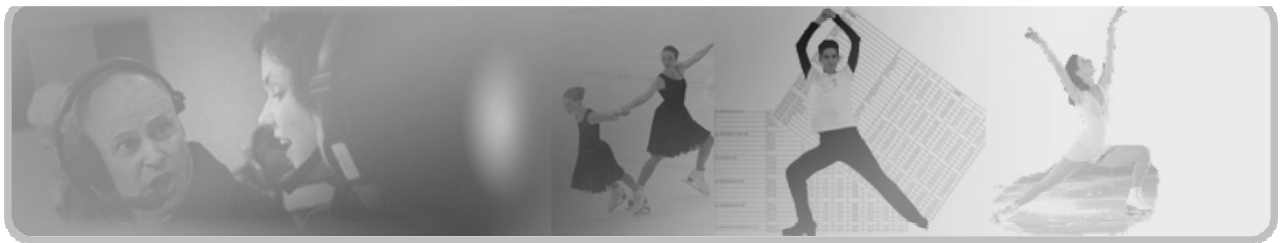




2009 STARSkate National Championships, Adult Championships & Sectional Qualifying Competitions

CPC Event Procedures and Guidelines for Officials



Presented by:



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STARSkate Creative Skating Skills Competitions

Technical Overview

Creative Skating Skills are included in three categories at the National STARSkate Championships: Bronze, Silver and Gold Triathlon events. In each case they form the first segment of the events.

The requirements for the creative skating skills exercise at each level are as follows:

Duration: not to exceed 2 minutes

Music: Skater's choice; can be vocal; can be a selection from the Skating Skills Program music; music should have a rhythmic beat; 2 or 3 selections of music may be used; tempo: minimum 112 beats per minute

Required Content: One straight line step sequence, one circular step sequence, one serpentine step sequence

The specific requirements of each element are as follows:

Level	Straight Line	Circle/ Serpentine (FM)	Circle/ Serpentine (not FM)
BRONZE	The straight line sequence must include a series of three (3) or more loops	At all levels one of the circle or serpentine sequence must be primarily field moves.	The circle/ serpentine that is not field moves must include a series of multiple three turns and brackets
SILVER & GOLD	The straight line sequence must include 2 twizzles on one foot with up to one step in between, no stop(s) are allowed before and/or between twizzles.	Each position must be held for at least 2 seconds to be counted. There must be at least 3 different positions of at least 2 seconds in this sequence.	The circle/ serpentine that is not field moves must include a series of counter and rocker turns

Note – the minimum requirements for a step sequence to be identified are as follows:

The step sequence must cover at least ¼ of the ice surface in the designated pattern

- *Straight line must go from one end of the ice to the other (length) in a direct manner (without bold curves)*
- *Serpentine must have at least two bold curves of not less than ½ the width of the ice, moving from one end of the ice to the other (length)*
- *Circle may be circle or oval in shape but must cover the width of the ice*

If two step sequences are executed with the same pattern, or if the Field Moves the same pattern as one step sequence, only the first executed sequence will be counted. The second will be invalidated by the technical judge.

Restrictions:

- Any stops must not exceed 5 seconds. A stop of more than 5 seconds results in a 0.5 deduction in the Transitions/ Linking footwork score from each judge.
- Jumps of more than ½ rotation shall be ignored and not considered in the marking
- Spins of more than 2 revolutions shall be ignored
- Lying on the ice or Kneeling/ sliding on two knees or supporting the weight with the hands on the ice is not permitted. A -2.0 deduction for illegal movements shall be taken by the referee for each illegal movement.

Principles of Calculation

Levels of Difficulty

In all Creative Skating Skills competitions, all elements requiring a Level of difficulty to be assigned (step sequences, moves in the field etc.) shall be identified as **no higher than Level 1**. Elements not meeting basic requirements (i.e. ice coverage for step sequences) will be called as Level 0 or “No Level.”

Each of the required step sequences (and required content of a sequence) has an assigned scale of values as follows:

Code	Element	PLUS 3	PLUS 2	PLUS 1	BASE	MINUS 1	MINUS 2	MINUS 3
Required Step Sequences								
CrSlSt1	Straight Line Step	+3	+2	+1	3.5	-1	-2	-3
CrCiSt1	Circular Step	+3	+2	+1	4.0	-1	-2	-3
CrSeSt1	Serpentine Step	+3	+2	+1	4.0	-1	-2	-3
CrFMSq1	Field Moves	+3	+2	+1	4.4	-1	-2	-3
Required element in the straight line step:								
CrLo1	Required Loop	+3	+2	+1	3.5	-1	-2	-3
CrTw1	Required Twizzle	+3	+2	+1	4.5	-1	-2	-3

Judging Principles

There are a total of four (4) GOEs to be awarded in a Creative Skills Program:

GOE	BRONZE	SILVER	GOLD
1	Straight Line Step	Straight Line Step	Straight Line Step
2	Loops in Straight Line Step	Twizzles in Straight Line Step	Twizzles in Straight Line Step
3	Field Move Sequence	Field Move Sequence	Field Move Sequence
4	Circular or Serpentine Step	Circular or Serpentine Step	Circular or Serpentine Step

The element is assigned the base value when it is identified by the Technical Judge. Elements that do not meet the minimum requirements will receive level “0” with no value. Note that a step sequence with required elements is identified as two separate elements. The Field Move Sequence should be identified as such, and not by its type of pattern or as a step sequence. However, the Technical Judge should note the pattern (circular or serpentine) as the step sequence of required turns must be of a different shape from that of the Field Move Sequence. Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an element will be taken into account.

- Each judge evaluates each element on a seven point scale – awarding a score from +3 to -3 the grade of execution (GOE).
- The panel’s GOE is determined by calculating the trimmed mean¹ of all GOEs awarded by the judges. This value is rounded to two decimal places.
- The score for the element is determined by adding the base value of the element to the panel’s GOE.
- The panel’s scores for all the elements are added giving thus the Total Technical Score.
- At the completion of the program each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.

¹ The trimmed mean is calculated by deleting the highest and the lowest values of all judges and calculating the average of the remaining values. If there are less than five (5) scores entered by judges for an element or component, all entered values will be used to calculate the mean.

- The panel’s points for each Program Component are reached by calculating the trimmed mean of the scoring Judges’ results for that Program Component. There is a factor of 1.0 applied to each of the panel’s five program component scores. The factored results are rounded to two decimal places and added. The result is the Program Component Score.
- Deductions are applied as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - illegal element/movement violation – 2.0 for every illegal element/movement;
 - costume and prop violation – 1.0;
 - fall deduction – an additional deduction of 0.5 will be taken for each fall in a program;
 - interruption to the program – 0.5 for an interruption of 11-20 seconds. An additional 0.5 deduction for each successive 10 seconds
- The Total Segment Score of each competitor is calculated by adding the Total Technical Score and the Program Component Score, subtracting any program deductions.

Officiating Panel and Responsibilities

For Creative Skills competition, the panel shall be composed of the following officials:

- Referee
- Up to Five Judges

One Judge will be assigned as the “Technical Judge.” This person is responsible for identifying the required sequences/elements in a creative skills program and assigning a GOE score. This person will also verify that the minimum requirements for each sequence have been met. They will also apply deductions for falls and illegal elements/movements. The remaining judges shall assign GOE and PC scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for, timing, interruptions, music, and costume violations.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation:

Activity	Referee	Judge	Technical Judge	Data Specialist
Identification of Element			X	
Verification of minimum requirements			X	
Assignment of GOE	(may do so, but not counting)	X	X	
Assignment of PCS	(may do so, but not counting)	X		
Applies deductions for falls and illegal elements			X	
Applies deductions for timing, interruptions, costume and props	X			
Responsible for rules of conduct of event	X			
Responsible for overseeing activity of the judges	X			
Responsible for verification of data				X
Responsible for calculation of final results				X
Signature required for release of results	X			

Note – there is no Technical Controller or Technical Specialist for the Creative Skating Skills events.

Judging Guidelines

Judges are responsible for the assignment of GOEs and PCSs for every competitor. The following represents guidelines for assigning these scores for Creative Skating Skills. Note that these guidelines are intended to be consistent with the test standards applied in the Skating Skills program.

Grades of execution

The following guides the identification of the *base* GOE. Reductions are applied for specific errors. The appropriate reduction is determined by the ISU reduction chart for singles skating – specifically the step sequence and spiral sequence sections (see latest ISU communication for full details).

