

INTERNATIONAL SKATING UNION

Communication No. 2000 (revised June 14, 2016)

SINGLE & PAIR SKATING

Scale of Values, Levels of Difficulty and Guidelines for marking Grade of Execution, season 2016/17

The following Communication replaces Communications No. 1944

- I. Updated Scale of Values
- II. Updated Levels of Difficulty of Single/Pair Skating Elements (season 2016/17)
- III. Updated Guidelines for marking +GOE of Single/Pair Skating Elements (positive aspects)
- IV. Updated Guidelines in establishing GOE for errors in Short Program and Free Skating

Milano,
April 14, 2016
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, Director General

I. Updated Scale of Values

		+3	+2	+1	BASE	V	V1	-1	-2	-3
SINGLE AND PAIR SKATING										
Jumps										
Single Toeloop	1T	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Salchow	1S	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Loop	1Lo	0,6	0,4	0,2	0,5	0,4		-0,1	-0,2	-0,3
Single Flip	1F	0,6	0,4	0,2	0,5	0,4	0,3	-0,1	-0,2	-0,3
Single Lutz	1Lz	0,6	0,4	0,2	0,6	0,5	0,4	-0,1	-0,2	-0,3
Single Axel	1A	0,6	0,4	0,2	1,1	0,8		-0,2	-0,4	-0,6
Double Toeloop	2T	0,6	0,4	0,2	1,3	0,9		-0,2	-0,4	-0,6
Double Salchow	2S	0,6	0,4	0,2	1,3	0,9		-0,2	-0,4	-0,6
Double Loop	2Lo	0,9	0,6	0,3	1,8	1,3		-0,3	-0,6	-0,9
Double Flip	2F	0,9	0,6	0,3	1,9	1,4	1,3	-0,3	-0,6	-0,9
Double Lutz	2Lz	0,9	0,6	0,3	2,1	1,5	1,4	-0,3	-0,6	-0,9
Double Axel	2A	1,5	1,0	0,5	3,3	2,3		-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	4,3	3,0		-0,7	-1,4	-2,1
Triple Salchow	3S	2,1	1,4	0,7	4,4	3,1		-0,7	-1,4	-2,1
Triple Loop	3Lo	2,1	1,4	0,7	5,1	3,6		-0,7	-1,4	-2,1
Triple Flip	3F	2,1	1,4	0,7	5,3	3,7	3,2	-0,7	-1,4	-2,1
Triple Lutz	3Lz	2,1	1,4	0,7	6,0	4,2	3,6	-0,7	-1,4	-2,1
Triple Axel	3A	3,0	2,0	1,0	8,5	5,9		-1,0	-2,0	-3,0
Quad Toeloop	4T	3,0	2,0	1,0	10,3	8,0		-1,2	-2,4	-4,0
Quad Salchow	4S	3,0	2,0	1,0	10,5	8,1		-1,2	-2,4	-4,0
Quad Loop	4Lo	3,0	2,0	1,0	12,0	8,4		-1,2	-2,4	-4,0
Quad Flip	4F	3,0	2,0	1,0	12,3	8,6	8,0	-1,2	-2,4	-4,0
Quad Lutz	4Lz	3,0	2,0	1,0	13,6	9,5	8,4	-1,2	-2,4	-4,0
Quad Axel	4A	3,6	2,4	1,2	15,0	10,5		-1,2	-2,4	-4,0
Spins (Solo Spins for Pairs)										
Spin in one position and no change of foot (upright, layback, camel or sit)										
Upright Level B	USpB	1,5	1,0	0,5	1,0			-0,3	-0,6	-0,9
Upright Level 1	USp1	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Upright Level 2	USp2	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Upright Level 3	USp3	1,5	1,0	0,5	1,9			-0,3	-0,6	-0,9
Upright Level 4	USp4	1,5	1,0	0,5	2,4			-0,3	-0,6	-0,9
Layback Level B	LSpB	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Layback Level 1	LSp1	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Layback Level 2	LSp2	1,5	1,0	0,5	1,9			-0,3	-0,6	-0,9
Layback Level 3	LSp3	1,5	1,0	0,5	2,4			-0,3	-0,6	-0,9
Layback Level 4	LSp4	1,5	1,0	0,5	2,7			-0,3	-0,6	-0,9

