u>Additional revolutions of the man with one-hand-hold after 2 revolutions in 5) (only in FS and only in one lift)</u> 7) Difficult (simple for juniors) landing variety 8) Change of rotational direction by the man (one revolution before and after the change)
Step Sequences	<ol style="list-style-type: none"> 1) Simple variety (Level 2), variety (Levels 3–4) of turns and steps of both partners throughout (compulsory) 2) Rotations (turns, steps) 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) <u>Use of upper body movements</u> 4) Changes of pos. (crossing at least twice while doing steps and turns) for at least 1/3 of the sequence 5) <u>Not separating at least half of the pattern</u> (changes of holds are allowed)
Death Spirals	<ol style="list-style-type: none"> 1) Difficult entry (immediately preceding the death spiral) and/or exit 2) <u>Change of man's pivot position (not for SP)</u> 3) Change of lady's and/or man's arm hold (1 rev. with each hold) 4) Additional revolution(s) of the lady after the first revolution (<u>counts as many times as repeated</u>) Features 3 and 4 are counted only if both partners are in "low" positions (see Clarifications)
Solo Spins	<ol style="list-style-type: none"> 1) 1 difficult variation in a basic or (for spin combinations only) in an intermediate position 2) Another difficult variation in a basic position which must be <u>significantly different from the first one and:</u> <ul style="list-style-type: none"> • <u>spin in one position with change of foot – on different foot than the first one</u> • <u>spin combination without change of foot – in different position than the first one</u> • <u>spin combination with change of foot – on different foot and in different position than the first one</u> 3) Flying or backward entrance 4) Clear change of edge in <u>sit (only from backward inside to forward outside) or camel</u> 5) All 3 basic positions on one foot (counts twice if executed on both feet) 6) 2 changes of foot (not for SP) 7) Both directions immediately following each other 8) At least 6 rev. without changes in pos./variation, foot and edge (camel, sit, layback, difficult upright) In any spin with change of foot the maximum number of features attained on one foot is two (2). For Spins with change of foot at least one basic position on each foot is mandatory for Levels 2 – 4 both in Short Program and in Free Skating.
Pair Spins	<ol style="list-style-type: none"> 1) 2 changes of basic positions of both partners 2) Additional change(s) of basic positions of both partners after the 2 changes required above 3) 3 difficult variations of positions of partners, <u>only</u> one of which can be in intermediate position (each variation of each partner counts separately) 4) <u>Any other</u> difficult variation(s) of positions of partners <u>in addition to</u> the 3 variations required above 5) Entrance from backward outside or inside edge 6) Both directions immediately following each other 7) At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright)

LEVELS OF DIFFICULTY PAIRS, CLARIFICATIONS, SEASON 2010-2011

LIFTS.

Definition of carries and one hand holds

Basic: Holds Hand-to-Hand, Hand-to-Hip, Hand-to-Waist and Hand-to-Armpit.

Positions Upright (lady's upper body vertical), Star (lady's position sideways with upper body parallel to the ice) and Platter (lady's position flat, facing up or down with upper body parallel to the ice).

Carry Two hand Carry up to 3 seconds with no revolution of the man.

Simple: Take-off Includes but is not limited to change of hand hold on ascent of lift.

Landing Different landing foot, change of hold on descent.

Carry Duration at least 3 seconds.

Difficult: Take-off Includes but not limited to: Somersault take-off, dance lift going immediately into a Pair lift take-off without the lady touching the ice between two lifts, one hand take-off, Spread-Eagle, Ina Bauer or Spiral by one by one or both partners as the entry curve.

Landing Variation of the difficult landing which includes but is not limited to: Somersaults, variation in hold, partner positions and /or direction of landing, one hand landing, Spread-Eagle position of the man during dismounting.

Carry Includes at least one of the following features: during the carry the man for at least 3 seconds skates on one foot or holds the partner on one arm or performs crossovers or performs Spread Eagle or a similar move.

Position A movement of a leg(s), arm(s) or upper body which requires more physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level.

Change of hold or lady's position requires one full revolution before and after this change. If a change of hold and a change of lady's position are executed at the same time, only one Level feature will be awarded.

STEP SEQUENCES

Types of turns (executed on one foot) : three turns, twizzles, brackets, loops, counters, rockers.

