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# IJS HANDBOOK

Your Guide to the International Judging System



# OVERVIEW **KEY CONCEPTS**

**I**n the international judging system (IJS), competitors accumulate points based on the degree of difficulty (known as base value) of each technical element and how well each element is executed (grade of execution). Competitors also earn points based on their overall skating ability and performance level through program component scores.

The goal is to earn the maximum number of points based on the skater's/team's ability. Points are earned based on what the skaters successfully achieve, which may or may not be the same as what they attempt. The general strategy is to do the most difficult elements for which a skater can expect to earn positive GOEs.

## ELEMENTS MUST MEET SPECIFIC REQUIREMENTS IN ORDER TO RECEIVE CREDIT:

- ✓ Spins, pairs lifts and rotational dance lifts have to rotate a minimum number of revolutions.
- ✓ Spiral positions and other dance lifts must be held for a minimum amount of time.
- ✓ Jumps, throw jumps and twist lifts must rotate at least three-quarters of the final rotation in the air before landing.

## WAYS TO EARN POINTS

- ✓ Earn base value (BV) points for executed elements. More difficult elements have higher BVs.
- ✓ Earn positive GOEs for executing elements well. These are added to the element BVs.
- ✓ Earn points for program components based on overall skating skills, choreography and performance.

## WAYS TO LOSE POINTS

- ✓ Lose BV points by failing to achieve the attempted elements. For example, if a skater attempts a triple jump but doesn't achieve at least 2.75 rotations before landing, the skater will only receive credit for the BV of a double jump. This is referred to as a "downgrade."
- ✓ Earn reductions in GOE by making mistakes in executed elements. These are subtracted from the element base values.
- ✓ Receive deductions for falls, illegal elements and other violations.

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The competitor with the **highest total score** at the end of the competition is the winner.

# SINGLES

## LADIES & MEN'S



- If a skater performs more elements, the values of the additional elements will not be calculated into the score.
- If a skater performs fewer elements, he or she receives fewer points but no deductions.
- If a skater performs an incorrect element in place of a required element, he or she will not receive any points for the incorrect element.

LADIES

### LADIES PROGRAM REQUIREMENTS

SHORT PROGRAM	FREE SKATE
3 jump elements	7 jump elements
3 spins	3 spins
1 step sequence	1 step sequence
1 spiral sequence	1 spiral sequence

### LADIES SHORT PROGRAM SEGMENT SCORES

from 2009 U.S. Championships

1st place	65.75
3rd place	58.91
10th place	51.49

### LADIES FREE SKATE SEGMENT SCORES

from 2009 U.S. Championships

1st place	115.05
3rd place	112.31
10th place	95.18

### LADIES COMPETITION SCORES

from 2009 U.S. Championships

1st place	178.06
3rd place	171.08
10th place	147.48



### MEN'S PROGRAM REQUIREMENTS

SHORT PROGRAM	FREE SKATE
3 jump elements	8 jump elements
3 spins	3 spins
2 step sequences	2 step sequences

MEN

### MEN'S SHORT PROGRAM SEGMENT SCORES

from 2009 U.S. Championships

1st place	86.40
3rd place	76.17
10th place	64.13

### MEN'S FREE SKATE SEGMENT SCORES

from 2009 U.S. Championships

1st place	155.49
3rd place	147.35
10th place	116.31

### MEN'S COMPETITION SCORES

from 2009 U.S. Championships

1st place	241.89
3rd place	229.10
10th place	184.99

# PAIRS

## PAIRS PROGRAM REQUIREMENTS

SHORT PROGRAM	FREE SKATE
1 overhead lift	3 overhead lifts & 1 twist lift OR 2 overhead lifts & 2 twist lifts
1 twist lift	
1 throw jump	2 throw jumps
1 solo jump	2 solo jump elements
1 solo spin	1 solo spin
1 pairs spin	1 pairs spin
1 death spiral	1 death spiral
1 step sequence	1 spiral sequence

- If a team performs more elements, the values of the additional elements will not be calculated into the score.
- If a team performs fewer elements, they receive fewer points but no deductions.
- If a team performs an incorrect element in place of a required element, they will not receive any points for the incorrect element.
- If the lady and man perform different elements (for example if the lady performs a double Axel and the man performs a single Axel) the team will receive credit for the base value of the less difficult element (the single Axel).