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Camel Level B	CSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Camel Level 1	CSp1	1,5	1,0	0,5	1,4			-0,3	-0,6	-0,9
Camel Level 2	CSp2	1,5	1,0	0,5	1,8			-0,3	-0,6	-0,9
Camel Level 3	CSp3	1,5	1,0	0,5	2,3			-0,3	-0,6	-0,9
Camel Level 4	CSp4	1,5	1,0	0,5	2,6			-0,3	-0,6	-0,9
Sit Level B	SSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Sit Level 1	SSp1	1,5	1,0	0,5	1,3			-0,3	-0,6	-0,9
Sit Level 2	SSp2	1,5	1,0	0,5	1,6			-0,3	-0,6	-0,9
Sit Level 3	SSp3	1,5	1,0	0,5	2,1			-0,3	-0,6	-0,9
Sit Level 4	SSp4	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Flying Spin (any position – upright, layback, camel or sit)										
Upright Level B	FUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright Level 1	FUSp1	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Upright Level 2	FUSp2	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Upright Level 3	FUSp3	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Upright Level 4	FUSp4	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level B	FLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback Level 1	FLSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Layback Level 2	FLSp2	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Layback Level 3	FLSp3	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level 4	FLSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Camel Level B	FCSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Camel Level 1	FCSp1	1,5	1,0	0,5	1,9	1,3		-0,3	-0,6	-0,9
Camel Level 2	FCSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Camel Level 3	FCSp3	1,5	1,0	0,5	2,8	2,0		-0,3	-0,6	-0,9
Camel Level 4	FCSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Sit Level B	FSSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Sit Level 1	FSSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Sit Level 2	FSSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Sit Level 3	FSSp3	1,5	1,0	0,5	2,6	1,8		-0,3	-0,6	-0,9
Sit Level 4	FSSp4	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin with one change of foot and no change of position (upright, layback, camel or sit)										
Upright Level B	(F)CUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright Level 1	(F)CUSp1	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Upright Level 2	(F)CUSp2	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Upright Level 3	(F)CUSp3	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Upright Level 4	(F)CUSp4	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Layback Level B	(F)CLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback Level 1	(F)CLSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Layback Level 2	(F)CLSp2	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Layback Level 3	(F)CLSp3	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level 4	(F)CLSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Camel Level B	(F)CCSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Camel Level 1	(F)CCSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Camel Level 2	(F)CCSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Camel Level 3	(F)CCSp3	1,5	1,0	0,5	2,8	2,0		-0,3	-0,6	-0,9
Camel Level 4	(F)CCSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Sit Level B	(F)CSSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Sit Level 1	(F)CSSp1	1,5	1,0	0,5	1,9	1,3		-0,3	-0,6	-0,9
Sit Level 2	(F)CSSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Sit Level 3	(F)CSSp3	1,5	1,0	0,5	2,6	1,8		-0,3	-0,6	-0,9
Sit Level 4	(F)CSSp4	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin Combination with change of position and no change of foot										
Level B	<u>(F)CoSpB</u>	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Level 1	<u>(F)CoSp1</u>	1,5	1,0	0,5	1,7	1,3		-0,3	-0,6	-0,9
Level 2	<u>(F)CoSp2</u>	1,5	1,0	0,5	2,0	1,5		-0,3	-0,6	-0,9
Level 3	<u>(F)CoSp3</u>	1,5	1,0	0,5	2,5	1,8		-0,3	-0,6	-0,9
Level 4	<u>(F)CoSp4</u>	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin Combination with change of position and change of foot										
Level B	<u>(F)CCoSpB</u>	1,5	1,0	0,5	1,7	1,5		-0,3	-0,6	-0,9
Level 1	<u>(F)CCoSp1</u>	1,5	1,0	0,5	2,0	1,7		-0,3	-0,6	-0,9
Level 2	<u>(F)CCoSp2</u>	1,5	1,0	0,5	2,5	2,0		-0,3	-0,6	-0,9
Level 3	<u>(F)CCoSp3</u>	1,5	1,0	0,5	3,0	2,5		-0,3	-0,6	-0,9
Level 4	<u>(F)CCoSp4</u>	1,5	1,0	0,5	3,5	3,0		-0,3	-0,6	-0,9
Step and Choreographic Sequences										
Level B	StSqB	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Level 1	StSq1	1,5	1,0	0,5	1,8			-0,3	-0,6	-0,9
Level 2	StSq2	1,5	1,0	0,5	2,6			-0,5	-1,0	-1,5
Level 3	StSq3	1,5	1,0	0,5	3,3			-0,7	-1,4	-2,1
Level 4	StSq4	2,1	1,4	0,7	3,9			-0,7	-1,4	-2,1
Choreo Sequence	ChSq	2,1	1,4	0,7	2,0			-0,5	-1,0	-1,5

