

INTERNATIONAL SKATING UNION

Communication No. 1396

Single & Pair Skating

I. Technical Rules Changes accepted by the 51st ISU Congress, Budapest, Hungary

1. Include in the Rulebook changes already published in ISU Communications No.1319 & 1342.
2. Allow in Junior Ladies Short Programs a Jump Combination consisting of two double jumps or one double and one triple jump or two triple jumps.
3. Allow Double or Triple Twist Lift in Senior Pairs Short Programs.
4. Allow retrogressions in Step Sequences of Singles and Pairs Short Programs.
5. Allow the following shapes of Spiral Sequences in Singles and Pairs Short Programs: circle (oval), serpentine, a combination of two circles or two serpentines or one circle and one serpentine.
6. Require at least one spiral position without any assistance of the hand or arm in Spiral Sequences of Ladies Short Program and Free Skating.
7. Delete an additional optional element from the Well Balanced Senior Pairs Free Programs.
8. Delete one element (one Lift) from the Well Balanced Junior Pairs Free Program.
9. Introduce (performed in the past) different types of Twist Lifts in Pairs Free Programs: Toeloop, Axel.
10. Amend Base Values of some elements: Twist Lifts (give Triple Twist Lift a higher Base Value and follow the principle: the Base Value of a Twist Lift of Level 4 - Double/Triple is equal to the Base Value of a Twist Lift of Level 1 with one revolution more - Triple/Quad respectively); Layback Spin, Spin with Change of Foot, some Solo Spins in Pair Skating etc.
11. In Singles Free Skating if a Triple or Quadruple Jump is performed twice as a Solo Jump, the second execution will be counted as a Jump Sequence with only one jump included.
12. Amend the definition of a Jump Sequence to read as follows: "A jump sequence may consist of any number of jumps of any number of revolutions that may be linked by non-listed jumps immediately following each other while maintaining the jump rhythm (knee); there can not be more than two three turns/Mohawks during the sequence; there can be no crossovers or stroking during the sequence".
13. Cancel the Qualifying Free Skating at ISU World and ISU World Junior Figure Skating Championships.
14. Change the system of Judges Draws for ISU Championships and conduct these draws every year between October 1 and November 15.

II. Update of the ISU Communication No. 1384 on the Levels of Difficulty of Single and Pair elements for the season 2006-2007

The Single and Pair Skating Technical Committee decided to include in this Communication the Charts that were already published in the ISU Communication No.1384 slightly updating them for clarification (the updates are underlined).

III. Guidelines for marking Grade of Execution of Singles/Pairs elements

Below are the charts with guidelines for GOE reductions because of errors in Singles/Pairs Short Programs and Free Skating elements for the season 2006 – 2007 (changes in the guidelines are underlined).

LEVELS OF DIFFICULTY
Single Skating, Season 2006-2007

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

Step Sequences	<ol style="list-style-type: none"> 1. Variety (complexity for Level 4) of turns and steps throughout (compulsory) 2. 4 changes of skating or rotational direction 3. Modest (full for Level 4) use of upper body movement 4. Quick changes from steps to turns
Spiral Sequences	<ol style="list-style-type: none"> 1. 3 spiral positions with change of foot (mandatory for SP), forward & backward, inside & outside (including backward inside) 2. 1 difficult variation of position 3. Unsupported Change of edge in a spiral (3 seconds hold before and after the change) 4. Unsupported change of free leg position or direction maintaining the spiral position (3 seconds hold before and after the change) 5. Unsupported position with the leg sideways or forward 6. Free leg in a total split position sideways or forward, one <u>or both arms</u> hold possible
Spin in one position without change of foot (upright including layback, camel or sit)	<ol style="list-style-type: none"> 1. 1 difficult variation 2. Second difficult variation different from the first one 3. Backward entrance 4. <u>On one edge and on the other edge</u> <p>Layback spin:</p> <ol style="list-style-type: none"> 1. 1 change of position backwards-sideways or reverse, at least 3 rev. in each position 2. Clear increasing of speed after establishing the basic position 3. Difficult variation of arm hold and/or body or free leg position 4. Biellmann position after layback spin (SP – after 8 revolutions in layback spin)
Spin in one position with change of foot	<ol style="list-style-type: none"> 1. 1 difficult variations 2. Second difficult variation (counts only if these two variations are on different feet) 3. Difficult change of foot 4. Backward entrance or variation of flying entrance (not regular flying camel) 5. <u>On one edge and on the other edge</u> (on both feet counts twice) 6. <u>Both directions immediately following each other</u>
Spin Combo without change of foot	<ol style="list-style-type: none"> 1. 1 difficult variation (counts as many times as the number of executed difficult variations in different basic positions) 2. Backward entrance or variation of flying entrance (not regular flying camel) 3. All 3 positions and at least 3 changes of position 4. <u>On one edge and on the other edge in one position</u>
Spin Combo with change of foot	<ol style="list-style-type: none"> 1. 1 difficult variations 2. Second difficult variation (counts only if these two variations are on different feet and in different basic positions) 3. Difficult change of foot 4. <u>On one edge and on the other edge</u> in one position (on both feet counts twice) 5. All 3 positions and at least 4 changes of positions (compulsory for Level 4) 6. Backward entrance or variation of flying entrance (not regular flying camel) 7. <u>Both directions immediately following each other</u>
Flying Spin, no change of foot, no change of position	<ol style="list-style-type: none"> 1. 1 difficult variation 2. Second difficult variation different from the first one 3. <u>On one edge and on the other edge</u> 4. Landing on the same foot as take off 5. Difficult variation of air or landing position

LEVEL OF DIFFICULTY SINGLES - STEPS, SPIRALS, SPINS, CLARIFICATIONS, SEASON 2006-2007

Step Sequences. Definition of Turns and Steps (turns with change of foot are considered as steps)

Basic:	Turns	Three turns
	Steps	Progressives, chasses, Mohawks
Variety:	Turns	Must include three different methods of turning e.g. three turns, twizzles, brackets
	Steps	Must include three different steps e.g. progressives, toe steps, chasses, , Mohawks etc
Complex:	Turns	Must include more than three different turns e.g. brackets, counters, rockers, twizzles
	Steps	Must include three different steps e.g. running steps, progressives, toe steps, chasses, choctaws etc used in multiple directions.

Turns and steps must be balanced in their distribution throughout the sequence.

Spiral Sequences. Definition of Spiral Variations

Simple Variation (of position): A spiral position with limited leg and or arm movement, e.g. bending of free leg, bending of skating leg, changes in arm positions, turning of head (all of these not affecting main body core position and independent from skating edge or direction). A simple variation DOES NOT increase the Level.

Difficult Variation (of position):

These are variations that affect the main body core position and balance, e.g. twisting the upper body, bending or pulling the upper body towards the skating leg, obtaining the Biellmann position. Only these variations can increase the Level.

Change of position or direction in Spirals:

A change of position or direction and a change of edge must be done not at the same time in order to be counted as features for a Level (3 sec. hold before and after the change of position/direction and 3 sec. hold before and after the change of edge are mandatory).

Spins. Definition of Spin Variations

Simple Variation: 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 Variation: 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.

