



# Judging System

# Handbook For Referees and Judges

Single and Pair Skating

**2023/2024**

## Step Sequences

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| <p><b>What is considered as a “small pattern” for reduction of GOE?</b></p>  | <p>If the StSq utilizes only part of the ice surface, the GOE reduction is -1 to -3.</p>  |
| <p><b>If the StSq is not performed to the music, how will this affect the GOE?</b></p>   | <p>GOE reduction of “does not correspond to the music” -2 to -4 applies. This element cannot start higher than +2 in the GOE evaluation.</p>  |
| <p><b>A skater performs a wonderful step sequence with deep and clean steps and turns, to the music with good energy, flow and in an interesting pattern on the ice. At the very end of the sequence there is a small loss of control and stumble. How will this affect the GOE?</b></p> | <p>The final GOE reflects the whole element overall so both positive aspects and negative aspects should be considered. The positive bullet for “effortless throughout with good energy, flow and execution” cannot be awarded, so the maximum starting GOE is +3 for this element.</p> |
| <p><b>In the FS during the StSq the skater performs a jump element with more than one revolution and falls. How will the call be and how to evaluate the GOE?</b></p>  | <p>The Technical Panel will call StSq “F” and jump element “F”. Both elements will have a GOE reduction of -5 for Fall. The deduction is 1.0 point in total for one fall.</p>   |

## Choreographic Sequences

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| <p><b>If the Choreographic Sequence is performed to the music with several movements covering the ice in an interesting pattern, but the movements are executed with poor quality, how will this affect the GOE?</b></p> | <p>The final GOE reflects the whole element overall so both positive aspects for “good ice coverage or interesting pattern” and “element matches the music and reflects the concept/character of the program”, and negative aspects for “poor quality of movements” should be considered.</p> |
| <p><b>The skater performs two different spirals with many cross overs in between. It’s two good quality movements</b></p>  | <p>The final GOE reflects the whole element overall so both positive and negative aspects should be considered. GOE reduction of “lack of connection between the choreographic movements” -2 to -3 is</p>   |

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| <p><b>but it lacks connection between the spirals. How will this affect the GOE?</b></p> | <p>appropriate to use in this case with many cross overs in between the spirals, making the element two separate movements instead of one unit connected.</p> |
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| <p><b>A skater (or pair) performs a creative Choreographic Sequence, matching the music in every aspect, with an interesting pattern and good energy, flow and execution, also the commitment/control of the whole body is there. In the very end of the sequence the skater falls on the ice and then the program is ended by an ending pose. How will this affect the GOE?</b></p> | <p>The final GOE reflects the whole element overall so both positive aspects and negative aspects should be considered. If the Technical Panel decides that the fall is in the Choreographic Sequence, a sign “F” will be marked on the screen next to the element. In this case a mandatory reduction of -5 must be applied. The starting GOE cannot be higher than +2, so the only possible marks are either -5 or -4 or -3.</p> |
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## Jump Elements, Throw jumps

