

Communication No. 2701

SINGLE & PAIR SKATING

Levels of Difficulty and Guidelines for marking Grade of Execution and Program Components Season 2025/26

This replaces Communication No. 2623

- 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 (season 2025/26)

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

Step Sequences	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction 3) Use of body movements for at least 1/3 of the pattern 4) Two 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.
All Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance 6) Difficult exit 7) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback, Biellmann or difficult variation of an upright position 8) Both directions immediately following each other in sit, camel, Layback or difficult variation of an upright position 9) Clear increase of speed in camel, sit, Layback, Biellmann or difficult variation of an upright position (except in crossfoot spin) 10) At least 8 rev. without changes in position/variation, foot or edge (camel, Layback, difficult variation of any basic position or for combinations only non-basic position) 11) Difficult variation of flying entry in flying spins/spins with a flying entrance 12) Difficult blade feature in camel, sit, Layback, Biellmann or difficult variation of an upright position <p>Additional features for the Layback spin:</p> <ol style="list-style-type: none"> 13) 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) 14) Biellmann position after Layback spin (SP – after 8 revolutions in Layback spin for Junior/Senior and after 6 revolutions for Advanced Novice) <p>Features 2-9, 11-14 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).</p> <p>Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).</p> <p>In any spin only two (2) difficult variations are counted for level features.</p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>

ELEMENTS REQUIREMENTS (see also changes and clarifications on the next page)

Jumps

1. 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 revolution less.
2. Correct take-off edge in F/Lz: signs “e” and “!” indicate an error. The base values of the jumps with the sign “e” are listed in the 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.

Spins

1. 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.
2. 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.
3. 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.
4. 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.

Changes and clarifications for Technical Elements for season 2025/26

Single Skating

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.

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 sequences:

A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump in to the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value.

Spins:

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

Difficult change of position on the same foot

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

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

Windmill (illusion) is considered as a difficult movement for a feature only if it reaches close to a split position (at least 135 degrees). It can be awarded as a feature for spins only once in a program. Windmill is no longer considered as a difficult entry or exit.

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. 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:

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.

Choreographic sequences:

A Choreographic Sequence consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of 2 revolutions, spins, etc. Steps and turns may be used to link the two or more different movements together.

LEVELS OF DIFFICULTY, PAIR SKATING, SEASON 2025/26

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

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

ELEMENTS REQUIREMENTS (see also changes and clarifications on the next page)

Solo and Pair Spin combinations

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

Jump elements

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

Changes and clarifications for Technical Elements for season 2025/26

Pair Skating

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 sequences:

A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump in to the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value.

Lifts:

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.

In Group 5 Reverse Lasso Lift (5RLi) when both partners skate forwards, this is considered as a difficult variation of take-off.

Twist lifts:

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

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.

Windmill (illusion) is considered as a difficult movement for a feature only if it reaches close to a split position (at least 135 degrees). It can be awarded as a feature for spins only once in a program. Windmill is no longer considered as a difficult entry or exit.

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. The difficult blade feature is not considered as a difficult exit.

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/or exit is one feature and only one of them will count as a level feature. 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.

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".

Step sequences:

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.

Choreographic sequences:

A Choreographic Sequence consists of at least two different skating movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of 2 revolutions, spins, small lifts etc. Steps and turns may be used to link the two or more different movements together.

II. Updated Guidelines for marking +GOE of Single/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 +3.

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 THREE bullets highlighted in bold must be present

Single Skating

Jump Elements	1) very good height and very good length (of all jumps in a combo or sequence) 2) good take-off and landing 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry 5) very good body position from take-off to landing 6) element matches the music
Spins	1) good speed and/or acceleration during spin 2) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 3) effortless throughout 4) maintaining a centered spin 5) creativity 6) element matches the music
Step Sequences	1) deep edges, clean steps and turns, control of the whole body 2) element matches the music 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
Choreographic Sequences	1) element matches the music and reflects the concept/character of the program 2) creativity 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