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Step Sequence (Circle, Serpentine, Straight line) – no field moves	<ul style="list-style-type: none"> - Excellent flow - exceptional form and positions. - The character of the music captured by the sequence - clean edges in all turns - balance and confidence through all transitions 	<ul style="list-style-type: none"> - Strong flow - strong form and positions. - Some attempt to show character of the music - clean edges in majority of turns - balance through majority of transitions 	<ul style="list-style-type: none"> - adequate flow - some breaks in form. - clean edges in majority of turns – but tend to be flat - a couple balance checks through more difficult sections of the sequence 	<ul style="list-style-type: none"> Minus 1 with one minor error Base with 2 minor errors 	<ul style="list-style-type: none"> Major errors or more than two minor errors
Field Move Sequence	<ul style="list-style-type: none"> - Excellent flow - exceptional form and positions. - The character of the music captured by the sequence - balance and confidence through all transitions 	<ul style="list-style-type: none"> - Strong flow - strong form and positions. - Some attempt to show character of the music - balance through majority of transitions 	<ul style="list-style-type: none"> - adequate flow - some breaks in form. - a couple balance checks through more difficult sections of the sequence 	<ul style="list-style-type: none"> Minus 1 with one minor error Base with 2 minor errors 	<ul style="list-style-type: none"> Major errors or more than two minor errors
Required Loops – straight line	<ul style="list-style-type: none"> -Seamlessly integrated with sequence - Excellent flow through all loops – with continuous action - exceptional form and positions. - balance and confidence through all transitions 	<ul style="list-style-type: none"> - confident entrance - Strong flow through all loops - strong form and positions. - balance through majority of transitions 	<ul style="list-style-type: none"> - slight caution on entry - adequate flow through majority of loops - some breaks in form. - a couple balance checks through the transitions 	<ul style="list-style-type: none"> Reduce the grade by “1” for each of the following errors (cumulative): - stop or skid on the top of one loop - transition between loops not according to requirements Reduce the grade by “2” for - Stumble - touch down of free foot through the loop action Reduce the grade by “3” for - Fall 	
Required Twizzles – straight line	<ul style="list-style-type: none"> -Seamlessly integrated with sequence - Excellent flow through all twizzles; with continuous action - correct execution of twizzles - exceptional form and positions. - balance and confidence through all transitions 	<ul style="list-style-type: none"> - confident entrance - Strong flow through all twizzles - correct execution of twizzles - strong form and positions. - balance through majority of transitions 	<ul style="list-style-type: none"> - slight caution on entry - adequate flow through majority of twizzles - correct execution of twizzles - some breaks in form. - a couple balance checks through the transitions 	<ul style="list-style-type: none"> Reduce the grade by “1” for each of the following errors (cumulative): - stop in action or skid through one twizzle - one twizzle becomes a double three turn - transition between loops not according to requirements Reduce the grade by “2” for - Stumble - touch down of free foot or hand(s) through the twizzle action Reduce the grade by “3” for - Fall 	

Program Component Scores

Five program component scores are awarded for each creative skating skills exercise: Skating Skills, Transitions/Linking Footwork/Movements, Performance/ Execution, Composition/Choreography and Interpretation/ Timing.

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Skating Skills (Edge Quality/ Ice Coverage)	<ul style="list-style-type: none"> - edges lack depth, - erratic flow and glide, - little or no lean, stiff knees - lack of control, toe pushing - no variety of turns - weak ability to maintain speed - weak flow in movement - lack of power 	<ul style="list-style-type: none"> - edges with some depth, - reasonable flow, glide and some lean - some lack of control in turns - basic turns throughout the program - some ability to maintain speed - reasonable flow in movement - some rough transitions from step to step - some power shown throughout the program 	<ul style="list-style-type: none"> - edges skated flow, glide and lean - turns are reasonably clean and controlled - some variety of turns throughout the program - maintains speed - moderate flow in movement - adequate power shown throughout the program 	<ul style="list-style-type: none"> - strong edges skated with consistent flow, glide and lean - strong execution of turns - appears effortless - interesting variety of turns - demonstrates superior ability to maintain speed - continuous even flow in movement - superior power shown throughout program 	Beyond highest expectations of STARSkate program
Transitions/ Linking Footwork/ Movements	<ul style="list-style-type: none"> - no variety in steps or positions e.g. progressives, chassés, straight skating used predominantly - movements are weak and lack control 	<ul style="list-style-type: none"> - use of basic steps and positions within the program - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - some original content regarding steps, positions etc. in the program - some variety in the content with some basic steps and positions interspersed - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - original, imaginative content throughout the program - interesting variety in content chosen - evidence of creative, innovative moves, steps - strong performance of movements with sureness and control 	Beyond highest expectations of STARSkate program
Performance/ Execution (Ease of Motion/ Posture)	<ul style="list-style-type: none"> - weak positions - use of only one body part e.g. arms - little or no use of personal space, eg. skating upright throughout 	<ul style="list-style-type: none"> - adequate positions - some use of different parts of the body - limited use of "personal" space 	<ul style="list-style-type: none"> - consistent positions - adequate use of arms, legs, head etc. - some variation in use of "personal" space 	<ul style="list-style-type: none"> - distinct positions - well coordinated use of arms, legs, head etc. - strong use of body to display conviction - interesting varied use of "personal" space 	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Composition/ Choreography	<ul style="list-style-type: none"> - only small area of ice surface used - highlights all placed in one part of the program - highlights all placed in same area on the ice - pattern lacking 	<ul style="list-style-type: none"> - adequate coverage of ice - highlights included - highlights placed in several different places on the ice - pattern simple - basic skating moves with some original moves 	<ul style="list-style-type: none"> - almost complete coverage of ice - highlights placed in a variety of spots - highlights distributed fairly well on the ice - pattern interesting - incorporation of some varied and original moves 	<ul style="list-style-type: none"> - complete coverage of ice - creative and clever use of space to incorporate all directions in program design - interesting and varied highlights - highlights well distributed on ice surface - variety and originality evident in movements chosen 	Beyond highest expectations of STARSkate program
Interpretation/ Timing (Musicality, Pacing)	<ul style="list-style-type: none"> - little understanding of the music - little use of appropriate moves and positions - several instances of being off-time; no evident sense of rhythm - inconsistent or lack of interpretation of music - no changes of pace and mood as required by chosen theme - no "feeling" expressed by skater, but rather skating material "given" by coach 	<ul style="list-style-type: none"> - some understanding of the music - occasional use of appropriate moves and positions in relation to the music - interpretation of music not consistent through the program; - several minor timing deviations acceptable - some changes of pace expressed within the program - some evidence that skater "feels" the theme as required 	<ul style="list-style-type: none"> - general evidence of understanding of the music - general use of appropriate moves and positions in relation to the music - one minor deviation in timing - acceptable; general sense of rhythm evident - evident changes of pace expressed within the program - "feeling" coming from "within" the skater throughout most of the program 	<ul style="list-style-type: none"> - clear understanding and use of the music - consistent use of original moves and positions in relation to the music - sense of rhythm evident throughout - commits to music completely through well-timed movement of all body parts - clear ability to express a change of pace as dictated by music - "feeling" coming from "within" the skater 	Beyond highest expectations of STARSkate program

Summary

BRONZE	WEAK	BOTTOM (NI) 1.00 - 1.50	MIDDLE (S) 1.75 - 2.25	TOP (G/E) 2.50 - 3.00+	Exceptional
SILVER	WEAK	BOTTOM (NI) 1.25 - 1.75	MIDDLE (S) 2.00 - 2.50	TOP (G/E) 2.75 - 3.50+	Exceptional
GOLD	WEAK	BOTTOM (NI) 1.50 - 2.00	MIDDLE (S) 2.25 - 2.75	TOP (G/E) 3.00+	Exceptional

STARSkate & Adult Interpretive Skating Competition

Technical Overview

Interpretive skating programs are included in three categories at the National STARSkate Championships: Bronze, Silver and Gold Triathlon events. In each case they form the second segment of the events. In addition, interpretive skating programs are conducted in the adult championships.

The requirements for the interpretive skating programs are the same at all levels:

Duration: 2:00 – 3:00 minutes (+/- 10 seconds)

Music: Skater's choice; Can be vocal, and can be of any nature

Required Content: There is no required content/ elements in an interpretive program

The composition for interpretive programs is free, without restriction.

Principles of Calculation

Levels of Difficulty

For Interpretive skating there shall be no technical mark. As such, any technical elements performed will not be identified or scored. The score for Interpretive events will come strictly from the five program component scores, minus any deductions for violations (time, falls, etc..).

Judging Principles

Interpretive programs shall be evaluated using the five program components as they are defined for Singles Skating. There shall be no technical score for interpretive programs. Jumps, spins, step sequences and field movements may be included; however, they will not be given any specific value. Judges may assess these elements in the transitions score. Since there is no technical panel for these events, the Referee shall be responsible for the identification and confirmation of falls and illegal movements/elements as well as the regular deductions under their jurisdiction. Factors for the various program components are set so that the most important aspects of an interpretive program receive the highest value.

- At the completion of the program each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.
- The panel's points for each Program Component are reached by calculating the trimmed mean² of the scoring Judges' results for that Program Component. A factor is applied to each of panel's program component scores as follows:

Skating Skills	2.00
Transitions	2.00
Performance/ Execution	3.00
Choreography	3.00
Interpretation	3.00

² The trimmed mean is calculated by deleting the highest and the lowest values of all judges and calculating the average of the remaining values. If there are less than five (5) scores entered by judges for an element or component, all entered values will be used to calculate the mean.

The factored results are rounded to two decimal places and added. The result is the Program Component Score.

- Deductions are applied as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - illegal element violation – 2.0 for every illegal element;
 - costume and prop violation – 1.0;
 - fall deduction – an additional deduction of 0.5 will be taken for each fall in a program;
 - interruption to the program – 0.5 for an interruption of 11-20 seconds. An additional 0.5 deduction for each successive 10 seconds
- The Total Segment Score of each competitor is calculated by subtracting any program deductions from the Program Component Score.

Officiating Panel and Responsibilities

For Interpretive skating, the panel shall be composed of the following officials:

- Referee
- Up to Five Judges

The Judges shall be responsible for assigning the five PC marks. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for falls, illegal elements/movements, timing, interruptions, music and costume violations. There is no technical score in Interpretive skating.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation:

Activity	Referee	Judge	Data Specialist
Assignment of PCS	(may do so, but not counting)	X	
Applies deductions for falls and illegal elements	X		
Applies deductions for interruptions, costume and props	X		
Responsible for rules of conduct of event	X		
Responsible for overseeing activity of the judges	X		
Responsible for verification of data			X
Responsible for calculation of final results			X
Signature required for release of results	X		

Note – there is no Technical Controller or Technical Specialist for the Interpretive events.

Judging Guidelines

Judges are responsible only for the assignment PCSs for every competitor. The following represents guidelines for assigning these scores for interpretive programs. Note that these guidelines are intended to be consistent with the test standards applied in the interpretive skating program.

Five program component scores are awarded for each creative skating skills exercise: Skating Skills, Transitions, Performance/ Execution, Choreography and Interpretation.

