

Single & Pair Skating

Guidelines for marking GOE of Single/Pair Elements (positive aspects) (As published in ISU Communication 1505)

These guidelines are tools to be used together with the minus GOE charts, to establish the final GOE of a performed element based on the results of positive and negative aspects.

As we know the final GOE of an element has to be 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 will be the final GOE of the element.

To establish the starting GOE Judges must take into consideration the bullets for each element. It's up to a Judge to decide on the number of bullets for any upgrade, but general recommendations are as follows:

FOR + 1 : 1 or 2 bullets FOR + 2 : 3 or 4 bullets FOR + 3 : 5 or 6 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. great height and/or distance 5. superior extension on landing / creative exit 6. superior flow in and out (and in-between in jump combinations / sequences)
Step Sequences	<ol style="list-style-type: none"> 1. good energy and execution 2. good speed or acceleration during sequence 3. good timing according to the music 4. highlights the character of the program 5. superior control and commitment of whole body to accuracy of steps 6. creativity and originality
Spiral Sequences	<ol style="list-style-type: none"> 1. good flow, energy and execution 2. good speed during sequence 3. good body line 4. highlights the character of the program 5. superior flexibility 6. creativity and originality
Spins	<ol style="list-style-type: none"> 1. good control throughout (entry, rotation, change of foot, conclusion/exit) 2. good speed or acceleration during spin 3. balanced rotations (on different feet / in different positions or variations) 4. clearly more than required number of revolutions 5. superior position(s) (including air position in flying spins) 6. creativity and originality

PAIRS

Twist Lifts	<ol style="list-style-type: none"> 1. good take off and landing position of both partners 2. good man's position at release 3. full coverage of the ice surface 4. no scratching by man or lady during all phases 5. superior speed and timing in and out 6. completely effortless from beginning to end
Lifts	<ol style="list-style-type: none"> 1. good take off and landing position of both partners 2. organized, correct and aesthetically pleasing air positions 3. full coverage of the ice surface 4. no scratching by man during all phases 5. superior speed and flow 6. completely effortless from beginning to end
Step Sequences	<ol style="list-style-type: none"> 1. good energy and execution 2. good speed or acceleration during sequence 3. good timing according to the music 4. highlights the character of the program 5. superior control and commitment of whole body to accuracy of steps 6. superior unison
Spiral Sequences	<ol style="list-style-type: none"> 1. good flow, energy and execution 2. good speed during sequence 3. good body line of both partners 4. highlights the character of the program 5. superior flexibility of both partners 6. creativity and originality
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 by man or lady during all phases 5. superior speed during all phases 6. completely effortless from beginning to end
Solo Spins	<ol style="list-style-type: none"> 1. good control throughout (entry, rotation, change of foot, conclusion/exit) by both partners 2. good speed or acceleration during spin 3. balanced rotations (on different feet / in different positions or variations) 4. clearly more than required number of revolutions 5. superior and identical positions by both partners 6. superior unison
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 (on different feet / in different positions or variations) 4. clearly more than required number of revolutions 5. superior positions by both partners 6. creativity and originality
Jump Elements	<ol style="list-style-type: none"> 1. unexpected / creative / difficult entry 2. varied position in the air / delay in rotation 3. great height and/or distance 4. superior extension on landing / creative exit 5. superior flow in and out (and in-between in jump combinations / sequences) 6. superior unison and close to each other in all phases
Throw Jumps	<ol style="list-style-type: none"> 1. unexpected / creative / difficult entry 2. good man's position at release 3. good lady's air position 4. superior extension on landing / creative exit 5. superior speed, height, distance 6. completely effortless from beginning to the end