

Communication No. 2798

ICE DANCE

Marking Guides for Novice, Junior and Senior

Communication Marking Guides effective July 1, 2026:

- Marking Guide for GOE for Pattern Dances, Pattern Dance Elements, Rhythm Dance/Free Dance
- Who's Responsible for Pattern Dances and Rhythm Dance/Free Dance
- Explanation of Symbols
- Components charts for Pattern Dances and Rhythm Dance/Free Dance

All other rules are published in the Communication for Season 2026-27 and the [Sports Rules Single & Pair Skating and Ice Dance 2026](#)

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1.0. GRADE OF EXECUTION OF REQUIRED ELEMENTS – NOVICE, JUNIOR, SENIOR

GRADE OF EXECUTION of Pattern Dance Elements & Pattern Dances 2026/27											
SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
STEPS HELD FOR THE REQUIRED NUMBER OF BEATS	Less than 75% of Steps held for required # of beats Out of Musical Structure					75% or more of Steps held for required # of beats		90% or more of Steps held for required # of beats		100% of Steps/Edges held for required # of beats (for both partners)	
Note: A Step is a shared unit when calculating total # of steps, no matter if the error is executed by one or both partners.											
FALLS/ ERRORS/ LOSS OF CONTROL	Two (2) Falls AND/OR many serious errors		One (1) Fall or Serious errors	Two (2) Stumbles or Serious errors	Stumble/ Touchdown by both Or up to 25% element missed	One (1) Touchdown / Loss of Control	Slight Loss of Control/ One (1) Touchdown (no break within the Element)			None	
Features	More negative features/errors than positive features					Basic execution – Generally correct	1 - 2 positive feature	3 - 4 positive features	5 - 6 positive features	7 - 8 positive features - no negative features/errors	More than 8 positive features - no negative features/errors
	More than 8 negative features	7 - 8 negative features	5 - 6 negative features	3 - 4 negative features	1 - 2 negative features						
NEGATIVE FEATURES						POSITIVE FEATURES					
EXECUTION THROUGHOUT ELEMENT											
1. Poor execution and/or labored and/or Loss of Control with or without additional support					1 - 4	1. Good quality - correctness, cleanness, deepness and sureness of Edges/Steps/Turns					2 - 4
2. Incorrect Steps/Turns (per each) Eg: Choctaw instead of Mohawk					1	2. Smooth and Effortless					2
3. Lack of unison					1 - 2	3. Unison and oneness throughout the element					2
4. Lack of glide and flow (movement across the ice)					1 - 3	4. Glide and flow maintained (movement across the ice)					2
5. Does not reflect character and style of the chosen rhythm					1 - 2	5. Nuances/accents reflects character and style of the chosen rhythm					1 - 2
6. Not started on the prescribed beat (for each Section/Sequence)					2	6. Body lines and carriage of both partners stylish according to the chosen Rhythm					1
7. Holds and positions incorrect and/or uncontrolled and/or variable spacing in between partners: - less than 50% of pattern..... - 50% or more of pattern.....				1	7. Holds and positions correct and/or creative, consistent and appropriate for the rhythm selected and/or with close spacing between partners					1 - 2
				2	8. Timing accurate 100%					2
8. Pattern incorrect, including crossing the long axis when not permitted					1 - 2	9. Maximum utilization of the ice surface with the correct Pattern					2

