

1. Basic principles of calculation

- a) Every element has a certain base value indicated in the Scale of Value (SOV) Table. Deductions are applied by the Technical Controller to the total value of elements as follows:
 - a. Not according to requirements: -0.3
 - b. Omitted Feature: -0.6
 - c. Additional Element or Incorrect Shape: -1.0
 - d. Illegal Element: -2.0
- b) The Base Values for the Levels of elements is determined by combining the Difficulty Groups of Elements and the Features.
- 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 Table.
- d) The panel’s grade of execution (GOE) is determined by calculating the trimmed mean of the numerical values of the grades of execution awarded by the Judges.
- e) The trimmed mean is calculated by deleting the highest and the lowest values of all scoring judges and calculating the average of the remaining values.
- f) This average will become the final grade of execution of an individual element. The panel’s GOE is rounded to two (2) decimal places.
- g) The panel’s score for each element is determined by adding the trimmed mean GOE of this element to its base value.
- h) If the value of the element (after taking any missing requirement reductions) is less than zero, the element shall be awarded a value of 0.0.
- i) A sequence of two (2) elements in Free Skating is evaluated as one unit by adding the based values of the Levels for elements included, multiplying the result with 0.7 and after that applying the GOE with the numerical value of the most difficult element. The factor of 0.7 will not apply in the Short Program when two (2) of the following formations are used (wheel, line and intersection in junior short program and wheel and intersection in senior short program) In the short program, each formation will be separately judged with a GOE.
- j) The panel’s scores for all the elements are added.
- k) Any additional element 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.
- l) Bonuses are applied as follows:
 - ◆ An innovative element, movement or transition *may* be granted with a special bonus of two (2) points. This bonus can only be obtained once for a program.
- m) The bonus (if obtained) will be added to the sum of the panel’s score for all the elements giving thus the Total Technical Score.
- n) Each Judge also marks the Program Components on a scale from 0.25 to 10 with 0.25 points increments.
- o) The panel’s points for each Program Component are 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 in d).
- p) The panel’s points for each Program Component are then multiplied by a factor according to the following table:

Event	Skating Skills	Technical Transitions	Performance/ Execution	Choreography	Interpretation
Short Programs					
Junior/ Senior/ Open	0.80	0.80	0.80	0.80	0.80
Free Programs					
Adult/ Novice	1.00	1.00	1.00	1.00	1.00
Junior/ Senior/ Open	1.60	1.60	1.60	1.60	1.60

The factored results are rounded to two decimal places and added. The sum is the Program Component Score.

- q) Deductions are applied for each violation as follows:
 - time violation – 1.0 for every 5 seconds lacking or in excess;
 - music violation – 1.0 for vocal music;
 - additional element violation – 1.0 for each additional element;
 - illegal element violation – 2.0 for every illegal element;

- costume, makeup and prop violation – 1.0 for each violation;
- fall deduction: additional deductions will be taken for each fall in a program according to the following table:

LEVEL	Deduction
Adult/ Novice/ Junior/ Senior/Open	-1.0 points for each fall of one skater
Adult/ Novice/ Junior/ Senior/Open	-2.0 point for each fall of more than one skater
Adult/ Novice/ Junior/ Senior/Open	-1.0 for each interruption of more than 10 seconds caused by a fall (additional –1.0 for each additional 10 second interruption)

For interpretation of this rule a fall is defined as “a 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 part of the body other than the blades, e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.”

2. Determination of results in each part of a competition

- a) The Total Segment Score of each competitor in each part of a competition (Short Program and Free Skating) is calculated by adding the Total Technical Score and the Program Component Score, subtracting any program deductions.
- b) The competitor with the highest Total Segment Score is placed first; the competitor with the next highest Total Segment Score is placed second and so on.
- c) If two or more skaters will have the same result, the Total Technical Score will break the tie in the Short Program and the Program Component Score will break the tie in Free Skating. If these results are also equal, the competitors concerned will be considered as tied.

3. Determination of Combined and Final Result

- a) The Total Segment Scores of the Short Program and Free Skating are added and the result constitutes the Final Score of a skater in an event. The competitor with the highest Final Score is first etc.
- b) In case of an event with two Free Skating programs, the Total Segment Score of the first Free Skating will be multiplied by a factor of 0.50. The results will be added to the final Free Skating.
- c) In cases of ties at any phase the participant with the highest place for the last skated segment is placed first etc.
- d) If there is a tie in this segment, the placement of the previous skated segment will count for the better place etc. If there is no previous segment, skaters are tied.

4. Publication of Results

- a) The official placing in each segment of each competition or Championships must be published as soon as possible after all competitors have completed that segment.
- b) Following each segment a printout “Details for each team”, which indicates the Base Values of all the elements and the GOE and Points for the Program Components will be issued.
- c) The final result must be published as soon as possible after the conclusion of the event. This must include for each competitor:
 - the final place;
 - separately, the placing in each segment of an event;
 - the total points (Final Score) of each competitor.
- d) Items in c) must be included in the printed protocol of a Competition or Championship.