

**G(i)****MARKING – ISU JUDGING SYSTEM****1 ISU Judging System****1.1 Introduction and General Comments**

1.1.1 For Singles and Pair Skating, Ice Dancing and Synchronised Skating competitions and tests the ISU and/or the NTC issue a Scale of Value (SOV) for each and every element that currently compose the events of Figure Skating, i.e. Short Program, Free Skating Program, Compulsory Dances, Original Dance and Free Dance for Single Skaters, Pairs, Couples and Teams.

1.1.2 Prior to each competitive or testing event each Skater, Pair, Couple or Team submits the Planned Program Content (PPC) form indicating the planned content of the program (elements) with an approximate time code.

1.1.3 At competitive and testing events, a maximum of nine (9) Judges and one (1) Referee that comprise the Judging Panel for each section are appointed. The Judges and Referee will usually be seated at the rink side or at another acceptable position depending on the discipline to be judged and the type of event in question and will judge the entire competitive event. For Synchronised Skating events an Assistant Referee (Ice) may be appointed.

1.1.4 In addition to G.1.1.3, a Technical Panel comprising of a Technical Controller, Technical Specialist and Assistant Technical Specialist for each section are appointed. Depending on the event in question and the availability of suitably qualified persons, the Technical Panel can be comprised of only a Technical Controller or a Technical Controller and a Technical Specialist.

1.1.5 In addition to G.1.1.3 and G.1.1.4, a Judging and Technical Support Panel comprising of some or all, as deemed necessary by the Organising Committee, Technical Controller and Referee of the section concerned, of the following persons nominated to support the functions of the Judging and Technical Panels: (a) Data Input Operator; (b) Video Camera Operator; (c) Video Replay Operator; and (d) ISUCalc Operator.

## 1.2 Marking systems

### 1.2.1 Electronic marking with complete hard and software systems

In the case of the Judging Panel each Judge and Referee will be provided with a computerised system to enter the GOE and Program Component marks and for the Referee to enter deductions.

In the case of the Technical Panel, the Data Input Operator will be provided with a computerised system to enter the elements and Levels of difficulty and for the Technical Panel to enter deductions.

For the Technical and Judging Panels, a video replay system operated by the Video Camera and the Video Replay Operators will be available to either the Technical Panel or both panels to review the elements once the performance has been completed.

The computer containing the ISUCalc software (Event Control and Calculation Computer) and managed by the ISUCalc Operator pools all the Judging and Technical Panel data through a dedicated network and calculates the different scores for each competitor.

### 1.2.2 Electronic marking with partial hard and software systems

A partial hard and software system will include the computerised system for the Judging and Technical Panel as well as the ISUCalc Event Control and Calculation System without the video replay system.

### 1.2.3 Manual marking

When the electronic marking systems referred to in G(i).1.2.1 and G(i).1.2.2 are not available, a paper-based system may be used. All members of the Judging and Technical Panels will be issued with the Planned Program Content forms for each competitor. The Judging and Technical Panels input their information on the sheets and this information is later manually inputted into the ISUCalc Event Control and Calculation system to generate a result for the Event.

The manual marking system shall always be the backup system for the electronic system should a problem with the hard or software arise whilst the

competition or championship is in progress. Thus, the paper-based information must always be provided even during the electronic marking system mentioned in G(i).1.2.1 and G(i).1.2.2.

#### 1.2.4 Marking systems to be used during competitions and championships

The following marking systems must be used at:

1.2.4.1 International competitions and championships - G(i).1.2.1;

1.2.4.2 The National Championships - G(i).1.2.1;

1.2.4.3 The Interprovincial Championships – preferably G(i).1.2.1 but if this is not possible the system described in G(i).1.2.2 must be used; or

1.2.4.4 At Provincial Championships or other competitions and tests held at Provincial level - G(i).1.2.1, G(i).1.2.2 or G(i).1.2.3 may be used.

1.2.5 The Organising Committee and appointed ISU Calc Operator are responsible to ensure the marking system hard and software at any competition or championship is up to date and assumes the responsibility that the official results are calculated correctly.

## 2 Marking of Singles and Pairs Short and Free Skating Programs

### 2.1 Technical Score

#### 2.1.1 Scale of Values (SOV)

The Scale of Values Table of the elements of Single and Pair Skating is published and updated in ISU or NTC Communications. This Scale of Value (SOV) contains the Base Values of all the elements and adjustments for the quality of their execution.

Base Values are measured in points and increase as the elements' difficulty increases. The difficulty of elements depends:

(a) For jumps (Singles and Pairs) and throw jumps (Pairs) on the names of the jumps or the throw

jumps listed in the following order of their difficulty (Toeloop, Salchow, Loop, Flip, Lutz, Axel) and the number of revolutions;

- (b) For lifts (Pairs) on the Groups of the lifts (Groups 1 to 5), **their names** and their Levels of difficulty;
- (c) For twist lifts (Pairs) on the names, number of revolutions and Levels of difficulty;
- (d) **For death spirals (Pairs) on the names and Levels of difficulty; and**
- (e) For other elements on their Levels of difficulty.