Note: Start evaluation of Required Elements with the Set Criteria

GRADE OF EXECUTION of REQUIRED ELEMENTS RD/FD 2026-27

SET CRITERIA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
MUSICALITY/ TIMING	Out of musical structure/rhythm pattern					Mostly with Musical Structure	In musical structure/rhythm pattern				
FALLS/ERRORS/ LOSS OF CONTROL	Two falls AND/OR many serious errors		One fall or serious errors	Two Stumbles Or One Serious error		One Stumble	One Touchdown	Loss of Balance without interruption in Element		NO ERROR / NEGATIVE FEATURE	
CHOREO ELEMENTS	Choreographic Element receives the “e” symbol – Reduce the GOE by one (1) grade (Not higher than +4)										
FEATURES	NEGATIVE – More negative features than positive features					Positives = Negatives	POSITIVE – More positive features than negative features			no negative features or errors	
	More than 8	7 – 8	5 – 6	3 – 4	1 – 2		1 – 2	3 – 4	5 – 6	7 – 8	More than 8
NEGATIVE FEATURES						POSITIVE FEATURES					
EXECUTED THROUGHOUT ELEMENT											
1. Poor execution and/or Element labored and/or Loss of Balance with or without additional support					1 – 4	1. Smooth and/or Effortless					2
2. Elements does not reflect choreography of the chosen Music / Rhythm / Character / Theme					1 - 3	2. Element enhances the Choreography and/or character of the chosen music/rhythm/character/theme					1-3
3.-Poor entry / Poor exit (per each)					1	3. Element reflects nuances in the music.					1 – 3
4. Poses or moves awkward or not aesthetically pleasing (per partner)					1-2	4. Entry/Exit is seamless and/or unexpected and/or creative					1 per each
5. Separation longer than permitted immediately before/after Required Elements RD: no more than 1 measure of music FD: no more than 5 sec					2	5. Body lines and pose of both partners aesthetically pleasing (per partner)					1 – 2
6. Execution not simultaneous and/or Lack of unison NOTE: STw: 1 Tw: 1 - 2 negative features, Both Tw: 2 – 4 negative features					1 - 2 2 - 4	6. Element is innovative and / OR creative and / OR Includes variety of holds					1 - 3
7. Distance within Element: More than 2 arm-lengths apart Variable spacing in between partners					1 - 2	7. Unison or Oneness throughout the element					1 - 2
8. Lacking or reducing speed of rotation and/or speed across the ice					1 – 2	8. Consistent and close spacing between partners					1 - 2
						9. Speed of rotations maintained or accelerated					1 – 2
9. Not on spot					1 – 2	10. Speed across the ice maintained or accelerated during the Element					1 – 2
10. Pattern/ Placement incorrect					1	11. Cleanness and sureness of steps and turns					2
11. Not Permitted items in any Element (when applicable) * RD: Hand in Hand, Loops, Retrogression, Stop more than one, Touching in the Non-Touch Step Style B * FD: Hand in Hand, Loops, Stops, Retrogression, Separation longer than 5 sec					2 per each	12. Exit of Twizzles performed with smooth running edge by both partners on the same Twizzle. One Twizzle: 1 Both Twizzles: 2					1 or 2
12. Stop longer than permitted in Element					2 per each	13. Junior OFT: Tw performed well not as the last difficult turn					1 – 2

