

# **Communication No. 2788**

## **SINGLE & PAIR SKATING**

### **Levels of Difficulty and Guidelines for marking Grade of Execution and Program Components Season 2026/27**

This replaces Communication No. 2701

- I. Updated Levels of Difficulty of Single/Pair Skating Elements
- II. Updated Guidelines for marking +GOE of Single/Pair Skating Elements (positive aspects)
- III. Updated Guidelines in establishing GOE for errors in Short Program and Free Skating
- IV. Changes and clarifications for GOE and Program Components

Additional remarks for technical elements and features are found in Technical Panel Handbooks for Single Skating and Pair Skating.

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## I. Updated Levels of Difficulty of Single/Pair Skating Elements (2026/27)

### LEVELS OF DIFFICULTY, SINGLE SKATING

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

<b>Step Sequences</b>	<p>At least 2 difficult turns and steps must be executed on clean edges for Level basic.</p> <ol style="list-style-type: none"> <li>1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout <b>(compulsory)</b></li> <li>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</li> <li>3) Use of body movements for at least 1/3 of the pattern</li> <li>4) Two combinations of 3 difficult turns on different feet executed with continuous flow within the sequence. Only one difficult turn may be repeated in the two combinations. Only the first combination attempted on each foot can be counted.</li> <li>5) <u>Body movements included in a combination of 3 difficult turns feature</u></li> </ol>
<b>All Spins</b>	<ol style="list-style-type: none"> <li>1) Difficult variations (count as many times as performed with limitations specified below)</li> <li>2) Change of foot executed by jump</li> <li>3) Jump within a spin without changing feet</li> <li>4) Difficult change of position on the same foot</li> <li>5) Difficult entrance</li> <li>6) Difficult exit</li> <li>7) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann or difficult variation of an upright position</li> <li>8) Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position</li> <li>9) Clear increase of speed in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin)</li> <li>10) At least 8 rev. without changes in position/variation, foot or edge (camel, Layback, difficult variation of any basic position)</li> <li>11) Difficult variation of flying entry in flying spins/spins with a flying entrance</li> <li>12) Difficult blade feature in camel, sit, Layback, Biellmann or difficult variation of an upright position</li> <li>13) <u>Windmills (executed 3 times in a row)</u></li> </ol> <p><b>Additional features for the Layback spin:</b></p> <ol style="list-style-type: none"> <li>14) One clear change of position backwards-sideways or reverse, at least 2 rev. in each position (counts also if the Layback position is a part of any other spin)</li> <li>15) Biellmann position after Layback spin (SP – after 8 revolutions in Layback spin for Junior/Senior and after 6 revolutions for Advanced Novice)</li> </ol> <p><b>Features 2-9, 11-15 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 favour of the Skater).</b></p> <p><b>Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted).</b></p> <p><b>In any spin only two (2) difficult variations are counted for level features.</b></p> <p><b>In any spin with change of foot the maximum number of features attained on one foot is two (2).</b></p>

## Requirements, changes and clarifications for Technical Elements in Single Skating 2026/27

### Jumps

Missing rotation: signs “q”, “<” and “<<” indicate an error. The sign “q” allows to keep full original base value of the jump. The base values of the jumps with a < sign are listed in the SOV table. The jump with a sign << is evaluated with SOV for the same jump one revolutions less.

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 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 SOV table.

Downgraded (<<): Missing rotation of half a revolution or more.

Underrotated (<): Missing rotation of more than a quarter revolution but less than half a revolution. The jump will receive 80% of the base value and Judges will reduce GOE.

Landed on the quarter (q): Technical panel will indicate this with a sign “q”. The jump will receive full base value and Judges will reduce GOE.

Less than a quarter missing: No sign will indicate this. The jump will receive full base value and Judges will reduce GOE.

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 & Women, Jr. Men), the jump with the lesser value after the consideration of signs <, <<, e will not count (e.g. 2Lz+2T\*, 2T\*+2Lo, 2Lz<+2T\*, 2F<<+2T).

#### Jump combinations:

An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump combination between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump combination.

An Euler jump cannot be included in the jump combination of the Short Program. An Euler (half-loop) can be executed, in between two listed jumps, only once in Free Skating.

#### Jump sequences:

An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump sequence between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump sequence. After the execution of an Euler (half-loop) no change of foot before the next jump is allowed. An Euler (half-loop) can only be executed once, in between two listed jumps, in Free Skating.

## Spins

For flying spins (with no change of foot and only one position) 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 SOV table.

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

All spins with change of foot must have 3 revolutions on each foot. In Short Program, if this requirement is not fulfilled, the spin will get "No Value". In Free Skating the sign "V" indicates that this requirement is not fulfilled. The base values of spins with the sign "V" are listed in the SOV table.

