

INTERNATIONAL SKATING UNION

Communication No. 1672

SINGLE & PAIR SKATING

Amendments to the Scale of Values, Guidelines for marking Grade of Execution and Levels of Difficulty, season 2011 -2012

I. Scale of Values (SOV)

The following changes of the SOV published in the ISU Communication 1611 will be made:

		+3	+2	+1	BASE	BASE<	-1	- 2	-3
SINGLE AND PAIR SKATING									
Jumps									
Double Toeloop	2T	0,6	0,4	0,2	1,3	0,9	-0,2	-0,4	-0,6
Double Salchow	2S	0,6	0,4	0,2	1,3	0,9	-0,2	-0,4	-0,6
Step and Spiral Sequences									
Step Sequence – any pattern (Straight Line, Circular, Serpentine)									
Level 1	SI/Ci/Se1	1,5	1,0	0,5	1,8		-0,3	-0,6	-0,9
Level 2	SI/Ci/Se2	1,5	1,0	0,5	2,6		-0,3	-0,6	-0,9
Level 3	SI/Ci/Se3	1,5	1,0	0,5	3,3		-0,7	-1,4	-2,1
Level 4	SI/Ci/Se4	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	3,9		-0,7	-1,4	-2,1
Choreo Step Seq.	ChSt	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	2,0		-0,5	-1,0	-1,5
Choreo Spirals	ChSp	<u>2,1</u>	<u>1,4</u>	<u>0,7</u>	2,0		-0,5	-1,0	-1,5
PAIR SKATING									
Throws									
Double Toeloop	2TTh	1,5	1,0	0,5	2,5	1,8	-0,5	-1,0	-1,5
Double Salchow	2STh	1,5	1,0	0,5	2,5	1,8	-0,5	-1,0	-1,5
Double Loop	2LoTh	1,5	1,0	0,5	2,8	2,0	-0,5	-1,0	-1,5

II. Updated Guidelines for marking +GOE of Single/Pair Elements

Choreo Step Sequences (Singles)	<ol style="list-style-type: none"> 1) good energy and execution 2) good speed or acceleration during sequence 3) good clarity and precision 4) good control and commitment of whole body to accuracy of steps 5) creativity and originality 6) effortless throughout 7) reflecting concept/character of the program 8) element matched to the musical structure
Choreo Spiral Sequences (Singles)	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed during sequence 3) good body line and full extension 4) good flexibility 5) creativity and originality 6) ability to attain positions and variations quickly and effortlessly 7) reflecting concept/character of the program 8) element matched to the musical structure

Choreo Spiral Sequences (Pairs)	<ol style="list-style-type: none"> 1) good flow, energy and execution 2) good speed during sequence 3) good body line and full extension of both partners 4) good flexibility of both partners 	<ol style="list-style-type: none"> 5) creativity and originality 6) ability to attain positions and variations quickly and effortlessly 7) reflecting concept/character of the program 8) element matched to the musical structure
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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.

SINGLE SKATING

Errors for which final GOE must be in the minuses	Reduction/ other	Errors for which final GOE is not restricted	Reduction/ other
JUMP ELEMENTS			
SP: One or more rev. less than required	GOE -3	Poor speed, height, distance, air position	-1 to -2
SP: Combo consisting of one jump only	GOE -3	Lacking rotation (no sign)	-1
Downgraded (sign <<)	-2 to -3	Under-rotated (sign <)	-1 to -2
SP: No required steps/movements preceding jump	-3	SP: Break between required steps/movements & jump/only one step/movement preceding jump	-1 to -2
Fall	-3	Poor take-off	-1 to -2
Landing on two feet in a jump	-3	Loss of flow/rhythm between jumps (combo/seq.)	-1 to -2
Stepping out of landing in a jump	-2 to -3	Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
Touch down with both hands in a jump	-2	Long preparation	-1 to -2
2 three turns in between (jump combo)	-2	Touch down with one hand or free foot	-1
Starting from wrong edge in F/Lz (sign "e")	-2 to -3	Unclear edge at take-off in F/Lz (sign "e")	-1 to -2
SPINS			
Fall	-3	Less than required revolutions	-1 to -2
SP: Position in the air not attained (flying spin)	-2 to -3	Poor/awkward position(s), slow, traveling	-1 to -3
Touch down with both hands	-2	FS: Pos. in the air not attained (flying spin/entry)	-1 to -3
		Change of foot poorly executed (curve of entry/exit, moving to intermediate position etc.)	-1 to -3
		Incorrect take-off or landing in a flying spin	-1 to -2
		Touch down with free foot or one hand	-1
STEPS			
Fall	-3	SP: Incorrect pattern	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Poor quality of steps, turns, positions	-1 to -3
		Stumble	-1 to -2
		Does not correspond to the music	-1 to -2
		SP: Listed jumps with more than half rev. included	-1
SPIRALS			
Fall	-3	Poor positions	-1 to -3
		Stumble	-1 to -2
		Poor edge quality	-1 to -2