Note: Start evaluation of Required Elements with the Set Criteria

2. DEDUCTION CHART (Rhythm Dance and Free Dance) – Who is Responsible (Junior and Senior)

Description	Penalty	Who is responsible
Program time violation – as per Rule 502	-1.0 for every 5 sec. lacking or in excess	Referee
Tempo specifications – Rhythm Dance: as per Rule 709 para 1.c) (iii)	-1.0 per program	Referee
Interruption in performing the program in excess of 10 seconds - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec. An interruption is defined as the time elapsed between the moment a Skater stops performing the program, until the moment he resumes performing the program (Rule 503, para 2)	-1.0 -2.0 -3.0	Referee If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If the couple resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353 1n
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption (Rule 515, para 3.b) As the values of those deductions are not the standard ones provided by Rules 353, paragraph 1.n) and 843, paragraph 1.n), the Referee must give specific instructions to the system operator and check the correct input in each instance.	-5.0	Referee If the Competitor does not resume skating within forty seconds, the Referee shall instruct the music to be stopped and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee shall apply a deduction 5.0 points as per Rules 353 Para 1n This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	-1.0	Referee
Part of the costume / decoration fall on the ice – as per Rule 501, para 2	-1.0 per program	Referee
Lift exceeding permitted duration – per lift exceeding 8 sec. (Short Lift), 10 sec. (Choreo. Lift) or 13 sec. (Combination Lift)	-1.0 per Lift	Referee
Music requirements Rhythm Dance: as per Rule 709 para 1.c) (i) and (ii) – See exceptions on Page 6 Free Dance: as per Rule 710 para 1.c) – See exceptions on Page 8	-2.0 per program	Majority deduction Referee + Judges
Costume / prop violations – as per Rule 501, para 1 Note: prop violation includes using part of the costume as a support in a Dance Lift. In this case, deduction by Referee and Judges applies, and Technical Panel gives the Level of the Dance Lift according to the Calling Specifications.	-1.0 per program	Majority deduction Referee + Judges
Violation of choreographic restrictions Rhythm Dance: as per Rule 709, para 1.d) (pattern), g) (separations), h) (stops) and i) (touching the ice with hand(s)) Free Dance: as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication.	-1.0 per program	Majority deduction Referee + Judges
Fall - per fall by one partner - per fall by both partners	-1.0 -2.0	Technical Panel Technical Specialist identifies. Technical Controller authorizes or corrects and deducts.

Description	Penalty	Who is responsible
<ul style="list-style-type: none"> • Kneeling or sliding on two knees or sitting on the ice is not allowed and it will be considered by the Technical Panel as a Fall (Rules 709 and 710, paras 1.k) unless otherwise specified in an ISU Communication. • A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e. g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1). 		
<p>Illegal Elements / Movements / Poses – as per Rule 704 para 21 The following movements and/or poses are illegal for the season 2026/27 in Rhythm Dance, Free Dance and in the Pattern Dances including the introductory and concluding steps (unless otherwise stated in an ISU Communication):</p> <p>a) sitting on the partner’s head b) standing on the partner’s shoulder c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees) d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) e) lifting partner swinging the lifted partner around without the assistance of hand(s)/arm(s) and the lifted partner holding only with feet around the lifting partner’s neck f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner’s head (the supporting arm may be sustained and fully extended above the head) g) Jumps of more than one (1) revolution except Jump Entry and/or Jump Exit. h) Lying on the ice</p> <p>A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.</p>	-2.0 per violation	<p>Technical Panel Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal element/movement/pose during the execution of any element, the deduction for an illegal movement will apply and the element will receive a Level per the requirements performed or ignored if the minimum requirement for Basic Level are not fulfilled.</p>
<p>Extra Element (ExEI)</p> <ul style="list-style-type: none"> - If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction. - If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI. <p>Examples If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p>	-1.0 deduction	<p>Technical Panel identifies the element in accordance with calling specifications.</p> <p>Technical Controller advises the Data Operator to add to the respective element ExEI and input the respective deduction.</p>
<p>Element not according to the well-balanced program requirements receives (*) symbol</p> <p>If there is an incorrect element performed as not according to the requirement (e.g. CiSt instead of a required MiSt/DiSt) or the repetition rule for Lifts is violated, the element will receive NO value but will NOT receive a deduction.</p>	Element gets NO value but will NOT receive a deduction	<p>Technical Controller verifies and authorizes the call. The computer verification identifies elements not according to requirements and applies the asterisk (*)</p>