### PAIRS SHORT PROGRAM SEGMENT SCORES from 2009 U.S. Championships

1st place	61.51
3rd place	61.11
10th place	47.67

### PAIRS FREE SKATE SEGMENT SCORES from 2009 U.S. Championships

1st place	117.64
3rd place	109.97
10th place	83.20

### PAIRS COMPETITION SCORES from 2009 U.S. Championships

1st place	178.76
3rd place	171.08
10th place	130.87



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# ICE DANCING

## ICE DANCING PROGRAM REQUIREMENTS

ORIGINAL DANCE	FREE DANCE
1 lift	3 lifts
2nd lift is permitted but will not count toward the TES	2 additional lifts are permitted but will not count toward TES
2 step sequences	2 step sequences
1 set of sequential twizzles	1 set of synchronized twizzles
1 dance spin is permitted but will not count toward TES	1 dance spin

- If a couple performs more elements, the values of the additional elements will not be calculated into the score, and the couple will receive a -1 deduction for each extra element. (In the free dance, each couple is allowed to perform an additional dance spin and additional sets of synchronized twizzles with no penalty.)
- If a team performs fewer elements, they receive fewer points but no deductions.
- If a team performs an incorrect element in place of a required element, they will not receive any points for the incorrect element.

### COMPULSORY DANCE SEGMENT SCORES from 2009 U.S. Championships

1st place	39.93
3rd place	35.22
10th place	26.74

### ORIGINAL DANCE SEGMENT SCORES from 2009 U.S. Championships

1st place	61.93
3rd place	55.03
10th place	45.10

### FREE DANCE SEGMENT SCORES from 2009 U.S. Championships

1st place	99.82
3rd place	86.78
10th place	68.41

### ICE DANCE COMPETITION SCORES from 2009 U.S. Championships

1st place	201.68
3rd place	176.30
10th place	135.30



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# DETERMINING THE BASE VALUE

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### JUMPS AND THROW JUMPS

Jump and throw jump base values are determined by the type of jump or throw jump and the number of rotations.

**TYPE:** Salchow, toe loop, loop, flip, Lutz, Axel

**ROTATION:** Single, double, triple, quadruple

### SPINS AND SOLO SPINS (IN PAIRS)

Spin base values are determined by the type of spin and the level of difficulty. Spin values can also be increased if the spin begins with a flying entry and/or includes a change of foot.

**TYPE:** Upright, sit, camel, layback, combination

**LEVELS OF DIFFICULTY:** Level one, level two, level three, level four

### PAIRS SPINS AND DANCE SPINS

Pairs spin and dance spin base values are determined by whether or not the spin changes feet and the level of difficulty.

**TYPE:** Pairs/dance spin (no change of foot) or pairs/dance combination spin (with change of foot)

**LEVELS OF DIFFICULTY:** Level one, level two, level three, level four

### STEP SEQUENCES, SPIRAL SEQUENCES, SEQUENTIAL/ SYNCHRONIZED TWIZZLES

Step sequence, spiral sequence and twizzle base values are determined by the level of difficulty.

**LEVELS OF DIFFICULTY:** Level one, level two, level three, level four

### LIFTS: OVERHEAD LIFTS (PAIRS)

Lift base values are determined by the take-off and level of difficulty.

**TAKE OFF:** Hand-to-hip, hand-to-hand press, hand-to-hand lasso

#### LEVELS OF DIFFICULTY:

Level one, level two, level three, level four

### LIFTS: DANCE LIFTS (ICE DANCE)

Dance lift base values are determined by the type of lift and level of difficulty.