Spin in one position with change of foot must have 2 revolutions in basic position on each foot. In Short Program, if this requirement is not fulfilled, the spin will get "No Value". In Free Skating the sign "V" indicates that this requirement is not fulfilled. The base values of spins with the sign "V" are listed in the SOV table.

### **To receive level 4 in any spin, one of these features must be counted:**

Difficult exit

Clear change of edge

Both directions immediately following each other in sit, camel, Layback and difficult variation of an upright position

Clear increase of speed

Difficult variation of flying entry

### Windmills

The feature "Windmills" must be executed 3 times in a row and may be included in any spin. Each windmill movement in a row must reach close to a split position (at least 135 degrees). When executed in a spin in one position, the revolutions during the feature are not counted to the number of revolutions required in a basic position. Any windmill type of movement is counted only once in a program, the first time it is attempted.

Difficult change of position on the same foot is no longer one of the mandatory level 4 features. It is counted as a normal feature.

Difficult variation in a non-basic position is no longer considered a feature.

Difficult entrance and Difficult exit are two different features. To get credit for both features they must be executed in two different spins and the movements must be of different nature.

Exit: The exit out of the spin is defined as the last phase of the spin and includes the phase immediately following the spin. Difficult exit: Any movement or jump that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the spin.

In Flying spins and spins in one position the difficult exit must be started from the basic position (not final windup), which must be at least reached. In spin combinations the difficult exit can be started from any position.

**Change of foot executed by jump** is counted when the jump is done into a camel or sit position.

**Clear increase of speed** is counted in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin).

**Difficult blade feature:** using the blade in a way that has a significant impact on the balance, control and execution of the spin. The feature must be executed in camel, sit, Layback, Biellmann or difficult variation of an upright position. The position must be maintained throughout the whole feature and can be achieved for example by spinning on the heel or toe of the blade. The feature must be performed in control inside the spin and spinning must continue after the feature on the same foot. The difficult blade feature is not considered as a difficult exit.

#### **Feature together with a used position:**

For a feature to count in any spin, it must not be executed together with a used difficult variation position. For example, a difficult change of position executed by changing the position from sit position to a difficult camel forward position is not counted if a skater has in an earlier spin in the same program difficult camel forward position in a Flying Camel Spin.

#### **Step sequences**

At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Two combinations of 3 difficult turns on different feet executed with continuous flow within the sequence: Only one difficult turn may be repeated once in the 2 combinations.

Example of correct combinations of turns:

First combination: Bracket, counter, loop. Second combination: Rocker, counter, twizzle. In this example only counter is repeated.

Example of incorrect combinations of turns:

First combination: Rocker, counter, twizzle. Second combination: Bracket, counter, twizzle. In this example 2 different turns are repeated (counter and twizzle) and loop is not used at all.

Feature 5) Body movements included in a combination of 3 difficult turns feature: The skater must execute two movements in one combination of 3 difficult turns that have an effect on the balance of the main body core. Any movements of the arms, and/or head and/or torso and/or hips and/or legs are counted. The two movements must not be executed on the same curve of a turn. For example in a combination of rocker, counter, twizzle, both of the 2 movements cannot be executed on the entry curve of the rocker. In order to achieve the feature, all the turns must be clean in the combination.

#### **Choreographic Elements**

##### **Choreographic Spin** (Rule 612 Single Skating)

A Choreographic Spin is a spin which enhances the choreography of the program and matches the music.

A Choreographic Spin must have a minimum of 3 consecutive revolutions executed on one or two blades, with any basic or non-basic positions allowed. Change of foot is optional and can be done several times during the spin. The Technical Panel identifies the

Choreographic Spin and it will be confirmed once the 3 consecutive revolutions have been completed. If the Choreographic Spin cannot be identifiable to the panel, the third performed spin will be considered as the Choreographic Spin (Choreographic Spin confirmed). This element has a fixed base value and will be evaluated by the judges in GOE only.

The positions in the Choreographic spin will not be considered as used in the other spins of the program.

**Choreographic Sequences** (Rule 612 Single Skating)

A Choreographic Sequence is an element which enhances the choreography of the program and matches the music. It consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, etc. Steps and turns may be used to link the two or more different movements together. Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement. It can be performed before or after the Step Sequence.

This element has a fixed base value and will be evaluated by the judges in GOE only.