2.1. DEDUCTION CHART (Rhythm Dance and Free Dance) – Who is Responsible (NOVICE)

Description	Penalty	Who is responsible
Program time violation – Free Dance – as per as per 3.1 General Information for Free Dance	0.5 up to every 5 seconds lacking or in excess	Referee
Program time violation - Pattern dance– as per Rule 706, para 6	- 0.5 up to every 5 seconds in excess of permitted time after the last prescribed step in the Pattern Dance to the ending movement/pose	Referee
Part of the costume / decoration fall on the ice – as per Rule 501, para 1	-0.5 per program	Referee
Late start – as per Rule 350, para 2 – for start between 1 and 30 seconds late	-0.5	Referee
Interruption in performing the program in excess of 10 seconds - more than 10 sec. and up to 20 sec. - more than 20 sec. and up to 30 sec. - more than 30 sec. and up to 40 sec. An interruption is defined as the time elapsed between the moment a Skater stops performing the program, until the moment he resumes performing the program (Rule 515)	-0.5 -1.0 -1.5	Referee If the adverse condition can be remedied without delay the Competitor does not need to report to the Referee and the music continues to play. If the couple resumes skating within 40 seconds, the Referee will apply a deduction as per Rule 353 1n (for Novice ½ original deduction)
Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption (Rule 515, para 4.b) As the values of those deductions are not the standard ones provided by Rules 353, paragraph 1.n) the Referee must give specific instructions to the system operator and check the correct input in each instance.	-2.5	Referee If the Competitor does not resume skating within forty seconds, the Referee shall instruct the music to be stopped and allow the Competitor 3 additional minutes. If the Competitor resumes skating within this additional period, the Referee shall apply a deduction 5.0 points as per Rules 353 Para 1n (for Novice ½ original deduction). This deduction also covers an interruption of up to 40 seconds immediately preceding the allowance of 3 additional minutes.
Lifts exceeding permitted duration – per lift exceeding 7 sec (Short Lift), 10 sec (Choreo. Lift)	-0.5 per Lift	Referee
Tempo specifications – according to Rule 707, paragraph 5 (Tempo): the tempo throughout the required Sequences must be constant and in accordance with the required tempo of the Pattern Dance (see ISU Handbook Ice Dance 2003 and patterns and descriptions for Basic Novice Pattern Dances published on the ISU website)	-0.5 per program	Referee
Costume / prop violations – as per Rule 501, para 1	-0.5 per program	Majority deduction Referee + Judges
Music requirements Free Dance: as per Rule 710 para 1.c)	-1.0 per program	Majority deduction Referee + Judges
Music requirements Pattern Dance – according to Rule 707, paragraph 5 (Rhythms): the music must be chosen in accordance with the Rhythm of the Pattern Dance. The chosen music may be a tune from ISU Ice Dance music. In this case, only tunes 1 to 5 can be chosen.	-1.0 per program	Majority Deduction Referee + Judges
Violation of choreographic restrictions Pattern Dance: Touching the ice is not permitted (except during “Paso Doble + Choreographic Element”, when touching the ice is permitted) Free Dance: as per Rule 710, para 1.f) (separations), h) (stops) and j) (touching the ice with hand(s)) unless otherwise specified in an ISU Communication. In addition, Rule 710, para 1 a): The program must utilize the whole ice service. Touching the barrier is not permitted	-0,5 per program	Majority deduction Referee + Judges