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Skating Skills (Edge & Turn Quality/ Speed, Flow & Power)	<ul style="list-style-type: none"> - edges lack depth, - erratic flow and glide, - little or no lean, stiff knees - lack of control, toe pushing - no variety of turns - weak ability to maintain speed - weak flow in movement - lack of power 	<ul style="list-style-type: none"> - edges with some depth, - reasonable flow, glide and some lean - some lack of control in turns - basic turns throughout the program - some ability to maintain speed - reasonable flow in movement - some rough transitions from step to step - some power shown throughout the program 	<ul style="list-style-type: none"> - edges skated flow, glide and lean - turns are reasonably clean and controlled - some variety of turns throughout the program - changes and maintains speed as dictated by the music - moderate flow in movement - adequate power shown throughout the program 	<ul style="list-style-type: none"> - strong edges skated with consistent flow, glide and lean - strong execution of turns - appears effortless - interesting variety of turns - demonstrates superior ability to change and maintain speed - continuous even flow in movement - superior power shown throughout program 	Beyond highest expectations of STARSkate program
Transitions (Creative Movement with Sureness)	<ul style="list-style-type: none"> - no variety in steps or positions e.g. progressives, chassés, straight skating used predominantly - no evidence of innovative or expressive moves - movements are weak and lack control 	<ul style="list-style-type: none"> - use of basic steps and positions within the program - minimum evidence of innovative moves - acceptable - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - some original content regarding steps, positions etc. in the program - some variety in the content with some basic steps and positions interspersed - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - original, imaginative content throughout the program - interesting variety in content chosen - evidence of creative, innovative moves, steps - strong performance of movements with sureness and control 	Beyond highest expectations of STARSkate program
Performance/ Execution (Carriage & Line/ Use of Whole Body)	<ul style="list-style-type: none"> - little or no relation of manner of skating or positions to music and/or theme - weak positions - use of only one body part e.g. arms to express theme - little or no use of personal space, eg. skating upright throughout 	<ul style="list-style-type: none"> - positions and manners of skating generally appropriate to music and theme - adequate positions - some use of different parts of the body to express theme within the program - limited use of "personal" space 	<ul style="list-style-type: none"> - positions and manner of skating appropriate to music and theme - consistent positions - adequate use of arms, legs, head etc., to express the theme through most of the program - some variation in use of "personal" space 	<ul style="list-style-type: none"> - positions and manner of skating original and innovative - distinct positions - well coordinated use of arms, legs, head etc. - strong use of body to display conviction - interesting varied use of "personal" space 	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Choreography (Use of Levels & Space/ Originality & Creativity)	<ul style="list-style-type: none"> - overuse of the arms etc., without any variety in movements chosen - only small area of ice surface used - highlights all placed in one part of the program - highlights all placed in same area on the ice - pattern lacking - little or no creative moves - skating by direction only, a copy of others - overuse of acting and pantomime 	<ul style="list-style-type: none"> - use of simple movements - adequate coverage of ice - highlights included - highlights placed in several different places on the ice - pattern simple - basic skating moves with some original moves - a few imaginative parts - relies on acting and pantomime to some extent 	<ul style="list-style-type: none"> - use of some original movements - almost complete coverage of ice - highlights placed in a variety of spots - highlights distributed fairly well on the ice - pattern interesting - incorporation of some varied and original moves - imagination used in design, though not overly complex - acting and/or pantomime plays only a minor part 	<ul style="list-style-type: none"> - use of different levels of movement showing originality and variety - complete coverage of ice - creative and clever use of space to incorporate all directions in program design - interesting and varied highlights - highlights well distributed on ice surface - variety and originality evident in theme and movements chosen - primarily uses body to develop theme rather than acting and pantomime 	Beyond highest expectations of STARSkate program
Interpretation (Interpretation of Music/ Communication of Theme)	<ul style="list-style-type: none"> - little understanding of the music - little use of appropriate moves and positions - music not appropriate to the theme/mood - several instances of being off-time; no evident sense of rhythm - inconsistent or lack of interpretation of music - no communication of theme in the interpretation of the music - no changes of pace and mood as required by chosen theme - no "feeling" expressed by skater, but rather skating material "given" by coach - theme not appropriate to maturity of skater 	<ul style="list-style-type: none"> - some understanding of the music - occasional use of appropriate moves and positions in relation to the music - music basically appropriate to the theme/mood - interpretation of music not consistent through the program; - several minor timing deviations acceptable - theme communicated during parts of the program - some changes of pace expressed within the program - some evidence that skater "feels" the theme as required - theme appropriate to maturity of skater 	<ul style="list-style-type: none"> - general evidence of understanding of the music - general use of appropriate moves and positions in relation to the music - music appropriate to the theme/mood - one minor deviation in timing - acceptable; general sense of rhythm evident - theme fairly well communicated through most of the program - evident changes of pace expressed within the program - "feeling" coming from "within" the skater throughout most of the program - theme appropriate to maturity of skater 	<ul style="list-style-type: none"> - clear understanding and use of the music - consistent use of original moves and positions in relation to the music - appropriate music chosen for the theme/mood - sense of rhythm evident throughout - commits to music completely through well-timed movement of all body parts - theme clearly expressed throughout the program - clear ability to express a change of pace as dictated by music - "feeling" coming from "within" the skater 	Beyond highest expectations of STARSkate program

Summary					
BRONZE	WEAK	BOTTOM (NI) 1.00 - 1.50	MIDDLE (S) 1.75 - 2.25	TOP (G/E) 2.50 - 3.00+	Exceptional
SILVER	WEAK	BOTTOM (NI) 1.25 - 1.75	MIDDLE (S) 2.00 - 2.50	TOP (G/E) 2.75 - 3.50+	Exceptional
GOLD	WEAK	BOTTOM (NI) 1.50 - 2.00	MIDDLE (S) 2.25 - 2.75	TOP (G/E) 3.00+	Exceptional

STARSkate & Adult Free Skating Competition

Technical Overview

Free skating events in the STARSkate and adult programs are conducted in a fashion identical to that set out by the ISU for singles free programs. Each event has a well-balanced program which identifies the maximum content of any program. The following table summarized the well-balanced program criteria for the events at the National STARSkate and Adult championships.

Event	Time	Jump Elements	Spin Elements	Step Sequences
Adult Bronze	2:40 max	- Max of 4 jump elements (singles) - max 2 repeated jumps ³ - max 2 combos/ sequences - <i>Axels & double(+) jumps are not allowed (will receive no value)</i>	- Max 2 spins, must be of only one position - <i>flying spins are not permitted (will receive no value)</i>	MEN – Max one step sequence WOMEN – Max one spiral step sequence <i>each must use at least ½ ice</i>
Adult Silver	3:10 max	- Max of 5 jump elements (singles) - max 2 repeated jumps ³ - min 1, max 2 combos/ sequences - <i>double(+) jumps are not allowed (will receive no value)</i>	- Max 3 spins - One spin must be a combination spin	MEN – Max one step sequence WOMEN – Max one spiral step sequence <i>each must use at least ½ ice</i>
Adult Gold	3:40 max	- Max of 6 jump elements - max 2 repeated jumps ³ - min 1, max 2 combos/ sequences - 1 combination may have three jumps - <i>jumps with value of the double loop or higher are not allowed (will receive no value)</i>	- Max 3 spins - One spin must be a combination spin - One spin (not the same as above) must be a flying spin - Third spin can be of any nature	MEN – Max one step sequence WOMEN – Max one spiral step sequence <i>each must use full ice</i>
Adult Masters	4:10 max	- Max of 7 jump elements, one MUST be an axel type - max 3 repeated jumps ³ - min 1, max 3 combos/ sequences - 1 combination may have three jumps	- Max 3 spins - One spin must be a combination spin - One spin (not the same as above) must be a flying spin - Third spin can be of any nature	MEN – Max one step sequence WOMEN – Max one spiral step sequence <i>each must use full ice</i>
Bronze Triathlon	3:30 +/- 0:10	- Maximum 7 jump elements, one jump must be an Axel type takeoff - max 3 repeated jumps ³ - min 1, max 3 combos/ sequences - 1 combination may have three jumps	- Max 3 spins - One must be a combination - One must be a flying spin - Third spin can be of any nature	- Max 1 step sequence
Silver Triathlon	3:30 +/- 0:10	- Maximum 7 jump elements, one jump must be an Axel type takeoff - max 3 repeated jumps ³ - min 1, max 3 combos/ sequences - 1 combination may have three jumps	- Max 4 spins - One must be a combination - One must be a flying spin - Third & forth can be of any nature	MEN:
Gold Triathlon	Ladies: 3:30 +/- 0:10 Men: 4:00 +/- 0:10			-Maximum two (2) step sequences of a different nature WOMEN: - Maximum one (1) step sequence - Maximum one (1) spiral sequence

³ Repeated jumps – no jump may be included more than twice. Any jump that is repeated must be in combination or sequence.

Principles of Calculation

Levels of Difficulty

All Levels of difficulty will be as per ISU Communications and First Aid documents specific to the current competitive season. Please go to www.isu.org to access this season's document. It is important to remember that, as with events currently judged using CPC, an element with a higher Level of difficulty that is very poorly executed will in the end score less points than an easier element done very well.

Each of the elements has an assigned scale of values identical to that as published by the ISU with the exception that single jumps identified as "under-rotated" and the "Waltz jump" will receive values as follows:

Code	Element	PLUS 3	PLUS 2	PLUS 1	BASE	MINUS 1	MINUS 2	MINUS 3
1T<	Under-rotated toe loop	+0.0	+0.0	+0.0	0.2	-0.0	-0.1	-0.1
1S<	Under-rotated Salchow	+0.0	+0.0	+0.0	0.2	-0.0	-0.1	-0.1
1Lo<	Under-rotated Loop	+0.2	+0.1	+0.1	0.2	-0.0	-0.1	-0.1
1F<	Under-rotated Flip	+0.2	+0.1	+0.1	0.2	-0.0	-0.1	-0.1
1Lz<	Under-rotated Lutz	+0.2	+0.1	+0.1	0.2	-0.0	-0.1	-0.1
1A<	Under-rotated Axel	+0.6	+0.4	+0.2	0.3	-0.1	-0.1	-0.2
1W	Waltz Jump	+0.6	+0.4	+0.2	0.3	-0.1	-0.1	-0.2

The element is assigned the base value when it is identified. Elements that do not meet the minimum requirements will receive level "0" with no value. Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an element will be taken into account.