PAIR SKATING

Errors for which final GOE must be in the minuses	Reduction/ other	Errors for which final GOE is not restricted	Reduction/ other
LIFTS			
Fall	-3	Poor positions in the air or on landing	-1 to -3
Serious problems in the lifting process	-3	Poor speed and/or distance	-1 to -3
Lady collapses on partner	-2	Poor turns by man	-1 to -3
Lady starts or lands on two feet	-2	Poor take-off/weak landing	-1 to -3
		Long preparation	-1
		Touch down with the free foot	-1
TWIST LIFTS			
SP: Single.	GOE -3	Poor height or distance	-1 to -3
Fall	-3	Poor take-off (poor speed, serious scratching, no toe-pick)	-1 to -2
Lady collapses on partner	-2 to -3	Catch assisted by the man's shoulder	-1 to -2
Lady is not caught in the air before landing	-2	Weak landing (poor speed, bad positions, awkward catch)	-1 to -2
Lady lands on two feet	-2	<u>Lady is not caught at the waist</u>	<u>-1 to -2</u>
Lady touches down with both hands	-2	Long preparation	-1
Downgraded (sign <<)	-2	Man exits on two feet	-1
		Touch down with the free foot	-1
JUMP ELEMENTS, THROW JUMPS			
SP: One or more rev. less than required	GOE -3	Poor speed, height, distance, air position	-1 to -2
Fall	-3	No unison – jump elements	-1 to -3
Starting or landing on two feet in a jump	-2	Big distance between partners– jump elements	-1 to -3
Stepping out of landing in a jump	-2	Poor take-off	-1 to -2
Touch down with both hands in a jump	-2	Lacking rotation (no sign)	-1
Downgraded (sign <<)	-2 to -3	Under-rotated (sign <)	-1 to -2
Unequal number of revolutions by partners	-2	Loss of flow/rhythm between jumps (combo/seq.)	-1 to -2
2 three turns in between – jump combo	-2	Poor man's position at take-off – throw jump	-1 to -2
Starting from wrong edge in F/Lz (sign "e")	-2 to -3	Unclear edge at take-off in F/Lz (sign "e")	-1 to -2
		Weak landing (bad pos./wrong edge/scratching etc)	-1 to -2
		Long preparation	-1 to -2
		Touch down with one hand or free foot	-1
SOLO AND PAIR SPINS			
Fall	-3	Less than required revolutions	-1 to -2
Touch down with both hands	-2	Poor/awkward position(s), slow, traveling	-1 to -3
		Position in the air not attained (flying spin/entry)	-1 to -3
		Change of foot poorly executed	-1 to -3
		Slow or reduction of speed	-1 to -3
		No unison, too big distance between partners	-1 to -3
		Incorrect take-off or landing (flying spin/entry)	-1 to -2
		SP, PCoSp: Change of foot not at the same time	-1 to -2
		Stop during spin (except when changing direction)	-1 to -2
		Touch down with free foot or one hand	-1
DEATH SPIRALS			
Fall	-3	Poor position of the lady (too high etc.)	-1 to -3
Wrong pivot position (losing toe pick etc.)	-2 to -3	Poor exit	-1 to -3
Lady assisted not only by the blades	-2 to -3	Slow or reduction of speed	-1 to -3
		Weak lady's edge quality	-1
STEPS			
Fall	-3	SP: Incorrect pattern	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Poor quality of steps, turns, positions	-1 to -3
		Stumble	-1 to -2
		<u>Does not correspond to the music</u>	<u>-1 to -2</u>
		SP: Listed jumps with more than half rev. included	-1
SPIRALS			
Fall	-3	Poor positions	-1 to -3
		Stumble	-1 to -2
		Poor edge quality	-1 to -2