### 2.1.2 Levels of Elements

Technical Specialists or Controllers will determine the name and the level of difficulty (where appropriate) of the elements.

In Pairs Skating, lifts, twist lifts and death spirals and in Singles and Pairs Skating, spins, steps and spirals are divided into four (4) difficulty levels with Level 1 the easiest and Level 4 the most difficult.

The description of characteristics that give an element a certain level of difficulty is published and updated in ISU or NTC Communications.

### 2.1.3 Grade of Execution (GOE)

Every Judge and the Referee evaluates the quality of the execution of every element based on the positive features of the execution and errors on the seven grades of execution scale: +3, +2, +1, Base Value, -1, -2, -3. In order to do this, the Judge and Referee first evaluate the positive features of the element that may increase the Base Value to a positive value and then reduces the result due to any errors if any are committed. Each positive or negative grade has its own positive or negative numerical value indicated in the SOV Table. This value is either added to or subtracted from the Base Value of the respective element.

When evaluating the GOE, the Judge and Referee must consider the following:

- (a) Jumps  
The height, length, technique and the clean starting and landing of the jump and, in the case of pairs, credit must be given to the jump of each partner according to its merit;

- (b) Jump Combinations/Sequences:  
The perfect execution of the jumps in relation to their difficulty, each jump must be given credit according to its merit;
- (c) Lifts/Twist Lifts:  
The speed, height, continuous rotation and smoothness of the take-off and landing, good coverage of the ice surface and the position of the Lady in the air;
- (d) Throw Jumps:  
The height, distance, take-off and clean landing of the Lady and the position of the Lady in the air;
- (e) Death Spirals:  
A smooth entry and exit, even descent into the death spiral by the Lady, maintenance of the pivot position by the Man and the position of the Lady's body and head which should be close to the ice surface during the execution of the actual death spiral;
- (f) Spins:  
The quality of the required positions, strong and well controlled rotation, number of revolutions in the required position(s), speed of rotation, centring of the spin. In flying spins the height of the jump and the position in the air and landing;
- (g) Step and Spiral Sequences:  
The swing, carriage and smooth flow of the movement in conformity with the character and the rhythm of the music.

The guidelines for this marking are published and updated in ISU Communications.

Jump combinations and sequences are evaluated as "one unit". For Jump Combinations the Base Values of the jumps that are included are added. The numerical value of the GOE for the result calculation relates to the jump in the Jump Combination with the highest value. For Jump Sequences the Base Values of the two most difficult jumps that are included are added. The factor of 0.8 is applied for the sum of the Base Values. The numerical value of the GOE for the result calculation relates to the one of the two jumps with the highest value. The factored Base Value of the Jump Combination/Sequence is rounded to two (2) decimal places.

#### 2.1.4 Illegal elements/movements

Include the following:

- (a) Somersault type jumps;
- (b) Lifts with wrong holds;
- (c) Lifts with more than three and a half (3½) revolutions of the Man;
- (d) Spinning movements in which the Man swings the Lady around in the air while holding her hand or foot;
- (e) Twist-like or rotational movements during which the Lady is turned over with her skating foot leaving the ice;
- (f) Rotational movements with the grip of one of the partners on the leg, arm and neck of the other partner;
- (g) Jumps of one of the partners towards the other partner; and
- (h) Lying and prolonged and/or stationary kneeling on both knees on the ice at any moment.

There must be a 2.0 point deduction for every illegal element/movement included in the program. If there is an illegal movement during the execution of any element, the [deduction for an illegal movement will apply and the element will receive Level 1 if the requirements for at least Level 1 are fulfilled. Should this not be the case, the element will receive no value.](#)

## 2.2 Program Component Score

### 2.2.1 Definition of Program Component

In addition to the Technical Score each of the Judges and Referee will evaluate the Skater's/Pair's whole performance [based on all or a combination of some of the following](#) five (5) different Program Components:

- (a) Skating Skills,
- (b) Transitions/Linking Footwork and Movement,
- (c) Performance/Execution,
- (d) Choreography / Composition, and
- (e) Interpretation of the music.

### 2.2.2 Evaluation of Program Components in Singles Skating

[In Singles Skating, all Skater's performances in both the Short and/or Free Skating Programs will be evaluated using the following combination of Program Components for each section:](#)

<u>Section</u> <u>Program Component</u>	Senior	Junior	Novice	Pre- Novice	Juvenile
Skating Skills	✓	✓	✓	✓	✓
Transitions	✓	✓	✓	N/A	N/A
Performance/Execution	✓	✓	✓	✓	✓
Choreography/Composition	✓	✓	N/A	N/A	N/A
Interpretation	✓	✓	✓	N/A	N/A

### 2.2.3 Evaluation of Program Components in Pair Skating

In Pair Skating, all Pair's performances in both the Short and/or Free Skating Programs will be evaluated using the following combination of Program Components for each section:

<u>Section</u> <u>Program Component</u>	Senior	Junior	Novice	Pre- Novice
Skating Skills	✓	✓	✓	✓
Transitions	✓	✓	✓	N/A
Performance/Execution	✓	✓	✓	✓
Choreography/Composition	✓	✓	N/A	N/A
Interpretation	✓	✓	✓	N/A

### 2.2.4 Skating Skills

Refers to the overall skating quality, edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc), the clarity of technique and the use of effortless power to accelerate and vary speed and the varied use of power / energy, speed and acceleration.