Pair Skating

Lifts	<ol style="list-style-type: none"> 1) very good take-off and landing 2) good speed, flow and ice coverage 3) effortless throughout (including rotation and change of position) 4) very good air positions 5) smooth footwork of man 6) element matches the music
Twist Lifts	<ol style="list-style-type: none"> 1) good height of woman in air position 2) clean catch 3) effortless throughout 4) good take-off and exit 5) very good speed and flow 6) element matches the music
Jump Elements	<ol style="list-style-type: none"> 1) very good unison 2) very good height and very good length (of all jumps in a combo or sequence) 3) effortless throughout (including rhythm in jump combo or sequence) 4) steps before the jump, unexpected or creative entry 5) good take off and landing 6) element matches the music
Throw Jumps	<ol style="list-style-type: none"> 1) very good height and very good distance 2) good speed, flow and control on release and landing 3) effortless throughout 4) difficult, unexpected or creative entry/exit by woman or man 5) very good air position 6) element matches the music
Solo Spins	<ol style="list-style-type: none"> 1) very good unison 2) good speed and/or acceleration during spin 3) effortless throughout 4) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 5) creativity 6) element matches the music
Pair Spins	<ol style="list-style-type: none"> 1) good control throughout by both partners 2) good speed and/or acceleration during spin 3) effortless throughout 4) good controlled, clear position(s) (inc. height and air/landing position in flying spin) 5) creativity 6) element matches the music
Death Spirals	<ol style="list-style-type: none"> 1) very good positions of both partners 2) good flow and speed throughout (including entry and exit) 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
Step Sequences	<ol style="list-style-type: none"> 1) deep edges, clean steps and turns, control of the whole body 2) element matches the music 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
Choreo Sequences	<ol style="list-style-type: none"> 1) element matches the music and reflects the concept/character of the program 2) creativity 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

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

Elements with no value are indicated to the Panel of Judges. GOE of such elements does not influence the result. In case of multiple errors the corresponding reductions are added. However in Pair Skating the reduction applied for a mistake of one partner or the **same** mistake by both partners remains the same. Errors with a grey background must not have higher than +2 starting GOE.

SINGLE SKATING REDUCTIONS FOR ERRORS

Element executed fully or partly when music is not playing -1 to -4			
JUMP ELEMENTS			
SP: Jump element with * or not according to requirements final GOE must be	GOE -5	Poor take-off	-2 to -4
Fall	-5	Euler executed as step over	-1 to -3
Landing on two feet in a jump	-3 to -4	Changes of edge in between jump combo/seq	-1 to -2
Stepping out of landing in a jump	-3 to -4	2 three turns in between (jump combo/seq.)	-2 to -3
Downgraded (sign <<)	-3 to -4	Poor speed, height, distance, or air position	-1 to -3
Under-rotated (sign <)	-2 to -3	Touch down with both hands in a jump	-2 to -3
Landed on the quarter (sign q)	-2	Touch down with one hand or free foot (including in between jumps)	-1 to -2
Multiple "q" signs in jump combo/seq	-3 to -4	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Less than quarter missing (no sign)	-1	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Long preparation	-1 to -3
Unclear edge take off F/Lz (sign "!")	-1 to -2	FS: Jump with no value in combo/seq (not with *)	-3 to -4
Unclear edge take off F/Lz (no sign)	-1		
SPINS			
Fall	-5	Poor, weak or awkward position(s)	-1 to -3
Missing 1 or 2 revolutions	-1 to -2	Slow or reduction of speed	-1 to -3
Missing 3 or more revolutions	-3 to -4	Touch down with free foot or hand(s)	-1 to -3
Change of foot poorly done (including curve of entry/exit except when changing direction)	-2 to -3	Loss of balance	-1 to -3
Poor fly and/or incorrect take-off or landing	-2 to -3	Unbalanced number of revolutions in change foot spin	-1
Traveling	-1 to -3		
Does not correspond to the music	-1 to -3	Poor exit	-1 to -3
STEPS			
SP: Listed jumps of more than one revolution	-1	Poor quality of steps and turns	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	Small pattern	-1 to -3
CHOREOGRAPHIC SEQUENCE			
Fall	-5	Stumble	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Loss of control/Lack of energy	-1 to -3
Lack of connection between choreographic movements	-2 to -3	Poor quality of movements/positions	-1 to -3
Small pattern	-1 to -3	Does not highlight choreography	-1 to -3