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| <p><b>If the 1Eu is not clearly jumped or is executed as a step over, how will this affect the GOE?</b></p> | <p>GOE reduction of “Euler executed as step over” -1 to -2 applies.</p> |
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| <p><b>If there is a full revolution on the ice in between a jump combo or jump sequence, how will this affect the GOE?</b></p> | <p>GOE reduction of “2 three turns in between jump combo/seq” -2 to -3 applies.</p> |
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| <p><b>If a skater executes a weak landing of a jump with a hop and the Technical Panel determines it is not a jump, how will this affect the GOE?</b></p> | <p>GOE reduction of “weak landing” -1 to -3 applies.</p> |
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| <p><b>If a landing of a jump is on the other foot, how will this affect the GOE?</b></p> | <p>In combinations/sequences all jumps with more than one revolution, except the last one may be landed on either foot. If the skater lands the last jump on the wrong foot, the GOE shall be reduced by “Weak landing” -1 to -3.</p> |
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| <b>If a landing is on the incorrect edge, how will this affect the GOE?</b>  | GOE reduction of “weak landing” -1 to -3 applies.  |
| <b>If the jump combo in the SP has three jumps, what will the GOE be?</b>  | The jump element is not according to requirements so the final GOE must be -5.   |
| <b>If a jump gets +REP, will this affect the GOE?</b>  | No reduction of the GOE if no other mistake is made. The jump element will automatically get 70% value.  |
| <b>If there is a touch down with the free foot without weight transfer in a jump combo/sequence, how will that affect the GOE?</b> | This is a mistake, GOE reduction of “touch down with one hand or free foot (including in between jumps)” -1 to -2 applies.   |
| <b>If there is an extra jump executed and/or an element has a * in the FS, how will this be evaluated?</b>                         | The GOE applies to the entire element performed, including any jumps with an “*”.  |
| <b>If there is a “q” sign, is it possible to start the GOE evaluation at +3?</b>   | Yes. The highest possible starting GOE is +3 as you cannot award “good take off and landing”. With the reduction of -2, the highest final GOE is +1.   |
| <b>If there are several “q” signs in a jump combination or sequence, how will this affect the GOE?</b>                             | GOE reduction of multiple “q” signs in jump combo/seq” -3 to -4. In this element it is not possible to start higher than +2 in the GOE evaluation because there are multiple errors (several q signs). |
| <b>If a jump element/jump combo/ jump sequence has/have multiple signs like “!” and “&lt;”, is it possible to start GOE at +3?</b> | No. With multiple errors in any element, the starting GOE for the evaluation cannot be higher than +2.   |
| <b>A jump take off is unclear, or the skater is using the whole blade instead of toe pick. How will this affect the GOE?</b>       | GOE reduction of “poor take off” -2 to -4 applies.   |

## Spins, Pair Spins

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| <p><b>If there is previous rotation on the ice before take-off in a Flying Spin, how will this affect the GOE?</b></p>                       | <p>If there is previous rotation on the ice before the take-off in a Flying Spin, this is considered as a “Incorrect take-off in a flying spin” with a reduction of GOE -1 to -2. This spin cannot start higher than +2 in the GOE evaluation.</p> |
| <p><b>If a spin is lacking required minimum revolutions, how will this affect the GOE?</b></p>   | <p>The lack of required minimum revolutions in spins must be reflected in the GOE by reduction of -1 to -3. In the SP this spin cannot start higher than +2 in the GOE evaluation.</p>   |
| <p><b>In a Flying Spin, if the jump is more like a step over, how will this affect the GOE?</b></p>  | <p>A GOE reduction of “Poor fly” -1 to -3. This spin cannot start higher than +2 in the GOE evaluation. There should be a clear jump and a good air position.</p>  |
| <p><b>Do the final wind-up revolutions count in the required revolutions?</b></p>  | <p>In the Short Program – No.<br/>In the Free Skating – yes, but not in the Spin in one position and Flying Spin.</p>  |
| <p><b>If there is a mistake or loss of balance in the difficult exit of a spin, how will this affect the GOE?</b></p>                        | <p>GOE reduction of “Poor exit” -1 to -3 applies.</p>  |
| <p><b>If the free leg drops down for a long time while preparing for a difficult camel variation, how will this affect the GOE?</b></p>      | <p>GOE reduction of “Poor/awkward, unaesthetic position(s)” -1 to -3 applies.</p>  |
| <p><b>If it takes too long to reach a basic position in a spin, how will this affect the GOE?</b></p>  | <p>GOE reduction of “Poor/awkward, unaesthetic position(s)” -1 to -3 applies.</p>  |
| <p><b>If there is a curve of exit or a curve of entry during the change of foot in a change foot spin, how will this affect the GOE?</b></p> | <p>A GOE reduction of “change of foot poorly done” -2 to -3 applies. This spin cannot start higher than +2 in the GOE evaluation.</p>  |

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| <p><b>If in a CCoSp the skater only perform 2 positions by choice, how does this affect the GOE?</b></p> | <p>This is not regarded as an error in the GOE.</p> |
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| <p><b>If the solo spin in pair skating is performed with a significant distance between the partners, how will this affect the GOE?</b></p> | <p>GOE reduction of “big distance between partners” -1 to -3 applies.</p> |
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## Lifts, Twist Lifts