Types of steps (executed on one foot whenever possible) : toe steps, chasses, mohawks, choctaws, curves with change of edge, cross-rolls, running steps.

Simple variety must include at least 7 turns & 4 steps, none of the types can be counted more than twice.

Variety must include at least 9 turns and 4 steps, none of the types can be counted more than twice.

Use of upper body movements means the visible use for a combined total of at least 2/3 of the pattern of the step sequence any movements of the arms, head and torso that have an effect on the balance of the main body core.

SPINS. Solo spins: same as Single Skating

Pair spins: Entrance from backward outside or inside edge requires that each partner rotates at least two (2) revolutions on a backward outside/inside edge.

execution of 4 difficult variations (each variation of each partner counted separately, at least 2 rev. in each variation) will result in 2 Level features independent on the order of these variations if at least 2 of these variations are executed in basic positions.

DEATH SPIRAL

Lady's "low" position: for inside Death Spirals the lowest hip or buttock and head should not be higher than her skating knee; for outside Death Spirals – head should not be higher than her skating knee and bodyline between knee of skating leg and head should be flat or shallow arch.

Man's "low" pivot position: buttocks not higher than the knee of the pivot foot.

Any part of the Death Spiral with a higher lady's or man's position is not valid for Level features 3) and 4). During the change of pivot a higher man's position is possible, but for the feature 2) the man must have one revolution in the "low" pivot position before and after the change.

Change of arm hold by the lady or man requires one full revolution in the death spiral position before and after this change. However if both partners change arms at the same time, only one Level feature will be awarded.

Difficult entry, exit: Skater(s) must demonstrate positions that affect main body core and balance on the entry curve. Only these positions can be counted for Level features. An example of a difficult exit also: Lady exits immediately into a lift (dance or other) or into a jump.

Entry commences at the beginning of entry curve when one or both partners are already on one foot on the edge of the death spiral.

Exit starts when the Man starts bending his "holding" arm in the elbow and ends when the Lady comes to the vertical position.

III. 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. It is at the discretion of each Judge to decide on the number of bullets for any upgrade, but general recommendations are as follows:

FOR + 1 : 2 bullets

FOR + 2 : 4 bullets

FOR + 3 : 6 or more bullets

Singles

Jump Elements	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) clear recognizable steps/free skating movements immediately preceding element 3) varied position in the air / delay in rotation 4) good height and distance 5) good extension on landing / creative exit 6) good flow from entry to exit including jump combinations / sequences 7) effortless throughout 8) element matched to the musical structure
Spins	<ol style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of revolutions 5) good position(s) (including height and air position in flying spins) 6) creativity and originality 7) good control throughout all phases 8) element matched to the musical structure
Step Sequences	<ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) deep clean edges (including entry and exit of all turns) 5) good control and commitment of whole body to accuracy of steps 6) creativity and originality 7) effortless throughout 8) element matched to the musical structure
Spiral Sequences	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed during sequence 3) good body line and full extension 4) minimal delay between spiral positions 5) good flexibility 6) creativity and originality 7) ability to attain positions and variations quickly and effortlessly 8) element matched to the musical structure

