

The **Component Judging System (CJS)** evaluates skating using **three program components**, each scored on an **absolute scale**. Judges should assess the *overall performance* in each component, rather than scoring individual elements. In events that feature a program to music, judges will award three marks, or components, from 0.25 to 10.00, in 0.25 increments.

Judges should rate each skater against the standard, not rank them against one another. The scale is absolute, meaning that marks of 10.00 are the highest achievable overall in figure skating.

This guideline document is intended for singles skating, primarily pre-preliminary or adult pre-bronze and higher. See the specific Compete USA Guidelines for Snowplow Sam / Basic 1-6 and Aspire 1-4 events.

Component	Definition	Judges Consider
Technical Elements (TE)	Execution of required technical skills with accuracy, clarity, control and strong fundamentals.	Difficulty of elements (appropriate to level) Quality of execution Absence of errors
Composition / Presentation (Co/Pr)	Engagement shown through musicality, combined with a purposeful arrangement of movements into a performance that reflects space, pattern and musical structure.	Expressiveness Musicality and interpretation Pattern and ice coverage in support of the choreography
Skating Skills	The ability to execute the skating repertoire of steps, turns, and skating movements with the blade and body control.	Variety of edges, steps, turns, movements, rotational direction. Clarity of edges, turns, body control and carriage Balance and glide; flow; power and speed.

U.S. FIGURE SKATING COMPONENT JUDGING SYSTEM (CJS)



TECHNICAL ELEMENTS

The difficulty and quality of technical elements performed. Execution of technical skills with accuracy, clarity, control and strong fundamentals. Go up to the next higher range for elements that are executed very well and drop down to the lower range for elements with errors.

Score Range	Descriptor	Jumps (Typical Content)	Spins (Quality & Control)	Steps (Edges & Movement)
0.25 – 0.75	Beginning / Starting	No jumps attempted	Beginning 1-foot and 2-foot spin attempts.	Mostly 2-foot skating and limited turns executed.
1.00 – 1.75	Emerging / Learning	½ jumps, Singles through Salchow	Some recognizable basic positions (1 foot-spin, scratch spin, back spin)	Basic steps introductory concepts of edges
2.00 – 2.75	Developing / Progressing	Single Jumps	Clear basic spin positions (sit, camel, upright spin attempts); mostly balanced	Introductory steps and turns with attempts at multidirectional skating
3.00 – 3.75	Confident / Competent	Double jumps; inconsistent execution	Clear basic positions; combination spins	Steps showing intention and improving clarity with balance and glide; multidirectional skating
4.00 – 4.75	Secure / Strengthening	Consistent double jumps	Fair positions that are mostly centered with well-maintained speed; flying spins	Variety of steps and turns with fair edge quality; consistent multidirectional skating
5.00 – 5.75	Average	Quality double jumps, combinations; double Axel attempted	Clearly defined positions with centered spins and acceleration throughout (attempts at difficult variations)	Greater variety of step and turn execution; attempted greater difficulty in movements
6.00 – 6.75	Above Average	All double jumps (2A included), combinations, with strong execution; some triple jumps attempted	All spins are consistently well-centered, controlled with some difficult variations achieved	Above average turn execution with effective multidirectional skating; some displays of ability to move whole body effortlessly
7.00 – 7.75	Good	Triple jumps; inconsistent execution	Good spin quality and control throughout with difficult variations	Good turn execution with difficult steps & turns
8.00 – 8.75	Very Good	Multiple triples with combinations attempted	Very good quality and control over all facets of spin with difficult variations	Higher-level complexity of steps and variety; multidirectional fully integrated with strong, controlled edges
9.00 – 10.00	Excellent / World Championship level	Well executed triple jumps, combinations, triple Axel, quadruple jumps.	Excellent quality, control with difficult variations.	Above, executed with excellent quality.

COMPOSITION / PRESENTATION (Co/Pr)

FOCUS: How the program is designed and performed in relation to the music.

DEFINITION: Engagement and commitment shown through an understanding of the music, combined with a purposeful arrangement of movements into a cohesive performance that reflects space, pattern and musical structure.