		+3	+2	+1	BASE	V		-1	-2	-3
PAIR SKATING										
Lifts										
Group 1 Level B	1LiB	0,9	0,6	0,3	1,0			-0,3	-0,6	-0,9
Group 1 Level 1	1Li1	0,9	0,6	0,3	1,1			-0,3	-0,6	-0,9
Group 1 Level 2	1Li2	0,9	0,6	0,3	1,3			-0,3	-0,6	-0,9
Group 1 Level 3	1Li3	0,9	0,6	0,3	1,5			-0,3	-0,6	-0,9
Group 1 Level 4	1Li4	0,9	0,6	0,3	1,7			-0,3	-0,6	-0,9
Group 2 Level B	2LiB	0,9	0,6	0,3	1,1			-0,3	-0,6	-0,9
Group 2 Level 1	2Li1	0,9	0,6	0,3	1,6			-0,3	-0,6	-0,9
Group 2 Level 2	2Li2	0,9	0,6	0,3	1,9			-0,3	-0,6	-0,9
Group 2 Level 3	2Li3	0,9	0,6	0,3	2,4			-0,3	-0,6	-0,9
Group 2 Level 4	2Li4	0,9	0,6	0,3	3,0			-0,3	-0,6	-0,9
Group 3 Level B	3LiB	1,5	1,0	0,5	2,5			-0,5	-1,0	-1,5
Group 3 Level 1	3Li1	1,5	1,0	0,5	3,0			-0,5	-1,0	-1,5
Group 3 Level 2	3Li2	1,5	1,0	0,5	3,5			-0,5	-1,0	-1,5
Group 3 Level 3	3Li3	1,5	1,0	0,5	4,0			-0,5	-1,0	-1,5
Group 3 Level 4	3Li4	1,5	1,0	0,5	4,5			-0,5	-1,0	-1,5
Group 4 Level B	4LiB	1,5	1,0	0,5	2,5			-0,5	-1,0	-1,5
Group 4 Level 1	4Li1	1,5	1,0	0,5	3,0			-0,5	-1,0	-1,5
Group 4 Level 2	4Li2	1,5	1,0	0,5	3,5			-0,5	-1,0	-1,5
Group 4 Level 3	4Li3	1,5	1,0	0,5	4,0			-0,5	-1,0	-1,5
Group 4 Level 4	4Li4	1,5	1,0	0,5	4,5			-0,5	-1,0	-1,5
Group 5 Toe/Step in Lasso										
Level B	5T/SLiB	1,5	1,0	0,5	4,5			-0,5	-1,0	-1,5
Level 1	5T/SLi1	1,5	1,0	0,5	5,0			-0,5	-1,0	-1,5
Level 2	5T/SLi2	1,5	1,0	0,5	5,5			-0,5	-1,0	-1,5
Level 3	5T/SLi3	1,5	1,0	0,5	6,0			-0,5	-1,0	-1,5
Level 4	5T/SLi4	1,5	1,0	0,5	6,5			-0,5	-1,0	-1,5
Group 5 Backward Lasso										
Level B	<u>5BLiB</u>	2,1	1,4	0,7	5,0			-0,7	-1,4	-2,1
Level 1	<u>5BLi1</u>	2,1	1,4	0,7	5,5			-0,7	-1,4	-2,1
Level 2	<u>5BLi2</u>	2,1	1,4	0,7	6,0			-0,7	-1,4	-2,1
Level 3	<u>5BLi3</u>	2,1	1,4	0,7	6,5			-0,7	-1,4	-2,1
Level 4	<u>5BLi4</u>	2,1	1,4	0,7	7,0			-0,7	-1,4	-2,1
Group 5 Axel/Reverse Lasso										
Level B	<u>5A/RLiB</u>	2,1	1,4	0,7	5,5			-0,7	-1,4	-2,1
Level 1	<u>5A/RLi1</u>	2,1	1,4	0,7	6,0			-0,7	-1,4	-2,1
Level 2	<u>5A/RLi2</u>	2,1	1,4	0,7	6,5			-0,7	-1,4	-2,1
Level 3	<u>5A/RLi3</u>	2,1	1,4	0,7	7,0			-0,7	-1,4	-2,1
Level 4	<u>5A/RLi4</u>	2,1	1,4	0,7	7,5			-0,7	-1,4	-2,1

		+3	+2	+1	BASE	V		-1	-2	-3
Twist Lifts										
Single Level B	1TwB	0,6	0,4	0,2	0,9			-0,2	-0,4	-0,6
Single Level 1	1Tw1	0,6	0,4	0,2	1,1			-0,2	-0,4	-0,6
Single Level 2	1Tw2	0,6	0,4	0,2	1,3			-0,2	-0,4	-0,6
Single Level 3	1Tw3	0,6	0,4	0,2	1,5			-0,2	-0,4	-0,6
Single Level 4	1Tw4	0,6	0,4	0,2	1,7			-0,2	-0,4	-0,6
Double Level B	2TwB	0,9	0,6	0,3	2,9			-0,3	-0,6	-0,9
Double Level 1	2Tw1	0,9	0,6	0,3	3,1			-0,3	-0,6	-0,9
Double Level 2	2Tw2	0,9	0,6	0,3	3,4			-0,3	-0,6	-0,9
Double Level 3	2Tw3	0,9	0,6	0,3	3,7			-0,3	-0,6	-0,9
Double Level 4	2Tw4	0,9	0,6	0,3	4,0			-0,3	-0,6	-0,9
Triple Level B	3TwB	2,1	1,4	0,7	5,0			-0,7	-1,4	-2,1
Triple Level 1	3Tw1	2,1	1,4	0,7	5,4			-0,7	-1,4	-2,1
Triple Level 2	3Tw2	2,1	1,4	0,7	5,8			-0,7	-1,4	-2,1
Triple Level 3	3Tw3	2,1	1,4	0,7	6,2			-0,7	-1,4	-2,1
Triple Level 4	3Tw4	2,1	1,4	0,7	6,6			-0,7	-1,4	-2,1
Quad Level B	4TwB	3,0	2,0	1,0	7,0			-1,0	-2,0	-3,0
Quad Level 1	4Tw1	3,0	2,0	1,0	7,5			-1,0	-2,0	-3,0
Quad Level 2	4Tw2	3,0	2,0	1,0	8,0			-1,0	-2,0	-3,0
Quad Level 3	4Tw3	3,0	2,0	1,0	8,6			-1,0	-2,0	-3,0
Quad Level 4	4Tw4	3,0	2,0	1,0	9,1			-1,0	-2,0	-3,0
Throws										
Single ToeLoop	1TTh	0,9	0,6	0,3	1,1	0,9		-0,3	-0,6	-0,9
Single Salchow	1STh	0,9	0,6	0,3	1,1	0,9		-0,3	-0,6	-0,9
Single Loop	1LoTh	0,9	0,6	0,3	1,4	1,0		-0,3	-0,6	-0,9
Single Flip/Lutz	1F/LzTh	0,9	0,6	0,3	1,4	1,0		-0,3	-0,6	-0,9
Single Axel	1ATh	1,5	1,0	0,5	2,2	1,5		-0,5	-1,0	-1,5
Double Toeloop	2TTh	1,5	1,0	0,5	2,5	1,8		-0,5	-1,0	-1,5
Double Salchow	2STh	1,5	1,0	0,5	2,5	1,8		-0,5	-1,0	-1,5
Double Loop	2LoTh	1,5	1,0	0,5	2,8	2,0		-0,5	-1,0	-1,5
Double Flip/Lutz	2F/LzTh	1,5	1,0	0,5	3,0	2,1		-0,5	-1,0	-1,5
Double Axel	2ATh	2,1	1,4	0,7	4,0	2,8		-0,7	-1,4	-2,1
Triple Toeloop	3TTh	2,1	1,4	0,7	4,5	3,2		-0,7	-1,4	-2,1
Triple Salchow	3STh	2,1	1,4	0,7	4,5	3,2		-0,7	-1,4	-2,1
Triple Loop	3LoTh	2,1	1,4	0,7	5,0	3,5		-0,7	-1,4	-2,1
Triple Flip/Lutz	3F/LzTh	2,1	1,4	0,7	5,5	3,9		-0,7	-1,4	-2,1
Triple Axel	3ATh	3,0	2,0	1,0	7,7	5,4		-1,0	-2,0	-3,0

