

INTERNATIONAL SKATING UNION

Communication No. 1207

New Judging System Figure Skating / Ice Dancing

During the Council meeting held in Washington DC on March 30-April 1, the ISU Council received a Status Report from the ad-hoc Commission mandated to develop the New Judging System. Based on the positive conclusion of this Report that is also supported by the respective Technical Committees, the Council has taken the following decisions:

1. The ISU Council concluded that a meaningful application of the fully developed system is necessary for proper long-range decisions respecting permanent adoption for Championships use. Consequently, the Council decided to implement the New Judging System as the official judging system on the occasion of the following International Competitions:
 - i) Nebelhorn Trophy, Oberstdorf/Germany, September 3-7, 2003
 - ii) six (6) individual events comprising the 2003/04 ISU Grand Prix of Figure Skating series.
 - iii) ISU Grand Prix of Figure Skating Final, December 12-14, 2003, Colorado Springs/USA

2. The main criteria of ISU Regulations, Rule 121, paragraph 3, apply with the following additional specifications. These additional specifications outlined in the Attachments were prepared with intense effort by a dedicated group of expert Figure Skaters from several countries and disciplines. The appointed Ad-hoc Commission composed by Alexander Lakernik (RUS/Chairman ISU Figure Skating Technical Committee), Ann Shaw (CAN/member of ISU Ice Dance Technical Committee), Marie Lundmark (FIN/ISU council member and former Chairperson of the ISU Synchronized Skating Technical Committee), Ted Barton (CAN/ISU video technology consultant and former Figure Skater and Coach), Peter Krick (GER/ISU Event Coordinator, former Figure Skater), Andreas Sigurdsson (GER, software engineer and former Figure Skater), with the collaboration of the respective Technical Committees and many Coaches, Judges, Skaters, and other experts in the field of statistics, software programming and video technology who participated in several tests and meetings :
 - i) Rule 121, paragraph 3. a): The applicable “Scale of Value” (Element Base Values) and “Grade of Execution” (Assessment of Quality) are defined in Attachment A. The additional 5 Program Components (Skating Skills, Transitions, Performance/Execution, Choreography, Interpretation) are defined in Attachment B.
 - ii) Rule 121, paragraph 3. c): **ISU Members are requested to submit proposals by April 30, 2003 for the nomination of Judges to be trained during the 2003/04 season in accordance with Attachment C.** The list included in the Attachment comprises a number of Judges provisionally required for the designated competitions

stated under item 1. above. The number of Judges per Member is based on available statistics that indicate the expected number of skaters entries at the 2003 Nebelhorn Trophy and the 2003/04 Grand Prix of Figure Skating events.

The ISU will conduct Educational Seminars, 2 in Europe and 1 for the “Four Continents area” and will make available the necessary educational material, including a Home Learning Program.

- iii) Rule 121, paragraph 3. d/e): The complete list of qualified international Judges in representation of geographical regions can only gradually be established. Consequently, for the designated competitions mentioned under item 1. above, it was decided to follow the same criteria as for the season 2002/03 and there will not yet be a random draw for the selection and composition of the Judges panels based on geographical regions. Such random draw based on geographical regions from the list of qualified international Judges can only be implemented once a sufficient number of Judges are trained, i.e. for the season 2004/05, subject to confirmation of the respective Rules by the 2004 Congress. It is however understood that only Judges having been nominated by Members for training as per item 2.ii) above and Judges who have successfully completed this training can be considered to serve at the designated competitions mentioned under item 1. above.

Other key officials required to conduct the designated competitions, i.e. the “Technical Controller”, the “Technical Specialist” and the “Event Referee”, as defined in Attachment D, will be appointed by the ISU President. The “Judges Coordinator” will be drawn from the respective panel of Judges prior to the competition.

- iv) Rule 121, paragraph 3. f): The following system shall apply for the secret random draw of Judges whose marks will be used to form the result:
- Panel of minimum 8 Judges: 5 are drawn to form the result
 - Panel of minimum 10 Judges: 7 are drawn to form the result
 - Panel of minimum 12 up to 14 Judges: 9 are drawn to form the result
- v) Rule 121, paragraph 3. h/i): The Calculation Process as outlined in Attachment E. applies.
- vi) Rule 121, paragraph 3. j): The applicable “Well Balanced Programs” are defined in Attachment F. For Ice Dancing, a separate ISU Communication will follow shortly.
- vii) Rule 121, paragraph 3. k/m/n): For the Event Review Meetings and Judges assessment process the principles contained in ISU Communication No. 1197 will apply. However, an updated Communication shall be issued before the beginning of the 2003/04 season taking into account the enhanced analytical possibilities of the New Judging System.
- viii) Rule 121, paragraph 3. o): The compensation of Judges remains for this period as per the current regulations and procedures.
- ix) Rule 121 paragraph 3. p): It is understood that for the 2004 Congress Agenda, the technical Rules, worked out on the basis studies, live tests and competitive applications, will be proposed for inclusion in the respective Special Regulations.

- x) The Council may amend the procedures announced in this Communication if new experience indicates the desirability of such amendment. Any amendments will be published in a dedicated ISU Communication.
3. For Synchronized Skating, an ISU Communication will be issued in due course.