IV. LEVELS OF DIFFICULTY, SINGLE SKATING

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

Step Sequences	<p>1) Simple variety (Level 2), variety (Level 3), complexity (Level 4) of turns and steps throughout (compulsory)</p> <p>2) Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction</p> <p>3) Use of upper body movements <u>for at least ½ of the pattern</u></p> <p>4) At least half a pattern on one foot only</p> <p>5) <u>Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) quickly executed within the sequence</u></p>
All Spins	<p>1) A difficult variation in a basic or (for spin combinations only) in an intermediate position</p> <p>2) Another difficult variation in a basic position which must be significantly different from the first one and:</p> <ul style="list-style-type: none"> ● spin in one position with change of foot – on different foot than the first one ● spin combination without change of foot – in different position than the first one ● spin combination with change of foot – on different foot and in different position than the first one <p>3) Change of foot executed by jump</p> <p>4) Backward entrance/Difficult variation of flying entrance/Landing on the same foot as take-off or changing foot on landing in a Flying Sit Spin</p> <p>5) Clear change of edge in sit (only from backward inside to forward outside), camel, <u>Layback and Biellmann position</u></p> <p>6) All 3 basic positions on both feet</p> <p>7) Both directions immediately following each other in sit or camel spin</p> <p>8) At least 8 rev. without changes in pos./variation, foot or edge (camel, <u>difficult</u> sit, layback, difficult upright), counts <u>once per spin</u></p> <p>Additional features for the Layback spin:</p> <p>9) One <u>clear</u> change of position backwards-sideways or reverse, at least 3 rev. in each position (counts also if the Layback spin is a part of any other spin)</p> <p>10) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin)</p> <p>Backward <u>and flying</u> entry, change of edge and any type of difficult spin variation count as features that can increase the Level only once per program (in the first spin they are attempted).</p> <p>For Spin Combinations with change of foot all 3 basic positions are mandatory for Levels 2 – 4 in both Short Program and Free Skating.</p> <p>For Spins with change of foot at least one basic position on each foot is mandatory for Levels 2 – 4 in Free Skating. In case this requirement is not fulfilled in Short Program, the spin will have no Level and consequently no value.</p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>