As examples only:

- sit spin (broken leg) – changing the weight distribution by bending the leg to the side or behind the main body core;
- camel spin with the upper body turned upwards approx 180% (upside down position);
- camel spin – body arched where head and free foot are almost touching (doughnut spin);
- upright spin – where from the hips to the skating foot it is straight and the upper body is bent down towards to ice;
- Biellmann spin is considered a difficult variation of an upright spin – going from a camel spin to a Biellmann spin is considered as change of position. Going from an upright spin into a Biellmann spin is NOT a change of position likewise going from a layback spin to a Biellmann spin is NOT a change of position;

Remark: Biellmann positions counts as a feature that can increase the Level only in one spin in the Short Program and in two spins in Free Skating. While doing that, the first spin(s) is (are) taken into account.

- For camel, sit and layback positions once the position has been established a clear increasing of the speed will be considered a difficult variation. (Rational: It is necessary to draw body parts (adjust position) toward the main body core in order to increase speed. This is more physically difficult and changes the balance point on the spinning blade).

Spinning on both edges:

Spinning on one edge and on the other edge in order to be counted as a feature for a Level requires at least 2 full revolutions on one edge followed by at least 2 full revolutions on another edge in the same position (sit, camel, upright).

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. 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.

Simple and difficult change of foot:

Simple (can not increase the Level): does not require significant strength and skill, e.g. a step over, a small hop, a hop/jump from or into an upright position.

Difficult (can increase the Level): requires significant strength and skill, e.g. a clear jump over or a toe-Arabian or any form of a “butterfly” from sit or camel position directly into sit or camel position.

Levels of Difficulty, Pair Skating, Season 2006-2007

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

Twist Lift	<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 hands touching the man 3. Ladies' position in the air with arm(s) above the head 4. Difficult take-off (steps or skating moves immediately preceding the take-off etc.)
Lift	<ol style="list-style-type: none"> 1. Difficult (simple for juniors) variation of the take-off 2. 2 (1 for juniors) changes of hold or of lady's position 3. Difficult (simple for juniors) carry (not for SP) 4. Difficult one-hand-hold which counts as many times as there are full revolutions 5. Difficult (simple for juniors) landing variety 6. Change of rotational direction by the man
Step Sequence	<ol style="list-style-type: none"> 1. Variety of turns and steps of both partners throughout (compulsory) 2. 4 changes of skating or rotational direction 3. Moderate (full for Level 4) use of upper body movement 4. Changes of position (crossing each other) of the pair for at least one third of the sequence
Spiral Sequence	<ol style="list-style-type: none"> 1. 2 or more pos. of both partners (mandatory for SP), forward and backward, inside and outside (including backward inside) 2. 1 difficult variation of positions of both partners 3. Unsupported Change of edge by both partners in a spiral (3 sec. hold before and after the change) 4. Unsupported change of free leg position or direction by both partners maintaining spiral position (3 sec. before and after <u>the change</u>) 5. Unsupported spiral pos. by both partners (free leg sideways or forward, foot-hip level or higher)
Death Spiral	<ol style="list-style-type: none"> 1. Difficult entry and/or exit 2. Change of lady's arm hold (1 rev. with each hold) 3. Opposite arm hold of the man (1 rev. with this hold; SP – only after/before 1 rev. with regular hold) 4. Change of lady's pos. in death spiral (change of death spiral character; 1 rev. in each pos.; not for SP) 5. Additional rev. of the lady after the first rev. (each full rev. after the first counts separately)
Solo Spin in one pos. with/without change of foot	<ol style="list-style-type: none"> 1. One difficult variation 2. Second difficult variation (counts only if these two variations are on different feet) 3. Difficult change of foot 4. Flying or backward entrance 5. <u>On one edge and on the other edge</u> (each foot counts separate) 6. Both directions immediately following each other
Solo Spin Combo without change of foot	<ol style="list-style-type: none"> 1. 1 difficult variation (counts as many times as executed) 2. Flying or backward entrance 3. All 3 positions and at least 3 changes of positions 4. <u>On one edge and on the other edge in one position</u>
Solo Spin Combo with change of foot	<ol style="list-style-type: none"> 1. 1 difficult variation 2. Second difficult variation (counts only if these two variations are on different feet) 3. Difficult change of foot 4. Flying or backward entrance 5. All 3 positions and at least 4 changes of positions 6. <u>On one edge and on the other edge</u> in one position (on both feet counts twice) 7. Both directions immediately following each other
Pair Spin	<ol style="list-style-type: none"> 1. 1 difficult variation of position of one partner (counts as many times as executed, each variation of each partner counts separately) 2. Backward or flying entrance 3. 2 changes of positions of both partners
Pair Spin Combo with change of foot and change of pos.	<ol style="list-style-type: none"> 1. 2 changes of positions of both partners 2. Additional change(s) of positions of both partners after the 2 changes required above 3. 3 difficult variations of positions of partners (each variation of each partner counts separately) 4. Additional difficult variation(s) of positions of partners after the 3 variations required above 5. Backward or flying entrance 6. Both directions immediately following each other

LEVELS OF DIFFICULTY PAIRS, CLARIFICATIONS, SEASON 2006-2007

• Lifts. Definition of carries and one hand holds

Basic: Take Off, Holds, Landings No variation

Simple: **Carry** Two hand Carry up to 3 seconds with no revolution of the man.
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.
Holds One change.

Carry Duration at least 3 seconds.

Difficult: **Take off** Includes but is not limited to: Somersault take off, dance lift going immediately into a Pair Lift take off without the lady touching the ice in-between the two lifts, one hand take off.
Landing Variation of the difficult landing which includes but is not limited to: Somersaults, variation in holds, partner positions and/or direction of landing, one hand landing.
Carry Includes at least one of the following features: during the carry the Man for at least 5 seconds

- skates on 1 foot;
- performs crossovers;
- performs Spread Eagle or a similar move.

One hand hold Duration at least 5 seconds (in a carry) and/or 1 revolution of the Man.

In order to avoid counting one feature twice going to a one hand hold is not counted in the number of hold changes

• Step sequences. Definition of turns and steps (*turns with change of foot are considered as steps*)

Basic: **Turns** Three turns
Steps Progressives, chasses, Mohawks

Variety: **Turns** Must include three different methods of turning e.g. three turns, twizzles, brackets

Steps Must include three different steps e.g. progressives, toe steps, Mohawks, chasses etc

Complex: **Turns** Must include more than three different turns e.g. brackets, counters, rockers, twizzles

Steps Must include three different steps e.g. running steps, progressives, toe steps, Mohawks, chocktaws, chasses etc. used in multiple directions

In order to be taken into account for a possible higher Level a variety and/or complexity of turns and steps must be balanced in their distribution throughout the sequence; the workload between both partners must be even.

• Spiral sequences. Definition of Spiral Variations

Simple variation: A spiral position with limited leg or arm movement, e.g. bending of free leg, bending of skating leg, changes in arm positions, turning of head (all of these not affecting main body core position and independent from skating edge or direction). A simple variation DOES NOT increase the Level.

Difficult variation: This is a variation that affects the main body core and balance, e.g. twisting the upper body, bending or pulling the upper body towards the skating leg, moving free leg from behind to the side of the body while maintaining free leg height, obtaining the Biemann position. Only these variations can increase the Level.