Milan,

April 16, 2003

Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, General Secretary

ISU New Judging System
Scale of Values – Singles

+++ ++ + **BASE** - -- ---

A Jumps								
Toeloop	1T	1	0.6	0.3	0.4	-0.1	-0.2	-0.3
Salchow	1S	1	0.6	0.3	0.4	-0.1	-0.2	-0.3
Loop	1Lo	1	0.6	0.3	0.5	-0.1	-0.2	-0.3
Flip	1F	1	0.6	0.3	0.5	-0.1	-0.2	-0.3
Lutz	1Lz	1	0.6	0.3	0.6	-0.1	-0.2	-0.3
Axel	1A	1.5	1	0.5	0.8	-0.2	-0.4	-0.5
Double-Toeloop	2T	1.5	1	0.5	1.3	-0.3	-0.6	-1
Double-Salchow	2S	1.5	1	0.5	1.3	-0.3	-0.6	-1
Double-Loop	2Lo	1.5	1	0.5	1.5	-0.3	-0.6	-1
Double-Flip	2F	1.5	1	0.5	1.7	-0.3	-0.6	-1
Double-Lutz	2Lz	1.5	1	0.5	1.9	-0.3	-0.6	-1
Double-Axel	2A	3	2	1	3.3	-0.7	-1.4	-2.1
Triple-Toeloop	3T	3	2	1	4.5	-1	-2	-3
Triple-Salchow	3S	3	2	1	4.8	-1	-2	-3
Triple-Loop	3Lo	3	2	1	5.3	-1	-2	-3
Triple-Flip	3F	3	2	1	5.6	-1	-2	-3
Triple-Lutz	3Lz	3	2	1	6.1	-1	-2	-3
Triple-Axel	3A	3	2	1	7.5	-1	-2	-3
Quad.-Toeloop	4T	3	2	1	8	-1	-2	-3
Quad.-Salchow	4S	3	2	1	8.5	-1	-2	-3
Quad.-Loop	4Lo	3	2	1	9.5	-1	-2	-3
Quad.-Flip	4F	3	2	1	10	-1	-2	-3
Quad.-Lutz	4Lz	3	2	1	11	-1	-2	-3
Quad.-Axel	4A	3	2	1	13	-1	-2	-3
B Spins								
Spin with one position and no change of foot (upright, camel or sit)								
Upright Spin Level 1	1USp	1.5	1	0.5	1.2	-0.3	-0.6	-1
Upright Spin Level 2	2USp	1.5	1	0.5	1.6	-0.3	-0.6	-1
Upright Spin Level 3	3USp	1.5	1	0.5	2.4	-0.3	-0.6	-1
Camel Spin Level 1	1CSp	1.5	1	0.5	1.2	-0.3	-0.6	-1
Camel Spin Level 2	2CSp	1.5	1	0.5	1.6	-0.3	-0.6	-1
Camel Spin Level 3	3CSp	1.5	1	0.5	2.4	-0.3	-0.6	-1
Sit Spin Level 1	1SSp	1.5	1	0.5	1.2	-0.3	-0.6	-1
Sit Spin Level 2	2SSp	1.5	1	0.5	1.6	-0.3	-0.6	-1
Sit Spin Level 3	3SSp	1.5	1	0.5	2.4	-0.3	-0.6	-1
Flying Spin (any position - upright, camel or sit)								
Flying Upright Spin Level 1	1FUSp	1.5	1	0.5	2	-0.3	-0.6	-1
Flying Upright Spin Level 2	2FUSp	1.5	1	0.5	2.3	-0.3	-0.6	-1
Flying Upright Spin Level 3	3FUSp	1.5	1	0.5	3	-0.3	-0.6	-1
Flying Camel Spin Level 1	1FCSp	1.5	1	0.5	2	-0.3	-0.6	-1
Flying Camel Spin Level 2	2FCSp	1.5	1	0.5	2.3	-0.3	-0.6	-1
Flying Camel Spin Level 3	3FCSp	1.5	1	0.5	3	-0.3	-0.6	-1
Flying Sit Spin Level 1	1FSSp	1.5	1	0.5	2	-0.3	-0.6	-1
Flying Sit Spin Level 2	2FSSp	1.5	1	0.5	2.3	-0.3	-0.6	-1
Flying Sit Spin Level 3	3FSSp	1.5	1	0.5	3	-0.3	-0.6	-1
Spin with one change of foot and no change of position (upright, sit or camel)								
Change Foot Upright Spin Level 1	1CUSp	1.5	1	0.5	1.5	-0.3	-0.6	-1
Change Foot Upright Spin Level 2	2CUSp	1.5	1	0.5	2	-0.3	-0.6	-1
Change Foot Upright Spin Level 3	3CUSp	1.5	1	0.5	3	-0.3	-0.6	-1
Change Foot Camel Spin Level 1	1CCSp	1.5	1	0.5	1.5	-0.3	-0.6	-1
Change Foot Camel Spin Level 2	2CCSp	1.5	1	0.5	2	-0.3	-0.6	-1
Change Foot Camel Spin Level 3	3CCSp	1.5	1	0.5	3	-0.3	-0.6	-1

Change Foot Sit Spin Level 1	1CSp	1.5	1	0.5	1.5	-0.3	-0.6	-1
Change Foot Sit Spin Level 2	2CSp	1.5	1	0.5	2	-0.3	-0.6	-1
Change Foot Sit Spin Level 3	3CSp	1.5	1	0.5	3	-0.3	-0.6	-1
Spin Combination with change of position and no change of foot								
Level 1	1CoSp	1.5	1	0.5	2	-0.3	-0.6	-1
Level 2	2CoSp	1.5	1	0.5	2.5	-0.3	-0.6	-1
Level 3	3CoSp	1.5	1	0.5	3	-0.3	-0.6	-1
Spin Combination with change of position and change of foot								
Level 1	1CCoSp	1.5	1	0.5	2.5	-0.3	-0.6	-1
Level 2	2CCoSp	1.5	1	0.5	3	-0.3	-0.6	-1
Level 3	3CCoSp	1.5	1	0.5	3.5	-0.3	-0.6	-1
C Steps								
Step Sequence - any pattern (Straight Line, Circular, Serpentine)								
Straight Line Step Sequence Level 1	1SSt	1.5	1	0.5	2	-0.3	-0.6	-1
Straight Line Step Sequence Level 2	2SSt	1.5	1	0.5	3.1	-0.7	-1.4	-2.1
Straight Line Step Sequence Level 3	3SSt	3	2	1	3.4	-0.7	-1.4	-2.1
Circular Step Sequence Level 1	1CiSt	1.5	1	0.5	2	-0.3	-0.6	-1
Circular Step Sequence Level 2	2CiSt	1.5	1	0.5	3.1	-0.7	-1.4	-2.1
Circular Step Sequence Level 3	3CiSt	3	2	1	3.4	-0.7	-1.4	-2.1
Serpentine Step Sequence Level 1	1SeSt	1.5	1	0.5	2	-0.3	-0.6	-1
Serpentine Step Sequence Level 2	2SeSt	1.5	1	0.5	3.1	-0.7	-1.4	-2.1
Serpentine Step Sequence Level 3	3SeSt	3	2	1	3.4	-0.7	-1.4	-2.1
Spiral Step Sequence - any pattern								
Spiral Step Sequence Level 1	1SpSt	1.5	1	0.5	2	-0.3	-0.6	-1
Spiral Step Sequence Level 2	2SpSt	1.5	1	0.5	3.1	-0.7	-1.4	-2.1
Spiral Step Sequence Level 3	3SpSt	3	2	1	3.4	-0.7	-1.4	-2.1