CRITERIA		EXPLANATION OF CRITERIA
1	Expressiveness and projection	- Through complete personal involvement in the program, the skater(s) express(es) and project(s) a mood, feeling, image, rhythm or style as inspired by the musical selection. - Confident presentation of one's body and energy to communicate a feeling. - Ability to capture the viewer, to arouse emotions.
2	Musicality and interpretation	- Ability to move accurately and consistently as required by the characteristics of the music and its elements (melody, rhythm, harmony, tempo, dynamic articulation). - Steps and movements follow the musical timing when clearly identifiable. Finesse of movement(s) to demonstrate an appreciation of musical details, accents and nuances. Appropriate / purposeful translation of music into movements.
3	Pattern and ice coverage	- The interesting and creative placement of units of movement on the ice. - The design of the program and layout covering the entire ice surface.

U.S. FIGURE SKATING
COMPONENT JUDGING SYSTEM (CJS)



SKATING SKILLS (SS)

FOCUS: The technique of skating and movement

DEFINITION: The ability of skaters to execute the skating repertoire of steps, turns and skating movements with blade and body control.

CRITERIA		EXPLANATION OF CRITERIA
1	Variety of edges, steps, turns, movements, and directions	Diversity in the use of edges, steps, turns, body movements, and direction of skating: forwards, backwards, clockwise, counterclockwise.
2	Clarity of edges, steps, turns, movements, and body control/carriage	• Ability to execute each edge, step, turn, and body movement precisely and completely. • Clarity is the quality and the precision of execution. • Edges must be precise from the moment the blade touches the ice. • Core control facilitates movement regardless of the plane.
3	Balance and glide	• Ability of the blade to glide on the ice without friction. • Equilibrium over the blade resulting in control of the blade and movement and in the easy and smooth movement of the blade on the ice. • Predominance of one-foot skating; however, can be on two feet. • Speed is maintained because of balance, control and lack of friction of the blade on the ice. • Gliding on long, deep edges is more difficult than short, flat edges.
4	Flow	• Ability of the whole body to move smoothly, harmoniously and effortlessly, starting from a fluid knee-ankle action. • Fluid and effortless transition from one movement to another or from a combination of movements to others.
5	Power and speed	• The ability to gain and control speed when stepping from one foot to the other (dynamic stroking). • The ability to display acceleration and deceleration, and the execution of the skating repertoire with speed and ease.

DEDUCTIONS & REDUCTIONS

Judges and/or referees are responsible for taking the following deductions or reductions for various errors or illegal elements. For errors where the Technical Elements score is reduced, judges should decide what they would have given for that score before the error(s), then reduce it by the designated amount in the chart below.

Description	Penalty	Responsible
Time violation: For every 5 seconds lacking or in excess	-0.25 deduction	Referee
Costume deduction	-0.25 deduction	Judges, by a majority vote
Costume falls on the ice	-0.25 deduction	Referee
Falls	Reduce the TE score by -0.25 for each fall; max. of -0.75	Judge
Illegal elements / movements	Reduce the TE score by -0.25 for each.	Judge
Free skate not well-balanced. Program contains elements not allowed in the program chart.	Reduce the TE score by -0.50 for each.	Judge
Late start (skater not taking their position within 30 seconds of name)	-0.50 deduction	Referee
Interruption in performing the program – for every interruption	-0.25 (10 sec – 20 sec.); -0.50 (20 – 30 sec.); -0.75 (more than 30)	Referee

DEDUCTIONS & REDUCTIONS – SPECIFIC TO SHORT PROGRAM

Description	Penalty	Responsibility
Extra or repeated elements	Reduce the TE score by -0.50 for each.	Judge
Spins lacking required revolutions	Reduce the TE score by -0.25 for each lacking spin	Judge
Failure in jump elements or spin elements	Reduce the TE score by -0.25 to 1.00	Judge
Omission of jump elements or spin elements	Reduce the TE score by -0.25	Judge
Non-prescribed element in place of prescribed element	Omission reduction and -0.50 reduction from TE score	Judge