When evaluating the Skating Skills, the following must be considered:

- (a) Balance, rhythmic knee action and precision of foot placement;
- (b) Flow and effortless glide;
- (c) Cleanness and sureness of deep edges, steps and turns;
- (d) Power/energy and acceleration;
- (e) Mastery of multi directional skating;
- (f) Mastery of one foot skating; and

- (g) Equal mastery of technique by both partners shown in unison (in Pair Skating).

#### 2.2.5 Transitions/Linking Footwork and Movement

Refers to the varied and/or intricate footwork, positions, movements and holds that link all elements. In singles and pairs this also includes the entrances and exits of technical elements.

When evaluating the Transitions/Linking Footwork and Movement, the following must be considered:

- (a) Variety;
- (b) Difficulty;
- (c) Intricacy;
- (d) Quality (including unison in Pair Skating); and
- (e) Balance of workload between partners (Pair Skating).

#### 2.2.6 Performance / Execution

(a) Performance refers to the involvement of the Skater/Pair physically, emotionally and intellectually as they translate the intent of the music and choreography.

(b) Execution refers to the quality of movement and precision in delivery. This includes harmony of movement in Pair Skating.

When evaluating the Performance/Execution, the following must be considered:

- (a) Physical, emotional and intellectual involvement;
- (b) Carriage;
- (c) Style and individuality/personality;
- (d) Clarity of movement;
- (e) Variety and contrast;
- (f) Projection;
- (g) Unison and "oneness" (Pair Skating);
- (h) Balance in performance (Pair Skating); and
- (i) Spatial awareness between partners (the management of the distance between partners and management of changes of hold in Pair Skating).

#### 2.2.7 Choreography/Composition

Refers to an intentional, developed and/or original arrangement of all types of movements according to



the principles of proportion, unity, space, pattern, structure and phrasing.

When evaluating the Choreography/Composition the following must be considered:

- (a) Purpose (idea, concept, vision, mood);
- (b) Proportion (equal weight of parts);
- (c) Unity (purposeful threading of all movements);
- (d) Utilization of personal and public space;
- (e) Pattern and ice coverage;
- (f) Phrasing and form (movements and parts structured to match the phrasing of the music);
- (g) Originality of purpose, movement and design; and
- (h) Shared responsibility in achieving purpose (in Pair Skating).

### 2.2.8 Interpretation of the music

Refers to the personal and creative translation of the music to movement on ice.

When evaluating the Interpretation of the music, the following must be considered:

- (a) Effortless movement in time to the music (timing);
- (b) Expression of the music's style, character and rhythm;
- (c) Use of finesse (that is the Skater's refined, artful manipulation of nuances. Nuances are the personal artistic ways of bringing subtle variations to the intensity, tempo, and dynamics of the music made by the composer and/or musicians) to reflect the nuances of the music; and
- (d) The relationship between the partners reflecting the character of the music (in Pair Skating).

### 2.2.9 Marking of Program Components

The Program Components are evaluated by the Judges and the Referee after completion of a program on a scale from 0.25 to 10 with increments of 0.25. Points given by the Judges correspond to the following performance degrees of the Components:

- (a) 1 - very poor,
- (b) 2 - poor,
- (c) 3 - weak,
- (d) 4 - fair,
- (e) 5 - average,
- (f) 6 - above average,

- (g) 7 - good,
- (h) 8 - very good,
- (i) 9 - superior, and
- (j) 10 - outstanding.

Increments are used for the evaluation of performances containing some features of one degree and some of the next degree. Guidelines for judging are published and updated in ISU Communications.

### 2.3 Deductions (Short and Free Skating Program)

Deductions are applied for each violation as follows:

- (a) Programme time violation:
  - (i) **Senior, Junior, Novice and Pre-Novice sections:** -1.0 point for every 5 seconds lacking or in excess;
  - (ii) **Juvenile section:** -0.5 point for every 5 seconds lacking or in excess;
- (b) Music violation: -1.0 point(s) for vocal music;
- (c) Illegal element violation: -2.0 point(s) for every illegal element;
- (d) Costume and prop violation: -1.0 point(s);
- (e) Falls (defined as the loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm):
  - (i) **Senior, Junior, Novice and Pre-Novice sections:** -1.0 point(s) for every fall (in Pair Skating -1.0 point(s) for a fall of one partner and -2.0 point(s) for a fall of both partners);
  - (ii) **Juvenile section:** -0.5 point(s) for every fall;
- (f) Interruption to the program:
  - (i) **Senior, Junior, Novice and Pre-Novice sections:** -1.0 point for 11 - 20 seconds interruption, -2.0 points for 21 - 30 seconds interruption, etc.;
  - (ii) **Juvenile section:** -0.5 point for 11 - 20 seconds interruption, -1.0 point for 21 - 30 seconds interruption, etc.; and/or
- (g) Fresh start: -2.0 points will be applied when appropriate.