## LEVELS OF DIFFICULTY, PAIR SKATING, 2026/27

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

<b>Twist Lifts</b>	<ol style="list-style-type: none"> <li>1) Woman's split position (each leg at least 45° from the body axis and Woman's legs are straight or almost straight)</li> <li>2) Catching the woman at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man</li> <li>3) Woman's position in the air with arm(s) above the head (minimum one full revolution)</li> <li>4) Difficult take-off: turns, steps, movements, small lifts immediately preceding the take-off and executed with continuous flow; or difficult exit: may be executed before the landing of the woman or immediately after it</li> <li>5) Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the woman</li> </ol>
<b>Lifts</b>	<ol style="list-style-type: none"> <li>1) Seniors: Difficult variation of the take-off and difficult landing variety Juniors: Difficult variation of the take-off or difficult landing variety</li> <li>2) 1 change of hold and/or woman's position (1 rev. of the man before and after the change, counts twice if repeated)</li> <li>3) Difficult variation of the woman (1 full revolution)</li> <li>4) Seniors: Difficult one-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.) Juniors: one-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.)</li> <li>5) Additional revolutions of the man with one-hand-hold after 2 revs in 5) (only in Free Skating and only in one lift)</li> <li>6) Change of rotational direction by the man (1 rev. before and after the change, counts only once per program)</li> </ol> <p><b>Features 1), 2), 3), 4) must be significantly different from lift to lift and if similar, will only count first time attempted. All the features can be counted if executed in the first 4 revolutions.</b></p>
<b>Step Seq.</b>	<p><u>At least 2 difficult turns and steps must be executed on clean edges for Level basic.</u></p> <ol style="list-style-type: none"> <li>1) Minimum variety (Level 1), simple variety (Level 2), variety (Levels 3–4) of difficult turns and steps of both partners throughout (<b>compulsory</b>)</li> <li>2) Use of body movements for at least 1/3 of the pattern</li> <li>3) Not separating at least half of the pattern (changes of holds are allowed)</li> <li>4) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed by both partners with continuous flow within the sequence. One of the combinations must be executed in a hold. Only the first two combinations can be counted.</li> <li>5) <u>Body movements included in a combination of 3 difficult turns feature</u></li> </ol>
<b>Death Spirals</b>	<ol style="list-style-type: none"> <li>1) Difficult entry (immediately preceding the death spiral)</li> <li>2) <u>Difficult exit</u></li> <li>3) Full revolution(s) of the woman when both partners are in "low" positions (counts as many times as performed)</li> </ol>
<b>Solo Spins</b>	<ol style="list-style-type: none"> <li>1) Difficult variations (count as many times as performed with limitations specified below)</li> <li>2) Change of foot executed by jump</li> <li>3) Jump within a spin without changing feet</li> <li>4) Difficult change of position on the same foot</li> <li>5) Difficult entrance and/or difficult exit</li> <li>6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann or difficult variation of an upright position</li> <li>7) Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position</li> <li>8) Clear increase of speed in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin)</li> <li>9) At least 6 rev. without changes in pos./variation, foot and edge (camel, Layback, difficult variation of any basic position)</li> <li>10) Difficult blade feature in camel, sit, Layback, Biellmann or difficult variation of an upright position</li> <li>11) <u>Windmills (executed 3 times in a row)</u></li> </ol> <p><b>Features 2 to 11 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).</b></p>
<b>Pair Spins</b>	<ol style="list-style-type: none"> <li>1) 3 difficult variations of positions of partners, 2 of which can be in non-basic position (each variation of each partner counts separately, each partner must have at least one difficult variation)</li> <li>2) Difficult entrance or any flying entrance by one or both partners</li> <li>3) Difficult exit</li> <li>4) Both directions immediately following each other</li> <li>5) At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright)</li> <li>6) Lifting the woman while man on 1 foot for at least 2 revolutions</li> </ol>

## Requirements, changes and clarifications for Technical Elements in Pair Skating 2026/27

### 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.

### Jumps and Throw Jumps

Downgraded (<<): Missing rotation of half a revolution or more.

Underrotated (<): Missing rotation of more than a quarter revolution but less than half a revolution. The jump will receive 80% of the base value and Judges will reduce GOE.

Landed on the quarter (q): Technical panel will indicate this with a sign "q". The jump will receive full base value and Judges will reduce GOE.

Less than a quarter missing: No sign will indicate this. The jump will receive full base value and Judges will reduce GOE.

#### Jump combinations:

An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump combination between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump combination.

#### Jump sequences:

An Euler (half-loop) is considered a non-listed jump, it will have no value when used in a jump sequence between two listed jumps and it will not be counted in the number of the allowed jumps of the concerned jump sequence. After the execution of an Euler (half-loop) no change of foot before the next jump is allowed.

The jump combination/sequence consists of two jumps.

### Lifts

The Lift's Group is determined by the hold at the moment the Woman passes the top of the Man's head.

In Group 5 Reverse Lasso Lift (5RLi), the woman's hand needs to be behind her back (not in between the legs). When both partners skate forwards, this is considered as a difficult variation of take-off.