Change of position or direction in Spirals:

A change of position or direction and a change of edge must be done not at the same time in order to be counted as features for a Level (3 sec. hold before and after the change of position/direction and 3 sec. hold before and after the change of edge are mandatory).

• Spins. Definition of Spin Variations (all comments are related to both partners)

Simple Variation: A movement of a 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 variation: A movement of a leg, arm, hand or head 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.

Spinning on one edge and on the other edge:

Spinning on both edges in order to be counted as a feature for a Level requires at least 2 full revolutions on one edge followed by at least 2 full revolutions on another edge in the same position (sit, camel, upright).

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 for every spin performed. 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.

Simple and difficult change of foot:

Simple (can not increase the Level): does not require significant strength and skill, e.g. a step over, a small hop, a hop/jump from or into an upright position.

Difficult (can increase the Level): requires significant strength and skill, e.g. a clear jump over or a toe-Arabian or any form of a "butterfly" from sit or camel position directly into sit or camel position.

• Death spirals

Any kind of position may be counted as a feature if it lasts for at least one revolution. This counting starts only when the Lady is in the actual (close and parallel to the ice) death spiral position.

Difficult Entry, Exit: Making the balance more complicated; partners must show flexibility and skating skills inside the entry/exit curve. An example of a difficult exit also: Lady exits immediately into a lift (dance or other) or into a jump. The "opposite" hand-hold of the Man is not considered to be a difficult entry.

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

Exit begins: Exit starts when the Man starts bending his "holding" arm in the elbow.

Exit ends: Exit ends when the Lady comes to the vertical position.

Guidelines for Judges in establishing GOE for errors in Singles Short Program elements

Element	Error	Reduction or other	Error	Reduction or other
Jumps	Fall on take-off	GOE -3	Stepping out of landing	-2, -GOE
	Fall on landing	-3, -GOE	Starting from wrong edge (depending on length)	<u>-1 to -3, -GOE</u>
	Less revolutions than required (wrong element)	GOE -3	Touch down with two hands	-2, -GOE
	Under rotated and downgraded	-1 to -3, -GOE	Touch down with one hand or free foot	-1
	Under rotated up to ¼ rev.	-2	Long preparation	-1
	Starting or landing on two feet	-2, -GOE	Weak landing (on toe, on wrong edge etc.)	-1
Jump preceded by steps	No steps and/or movements preceding the jump	<u>-3, -GOE</u>	Only one step/movement preceding the jump	-1
	Steps/movements not immediately preceding the jump	-1 to -2		
Jump Combo	Fall on take-off of the first jump	GOE -3	One/both jumps under rotated and downgraded	-1 to -3, -GOE
	Fall on first jump	GOE -3	One/both jumps under rotated up to ¼ rev.	-1 or -2
	Fall on second jump	-2, -GOE	Starting from wrong edge (one or both jumps)	<u>-1 to -3, -GOE</u>
	No second jump	GOE -3	Touch down with both hands	-2, -GOE
	Both jumps started or landed on two feet	GOE -3	Touch down with one hand or free foot	-1
	One jump started or landed on two feet	-2, -GOE	2 three turns inbetween without touch down	-1
	Stepping out of landing of the first jump	-2, -3, -GOE	More than 2 three turns inbetween without touch down	-2
	Stepping out of landing of the second jump	-2, -GOE	Three turns inbetween with touch down	GOE -3
One or both jumps with less rev. than required	GOE -3	Loss of flow between the jumps	-1	
			<u>No rhythm between the jumps</u>	<u>-2</u>
Flying Spin	Fall on take-off	GOE -3	Less than required revolutions	-1 to -3
	Fall on landing	GOE -3	Touch down with both hands	-2, -GOE
	Incorrect take-off or landing	-1 to -2	Touch down with free foot or one hand	-1
	Position in the air not attained	-2, -3, -GOE	Weak or poor position on the ice	<u>-1 to -3</u>
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
Spin	Fall on entrance	GOE -3	Touch down with both hands	-2, -GOE
	Fall during the spin	-3, -GOE	Touch down with free foot or one hand	-1
	Re-centering of the spin	-1 to -3	Weak or poor position(s)	<u>-1 to -3</u>
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions	-1 to -3	<u>Change of foot poorly executed</u>	<u>-1 to -3</u>
Spin Combo	Fall on entrance	GOE -3	Less than required revolutions on one foot	-1 to -3
	Fall during the spin	-3, -GOE	Touch down with both hands	-2, -GOE
	Less than required positions (min. 2 rev. in pos.)	-2, -GOE	Touch down with free foot or one hand	-1
	Re-centering of the spin	-1 to -3	Weak or poor position(s)	<u>-1 to -3</u>
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions on both feet	-2 to -3	<u>Change of foot poorly executed</u>	<u>-1 to -3</u>
Steps/ Spirals	Fall	-3, -GOE	Jumps with more than ½ rev. included	-1
	Pattern incorrect	-1 to -3	Slow or reduction of speed	-1 to -3
	Stumble	-1 to -2	Only 50, from 40 to 50 or less than 40 % of the time performing steps or turns	-1 to -3
	<u>Retrogression</u>	<u>-1 to -2</u>		
Spirals	No spiral positions (min. 3 sec. hold)	GOE -3	No change of foot	-3
	Only 1 spiral position (min. 3 sec. hold)	-2 to -3, -GOE	Only 50, from 40 to 50 or less than 40 % of the time in spiral positions	-1 to -3
	Only 2 spiral positions (min. 3 sec. hold)	-2		