## 3 Marking of Ice Dancing **Pattern** Dances

### 3.1 Required Section of **Pattern** Dances

For the purpose of marking and the use of Video Replay the pattern of each **Pattern** Dance **may be** divided into a certain number of sections. The number of sections of the particular

dance depends on its length (number of steps) and number of sequences in the dance. The required sections of each **Pattern** Dance and their Values will be published in an ISU or NTC Communication.

### 3.2 Technical Score

#### 3.2.1 Scale of Values (SOV)

The Scale of Values Table of the sections of the **Pattern** Dances is published and updated in ISU or NTC Communications. This Scale of Value (SOV) contains the Base Values of all the sections of each **Pattern** Dance and adjustments for the correctness and quality of their execution.

The Base Values are measured in points and increase with the increasing difficulty of the sections in the **Pattern** Dance, which is determined by the difficulty of the steps and movements included in the section.

#### 3.2.2 Grade of Execution (GOE)

Every Judge and the Referee evaluates the accuracy of skating, placement of every section of the **Pattern** Dance, quality of edges and execution of the steps, turns and movements of this section based on the positive features of the execution (e.g. correctness, depth and quality of edges, cleanness and sureness) and errors on the seven grades of execution scale: +3, +2, +1, Base Value, -1, -2, -3. Each positive or negative grade has its own positive or negative numerical value indicated in the SOV Table. This value is either added to or deducted from the Base Value of the respective section.

The guidelines for this marking are published and updated in ISU Communications.

#### 3.2.3 Scale of Value Tables

The Scale of Values of the **Pattern** Dances may be updated and will be published in ISU or NTC Communications.

### 3.3 Component Score

#### 3.3.1 Definition of Components

In addition to the Technical Score each of the Judges and the Referee will evaluate the couples whole performance which is divided into four (4) different Components in the [Pattern](#) Dances, namely:

- (a) Skating Skills,
- (b) Performance/Execution,
- (c) Interpretation, and
- (d) Timing.

### 3.3.2 Skating Skills

Refers to the method used by the Couple to perform dance steps and movements over the ice surface and the efficiency of their movement in relation to speed, flow and ice coverage.

When evaluating the Skating Skills, the following must be considered:

- (a) Overall skating quality;
- (b) Flow & glide;
- (c) Speed and power;
- (d) Balance of technique and skating ability of partners; and
- (e) Ice coverage.

### 3.3.3 Performance / Execution

Refers to the ability of the partners to demonstrate unison, body alignment, carriage, style and balance of performance while executing [Pattern](#) Dances in order to exhibit a pleasing appearance through coordinated movement, body awareness and projection.

When evaluating the Performance/Execution, the following must be considered:

- (a) Unison and body alignment;
- (b) Distance between partners;
- (c) Carriage and Style; and
- (d) Balance in performance between partners.

### 3.3.4 Interpretation

Refers to the ability of the Couple to express the mood, emotions and character of the [Pattern](#) Dance rhythm by using the body moves, steps and holds of the dance to reflect the structure and character of the music.

When evaluating the Interpretation, the following must be considered:

- (a) Expression of the character of the rhythm; and
- (b) The relationship between partners reflecting the nature of the dance.

### 3.3.5 Timing

Refers to the ability of the Couple to skate strictly in time with the music and to reflect the rhythm patterns and prescribed beat values of a [Pattern](#) Dance correctly.

When evaluating the Timing, the following must be considered:

- (a) Skating in time with the music;
- (b) Skating on the strong beat;
- (c) Skating the prescribed beat values for each step; and
- (d) Introductory Steps.

### 3.3.6 Marking of Components

Components are evaluated by the Judges and Referee after the completion of the dance on a scale from 0.25 to 10 with increments of 0.25. Points given by the Judges and Referee correspond to the following degrees of the Components:

- (a) 1 - very poor,
- (b) 2 - poor,
- (c) 3 - weak,
- (d) 4 - fair,
- (e) 5 - average,
- (f) 6 - above average,
- (g) 7 - good,
- (h) 8 - very good,
- (i) 9 - superior, and
- (j) 10 - outstanding.

Increments are used for the evaluation of performances containing some features of one degree and some of the next degree. Guidelines for judging are published and updated in ISU Communications.