ISU New Judging System
Scale of Values - Pairs

+++ ++ + **BASE** - -- ---

A Side-by-Side Jumps								
Toeloop	1T	1.0	0.6	0.3	0.4	-0.1	-0.2	-0.3
Salchow	1S	1.0	0.6	0.3	0.4	-0.1	-0.2	-0.3
Loop	1Lo	1.0	0.6	0.3	0.5	-0.1	-0.2	-0.3
Flip	1F	1.0	0.6	0.3	0.5	-0.1	-0.2	-0.3
Lutz	1Lz	1.0	0.6	0.3	0.6	-0.1	-0.2	-0.3
Axel	1A	1.5	1.0	0.5	0.8	-0.2	-0.4	-0.5
Double-Toeloop	2T	1.5	1.0	0.5	1.3	-0.3	-0.6	-1.0
Double-Salchow	2S	1.5	1.0	0.5	1.3	-0.3	-0.6	-1.0
Double-Loop	2Lo	1.5	1.0	0.5	1.5	-0.3	-0.6	-1.0
Double-Flip	2F	1.5	1.0	0.5	1.7	-0.3	-0.6	-1.0
Double-Lutz	2Lz	1.5	1.0	0.5	1.9	-0.3	-0.6	-1.0
Double-Axel	2A	3.0	2.0	1.0	3.3	-0.7	-1.4	-2.1
Triple-Toeloop	3T	3.0	2.0	1.0	4.5	-1.0	-2.0	-3.0
Triple-Salchow	3S	3.0	2.0	1.0	4.8	-1.0	-2.0	-3.0
Triple-Loop	3Lo	3.0	2.0	1.0	5.3	-1.0	-2.0	-3.0
Triple-Flip	3F	3.0	2.0	1.0	5.6	-1.0	-2.0	-3.0
Triple-Lutz	3Lz	3.0	2.0	1.0	6.1	-1.0	-2.0	-3.0
Triple-Axel	3A	3.0	2.0	1.0	7.5	-1.0	-2.0	-3.0
Quad.-Toeloop	4T	3.0	2.0	1.0	8.0	-1.0	-2.0	-3.0
Quad.-Salchow	4S	3.0	2.0	1.0	8.5	-1.0	-2.0	-3.0
Quad.-Loop	4Lo	3.0	2.0	1.0	9.5	-1.0	-2.0	-3.0
Quad.-Flip	4F	3.0	2.0	1.0	10.0	-1.0	-2.0	-3.0
Quad.-Lutz	4Lz	3.0	2.0	1.0	11.0	-1.0	-2.0	-3.0
Quad.-Axel	4A	3.0	2.0	1.0	13.0	-1.0	-2.0	-3.0
B Side-by-Side Spins								
Spin with one position and no change of foot (upright, camel or sit)								
Upright Spin Level 1	1USp	1.5	1.0	0.5	1.2	-0.3	-0.6	-1.0
Upright Spin Level 2	2USp	1.5	1.0	0.5	1.6	-0.3	-0.6	-1.0
Upright Spin Level 3	3USp	1.5	1.0	0.5	2.4	-0.3	-0.6	-1.0
Camel Spin Level 1	1CSp	1.5	1.0	0.5	1.2	-0.3	-0.6	-1.0
Camel Spin Level 2	2CSp	1.5	1.0	0.5	1.6	-0.3	-0.6	-1.0
Camel Spin Level 3	3CSp	1.5	1.0	0.5	2.4	-0.3	-0.6	-1.0
Sit Spin Level 1	1SSp	1.5	1.0	0.5	1.2	-0.3	-0.6	-1.0
Sit Spin Level 2	2SSp	1.5	1.0	0.5	1.6	-0.3	-0.6	-1.0
Sit Spin Level 3	3SSp	1.5	1.0	0.5	2.4	-0.3	-0.6	-1.0
Flying Spin (any position - upright, camel or sit)								
Flying Upright Spin Level 1	1FUSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Flying Upright Spin Level 2	2FUSp	1.5	1.0	0.5	2.3	-0.3	-0.6	-1.0
Flying Upright Spin Level 3	3FUSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Flying Camel Spin Level 1	1FCSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Flying Camel Spin Level 2	2FCSp	1.5	1.0	0.5	2.3	-0.3	-0.6	-1.0
Flying Camel Spin Level 3	3FCSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Flying Sit Spin Level 1	1FSSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Flying Sit Spin Level 2	2FSSp	1.5	1.0	0.5	2.3	-0.3	-0.6	-1.0
Flying Sit Spin Level 3	3FSSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0

Spin with one change of foot and no change of position (upright, camel or sit)								
Change Foot Upright Spin Level 1	1CUSp	1.5	1.0	0.5	1.5	-0.3	-0.6	-1.0
Change Foot Upright Spin Level 2	2CUSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Change Foot Upright Spin Level 3	3CUSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Change Foot Camel Spin Level 1	1CCSp	1.5	1.0	0.5	1.5	-0.3	-0.6	-1.0
Change Foot Camel Spin Level 2	2CCSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Change Foot Camel Spin Level 3	3CCSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Change Foot Sit Spin Level 1	1CSSp	1.5	1.0	0.5	1.5	-0.3	-0.6	-1.0
Change Foot Sit Spin Level 2	2CSSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Change Foot Sit Spin Level 3	3CSSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Spin Combination with change of position and no change of foot								
Level 1	1CoSp	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Level 2	2CoSp	1.5	1.0	0.5	2.5	-0.3	-0.6	-1.0
Level 3	3CoSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Spin Combination with change of position and change of foot								
Level 1	1CCoSp	1.5	1.0	0.5	2.5	-0.3	-0.6	-1.0
Level 2	2CCoSp	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Level 3	3CCoSp	1.5	1.0	0.5	3.5	-0.3	-0.6	-1.0
C	Step and Spiral Sequences							
Step Sequence - any pattern (Straight Line, Circular, Serpentine)								
Straight Line Step Sequence Level 1	1SISt	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Straight Line Step Sequence Level 2	2SISt	1.5	1.0	0.5	3.1	-0.7	-1.4	-2.1
Straight Line Step Sequence Level 3	3SISt	3.0	2.0	1.0	3.4	-0.7	-1.4	-2.1
Circular Step Sequence Level 1	1CiSt	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Circular Step Sequence Level 2	2CiSt	1.5	1.0	0.5	3.1	-0.7	-1.4	-2.1
Circular Step Sequence Level 3	3CiSt	3.0	2.0	1.0	3.4	-0.7	-1.4	-2.1
Serpentine Step Sequence Level 1	1SeSt	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Serpentine Step Sequence Level 2	2SeSt	1.5	1.0	0.5	3.1	-0.7	-1.4	-2.1
Serpentine Step Sequence Level 3	3SeSt	3.0	2.0	1.0	3.4	-0.7	-1.4	-2.1
Spiral Step Sequence - any pattern								
Spiral Step Sequence Level 1	1SpSt	1.5	1.0	0.5	2.0	-0.3	-0.6	-1.0
Spiral Step Sequence Level 2	2SpSt	1.5	1.0	0.5	3.1	-0.7	-1.4	-2.1
Spiral Step Sequence Level 3	3SpSt	3.0	2.0	1.0	3.4	-0.7	-1.4	-2.1
D	Lifts							
Group 1 Level 1	11Li	1.0	0.6	0.3	1.2	-0.3	-0.6	-1.0
Group 1 Level 2	12Li	1.0	0.6	0.3	1.7	-0.3	-0.6	-1.0
Group 2 Level 1	21Li	1.0	0.6	0.3	1.5	-0.3	-0.6	-1.0
Group 2 Level 2	22Li	1.0	0.6	0.3	2.4	-0.3	-0.6	-1.0
Group 2 Level 3	23Li	1.0	0.6	0.3	3.0	-0.3	-0.6	-1.0
Group 3 – 4 Level 1	41Li	1.5	1.0	0.5	3.0	-0.3	-0.6	-1.0
Group 3 – 4 Level 2	42Li	1.5	1.0	0.5	3.5	-0.3	-0.6	-1.0
Group 3 – 4 Level 3	43Li	1.5	1.0	0.5	4.0	-0.3	-0.6	-1.0
Group 5 Level 1	51Li	1.5	1.0	0.5	4.5	-0.3	-0.6	-1.0
Group 5 Level 2	52Li	1.5	1.0	0.5	5.0	-0.3	-0.6	-1.0
Group 5 Level 3	53Li	1.5	1.0	0.5	5.5	-0.3	-0.6	-1.0
Group 6 Level 1	61Li	2.0	1.4	0.7	6.0	-0.3	-0.6	-1.0
Group 6 Level 2	62Li	3.0	2.0	1.0	6.5	-0.3	-0.6	-1.0
Group 6 Level 3	63Li	3.0	2.0	1.0	7.0	-0.3	-0.6	-1.0

