

The Judging Criteria of the IJS for the 2009 Competitive Season

The Technical Specialist (TS) will call:

- a jump with an incorrect edge as a “wrong edge” or edge “alert”, depending on the severity of the change.
- a jump that fails to complete the required rotation as "downgraded".

A judge must mark jumps with a negative GOE if:

- the TS calls an incorrect edge "wrong edge" or "edge alert", depending on the severity of the change, and judges must provide a negative mark ranging from -1 to -3.
- the TS calls the jump "downgraded", judges must provide a negative mark ranging from -1 to -3 GOE in a long Program. In a short program this is an automatic -3 GOE.
- a skater performs a jump that is under rotated up to 1/4 of the required rotation judges must provide a -2 GOE.
- a fall occurs an automatic -3 GOE is required.
- starting on two feet -2 GOE.
- the landing of a jump occurs on two feet -2 GOE
- stepping out of a landing of any jump -2 GOE
- there are turns between a combination jump -2 GOE
- the skater touches down with one hand or free foot -1 GOE
- the skater touches down with both hands -2 GOE
- there is a long Preparation into the jump (telegraphing) -1 GOE
- a weak landing, on the toe or wrong edge, occurs -1 GOE

Judging Reminders

Judges must write all of their marks on sheets provided, in case there is a system error, the event can be rebuilt from the paper record.

Refer to the 2009 USFSA Rulebook and ISU Communications 1504,1459, and 1445 for requirements. The latest ISU Communication supercedes previous ISU Communication. Communication 1494 contains the most recent GOE

reduction guidelines and ISU Communication 1505 contains guidelines for positive GOE marking.

Program Components:

- Each judge independently evaluates and enters a mark for each of the five component marks.
- Judges should reward the appropriate marks without being concern of their marks being "out of line" with the other judges and “dropped” or “trimmed” as the high or low mark. The range used is .25-10.0.
- If skaters have the option of doing either a step or spiral sequence in the Free Skating program, the Technical Specialist will call the first to be completed and if a second is performed, that sequence is considered as a transition and is judged accordingly.

Refer to the attached file “Program Components” for a full discussion of the criteria judges use to arrive at a score for each program component. The attached file “Program Component Overview” shows how the percentage of time a skater spends performing each program component is factored into the process of arriving at each program component mark.

Grades of Execution:

- Award positives qualities:
- Jumps: Reward for good flow in and out of jumps, steps preceding, height in air, distance, difficult entry or air positions, etc.
- Spins: Look for difficult or unique entries, rotational speed, centering, quality of positions and variations, exceeding required revolutions, ease in which skater flows from one position to another, etc.
- Steps: Quality of edges, steps, movements; how well it is performed with music, good speed and consistent flow throughout, etc.
- Spirals: Good speed, consistent flow throughout, quality of spirals positions, good edge quality during spirals (doesn't waver back and forth on edge); spirals that exceed minimum requirement of being held, how well it is skated to music, etc.

- ISU Communication 1505 provides a thorough guideline for awarding positive GOEs.

GOE Reductions:

-3 GOE Mandatory when:

- A fall on landing of flying spin
- Fall on take-off of jump

Short Program Only

- Jumps or jump combos with less than required revolutions (The jump doesn't meet the revolution requirements) it is downgraded to the next lower revolution jump and the judge must give a -3 GOE. If a double axel is required and a single is performed, then the judge must give an automatic -3 GOE.
- A jump combination consisting of only one jump will be called the "listed jump + COMBO".
- No steps and/or movements preceding solo jump Spins (inclusive of all solo, flying and combinations unless noted otherwise)
- Only 1 spiral position is held for 3 seconds
- In a combination spin in a Junior and Senior event needs 3 basic positions held for at least 2 revolutions in position each. The Novice event needs at least 2 basic positions with 2 revolutions in each position. If requirement is not fulfilled, then a reduction in GOE of -2 must be taken.

GOEs of Solo, combination and jump sequences must be Negative in Short and Long Program when:

- a fall occurs during the landing of any jump
- a solo or combo jump is downgraded
- a wrong edge occurs on the take-off on any jump
- starting or landing a jump on two feet.
- stepping out of a landing of any jump
- starting from wrong edge (depending on length)
- the skater touches down with one hand
- the skater touches down with both hands
- two three turns between a combination jump

Individual, combination, change foot, and flying entry spins-

- a fall occurs during the entry of the spin -3 GOE.
- a fall occurs during the spin -3 GOE.
- re-centering of the spin -1 to -3 GOE.
- traveling -1 to -3 GOE.
- less than the required revolutions on both feet -2 to -3 GOE.

- change of feet poorly executed -1 to -3 GOE.
- the position in air of a flying spin not attained, a -2 to -3 reduction must be applied and must be a -GOE. **A step over camel does fulfill the flying camel requirement.** A death drop must have a layover position in the air. A flying sit or flying change sit must achieve a noticeable sit position in the air. A touchdown on landing is a -1 GOE.
- inconsistent speed of rotation (spin slows down) -1 GOE.
- in a combination spin the skater achieves less than a minimum of two revolutions in position
- weak or poor position -1 to -3 GOE. Note: The definition of a basic sit spin is when the lower part of the buttocks is not higher than the upper part of the knee of the skating leg with the upper part of the skating leg parallel to the ice. If a spin contains intermediate position(s), the GOE should reflect the quality of these positions.

Step/Spiral Sequences:

- Fall -3 GOE.
- Jumps with more than 1/2 revolution included -1 GOE.
- Stumble -1 to -2 GOE.
- Slow or reduction of speed -1 to -3 GOE.
- 50% or less time spent performing steps or turns -1 to -3 GOE.
- Pattern incorrect, does not complete the required length for a straight-line sequence -1 to -3 GOE.
- Pattern incorrect, does not close the circle of a circular sequence -1 to -3 GOE.

Miscellaneous GOE Considerations:

- In the FS, when a jump is to be repeated in either a combination or sequence and isn't, then the TS will assess a +SEQ to the jump and it will only receive 80% of its value. As a judge, you will judge the element as it is performed. It is not an automatic -3 GOE unless there are errors that reduce the GOE to a -3.
- In the FS, a listed jump may be included within a step sequence without penalty. The jump will be called as an element and the judge will assign a GOE.

In a spiral sequence, spiral positions must be held for 3 seconds, on correct edge the entire 3 seconds, with free leg and knee higher than hip level. If more than three spirals are performed, judges consider only

the first three spirals for GOE assessment. A change of foot is not required in the FS at any level, only in the Short Program.