Difficult carry is no longer counted as a level feature.

In Juniors the simple variation of the take-off and simple landing variety is no longer a feature. In order to get feature for the take off and landing, difficult variation of the take-off or difficult landing variety must be executed.

In lifts with one arm hold the second point of contact can only be given if it is not used for support. This applies for Senior only.

Difficult take-off must be executed before full extension of the arms.

## Twist lifts

The difficult exit may be executed before the landing of the woman or immediately after it.

## 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 SOV table.

## Solo Spins

Feature 5: Difficult entrance and/or difficult exit: Only one of them can be accepted as a level feature in the solo spin.

Exit: The exit out of the spin is defined as the last phase of the spin and includes the phase immediately following the spin. Difficult exit: Any movement or jump that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the spin.

The feature "Windmills" must be executed 3 times in a row. Each windmill movement in a row must reach close to a split position (at least 135 degrees). Any windmill type of movement is counted only once in a program, the first time it is attempted.

Difficult variation in a non-basic position is no longer considered a feature except in pair spin.

**Change of foot executed by jump** is counted when the jump is done into a camel or sit position.

**Clear increase of speed** is counted in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin).

**Difficult blade feature:** using the blade in a way that has a significant impact on the balance, control and execution of the spin. The feature must be executed in camel, sit, Layback, Biellmann or difficult variation of an upright position. The position must be maintained throughout the whole feature and can be achieved for example by spinning on the heel or toe of the blade. The feature must be performed in control inside the spin and spinning must continue after the feature on the same foot. The difficult blade feature is not considered as a difficult exit.

## Pair Spin Combination

Difficult exit – exiting in a lift or spinning movement, an innovative move that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the pair spin combination.

Lifting the woman while the man is on 1 foot is a level feature when executed for at least 2 revolutions in a fixed position. If the woman is in a difficult position during the lift, it will be counted as a difficult variation. When the woman is lifted, the definition of an upright position is based on the position of the torso and not the legs.

If executing both lifting of the woman and difficult exit, the woman must be set down before the difficult exit.

Pair Spin Combination can be started with a jump. Any flying entry can be considered as a feature. If one or both partners do not execute 3 revolutions before or after the change of foot, the PCoSp will be marked with a “V”. If there are less than 3 revolutions on both feet by one or both partners, the spin will have “No Value”.

## 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; Woman's head must reach, at least briefly, the level of her skating knee). For a higher Level both woman and man must stay in the “low” position for 1 or more full revs. **Woman'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. **Man's “low” pivot position:** buttocks not higher than the knee of the pivot foot. Any part of the Death Spiral with a higher woman's or man's position is not valid for Level features 2.

Entry, exit: The difficult entry position must be performed while at least one of the partners is on the entry curve and the woman and/or the man are moving from a difficult entry position directly and without delay to a Death Spiral position. The feature is awarded only if the low position is reached by both partners within 1 revolution after the man's toe is fixed on the ice. Exit: starts when the man bends his “holding” arm at the elbow; ends: when the woman comes to vertical position. Difficult entry and Difficult exit are two separate features and both of them can be counted as level feature in a death spiral. The exit must have a significant impact on the balance, control and execution of the death spiral.

In the final position while the Woman is performing the actual death spiral, both the Man and the Woman must execute a minimum of one revolution with the knees of the Man clearly bent and in full pivot position. For a possible higher Level, the Man should stay in a low pivot position (this is when the lower part of his buttocks is not higher than the upper part of the knee of the pivot foot). The Woman simultaneously must skate on a clean edge with her head close to the ice surface, however she must not touch the ice with her head or assist herself with the free hand or any part of the body. The Woman's body weight is supported by the force of the spiraling edge and the hold of the Man. The Man must be in a centered position with a fully extended arm.

Any kind of position is counted as a feature if Skaters' hold lasts for at least one revolution.

### **Difficult exit:**

Difficult exit from the death spiral counts as a separate feature. An example of a difficult exit: Woman exits immediately with continuous flow into a lift (dance or other) or into a jump. The exit must have significant impact on the balance and control of the execution of the death spiral.

### **Step sequences:**

At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

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 is no longer a level feature.

Two different combinations of 3 difficult turns: One of the combinations must be executed in a hold. Only the first two combinations can be counted.

Feature 5) Body movements included in a combination of 3 difficult turns feature: Both skaters must execute two movements in one combination of 3 difficult turns that have an effect on the balance of the main body core. Any movements of the arms, and/or head and/or torso and/or hips and/or legs are counted. The two movements must not be executed on the same curve of a turn. For example in a combination of rocker, counter, twizzle, both of the 2 movements cannot be executed on the entry curve of the rocker. In order to achieve the feature, all the turns must be clean in the combination.