E	Twist Lifts								
	Single	1Tw	1.5	1.0	0.5	1.5	-0.3	-0.6	-1.0
	Double	2Tw	1.5	1.0	0.5	3.5	-0.3	-0.6	-1.0
	Triple	3Tw	2.0	1.4	0.7	4.5	-0.7	-1.4	-2.0
	Quad	4Tw	2.0	1.4	0.7	6.5	-0.7	-1.4	-2.0
F	Throws								
	ToeLoop	TTh	1	0.6	0.3	1.2	-0.3	-0.6	-1
	Salchow	STh	1	0.6	0.3	1.2	-0.3	-0.6	-1
	Loop	LoTh	1	0.6	0.3	1.5	-0.3	-0.6	-1
	Flip	FTh	1	0.6	0.3	1.5	-0.3	-0.6	-1
	Axel	ATh	1.5	1	0.5	2	-0.3	-0.6	-1
	Double Toeloop	2TTh	1.5	1	0.5	2.5	-0.3	-0.6	-1
	Double Salchow	2STh	1.5	1	0.5	2.5	-0.3	-0.6	-1
	Double Loop	2LoTh	1.5	1	0.5	3	-0.3	-0.6	-1
	Double Flip	2FTh	1.5	1	0.5	3	-0.3	-0.6	-1
	Double Axel	2ATh	2	1.4	0.7	4	-0.7	-1.4	-2
	Triple Toeloop	3TTh	2	1.4	0.7	4.5	-0.7	-1.4	-2
	Triple Salchow	3STh	2	1.4	0.7	4.5	-0.7	-1.4	-2
	Triple Loop	3LoTh	2	1.4	0.7	5	-0.7	-1.4	-2
	Triple Flip	3FTh	2	1.4	0.7	5	-0.7	-1.4	-2
	Triple Axel	3ATh	3	2	1	7.5	-0.7	-1.4	-2
	Quad. Toeloop	4TTh	3	2	1	8	-0.7	-1.4	-2
	Quad. Salchow	4STh	3	2	1	8	-0.7	-1.4	-2
	Quad. Loop	4LoTh	3	2	1	8.5	-0.7	-1.4	-2
	Quad. Flip	4FTh	3	2	1	8.5	-0.7	-1.4	-2
G	Death Spirals								
	forward inside Level 1	1FIDs	2	1.4	0.7	3	-0.7	-1.4	-2
	forward inside Level 2	2FIDs	2	1.4	0.7	3.2	-0.7	-1.4	-2
	forward inside Level 3	3FIDs	2	1.4	0.7	3.5	-0.7	-1.4	-2
	backward inside Level 1	1BIDs	2	1.4	0.7	3	-0.7	-1.4	-2
	backward inside Level 2	2BIDs	2	1.4	0.7	3.2	-0.7	-1.4	-2
	backward inside Level 3	3BIDs	2	1.4	0.7	3.5	-0.7	-1.4	-2
	forward outside Level 1	1FODs	2	1.4	0.7	3.5	-0.7	-1.4	-2
	forward outside Level 2	2FODs	2	1.4	0.7	4	-0.7	-1.4	-2
	forward outside Level 3	3FODs	2	1.4	0.7	4.5	-0.7	-1.4	-2
	backward outside Level 1	1BODs	2	1.4	0.7	3.5	-0.7	-1.4	-2
	backward outside Level 2	2BODs	2	1.4	0.7	4	-0.7	-1.4	-2
	backward outside Level 3	3BODs	2	1.4	0.7	4.5	-0.7	-1.4	-2
H	Pair Spins								
	Pair Spin – Level I	1PSp	1.5	1	0.5	2.5	-0.3	-0.6	-1
	Pair Spin – Level II	2PSp	1.5	1	0.5	3	-0.3	-0.6	-1
	Pair Spin – Level III	3PSp	1.5	1	0.5	3.5	-0.3	-0.6	-1
	Pair Combination Spin – Level I	1PCOSp	1.5	1	0.5	3.5	-0.3	-0.6	-1
	Pair Combination Spin – Level II	2PCOSp	1.5	1	0.5	4	-0.3	-0.6	-1
	Pair Combination Spin – Level III	3PCOSp	1.5	1	0.5	4.5	-0.3	-0.6	-1