Judging Principles

- Each judge evaluates each element on a seven point scale – awarding a score from +3 to -3 the grade of execution (GOE).
 - Jump combinations are evaluated as one unit by adding the base values of the jumps included and applying the GOE with the numerical value of the most difficult jump.
 - Jump sequences are evaluated as one unit by adding the base values of the two highest value jumps, multiplying the result by 0.8 and after that applying the GOE with the numerical value of the most difficult jump. The factored base value of the jump sequence will be rounded to two (2) decimal places.
- The panel's GOE is determined by calculating the trimmed mean⁴ of all GOEs awarded by the judges. This value is rounded to two decimal places.
- The score for the element is determined by adding the base value of the element to the panel's GOE.
- The panel's scores for all the elements are added giving thus the Total Technical Score.
- At the completion of the program each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.

⁴ The trimmed mean is calculated by deleting the highest and the lowest values of all judges and calculating the average of the remaining values. If there are less than five (5) scores entered by judges for an element or component, all entered values will be used to calculate the mean.

- The panel's points for each Program Component are reached by calculating the trimmed mean of the scoring Judges' results for that Program Component. A factor is applied to each of panel's program component scores as follows:

Skating Skills	1.00
Transitions	0.75
Performance/ Execution	1.00
Choreography	0.50
Interpretation	0.75

The factored results are rounded to two decimal places and added. The result is the Program Component Score.
- Deductions are applied as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - music violation – 1.0 for vocal music
 - illegal element violation – 2.0 for every illegal element;
 - costume and prop violation – 1.0;
 - fall deduction – an additional deduction of 0.5 will be taken for each fall in a program;
 - interruption to the program – 0.5 for an interruption of 11-20 seconds. An additional 0.5 deduction for each successive 10 seconds
- The Total Segment Score of each competitor is calculated by adding the Total Technical Score and the Program Component Score, subtracting any program deductions.

Officials Panel and Responsibilities

For Singles Free Skating events, the panel of officials shall be composed in the same manner as for competitive events. The officials are:

- Technical Controller
- Technical Specialist
- Assistant Technical Specialist
- Referee
- Up to Five Judges

The Technical Panel is responsible for the identification of all elements (spins, jumps, step/spiral sequences) and their Level of difficulty as well as the identification of falls and illegal elements. The Judges are responsible for assessing the Grade of Execution (GOE) of each element, and the 5 Program Component (PC) scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for timing, interruptions, music and costume violations.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation:

Activity	Referee	Judge	Technical Controller	Technical Specialist	Data Specialist
Identification of Element			X	X	
Identification of level of element			X	X	
Assignment of GOE	(may do so, but not counting)	X			
Assignment of PCS	(may do so, but not counting)	X			
Applies deductions for falls and illegal elements			X	(identifies falls)	
Applies deductions for timing, interruptions, costume, and props	X				
Responsible for rules of conduct of event	X				
Responsible for overseeing activity of the judges	X				
Responsible for verification of data					X
Responsible for calculation of final results					X
Signature required for release of results	X		X		

Judging Guidelines

Grades of execution

The following guides the identification of the *base* GOE. Reductions are applied for specific errors. The appropriate reduction is determined by the ISU reduction chart for singles skating (see the latest ISU communication for full details).

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Jumps	Distinct (i.e., confident and strong) in all phases, including a clean landing, of the majority of jumps (including one double for Senior Silver, and majority of double jumps for Gold).	Distinct in all phases of the majority of jumps.	All jump phases completed satisfactorily; - average length preparation phase; - adequate height and distance; - organized/ vertical air position, - completed revolution; - clean landing; - sufficient flow in and out - <i>Above with one minor error is "-1"</i>	Minus 1 with one minor error Base with 2 minor errors	Major errors or more than two minor errors

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Jump Combination/ Jump Sequence	There may be minor differences in the quality of the jumps. There should be better than adequate flow and rhythm between the jumps. All jumps must be successfully landed.	There may be minor differences in the quality of the jumps. There should be better than adequate flow and rhythm between the jumps.	All jumps completed as Noted in jumps (base value) with rhythmic timing between jumps - Above with one minor error is "-1"	Minus 1 with one minor error Base with 2 minor errors	Major errors or more than two minor errors
Spins	Spins should have distinct and extended positions. Rotations should be even, with the required number of rotations completed in position. Changes (where included) should be executed with ease.	Spins should have distinct and extended positions. Rotations should be even, with the required number of rotations completed in position. Changes (where included) should be executed with ease.	- controlled entry and exit, distinct positions, - balanced rotations done with consistent speed; - the spin meets requirements for number of rotations/positions: - Above with one minor error is "-1"	- poor positions; - travels moderately; Minus 1 with one minor error Base with 2 minor errors	Major errors or more than two minor errors
Step Sequence	- Excellent flow - exceptional form and positions. - The character of the music captured by the sequence - clean edges in all turns - balance and confidence through all transitions - exceptional positions in field movements	- Strong flow - strong form and positions. - Some attempt to show character of the music - clean edges in majority of turns - balance through majority of transitions - strong positions in field movements	- adequate flow - some breaks in form. - clean edges in majority of turns – but tend to be flat - a couple balance checks through more difficult sections of the sequence - adequate positions in field movements - Above with one minor error is "-1"	- slow / lacks power or acceleration (walks); - small pattern; Minus 1 with one minor error Base with 2 minor errors	- very few steps included - looks like skaters just save energy for later elements; Major errors or more than two minor errors

Program Component Scores

Five program component scores are awarded for each free skating program: Skating Skills, Transitions, Performance/ Execution, Choreography and Interpretation.

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Skating Skills (Sureness of skating skills with speed)	- edges lack depth, - erratic flow and glide, - little or no lean, stiff knees - lack of control, toe pushing - no variety of turns - weak ability to maintain speed - weak flow in movement - lack of power	- edges with some depth, - reasonable flow, glide and some lean - some lack of control in turns - basic turns throughout the program - some ability to maintain speed - reasonable flow in movement - some rough transitions from step to step - some power	- edges skated flow, glide and lean - turns are reasonably clean and controlled - some variety of turns throughout the program - changes and maintains speed as dictated by the music - moderate flow in movement - adequate power shown throughout the program	- strong edges skated with consistent flow, glide and lean - strong execution of turns - appears effortless - interesting variety of turns - demonstrates superior ability to change and maintain speed - continuous even flow in movement - superior power shown throughout	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
		shown throughout the program		program	
Transitions (Connecting steps & field movements)	<ul style="list-style-type: none"> - no variety in steps or positions e.g. progressives, chassés, straight skating used predominantly - no evidence of innovative or expressive moves - movements are weak and lack control 	<ul style="list-style-type: none"> - use of basic steps and positions within the program - minimum evidence of innovative moves acceptable - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - some original content regarding steps, positions etc. in the program - some variety in the content with some basic steps and positions interspersed - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - original, imaginative content throughout the program - interesting variety in content chosen - evidence of creative, innovative moves, steps - strong performance of movements with sureness and control 	Beyond highest expectations of STARSkate program
Performance/ Execution (Carriage, Line, Form)	<ul style="list-style-type: none"> - little or no relation of manner of skating or positions to music - weak positions - use of only one body part e.g. arms - little or no use of personal space, eg. skating upright throughout 	<ul style="list-style-type: none"> - positions and manners of skating generally appropriate to music - adequate positions - some use of different parts of the body - limited use of "personal" space 	<ul style="list-style-type: none"> - positions and manner of skating appropriate to music - consistent positions - adequate use of arms, legs, head etc. - some variation in use of "personal" space 	<ul style="list-style-type: none"> - positions and manner of skating original and innovative - distinct positions - well coordinated use of arms, legs, head etc. - strong use of body to display conviction - interesting varied use of "personal" space 	Beyond highest expectations of STARSkate program
Choreography (Program composition/ Use of Ice)	<ul style="list-style-type: none"> - only small area of ice surface used - highlights all placed in one part of the program - highlights all placed in same area on the ice - pattern lacking - little or no creative moves 	<ul style="list-style-type: none"> - adequate coverage of ice - highlights included - highlights placed in several different places on the ice - pattern simple - basic skating moves with some original moves - a few imaginative parts 	<ul style="list-style-type: none"> - almost complete coverage of ice - highlights placed in a variety of spots - highlights distributed fairly well on the ice - pattern interesting - incorporation of some varied and original moves 	<ul style="list-style-type: none"> - complete coverage of ice - creative and clever use of space to incorporate all directions in program design - interesting and varied highlights - highlights well distributed on ice surface - variety and originality evident in movements chosen 	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Interpretation (Use of Music)	<ul style="list-style-type: none"> - little understanding of the music - little use of appropriate moves and positions - several instances of being off-time; no evident sense of rhythm - inconsistent or lack of interpretation of music - no changes of pace and mood as required by chosen theme - no "feeling" expressed by skater, but rather skating material "given" by coach 	<ul style="list-style-type: none"> - some understanding of the music - occasional use of appropriate moves and positions in relation to the music - interpretation of music not consistent through the program; - several minor timing deviations acceptable - some changes of pace expressed within the program - some evidence that skater "feels" the theme as required 	<ul style="list-style-type: none"> - general evidence of understanding of the music - general use of appropriate moves and positions in relation to the music - one minor deviation in timing - acceptable; general sense of rhythm evident - evident changes of pace expressed within the program - "feeling" coming from "within" the skater throughout most of the program 	<ul style="list-style-type: none"> - clear understanding and use of the music - consistent use of original moves and positions in relation to the music - sense of rhythm evident throughout - commits to music completely through well-timed movement of all body parts - clear ability to express a change of pace as dictated by music - "feeling" coming from "within" the skater 	Beyond highest expectations of STARSkate program
Summary					
BRONZE TRIATHLON, ADULT GOLD	WEAK	BOTTOM (NI) 1.00 - 1.50	MIDDLE (S) 1.75 - 2.25	TOP (G/E) 2.50 - 3.00+	Exceptional
SILVER TRIATHLON, ADULT MASTERS	WEAK	BOTTOM (NI) 1.25 - 1.75	MIDDLE (S) 2.00 - 2.50	TOP (G/E) 2.75 - 3.50+	Exceptional
GOLD TRIATHLON	WEAK	BOTTOM (NI) 1.50 - 2.00	MIDDLE (S) 2.25 - 2.75	TOP (G/E) 3.00+	Exceptional

Adult Pair Skating Competition

Technical Overview

Pair events in the adult programs are conducted in a fashion identical to that set out by the ISU for pair free programs. Each event has a well-balanced program which identifies the maximum content of any program. The following table is a summary of the well-balanced program criteria for the pair event at the Adult championships.