**TYPE:** Stationary, straight line, curve, rotational, serpentine, reverse rotational, combination

**LEVELS OF DIFFICULTY:** Level one, level two, level three, level four

### TWIST LIFTS

Twist lift base values are determined by the take-off, number of rotations and level of difficulty.

**TAKE OFF:** Toe loop, Lutz/flip, Axel

**ROTATION:** Single, double, triple, quadruple

**LEVELS OF DIFFICULTY:** Level one, level two, level three, level four

### DEATH SPIRALS

Death spiral base values are determined by the edge and the level of difficulty.

**EDGE:** Forward or backward inside, forward or backward outside

**LEVELS OF DIFFICULTY:** Level one, level two, level three, level four



# LEVELS OF DIFFICULTY (SINGLES)

**I**n singles, levels range from one to four, with level one having the lowest base value and level four having the highest base value. Skaters can achieve higher levels of difficulty through the use of features. A skater must perform two features to earn a level two, three features to earn a level three and four features to earn a level four. The following list provides a summary of the features from which skaters can choose to try to increase their levels of difficulty.



## SPIN FEATURES

- ✓ First difficult variation
- ✓ Second difficult variation
- ✓ Difficult variation of a flying entrance
- ✓ Difficult change of foot
- ✓ Change of edge
- ✓ All three basic positions (upright, sit and camel)
- ✓ Spinning in both directions (clockwise and counterclockwise)
- ✓ Eight revolutions in one position
- ✓ Biellmann position
- ✓ Change between sideways and backward positions in a layback

## STEP SEQUENCE FEATURES

- ✓ Variety and difficulty of turns and steps
- ✓ Full rotations (360 degrees) in both directions
- ✓ Use of upper body movement (head, arms and torso)
- ✓ Immediate changes of rotational direction

## SPIRAL SEQUENCE FEATURES

- ✓ First difficult variation
- ✓ Second difficult variation
- ✓ Change of edge
- ✓ Unsupported change of free leg position (front, side, back) or skating direction (forward or backward)
- ✓ Total split position
- ✓ Six or more seconds in one position



# LEVELS OF DIFFICULTY (PAIRS)

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**I**n pairs, levels range from one to four, with level one having the lowest base value and level four having the highest base value. Teams can achieve higher levels of difficulty through the use of features. A team must perform two features to earn a level two, three features to earn a level three and four features to earn a level four. The following list provides a summary of the features from which teams can choose to try to increase their levels of difficulty.



### TWIST LIFT FEATURES

- ✓ Lady's split position (each leg at least 45 degrees from the body axis)
- ✓ Catching the lady without her touching the man
- ✓ Lady's position in the air with arm(s) above the head
- ✓ Difficult take-off (steps/moves immediately preceding take-off)

### LIFT FEATURES

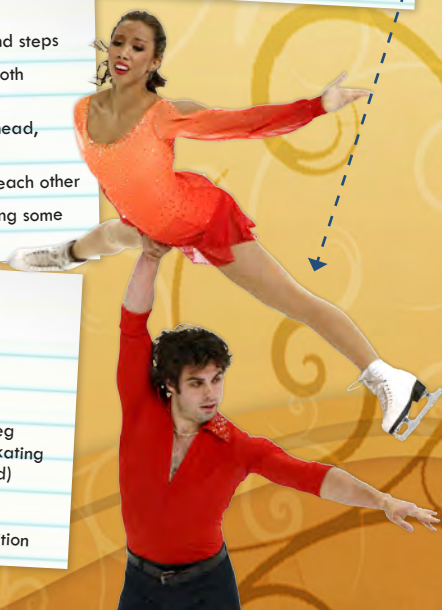
- ✓ Difficult variation of the take-off
- ✓ Change of hold and/or lady's position
- ✓ Difficult variation of the lady's position
- ✓ Difficult carry
- ✓ Difficult one-hand hold of the man
- ✓ Difficult landing variety
- ✓ Change of rotational direction by the man