		+3	+2	+1	BASE	V		-1	-2	-3
Quad Toeloop	4TTh	3,0	2,0	1,0	8,2	5,7		-1,0	-2,0	-3,0
Quad Salchow	4STh	3,0	2,0	1,0	8,2	5,7		-1,0	-2,0	-3,0
Quad Loop	4LoTh	3,0	2,0	1,0	8,7	6,1		-1,0	-2,0	-3,0
Quad Flip/Lutz	4F/LzTh	3,0	2,0	1,0	9,0	6,3		-1,0	-2,0	-3,0
Death Spirals										
Forward/Backward inside										
Level B	Fi/BiDsB	2,1	1,4	0,7	2,6			-0,7	-1,4	-2,1
Level 1	Fi/BiDs1	2,1	1,4	0,7	2,8			-0,7	-1,4	-2,1
Level 2	F/BiDs2	2,1	1,4	0,7	3,0			-0,7	-1,4	-2,1
Level 3	Fi/BiDs3	2,1	1,4	0,7	3,2			-0,7	-1,4	-2,1
Level 4	Fi/BiDs4	2,1	1,4	0,7	3,5			-0,7	-1,4	-2,1
Forward/Backward outside										
Level B	Fo/BoDsB	2,1	1,4	0,7	2,8			-0,7	-1,4	-2,1
Level 1	Fo/BoDs1	2,1	1,4	0,7	3,0			-0,7	-1,4	-2,1
Level 2	Fo/BoDs2	2,1	1,4	0,7	3,5			-0,7	-1,4	-2,1
Level 3	Fo/BoDs3	2,1	1,4	0,7	4,0			-0,7	-1,4	-2,1
Level 4	Fo/BoDs4	2,1	1,4	0,7	4,5			-0,7	-1,4	-2,1
Pivot Figure	PiF	2,1	1,4	0,7	2,2			-0,7	-1,4	-2,1
Pair Spins										
Pair Spin Level B	PSPB	1,5	1,0	0,5	1,7			-0,3	-0,6	-0,9
Pair Spin Level 1	PSP1	1,5	1,0	0,5	2,0			-0,3	-0,6	-0,9
Pair Spin Level 2	PSP2	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Pair Spin Level 3	PSP3	1,5	1,0	0,5	3,0			-0,3	-0,6	-0,9
Pair Spin Level 4	PSP4	1,5	1,0	0,5	3,5			-0,3	-0,6	-0,9
Pair Spin Combination										
Level B	<u>PCoSpB</u>	1,5	1,0	0,5	2,5	<u>1,8</u>		-0,3	-0,6	-0,9
Level 1	<u>PCoSp1</u>	1,5	1,0	0,5	3,0	<u>2,1</u>		-0,3	-0,6	-0,9
Level 2	<u>PCoSp2</u>	1,5	1,0	0,5	3,5	<u>2,5</u>		-0,3	-0,6	-0,9
Level 3	<u>PCoSp3</u>	1,5	1,0	0,5	4,0	<u>3,0</u>		-0,3	-0,6	-0,9
Level 4	<u>PcoSp4</u>	1,5	1,0	0,5	4,5	<u>3,5</u>		-0,3	-0,6	-0,9

II. Updated Levels of Difficulty of Single/Pair Skating Elements
LEVELS OF DIFFICULTY, SINGLE SKATING, season 2016/17

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Step Sequences	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction 3) Use of body movements for at least 1/3 of the pattern 4) Two different combinations of 3 difficult turns <u>on different feet</u> executed with a clear rhythm within the sequence
All Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance into a spin 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback and Biellmann position 7) All 3 basic positions on the second foot 8) Both directions immediately following each other in sit or camel spin 9) Clear increase of speed in camel, sit, layback or Biellmann position 10) At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) 11) Difficult variation of flying entry in flying spins/spins with a flying entrance (see Clarifications) <p>Additional features for the Layback spin:</p> <ol style="list-style-type: none"> 12) One clear change of position backwards-sideways or reverse, at least 2 rev. in each position (counts also if the Layback spin is a part of any other spin) 13) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin) <p>Feature 2-9, 11-13 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 8 revs are executed on both feet, any one of these executions can be taken in favor of the skater).</p> <p>Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).</p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>

ELEMENTS REQUIREMENTS (see also Clarifications on the back of the page)

Jumps

1. Full rotation: signs < and << indicate an error. The base values of the jumps with a sign < are listed in the column V of the SOV table. The jump with a sign << is evaluated with SOV for the same jump one revolution less.