ISU New Judging System
Scale of Values - Ice Dancing

+++ ++ + **BASE** - -- ---

Compulsory Dances 2003/2004 Season								
A (Senior)								
Austrian Waltz								
1st sequence								
1. Steps 1-8		1	0.7	0.3	1.5	-0.3	-0.7	-1
2. Steps 9 – 14		1	0.7	0.3	1.5	-0.3	-0.7	-1
3. Steps 15 - 25		1.5	1	0.5	3.5	-0.5	-1	-1.5
4. Steps 26 –36		1.5	1	0.5	3.5	-0.5	-1	-1.5
2nd sequence								
1. Steps 1-8		1	0.7	0.3	1.5	-0.3	-0.7	-1
2. Steps 9 – 14		1	0.7	0.3	1.5	-0.3	-0.7	-1
3. Steps 15 - 25		1.5	1	0.5	3.5	-0.5	-1	-1.5
4. Steps 26 –36		1.5	1	0.5	3.5	-0.5	-1	-1.5
Ravensburger Waltz								
1st sequence								
1. Steps 1-8	Steps 1-8	1.5	1	0.5	2.5	-0.5	-1	-1.5
2. Steps 9 – 27		1.5	1	0.5	3.5	-0.5	-1	-1.5
3. Steps 28 - 41		2	1.4	0.7	4	-0.7	-1.4	-2
2nd sequence								
1. Steps 1-8		1.5	1	0.5	2.5	-0.5	-1	-1.5
2. Steps 9 – 27		1.5	1	0.5	3.5	-0.5	-1	-1.5
3. Steps 28 - 41		2	1.4	0.7	4	-0.7	-1.4	-2
Yankee Polka								
1st sequence								
1. Steps 1-13		1.5	1	0.5	3.5	-0.5	-1	-1.5
2. Steps 14 -25		1	0.7	0.3	1.5	-0.3	-0.7	-1
3. Steps 26 -38		1.5	1	0.5	3.5	-0.5	-1	-1.5
4. Steps 39 - 52		1	0.7	0.3	1.5	-0.3	-0.7	-1
2nd sequence								
1. Steps 1-13		1.5	1	0.5	3.5	-0.5	-1	-1.5
2. Steps 14 -25		1	0.7	0.3	1.5	-0.3	-0.7	-1
3. Steps 26 -38		1.5	1	0.5	3.5	-0.5	-1	-1.5
4. Steps 39 - 52		1	0.7	0.3	1.5	-0.3	-0.7	-1
Midnight Blues								
1st sequence								
1. Steps 1-9		1	0.7	0.3	1.5	-0.3	-0.7	-1
2. Steps 10 – 13		1.5	1	0.5	3.5	-0.5	-1	-1.5
3. Steps 14- 19		1	0.7	0.3	1.5	-0.3	-0.7	-1
4. Steps 20 –26		1.5	1	0.5	3.5	-0.5	-1	-1.5
2nd sequence								
1. Steps 1-8		1	0.7	0.3	1.5	-0.3	-0.7	-1
2. Steps 9 – 14		1.5	1	0.5	3.5	-0.5	-1	-1.5
3. Steps 15 - 25		1	0.7	0.3	1.5	-0.3	-0.7	-1
4. Steps 26 –36		1.5	1	0.5	3.5	-0.5	-1	-1.5
B Original Dance								
Step Sequences								
<i>(1 Circular & 1 Midline with Twizzles Required)</i>								
Circular level 1	CiSt1	3	2	1	3.5	-1	-2	-3
Circular level 2	CiSt2	3	2	1	4.2	-1	-2	-3
Circular level 3	CiSt3	3	2	1	5.2	-1	-2	-3
Midline level 1	MiSt1	3	2	1	4	-1	-2	-3
Midline level 2	MiSt2	3	2	1	5.2	-1	-2	-3
Midline level 3	MiSt3	3	2	1	6.8	-1	-2	-3

Lifts		<i>(2 required – and no more)</i>						
Optional level 1	OL1	1.5	1	0.5	1.5	-0.5	-1	-1.5
Optional level 2	OL2	1.5	1	0.5	2	-0.5	-1	-1.5
Optional level 3	OL3	1.5	1	0.5	2.5	-0.5	-1	-1.5
Spin		<i>(1 required – and no more)</i>						
Optional level 1	OSp1	1.5	1	0.5	1.5	-0.5	-1	-1.5
Optional level 2	OSp2	1.5	1	0.5	2	-0.5	-1	-1.5
Optional level 3	OSp3	1.5	1	0.5	2.5	-0.5	-1	-1.5

C Free Dance								
Step Sequences								
<i>(1 Circular & 1 Midline/Diagonal Required)</i>								
Circular level 1	CiSt1	3	2	1	4	-1	-2	-3
Circular level 2	CiSt2	3	2	1	5.2	-1	-2	-3
Circular level 3	CiSt3	3	2	1	6.8	-1	-2	-3
Midline/Diagonal level 1	MiSt1	3	2	1	3.5	-1	-2	-3
Midline/Diagonal level 2	MiSt2	3	2	1	4.2	-1	-2	-3
Midline/Diagonal level 3	MiSt3	3	2	1	5.2	-1	-2	-3
Lifts								
<i>(new: Sr. to be 6 required – 2 specified & Jr. to be 4 required – 1 specified)</i>								
Rotational Lift level 1	RL1	1.5	1	0.5	2	-0.5	-1	-1.5
Rotational Lift level 2	RL2	1.5	1	0.5	2.5	-0.5	-1	-1.5
Rotational Lift level 3	RL3	1.5	1	0.5	3.2	-0.5	-1	-1.5
Serpentine Lift level 1	SL1	1.5	1	0.5	3	-0.5	-1	-1.5
Serpentine Lift level 2	SL2	1.5	1	0.5	3.5	-0.5	-1	-1.5
Serpentine Lift level 3	SL3	1.5	1	0.5	4.2	-0.5	-1	-1.5
Optional Lift level 1	OL1	1.5	1	0.5	1.5	-0.5	-1	-1.5
Optional Lift level 2	OL2	1.5	1	0.5	2	-0.5	-1	-1.5
Optional Lift level 3	OL3	1.5	1	0.5	2.5	-0.5	-1	-1.5
Spins								
<i>(new: Sr. 2 required – 1 specified & Jr to be 1 required and specified)</i>								
Specified Spin level 1	SSP1	1.5	1	0.5	2	-0.5	-1	-1.5
Specified Spin level 2	SSP2	1.5	1	0.5	2.5	-0.5	-1	-1.5
Specified Spin level 3	SSP3	1.5	1	0.5	3.2	-0.5	-1	-1.5
Optional Spin level 1	OSp1	1.5	1	0.5	1.5	-0.5	-1	-1.5
Optional Spin level 2	OSp2	1.5	1	0.5	2	-0.5	-1	-1.5
Optional Spin level 3	OSp3	1.5	1	0.5	2.5	-0.5	-1	-1.5
Synchronized Twizzles								
<i>(Sr. 2 sets required – 1 specified & Jr. 1 set required and specified)</i>								
Specified Twizzles level 1	ST1	1.5	1	0.5	2	-0.5	-1	-1.5
Specified Twizzles level 2	ST2	1.5	1	0.5	2.5	-0.5	-1	-1.5
Specified Twizzles level 3	ST3	1.5	1	0.5	3.2	-0.5	-1	-1.5
Optional Twizzle level 1	OT1	1.5	1	0.5	1.5	-0.5	-1	-1.5
Optional Twizzle level 2	OT2	1.5	1	0.5	2	-0.5	-1	-1.5
Optional Twizzle level 3	OT3	1.5	1	0.5	2.5	-0.5	-1	-1.5

ISU New Judging System

Definition Program Components Figure Skating/Ice Dancing

Skating Skills

Definition: *Methods used by a skater/couple to create movement over the ice surface.*

