

INTERNATIONAL SKATING UNION

Communication No. 1342

Single & Pair Skating

Additional examples of characteristics of Levels of Elements - Guidelines for the Marking of the Grade of Execution (Follow-up to ISU Communication No. 1319)

1. Follow-up to Communication No. 1319: Single / Pair elements and their Levels of Difficulty

Single & Pair Skating

1) Fall

A fall is defined as “loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.”

2) Jump sequence

A jump sequence may consist of any number of jumps of any number of revolutions linked by steps (not more than 2 and not crossovers), hops, mazurkas and non-listed jumps immediately following each other, while maintaining the jump rhythm (knee).

3) Backward entry (spins)

Backward entry includes (but is not limited to) a forward-inside to backward-outside three turn entry. For Pairs in solo or pair spins or combinations backward entry of both partners is required to increase the Level of difficulty.

4) Change of edge (spins)

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

5) Spins (solo spins for Pairs) with change of foot

If the spinning centres (before and after the change of foot) are too far apart and the criteria of “two spins” is fulfilled, in Short Program the second part of the spin (after the change of foot) will be ignored and the Spin will receive no Level; in Free Skating however two Spins will be called.

6) Biellmann position (spins and spirals)

This position means pulling the leg above and behind head level with either one or both hands.

7) Modest upper body movement (step sequences)

The upper body refers to arms, head and torso. Modest means the visible use of two of the three parts of the upper body.

8) Bold curve (step and spiral sequences)

In the description of serpentine the words “bold curve” mean any pattern which is a half curve, no matter which shape and no matter if curves are equal in size. However the sequence should fully utilize the ice surface.

9) Change of direction (step sequences)

Skating direction means clockwise and counter clockwise. Change of direction can happen when the skater is turning (not less than one full revolution in a direction) or because of the form of the curve (in a serpentine).

10) Change of direction (spiral sequences)

The skating direction in this case refers to forwards and backwards.

11) Change of position or direction (spiral sequences)

A change of position or direction and a change of edge must be done separately in order to be counted as a feature for an appropriate Level.

12) Spiral position (spiral sequences)

Any spiral position must be held for at least 3 sec. in order to be counted as a feature for a Level.

Pair Skating

- 1) Twist lift take-off
A twist lift take-off is limited to either a Lutz or a Flip take-off by the Lady.
- 2) Twist lift landing
The feature “Catching the lady at the side of the waist (without her hands helping the man)” means that the lady’s hand(s) are not at her waist (helping thus the man to catch her).
- 3) Steps immediately preceding the twist lift
That means both partners are executing steps and turns (Mohawks, Chocktows, three turns etc.) immediately before the take-off of the twist lift.
- 4) Definition of a pair spin combination
A pair spin combination must include at least one change of foot and one change of position by both partners. To be counted any position must be executed for at least 2 full revolutions.
- 5) Pair spin combination (Short Program)
In case this definition is not fulfilled, the element will be evaluated in the following way:
 - a) no change of foot by one partner – Level 1 (Technical Panel) and GOE -3 (Judges);
 - b) no change of position by one partner – Level 1 (Technical Panel) and GOE -3 (Judges);
 - c) no change of foot by both partners – no Level and consequently no value;
 - d) no change of position by both partners – no Level and consequently no value.
- 6) Pair spin and pair spin combination (Free Skating)
Any pair spin type element not fulfilling the above definition of a pair spin combination, will be called a pair spin. The features for Levels of difficulty and the guidelines for marking the GOE of pair spins will be applied.
For Seniors a pair spin combination attempt called as a “pair spin” will fill the box of the “additional optional element” according to the well-balanced program. If there is no other pair spin combination executed in the program, the “pair spin” will be moved to the “pair spin combination” box and in this case the additional optional element (if any) can still be counted.
- 7) Death spiral entry
The “opposite” hand-hold of the man is not considered to be a difficult entry.
- 8) Spiral sequence (Free Skating)
There must be at least 2 spiral positions by each partner (at least 3 sec. hold each). Any Spiral sequence with only 1 spiral position by one partner and 2 or more spiral positions by another partner will receive Level 1 and GOE in the minus. A Spiral Sequence with only 1 position by both partners or 1 position by one partner and no spirals by another partner will receive no Level and consequently no value.

II. 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.

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Lausanne,

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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)	-1 to -3
	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	-3	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)	-1 to -3
	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
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	-1 to -2
	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)	-1 to -2
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
		Less than required revolutions	-1 to -3	
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)	-1 to -2
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
		Less than required revolutions on both feet	-2 to -3	
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
	Retgression	-1 to -2		
Spirals	Less than 3 spiral positions (min. 3 sec. hold)	-2 to -3	Only 50, from 40 to 50 or less than 40 % of the time in spiral positions	-1 to -3
	No change of foot	-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)	-1 to -3
	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.Cmbo/ 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)	-GOE
	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	-1 to -3		
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	-1 to -2
	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)	-1 to -2
	Traveling	-1 to -3	Inconsistent speed of rotation (eg slows down)	-1
	Less than required revolutions	-1 to -3		
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)	-1 to -2
	Less than required revolutions on both feet	-2 to -3	Inconsistent speed of rotation (eg slows down)	-1
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	Less than 2 spiral positions (min. 3 sec. hold)	-2, -GOE	Only 50, from 40 to 50 or less than 40 % of time in spiral positions	-1 to -3

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
	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
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 -2
	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		
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
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	Retgression	-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	Less than 2 spiral pos.by each(min. 3 sec. hold each)	-2 to -3	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
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
	Under rotated up to ¼ rev.	-2, - GOE	Long preparation	-1
	Unequal number of revolutions	- 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
	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 roteted up to ¼ rev	-1 or -2	More than 2 three turns inbetween with touch down	2 jumps	
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 -2
	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			
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
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		