## 3.4 Deductions ([Pattern](#) Dances)

Deductions are applied for each violation as follows:

- (a) **Illegal element/movement violation: -2.0 points;**
- (b) **Costume and prop violation: -1.0 point;**
- (c) **Part of the costume/decoration falls onto the ice: -1.0 point;**
- (d) Falls during a section of a **Pattern** Dance: (Falls are defined as the loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm). In addition to the deductions below, a fall in a Section may be further reflected in the Judges' and Referee assessment (GOE and Program Components) and by the Technical Specialists' or Controllers assignment of the Level for the Section: -1.0 point for every fall by one partner and -2.0 points for a fall by both partners;
- (e) Falls during the introductory and/or concluding steps/movements in the **Pattern** Dance: Deductions are made by the Technical Panel only.

## 4 Marking of Ice Dancing **Short** and Free Dances

### 4.1 Technical Score

#### 4.4.1 Scale of Values

A Table with the Scale of Values of the Required Elements for the **Short** and Free Dances is published and updated in ISU or NTC Communications. This Scale of Values (SOV) contains Base Values of all the elements and adjustments for the quality of their execution.

The Base Values are measured in points and increase as the elements' difficulty increases. The difficulty of the Required Elements in the **Short** and Free Dances is determined by their levels of difficulty.

#### 4.4.2 Levels of Elements

Technical Specialists or Controllers will determine the name and the level of difficulty for every Required Element in the **Short** and Free Dances.

All **Required** Elements are divided into at least four (4) difficulty levels depending on their difficulty. The description of characteristics that give an element a certain Level of difficulty is published and updated in ISU or NTC Communications.

#### 4.4.3 Grade of Execution (GOE)

Every Judge and the Referee evaluates the quality of the execution of each Required Element in the [Short](#) and Free Dance based on the positive features of the execution and errors on the seven grades of execution scale: +3, +2, +1, Base Value, -1, -2, -3. Each positive or negative grade has its own positive or negative numerical value indicated in the SOV Table. This value is either added to or deducted from the Base Value of the element.

The guidelines for marking [of the Required Elements](#) are published and updated in ISU or NTC Communications.

#### 4.4.4 Illegal Elements/Movements

There must be a 2.0 point deduction for every illegal element/movement [performed](#) in the [Short](#) Dance and/or Free Dance program. [If an illegal movement is performed during the execution of any element, the deduction for an illegal movement will apply and the element will receive Level 1 if the requirements for at least Level 1 are fulfilled. Should this not be the case, the element will be given no value.](#)

### 4.2 Program Component Score

#### 4.2.1 Definition of Program Component

In addition to the Technical Score each of the Judges and Referee will evaluate the Couple's whole performance which is divided into five (5) different Program Components in the [Short](#) and Free Dance, namely:

- (a) Skating Skills,
- (b) Transitions/Linking Footwork and Movement,
- (c) Performance/Execution,
- (d) Choreography / Composition, and
- (e) Interpretation/Timing.

#### 4.2.2 Skating Skills

Refers to the overall skating quality in terms of edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc.), the clarity of technique and the use of effortless power to accelerate and vary speed.

When evaluating the Skating Skills, the following must be considered:

- (a) Balance, rhythmic knee action and precision of foot placement;
- (b) Flow and effortless glide;
- (c) Cleanness and sureness of deep edges, steps and turns;
- (d) Power/energy and acceleration;
- (e) Mastery of multi-directional skating;
- (f) Mastery of one foot skating; and
- (g) Equal mastery of technique by both partners shown in unison.

#### 4.2.3 Transitions/Linking Footwork and Movement

Refers to the varied and/or intricate footwork, positions, movements and holds that link all elements and constitute the distinct technical content of the dance.

When evaluating the Transitions/Linking Footwork and Movement, the following must be considered:

- (a) Variety;
- (b) Difficulty;
- (c) Intricacy;
- (d) Quality; and
- (e) Balance of workload between partners;
- (f) Variety of Dance holds (not excessive side by side and hand in hand);

#### 4.2.4 Performance / Execution

- (a) Performance refers to the involvement of the Couple physically, emotionally and intellectually as they translate the intent of the music and choreography.
- (b) Execution refers to the quality of movement and precision in delivery. This includes harmony of movement.

When evaluating the Performance/Execution, the following must be considered:

- (a) Physical, emotional and intellectual involvement;
- (b) Carriage;
- (c) Style and individuality/personality;
- (d) Clarity of movement;
- (e) Variety and contrast;
- (f) Projection;



- (g) Unison and "oneness";
- (h) Balance in performance between partners; and
- (i) Spatial awareness between partners (the management of the distance between partners and management of changes of hold).

#### 4.2.5 Composition / Choreography

Refers to an intentional, developed and/or original arrangement of all types of movements according to the principles of proportion, unity, space, pattern, structure and phrasing.

When evaluating the Choreography/Composition the following must be considered:

- (a) Purpose (idea, concept, vision);
- (b) Proportion (equal weight of parts);
- (c) Unity (purposeful threading of all movements);
- (d) Utilization of personal and public space;
- (e) Pattern and ice coverage;
- (f) Phrasing and form (movements and parts structured to match the phrasing of the music);
- (g) Originality of purpose, movement and design;
- (h) Shared responsibility in achieving purpose by both partners; and
- (i) Conformity to pattern and stop requirements (in the Short Dance only).