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| <p><b>In a lift the pair has problems with balance when the woman changes position, with the result that the woman comes down early. How will this affect the GOE?</b></p> | <p>GOE reduction of “serious problems on the descent of the lift” -3 to -4 applies. This lift cannot start higher than +2 in the GOE evaluation.</p> |
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| <p><b>What is a “poor take off” in a twist lift?</b></p> | <p>A poor take off in a twist lift can be poor speed into the element, serious scratching, no toe-pick in the take off (using full blade). GOE reduction is -1 to -3.</p> |
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| <p><b>In the landing of the twist lift the woman touches the man with her arm. How will this affect the GOE?</b></p> | <p>GOE reduction of “slight problems on the catch” -1 to -2 applies.</p> |
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| <p><b>During the catch in the twist lift, the woman wraps her arm around the man’s back/neck. How will this affect the GOE?</b></p> | <p>GOE reduction of “serious problems on the catch” -3 to -4. This twist lift cannot start higher than +2 in the GOE evaluation.</p> |
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## Death Spirals

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| <p><b>If the woman does not execute one full revolution in a low position, how will this affect the GOE?</b></p>                                   | <p>GOE reduction is “poor or weak position of the woman (too high/less than 1 rev in low position) or man” -1 to -3 applies.</p> |
| <p><b>Is the man allowed to do a forward pivot position?</b></p>   | <p>Yes, in the FS.</p>   |
| <p><b>If the man’s edge quality is not good, scratchy, “pumping” or not in a continuous edge the whole time, how will this affect the GOE?</b></p> | <p>GOE reduction of “woman’s or man’s weak edge quality” -2 to -3 applies.</p>   |

## Program Components

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| <p><b>In pair skating, if both skaters fall in an element, for example in the solo jump, is this considered as two serious errors?</b></p>   | <p>Yes, this is two serious errors and consequently the maximum score for all Program Components is 8.75.</p>   |
| <p><b>If there is an interruption in the program due to adverse conditions not related to the skater, e.g., music problems, lights, fire alarm etc, how will this affect the Program Components?</b></p> | <p>If there is an interruption in the skater’s performance due to a reason not related to the skater’s fault, this should not affect the Program Components score.</p>  |
| <p><b>One pair team displays a difference in their Skating Skills as the man is not as strong as the woman. How will this affect the mark of Skating Skills?</b></p>                                     | <p>In pair skating there must be equal demonstration of the criteria by the skaters. If there are notable differences between the skaters, the mark should reflect the unit as a whole, e.g., find the middle mark between the skaters.</p> |

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| <p><b>Why is <i>Originality</i> no longer one of the evaluation criteria for Program Components?</b></p> | <p>The definition of the word “originality” includes being new, special and interesting, different from anything that has been created before, novel and unusual. It is not possible to always be “new” in all programs, in all competitions, in every season.</p> <p>Originality can be referred to any criteria of the three components:</p> <ul style="list-style-type: none"> <li>- In the way of skating,</li> <li>- In the way of moving,</li> <li>- In the personal and particular use of the arms, head, hands etc,</li> <li>- In the patterns,</li> <li>- In the way of connecting the elements,</li> <li>- In the design of the movements.</li> </ul> <p>Original can be the way of combining or associating different pieces of music or styles. Original can be the way of translating music into movement, the creativity of the details to respond to the nuances of the music. Originality is the style itself, the unique way of “presenting” themselves at competition.</p> <p>If the skaters believe in what they do, if they are involved in the music and the program, they will be unique; they will be able to give life to the composition in a personal way – in their own way.</p> <p>Originality can appear anywhere, however is not limited or restricted to a criteria in one component.</p> |
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| <p><b>One of the criteria in Presentation is “Unison, oneness and awareness of space”. Are there no specific criteria for pairs in Skating Skills?</b></p> | <p>When judging Skating Skills in pairs, the skating repertoire of steps, turns and skating movements with blade and body control should be executed with similar technique. When similar technique exists, space between the partners is better managed and holds (including changes of holds) are more easily achieved.</p> <p>The output of having similar technique is unison or equal performing competency which has the potential to enhance Presentation.</p> |
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| <p><b>Steps and turns in the program are evaluated both in Composition and in Skating Skills. What is the difference?</b></p> | <p>In Skating Skills it is the diversity in the use of edges, steps, turns, body movements and direction of skating (the ability to use the whole skating repertoire).</p> <p>In Composition it is the joining of 2 technical elements by appropriately selected footwork, skating movements, body movements and non-listed jumps</p> |
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|  | (original pattern on the ice and original design of movements created using different skating and body movements). |
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