## **Choreographic Elements**

### **Choreographic Pair Lift** (Rule 621 Pair Skating)

A Choreographic Pair Lift is a lift which enhances the choreography of the program and matches the music.

Choreographic Pair Lift must be ascending and descending whilst moving across the ice surface. It must have a minimum of 1 rotation.

The Choreographic Pair Lift does not have any limitations regarding the hold on entry or at any point during the lift. The lifting partner must have straight or almost straight arm(s) above the head at some point during the lift. If the Choreographic Pair Lift is not identifiable to the panel, the third performed lift will be taken as the Choreographic Pair Lift (Choreographic Pair Lift confirmed). This element has a fixed base value and will be evaluated by the judges in GOE only.

The positions in the Choreographic lift will not be considered as used in the other lifts of the program. The take off may be the same as in another lift of the program and will not invalidate the other lift.

### **Choreographic Pair Spin** (Rule 621 Pair Skating)

A Choreographic Pair Spin is a spin which enhances the choreography of the program and matches the music.

A Choreographic Pair Spin must have a minimum of 3 consecutive revolutions executed on one or two blades at least by one partner, with any basic or non-basic positions allowed. Change of foot is optional and can be done several times during the spin. Lifting of partners is optional but should not consist of any lifting movement with full extension of the arm(s) if the lifted position is higher than a shoulder level.

The Technical Panel identifies the Choreographic Pair Spin and it will be confirmed once the 3 consecutive revolutions have been completed. This element has a fixed base value and will be evaluated by the judges in GOE only.

### **Choreographic Sequences** (Rule 621 Pair Skating)

A Choreographic Sequence is an element which enhances the choreography of the program and matches the music. It consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, small lifts etc. Steps and turns may be used to link the two or more different movements together. Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

The Technical Panel identifies the Choreographic Sequence which commences with the first choreographed movement and ends with the last choreographed movement.

This element has a fixed base value and will be evaluated by the judges in GOE only.

## II. Updated Guidelines for marking +GOE of Single and Pair Skating 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. If in an element there is any kind of mistake that requires a reduction, the starting GOE cannot be higher than +4.

General recommendations are as follows:

**FOR + 1: 1 bullet      FOR + 2: 2 bullets      FOR + 3: 3 bullets**  
**FOR + 4: 4 bullets      FOR + 5: 5 or more bullets**

**FOR starting and final GOE of + 4 and +5 THE FIRST TWO bullets highlighted in bold must be present**

### Single Skating

<b>Jump Elements</b>	<b>1) very good height and very good length (of all jumps in a combo or sequence)</b> <b>2) good take-off and landing</b> 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry/ <u>exit</u> 5) very good body position from take-off to landing 6) element matches the music
<b>Spins</b>	<b>1) good speed and/or acceleration during spin</b> <b>2) good controlled, clear position(s) (inc. height and air/landing position in flying spin)</b> 3) effortless throughout 4) maintaining a centered spin 5) creativity 6) element matches the music
<b>Step Sequence</b>	<b>1) deep edges, clean steps and turns, control of the whole body</b> <b>2) element matches the music</b> 3) effortless throughout with good energy, flow and execution 4) creativity of body movements including variations of free foot 5) good ice coverage or interesting pattern 6) good acceleration and deceleration
<b>Choreographic Sequence</b>	<b>1) element matches the music and reflects the concept/character of the program</b> <b>2) creativity</b> 3) effortless throughout with good energy, flow and execution 4) varied directions and pattern 5) good clarity and precision 6) excellent commitment and control of the whole body
<b>Choreographic Spin</b>	<b>1) element matches the music and reflects the concept/character of the program</b> <b>2) creativity</b> 3) effortless throughout 4) a highlight of the program 5) good controlled position(s) matching the music 6) intentional use of speed matching the music