2. Correct take-off edge in F/Lz: signs “e” and “!” indicate an error. The base values of the jumps with the sign “e” are listed in the column V of the SOV table. The sign “!” allows to keep full original base value of the jump. If both signs < and “e” are applied for the same jump, the base values are listed in the column V1 of the SOV table.

Spins

1. For flying spins (with no change of foot and only one position) and spins with flying entrance of both Short Program and Free Skating the following is required: a clear visible jump. The sign “V” indicates that this requirement is not fulfilled. The base values of spins with the sign “V” are listed in the column V of the SOV table.

2. The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are also reflected in the column V of the SOV table.

STEP SEQUENCES

Types of difficult turns and steps: twizzles, brackets, loops, counters, rockers, choctaws.

Minimum variety includes at least **5** difficult turns and steps, none of the types can be counted more than twice.

Simple variety includes at least **7** difficult turns and steps, none of the types can be counted more than twice.

Variety includes at least **9** difficult turns and steps, none of the types can be counted more than twice.

Complexity includes at least **11** difficult turns and steps, none of the types can be counted more than twice, 5 types must be executed in both directions.

Use of body movements means the visible use for a combined total of at least 1/3 of the pattern of any movements of arms, head, torso, hips and legs that have an effect on the balance of the main body core.

Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and on the same foot.

SPINS

A difficult spin variation of position is a movement of the body part, leg, arm, hand or head which requires physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level. There are 11 categories of difficult variations, among them 3 in camel position based on direction of the shoulder line: camel forward (CF) – with the shoulder line parallel to the ice; camel sideways (CS) – with the shoulder line twisted to a vertical position; camel upward (CU) – with the shoulder line twisted more than vertical position. If the free leg drops down for a long time while preparing for a difficult camel variation, the corresponding Level feature is still awarded, but the Judges will apply the GOE reduction for “poor/awkward/unaesthetic position(s)”.

“Change of foot executed by jump” & “Jump within a spin without changing feet”: are awarded only if the skater reaches a basic position within the first 2 revolutions after the landing.

“Both directions immediately following each other in sit or camel spin”: execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be counted as a Level feature for sit and camel basic positions. Long curves of exit after the first part or entry into the second part are reflected in GOE. A minimum of 3 revs in each direction is required. A Spin executed in both directions as above is considered as one Spin.

“Difficult variation of flying position in flying spins/spins with a flying entry”: is awarded only if the flying position is really difficult and the skaters reaches a basic position within 2 revolutions after the landing. Normal flying camel entry does not block a possibility of counting a difficult flying entry as a feature.

Windmill (illusion) will be considered as a Level feature only the first time it’s attempted as a difficult entry/difficult change of position/non-basic position.

JUMPS

Flip is taken-off from a backward inside edge, **Lutz** is taken-off from backward outside edge; Technical Panel decides on the take-off edge and indicates errors with signs “e” and “!”. In cases of serious errors (sign “e”) the base value of the jump and the GOE are reduced, in cases of smaller errors (sign “!”) the original base value stays and the GOE is reduced.

In Short Program jumps which do not satisfy the requirements (including wrong number of revs) will have no value, but will block a jumping box, if one is empty; if a combination of two double jumps is not allowed (Sr. Men & Ladies, Jr. Men), the jump with the original lesser value (before any consideration of signs <, <<, e) will not count (e.g. 2Lz+2T*, 2T*+2Lo, 2Lz<+2T*, 2F<<+2T*).

Short Program, Repetitions*: If the same jump is executed twice as a solo jump and as a part of the jump combination, the second execution will not be counted (if this repetition is in a jump combination, only the individual jump which is not according to the above requirements will not be counted).

Free Skating, extra jump elements: If an extra jump(s) is executed, only the individual jump(s), which is not according to the requirements will have no value. The jumps are considered in the order of execution.