Guidelines in establishing GOE for errors in Singles Free Skating

Element	Error	Reduction or other	Error	Reduction or other
Jumps	Fall on take-off	GOE -3	Starting wrong edge (depending on length)	<u>-1 to -3, -GOE</u>
	Fall on landing	-3, -GOE	Touch down with both hands	-2, -GOE
	Under rotated and downgraded	-1 to -3,-GOE	Touch down with one hand or free foot	-1
	Under rotated up to ¼ rev.	-2	Long preparation	-1
	Starting or landing on two feet	-2, -GOE	Weak landing (on toe, on wrong edge etc.)	-1
	Stepping out of landing	-2, -GOE		
J.Combo/Sequence	Fall on second jump	-2, -GOE	Touch down with both hands	-2, -GOE
	Both jumps started or landed on two feet	GOE -3	Touch down with one hand or free foot	-1
	One jump started or landed on two feet	-2, -GOE	2 three turns inbetween without touch down	-1
	Stepping out of landing of the first jump	-2,-3,-GOE	More than 2 three turns inbetween without touch down	-2
	Stepping out of landing of the second jump	-2, -GOE	2 three turns inbetween with touch down (sequence)	<u>-2, -GOE</u>
	One/both jumps under rotated and downgraded	-1 to -3,-GOE	More than 2 three turns inbetween with touch down	Solo jumps
	One or both jumps under rotated up to ¼ rev.	-1 or -2	Loss of flow between the jumps	-1
	Starting from the wrong edge	<u>-1 to -3,-GOE</u>	<u>No rhythm between the jumps (combo)</u>	<u>-2</u>
Flying Spin	Fall on take-off	GOE -3	Less than required revolutions	-1 to -3
	Fall on landing	GOE -3	Touch down with both hands	-2, -GOE
	Incorrect take-off or landing	-1 to -2	Touch down with free foot or one hand	-1
	Position in the air not attained	-2,-3,-GOE	Weak or poor position(s) on the ice	<u>-1 to -3</u>
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
Spin	Fall on entrance	GOE -3	Touch down with both hands	-2, -GOE
	Fall during the spin	-3, -GOE	Touch down with free foot or hand	-1
	Re-centering of the spin	-1 to -3	Weak or poor position(s)	<u>-1 to -3</u>
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions	-1 to -3	<u>Change of foot poorly executed (see Spin Combo)</u>	<u>-1 to -3</u>
Spin Combo	Fall on entrance	GOE -3	Less than required revolutions on one foot	-1 to -3
	Fall during the spin	-3, -GOE	Touch down with both hands	-2, -GOE
	Re-centering of the spin	-1 to -3	Touch down with free foot or hand	-1
	Traveling	-1 to -3	Weak or poor position(s)	<u>-1 to -3</u>
	Less than required revolutions on both feet	-2 to -3	Inconsistent speed of rotation (eg slows down)	-1
			<u>Change of foot poorly executed (too long on 2 feet, loss of position during change, poor jump over)</u>	<u>-1 to -3</u>
Steps/Spirals	Fall	-3, -GOE	Slow or reduction of speed	-1 to -3
	Pattern incorrect	-1 to -3	Only 50, from 40 to 50 or less than 40 % of time performing steps or turns	-1 to -3
	Stumble	-1 to -2		
Spirals	<u>No spiral positions (min.3 sec. hold)</u>	<u>GOE - 3</u>	Only 50, from 40 to 50 or less than 40 % of time in spiral positions	-1 to -3
	<u>Only 1 spiral position (min 3 sec. hold)</u>	<u>-2</u>		

Guidelines for Judges in establishing GOE for errors in Pairs Short Program elements

Element	Error	Reduction or other	Error	Reduction or other
Lift	Fall on take-off/less than required rev.: Lady 2, Man 1	GOE -3	Poor positions in the air or on landing	-1 to -3
	Fall after the required number of rev.:Lady 2, Man 1	-3, -GOE	Poor turns by Man	-1 to -3
	Serious problems in the lifting process	-3, -GOE	Loss of speed on landing	-1 to -2
	Lady collapses on partner	-2, -GOE	Man exits on two feet	-1
	Lady starts or lands on two feet	-2, -GOE	Touch down with the free foot	-1
Twist Lift	Single	GOE -3	Lady lands on two feet	-2, -GOE
	Fall	-3, -GOE	Man exits on two feet	-1
	Poor speed at take-off or landing	-1 to -3	Touch down with the free foot	-1
	Poor height or distance	-1 to -3	Under rotated and downgraded	-2,-3,-GOE
	Lady collapses on partner	-2, -GOE	Under rotated up to ¼ rev.	-2, -GOE
	Lady is not caught in the air before landing	-2, -GOE	Awkward catch	-1
Lady is not caught at the waist	-2, -GOE	Serious scratching on take off	-1	
Throw Jump	Fall	-3, -GOE	Touch down with both hands	-2, -GOE
	Less than required revolutions (wrong element)	GOE -3	Touch down with one hand or free foot	-1
	Under rotated and downgraded	-2,-3,-GOE	Poor Man's position at release	-1 to -3
	Under rotated up to ¼ rev.	-2, -GOE	Poor speed, poor height or distance	-1 to -3
	Starting/landing on two feet, stepping out of landing	-2, -GOE	Weak landing	-1
Solo Jump (one/both partn.)	Fall	-3, -GOE	Touch down with one hand or free foot	-1
	Less than required revolutions (wrong element)	GOE -3	Starting from the wrong edge	-1 to -3,-GOE
	Under rotated and downgraded	-1 to -3,-GOE	Long preparation	-1
	Under rotated up to ¼ rev.	-2, -GOE	Weak landing	-1
	Unequal number of revolutions	-2,-3,-GOE	No unison	-1 to -3
	Starting/landing on two feet, stepping out of landing	-2, -GOE	Big distance between the partners	-1 to -3
Touch down with both hands	-2, -GOE			
Solo Spin Combo (one/both partn.)	Fall on entrance	GOE -3	Incorrect take-off/landing (flying spin)	-1 to -2
	Fall during the spin	-3, -GOE	Touch down with both hands	-2, -GOE
	Less than required revolutions	-1 to -3	Touch down with one hand or free foot	-1
	Less than required pos.(with min.2 rev. in each pos.)	-1 to -3, -GOE	Poor positions	-1 to -3
	Re-centering or traveling	-1 to -3	No unison	-1 to -3
	Position not attained in the air (flying spin)	-1 to -3	Inconsistent speed of rotation	-1
No change of foot	GOE -3	<u>Change of foot poorly executed</u>	-1 to -3	
Pair Spin Combo	Fall on entrance	GOE -3	Poor pos./poor speed /re-centers/ travels	-1 to -3
	Fall during the spin	-3, -GOE	No change of foot/position by one/both	-3
	Less than required revolutions	-1 to -3	Touch down with one hand or free foot	-1
	Less than required pos.(with min.2 rev. in each pos.)	-1 to -3, -GOE	Change of foot not at the same time	-1 to -2
			<u>Change of foot poorly executed</u>	-1 to -3
Death Spiral	Fall on entrance	GOE -3	Weak position of the Lady	-1 to -3
	Fall during the death spiral	-3, -GOE	Poor exit	-1 to -3
	Wrong pivot position (too high, not on toe pick etc.)	-2 to -3, -GOE	Loss of speed during death spiral	-1 to -2
	Less than 1 rev. after the Man attains pivot position	-2 to -3, -GOE	Weak Lady's edge quality	-1
	Lady assisted by anything other than the blades	-2 to -3, -GOE		
Step/Spiral Seq.	Fall	-3, -GOE	Stumble	-1 to -2
	Incorrect pattern	-1 to -3	<u>Retgression</u>	-1 to -2
	Jump with more than ½ rev. included	-1	Only 50, from 40 to 50 or less than 40 % of the time performing steps or turns	-1 to -3
	Low speed or reduction of speed	-1 to -3		
Spirals	<u>No spiral pos. by one or both (min. 3 sec. hold each)</u>	GOE -3	<u>2 spirals by one, 1 spiral by the other</u>	-2
	<u>1 spiral pos. by both partners (min. 3 sec. hold each)</u>	-2 to -3,-GOE	No partner in spiral position at a time	-1