## Pair Skating

<b>Lifts</b>	<b>1) very good take-off and landing</b> <b>2) good speed, flow and ice coverage</b> 3) effortless throughout (including rotation and change of position) 4) very good air positions 5) smooth footwork of man 6) element matches the music
<b>Twist Lifts</b>	<b>1) good height of woman in air position</b> <b>2) clean catch</b> 3) effortless throughout 4) good take-off and exit 5) very good speed and flow 6) element matches the music
<b>Jump Elements</b>	<b>1) very good unison</b> <b>2) good take off and landing</b> 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry/ <u>exit</u> 5) <u>very good height and very good length (of all jumps in a combo or sequence)</u> 6) element matches the music
<b>Throw Jumps</b>	<b>1) very good height and very good distance</b> <b>2) good speed, flow and control on release and landing</b> 3) effortless throughout 4) difficult, unexpected or creative entry/ <u>exit</u> by woman or man 5) very good air position 6) element matches the music
<b>Solo Spins</b>	<b>1) very good unison</b> <b>2) good controlled, clear position(s) (inc. height and air/landing position in flying spin)</b> 3) effortless throughout 4) <u>good speed and/or acceleration during spin</u> 5) creativity 6) element matches the music
<b>Pair Spins</b>	<b>1) good control throughout by both partners</b> <b>2) good speed and/or acceleration during spin</b> 3) effortless throughout 4) <u>good control and balance on entry and exit</u> 5) creativity 6) element matches the music
<b>Death Spirals</b>	<b>1) very good positions of both partners</b> <b>2) good flow and speed throughout (including entry and exit)</b> 3) effortless throughout 4) good controlled transition into required positions and on exit 5) good/continuous edges demonstrated by man and woman 6) element matches the music
<b>Step Sequence</b>	<b>1) deep edges, clean steps and turns, control of the whole body</b> <b>2) element matches the music</b> 3) effortless throughout with good energy, flow and execution 4) good unison and distance between partners 5) creativity of body movements including variations of free foot 6) good ice coverage or interesting pattern
<b>Choreographic Sequence</b>	<b>1) element matches the music and reflects the concept/character of the program</b> <b>2) creativity</b> 3) effortless throughout with good energy, flow and execution 4) varied directions and pattern 5) oneness 6) excellent commitment and control of the whole body
<b>Choreographic Pair Lift</b>	<b>1) element matches the music and reflects the concept/character of the program</b> <b>2) creativity</b> 3) effortless throughout 4) a highlight of the program
<b>Choreographic Pair Spin</b>	5) good controlled position(s) matching the music 6) intentional use of speed matching the music

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

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. Errors with a grey background must not have the higher than +2 starting GOE.

#### REDUCTIONS FOR ERRORS SINGLES

##### FOR ALL ELEMENTS:

Elements executed fully or partly when music is not playing -1 to -4

Fall -5

#### JUMP ELEMENTS

<b>SP:</b> Jump element with * or not according to the requirements, <b>final GOE must be</b>	-5	Weak landing, scratching, or wrong edge in landing	-1 to -3
Downgraded, sign <<	-3 to -4	Poor speed, height, distance, or air position	-1 to -3
Multiple "q" signs in jump combo/seq		Loss of flow/direction/rhythm in combo/seq	
Landing on two feet		Long preparation	
Stepping out of landing		Landed on the quarter, sign "q"	-2
<u>2 three turns between jumps</u>	-2 to -4	Change of edge between jumps	-1 to -2
Wrong edge take-off F/Lz, sign "e"		Unclear edge take-off F/Lz, sign "!"	
Poor take-off		Touch down with one hand or free foot	
Under-rotated, sign <		Less than quarter missing, no sign	-1
Touch down with both hands	-2 to -3	Unclear edge take-off F/Lz, no sign	
<u>Euler executed as step over</u>			
<b>FS:</b> Jump with no value in combo/seq, not with*			

#### SPINS

Missing 3 or more revolutions	-3 to -4	Traveling	-1 to -3
Change of foot poorly done	-2 to -3	Slow or reduction of speed	
Poor fly and incorrect take-off or landing		Does not correspond to the music	
Missing 1 or 2 revolutions	-1 to -2	Poor, weak, or awkward position(s)	
		Touch down with free foot or hand(s)	
		Loss of balance	
		Poor exit	

#### STEPS

Partly or fully not correspond to the music	-1 to -4	Poor quality of steps and turns	-1 to -3
<b>SP:</b> Listed jumps of more than <u>1.5</u> revs	-1	Poor quality of body positions	
		Lack of flow and energy	
		Stumble	

#### CHOREOGRAPHIC ELEMENTS

Partly or fully not correspond to the music	-1 to -4	Does not highlight choreography	-1 to -3
Lack of connection between movements	-2 to -3	Poor quality of movements/positions	
		Loss of control, stumble	
		Lack of energy	
		Weak execution	
		Small pattern	

## REDUCTIONS FOR ERRORS PAIR SKATING

### FOR ALL ELEMENTS:

Elements executed fully or partly when music is not playing -1 to -4

Fall -5

### LIFTS

Serious problems in the descent of the lift	-3 to -4	Long preparation, poor take-off	-1 to -3
Serious problems in the lifting process	-3	Too long getting into position or variation	
Woman starts or lands on two feet	-2	Poor, awkward position in the air or landing	
Slight problems in the descent of the lift	-1 to -2	Poor speed and/or ice coverage	
Slight problems in the lifting process		Poor turns by man and/or stops in rotation	
Touch down with the free foot	-1	Weak landing	