#### 4.2.6 Interpretation / Timing

Refers to the personal and creative translation of the [rhythm and/or character and content of the music](#) to movement on ice.

When evaluating the Interpretation/Timing of the music, the following must be considered:

- (a) Effortless [and correct](#) movement in time to the music (timing);
- (b) Expression of the music's [rhythm](#), character [content](#) and [style](#);
- (c) Use of finesse (that is the Skater's refined, artful manipulation of nuances. Nuances are the personal artistic ways of bringing subtle variations to the intensity, tempo, and dynamics of the music made by the composer and/or musicians) to reflect the nuances of the music;
- (d) The relationship between the partners reflecting the character [and content](#) of the music;

- (e) Correctness of the rhythm(s) **and/or range of tempo** of the music chosen (**Short Dance**);
- (f) Appropriateness of the Music (**Short Dance & Free Dance**); and
- (g) Skating **primarily** to the rhythmic beat for the **Short Dance** and **keeping a good balance between skating to the beat and melody** in the Free Dance.

#### 4.2.7 Marking of Program Components

The Program Components are evaluated by the Judges and the Referee after completion of a program on a scale from 0.25 to 10 with increments of 0.25. Points given by the Judges correspond to the following performance degrees of the Components:

- (a) <1 - very poor,
- (b) 1 - poor,
- (c) 2 - weak,
- (d) 3 - fair,
- (e) 4 - average,
- (f) 5 - above average,
- (g) 6 - good,
- (h) 7 - very good,
- (i) 8 - superior, and
- (j) 9-10 - outstanding.

Increments are used for the evaluation of performances containing some features of one degree and some of the next degree. Guidelines for judging are published and updated in ISU Communications.

#### 4.3 Deductions (**Short** and Free Dance)

- (a) Program Time violation: -1.0 point for every 5 seconds lacking or in excess;
- (b) Extra elements: -1.0 point per violation;
- (c) Illegal element/movement violation: -2.0 points per violation;
- (d) **violation of music restrictions in the Free Dance: -2.0 points per violation;**
- (e) Costume and prop violation: -1.0 point;
- (f) **Part of the costume/decoration falls onto the ice: -1.0 point per violation;**
- (g) Lifts exceeding permitted duration: -1.0 point per lift;
- (h) Falls: (defined as the loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm). In addition to the deductions

below, a fall on a Required Element may be further reflected in the Judges' and Referee assessment (GOE and Program Components) and by the Technical Specialists' or Controllers assignment of the Level for the element: -1.0 point for every fall by one partner and -2.0 points for a fall by both partners;

- (i) Interruption to the program due to **one or both partners' mistake**: -1.0 point for 6-15 seconds interruption and -2.0 points for 16-30 seconds interruption; **and/or**
- (j) Fresh start: -2.0 points will be applied when appropriate.

## 5 Marking of Synchronised Skating Short and Free Skating Programs

### 5.1 Technical Score

In the Synchronised Skating Short and Free Skating Programs the first score is the Technical Score. The total of the elements' values including the Grade of Execution and Features and Additional Features (applicable in Synchronised Skating) will give the Technical Score.

#### 5.1.1 Scale of Value of Elements / Base Values for Levels of Elements

The Scale of Values Table of the Synchronised Skating elements will be updated and published in ISU Communications. The Scale of Values (SOV) Table contains the Base Values of all the elements with their respective features (Base Values for the different levels of elements) and adjustments for the quality of their execution.

#### 5.1.2 Levels of Elements

The Base Values of levels are measured in points and increase as the elements and features difficulty increases. The Base Values for the levels of elements is determined by combining the Difficulty Groups of Elements (with their Additional Features) and the Difficulty Groups of the Features.

There are several Levels for each element. Technical Specialists and Controllers will determine the name and the difficulty group of every element with their Additional Features and the Difficulty Group of Features included in that element. The description of characteristics that give an element a certain Level of

difficulty is updated and published in ISU or NTC Communications.

#### 5.1.3 Grade of Execution

The Judges and Referee will evaluate the quality of execution of each performed Element **including** Step Sequence **Elements** based on the positive features of the execution and errors on the seven (7) grades of execution scale: +3, +2, +1, Base Value, -1, -2, -3. The Judges and Referee first evaluate the positive features of the Element that may increase the Base Value to a positive value and then reduce the result due to errors if any are committed. Each positive or negative grade has its own positive or negative numerical value indicated in the Scale of Value (SOV) chart. This value is either added to or deducted from the Base Value of the element.

The guidelines for the GOE determination will be updated and published in ISU or NTC Communications.

#### 5.1.4 Features / Additional Features

##### (a) Features

The Features that include Step Sequences, free skating moves/elements and points of intersection are divided into the Groups according to their difficulty.