Guidelines for establishing GOEs for errors in Pairs Free Skating

Element	Error	Reduction or other	Error	Reduction or other
Lift	Fall on take-off/less than required rev.:Lady 2,Man 1	GOE -3	Poor positions in the air or on landing	-1 to -3
	Fall after the required number of rev.:Lady 2,Man 1	-3, -GOE	Poor turns by Man	-1 to -3
	Serious problems in the lifting process	-3, -GOE	Loss of speed on landing	-1 to -2
	Lady collapses on partner	-2, -GOE	Man exits on two feet	-1
	Lady starts or lands on two feet	-2, -GOE	Touch down with the free foot	-1
Twist Lift	Fall	-3, -GOE	Man exits on two feet	-1
	Poor speed at take-off or landing	-1 to -3	Touch down with the free foot	-1
	Poor height or distance	-1 to -3	Under rotated and downgraded	-2,-3,-GOE
	Lady collapses on partner	-2, -GOE	Under rotated up to ¼ rev.	-2, -GOE
	Lady is not caught in the air before landing	-2, -GOE	Awkward catch	-1
	Lady is not caught at the waist	-2, -GOE	Serious scratching on take off	-1
	Lady lands on two feet	-2, -GOE		
Throw Jump	Fall	-3, -GOE	Touch down with one hand or free foot	-1
	Under rotated and downgraded	-2,-3,-GOE	Poor Man's position at release	-1 to -3
	Under rotated up to ¼ rev.	-2, -GOE	Poor speed, poor height or distance	-1 to -3
	Starting/landing on 2 feet, stepping out of landing	-2, -GOE	Weak landing	-1
	Touch down with both hands	-2, -GOE		
Solo Jump (one/both partn.)	Fall	-3, -GOE	Touch down with one hand or free foot	-1
	Under rotated and downgraded	-1 to -3,-GOE	Starting from the wrong edge	-1 to -3,-GOE
	Under rotated up to ¼ rev.	-2, -GOE	Long preparation	-1
	Unequal number of revolutions	-2,-3,-GOE	Weak landing	-1
	Starting/landing on 2 feet, stepping out of landing	-2, -GOE	No unison	-1 to -3
	Touch down with both hands	-2, -GOE	Big distance between the partners	-1 to -3
Jump Combo /Seq. (one/both partn.)	Fall on second jump	-2, -GOE	Starting from the wrong edge (one/both jumps)	-1 to -3,-GOE
	Both jumps started or landed on two feet	GOE -3	Touch down with both hands	-2, -GOE
	One jump started or landed on two feet	-2, -GOE	Touch down with one hand or free foot	-1
	Stepping out of landing of the first jump	-2,-3,-GOE	2 three turns inbetween without touch down	-1
	Stepping out of landing of the second jump	-2, -GOE	2 three turns inbetween with touch down -seq.	-GOE
	One/both jumps under rotated and downgraded	-1 to -3,-GOE	More than 2 three turns inbetween without touch down	-2
	No unison	-1 to -3		
	One/both jumps under rotated up to ¼ rev	-1 or -2	More than 2 three turns inbetween with touch down	2 jumps
No rhythm between the jumps (combo)	-2			
Solo Spin/Spin Combo (one/both partn.)	Fall on entrance	GOE -3	Touch down with both hands	-2, -GOE
	Fall during the spin	-3, -GOE	Touch down with one hand or free foot	-1
	Less than required revolutions	-1 to -3	Poor positions	-1 to -3
	Re-centering or traveling	-1 to -3	No unison	-1 to -3
	Position not attained in the air (flying spin)	-1 to -3	Inconsistent speed of rotation	-1
	Incorrect take-off/landing (flying spin)	-1 to -2	<u>Change of foot poorly executed</u>	-1 to -3
Pair Spin/Spin Combo	Fall on entrance	GOE -3	Poor pos./poor speed /re-centers/ travels	-1 to -3
	Fall during the spin	-3, -GOE	Touch down with both hands	-2, -GOE
	Less than required revolutions	-1 to -3	Touch down with one hand or free foot	-1
			<u>Change of foot poorly executed</u>	-1 to -3
Death Spiral	Fall on entrance	GOE -3	Weak position of the Lady	-1 to -3
	Fall during the death spiral	-3, -GOE	Poor exit	-1 to -3
	Wrong pivot position	-2,-3,-GOE	Loss of speed during death spiral	-1 to -2
	Less than 1 rev. after the Man attains pivot position	-2,-3,-GOE	Weak Lady's edge quality	-1
	Lady assisted by anything other than the blades	-2,-3,-GOE		
Step/Spiral Seq.	Fall	-3, -GOE	Low speed or reduction of speed	-1 to -3
	Incorrect pattern	-1 to -3	Stumble	-1 to -2
	Less than 2 spiral pos. by each (min. 3 sec. hold)	-GOE		

IV. Scale of Values of Figure Skating Elements

Below are the updated SOV Charts for the season 2006 - 2007.

Scale of Values – Singles			+++	++	+	BASE	-	--	---	
A	Jumps									
	Toeloop	1T	1,0	0,6	0,3	0,4	-0,1	-0,2	-0,3	
	Salchow	1S	1,0	0,6	0,3	0,4	-0,1	-0,2	-0,3	
	Loop	1Lo	1,0	0,6	0,3	0,5	-0,1	-0,2	-0,3	
	Flip	1F	1,0	0,6	0,3	0,5	-0,1	-0,2	-0,3	
	Lutz	1Lz	1,0	0,6	0,3	0,6	-0,1	-0,2	-0,3	
	Axel	1A	1,5	1,0	0,5	0,8	-0,2	-0,4	-0,5	
	Double-Toeloop	2T	1,5	1,0	0,5	1,3	-0,3	-0,6	-1,0	
	Double-Salchow	2S	1,5	1,0	0,5	1,3	-0,3	-0,6	-1,0	
	Double-Loop	2Lo	1,5	1,0	0,5	1,5	-0,3	-0,6	-1,0	
	Double-Flip	2F	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Double-Lutz	2Lz	1,5	1,0	0,5	1,9	-0,3	-0,6	-1,0	
	Double-Axel	2A	3,0	2,0	1,0	3,3	-0,7	-1,4	-2,1	
	Triple-Toeloop	3T	3,0	2,0	1,0	4,0	-1,0	-2,0	-3,0	
	Triple-Salchow	3S	3,0	2,0	1,0	4,5	-1,0	-2,0	-3,0	
	Triple-Loop	3Lo	3,0	2,0	1,0	5,0	-1,0	-2,0	-3,0	
	Triple-Flip	3F	3,0	2,0	1,0	5,5	-1,0	-2,0	-3,0	
	Triple-Lutz	3Lz	3,0	2,0	1,0	6,0	-1,0	-2,0	-3,0	
	Triple-Axel	3A	3,0	2,0	1,0	7,5	-1,0	-2,0	-3,0	
	Quad.-Toeloop	4T	3,0	2,0	1,0	9,0	-1,0	-2,0	-3,0	
	Quad.-Salchow	4S	3,0	2,0	1,0	9,5	-1,0	-2,0	-3,0	
	Quad.-Loop	4Lo	3,0	2,0	1,0	10,0	-1,0	-2,0	-3,0	
	Quad.-Flip	4F	3,0	2,0	1,0	10,5	-1,0	-2,0	-3,0	
	Quad.-Lutz	4Lz	3,0	2,0	1,0	11,0	-1,0	-2,0	-3,0	
	Quad.-Axel	4A	3,0	2,0	1,0	13,0	-1,0	-2,0	-3,0	
	B	Spins								
		Spin in one position and no change of foot (upright, layback, camel or sit)								
Upright Spin Level 1		USp1	1,5	1,0	0,5	1,2	-0,3	-0,6	-1,0	
Upright Spin Level 2		USp2	1,5	1,0	0,5	1,5	-0,3	-0,6	-1,0	
Upright Spin Level 3		USp3	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
Upright Spin Level 4		USp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	2,4	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Layback Spin Level 1		LSp1	1,5	1,0	0,5	1,5	-0,3	-0,6	-1,0	
Layback Spin Level 2		LSp2	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
Layback Spin Level 3		LSp3	1,5	1,0	0,5	2,4	-0,3	-0,6	-1,0	
Layback Spin Level 4		LSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	2,6	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Camel Spin Level 1		CSp1	1,5	1,0	0,5	1,2	-0,3	-0,6	-1,0	
Camel Spin Level 2		CSp2	1,5	1,0	0,5	1,5	-0,3	-0,6	-1,0	
Camel Spin Level 3		CSp3	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
Camel Spin Level 4		CSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	2,4	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Sit Spin Level 1		SSp1	1,5	1,0	0,5	1,2	-0,3	-0,6	-1,0	
Sit Spin Level 2		SSp2	1,5	1,0	0,5	1,5	-0,3	-0,6	-1,0	
Sit Spin Level 3		SSp3	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
Sit Spin Level 4		SSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	2,4	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Flying Spin (any position – upright, layback, camel or sit)										
Flying Upright Spin Level 1		FUSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
Flying Upright Spin Level 2		FUSp2	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
Flying Upright Spin Level 3		FUSp3	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
Flying Upright Spin Level 4		FUSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	3,0	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	