### STEP SEQUENCE FEATURES

- ✓ Variety and difficulty of turns and steps
- ✓ Full rotations (360 degrees) in both directions
- ✓ Use of upper body movement (head, arms and torso)
- ✓ Changes of position relative to each other
- ✓ Not separating all the time; doing some of the steps in hold

### SPIRAL SEQUENCE FEATURES

- ✓ First difficult variation
- ✓ Second difficult variation
- ✓ Change of edge
- ✓ Unsupported change of free leg position (front, side, back) or skating direction (forward or backward)
- ✓ Total split position
- ✓ Six or more seconds in one position



# LEVELS OF DIFFICULTY (PAIRS)

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### DEATH SPIRAL FEATURES

- ✓ Difficult entry and/or exit
- ✓ Change of lady's and/or man's arm hold
- ✓ Difficult variation of lady's position during the death spiral
- ✓ Additional revolution of the man after the first revolution
- ✓ Additional revolution of the lady after the first revolution



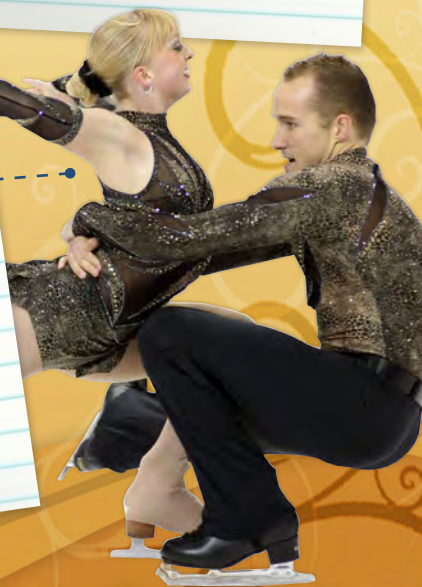
### SOLO SPIN FEATURES

- ✓ First difficult variation
- ✓ Second difficult variation
- ✓ Flying or backward entrance
- ✓ All three basic positions (upright, sit and camel)
- ✓ Change of edge
- ✓ Two changes of foot
- ✓ Spinning in both directions (clockwise and counterclockwise)
- ✓ Six revolutions in one position



### PAIRS SPIN FEATURES

- ✓ Two changes of basic positions by both partners
- ✓ Additional changes of basic positions by both partners
- ✓ Three difficult variations
- ✓ Additional difficult variation
- ✓ Backward entrance
- ✓ Spinning in both directions (clockwise and counterclockwise)
- ✓ Six revolutions in one position



# LEVELS OF DIFFICULTY (ICE DANCING)

**I**n ice dancing, levels range from one to four, with level one having the lowest base value and level four having the highest base value. Couples can achieve higher levels of difficulty by meeting specific criteria. The following characteristics determine the levels of difficulty for the different elements.

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## DANCE SPIN/COMBINATION SPIN

- ✓ Number of rotations
- ✓ Number of difficult variations in different basic positions
- ✓ Spinning in both directions (clockwise and counterclockwise)

## STATIONARY, STRAIGHT LINE, CURVE AND SERPENTINE LIFTS

- ✓ Difficult pose or significant change of pose by lifted partner
- ✓ Difficult position by lifting partner
- ✓ Creative/difficult entry

## ROTATIONAL AND REVERSE ROTATIONAL LIFTS

- ✓ Difficult pose or significant change of pose by lifted partner
- ✓ One hand/arm lift
- ✓ Number of rotations
- ✓ Creative/difficult entry

## TWIZZLES

- ✓ Number of rotations
- ✓ Whether or not there is a change of foot (no change of foot is harder)
- ✓ Additional features
  - Elbows at least level with shoulders
  - Continuous motion of arms
  - Core body shifted off vertical axis
  - Hands clasped behind back and away from body
  - Free leg extended to the side or back or crossed behind
  - Sit position
  - Changing of the level of the skating leg during rotations
  - Free leg in coupé or attitude position
  - Holding of the blade or boot of the free foot

## STEP SEQUENCES

- ✓ Variety and difficulty of turns
- ✓ Turns in both directions
- ✓ Incorporating a section of turns on one foot
- ✓ Changes of hold



## DETERMINING THE GRADES OF

# EXECUTION (GOE)

Judges will add points to the base value of each element or subtract points based on the positive and negative aspects of each element performed.