Purpose: *To reward efficiency of movement in relation to speed, flow and quality of edge.*

Criteria:

- Overall skating quality
- Multi directional skating
- Speed and power
- Cleanness and sureness of edges (steps & edges Ice Dancing)
- Glide and flow
- Depth and quality of edges (Ice Dancing)
- Balance in ability of partner (Ice Dancing and Pair Skating)

Transitions

Definition: *Skating steps/elements linking program highlights.*

Purpose: *To reward different steps, movements and elements linking and enhancing the program highlights so they become part of the program not just isolated elements.*

Criteria:

- Difficulty and quality of steps linking elements.
- Creativity and originality of steps linking elements (these are in Choreography for Ice Dance)
- Originality and difficulty of entrances and exits of elements
- Pattern (Ice Dancing)
- Balance of workload between partners (Ice Dancing)
- Difficulty and variety of dance footwork, holds and linking movements (Ice Dancing)

Performance/Execution

Definition: *The evaluation of the skaters/couples ability to exhibit a pleasing appearance through body awareness and projection.*

Purpose: *To reward the skaters ability to demonstrate body line, carriage and balance while executing element highlights.*

Criteria:

- Carriage
- Style
- Body alignment
- Variation of speed
- Unison (Ice Dancing and Pair Skating)
- Balance in performance between partners (Ice Dancing)

Choreography

Definition: *The evaluation of the program layout in relationship to elements and their linking steps. Program highlights should be evenly distributed over the ice surface demonstrating the skater's/couple's skills.*

Purpose: *To reward the skater that utilizes the entire ice surface and different levels of space around the skater. (Ice Dancing: to reward the couple creatively utilizing the program to develop a theme or concept by use of music, the entire ice surface and different levels of space around them.)*

Criteria:

- Harmonious composition of the program
- Creativity and originality (Ice Dance only)
- Conformity of elements, steps and movements to the music
- Originality, difficulty and variety of program pattern
- Distribution of highlights
- Utilization of space and ice surface

Interpretation

Definition: *The use of the body and skating elements to express outwardly the mood and character of the chosen music.*

Purpose: *To reward the skater(s)/couples who express the mood, emotions, and character of the music by using technical elements, linking steps and choreography as a result of the music's structure.*

Criteria:

- Easy movement and sureness in time to the music
- Finesse, and nuances of the musical phrases (and accents and change of pace of music in Ice Dance)
- Expression of the music's style and character
- Maintaining the character and style of the music throughout the entire program
- Timing (Original Dance and Free Dance only)

Timing (for Compulsory Dances only)**Criteria:**

- Skating in time with the music
- Skating on strong beat
- Introductory Steps

ISU New Judging System
Educational Seminars

Nomination of Judges

The indicated number of Judges per Member is based on available statistics that lead to the expected number of skaters entries at the Nebelhorn Trophy 2003 and the 2003/2004 Grand Prix of Figure Skating events.

The Judges selected from the Member Federation should have the Qualification "ISU Judges" if possible, but at least the Qualification "International Judge". Judges with the Qualification for both - Figure Skating and Ice Dancing - should be given a priority in nomination for the seminars.

Members can apply for additional places, which might be available in case of cancellations.

Nation	Number of Judges	Comment
AUT	2	One (1) of the Judges must have the Qualification for Ice Dancing
AZE	2	One (1) of the Judges must have the Qualification for Ice Dancing
BLR	1	./.
BEL	1	./.
BUL	2	One (1) of the Judges must have the Qualification for Ice Dancing
CAN	8	At least four (4) of the Judges must have the Qualification for Ice Dancing
CHN	4	One (1) of the Judges must have the Qualification for Ice Dancing
CRO	1	./.
CZE	2	One (1) of the Judges must have the Qualification for Ice Dancing
DEN	1	./.
PRK	1	./.
EST	2	One (1) of the Judges must have the Qualification for Ice Dancing
FIN	3	One (1) of the Judges must have the Qualification for Ice Dancing
FRA	8	Three (3) of the Judges must have the Qualification for Ice Dancing
GEO	1	./.
GER	6	At least three (3) of the Judges must have the Qualification for Ice Dancing
GBR	4	One (1) of the Judges must have the Qualification for Ice Dancing
HUN	3	One (1) of the Judges must have the Qualification for Ice Dancing
ISR	2	One (1) of the Judges must have the Qualification for Ice Dancing
ITA	5	Two (2) of the Judges must have the Qualification for Ice Dancing
JPN	8	At least four (4) of the Judges must have the Qualification for Ice Dancing
LAT	1	./.
LTU	1	./.
NED	1	./.
NOR	1	./.
POL	4	One (1) of the Judges must have the Qualification for Ice Dancing
KOR	2	One (1) of the Judges must have the Qualification for Ice Dancing
ROM	1	./.
RUS	8	At least four (4) of the Judges must have the Qualification for Ice Dancing
SCG	1	./.
SVK	2	One (1) of the Judges must have the Qualification for Ice Dancing
SLO	1	./.
SWE	1	./.
SUI	3	One (1) of the Judges must have the Qualification for Ice Dancing
UKR	4	Two (2) of the Judges must have the Qualification for Ice Dancing
USA	8	At least four (4) of the Judges must have the Qualification for Ice Dancing
UZB	1	./.

ISU New Judging System
Appointed Officials

Technical Controller**Recruited from:**

- Technical Committee Members;
- ISU or International Referees on the current list;

Description

- supervising the call and the input of performed element;
- supervising the call and the input of correct levels of performed elements;
- supervising the call and the input of corrected elements as to the guidelines (e.g. less rotated jump (cheated));
- controlling the deletion of “additional elements”;
- controlling the marking of “wrong elements”;
- controlling of forbidden repetition of elements;
- moderating the Event Review Meeting (with the purpose of feed back among the Judges in regards to the application and validity of current regulations and discussions on the quality of skating).
- confirming or deleting highlight bonus;

Technical Specialist (Caller)**Recruited from**

- persons with the highest knowledge in Figure Skating / Pair Skating / Ice Dancing and who work in these disciplines in any capacity on a weekly basis.
- former skaters of highest national or international level.

Note: International Coaches who are coaching current competitors at a specific competition shall not act as the Technical Specialist in the discipline their competitors are entered. International Coaches who are coaching a skater at a specific competition in one discipline may act as a Technical Specialist in another discipline.

Description

- identification and call of performed elements;
- identification and call of performed “levels”;
- identification and call of “corrected elements”, like less rotation, different element of both partners (pairs), etc.
- re-confirming additional elements;
- re-confirming “wrong elements”;
- re-confirming of forbidden repetition of elements;
- identification of the highlight bonus;

Judges Coordinator (former Referee)**Recruited from**

- ISU or International Judge on the current list (depending of level of competition).