	Flying Layback Spin Level 1	FLSp1	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Flying Layback Spin Level 2	FLSp2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Flying Layback Spin Level 3	FLSp3	1,5	1,0	0,5	2,6	-0,3	-0,6	-1,0	
	Flying Layback Spin Level 4	FLSp4	1,5	1,0	0,5	3,3	-0,3	-0,6	-1,0	
	Flying Camel Spin Level 1	FCSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Flying Camel Spin Level 2	FCSp2	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Flying Camel Spin Level 3	FCSp3	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Flying Camel Spin Level 4	FCSp4	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Flying Sit Spin Level 1	FSSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Flying Sit Spin Level 2	FSSp2	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Flying Sit Spin Level 3	FSSp3	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Flying Sit Spin Level 4	FSSp4	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Spin with one change of foot and no change of position (upright, layback, camel or sit)									
	Change Foot Upright Spin Level 1	CUSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Change Foot Upright Spin Level 2	CUSp2	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Change Foot Upright Spin Level 3	CUSp3	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Change Foot Upright Spin Level 4	CUSp4	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Change Foot Layback Spin Level 1	CLSp1	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Change Foot Layback Spin Level 2	CLSp2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Change Foot Layback Spin Level 3	CLSp3	1,5	1,0	0,5	2,7	-0,3	-0,6	-1,0	
	Change Foot Layback Spin Level 4	CLSp4	1,5	1,0	0,5	3,3	-0,3	-0,6	-1,0	
	Change Foot Camel Spin Level 1	CCSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Change Foot Camel Spin Level 2	CCSp2	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Change Foot Camel Spin Level 3	CCSp3	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Change Foot Camel Spin Level 4	CCSp4	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Change Foot Sit Spin Level 1	CSSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Change Foot Sit Spin Level 2	CSSp2	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Change Foot Sit Spin Level 3	CSSp3	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Change Foot Sit Spin Level 4	CSSp4	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Spin Combination with change of position and no change of foot									
	Level 1	CoSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0	
	Level 2	CoSp2	1,5	1,0	0,5	2,1	-0,3	-0,6	-1,0	
	Level 3	CoSp3	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0	
	Level 4	CoSp4	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Spin Combination with change of position and change of foot									
	Level 1	CCoSp1	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0	
	Level 2	CCoSp2	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0	
	Level 3	CCoSp3	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0	
	Level 4	CCoSp4	1,5	1,0	0,5	3,5	-0,3	-0,6	-1,0	
C	Step and Spiral Sequences									
	Step Sequence – any pattern (Straight Line, Circular, Serpentine)									
	Straight Line Step Sequence Level 1	SISt1	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
	Straight Line Step Sequence Level 2	SISt2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Straight Line Step Sequence Level 3	SISt3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1	
	Straight Line Step Sequence Level 4	SISt4	3,0	2,0	1,0	3,4	-0,7	-1,4	-2,1	
	Circular Step Sequence Level 1	CiSt1	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
	Circular Step Sequence Level 2	CiSt2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
	Circular Step Sequence Level 3	CiSt3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1	
	Circular Step Sequence Level 4	CiSt4	3,0	2,0	1,0	3,4	-0,7	-1,4	-2,1	

	Serpentine Step Sequence Level 1	SeSt1	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0
	Serpentine Step Sequence Level 2	SeSt2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0
	Serpentine Step Sequence Level 3	SeSt3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1
	Serpentine Step Sequence Level 4	SeSt4	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	3,4	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
	Spiral Sequence – any pattern (Circular, Serpentine)								
	Level 1	SpSq1	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0
	Level 2	SpSq2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0
	Level 3	SpSq3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1
	Level 4	SpSq4	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	3,4	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>
	Scale of Values – Pairs								
A	Side-by-side Jumps								
	Toeloop	1T	1,0	0,6	0,3	0,4	-0,1	-0,2	-0,3
	Salchow	1S	1,0	0,6	0,3	0,4	-0,1	-0,2	-0,3
	Loop	1Lo	1,0	0,6	0,3	0,5	-0,1	-0,2	-0,3
	Flip	1F	1,0	0,6	0,3	0,5	-0,1	-0,2	-0,3
	Lutz	1Lz	1,0	0,6	0,3	0,6	-0,1	-0,2	-0,3
	Axel	1A	1,5	1,0	0,5	0,8	-0,2	-0,4	-0,5
	Double-Toeloop	2T	1,5	1,0	0,5	1,3	-0,3	-0,6	-1,0
	Double-Salchow	2S	1,5	1,0	0,5	1,3	-0,3	-0,6	-1,0
	Double-Loop	2Lo	1,5	1,0	0,5	1,5	-0,3	-0,6	-1,0
	Double-Flip	2F	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0
	Double-Lutz	2Lz	1,5	1,0	0,5	1,9	-0,3	-0,6	-1,0
	Double-Axel	2A	3,0	2,0	1,0	3,3	-0,7	-1,4	-2,1
	Triple-Toeloop	3T	3,0	2,0	1,0	4,0	-1,0	-2,0	-3,0
	Triple-Salchow	3S	3,0	2,0	1,0	4,5	-1,0	-2,0	-3,0
	Triple-Loop	3Lo	3,0	2,0	1,0	5,0	-1,0	-2,0	-3,0
	Triple-Flip	3F	3,0	2,0	1,0	5,5	-1,0	-2,0	-3,0
	Triple-Lutz	3Lz	3,0	2,0	1,0	6,0	-1,0	-2,0	-3,0
	Triple-Axel	3A	3,0	2,0	1,0	7,5	-1,0	-2,0	-3,0
	Quad.-Toeloop	4T	3,0	2,0	1,0	9,0	-1,0	-2,0	-3,0
	Quad.-Salchow	4S	3,0	2,0	1,0	9,5	-1,0	-2,0	-3,0
	Quad.-Loop	4Lo	3,0	2,0	1,0	10,0	-1,0	-2,0	-3,0
	Quad.-Flip	4F	3,0	2,0	1,0	10,5	-1,0	-2,0	-3,0
	Quad.-Lutz	4Lz	3,0	2,0	1,0	11,0	-1,0	-2,0	-3,0
	Quad.-Axel	4A	3,0	2,0	1,0	13,0	-1,0	-2,0	-3,0
B	SIDE BY SIDE SPIN								
	Spin with one position and change or no change of foot (upright/layback, camel, sit)								
	Level 1		1,5	1,0	0,5	1,3	-0,3	-0,6	-1,0
	Level 2		1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0
	Level 3		1,5	1,0	0,5	2,1	-0,3	-0,6	-1,0
	Level 4		<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	2,5	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
	Spin Combination with change of position and no change of foot								
	Level 1	CoSp1	1,5	1,0	0,5	1,7	-0,3	-0,6	-1,0
	Level 2	CoSp2	1,5	1,0	0,5	2,1	-0,3	-0,6	-1,0
	Level 3	CoSp3	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0
	Level 4	CoSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	3,0	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
	Spin Combination with change of position and change of foot								
	Level 1	CCoSp1	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0
	Level 2	CcoSp2	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0
	Level 3	CcoSp3	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0
	Level 4	CcoSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	3,5	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>