When marking the GOE for singles and pairs, the judges must consider the following characteristics for each type of element:

- ✓ **Jumps:** The height, length and technique; clean starting and landing of the jump; entry (is it difficult, creative or unexpected); position in the air; and the placement of the jump in relation to the music. In pairs, consideration must be given to the jump of each partner according to its merit.
- ✓ **Spins:** The preparation, entry, rotation and exit; quality of the required positions, strong and well-controlled rotation, number of revolutions in the required positions, and centering of the spin; and in the flying spins, the height of the jump and the position in the air and landing.
- ✓ **Step and spiral sequences:** The swing, carriage and smooth flow of the movement in relation to the character, and the rhythm of the music.
- ✓ **Lifts/twist lifts:** The speed, height, continuous rotation, smoothness of the take-off and landing, good coverage of the ice surface, and position of the lady in the air.
- ✓ **Throw jumps:** The height, distance, take-off, clean landing of the lady, and position of the lady in the air.
- ✓ **Death spirals:** A smooth entry and exit, even descent into the spiral position by the lady, maintenance of the pivot position by the man and position of execution of the actual death spiral.

In marking the GOE for ice dancing, the following must be considered:

Compulsory dance

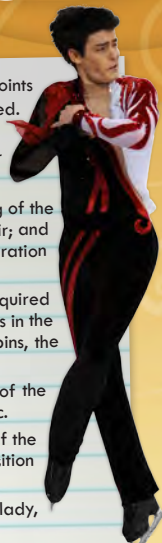
- ✓ **Accuracy:** Correctness of steps, edges, elements and holds.
- ✓ **Placement:** Correctness of pattern and its repetition(s).
- ✓ **Quality of execution:** Quality and depth of edges, steps and turns, and cleanliness and sureness.

Original dance and free dance

- ✓ **Dance spins:** Quality of entry, move onto one foot, rotation, position/line, exit, changes of foot, changes of position.
- ✓ **Lifts:** Quality of entry, ascent/descent, stability, ice movement, position/line, completion/exit, changes in position, rotation, change of curve.
- ✓ **Synchronized twizzles:** Quality of entry, rotation, connecting steps, footwork, completion, matching, spacing.
- ✓ **Step sequences:** Quality of edges, flow, speed, stroking, balance of workload, knee action, footwork, turns, matching, spacing (no hold).

Skaters can earn points through GOE by doing the above characteristics well. For example, a spin with good speed that is well placed to the music will earn a GOE of +1.

Skaters earn reductions in their GOE through errors such as falls, touching down with one or both hands or the free foot, weak landings, poor positions and/or stumbles. The greater the number of errors, or the more severe the errors, the greater the reduction in GOE.



# PROGRAM COMPONENTS

## SKATING SKILLS

A measure of overall skating ability and quality. Look for speed and flow over the ice surface and deep edges (demonstrated by the lean of the body). Also, listen for quiet skating without a lot of scratching and look for skating in both directions (clockwise and counterclockwise).

## TRANSITIONS/LINKING FOOTWORK & MOVEMENT

The varied and/or intricate footwork, positions, movements and holds that link all elements. Look for difficult and/or unique movements between technical elements. In ice dancing, look for variety of holds.

## PERFORMANCE/EXECUTION

The involvement of the skater/couple/team physically, emotionally and intellectually in the performance and the quality of movement and precision of delivery. Look for commitment to the interpretation of the music, posture, style, personality and projection of sincere emotion to the audience. In pairs and ice dancing, look for balance in performance and spatial awareness between team members.

## CHOREOGRAPHY/COMPOSITION

An intentional, developed and/or original arrangement of all movements. Look for pattern and ice coverage, placement of elements around the rink, and relationship between the choreography and the music.