Description	Penalty	Who is responsible
<p>Illegal Elements / Movements / Poses – as per Rules 704 para 21 The following movements and/or poses are illegal in Rhythm Dance, Free Dance and Pattern Dances including the introductory and concluding steps (unless otherwise stated in an ISU Communication)</p> <ul style="list-style-type: none"> a) sitting on the partner's head; b) standing on the partner's shoulder; c) lifted partner in upside down split pose (with sustained angle between thighs more than 45 degrees); d) lifting partner swinging the lifted partner around by holding the skate(s)/boot(s) or leg(s) only with fully extended arm(s) or without the assistance of hand(s)/arm(s); e) lifting partner swinging the lifted partner around without the assistance of hand(s)/arms(s) and the lifted partner holding only with feet around the lifting partner's neck; f) point of contact of the lifting hand(s)/arm(s) of the lifting partner with any part of the body of the lifted partner is sustained with the fully extended arm(s) higher than the lifting partner's head (the supporting arm may be sustained and fully extended above the head); g) Jumps of more than one (1) revolution. (Jump Entry/Exit is not allowed for Novice) h) Lying on the ice; <p>A brief movement through poses a) to f) will be permitted if it is not established and sustained or if it is used only to change pose.</p>	<p>-1.0 per violation</p>	<p>Technical Panel Technical Specialist identifies. Technical Controller authorizes or corrects and deducts. If there is an illegal element/movement/pose during the execution of any element, the deduction for an illegal movement will apply and the element will receive a Level per the requirements performed or ignored if the minimum requirement for Basic Level are not fulfilled.</p>
<p>Fall - per fall by one partner - per fall by both partners</p> <p>A Fall is defined as loss of control by a skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), buttock(s), or any part of the arm (Rule 503, para 1).</p>	<p>-0.5 -1.0</p>	<p>Technical Panel</p>
<p>Extra Element (ExEI) - If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction. - If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI.</p> <p>Example: If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>	<p>-0.5 deduction (Novice)</p>	<p>Technical Panel identifies the element in accordance with calling specifications.</p> <p>Technical Controller advises the Data Operator to add to the respective element ExEI and input the respective deduction.</p>
<p>Element not according to the well-balanced program requirements receives (*) symbol If there is an incorrect element performed as not according to the requirements (E.g..CiSt instead of e.g..a required MiSt/DiSt) or the repetition rule for Lifts is violated, the element will receive NO value but will NOT receive a deduction.</p>	<p>Element gets NO value but will NOT receive a deduction.</p>	<p>The computer verification identifies elements not according to requirements and applies the asterisk (*) The Technical Controller verifies and authorizes the call.</p>

3. EXPLANATION OF SYMBOLS ON THE JUDGES DETAILS PER SKATER (Junior and Senior)

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 1 measure or less in PDE.	If the PDE is interrupted one (1) measure or less (4 or 6 beats based on the PDE), the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: "<" to indicate an interruption of one (1) measure or less.
<<	= reduce by 2 Levels, interruption of more than 1 measure in PDE	If the PDE is interrupted more than one (1) measure (4 or 6 beats based on the PDE), the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: "<<" to indicate an interruption of more than one (1) measure
>	= -1.0 point deduction for extended Dance Lift	If the duration of the Dance Lift is longer than permitted time, the Referee applies the deduction of -1.0 point. The duration of the Lift is confirmed by the Referee electronically
ExEI	-1.0 deduction	<p>Extra Element (ExEI)</p> <ul style="list-style-type: none"> - If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction. - If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI. <p>Example: If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>
*	Element gets NO Value but will NOT receive a deduction.	<p>Element not according to the well-balanced program requirements (*)</p> <p>If an incorrect element is performed not according to the requirements (E.g., or the repetition rule for Lifts is violated) the element will receive NO value but will NOT receive a deduction.</p>
F	= Fall in Element, -1.0 per Fall per Partner	If there is a Fall(s) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
Fx	= multiple Falls in Element, -1.0_per Fall per Partner	If there are multiple Falls (Fx) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
S	= reduced by 1 Level, if in hold/contact/touch or NOT in hold/contact/touch.	If partners are in Hold/contact/touch when not permitted or do not stay in Hold/contact/touch when required, the Level shall be reduced by 1 Level (and 1 Level per each partner) when applicable
e	Error in Choreographic Element	If a Choreographic Element is identified and does not fulfill all the requirements, it receives the "e" symbol on the Choreographic Element and a reduction on the GOE is applied. The "e" Symbol is on the protocol and also visible on the Judges screen.