The following Features are included in the difficulty Levels for the following elements in the Short and Free Skating Programs and called by the Technical Specialists:

##### (i) Short Program

- For the Intersection Element, the Point of Intersection
- For the Moves in the Field Element, the Free Skating Moves
- For the No Hold Step Sequence Element, the Step Sequence

##### (ii) Free Skating Program

- For the Intersection Element, the Point of Intersection
- For the Moves in the Field Element, the Free Skating Moves

- For the No Hold Step Sequence Element, the Step Sequence
- For the Senior Movement in Isolation Element, the Free Skating Elements
- For the Junior Movement in Isolation Element, the Free Skating Moves/Elements
- For the Pair Element, the Free Skating Moves/Elements

(b) Additional Features

Examples of some Additional Features are Body Movement, Change of Configuration, Change of Rotational Direction, Pivoting, Travelling, etc.

## 5.2 Program Component Score

### 5.2.1 Definition of Program Component

In addition to the Technical Score, each of the Judges and Referee will evaluate the Team's whole performance which is divided into five (5) different Program Components, namely:

- (a) Skating Skills,
- (b) Transitions (Linking Steps and Formations)
- (c) Performance/Execution,
- (d) Choreography / Composition, and
- (e) Interpretation of the music.

### 5.2.2 Skating Skills

Refers to the overall skating quality: edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc), the clarity of technique and the use of effortless power to accelerate and vary speed.

When evaluating Skating Skills, the following must be considered:

- (a) Balance, rhythmic knee action and precision of foot placement;
- (b) Flow and effortless glide;
- (c) Cleanness and sureness of deep edges, steps and turns;
- (d) Power/energy and acceleration;
- (e) Multi directional skating;
- (f) One foot skating; and
- (g) Balance in skating ability of individual skaters.

### 5.2.3 Transitions (Linking Steps, Formations and other connecting elements)

Refers to the varied and/or intricate footwork (steps) and formations linking all synchronised skating elements which also include the entrances and exits of elements. The transitions can also be seamless and fast.

When evaluating the Transitions, the following must be considered:

- (a) Variety;
- (b) Difficulty;
- (c) Quality (including Unison);
- (d) Complexity;
- (e) Variation of speed of linking steps/formations;
- (f) Variation of changes of directions and holds; and
- (g) Difficulty and Variety of entrances/exits from elements/ preparation phase.

### 5.2.4 Performance / Execution

- (a) Performance: Refers to the involvement of the Teams (Skaters) physically, emotionally and intellectually as they translate the intent of the music and choreography.
- (b) Execution: Refers to the quality of movement and precision in delivery. This also includes a harmony of movements.

When evaluating the Performance/Execution, the following must be considered:

- (a) Physical, emotional and intellectual involvement
- (b) Carriage and body alignment
- (c) Style and Teams personality
- (d) Clarity of movements
- (e) Variety and Contrast
- (f) Projection
- (g) Unison, Synchronisation and spatial awareness
- (h) Balance in performance within a Team; relationship between Skaters.

### 5.2.5 Choreography / Composition

Refers to an intentionally, developed and/or original arrangement of all types of movements, transitions

and elements according to the principles of proportion, unity, space, pattern, structure and phrasing.

When evaluating the Choreography/Composition, the following must be considered:

- (a) Purpose (idea, concept, vision)
- (b) Proportion (equal weight of parts)
- (c) Unity (purposeful threading)
- (d) Utilisation of personal and public space
- (e) Pattern and ice coverage
- (f) Phrasing and form (movements and parts structured to match the phrasing of the music)
- (g) Originality of purpose, movements and design
- (h) Shared responsibility in achieving purpose
- (i) Excessive facing towards one side of the ice rink surface since the choreography must be prepared so that Elements will be executed facing all sides of the ice rink and not excessively facing only one side of the ice rink.

#### 5.2.6 Interpretation of the music

Refers to the personal and creative translation of the music to movements on ice.

When evaluating the Interpretation of the music, the following must be considered:

- (a) Effortless movements in time to the music (timing)
- (b) Expression of the music style, character and rhythm
- (c) Use of finesse (the Team's refined, artful manipulation of nuances. Nuances are the personal artistic ways of bringing subtle variations to the intensity, tempo, and dynamics of the music made by the composer and/or musicians) to reflect the nuances of the music
- (d) Relationship between the Skaters reflecting the character of the music

#### 5.2.7 Marking of Program Components

Program Components are evaluated by the Judges and Referee after completion of a program on a scale from 0.25 to 10 with increments of 0.25. Points given

by the Judges correspond to the following degrees of the Components:

- (a) 1 - very poor;
- (b) 2 – poor;
- (c) 3 – weak;
- (d) 4 – fair;
- (e) 5 – average;
- (f) 6 - above average;
- (g) 7 – good;
- (h) 8 - very good;
- (i) 9 – superior;
- (j) 10 - outstanding.

Increments are used for evaluation of performances containing some features of one degree and some of the next degree. Guidelines for judging are updated and published in ISU or NTC Communications.

