



July 1, 2016 - June 30, 2017

**2016-2017 Skate Canada Scale of Values (SOV)**  
**Short Dance, Free Dance and Creative Dance ([July 14, 2016](#))**

LIFTS		minus3	minus2	minus1	base	plus1	plus2	plus3
StaLi1	Stationary Lift Level 1	-1	-0.7	-0.3	2	0.6	1.2	1.8
StaLi2	Stationary Lift Level 2	-1.5	-1	-0.5	3	0.6	1.2	1.8
StaLi3	Stationary Lift Level 3	-1.5	-1	-0.5	4	0.6	1.2	1.8
StaLi4	Stationary Lift Level 4	-1.5	-1	-0.5	4.5	0.6	1.2	1.8
SILi1	Straight Line Lift Level 1	-1	-0.7	-0.3	2	0.6	1.2	1.8
SILi2	Straight Line Lift Level 2	-1.5	-1	-0.5	3	0.6	1.2	1.8
SILi3	Straight Line Lift Level 3	-1.5	-1	-0.5	4	0.6	1.2	1.8
SILi4	Straight Line Lift Level 4	-1.5	-1	-0.5	4.5	0.6	1.2	1.8
CuLi1	Curve Lift Level 1	-1	-0.7	-0.3	2	0.6	1.2	1.8
CuLi2	Curve Lift Level 2	-1.5	-1	-0.5	3	0.6	1.2	1.8
CuLi3	Curve Lift Level 3	-1.5	-1	-0.5	4	0.6	1.2	1.8
CuLi4	Curve Lift Level 4	-1.5	-1	-0.5	4.5	0.6	1.2	1.8
RoLi1	Rotational Lift Level 1	-1	-0.7	-0.3	2	0.6	1.2	1.8
RoLi2	Rotational Lift Level 2	-1.5	-1	-0.5	3	0.6	1.2	1.8
RoLi3	Rotational Lift Level 3	-1.5	-1	-0.5	4	0.6	1.2	1.8
RoLi4	Rotational Lift Level 4	-1.5	-1	-0.5	4.5	0.6	1.2	1.8

<p>Combination Lift (Reference ISU Rule 353, para 1.i)</p>	<p>Combination Lifts are evaluated as one unit by adding the Base Values of the two first executed types of short lifts and then applying the GOE. The GOE of the combination lift is equal to the sum of the numerical values of the corresponding GOE of these two first executed types of short lifts.</p>
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SPINS		minus3	minus2	minus1	base	plus1	plus2	plus3
Sp1	Spin Level 1	-1	-0.7	-0.3	2.6	0.6	1.2	1.8
Sp2	Spin Level 2	-1.5	-1	-0.5	3.6	0.6	1.2	1.8
Sp3	Spin Level 3	-1.5	-1	-0.5	4.6	0.6	1.2	1.8
Sp4	Spin Level 4	-1.5	-1	-0.5	5.6	0.6	1.2	1.8
CoSp1	Combo Spin, Level 1	-1	-0.7	-0.3	2.6	0.6	1.2	1.8
CoSp2	Combo Spin, Level 2	-1.5	-1	-0.5	3.6	0.6	1.2	1.8
CoSp3	Combo Spin, Level 3	-1.5	-1	-0.5	4.6	0.6	1.2	1.8
CoSp4	Combo Spin, Level 4	-1.5	-1	-0.5	5.6	0.6	1.2	1.8



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**STEP SEQUENCES**

		minus3	minus2	minus1	base	plus1	plus2	plus3
<b>PStB</b>	<b>Partial Step Sequence Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
PSt1	Partial Step Sequence Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
PSt2	Partial Step Sequence Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
PSt3	Partial Step Sequence Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
PSt4	Partial Step Sequence Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>CiStB</b>	<b>Circular Step in Hold Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
CiSt1	Circular Step in Hold Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
CiSt2	Circular Step in Hold Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
CiSt3	Circular Step in Hold Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
CiSt4	Circular Step in Hold Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>SeStB</b>	<b>Serpentine Step in Hold Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
SeSt1	Serpentine Step in Hold Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
SeSt2	Serpentine Step in Hold Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
SeSt3	Serpentine Step in Hold Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
SeSt4	Serpentine Step in Hold Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>DiStB</b>	<b>Diagonal Line in Hold Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
DiSt1	Diagonal Line in Hold Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
DiSt2	Diagonal Line in Hold Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
DiSt3	Diagonal Line in Hold Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
DiSt4	Diagonal Line in Hold Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>MiStB</b>	<b>Mid Line in Hold Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
MiSt1	Mid Line in Hold Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
MiSt2	Mid Line in Hold Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
MiSt3	Mid Line in Hold Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
MiSt4	Mid Line in Hold Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>NtCiStB</b>	<b>Circular Not Touching Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
NtCiSt1	Circular Not Touching Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
NtCiSt2	Circular Not Touching Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
NtCiSt3	Circular Not Touching Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
NtCiSt4	Circular Not Touching Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>NtSeStB</b>	<b>Serpentine Not Touching Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
NtSeSt1	Serpentine Not Touching Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
NtSeSt2	Serpentine Not Touching Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
NtSeSt3	Serpentine Not Touching Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
NtSeSt4	Serpentine Not Touching Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