		E.g. - If the pattern of both the Step Sequence and the ChSt are exactly the same (e.g. Diagonal Step Sequence and Diagonal ChSt) – Jr/Sr
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3.1. EXPLANATION OF SYMBOLS ON THE JUDGES DETAILS PER SKATER (Novice)

Symbol	Action	Explanation
<	= reduce by 1 Level, interruption of 1 measure or less in PD. (Int and Adv Novice only)	If the PDE is interrupted one (1) measure or less (4 or 6 beats based on the PDE), the key points are called as identified and the level will be reduced by 1. It is reported on the Judges Details per Skater chart as: "<" to indicate an interruption of one (1) measure or less.
<<	= reduce by 2 Levels, interruption of more than 1 measure in PD (Int and Adv Novice only)	If the PDE is interrupted more than one (1) measure (4 or 6 beats based on the PDE), the key points are called as identified and the level will be reduced by 2. It is reported on the Judges Details per Skater chart as: "<<" to indicate an interruption of more than one (1) measure.
>	= -0.5 point deduction for extended Dance Lift	If the duration of the Dance Lift is longer than the permitted time, the Referee applies the deduction of -0.5 point. The duration of the Lift is confirmed by the Referee electronically.
ExEI	-0.5 deduction	<p>Extra Element (ExEI)</p> <ul style="list-style-type: none"> - If an Extra Element is performed inside any Element in the Rhythm Dance and/or Free Dance when not permitted, +ExEI will be added to that element and receives a deduction. - If a lift is performed in addition to the allowed number of lifts, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, E.g., Li+ExEI. <p>Example: If a Lift(s) occurs within a Step Sequence (including ChSt) when not permitted, such Lift(s) will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChSt1+ExEI</p> <p>If during the ChAJ one of the assisted lifting movements is 3 seconds or longer, such Lift will be identified as Extra Element(s) ExEI and receive a deduction, e.g., ChAJ1+ExEI</p>
*	Element gets NO Value but will NOT receive a deduction.	<p>Element not according to the well-balanced program requirements (*)</p> <p>If an incorrect element is performed not according to the requirements (E.g., Circular Step Sequence instead of E.g., a required MiSt/DiSt) or the repetition rule for Lifts is violated the element will receive NO value but will NOT receive a deduction.</p>
F	= Fall in Element, 0.5 per Fall per Partner	If there is a Fall(s) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
Fx	= multiple Falls in Element, 0.5 per Fall per Partner	If there are multiple Falls (Fx) within an Element, this is identified by the Technical Specialist as a Fall in Element and Data Operator pushes the respective button "Fall in Element".
S	= reduced by 1 Level, if in hold/contact/touch during the SqTw.	If partners are in Hold/contact/touch during the Sequential Twizzles (FD) the Level shall be reduced by 1 Level (per each partner for Sequential Twizzles
e	Error in Choreographic Element	<p>If a Choreographic Element is identified and does not fulfill all the requirements, it receives the "e" symbol on the Choreographic Element and a reduction on the GOE is applied. The "e" Symbol is on the protocol and also visible on the Judges screen..</p> <p>E.g. - If the pattern of both the Step Sequence and the ChSt are exactly the same (e.g.Diagonal Step Sequence and Diagonal ChSt) – Jr/Sr</p>

PROGRAM COMPONENTS – Single & Pair Skating, 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

Serious Error(s)			
<p>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.</p>			
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	<p>For all Components:</p> <p>*When there is only one error and this error minimally impacts the program, the maximum score of 9.50 is possible as noted above.</p> <p>Note: For the above to apply, the program as a whole is still deemed to be "Excellent".</p> <p>**When there are 2 or more errors and these errors only minimally impact the program, the maximum score of 8.75 is possible.</p>
	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

PROGRAM COMPONENTS - Pattern Dances

Timing	Presentation	Skating Skills
The ability of the Couple to skate strictly in time with the music.	Through the involvement of the couple, the demonstration of the correct rhythm or style as required by the description of the dance or by the specific style of the dance.	The ability of the Couple to precisely execute dance steps and movements in accordance with the dance description with power, balance, depth of edges, easy transition from one foot or lobe to the other, glide, and flow.
Musical Sensitivity	Expressiveness & projection	Overall skating quality
Skating in time with the music	Oneness and awareness of space	Clarity of edges, steps, turns, movements and body control
Skating on the Strong Beat		Balance and Glide Flow, Power and Speed Ice Coverage
Start of the first Step on beat 1		Unison

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.