LEVELS OF DIFFICULTY, PAIR SKATING, SEASON 2016/17

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Twist Lifts	<ol style="list-style-type: none"> 1) Lady's split position (each leg at least 45° from the body axis and Lady's legs are straight or almost straight) 2) Catching the lady at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man 3) Lady's position in the air with arm(s) above the head (minimum one full revolution) 4) Difficult take-off 5) Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the lady
Lifts	<ol style="list-style-type: none"> 1) Seniors: Difficult variation of the take-off and/or difficult landing variety Juniors: Simple variation of the take-off and/or simple landing variety (each counts as a feature) 2) 1 change of hold and/or lady's position (1 rev. of the man before and after the change, counts twice if repeated) 3) Difficult variation of the lady (one full revolution) 4) Difficult (simple for juniors) carry (not for SP) 5) One-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.) 6) Additional revolutions of the man with one-hand-hold after 2 revs in 5) (only in FS and only in one lift) 7) Change of rotational direction by the man (one rev. before and after the change, counts only once per program) <p>Features 1), 2), 3) must be significantly different from lift to lift and if similar, will only count first time attempted.</p>
Step Seq.	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Levels 3–4) of difficult turns and steps of both partners throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction) 3) Use of body movements for at least 1/3 of the pattern 4) Changes of position (crossing at least three times while doing steps and turns) for at least 1/3 of the sequence, but not more than 1/2 of the sequence or not separating at least half of the pattern (changes of holds are allowed) 5) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed by both partners with a clear rhythm within the sequence
Death Spirals	<ol style="list-style-type: none"> 1) Difficult entry (immediately preceding the death spiral) and/or exit 2) Full revolution(s) of the lady when both partners are in "low" positions (counts as many times as performed)
Solo Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance into a spin 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback and Biellmann Position 7) All 3 basic positions on the second foot 8) Both directions immediately following each other in sit or camel spin 9) Clear increase of speed in camel, sit, layback or Biellmann position 10) At least 6 rev. without changes in pos./variation, foot and edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) <p>Features 2 to 10 and any category of difficult spin variation count only once per program (first time attempted). If 6 revs are executed on both feet, any one of these executions can be taken in favor of the skaters. In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>
Pair Spins	<ol style="list-style-type: none"> 1) 3 changes of basic positions of both partners 2) 3 difficult variations of positions of partners, only one of which can be in non-basic position (each variation of each partner counts separately, each partner must have at least one difficult variation) 3) Any other difficult variation in a basic position of either partner (each partner must have two difficult variations) 4) Entrance from backward outside or inside edge 5) Both directions immediately following each other 6) At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright)

ELEMENTS REQUIREMENTS (see also Clarifications on the back of the page)

Solo and Pair Spin combinations

The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are reflected in the column V of the SOV table.

Jump elements

Both partners must fulfill requirements for jump elements in Single Skating. If these requirements are not fulfilled by one or both partners, signs and GOE reductions are the same.

CLARIFICATIONS: LEVELS OF DIFFICULTY PAIR SKATING, season 2016/17

TWIST LIFTS

Feature 1) (Lady's split): each leg straight or almost straight at least 45° from the body axis;

Feature 5) (Man's arms): straight or almost straight, going sideways and reaching at least shoulder level.

LIFTS

Take-off: Simple: includes but is not limited to change of handhold on ascent of lift.

Difficult: includes but not limited to: Somersault take off, small lift going immediately into a Pair lift take-off without the Lady touching the ice between two lifts, one hand take-off, Spread Eagle, Ina Bauer or Spiral by one or both partners as the entry curve, inside Axel take-off in 5ALi and 5SLi.

Landing: Simple: different landing foot (not automatically considered), change of hold on descent.

Difficult: includes but is not limited to: Somersaults, variation in hold, partner positions and/or direction of landing, one hand landing, Spread-Eagle position of the Man during dismount.

Carry: Simple: duration at least 3 seconds.

Difficult: includes at least one of the following features: during the carry the Man for at least 3 sec. skates on one foot or holds the partner on one arm or performs crossovers or performs Spread Eagle or a similar move.

Difficult variation of Lady's position: a movement of leg, arm, or upper body which requires physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level.

Change of hold/Lady's position requires one full revolution of the Man before and after this change. If a change of hold and a change of Lady's position are executed at the same time, only one Level feature will be awarded.

Variation of the take-off/landing, change of hold/Lady's basic position and difficult variation of the Lady must be significantly different from the previously attempted variation/change to be awarded as a Level feature. One arm dismount can be counted as a feature only once per program.

Features "**change of hold/Lady's position/rotational direction**" are not awarded if change is interrupted by carry. Feature "**one-hand-hold of the Man**" is not awarded if both arms of the Lady are touching the Man.

STEP SEQUENCES

Types of difficult turns and steps: rockers, counters, brackets, twizzles, loops and choctaws.

Same definition of minimum variety, simple variety and variety as for single skating; requirements must be fulfilled by both partners.

Use of body movements means the visible use for a combined total of at least 1/3 of the pattern of any movements of arms, head, torso, hips and legs that have an effect on the balance of the main body core.

Crossing at least 3 times of the partners for at least 1/3, but not more than 1/2 of the sequence and **not separating** for at least half of the pattern: only one of the two features (but not both) can be awarded.

Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed by both partners with a clear rhythm within the sequence.

DEATH SPIRALS

Death spiral has a Level and value if both partners execute at least 1 rev in the death spiral position (knees of the Man clearly bent, his toe anchored and arm fully extended; Lady's head must reach, at least briefly, the level of her skating knee). For a higher Level both Lady and Man must stay in the "low" position for 1 or more full revs.

Lady's "low" position: for inside Death Spirals, the lowest hip or buttock and head should not be higher than her skating knee; for outside Death Spirals – head should not be higher than her skating knee and bodyline between knee of skating leg and head should be flat or shallow arch.

Man's "low" pivot position: buttocks not higher than the knee of the pivot foot.

Any part of the Death Spiral with a higher Lady's or Man's position is not valid for Level features 2).

Change of arm hold by the Lady or Man is allowed, but is no longer a Level feature.

Change of pivot is considered as the end of the Death Spiral.

Entry, exit: The difficult entry position must be performed while both partners are on the entry curve and the Lady and/or the Man are moving from a difficult entry position directly and without delay to a Death Spiral position.

Exit: starts when the Man bends his "holding" arm at the elbow; ends: when the Lady comes to vertical position.

SOLO SPINS

Level feature "**Difficult entrance into a spin**" does not include regular backward entry, but still includes regular flying camel entry as long as it has a clear fly. Clarifications for Spins in Singles are also valid for Pairs (when applicable).