C Step and Spiral Sequences									
Step Sequence – any pattern (Straight Line, Circular, Serpentine)									
Straight Line Step Sequence Level 1	SlSt1	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
Straight Line Step Sequence Level 2	SlSt2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
Straight Line Step Sequence Level 3	SlSt3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1	
<u>Straight Line Step Sequence Level 4</u>	<u>SlSt4</u>	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	3,4	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>	
Circular Step Sequence Level 1									
Circular Step Sequence Level 2	CiSt2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
Circular Step Sequence Level 3	CiSt3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1	
<u>Circular Step Sequence Level 4</u>	<u>CiSt4</u>	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	3,4	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>	
Serpentine Step Sequence Level 1									
Serpentine Step Sequence Level 2	SeSt2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
Serpentine Step Sequence Level 3	SeSt3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1	
<u>Serpentine Step Sequence Level 4</u>	<u>SeSt4</u>	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	3,4	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>	
Spiral Sequence – any pattern (Circular, Serpentine)									
Level 1	SpSq1	1,5	1,0	0,5	1,8	-0,3	-0,6	-1,0	
Level 2	SpSq2	1,5	1,0	0,5	2,3	-0,3	-0,6	-1,0	
Level 3	SpSq3	1,5	1,0	0,5	3,1	-0,7	-1,4	-2,1	
<u>Level 4</u>	<u>SpSq4</u>	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	3,4	<u>-0,7</u>	<u>-1,4</u>	<u>-2,1</u>	
D Lifts									
Group1 Level 1	1Li1	1,0	0,6	0,3	1,1	-0,3	-0,6	-1,0	
Group1 Level 2	1Li2	1,0	0,6	0,3	1,3	-0,3	-0,6	-1,0	
Group1 Level 3	1Li3	1,0	0,6	0,3	1,5	-0,3	-0,6	-1,0	
<u>Group1 Level 4</u>	<u>1Li4</u>	<u>1,0</u>	<u>0,6</u>	<u>0,3</u>	1,7	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Group2 Level 1									
Group2 Level 2	2Li2	1,0	0,6	0,3	1,7	-0,3	-0,6	-1,0	
Group2 Level 3	2Li3	1,0	0,6	0,3	2,4	-0,3	-0,6	-1,0	
<u>Group2 Level 4</u>	<u>2Li4</u>	<u>1,0</u>	<u>0,6</u>	<u>0,3</u>	3,0	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Group3 Level 1									
Group3 Level 2	3Li2	1,0	0,6	0,3	3,0	-0,3	-0,6	-1,0	
Group3 Level 3	3Li3	1,0	0,6	0,3	3,5	-0,3	-0,6	-1,0	
<u>Group3 Level 4</u>	<u>3Li4</u>	<u>1,0</u>	<u>0,6</u>	<u>0,3</u>	4,0	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Group4 Level 1									
Group4 Level 2	4Li2	1,0	0,6	0,3	3,0	-0,3	-0,6	-1,0	
Group4 Level 3	4Li3	1,0	0,6	0,3	3,5	-0,3	-0,6	-1,0	
<u>Group4 Level 4</u>	<u>4Li4</u>	<u>1,0</u>	<u>0,6</u>	<u>0,3</u>	4,0	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Group5 Level 1									
Group5 Level 2	5Li2	1,0	0,6	0,3	5,0	-0,3	-0,6	-1,0	
Group5 Level 3	5Li3	1,0	0,6	0,3	5,5	-0,3	-0,6	-1,0	
<u>Group5 Level 4</u>	<u>5Li4</u>	<u>1,0</u>	<u>0,6</u>	<u>0,3</u>	6,0	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
Group5, Axel Lasso, Level 1									
Group5, Axel Lasso, Level 2	5Ali2	2,0	1,4	0,7	5,5	-0,3	-0,6	-1,0	
Group5, Axel Lasso, Level 3	5Ali3	3,0	2,0	1,0	6,0	-0,3	-0,6	-1,0	
<u>Group5, Axel Lasso, Level 4</u>	<u>5Ali4</u>	<u>3,0</u>	<u>2,0</u>	<u>1,0</u>	6,5	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
E Twist Lifts									
Single Toeloop Level 1	1TTw1	1,5	1,0	0,5	1,1	-0,3	-0,6	-1,0	
<u>Single Toeloop Level 2</u>	<u>1TTw2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	1,3	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
<u>Single Toeloop Level 3</u>	<u>1TTw3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	1,5	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	
<u>Single Toeloop Level 4</u>	<u>1TTw4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	1,7	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>	