LEVELS OF DIFFICULTY, PAIR SKATING

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

Twist Lifts	<ol style="list-style-type: none"> 1) Lady's split position (each leg at least 45° from the body axis) 2) Catching the lady at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man 3) Lady's position in the air with arm(s) above the head (minimum one full revolution) 4) Difficult take-off (steps/skating moves executed by both partners immediately preceding take-off)
Lifts	<ol style="list-style-type: none"> 1) <u>Seniors: Difficult variation of the take-off and/or difficult landing variety</u> <u>Juniors: Simple variation of the take-off and/or simple landing variety (each counts as a feature)</u> 2) 1 change of hold and/or lady's position (1 rev. before and after the change, counts twice if repeated) 3) Difficult variation of the lady (one full revolution) 4) Difficult (simple for juniors) carry (not for SP) 5) One-hand-hold of the man (2 full revolutions in total <u>not counting parts shorter than 1 rev.</u>) 6) Additional revolutions of the man with one-hand-hold after 2 revolutions in 5) (only in FS and only in one lift) 7) Change of rotational direction by the man (one revolution before and after the change)
Step Sequences	<ol style="list-style-type: none"> 1) Simple variety(Level 2), variety(Levels 3–4) of turns and steps of both partners throughout (compulsory) 2) Rotations (turns, steps) 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 upper body movements <u>for at least ½ of the pattern</u> 4) Changes of pos. (crossing at least twice while doing steps and turns) for at least 1/3 of the sequence 5) Not separating at least half of the pattern (changes of holds are allowed)
Death Spirals	<ol style="list-style-type: none"> 1) Difficult entry (immediately preceding the death spiral) and/or exit 2) Change of man's pivot position (not for SP) 3) Change of lady's and/or man's arm hold (1 rev. with each hold) 4) Additional revolution(s) of the lady after the first revolution (counts as many times as repeated) <p style="text-align: center;">Features 3 and 4 are counted only if both partners are in "low" positions (see Clarifications in 1611)</p>
Solo Spins	<ol style="list-style-type: none"> 1) 1 difficult variation in a basic or (for spin combinations only) in an intermediate position 2) Another difficult variation in a basic position which must be significantly different from the first one and: <ul style="list-style-type: none"> ● spin in one position with change of foot – on different foot than the first one ● spin combination without change of foot – in different position than the first one ● spin combination with change of foot – on different foot and in different position than the first one 3) Flying or backward entrance 4) Clear change of edge in sit (only from backward inside to forward outside), camel, <u>Layback and Biellmann position</u> 5) All 3 basic positions on one foot (counts twice if executed on both feet) 6) 2 changes of foot (not for SP) 7) Both directions immediately following each other 8) At least 6 rev. without changes in pos./variation, foot and edge (camel, sit, layback, difficult upright) <p>In any spin with change of foot the maximum number of features attained on one foot is two (2). For Spins with change of foot at least one basic position on each foot is mandatory for Levels 2 – 4 both in Short Program and in Free Skating. <u>For spin combinations all 3 basic positions are mandatory for Levels 3-4 both in Short Program and in Free Skating.</u></p>
Pair Spins	<ol style="list-style-type: none"> 1) 2 changes of basic positions of both partners 2) Additional change(s) of basic positions of both partners after the 2 changes required above 3) 3 difficult variations of positions of partners, only one of which can be in intermediate position (each variation of each partner counts separately) 4) Any other difficult variation(s) of positions of partners in addition to the 3 variations required above (<u>each partner must have at least one difficult variation</u>) 5) Entrance from backward outside or inside edge 6) Both directions immediately following each other 7) At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright)

Clarifications

Clarifications published in the ISU Communication 1611 should be amended as follows:

Step Sequences (Singles and Pairs): Use of upper body movements means the visible use for a combined total of at least $\frac{1}{2}$ of the pattern of the step sequence any movements of the arms, head and torso that have an effect on the balance of the main body core.

Singles: Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order and on the same edges.

Spins (Singles): Backward and flying entry, change of edge and any type of difficult spin variation count as features that can increase the Level only once per program (in the first spin they are attempted). Normal flying camel entry does not count as a Level feature, but counts as such an attempt.

Lifts: Landing on the other foot is not automatically considered as a simple landing variety. Inside Axel take-off in 5ALi and 5SLi is considered as a difficult variation of the take-off.

Pair spins: execution of 4 difficult variations (each variation of each partner counted separately) will result in 2 Level features independent on the order of these variations if at least 2 of these variations are executed in basic positions and each partner has at least 1 variation.

Death Spirals: Difficult entry to a death spiral should be on the curve and on the leg of the death spiral and while acquiring the actual death spiral position there should be a continuous and not too prolonged movement to this position.

If during the Death Spiral Lady's head **never** reaches the level of her skating knee, the Death Spiral will have no value.

V. Additional remarks

1. The abbreviation LSp indicates not only the Layback, but also the Sideways Leaning Spin.
2. The Single and Pair Technical Committee reminds the Judges of the necessary GOE reduction in case steps and/or movements do not immediately precede the jump in the Short Program. In case of steps the take-off of the jump must be in the rhythm of these steps.

Milan,
May 5, 2011
Lausanne

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