### 5.3 Deductions and Reductions (Short and Free Skating Program)

Deductions and Reductions for the Short and Free Skating Program will be updated yearly and published in an ISU Communication.

5.3.1 Reductions for breaks, stumbles, falls and collisions in the required elements will be made by the Judges and Referee in the GOE.

5.3.2 Further deductions for a fall in any part of the program (required elements and transitions) will be identified and confirmed by the Technical Panel.

5.3.3 Deductions of -1.0 point for every fall of one skater and -2.0 points for every fall of more than one skater. If the fall causes interruptions to the program that exceed ten (10) seconds, additional deductions will be applied.

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

5.3.5 Elements that do not fulfil the requirements will be penalized. Deductions/Reductions for "not according to requirements" will be made from the total points for the respective element or from the GOE. These



deductions will be identified and given by the Technical Specialist and verified by the Technical Controller. The Reductions will be identified and given by the Judges and Referee.

5.3.6 Deductions for the Additional and Illegal Elements will be made from the Total Score by the Technical Specialist and verified by the Technical Controller. The deduction for an Additional Element is -1.0 point and for an Illegal Element -2.0 points.

5.3.7 Deductions made by the Referee (for Costume and Make-up together with the Judges Panel) from the Total Score for each violation will be as follows:

- (a) Costume (including the use of feathers as part of the costume and headpieces) and Make-up violation: -1.0 point;
- (b) Music violation: -1.0 point;
- (c) Program time violation: -1.0 point for every five (5) seconds lacking or in excess;
- (d) The first glide/skating begins after the expiration of ten (10) seconds from the commencement of the music: -1.0 point
- (e) Holds (not according to requirements): -1.0 up to -2.0 points;
- (f) Excessive division into small groups and sub-grouping more than half ( $\frac{1}{2}$ ) of the program: -2.0 points;
- (g) Interruption of program (caused by a stumble or fall):
  - (i) deduction of -1.0 point for 11-20 seconds interruption, or
  - (ii) deduction of -2.0 points for 21-30 seconds interruption, etc.;

5.3.8 Every failure in the required elements must be reflected only in the Technical Score according to the importance of the element failed or omitted and the gravity of the mistake itself since there is no direct relationship between the Technical Score and the Program Component Score. However, deductions for failures must be made in the Program Component Scores if other Program Components are involved. An Element and Feature and Additional Feature is omitted when it is not tried.

#### 5.4 Illegal Elements/Features/Additional Features/Movements

When illegal elements, features, additional features and movements are included, a deduction will be made from the

Total Score by the Technical Specialist and verified by the Technical Controller.

#### 5.4.1 Senior and Junior Short Program

- (a) Vaults and lifts of any variety;
- (b) Any jump (other than a dance jump) of half (1/2) revolution or more performed by the entire team (for example: split jumps, waltz jumps, stag jumps and variations thereof where the skaters are elevated off of the ice.);
- (c) Assisted jumps / throw jumps;
- (d) Intersections incorporating back spirals;
- (e) Prolonged (longer than three (3) seconds) lying or kneeling on one or both knees on the ice at the beginning, end and/or during the program;
- (f) Movements in Isolation;
- (g) Highlighting; and
- (h) Mirror image pattern in any Element or Feature (except for point of intersection).

#### 5.4.2 Senior Free Skating Program

- (a) Lifts other than those as defined in Rule F.4.3.2.7;
- (b) Additional vaults (more than two (2) vaults)
- (c) Solo jumps, jump combinations or jump sequences of any variety performed by the entire team (for example split jump, waltz jump, stag jump and variations thereof where the skaters are elevated.);
- (d) Jumps of more than one and a half (1½) revolutions;
- (e) Throw jumps;
- (f) Assisted jumps of more than one (1) revolution;
- (g) Intersections incorporating back spirals;
- (h) Prolonged lying (longer than three (3) seconds) or kneeling on one or both knees on the ice at the beginning, end and/or during the program;
- (i) Highlighting (one group lift is permitted);
- (j) Sub-grouping; and
- (k) Flying camel spin executed by the entire team.

#### 5.4.3 Junior and Novice Free Skating Program

- (a) Lifts of any variety;
- (b) Additional vaults (more than two (2) vaults) in the Junior Free Skating Program;
- (c) Any vaults in the Novice Free Skating Program;

- (d) Solo jumps, jump combinations or jump sequences of any variety performed by the entire team (for example split jump, waltz jump, stag jump and variations thereof where the skaters are elevated.);
- (e) Jumps of more than one (1) revolution [performed in Movements in Isolation](#);
- (f) Throw jumps;
- (g) Assisted jumps of more than one (1) revolution;
- (h) Intersections incorporating back spirals;
- (i) Prolonged lying (longer than three (3) seconds) or kneeling on one or both knees on the ice at the beginning, end and/or during the program;
- (j) Highlighting;
- (k) Sub-grouping; and
- (l) Flying camel spin executed by the entire team.