Pairs

Lifts	<ol style="list-style-type: none"> 1) good take-off and landing position of both partners 2) correct and aesthetically pleasing air positions 3) good ice coverage during element 4) no scratching of blade on the ice by man or lady during all phases 	<ol style="list-style-type: none"> 5) good speed and flow 6) ability to maintain good flow from one position to another 7) effortless throughout 8) element matched to the musical structure
Twist Lifts	<ol style="list-style-type: none"> 1) good take-off and landing position of both partners 2) good position of man at release 3) good ice coverage during element 4) no scratching of blade on the ice by man or lady during all phases 	<ol style="list-style-type: none"> 5) good speed and timing from entry to exit 6) good height of lady in air position 7) effortless throughout 8) element matched to the musical structure
Jump Elements	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) varied position in the air / delay in rotation 3) good height and distance 4) good extension on landing / creative exit 	<ol style="list-style-type: none"> 5) good flow from entry to exit 6) good unison and close to each other in all phases 7) effortless throughout 8) element matched to the musical structure
Throw Jumps	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) good position of man at release 3) good air position of lady 4) good extension on landing / creative exit 	<ol style="list-style-type: none"> 5) good speed, height, distance 6) good control and flow on the landing 7) effortless throughout 8) element matched to the musical structure
Solo Spins	<ol style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of rev. 	<ol style="list-style-type: none"> 5) good and identical positions by both partners 6) good control throughout all phases by both partners 7) good unison and distance between partners 8) element matched to the musical structure
Pair Spins	<ol style="list-style-type: none"> 1) good control throughout (entry, rotation, conclusion/exit) by both partners 2) good speed or acceleration during spin 3) balanced rotations in all positions 4) clearly more than required number of rev. 	<ol style="list-style-type: none"> 5) good positions by both partners 6) creativity and originality 7) executed with continuous flow and ease 8) element matched to the musical structure
Death Spirals	<ol style="list-style-type: none"> 1) good flow in entry and exit 2) good control and speed in death spiral position 3) good quality of positions of both partners 4) no scratching of blade on the ice by man or lady during all phases 	<ol style="list-style-type: none"> 5) good, controlled transition into required position 6) effortless throughout 7) <u>creativity and originality</u> 8) element matched to the musical structure
Step Sequences	<ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) deep clean edges (including entry and exit of all turns) 	<ol style="list-style-type: none"> 5) good control and commitment of whole body to accuracy of steps 6) creativity and originality 7) good unison 8) element matched to the musical structure
Spiral Sequences	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed during sequence 3) good body line and full extension of both partners 4) minimal delay between spiral positions 	<ol style="list-style-type: none"> 5) good flexibility of both partners 6) creativity and originality 7) ability to attain positions and variations quickly and effortlessly 8) element matched to the musical structure

IV. 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 reduction are added.

SINGLE SKATING

Errors for which final GOE must be in the minuses	Reduction/other	Errors for which final GOE is not restricted	Reduction/other
JUMP ELEMENTS			
SP: One or more rev. less than required	GOE -3	Poor speed, height, distance, air position	-1 to -2
SP: Combo consisting of one jump only	GOE -3	Lacking rotation (no sign)	-1
<u>Downgraded (sign <<)</u>	-2 to -3	<u>Under-rotated (sign <)</u>	-1 to -2
SP: No required steps/movements preceding jump	-3	SP: Break between required steps/movements & jump/only one step/movement preceding jump	-1 to -2
Fall	-3	Poor take-off	-1 to -2
Landing on two feet in a jump	-3	Loss of flow/rhythm between jumps (combo/seq.)	-1 to -2
Stepping out of landing in a jump	-2 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
Touch down with both hands in a jump	-2	Long preparation	-1 to -2
2 three turns in between (jump combo)	-2	Touch down with one hand or free foot	-1
Starting from wrong edge in F/Lz (sign "e")	-2 to -3	Unclear edge at take-off in F/Lz (sign "e")	-1 to -2
SPINS			
Fall	-3	Less than required revolutions	-1 to -2
SP: Less than required positions (2 rev. in pos.)	-2 to -3	Poor/ <u>awkward</u> position(s), slow, traveling	-1 to -3
SP: Position in the air not attained (flying spin)	-2 to -3	FS: Pos. in the air not attained (flying spin/entry)	-1 to -3
Touch down with both hands	-2	Change of foot poorly executed (curve of entry/exit, moving to intermediate position etc.)	-1 to -3
		Incorrect take-off or landing in a flying spin	-1 to -2
		Touch down with free foot or one hand	-1
STEPS			
Fall	-3	SP: Incorrect pattern	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Poor quality of steps, turns, positions	-1 to -3
		Stumble	-1 to -2
		SP: Jumps with more than half rev. included	-1
SPIRALS			
Fall	-3	Poor positions	-1 to -3
Less than half of the pattern in spiral position	-2 to -3	Stumble	-1 to -2
		Poor edge quality	-1 to -2

