



## Updated Guidelines

### in establishing GOE for errors in Short Program and Free Skating

#### Single Figure 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.

### REDUCTIONS FOR ERRORS

#### JUMP ELEMENTS

SP: Combo of one jump final GOE must be	-3	Downgraded (sign )	-2 to -3
SP: No required preceding steps/movements	-3	Under-rotated (sign )	-1 to -2
SP: Break between required steps/movements & jump/only 1 step/movement preceding jump	-1 to -2	Lacking rotation including half loop in combination	-1
Fall	-3	Poor speed, height, distance, air position	-1 to -2
Landing on two feet in a jump	-3	Touch down with both hands at landing	-2
Stepping out of landing in a jump	-2 to -3	Touch down with one hand or free foot at landing	-1
2 three turns in between (jump combo)	-2	Loss of flow/direction/rythm between jumps (combo/sequence)	-1 to -2
Severe wrong edge take off F/Lz (sign "e")	-2 to -3	Week landing (bad position/wrong edge/scratching on the toe, ect...)	-1 to -2
Unclear wrong edge take off F/Lz (sign "l")	-1 to -2	Poor take-off	-1 to -2
Unclear wrong edge take off F/Lz (no sign)	-1	Long preparation	-1 to -2

#### SPINS

SP: Prescribe air position not attained (flying spins)	<b>-1 to -2</b>	Poor/awkward, unnaesthetic position(s)	-1 to -3
Fall	-3	Traveling	-1 to -3
Touch down with both hands	-2	Slow or reduction of speed	-1 to -3
Touch down with free foot or one hand	<b>-1 to -2</b>	Change of foot poorly done (including cuve of entry/exit except when changing direction)	-1 to -3
Less than required revolutions	<b>-1 to -2</b>	Poor fly (Flying spins/entry)	-1 to -3
Incorrect take-off or landing in flying spins	<b>-1 to -2</b>	Repetition of long traveling entrance	-1

#### STEPS

SP : listed jump with more than half rev. included		Poor quality of steps, turns, positions	-1 to -3
Fall	-3	Stumble	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Does not correspond to the music	-1 to -2

#### CHOREOGRAPHIC SEQUENCES

Fall	-3	Stumble	-1 to -2
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2
No choreography linking the elements	-2 to -3	Poor choreography linking the elements	-1 to -2

Reference « WIFSA Rules 2017 »

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