A maximum program time of 3 minutes 10 sec. Program time may be shorter.

Competitors must perform a well balanced program that must contain:

- maximum of three (3) different lifts, one of which may be a twist lift. All lifts will be called Level 1 regardless of content.
- maximum of two (2) throw jumps.
- maximum of two (2) solo jumps. Single, double or triple jumps are permitted. Any solo jump can be repeated only once and this repetition must be done either in a jump combination or in a jump sequence.
- maximum of one (1) solo jump combination or sequence.
- maximum of two (2) different pair spins (may be in combination).
- maximum of 1 (1) solo spin (may be in combination).
- maximum of 1 (1) spiral figure or death spiral.
- maximum of 1 (1) step sequence (straight line, circular or serpentine).

Principles of Calculation

Levels of Difficulty

All Levels of difficulty will be as per ISU Communications and First Aid documents specific to the current competitive season. Please go to www.isu.org to access this season's document. It is important to remember that, as with events currently judged using CPC, an element with a higher Level of difficulty that is very poorly executed will in the end score less points than an easier element done very well.

Each of the elements has an assigned scale of values identical to that as published by the ISU with the exception that single jumps and throws identified as "under-rotated" and the "Waltz jump" will receive values as follows:

Code	Element	PLUS 3	PLUS 2	PLUS 1	BASE	MINUS 1	MINUS 2	MINUS 3
1T<	Under-rotated toe loop	+0.0	+0.0	+0.0	0.2	-0.0	-0.1	-0.1
1S<	Under-rotated Salchow	+0.0	+0.0	+0.0	0.2	-0.0	-0.1	-0.1
1Lo<	Under-rotated Loop	+0.2	+0.1	+0.1	0.2	-0.0	-0.1	-0.1
1F<	Under-rotated Flip	+0.2	+0.1	+0.1	0.2	-0.0	-0.1	-0.1
1Lz<	Under-rotated Lutz	+0.2	+0.1	+0.1	0.2	-0.0	-0.1	-0.1
1A<	Under-rotated Axel	+0.6	+0.4	+0.2	0.3	-0.1	-0.1	-0.2
1W	Waltz Jump	+0.6	+0.4	+0.2	0.3	-0.1	-0.1	-0.2
1TTh<	Under-rotated toe loop	+0.0	+0.0	+0.0	0.8	-0.1	-0.2	-0.4
1STh<	Under-rotated Salchow	+0.0	+0.0	+0.0	0.8	-0.1	-0.2	-0.4
1LoTh<	Under-rotated Loop	+0.2	+0.1	+0.1	0.9	-0.1	-0.2	-0.4
1FTh<	Under-rotated Flip	+0.2	+0.1	+0.1	0.9	-0.1	-0.2	-0.4
1LzTh<	Under-rotated Lutz	+0.2	+0.1	+0.1	0.9	-0.1	-0.2	-0.4

1ATh<	Under-rotated Axel	+0.6	+0.4	+0.2	0.7	-0.1	-0.2	-0.4
1WTh	Waltz Jump	+0.6	+0.4	+0.2	0.7	-0.1	-0.2	-0.4

The element is assigned the base value when it is identified. Elements that do not meet the minimum requirements will receive level “0” with no value. Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an element will be taken into account.

Judging Principles

- Each judge evaluates each element on a seven point scale – awarding a score from +3 to -3 the grade of execution (GOE).
 - Jump combinations are evaluated as one unit by adding the base values of the jumps included and applying the GOE with the numerical value of the most difficult jump.
 - Jump sequences are evaluated as one unit by adding the base values of the two highest value jumps, multiplying the result by 0.8 and after that applying the GOE with the numerical value of the most difficult jump. The factored base value of the jump sequence will be rounded to two (2) decimal places.
 - The panel’s GOE is determined by calculating the trimmed mean⁵ of all GOEs awarded by the judges. This value is rounded to two decimal places.
 - The score for the element is determined by adding the base value of the element to the panel’s GOE.
 - The panel’s scores for all the elements are added giving thus the Total Technical Score.
 - At the completion of the program each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.
 - The panel’s points for each Program Component are reached by calculating the trimmed mean of the scoring Judges’ results for that Program Component. A factor is applied to each of panel’s program component scores as follows:

Skating Skills	1.00
Transitions	0.75
Performance/ Execution	1.00
Choreography	0.50
Interpretation	0.75
- The factored results are rounded to two decimal places and added. The result is the Program Component Score.
- Deductions are applied as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - music violation – 1.0 for vocal music
 - illegal element violation – 2.0 for every illegal element;
 - costume and prop violation – 1.0;
 - fall deduction – an additional deduction of 0.5 will be taken for each fall in a program;
 - interruption to the program – 0.5 for an interruption of 11-20 seconds. An additional 0.5 deduction for each successive 10 seconds
 - The Total Segment Score of each competitor is calculated by adding the Total Technical Score and the Program Component Score, subtracting any program deductions.

⁵ The trimmed mean is calculated by deleting the highest and the lowest values of all judges and calculating the average of the remaining values. If there are less than five (5) scores entered by judges for an element or component, all entered values will be used to calculate the mean.

Officials Panel and Responsibilities

For Pairs Free Skating events, the panel of officials shall be composed in the same manner as for competitive events. The officials are:

- Technical Controller
- Technical Specialist
- Assistant Technical Specialist
- Referee
- Up to Five Judges

The Technical Panel is responsible for the identification of all elements (spins, jumps, step/spiral sequences, throws, and lifts) and their Level of difficulty as well as the identification of falls and illegal elements. The Judges are responsible for assessing the Grade of Execution (GOE) of each element, and the 5 Program Component (PC) scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for timing, interruptions, music and costume violations.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation:

Activity	Referee	Judge	Technical Controller	Technical Specialist	Data Specialist
Identification of Element			X	X	
Identification of level of element			X	X	
Assignment of GOE	(may do so, but not counting)	X			
Assignment of PCS	(may do so, but not counting)	X			
Applies deductions for falls and illegal elements			X	(identifies falls)	
Applies deductions for timing, interruptions, costumes, and props	X				
Responsible for rules of conduct of event	X				
Responsible for overseeing activity of the judges	X				
Responsible for verification of data					X
Responsible for calculation of final results					X
Signature required for release of results	X		X		

Judging Guidelines

Grades of execution

The following guides the identification of the *base* GOE. Reductions are applied for specific errors. The appropriate reduction is determined by the ISU reduction chart for pair skating (see the latest ISU communication for full details).

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Solo elements	As per singles skating, plus the following considerations				
Jumps	- equal exceptional quality of both partners - flawless unison	both skaters good (+1) or one skater good (+1) and one very good (+2) - Strong unison	synchronized with each other	No unison	No unison with 2 minor error or one major error
Spins	- positions almost identical between partners	well synchronized and exited at same time	well synchronized and exited at same time	- partners not synchronized with each other; - spin exits not totally together	- partners totally out of synch with each other throughout spin and exit
Step Sequence	well synchronized	well synchronized	- adequate unison	partners not synchronized with each other;	partners totally out of synch with each other
Pair elements					
Lifts	Good or very good technique and execution in all phases of the lift	Good technique on at least three phases of the lift described in base value	- correct take off position; - adequate ice coverage; - organized, correct air positions; - completed revolutions; - solid landing; - adequate speed and rhythm - sufficient flow in and out - <i>Above with one minor error is "-1"</i>	Minus 1 with one minor error Base with 2 minor errors	Major errors or more than two minor errors
Throws	Good or very good technique and execution in all phases of the throw jump	Good technique on at least three phases of the throw jump described in base value	Average length preparation phase; adequate speed at take-off; man's position adequate at release; adequate height and distance; organized/ vertical air position, completed revolutions; correct position of man after the throw; clean landing; sufficient flow in and out - <i>Above with one minor error is "-1"</i>	Minus 1 with one minor error Base with 2 minor errors	Major errors or more than two minor errors

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Pair Spin	Good or very good technique and execution of all phases of the pair spin. - more than the required revolutions	Good technique and execution of at least three phases of the pair spin described in base value	controlled entry and exit, distinct positions, balanced rotation done with consistent speed; correctly synchronized and exited correctly - Above with one minor error is "-1"	-poor initial contact or skaters collide (or hit each other); -poor positions; -slow rotation or slow during transition to new position/foot; Minus 1 with one minor error Base with 2 minor errors	- very poor positions; - very slow rotation; - spin completely re-centers or travels; -spin is incomplete (missing more than three revolutions); Major errors or more than two minor errors
Spiral Figure/ Death Spiral	Good or very good technique and execution of all phases of the death spiral and: - more than the required revolutions	Good technique and execution of at least three phases of the death spiral described in base value	- moderate speed and flow; edge; - adequate control; - adequate extension and flexibility demonstrated; - correct pivot - lady's position adequate; - controlled exit - Above with one minor error is "-1"	- poor positions (eg poor arch); Minus 1 with one minor error Base with 2 minor errors	- very poor positions (eg no arch); Major errors or more than two minor errors

Program Component Scores

Five program component scores are awarded for each Adult Pair free skating program: Skating Skills, Transitions, Performance/ Execution, Choreography and Interpretation.