### TWIST LIFTS

Serious problems on the catch	-3 to -4	Poor take-off (scratching, poor speed, no toe-pick)	-1 to -3
Downgraded, sign <<	-2 to -4	Poor height or distance	
Woman lands on two feet	-2 to -3	Long preparation	-1 to -2
Touch down with the free foot	-1	Slight problems on the catch	
		Weak landing (poor speed, bad positions)	

### JUMP ELEMENTS, THROW JUMPS

Downgraded, sign <<	-3 to -4	Poor speed, height, distance, air position	-1 to -3
Multiple "q" signs in jump combo/seq		Big distance between partners (solo jumps)	
Landing on two feet		Lack of unison	
Stepping out of landing		Loss of flow/direction/rhythm between jumps	
Unequal number of revs by partners in 2 jumps		Weak landing, scratching, or wrong edge in landing	
2 three turns between jumps		Long preparation	
Wrong edge take-off F/Lz, sign "e"	-2 to -4	Landed on the quarter, sign "q"	-2
Poor take-off		Change of edge between jumps	-1 to -2
Unequal number of revs by partners in 1 jump	-1 to -2	Touch down with one hand or free foot	
Under-rotated, sign <	-2 to -3	Unclear edge take-off F/Lz, sign "I"	
Touch down with both hands		Man's poor position at take-off (throw jump)	
Euler executed as step over		Less than quarter missing, no sign	-1
<b>FS:</b> Jump with no value in combo/seq, not with*		Unclear edge take-off F/Lz, no sign	

### SOLO AND PAIR SPINS

Missing 3 or more revs	-3 to -4	Traveling	-1 to -3
Change of foot poorly done	-2 to -3	Slow or reduction of speed	
Poor fly or incorrect take-off or landing		Does not correspond to the music	
Missing 1 or 2 revs	-1 to -2	Poor, weak, awkward position(s)	
Touch down with free foot or hand(s)	-1 to -2	Loss of balance	
Stop or lack of continuous movement during Pair spin (except when changing direction)		Poor exit	
		Big distance between partners (solo spin)	
		Lack of unison	

### DEATH SPIRALS

Poor pivot position (losing toe pick etc)	-2 to -4	Poor, weak, awkward position(s)	-1 to -3
Any part of the woman's body (not hair) touching the ice	-1 to -2	Man/woman's position too high, less than 1 rev	
		Weak edge quality	
		Slow or reduction of speed	
		Poor entry or exit	

### STEPS

Partly or fully not correspond to the music	-1 to -4	Partly or fully not correspond to the music	-1 to -4
Poor quality of steps and turns	-1 to -3	Lack of connection between movements	-2 to -3
Poor quality of body positions		Does not highlight choreography	-1 to -3
Lack of flow and energy		Poor quality of movements/positions	
Stumble		Loss of control, stumble	
Lack of unison and spatial awareness		Lack of energy	
		Weak execution	
		Small pattern	

### CHOREOGRAPHIC ELEMENTS

## IV. Changes and clarifications for GOE and Program Components for 2026/27

### Single and Pair Skating GOE evaluation

In case of any of the following errors, the starting GOE cannot be higher than +2:

Fall  
Landing on two feet  
Stepping out of landing  
Wrong edge (e)  
Downgraded (<<)  
Poor take-off  
2 three turns between jumps  
Unequal number of revolutions by partners in 1 or more jumps  
Serious problems during the lift  
Serious problems on the catch of the Twist  
Spins with missing revolutions – Short Program  
Spins with change of foot with poor change  
Spins with poor fly and/or incorrect take-off or landing  
Step Sequences and Choreographic Sequences not partly or fully correspond to the music  
Multiple errors in any element (e.g. in a jump element both “!” and “<”, in a spin element slowing down and traveling)

### JUMPS

#### **Euler in between two listed jumps in jump combinations/sequences:**

Euler (Eu) missing any revolution will not be evaluated by the Technical Panel. If the Euler is not clearly jumped or it is executed as a step over, the Judges will apply a reduction of -2 to -3 in GOE.

Poor take-off: For example a toe-assisted jump is taken off from the full blade, Toe Loop is executed like a Toe Axel, the take-off to Salchow is assisted with the free foot on the ice or there is excessive rotation on the ice at the take-off. The reduction in GOE is -2 to -4 and the maximum starting GOE is +2.

2 three turns between jumps: If the skater executes 2 three turns between jumps in a jump combination or sequence, the reduction in GOE is -3 to -4 and the maximum starting GOE is +2.

**In Short Program**, the final GOE must be -5 if the Jump Element is with \* or is not according to requirements. This means for example that the Jump Element has wrong number of revolutions, jump is repeated or jump combination has the sign +COMBO.