<u>Double Toeloop Level 1</u>	<u>2TTw1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,7</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Toeloop Level 2</u>	<u>2TTw2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,2</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Toeloop Level 3</u>	<u>2TTw3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,7</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Toeloop Level 4</u>	<u>2TTw4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>4,2</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Triple Toeloop Level 1</u>	<u>3TTw1</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>4,2</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Toeloop Level 2</u>	<u>3TTw2</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>4,7</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Toeloop Level 3</u>	<u>3TTw3</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,2</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Toeloop Level 4</u>	<u>3TTw4</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,7</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Quad Toeloop Level 1</u>	<u>4TTw1</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,7</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Toeloop Level 2</u>	<u>4TTw2</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,2</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Toeloop Level 3</u>	<u>4TTw3</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,7</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Toeloop Level 4</u>	<u>4TTw4</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>7,2</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Single Lutz/Flip Level 1</u>	<u>1LzTw1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,3</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Single Lutz/Flip Level 2</u>	<u>1LzTw2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,5</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Single Lutz/Flip Level 3</u>	<u>1LzTw3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Single Lutz/Flip Level 4</u>	<u>1LzTw4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,9</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Lutz/Flip Level 1</u>	<u>2LzTw1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,0</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Lutz/Flip Level 2</u>	<u>2LzTw2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,5</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Lutz/Flip Level 3</u>	<u>2LzTw3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>4,0</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Lutz/Flip Level 4</u>	<u>2LzTw4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>4,5</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Triple Lutz/Flip Level 1</u>	<u>3LzTw1</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>4,5</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Lutz/Flip Level 2</u>	<u>3LzTw2</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,0</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Lutz/Flip Level 3</u>	<u>3LzTw3</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,5</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Lutz/Flip Level 4</u>	<u>3LzTw4</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,0</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Quad Lutz/Flip Level 1</u>	<u>4LzTw1</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,0</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Lutz/Flip Level 2</u>	<u>4LzTw2</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,5</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Lutz/Flip Level 3</u>	<u>4LzTw3</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>7,0</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Lutz/Flip Level 4</u>	<u>4LzTw4</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>7,5</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Single Axel Level 1</u>	<u>1ATw1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,3</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Single Axel Level 2</u>	<u>1ATw2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,5</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Single Axel Level 3</u>	<u>1ATw3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,7</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Single Axel Level 4</u>	<u>1ATw4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,9</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Axel Level 1</u>	<u>2ATw1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,3</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Axel Level 2</u>	<u>2ATw2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,8</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Axel Level 3</u>	<u>2ATw3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>4,3</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Double Axel Level 4</u>	<u>2ATw4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>4,8</u>	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
<u>Triple Axel Level 1</u>	<u>3ATw1</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>4,8</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Axel Level 2</u>	<u>3ATw2</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,3</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Axel Level 3</u>	<u>3ATw3</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>5,8</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Triple Axel Level 4</u>	<u>3ATw4</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,3</u>	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
<u>Quad Axel Level 1</u>	<u>4ATw1</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,3</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Axel Level 2</u>	<u>4ATw2</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>6,8</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Axel Level 3</u>	<u>4ATw3</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>7,3</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>
<u>Quad Axel Level 4</u>	<u>4ATw4</u>	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	<u>7,8</u>	<u>-1,0</u>	<u>-2,0</u>	<u>-3,0</u>

F	Throws								
	ToeLoop	1TTh	1,0	0,6	0,3	1,2	-0,3	-0,6	-1,0
	Salchow	1STh	1,0	0,6	0,3	1,2	-0,3	-0,6	-1,0
	Loop	1LoTh	1,0	0,6	0,3	1,5	-0,3	-0,6	-1,0
	Flip/Lutz	1FTh	1,0	0,6	0,3	1,5	-0,3	-0,6	-1,0
	Axel	1ATh	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0
	Double Toeloop	2TTh	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0
	Double Salchow	2STh	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0
	Double Loop	2LoTh	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0
	Double Flip/Lutz	2FTh	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0
	Double Axel	2ATh	2,0	1,4	0,7	4,0	-0,7	-1,4	-2,0
	Triple Toeloop	3TTh	2,0	1,4	0,7	4,5	-0,7	-1,4	-2,0
	Triple Salchow	3STh	2,0	1,4	0,7	4,5	-0,7	-1,4	-2,0
	Triple Loop	3LoTh	2,0	1,4	0,7	5,0	-0,7	-1,4	-2,0
	Triple Flip/Lutz	3FTh	2,0	1,4	0,7	5,5	-0,7	-1,4	-2,0
	Triple Axel	3Ath	3,0	2,0	1,0	7,5	-0,7	-1,4	-2,0
	Quad. Toeloop	4TTh	3,0	2,0	1,0	8,0	-0,7	-1,4	-2,0
	Quad. Salchow	4STh	3,0	2,0	1,0	8,0	-0,7	-1,4	-2,0
	Quad. Loop	4LoTh	3,0	2,0	1,0	8,5	-0,7	-1,4	-2,0
	Quad. Flip/Lutz	4FTh	3,0	2,0	1,0	9,0	-0,7	-1,4	-2,0
G	Death Spirals								
	Forward inside Level 1	FiDs1	2,0	1,4	0,7	2,8	-0,7	-1,4	-2,0
	Forward inside Level 2	FiDs2	2,0	1,4	0,7	3,0	-0,7	-1,4	-2,0
	Forward inside Level 3	FiDs3	2,0	1,4	0,7	3,2	-0,7	-1,4	-2,0
	Forward inside Level 4	FiDs4	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	3,5	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
	Backward inside Level 1	BiDs1	2,0	1,4	0,7	2,8	-0,7	-1,4	-2,0
	Backward inside Level 2	BiDs2	2,0	1,4	0,7	3,0	-0,7	-1,4	-2,0
	Backward inside Level 3	BiDs3	2,0	1,4	0,7	3,2	-0,7	-1,4	-2,0
	Backward inside Level 4	BiDs4	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	3,5	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
	Forward outside Level 1	FoDs1	2,0	1,4	0,7	3,0	-0,7	-1,4	-2,0
	Forward outside Level 2	FoDs2	2,0	1,4	0,7	3,5	-0,7	-1,4	-2,0
	Forward outside Level 3	FoDs3	2,0	1,4	0,7	4,0	-0,7	-1,4	-2,0
	Forward outside Level 4	FoDs4	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	4,5	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
	Backward outside Level 1	BoDs1	2,0	1,4	0,7	3,0	-0,7	-1,4	-2,0
	Backward outside Level 2	BoDs2	2,0	1,4	0,7	3,5	-0,7	-1,4	-2,0
	Backward outside Level 3	BoDs3	2,0	1,4	0,7	4,0	-0,7	-1,4	-2,0
	Backward outside Level 4	BoDs4	<u>2,0</u>	<u>1,4</u>	<u>0,7</u>	4,5	<u>-0,7</u>	<u>-1,4</u>	<u>-2,0</u>
H	Pair Spins								
	Pair Spin – Level 1	PSp1	1,5	1,0	0,5	2,0	-0,3	-0,6	-1,0
	Pair Spin – Level 2	PSp2	1,5	1,0	0,5	2,5	-0,3	-0,6	-1,0
	Pair Spin – Level 3	PSp3	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0
	Pair Spin – Level 4	PSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	3,5	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>
	Pair Combination Spin – Level 1	PcoSp1	1,5	1,0	0,5	3,0	-0,3	-0,6	-1,0
	Pair Combination Spin – Level 2	PCoSp2	1,5	1,0	0,5	3,5	-0,3	-0,6	-1,0
	Pair Combination Spin – Level 3	PCoSp3	1,5	1,0	0,5	4,0	-0,3	-0,6	-1,0
	Pair Combination Spin – Level 4	PCoSp4	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	4,5	<u>-0,3</u>	<u>-0,6</u>	<u>-1,0</u>

V. Some other clarifications

1. Sit position in spins

A sit position is obtained when the angle of the skating leg in the knee is not more than 90°; if this angle is more than 90°, the position is considered as an upright.

If the buttocks are higher than the knee, there must be a GOE Reduction from -1 to -3 (depending on the height and the duration of such position).

2. Fall of both partners in Pair Skating

In case of a fall of both partners in Pairs' Short Program or Free Skating the deduction of -2 should be applied (in case of a fall of one partner only the applied deduction stays as -1).

Milan,
July 12, 2006
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, Director General