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Skating Skills (Sureness of skating skills with speed)	- edges lack depth, - erratic flow and glide, - little or no lean, stiff knees - lack of control, toe pushing - no variety of turns - weak ability to maintain speed - weak flow in movement - lack of power	- edges with some depth, - reasonable flow, glide and some lean - some lack of control in turns - basic turns throughout the program - some ability to maintain speed - reasonable flow in movement - some rough transitions from step to step - some power shown throughout the program	- edges skated flow, glide and lean - turns are reasonably clean and controlled - some variety of turns throughout the program - changes and maintains speed as dictated by the music - moderate flow in movement - adequate power shown throughout the program	- strong edges skated with consistent flow, glide and lean - strong execution of turns - appears effortless - interesting variety of turns - demonstrates superior ability to change and maintain speed - continuous even flow in movement - superior power shown throughout program	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Transitions (Connecting steps & field movements)	<ul style="list-style-type: none"> - no variety in steps or positions e.g. progressives, chassés, straight skating used predominantly - no evidence of innovative or expressive moves - movements are weak and lack control 	<ul style="list-style-type: none"> - use of basic steps and positions within the program - minimum evidence of innovative moves - acceptable - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - some original content regarding steps, positions etc. in the program - some variety in the content with some basic steps and positions interspersed - moderate performance of movements with sureness and control 	<ul style="list-style-type: none"> - original, imaginative content throughout the program - interesting variety in content chosen - evidence of creative, innovative moves, steps - strong performance of movements with sureness and control 	Beyond highest expectations of STARSkate program
Performance/ Execution (Carriage, Line, Form/ Unison)	<ul style="list-style-type: none"> - little or no relation of manner of skating or positions to music - weak positions - use of only one body part e.g. arms - little or no use of personal space, eg. skating upright throughout - no sense of partnership, many breaks in unison 	<ul style="list-style-type: none"> - positions and manners of skating generally appropriate to music - adequate positions - some use of different parts of the body - limited use of "personal" space - no sense of partnership, but most of program has unison 	<ul style="list-style-type: none"> - positions and manner of skating appropriate to music - consistent positions - adequate use of arms, legs, head etc. - some variation in use of "personal" space - some sense of partnership, strong unison 	<ul style="list-style-type: none"> - positions and manner of skating original and innovative - distinct positions - well coordinated use of arms, legs, head etc. - strong use of body to display conviction - interesting varied use of "personal" space - strong partnership demonstrated with exceptional unison 	Beyond highest expectations of STARSkate program
Choreography (Program composition/ Use of Ice)	<ul style="list-style-type: none"> - only small area of ice surface used - highlights all placed in one part of the program - highlights all placed in same area on the ice - pattern lacking - little or no creative moves 	<ul style="list-style-type: none"> - adequate coverage of ice - highlights included - highlights placed in several different places on the ice - pattern simple - basic skating moves with some original moves - a few imaginative parts 	<ul style="list-style-type: none"> - almost complete coverage of ice - highlights placed in a variety of spots - highlights distributed fairly well on the ice - pattern interesting - incorporation of some varied and original moves 	<ul style="list-style-type: none"> - complete coverage of ice - creative and clever use of space to incorporate all directions in program design - interesting and varied highlights - highlights well distributed on ice surface - variety and originality evident in movements chosen 	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Interpretation (Use of Music)	<ul style="list-style-type: none"> - little understanding of the music - little use of appropriate moves and positions - several instances of being off-time; no evident sense of rhythm - inconsistent or lack of interpretation of music - no changes of pace and mood as required by chosen theme - no "feeling" expressed by skater, but rather skating material "given" by coach 	<ul style="list-style-type: none"> - some understanding of the music - occasional use of appropriate moves and positions in relation to the music - interpretation of music not consistent through the program; - several minor timing deviations acceptable - some changes of pace expressed within the program - some evidence that skater "feels" the theme as required 	<ul style="list-style-type: none"> - general evidence of understanding of the music - general use of appropriate moves and positions in relation to the music - one minor deviation in timing - acceptable; general sense of rhythm evident - evident changes of pace expressed within the program - "feeling" coming from "within" the skater throughout most of the program 	<ul style="list-style-type: none"> - clear understanding and use of the music - consistent use of original moves and positions in relation to the music - sense of rhythm evident throughout - commits to music completely through well-timed movement of all body parts - clear ability to express a change of pace as dictated by music - "feeling" coming from "within" the skater 	Beyond highest expectations of STARSkate program
Summary					
ADULT PAIR	BOTTOM (NI) 0.25 – 1.00	MIDDLE (S) 1.25 – 2.00	TOP (G/E) 2.25 – 3.00	Exceptional	

STARSkate and Adult Compulsory Dance Competition

Technical Overview

For each event two previously announced compulsory dances are skated. The compulsory dances for the events in this competition are as follows:

EVENT	Dance #1	Dance #2
Junior Bronze Adult Dance	Swing (1 sequence)	Fiesta Tango (2 sequences)
Senior Bronze Adult Dance	Ten Fox (2 sequences)	Fourteenstep (3 sequences)
Junior Silver Adult Dance	Harris Tango (2 sequences)	Rocker Foxtrot (3 sequences)
Senior Silver Adult Dance	Starlight Waltz (2 sequences)	Killian (4 sequences)
Gold Adult Dance	Blues (2 sequences)	Quickstep (3 sequences)
Diamond Adult Dance	Viennese (3 sequences)	Rhumba (4 sequences)
Bronze Biathlon	European Waltz (2 sequences)	Rocker Foxtrot (3 sequences)
Silver Biathlon	Harris Tango (2 sequences)	Killian (4 sequences)
Gold Biathlon	Paso Doble (2 sequences)	Blues (2 sequences)

The conduct of the event is identical to the compulsory dance competitions in the competitive stream. Skaters will skate the minimum number of dance sequences as required for Evaluated Tests.

Principles of Calculation

- Each of the segments of the compulsory has an assigned scale of values identical to that as published by Skate Canada in the Compulsory Dance Scale of Values
- Each judge evaluates each segment on a seven point scale – awarding a score from +3 to -3 the grade of execution (GOE).
- The panel's GOE is determined by calculating the trimmed mean⁶ of all GOEs awarded by the judges. This value is rounded to two decimal places.
- The score for the segment is determined by adding the base value of the element to the panel's GOE.
- The panel's scores for all the segments are added giving thus the Total Technical Score.
- At the completion of the program each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.
- The panel's points for each Program Component are reached by calculating the trimmed mean of the scoring Judges' results for that Program Component. A factor is applied to each of panel's program component scores as follows:

Skating Skills	0.75
Performance	0.50
Interpretation	0.50
Timing	0.75

The factored results are rounded to two decimal places and added. The result is the Program Component Score.

⁶ The trimmed mean is calculated by deleting the highest and the lowest values of all judges and calculating the average of the remaining values. If there are less than five (5) scores entered by judges for an element or component, all entered values will be used to calculate the mean.

- Deductions are applied as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - music violation – 1.0 for vocal music
 - illegal element violation – 2.0 for every illegal element;
 - costume and prop violation – 1.0;
 - fall deduction – -0.5 for a fall of one partner and -1.0 for a fall of both partners
- The Total Segment Score of each competitor is calculated by adding the Total Technical Score and the Program Component Score, subtracting any program deductions.

Officials Panel and Responsibilities

For Compulsory Dance, the panel shall be composed of the following officials:

- Referee
- Up to Five Judges

The judges shall assign GOE and PC scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for falls, illegal elements/movements, timing, interruptions, music and costume violations.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation:

Activity	Referee	Judge	Data Specialist
Assignment of GOE	(may do so, but not counting)	X	
Assignment of PCS	(may do so, but not counting)	X	
Verifies that all sequences have been performed	X		
Applies deductions for falls and illegal elements	X		
Applies deductions for timing, interruptions, costume and props	X		
Responsible for rules of conduct of event	X		
Responsible for overseeing activity of the judges	X		
Responsible for verification of data			X
Responsible for calculation of final results			X
Signature required for release of results	X		

Note – there is no Technical Controller or Technical Specialist for the Compulsory Dance events.

Judging Guidelines

Grades of execution

The following guides the identification of the *base* GOE. Reductions are applied for specific errors. The appropriate reduction is determined by the ISU reduction chart for compulsory dances.

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
CD Segment	<ul style="list-style-type: none"> - correct and faultless - very deep edges - clean and confident throughout 	<ul style="list-style-type: none"> - correct and precise steps and turns - deep edges - neat stepping action 	<ul style="list-style-type: none"> - one minor error in steps - some slight distortion of pattern - some flats or shallow edges - majority of steps clean (no toe-pushing or wide-stepping) and correct - turns may be slightly forced 	<ul style="list-style-type: none"> - Two major errors in steps - distorted pattern - majority of dance segment skated on flats (where not prescribed) - wide-stepping or slight toe-pushing -turns skidded 	<ul style="list-style-type: none"> - Many serious errors in steps - completely incorrect pattern - no edge definition - majority of segment "toe-pushed" - turns jumped or two-footed

Program Component Scores

Four program component scores are awarded for each compulsory dance: Skating Skills, Performance, Interpretation and Timing.