## INTERPRETATION

The personal and creative translation of the music through movement on the ice. Look for expression of the music's style, character and rhythm. In pairs and ice dancing, look for the relationship between team members.

## TIMING

Effortless movements in time to the music. This is only a program component in compulsory dance events, replacing Transitions and Choreography. In the original dance and free dance, timing is considered part of interpretation.

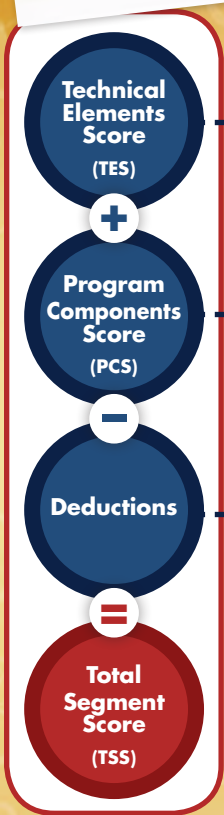


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# IJS MATH

## DETERMINING THE SCORE

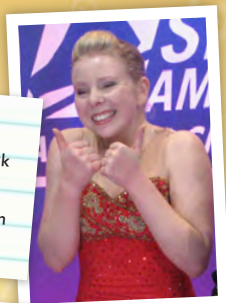
### DETERMINING THE SEGMENT SCORE



Base Value  
+/- GOE

- ✓ Skating Skills
- ✓ Transitions/Linking footwork
- ✓ Performance/Execution
- ✓ Choreography/Composition
- ✓ Interpretation (Timing)

- ✓ Falls
- ✓ Illegal elements
- ✓ Time violations/Interruptions
- ✓ Music violations
- ✓ Costume/Prop violations



### DETERMINING THE COMPETITION SCORE

LADIES, MEN'S AND PAIRS

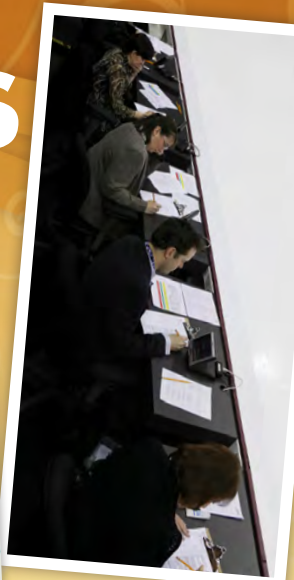
$$\text{Short Program TSS} + \text{Free Skate TSS} = \text{Competition Score}$$

ICE DANCING

$$\text{Compulsory Dance TSS} + \text{Original Dance TSS} + \text{Free Dance TSS} = \text{Competition Score}$$

The highest competition score wins the competition. In the case of a tie, the competitor with the highest score in the final segment (free skate or free dance) wins the competition.

# THE OFFICIALS



## JUDGING PANEL

### EVENT REFEREE

- In charge of the event/acts as spokesperson
- Manages the panel of judges
- Determines deductions for costume and prop violations, time violations, interruptions of the program, music violations and extended lifts (ice dancing only)

### JUDGES

- Evaluate and score the quality of each element (GOE)
- Evaluate and score the skaters' achievements in each of the specified program components

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## TECHNICAL PANEL

### TECHNICAL CONTROLLER

- Acts as chair and spokesperson of the technical panel
- Supervises calls of the technical specialists and input of the correct elements by the data operator
- Makes sure performed elements meet the program requirements
- Acts as a voting member on the technical panel in cases in which the two technical specialists disagree on a call

### TECHNICAL SPECIALIST

- Identifies and calls the performed elements
- Rewards skaters for any features they use to increase the level and value of their elements
- Identifies falls, illegal elements and innovative elements

### ASSISTANT TECHNICAL SPECIALIST

- Assists the technical specialist in the identification of all elements, falls, illegal elements and innovative elements
- Takes notes on the calls

### DATA OPERATOR

- Inputs the called elements into the computer
- Operates the video replay during the review process