PAIR SKATING

Errors for which final GOE must be in the minuses	Reduction/ other	Errors for which final GOE is not restricted	Reduction/ other
LIFTS			
Fall	-3	Poor positions in the air or on landing	-1 to -3
Serious problems in the lifting process	-3	Poor speed and/or distance	-1 to -3
Lady collapses on partner	-2	Poor turns by man	-1 to -3
Lady starts or lands on two feet	-2	Poor take-off/ <u>weak landing</u>	-1 to -3
		Long preparation	-1
		Touch down with the free foot	-1
TWIST LIFTS			
SP: Single.	GOE -3	Poor height or distance	-1 to -3
Fall	-3	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -2
Lady collapses on partner	-2 to -3	<u>Catch assisted by the man's shoulder</u>	-1 to -2
Lady is not caught in the air before landing	-2	Weak landing (poor speed, bad positions,awkward catch)	-1 to -2
Lady is not caught at the waist	-2	Long preparation	-1
Lady lands on two feet	-2	Man exits on two feet	-1
Lady touches down with both hands	-2	Touch down with the free foot	-1
<u>Downgraded (sign <<)</u>	-2		
JUMP ELEMENTS, THROW JUMPS			
SP: One or more rev. less than required	GOE -3	Poor speed, height, distance, air position	-1 to -2
Fall	-3	No unison – jump elements	-1 to -3
Starting or landing on two feet in a jump	-2	Big distance between partners– jump elements	-1 to -3
Stepping out of landing in a jump	-2	Poor take-off	-1 to -2
Touch down with both hands in a jump	-2	<u>Lacking rotation (no sign)</u>	-1
<u>Downgraded (sign <<)</u>	-2 to -3	<u>Under-rotated (sign <)</u>	-1 to -2
Unequal number of revolutions by partners	-2	Loss of flow/rhythm between jumps (combo/seq.)	-1 to -2
2 three turns in between – jump combo	-2	Poor man's position at take-off – throw jump	-1 to -2
Starting from wrong edge in F/Lz (sign "e")	-2 to -3	Unclear edge at take-off in F/Lz (sign "e")	-1 to -2
		Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
		Long preparation	-1 to -2
		Touch down with one hand or free foot	-1
SOLO AND PAIR SPINS			
Fall	-3	Less than required revolutions	-1 to -2
SP: Less than required positions (2 rev. in pos.)	-2 to -3	<u>Poor/awkward position(s), slow, traveling</u>	-1 to -3
Touch down with both hands	-2	<u>Position in the air not attained (flying spin/entry)</u>	-1 to -3
		Change of foot poorly executed	-1 to -3
		Slow or reduction of speed	-1 to -3
		No unison, too big distance between partners	-1 to -3
		<u>Incorrect take-off or landing (flying spin/entry)</u>	-1 to -2
		SP, PCoSp: Change of foot not at the same time	-1 to -2
		Stop during spin (except when changing direction)	-1 to -2
		Touch down with free foot or one hand	-1
DEATH SPIRALS			
Fall	-3	Poor position of the lady (too high etc.)	-1 to -3
Wrong pivot position (losing toe pick etc.)	-2 to -3	Poor exit	-1 to -3
Lady assisted not only by the blades	-2 to -3	Slow or reduction of speed	-1 to -3
		Weak lady's edge quality	-1
STEPS			
Fall	-3	SP: Incorrect pattern	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Poor quality of steps, turns, positions	-1 to -3
		Stumble	-1 to -2
		SP: Jumps with more than half rev. included	-1
SPIRALS			
Fall	-3	Poor positions	-1 to -3
Less than half of the pattern in spiral position	-2 to -3	Stumble	-1 to -2
		Poor edge quality	-1 to -2

Remarks:

1. In both Singles and Pairs “Starting from the wrong edge” and “Unclear edge at take-off” in Flip or Lutz jumps will be identified by the Technical Panel to the Judges and in the Protocols with the sign “e”. Each Judge will then decide himself/herself on the severity of the error (major or minor error) and the corresponding GOE reduction.
2. In Jump Combinations/Sequences Half-loop (or “Euler”) (landing backwards) will be a listed jump. Consequently the units “half-loop + Salchow/Flip” and “any jump landed backwards outside + half-loop + Salchow/Flip” will become jump combinations of 2 or 3 jumps correspondingly. Half-loop will have the Base Value and the GOE values of the single loop jump and will be identified by the Technical Panel to the Judges and in the Protocols as “1Lo”.
3. The S&PTC would like to remind the Judges that if prior to the element of Singles Short Program “jump immediately preceded by connecting steps and/or by other comparable Free Skating movements” there are no steps and movements or there is break between steps/movements and the jump, the GOE must be reduced according to the Guidelines.

Milan,
May 4, 2010
Lausanne

Ottavio Cinquanta, President

Fredi Schmid, Director General