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Skating Skills (Accuracy, Flow/ Pattern, placement)	<ul style="list-style-type: none"> - off balance - struggle with steps/turns - lack of speed and flow - poor basic skills for both 	<ul style="list-style-type: none"> - little power – toe pushing more than 75% of the time or wide stepping - at ease only on simple turns - variable skills with one partner weaker in Sections 	<ul style="list-style-type: none"> - variable knee action - average skill on steps and turns - skills level similar - consistent speed and flow 50% of the time 	<ul style="list-style-type: none"> - strong, flexible knee action - polished and clean steps/turns - reasonable speed & strong stroking - wide skill range for both 	Beyond highest expectations of STARSkate program
Performance (Style, Form/ Unison)	<ul style="list-style-type: none"> - unstable holds, uncontrolled unison and matching - very poor line of body and limbs/carriage/extensions - projection skills lacking – both laboured 	<ul style="list-style-type: none"> - inconsistent stability in holds & some unison breaks - weak line of body and limbs/carriage/extensions - limited projection skills – both cautious 	<ul style="list-style-type: none"> - unison sometimes broken - carriage /lines-variable, mostly pleasing posture - reasonable line of body and limbs - only one projects or both project 50% of the time 	<ul style="list-style-type: none"> - move as couple - matched and change holds with ease - very good carriage/lines - both project most of time 	Beyond highest expectations of STARSkate program
Interpretation (Expression)	<ul style="list-style-type: none"> - isolated and apparently random gestures not related to character/nuances/accents - no partner relationship – two "solos" 	<ul style="list-style-type: none"> - some steps use music, but not connected to rhythm - weak use of accents and nuances - occasional partner 	<ul style="list-style-type: none"> - correct expression of rhythm - some motivated moves - partner relationship 50% of the time 	<ul style="list-style-type: none"> - skating/music integrated - skaters stay in character with rhythm for most of the dance - very good partner relationship 	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Timing (Timing)	- timing less than 25% correct - entirely off time - OR on strong beat less than 25%	relationship - timing only 50 % correct - OR on strong beat: only 50% - most body movements off time	- timing at least 50% correct - some minor timing errors but often mostly on time - on strong beat - many body movements do not reflect rhythms	- timing correct - timing of footwork very good - on strong beat - general relation of body movements to rhythm	Beyond highest expectations of STARSkate program
Summary					
JR BRONZE ADULT	BOTTOM (NI) 0.25 – 0.75	MIDDLE (S) 1.00 – 1.50	TOP (G/E) 1.75 – 2.50	Exceptional	
SR BRONZE ADULT	BOTTOM (NI) 0.25 – 1.00	MIDDLE (S) 1.25 – 1.75	TOP (G/E) 2.00 – 2.50	Exceptional	
JR SILVER ADULT; BRONZE BIATHLON	WEAK	BOTTOM (NI) 1.00 – 1.50	MIDDLE (S) 1.75 – 2.25	TOP (G/E) 2.50 – 3.00+	Exceptional
SR SILVER ADULT; SILVER BIATHLON	WEAK	BOTTOM (NI) 1.25 – 1.75	MIDDLE (S) 2.00 – 2.50	TOP (G/E) 2.75 – 3.50+	Exceptional
GOLD AND DIAMOND ADULT; GOLD BIATHLON	WEAK	BOTTOM (NI) 1.50 – 2.00	MIDDLE (S) 2.25 – 2.75	TOP (G/E) 3.00+	Exceptional

STARSkate Creative Dance and Adult Free Dance Competition

Technical Overview

Creative and Free dances allow ice dance teams to further explore the creativity of dancing. The Adult categories execute a free dance which is identical in rules to the ISU free dance. The STARSkate participants complete a creative dance that has slightly modified rules. In each case, there is a well balanced program defining the content, as summarized below.

Music: Skater's choice; can be vocal; can music must have a rhythmic beat. For creative Dances the music must be chosen from specified rhythms as follows:

- Bronze: rhythms from the Senior Bronze Dance Test compulsory dances
- Silver: rhythms from the Senior Silver test compulsory dances
- Gold: rhythms from the Gold and/ or Diamond test compulsory dances

The event requirements are summarized below

Event	Time	Lift Elements	Spin Elements	Step Elements
Adult Free Dance	2:10 max	- Max 2 lifts Chosen from: Stationary, Curve or Straight Line	- Max 1 spin	- Max 1 step sequence (any pattern except Midline Not Touching) - Max 1 sequence of twizzles
Bronze Creative Dance	No time limit – the time required to complete two circuits of the ice.	No Free Dance elements are permitted in this dance. It is a “rhythm” dance in nature – i.e., an individually created compulsory dance. The dance must move in a counter-clockwise direction. Reverse direction, stops and loops are not permitted. The pattern shall consist of a full circuit of the ice or a half pattern repeated. The dance pattern must not cross the long axis except when crossing the end of the arena.		
Silver Creative Dance (original dance in nature)	2:00 +/- 0:10	1 May be included but are not scored	1 May be included but are not scored	- Max 1 diagonal step sequence in hold - Max 1 midline step sequence not touching; including one sequence of twizzles
Gold Creative Dance (free dance in nature)	2:30 +/- 0:10	May be included but are not scored	May be included but are not scored	- Max 1 diagonal step sequence in hold - Max 1 circular step sequence in hold - one sequence of twizzles

Principles of Calculation

Levels of Difficulty

All Levels of difficulty will be as per ISU Communications and First Aid documents specific to the current competitive season*. Please go to www.isu.org to access this season's document. It is important to remember that, as with events currently judged using CPC, an element with a higher Level of difficulty that is very poorly executed will in the end score less points than an easier element done very well.

***Note:** All elements as identified in the Well Balanced Program requirements for Adult Silver Free Dance are will be called as no higher than level 1

Each of the required elements has an assigned scale of values (SOV). For the Adult Free dances, this scale is identical to the ISU free dance SOV. For the creative dance the element SOV is as follows:

Code	Element	PLUS 3	PLUS 2	PLUS 1	BASE	MINUS 1	MINUS 2	MINUS 3
Required Step Sequences								
CrSlSt1	Straight Line Step	+3	+2	+1	3.5	-1	-2	-3
CrCiSt1	Circular Step	+3	+2	+1	4.0	-1	-2	-3
CrSeSt1	Serpentine Step	+3	+2	+1	4.0	-1	-2	-3
CrRmSt1	Rhythm Step	+3	+2	+1	3.5	-1	-2	-3
CrMiSt1	Mid Line Not Touching Step	+3	+2	+1	4.0	-1	-2	-3
CrDiSt	Diagonal Step	+3	+2	+1	4.0	-1	-2	-3
Required element in the straight line step:								
CrMiTw1	Req'd midline twizzle	+3	+2	+1	3.5	-1	-2	-3
CrTw1	Synchronized twizzle	+3	+2	+1	3.5	-1	-2	-3

Judging Principles

GOEs are awarded as follows in each Biathlon Creative Dance:

GOE	BRONZE	SILVER	GOLD
1	Rhythm Step Sequence (first side)	Diagonal Step Sequence	Diagonal Step Sequence
2	Rhythm Step Sequence (second side)	Mid Line Not Touching Sequence	Circular Step Sequence
3	N/A	Mid Line Twizzles	Synchronized Twizzles

It should be noted that in the Bronze Creative Dance the rhythm step sequence may be repeated on the second side (1/2 pattern repeated) or different (full circuit pattern). Step completed across the end of the ice are to be considered under the Transitions score.

The element is assigned the base value when it is identified by the Technical Judge. Elements that do not meet the minimum requirements will receive level "0" with no value. Note that a step sequence in the creative dance with required elements is identified as two separate elements. Any additional element or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an element will be taken into account.

- Each judge evaluates each element on a seven point scale – awarding a score from +3 to -3 the grade of execution (GOE).
- The panel's GOE is determined by calculating the trimmed mean⁷ of all GOEs awarded by the judges. This value is rounded to two decimal places.
- The score for the element is determined by adding the base value of the element to the panel's GOE.
- The panel's scores for all the elements are added giving thus the Total Technical Score.
- At the completion of the program each Judge marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.

⁷ The trimmed mean is calculated by deleting the highest and the lowest values of all judges and calculating the average of the remaining values. If there are less than five (5) scores entered by judges for an element or component, all entered values will be used to calculate the mean.

- The panel’s points for each Program Component are reached by calculating the trimmed mean of the scoring Judges’ results for that Program Component. A factor is applied to each of panel’s program component scores as follows:

	Creative Dance	Free Dance
Skating Skills	1.00	1.25
Linking Footwork/ Movements	1.00	0.50
Performance/ Execution	1.00	1.00
Choreography/ Composition	0.50	0.50
Interpretation/ Timing	0.75	0.75

The factored results are rounded to two decimal places and added. The result is the Program Component Score.

- Deductions are applied as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - illegal element violation – 2.0 for every illegal element;
 - costume and prop violation – 1.0;
 - fall deduction – -0.5 for a fall of one partner and -1.0 for a fall of both;
 - interruption to the program – 0.5 for an interruption of 11-20 seconds. An additional 0.5 deduction for each successive 10 seconds
 - Extra elements – -1.0 per violation (Free Dance)
 - Lifts exceeding permitted duration – -1.0 per lift (Free Dance)
- The Total Segment Score of each competitor is calculated by adding the Total Technical Score and the Program Component Score, subtracting any program deductions.

Officials Panel and Responsibilities

For Creative Dance competition, the panel shall be composed of the following officials:

- Referee
- Up to Five Judges

One Judge will be assigned as the “Technical Judge.” This person is responsible for identifying the required sequences/elements in a creative dance program and assigning a GOE score. This person will also verify that the minimum requirements for each sequence have been met. They will also apply deductions for falls and illegal elements/movements. The remaining judges shall assign GOE and PC scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for, timing, interruptions, music, and costume violations.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation for Creative Dances:

Activity	Referee	Judge	Technical Judge	Data Specialist
Identification of Element			X	
Verification of minimum requirements			X	
Assignment of GOE	(may do so, but not counting)	X	X	
Assignment of PCS	(may do so, but not counting)	X		
Applies deductions for falls and illegal elements			X	
Applies deductions for timing, interruptions, costume and props	X			
Responsible for rules of conduct of event	X			
Responsible for overseeing activity of the judges	X			
Responsible for verification of data				X
Responsible for calculation of final results				X
Signature required for release of results	X			

Note – there is no Technical Controller or Technical Specialist for the Creative Dance events.