**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.

**Free Skating:** Jump with no value in combo/seq (not with \*): For example 2F+T or A+Eu+3S. The reduction in GOE is -2 to -3. Note that if there is \* in a jump element in Free Skating, there is no reduction in GOE.

## SPINS

Change of foot poorly done: The reduction refers to changes of foot where there is a clear curve of exit or a long curve of entry. If the skater changes the foot with a jump, the quality of the execution is evaluated in the GOE of the spin. The reduction for poor change is – 2 to -3 and the maximum starting GOE is +2.

Camel position: If the free leg drops down for a long time while preparing for a difficult camel variation, the Judges will apply the GOE reduction for “poor, weak or awkward position(s)”.

Difficult entrance and/or difficult exit are part of the spin and have an impact on the GOE of the element. In case of poor exit from the spin, the reduction in GOE is -1 to -3.

In flying spins there must be no touch down of the free foot on the landing of the spin. In case of a touch down, judges must reduce their GOE by -1 to -3.

The GOE reduction for poor fly and/or incorrect take-off or landing applies to both flying spins and spins with a flying entrance. In this case the reduction is -2 to -3 and the maximum starting GOE is +2.

## STEP SEQUENCES

Single Skating Short program: Unlisted jumps (any number of revolutions) and listed jumps (with maximum one and half revolution) may be included in the step sequence without any penalties. Listed jumps of not more than one and half revolution included in the sequence will not be called and will not occupy a box. In case of listed jumps of more than 1.5 revs, the reduction in GOE is -1.

Creativity including body movements and variations of free foot: This positive bullet includes creative and varied body movements and different placements of the free foot (forwards, sideways, backwards/supported or unsupported) during the step sequence.

## CHOREOGRAPHIC ELEMENTS:

Does not highlight choreography: The movements should reflect and support the composition of the program.

Lack of connection between movements (Choreographic Sequence): There should be no gaps between movements, everything should be threaded together.

## LIFTS

If a two foot take-off is done as part of a difficult entry, no reduction for starting on two feet is needed. The judges still evaluate the quality of the take-off even if two foot take-off is allowed.

## PAIR SPIN COMBINATION

The revolutions executed while the woman is being lifted count to the total number of revolutions.

In case of poor exit from the pair spin combination, the reduction in GOE is -1 to -3.

## DEATH SPIRAL

If the woman or man has less than 1 revolution in a low position, the reduction in GOE is -1 to -3.

## Program Components evaluation

If a program contains 1 Serious error, the maximum score for each program component is 9.50.

If a program contains 2 or more Serious errors, the maximum score for each program component is 8.75.

Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program.

When awarding Program Components when there have been serious error(s), ensure each mark accurately meets the criteria for that range of mark even with serious errors.

## Program Components – Single & Pairs, Ice Dance and Synchronized Skating

Composition	Presentation	Skating Skills
The intentional, developed and / or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure.	The demonstration of engagement, commitment and involvement based on an understanding of the music and composition.	The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control.
Multidimensional movements and use of space	Expressiveness & projection	Variety of edges, steps, turns, movements and directions
Connections between and within the elements	Variety and contrast of energy and of movements	Clarity of edges, steps, turns, movements and body control.
Choreography reflecting musical phrase and form	Musical sensitivity and timing	Balance and glide
Pattern and ice coverage	Oneness and awareness of space (Pair Skating, Ice Dance, Synchronized Skating)	Flow
Unity		Power and speed
		Unison (Pair Skating, Ice Dance, Synchronized Skating)

Serious Error(s)			
Serious errors are falls and/or mistakes which result in a break in the delivery of the program. This break can be minimal or more pronounced and noticeable. These errors must be reflected in the mark awarded for each program component. The consequence depends on the severity and impact they have on the fluidity and continuity of the program. The following guideline should be used.			
Category	Mark range	Definition	Errors
Platinum	10	Outstanding	No errors
Diamond	9.75	Excellent	No serious errors
	9.00 – 9.50*		Only 1 serious error
Gold	8.00 – 8.75**	Very good	2 or more serious errors
	7.00 – 7.75	Good	
Green	6.00 – 6.75	Above average	<b>For all Components:</b> *When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above.  <b>Note:</b> For the above to apply, the program as a whole is still deemed to be "Excellent". **When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.
	5.00 – 5.75	Average	
Orange	4.00 – 4.75	Below average	
	3.00 – 3.75	Weak	
Red	2.00 – 2.75	Poor	
	1.00 – 1.75	Very poor	
	0.25 – 0.75	Extremely poor	

Note: an error by both partners, happening at the same time or not (e.g. Fall by 2) must be considered as 2 errors. Note: this basic principle applies equally when the errors occur within an element and/or outside an element.