

# REASONS FOR POSITIVE GOE

FOR + 1 : 1 bullet  
FOR + 4 : 4 bullets

FOR + 2 : 2 bullets  
FOR + 5 : 5 or more bullets

FOR + 3 : 3 bullets

FOR starting and final GOE of + 4 and +5 THE FIRST THREE bullets highlighted in bold must be present

<p><b>Jump Elements</b></p>	<p>1) <b>very good height and very good length (of all jumps in a combo or sequence)</b>            2) <b>good take-off and landing</b>            3) <b>effortless throughout (including rhythm in jump combo or sequence)</b>            4) steps before the jump, unexpected or creative entry            5) very good body position from take-off to landing            6) element matches the music</p>
<p><b>Spins</b></p>	<p>1) <b>good speed and/or acceleration during spin</b>            2) <b>good controlled, clear position(s) (inc. height and air/landing position in flying spin)</b>            3) <b>effortless throughout</b>            4) maintaining a centered spin            5) creativity            6) element matches the music</p>
<p><b>Step Sequences</b></p>	<p>1) <b>deep edges, clean steps and turns, control of the whole body</b>            2) <b>element matches the music</b>            3) <b>effortless throughout with good energy, flow and execution</b>            4) creativity of body movements including variations of free foot            5) good ice coverage or interesting pattern            6) good acceleration and deceleration</p>
<p><b>Choreographic Sequences</b></p>	<p>1) <b>element matches the music and reflects the concept/character of the program</b>            2) <b>creativity</b>            3) <b>effortless throughout with good energy, flow and execution</b>            4) varied directions and pattern            5) good clarity and precision            6) excellent commitment and control of the whole body</p>