JUMPS, THROW JUMPS, TWIST LIFTS

In Short Program jumps, throw jumps and twist lifts which do not satisfy the requirements (including wrong number of revs) will have no value, but will block a corresponding element box, if one is empty.

In Free Skating, if an extra jump(s) is executed, only the individual jump(s), which is not according to the requirements will have no value. The jumps are considered in the order of execution.

III. Updated Guidelines for marking +GOE of Single/Pair Elements (positive aspects)

These guidelines are tools to be used together with the minus GOE charts. The final GOE of a performed element is based on the combination of both positive and negative aspects. It is important that the final GOE of an element reflects the positive aspects, as well as any possible reductions that may apply.

The final GOE of an element is calculated considering first the positive aspects of the element that result in a starting GOE for the evaluation. Following that a Judge reduces the GOE according to the guidelines of possible errors and the result is the final GOE of the element.

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

FOR + 1 : 2 bullets

FOR + 2 : 4 bullets

FOR + 3 : 6 or more bullets

Singles

Jump Elements	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) clear recognizable (difficult for jump preceded by steps/movements of the Short Program) steps/free skating movements immediately preceding element 3) varied position in the air / delay in rotation 4) good height and distance 5) good extension on landing / creative exit 6) good flow from entry to exit including jump combinations / sequences 7) effortless throughout 8) element matched to the musical structure
Spins	<ol style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of revolutions 5) good, strong position(s) (including height and air/landing position in flying spins) 6) creativity and originality 7) good control throughout all phases 8) element matched to the musical structure
Step Sequences	<ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) use of <u>well executed</u> various steps during the sequence 4) deep clean edges (including entry and exit of all turns) 5) good control and commitment of the whole body maintaining accuracy of steps 6) creativity and originality 7) effortless throughout 8) element enhances the musical structure
Choreographic Sequences	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) good control and commitment of whole body 5) creativity and originality 6) effortless throughout 7) reflecting concept/character of the program 8) element enhances the musical structure

Pairs

Lifts	<ol style="list-style-type: none"> 1) good take-off and landing position of both partners 2) correct and aesthetically pleasing air positions 3) good ice coverage during element 4) no scratching of blade on the ice by man or lady during all phases 	<ol style="list-style-type: none"> 5) good speed and flow 6) ability to maintain good flow from one position to another 7) effortless throughout 8) element matched to the musical structure
Twist Lifts	<ol style="list-style-type: none"> 1) good take-off and landing position of both partners 2) good position of man at release 3) good ice coverage during element 4) no scratching of blade on the ice by man or lady during all phases 	<ol style="list-style-type: none"> 5) good speed and timing from entry to exit 6) good height of lady in air position 7) effortless throughout 8) element matched to the musical structure
Jump Elements	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) varied position in the air / delay in rotation 3) good height and distance 4) good extension on landing / creative exit 	<ol style="list-style-type: none"> 5) good flow from entry to exit 6) good unison and close to each other in all phases 7) effortless throughout 8) element matched to the musical structure
Throw Jumps	<ol style="list-style-type: none"> 1) unexpected / creative / difficult entry 2) good position of man at release 3) good air position of lady 4) good extension on landing / creative exit 	<ol style="list-style-type: none"> 5) good speed, height, distance 6) good control and flow on the landing 7) effortless throughout 8) element matched to the musical structure
Solo Spins	<ol style="list-style-type: none"> 1) good speed or acceleration during spin 2) ability to center a spin quickly 3) balanced rotations in all positions 4) clearly more than required number of rev. 	<ol style="list-style-type: none"> 5) good and identical positions by both partners 6) good control throughout all phases by both partners 7) good unison and distance between partners 8) element matched to the musical structure
Pair Spins	<ol style="list-style-type: none"> 1) good control throughout (entry, rotation, conclusion/exit) by both partners 2) good speed or acceleration during spin 3) balanced rotations in all positions 4) clearly more than required number of rev. 	<ol style="list-style-type: none"> 5) good positions by both partners 6) creativity and originality 7) executed with continuous flow and ease 8) element matched to the musical structure
Death Spirals	<ol style="list-style-type: none"> 1) good flow in entry and exit 2) good control and speed in death spiral position 3) good quality of positions of both partners 4) no scratching of blade on the ice by man or lady during all phases 	<ol style="list-style-type: none"> 5) good, controlled transition into required position 6) effortless throughout 7) creativity and originality 8) element matched to the musical structure
Step Sequences	<ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) use of <u>well executed</u> various steps during the sequence 4) deep clean edges (including entry and exit of all turns) 	<ol style="list-style-type: none"> 5) good control and commitment of the whole body maintaining accuracy of steps 6) creativity and originality 7) good unison 8) element enhances the musical structure
Choreographic Sequences	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) good control and commitment of whole body of both partners 	<ol style="list-style-type: none"> 5) creativity and originality 6) effortless throughout 7) reflecting concept/character of the program 8) element enhances the musical structure

IV. Updated Guidelines in establishing GOE for errors in Short Program and Free Skating

Elements with no Value are indicated to the Panel of Judges. GOE of such elements does not influence the result. In case of multiple errors the corresponding reductions are added. However in Pair Skating the reduction applied for a mistake of one partner or the **same** mistake by both partners remains the same.