PAIR SKATING

REDUCTIONS FOR ERRORS

Element executed fully or partly when music is not playing -1 to -4			
LIFTS			
Fall	-5	Poor speed and/or ice coverage	-1 to -3
Serious problems in the lifting process	-3	Poor turns by man and/or stops in rotation	-1 to -3
Slight problems in the lifting process	-1 to -2	Weak landing	-1 to -3
Serious problems on the descent of the lift	-3 to -4	Too long getting into a basic position or its variation	-1 to -3
Slight problems on the descent of the lift	-1 to -2	Touch down with the free foot	-1
Woman starts or lands on two feet	-2	Long preparation	-1 to -2
Poor positions in the air or on landing	-1 to -3	Poor take-off	-1 to -3
Awkward position(s)	-1 to -3		
TWIST LIFTS			
Fall	-5	Touch down with the free foot	-1
Serious problems on the catch	-3 to -4	Poor height or distance	-1 to -3
Slight problems on the catch	-1 to -2	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -3
Woman lands on two feet	-2 to -3	Weak landing (poor speed, bad positions)	-1 to -2
Downgraded (sign <<)	-2 to -4	Long preparation	-1 to -2
JUMP ELEMENTS, THROW JUMPS			
Fall	-5	Poor speed, height, distance, air position	-1 to -3
Landing on two feet	-3 to -4	Big distance between partners – jump elements	-1 to -3
Stepping out of landing in a jump	-3 to -4	Poor take-off	-2 to -4
Downgraded (sign <<)	-3 to -4	Loss of flow/direction/rhythm between jumps (combo/seq.)	-1 to -3
Under-rotated (sign <)	-2 to -3	Man's poor position at take-off – throw jump	-1 to -2
Landed on the quarter (sign q)	-2	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -3
Multiple "q" signs in jump combo/seq	-3 to -4	Long preparation	-1 to -3
Less than quarter missing (no sign)	-1	Euler executed as step over	-1 to -3
Wrong edge take off F/Lz (sign "e")	-2 to -4	Touch down with both hands in a jump	-2 to -3
Unclear edge take off F/Lz (sign "!")	-1 to -2	Touch down with one hand or free foot (including in between jumps)	-1 to -2
Unclear edge take off F/Lz (no sign)	-1	Lack of Unison	-1 to -3
Unequal number of revs by partners in 1 jump	-1 to -2	Changes of edge in between jump combo/seq	-1 to -2
Unequal number of revs by partners in 2 or more jumps	-3 to -4	2 three turns in between – jump combo/seq.	-2 to -3
FS: Jump with no value in combo/seq (not with *)	-3 to -4		
SOLO AND PAIR SPINS			
Fall	-5	Poor, weak or awkward position(s)	-1 to -3
Missing 1 or 2 revolutions	-1 to -2	Traveling	-1 to -3
Missing 3 or more revolutions	-3 to -4	Slow or reduction of speed	-1 to -3
Change of foot poorly done	-2 to -3	Stop or lack of continuous movement during spin (except when changing direction)	-1 to -2
Poor fly and/or incorrect take-off or landing	-2 to -3	Big distance between partners	-1 to -3
Poor exit	-1 to -3	Lack of Unison	-1 to -3
Touch down with both hands	-2	Loss of balance	-1 to -3
Touch down with free foot or one hand	-1 to -2	Does not correspond to the music	-1 to -3
DEATH SPIRALS			
Fall	-5	Any part of the woman's body (not the hair) touching the ice	-1 to -2
Poor pivot position (losing toe pick etc.)	-2 to -4		
Poor, weak or awkward position of the woman (too high/less than 1 rev in low position) or man	-1 to -3	Slow or reduction of speed	-1 to -3
Woman's or man's weak edge quality	-1 to -3	Poor entry or exit	-1 to -3
STEPS			
SP: Listed jumps of more than one revolution	-1	Poor quality of steps and turns	-1 to -3
		Small pattern	-1 to -3
Fall	-5	Poor quality of body positions	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Lack of flow and energy	-1 to -3
Stumble	-1 to -3	Lack of Unison and spatial awareness	-1 to -3
CHOREOGRAPHIC SEQUENCE			
Fall	-5	Stumble	-1 to -3
Partly or fully does not correspond to the music	-1 to -4	Loss of control/Lack of energy	-1 to -3
Lack of connection between choreographic movements	-2 to -3	Poor quality of movements/positions	-1 to -3
Small pattern	-1 to -3	Does not highlight choreography	-1 to -3

IV. Changes and clarifications for GOE and Program Components for season 2025/26

Single and Pair Skating GOE evaluation

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

Fall
Landing on two feet
Stepping out of landing
Wrong edge (e)
Downgraded (<<)
Jump with no value in combo/seq (not with *) – Free Skating
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 do 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

Single Euler in between two listed jumps in jump combinations: Single Euler (1Eu) missing half a revolution or more will be considered as downgraded (<<). In this case the Judges will apply the reduction for a downgraded jump. If the Single Euler is missing less than half a revolution, it will not be considered as under-rotated (<) or as landed on the quarter (q) by the Technical panel. If the Single Euler is not clearly jumped or it is executed as a step over, the Judges will apply a reduction of -1 to -3 in GOE.

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.

Changes of edge in between jump combo/seq: The reduction in GOE is -1 to -2.

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.

Touch down of the free foot in between jumps: The reduction in GOE is -1 to -2.

Multiple “q” signs in jump combo/seq: The reduction in GOE is -3 to -4.

Free Skating: Jump with no value in combo/seq (not with *): For example 2F+T or A+1Eu+3S.

The reduction in GOE is -3 to -4. Note that if there is * in a jump element in Free Skating, there is no reduction in GOE.

SPINS

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 maximum starting GOE is +2 and the reduction is -2 to -3.

STEP SEQUENCES

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 SEQUENCES

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

Lack of connection between choreographic movements: 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 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.

Similar limitations must be applied to all levels of Skaters from extremely poor to outstanding.

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	For all Components: *When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above. Note: 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.