For Adult Free Dance events, the panel of officials shall be composed in the same manner as for competitive events. The officials are:

- Technical Controller
- Technical Specialist
- Assistant Technical Specialist
- Referee
- Up to Five Judges

The Technical Panel is responsible for the identification of all elements (spins, step/spiral sequences, lifts) and their Level of difficulty as well as the identification of falls and illegal elements. The Judges are responsible for assessing the Grade of Execution (GOE) of each element, and the 5 Program Component (PC) scores. The Referee oversees the conduct of the event, the work of the Judges and applies deductions for timing, interruptions, music and costume violations.

The following is an outline of the various roles and responsibilities in the various aspects of the application of the principles of calculation for Adult Free Dances:

Activity	Referee	Judge	Technical Controller	Technical Specialist	Data Specialist
Identification of Element			X	X	
Identification of level of element			X	X	
Assignment of GOE	(may do so, but not counting)	X			
Assignment of PCS	(may do so, but not counting)	X			
Applies deductions for falls and illegal elements			X	(identifies falls)	
Applies deductions for timing, interruptions, costume and props	X				
Responsible for rules of conduct of event	X				
Responsible for overseeing activity of the judges	X				
Responsible for verification of data					X
Responsible for calculation of final results					X
Signature required for release of results	X		X		

Judging Guidelines

Grades of execution

The following guides the identification of the *base* GOE. Reductions are applied for specific errors. The appropriate reduction is determined by the ISU reduction chart for ice dance.

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Step Sequence (all events)	<ul style="list-style-type: none"> - deep and quiet edges - considerable speed achieved effortlessly - effortless turns and steps - moves as one unit 	<ul style="list-style-type: none"> - strong edges - considerable speed, constant flow - clean and neat steps and turns - strong unison 	<ul style="list-style-type: none"> - shallow with some flats - some speed with variable flow - both solid balance and control - correct step and turning actions 	<ul style="list-style-type: none"> - generally flat - flow deteriorates as the sequence progresses - both weak partners - occasional wideststepping or toe pushing - turns are skidded 	<ul style="list-style-type: none"> - no edges - laboured flow - both partners weak - two foot turns &/or toe pushing throughout

Element	PLUS 3/ PLUS 2 (Excellent)	PLUS 1 (Good)	BASE/ MINUS 1 (Satisfactory)	MINUS 2 (Needs Improvement)	MINUS 3 (Needs Improvement)
Sequence of Twizzles (all events)	<ul style="list-style-type: none"> -Seamlessly integrated with sequence - Excellent flow through all twizzles; with continuous action - correct execution of twizzles - exceptional form and positions. - balance and confidence through all transitions - excellent unison through turning action 	<ul style="list-style-type: none"> - confident entrance - Strong flow through all twizzles - correct execution of twizzles - strong form and positions. - balance through majority of transitions - in unison through turns 	<ul style="list-style-type: none"> - slight caution on entry - adequate flow through majority of twizzles - correct execution of twizzles - some breaks in form. - a couple balance checks through the transitions 	<ul style="list-style-type: none"> Reduce the grade by "1" for each of the following errors (cumulative): - stop in action or skid through one twizzle - one twizzle becomes a double three turn - transition between loops not according to requirements Reduce the grade by "2" for - Stumble - touch down of free foot or hand(s) through the twizzle action Reduce the grade by "3" for - Fall 	<ul style="list-style-type: none"> -Seamlessly integrated with sequence - Excellent flow through all twizzles; with continuous action - correct execution of twizzles - exceptional form and positions. - balance and confidence through all transitions
Lifts (adult events only)	<ul style="list-style-type: none"> - seamless with choreography - effortless lifting action - pleasing positions in character of dance 	<ul style="list-style-type: none"> - smooth entry - lifts with ease - confident base to lift - solid exit - strong positions 	<ul style="list-style-type: none"> -slight hesitation on entry - some effort to lift partner - stable base to lift 	<ul style="list-style-type: none"> - fumbles to position the entry - struggles to lift partner - indication of unstable base - position awkward 	<ul style="list-style-type: none"> - very shaky entry (or does not go up) - not held at top of lift - loss of balance throughout
Spins (adult events only)	<ul style="list-style-type: none"> - seamless entry -fluid rotation - exceptional positions 	<ul style="list-style-type: none"> - smooth entry - sustained rotation - strong positions 	<ul style="list-style-type: none"> - hesitant but controlled entry - stable and sustained rotation 	<ul style="list-style-type: none"> - Off balance entry - rotation speed deteriorates 	<ul style="list-style-type: none"> - awkward entry - very slow rotation

Program Component Scores

Five program component scores are awarded for each creative dance/free dance: Skating Skills, Transitions, Performance/ Execution, Choreography and Interpretation.

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Skating Skills (Accuracy, Flow/ Pattern, placement)	<ul style="list-style-type: none"> - off balance - struggle with steps/turns - lack of speed and flow - poor basic skills for both 	<ul style="list-style-type: none"> - little power – toe pushing more than 75% of the time or wide stepping - at ease only on simple turns - variable skills with one partner weaker in Sections 	<ul style="list-style-type: none"> - variable knee action - average skill on steps and turns - skills level similar - consistent speed and flow 50% of the time 	<ul style="list-style-type: none"> - strong, flexible knee action - polished and clean steps/turns - reasonable speed & strong stroking - wide skill range for both 	Beyond highest expectations of STARSkate program

Component	0.25 – 0.75	1.00 – 1.75	2.00 – 2.75	3.00 – 3.75	4.00 +
Transitions	<ul style="list-style-type: none"> - basic stroking and poor posing throughout - few sustained edges, and pattern consists of straight lines ; - mostly use of hand in hand or side by side hold 	<ul style="list-style-type: none"> - many parts have basic edges/steps and excessive cross-cuts - simple turns/poses/holds - one partner performs difficult moves and other on two feet 75 % of time - many sections in hand-in-hand or side by side hold, minimal use of partner facing holds 	<ul style="list-style-type: none"> - an equal proportion of simplicity and difficulty - one partner has some sections with simple workload - varied use of holds with several face to face positions 	<ul style="list-style-type: none"> - variety and complexity of pattern steps/turns/holds for both - fluid and intentional movements from one move to another - varied use of holds with face to face positions 	Beyond highest expectations of STARSkate program
Performance (Style, Form/ Unison)	<ul style="list-style-type: none"> - unstable holds, uncontrolled unison and matching - very poor line of body and limbs/carriage/extensions - projection skills lacking – both laboured 	<ul style="list-style-type: none"> - inconsistent stability in holds & some unison breaks - weak line of body and limbs/carriage/extensions - limited projection skills – both cautious 	<ul style="list-style-type: none"> - unison sometimes broken - carriage /lines-variable, mostly pleasing posture - reasonable line of body and limbs - only one projects or both project 50% of the time 	<ul style="list-style-type: none"> - move as couple - matched and change holds with ease - very good carriage/lines - both project most of time 	Beyond highest expectations of STARSkate program
Choreography/ Composition	<ul style="list-style-type: none"> - most moves do not appear to fit music - total program directed to judges side - placement of moves appears random - some areas of ice untouched & often use of straight lines - or barrier skating 	<ul style="list-style-type: none"> - some moves do not appear to fit music/theme– minimal relation program to music - lack of change of pace - program directed to judges side 	<ul style="list-style-type: none"> - program corresponds well with music - elements generally well distributed but sometimes too much emphasis to one side of the rink 	<ul style="list-style-type: none"> - interesting moves derived from theme - very good use of music /space /symmetry - unity of skaters in use of music, content - directed to all sides of the rink 	Beyond highest expectations of STARSkate program
Interpretation/ Timing (Expression/ Timing)	<ul style="list-style-type: none"> - isolated and apparently random gestures not related to character/ nuances/accents - no partner relationship – two “solos” - timing less than 25% correct - entirely off time - OR on strong beat less than 25% 	<ul style="list-style-type: none"> - some steps use music, but not connected to rhythm - weak use of accents and nuances - occasional partner relationship - timing only 50 % correct - OR on strong beat: only 50% - most body movements off time 	<ul style="list-style-type: none"> - correct expression of rhythm - some motivated moves - partner relationship 50% of the time - timing at least 50% correct - some minor timing errors but often mostly on time - on strong beat - many body movements do not reflect rhythms 	<ul style="list-style-type: none"> - skating/music integrated - skaters stay in character with rhythm for most of the dance - very good partner relationship - timing correct - timing of footwork very good - on strong beat - general relation of body movements to rhythm 	Beyond highest expectations of STARSkate program

Summary					
SILVER AND GOLD ADULT FREE DANCE	BOTTOM (NI) 0.25 - 1.00	MIDDLE (S) 1.25 - 2.00	TOP (G/E) 2.25 - 3.00	Exceptional	
BRONZE BIATHLON	WEAK	BOTTOM (NI) 1.00 - 1.50	MIDDLE (S) 1.75 - 2.25	TOP (G/E) 2.50 - 3.00+	Exceptional
SILVER BIATHLON	WEAK	BOTTOM (NI) 1.25 - 1.75	MIDDLE (S) 2.00 - 2.50	TOP (G/E) 2.75 - 3.50+	Exceptional
GOLD BIATHLON	WEAK	BOTTOM (NI) 1.50 - 2.00	MIDDLE (S) 2.25 - 2.75	TOP (G/E) 3.00+	Exceptional