### VIDEO REPLAY OPERATOR

- Captures video clips of all elements in a program for use by the judges and technical panel to review elements at the end of the program

# GLOSSARY OF IJS Terms

**BASE VALUE** | A value assigned to each element depending on the degree of difficulty

**BASIC SPIN POSITIONS** | There are three basic positions:

- Camel - Free leg backwards with the knee higher than the hip level;
- Sit - Lower part of the buttocks not higher than the upper part of the knee of the skating leg, upper part of the skating leg at least parallel to the ice;
- Upright - Any position with skating leg extended or almost extended that is not a camel position; includes layback, Biellmann and similar variations.

All other positions are considered intermediate positions.



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THERE ARE TWO BASIC EDGES:

1) inside, which is achieved when the skater is leaning toward the inside of the foot; and

2) outside, which is achieved when the skater is leaning toward the outside of the foot.



**DIFFICULT VARIATION OF POSITION** | A movement of a body part, leg, arm, hand or head that requires more physical strength or flexibility and has an affect on the balance of the main body core

**DOWNGRADE** | A jump, throw jump or twist lift that does not achieve at least three-quarters of the final rotation in the air only receives credit for the base value of the same element with the next lower rotation. For example, an attempted triple Lutz that does not rotate at least 2.75 times before landing will only receive credit as a double Lutz.

• **EDGE** | The side of the blade on which a skater balances, causing the skate to travel on a curve as opposed to a straight line

**FEATURES** | Additions that make elements more difficult and increase the base value

**GRADE OF EXECUTION (GOE)** | A measure of how well each element is performed. GOE can add or subtract points from the base value of an element.

**LEVEL OF DIFFICULTY** | A measure of the complexity of an element. Skaters can achieve higher levels of difficulty through the use of features. In singles, pairs and ice dancing, levels range from one to four, with level one having the lowest base value and level four having the highest base value.

**SCALE OF VALUES** | The document created by the ISU that lists the base values and GOE values for each element

**SEGMENT** | Refers to either the short program or the free skate in ladies, men's and pairs. In ice dancing, it refers to the compulsory dance, original dance and free dance.

# EVENTS SCHEDULE

## FRIDAY, JAN. 15

Junior Men's Short Program	8:45 a.m.
Senior Pairs Short Program	1:30 p.m.
Opening Ceremony	6:45 p.m.
Senior Men's Short Program	7 p.m.

## SATURDAY, JAN. 16

Senior Pairs Free Skate	11 a.m.
Junior Pairs Short Program	7:30 p.m.

## SUNDAY, JAN. 17

Senior Men's Free Skate	10:30 a.m.
Novice Men's Short Program	3:30 p.m.
Novice Pairs Short Program	5:30 p.m.
Junior Men's Free Skate	9 p.m.

## MONDAY, JAN. 18

Novice Ladies Short Program	12 p.m.
Novice Pairs Free Skate	2 p.m.
Novice Men's Free Skate	6:45 p.m.
Junior Pairs Free Skate	8:45 p.m.

## TUESDAY, JAN. 19

Novice Compulsory Dance	8:15 a.m.
Novice Ladies Free Skate	11 a.m.
Junior Compulsory Dance	7:45 p.m.

## WEDNESDAY, JAN. 20

Novice Free Dance	10 a.m.
Junior Ladies Short Program	3:45 p.m.
Junior Original Dance	7:45 p.m.

## THURSDAY, JAN. 21

Senior Compulsory Dance	10:30 a.m.
Junior Free Dance	3:45 p.m.
Senior Ladies Short Program	7:30 p.m.

## FRIDAY, JAN. 22

Junior Ladies Free Skate	10 a.m.
Senior Original Dance	6 p.m.

## SATURDAY, JAN. 23

Senior Free Dance	11:40 a.m.
Senior Ladies Free Skate	4:00 p.m.

## SUNDAY, JAN. 24

Smucker's Skating Spectacular	12:30 p.m.
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