SINGLE SKATING

REDUCTIONS FOR ERRORS			
JUMP ELEMENTS			
SP: Combo of one jump final GOE must be	-3	Downgraded (sign <<)	-2 to -3
SP: No required preceding steps/movements	-3	Under-rotated (sign <)	-1 to -2
SP: Break between required steps/movements & jump/only 1 step/movement preceding jump	-1 to -2	Lacking rotation (no sign) including half loop in a combo	-1
Fall	-3	Poor speed, height, distance, air position	-1 to -2
Landing on two feet in a jump	-3	Touch down with both hands in a jump	-2
Stepping out of landing in a jump	-2 to -3	Touch down with one hand or free foot	-1
2 three turns in between (jump combo)	-2	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -2
Severe wrong edge take off F/Lz (sign "e")	-2 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
Unclear wrong wrong edge take off F/Lz (sign "!" or no sign)	-1 to -2	Poor take-off	-1 to -2
Unclear wrong edge take off F/Lz (no sign)	-1	Long preparation	-1 to -2
SPINS			
SP: Prescribed air position not attained (flying spin)	-1 to -2	Poor/awkward, unaesthetic position(s)	-1 to -3
Fall	-3	Traveling	-1 to -3
Touch down with both hands	-2	Slow or reduction of speed	-1 to -3
Touch down with free foot or one hand	-1 to -2	Change of foot poorly done (including curve of entry/exit except when changing direction)	-1 to -3
Less than required revolutions	-1 to -2		
Incorrect take-off or landing in a flying spin	-1 to -2	Poor fly (flying spin/entry)	-1 to -3
STEPS			
SP: Listed jumps with more than half rev. included	-1	Poor quality of steps, turns, positions	-1 to -3
Fall	-3	Stumble	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Does not correspond to the music	-1 to -2
CHOREOGRAPHIC SEQUENCES			
Fall	-3	Stumble	-1 to -2
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2

PAIR SKATING

REDUCTIONS FOR ERRORS			
LIFTS			
Fall	-3	Poor speed and/or <u>ice coverage</u>	-1 to -3
Serious problems in the lifting process	-3	Poor turns by man and/or <u>stops in rotation</u>	-1 to -3
Slight problems in the lifting process	-1 to -2	Poor take-off/weak landing	-1 to -3
Lady collapses on partner	-2	Too long getting into a basic position or its variation	-1 to -3
Lady starts or lands on two feet	-2	Touch down with the free foot	-1
Poor positions in the air or on landing	-1 to -3	Long preparation	-1
TWIST LIFTS			
Fall	-3	Downgraded (sign <<)	-2
Lady collapses on partner	-2 to -3	Poor height or distance	-1 to -3
Lady is not caught in the air before landing	-2	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -2
Catch assisted by the man's shoulder	-1 to -2	Weak landing (poor speed, bad positions, awkward catch)	-1 to -2
Lady lands on two feet	-2	Lady is not caught at the waist	-2
Lady touches down with both hands	-2	Long preparation	-1
Touch down with the free foot	-1		
JUMP ELEMENTS, THROW JUMPS			
Fall	-3	Poor speed, height, distance, air position	-1 to -2
Starting or landing on two feet in a jump	-2	No unison – jump elements	-1 to -3
Stepping out of landing in a jump	-2	Big distance between partners– jump elements	-1 to -3
Unequal number of revolutions by partners	-2	Poor take-off	-1 to -2
Downgraded (sign <<)	-2 to -3	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -2
Under-rotated (sign <)	-1 to -2	Poor man's position at take-off – throw jump	-1 to -2
Lacking rotation (no sign)	-1	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
2 three turns in between – jump combo	-2	Long preparation	-1 to -2
Severe wrong edge take off F/Lz (sign "e")	-2 to -3	Touch down with both hands in a jump	-2
Unclear wrong wrong edge take off F/Lz (sign "!" or no sign)	-1 to -2	Touch down with one hand or free foot	-1 to -2
Unclear wrong edge take off F/Lz (no sign)	-1		
SOLO AND PAIR SPINS			
SP, PCoSp: Change of foot not at the same time	-1 to -2	Less than required revolutions	-1 to -2
Fall	-3	Poor/awkward, unaesthetic position(s)	-1 to -3
Touch down with both hands	-2	Traveling	-1 to -3
Touch down with free foot or one hand	-1 to -2	Change of foot poorly done (<u>see Single Skating</u>)	-1 to -3
Slow or reduction of speed	-1 to -3	Stop during spin (except when changing direction)	-1 to -2
No unison, too big distance between partners	-1 to -3	Poor fly (flying spin/entry)	-1 to -3
Incorrect take-off or landing (flying spin/entry)	-1 to -2		
DEATH SPIRALS			
Fall	-3	Any part of the lady's body (not the hair) touching the ice	-1 to -2
Wrong pivot position (losing toe pick etc.)	-2 to -3	Slow or reduction of speed	-1 to -3
Lady assisted not only by the blades	-2 to -3	Weak lady's edge quality	-1
Poor position of the lady (too high etc.)	-1 to -3	Use of both arms of man/lady to help the exit	-1 to -2
Poor exit	-1 to -3		
STEPS			
SP: Listed jumps with more than half rev. included	-1	Does not correspond to the music	-1 to -2
Fall	-3	Poor quality of steps, turns, positions	-1 to -3
Less than half of the pattern doing steps/turns	-2 to -3	Stumble	-1 to -2
CHOREOGRAPHIC SEQUENCES			
Fall	-3	Stumble	-1 to -2
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2