Description

- executing the duties of Chair of the panel of judges; e.g. transportation, paper work, schedule etc. and overseeing the panel of judges
- performing the duties of Referee during skating performances as to the present Rule as to interruptions etc.;
- identifying overtime/under time;
- identifying vocal music violation for Figure Skating;
- identifying and deciding upon costume and props deductions;

(The Judge Coordinator will judge the event to keep his/her own records, without counting in the official quota.)

Event Referee**Recruited from**

- Technical Committee Members;
- ISU or International Referees and Judges on the current list;

Description

- responsible for the event according to the existing rules;
- moderating all draws etc.;
- controlling the panel of judges;
- Coordination with the Event Coordinator;

ISU New Judging System
Basic principles of calculation Figure Skating

- a) Technical Specialists determine the name and level (when necessary) of every element.
- b) According to this decision every element has a certain basic value indicated in the Scale of Value (SOV) chart.
- c) Each Judge identifies for each element one of the seven grades of execution. Each grade has its own + or – numerical value also indicated in the SOV chart.
- d) The panel's grade of execution (GOE) is determined by calculating the trimmed mean of the grades of execution of the scoring Judges.
- e) The trimmed mean is calculated by deleting an equal number of highest and lowest grades and calculating the average of the remaining grades.
- f) For this purpose for a panel of 9 or 8 Judges 4 grades will be deleted and for a panel of 7 – 5 Judges 2 grades will be deleted.
- g) The panels GOE is rounded to two decimal places.
- h) The panel's score for each element is determined by adding the trimmed mean GOE of this element to it's basic value.
- i) Jump combinations are evaluated as one unit by adding the basic values of the jumps included and applying the GOE of the most difficult jump.
- j) Jump sequences are evaluated as one unit by adding the basic values of the two highest value jumps, applying the GOE of the most difficult jump and multiplying the result by 0.8
- k) The panel's scores for all the elements are added.
- l) Any additional elements or elements exceeding the prescribed numbers will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of an element will be taken into account.
- m) An innovative element, movement or transition may be granted with a special bonus of 2 points. This bonus can only be obtained once for a program. The bonus is identified by the technical specialist.
- n) The bonus (if obtained) will be added to the sum of the panel's score for all the elements giving thus the Total Elements Score.
- o) In the Free Program of Single Skating the scores for all jumps started in the second half of the program will be multiplied by a special factor 1.1 in order to give credit for even distribution of difficulties in the program.
- p) At the end of the program each Judge also marks overall criteria. These so called Program Components are Skating Skills, Transitions, Performance/Execution, Choreography and Interpretation. These criteria value in the range from 0 to 10 with 0.25 points increments.
- q) The panel's score for each program component is reached by calculating the trimmed mean of the scoring Judges results for that program component. The trimmed mean is calculated in the manner described above.
- r) The panel's scores for each program component are then multiplied by a factor as follows (same for Junior and Senior):

Men:	SP: 1.0	FS: 2.0
Ladies:	SP: 0.8	FS: 1.6
Pairs:	SP: 0.8	FS: 1.6

The results are rounded to two decimal places. The results are the 5 Program Component Scores

- s) Deductions are applied for each violation as follows:
 - time violation – 1.0 for every 5 sec. lacking or in access,
 - music violation – 1.0 for vocal music
 - illegal element violation – 2.0 for every illegal element
 - costume and prop violation – 1.0.
- t) The final score is calculated by adding the Total Element Score and the 5 Program Component Scores, subtracting any program deductions.
- u) The scores of the Short Program and Free Skating are added and the result constitutes the final score of a skater in an event. The participant with the highest total final score is first etc.
- v) In cases of ties at any phase the participant with the highest score for the last skated segment is placed first etc.

Deductions

According to the current Regulations with the values mentioned above in s).

Ties within a segment

If two or more skaters will have the same result, the Total Element Score will break the tie in the Short Program and the combined score of all 5 Program Components will break the tie in Free Skating. If these results are also equal, the competitors concerned will be considered as tied.

Ties in overall result

The results in Free Skating break the tie.

Median Score of Other Marks for the first competitor

After the first program in each segment the Judges enter their Other Marks and receive back 5 median marks (for each criteria separately). These median marks are calculated using the marks of all Judges of the panel.

ISU New Judging System
Basic principles of calculation Ice Dancing

- a) Technical Specialists determine the name and level (when necessary) of every element.
- b) According to this decision every element has a certain basic value indicated in the Scale of Value (SOV) chart.
- c) Each Judge identifies for each element one of the seven grades of execution. Each grade has it's own + or – numerical value also indicated in the SOV chart.
- d) The panel's grade of execution (GOE) is determined by calculating the trimmed mean of the grades of execution of the scoring Judges.
- e) The trimmed mean is calculated by deleting an equal number of highest and lowest grades and calculating the average of the remaining grades.
- f) For this purpose for a panel of 9 or 8 Judges 4 grades will be deleted and for a panel of 7 – 5 Judges 2 grades will be deleted.
- g) The panels GOE is rounded to two decimal places.
- h) The panel's score for each element/segment is determined by adding the trimmed mean GOE of this element to it's basic value.
- i) The panel's scores for all the elements are added.
- j) Any additional elements or elements exceeding the prescribed numbers will not be counted in the result of a participant. Unless indicated in a previously handed in Program Content Sheet, only the first attempt of a specified element will be taken into account and a subsequent attempt of the same element will be credited as an optional version.
- k) At the end of the program each Judge also marks overall criteria. These so called Program Components are for the Compulsory Dance(s): Timing, Performance and Interpretation. The Program Components for the Original and Free Dance are Skating Skills, Transitions, Performance/Execution, Choreography and Interpretation. These criteria value in the range from 0 to 10 with 0.25 points increments.
- l) The panel's score for each program component is reached by calculating the trimmed mean of the scoring Judges results for that program component. The trimmed mean is calculated in the manner described above.
- m) The panel's scores for each program component are then multiplied by a factor as follows (same for Junior and Senior):

<i>Compulsory Dance:</i>	Timing	1.0
	Performance	0.5
	Interpretation	0.5
<i>Original Dance:</i>	Skating Skills	1.0
	Transitions	1.0
	Performance/Execution	0.75
	Choreography	0.75
	Interpretation	1.5
<i>Free Dance:</i>	Skating Skills	1.5
	Transitions	1.5
	Performance/Execution	1.5
	Choreography	2.0
	Interpretation	1.5

- n) Deductions are applied for each violation as follows:
time violation – 1.0 for every 5 sec. lacking or in excess
illegal element violation – 2.0 for every illegal element
costume and prop violation – 1.0.
Interruption in excess of 5 seconds – 1.0 for each missing 10% of the program.
- o) The final score is calculated by adding the Total Element Score and the Program Component Scores, subtracting any program deductions.
- p) The scores of the Compulsory Dance(s), Original Dance and Free Dance are added and the result constitutes the final score of a skater in an event. The participant with the highest total final score is first etc. For events with two (2) Compulsory Dances the Total Score for each dance will be multiplied by a factor of 0.5
- q) In cases of ties at any phase the participant with the highest score for the last skated segment is placed first etc. If two Compulsory Dances are to be skated, both Dances are even in its value. There are no tie-breaking criteria for the second Dance.

Deductions

According to the current Regulations with the values mentioned above in n).

Ties within a segment

If two or more skaters will have the same result, the Total Element Score will break the tie in the Compulsory Dance and the combined score of all 5 Program Components will break the tie in Original Dance and Free Dance. If these results are also equal, the competitors concerned will be considered as tied.

Ties in overall result

The results in Free Dance break the tie (see above in q).

Median Score of Other Marks for the first competitor

After the first program in each segment the Judges enter their Other Marks and receive back 5 median marks (for each criteria separately). These median marks are calculated using the marks of all Judges of the panel.

ISU New Judging System
Well Balanced Free Programs – Single

Free Program – Single Skating**Definition: Jump Element**

A “jump element” is defined as an individual jump, a jump combination or a jump sequence.

For all single programs, the following will apply:

MEN – junior category – Free Program

- maximum of 8 jump elements (including an Axel type jump);
- maximum of 3 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;
- maximum of 2 step sequences, one of which must include “Moves in the Field”.

MEN – senior category – Free Program

- maximum of 8 jump elements (including an Axel type jump),
- maximum of 4 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;
- maximum of 2 step sequences, one of which must include “Moves in the Field”.

LADIES – junior category – Free Program

- maximum of 7 jump elements (including an Axel type jump),
- maximum of 3 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;
- maximum of 2 step sequences, one of which must be a spiral step sequence;

LADIES – senior category – Free Program

- maximum of 7 jump elements (including an Axel type jump),
- maximum of 4 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;
- maximum of 2 step sequences, one of which must be a spiral step sequence;

REMARKS**Free Program Jump Combination / Jump Sequence**

A jump combination may consist of the same or another double, triple or quadruple jump. There may be up to two jump combinations or jump sequences in the Free program.

One jump combination could consist of up to three (3) jumps, the other one up to two (2) jumps.

The value of the jumps will be added and not factored.

In a jump combination the landing foot of the first jump is the take off foot of the second. The same would apply to the third jump. A three turn on one foot between the jumps without touching the ice with the free foot keeps the element in the frame of this definition allowing still to call it a combination (with an error), but if together with this turn the skater's free leg touches the ice, the element becomes a jump sequence. A jump-combination is scored as "one unit" not as individual jumps. The level of GOE given to calculate the result is related to the jump with the highest value.

Jump Sequence

Jump sequences are evaluated by adding the value (basic values with adjustments) of the two most difficult jumps included, with a factor of 0.8 for the sum of the two jumps.

A jump sequence may consist of any number of jumps. Between the jumps there can be turns, simple jumps but no stroking. Only one rotation on the ice from the landing of the previous jump to the entry of the next jump is allowed.

The jump sequence is evaluated by the Judge as on unit. The level of GOE given to calculate the result is related to the jump with the highest value.

Repetitions

Only two jumps with 3 or more revolutions can be repeated in the Free Program and they must be in either a jump-combination or in a jump sequence.

A repeated triple or quadruple solo jump, not included into a Jump combination or jump sequence, will be considered as extra and not counted, but will be considered as a part of a not successfully executed jump combination and counted as a jump combination with only one jump executed. If two jump combinations or jump sequences (in total) have already been executed, the repeated solo jump will be treated as an additional element and therefore not considered.

Additional Elements

Any additional elements or elements exceeding the numbers prescribed above will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of such elements will be taken into account.

Spins

The spins are not limited in the number of rotations, however an individual "spin" with less than three rotations is considered as a skating movement and not a spin.

Short Program – Single Skating

As it is today.

Additional Moves in the Field

Moves in the Field, which are not integrated in one of the step sequence (Men Free Skating) will be considered under the "Transitions".

ISU New Judging System
Well Balanced Free Programs – Pairs

PAIRS – junior category – Free Program

- maximum of 3 lifts, one of which must be of group 3 or 4;
- maximum of 1 twist lift
- maximum of 2 different throw jumps;
- maximum of 1 solo jump;
- maximum of 1 jump combination or sequence;
- maximum of 1 solo spin or solo spin combination
- maximum of 1 pair spin or pair spin combination
- maximum of 1 death spirals;
- maximum of 1 step sequence;
- maximum of 1 sequence of spirals, Ina Bauers, spread eagles and other moves in the field

PAIRS – senior category – Free Program

- maximum of 3 lifts, one of which must be from group 3 or 4;
- maximum of 1 twist lift
- maximum of 2 different throw jumps;
- maximum of 1 solo jump;
- maximum of 1 jump combination or sequence;
- maximum of 1 solo spin combination
- maximum of 1 pair spin combination;
- maximum of 2 different death spirals;
- maximum of 1 step sequences;
- maximum of 1 sequence of spirals, Ina Bauers, spread eagles and other moves in the field

REMARKS**Short Program Pair Skating**

As it is today.

Jump Combination

A Jump combination may consist of the same jump or another double, triple or quadruple jump. The jump combination may consist of only 2 jumps.

In a jump combination the landing foot of the first jump is the take off foot of the second. A jump-combination is scored as “one unit”, not as individual jumps. The level of GOE given to calculate the result is related to the jump with the highest value.

Jump Sequence

Jump sequences are evaluated by adding the value (basic values with adjustments) of the two most difficult jumps included, with a factor of 0.8 for the sum of the two jumps.

A jump sequence may consist of any number of jumps. Between the jumps there can be turns, single jumps but no stroking. Only one rotation on the ice from the landing of the previous jump to the entry of the next jump is allowed.

The jump sequence is evaluated by the Judge as one unit. The level of GOE given to calculate the result is related to the jump with the highest value.

Carries

Lifts currently called as “Carries in the dismount” are included in the allowed number of lifts (max. 3). Only one such lift can be executed. Lifts that are just “Carries” are not included in the limited number of lifts but will be considered in the component “Transition”. These lifts will not have a based value.

New Elements

A new element or original combination of existing elements may not exceed the total criteria as described. However, it may receive an extra value. Example: a) The exiting of a lift immediately entering a death spiral. b) Landing of a lift into a throw jump. c) Exiting of a solo spin into a Pair spin.

Additional Elements

Any additional elements or elements exceeding the numbers prescribed above will not be counted in the result of a participant. Only the first attempt (or allowed number of attempts) of such elements will be taken into account.