<b>NtDiStB</b>	<b>Diagonal Line Not Touching Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
NtDiSt1	Diagonal Line Not Touching Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
NtDiSt2	Diagonal Line Not Touching Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
NtDiSt3	Diagonal Line Not Touching Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
NtDiSt4	Diagonal Line Not Touching Level 4	-3	-2	-1	8.6	1.1	2.2	3.3



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**STEP SEQUENCES**

		minus3	minus2	minus1	base	plus1	plus2	plus3
<b>NtMiStB</b>	<b>Midline Not Touching Level B</b>	<b>-1.5</b>	<b>-1</b>	<b>-0.5</b>	<b>2.6</b>	<b>0.6</b>	<b>1.2</b>	<b>1.8</b>
NtMiSt1	Midline Not Touching Level 1	-1.5	-1	-0.5	4.1	0.6	1.2	1.8
NtMiSt2	Midline Not Touching Level 2	-3	-2	-1	5.6	1.1	2.2	3.3
NtMiSt3	Midline Not Touching Level 3	-3	-2	-1	7.1	1.1	2.2	3.3
NtMiSt4	Midline Not Touching Level 4	-3	-2	-1	8.6	1.1	2.2	3.3

**SET OF TWIZZLES (sequential or synchronized twizzles)**

		minus3	minus2	minus1	base	plus1	plus2	plus3
STw1	Synchronized Twizzle Level 1	-1	-0.7	-0.3	3.1	0.6	1.2	1.8
STw2	Synchronized Twizzle Level 2	-1.5	-1	-0.5	4.6	0.6	1.2	1.8
STw3	Synchronized Twizzle Level 3	-1.5	-1	-0.5	5.6	0.6	1.2	1.8
STw4	Synchronized Twizzle Level 4	-1.5	-1	-0.5	6.6	0.6	1.2	1.8

**CHOREOGRAPHIC ELEMENTS**

		minus3	minus2	minus1	base	plus1	plus2	plus3
ChLi	Choreographic Dance Lift	-0.6	-0.4	-0.2	0.7	0.7	1.4	2.1
ChSp1	Choreographic Spinning Movement	-0.6	-0.4	-0.2	0.7	0.7	1.4	2.1
ChTw1	Choreographic Twizzling Movement	-0.6	-0.4	-0.2	0.7	0.7	1.4	2.1

**PATTERN DANCE ELEMENTS**

		minus3	minus2	minus1	base	plus1	plus2	plus3
<b>1BL1</b>	<b>Blues - 1st section (Judges side), Level 1</b>	-1.5	-1.0	-0.5	3.2	0.6	1.2	1.8
<b>1BL2</b>	<b>Blues - 1st section (Judges side), Level 2</b>	-1.5	-1.0	-0.5	3.8	0.6	1.2	1.8
<b>1BL3</b>	<b>Blues - 1st section (Judges side), Level 3</b>	-1.5	-1.0	-0.5	4.4	0.6	1.2	1.8
<b>1BL4</b>	<b>Blues - 1st section (Judges side), Level 4</b>	-1.5	-1.0	-0.5	5.0	0.6	1.2	1.8

<b>2BL1</b>	<b>Blues - 2nd section (Opposite side), Level 1</b>	-1.5	-1.0	-0.5	3.2	0.6	1.2	1.8
<b>2BL2</b>	<b>Blues - 2nd section (Opposite side), Level 2</b>	-1.5	-1.0	-0.5	3.8	0.6	1.2	1.8
<b>2BL3</b>	<b>Blues - 2nd section (Opposite side), Level 3</b>	-1.5	-1.0	-0.5	4.4	0.6	1.2	1.8
<b>2BL4</b>	<b>Blues - 2nd section (Opposite side), Level 4</b>	-1.5	-1.0	-0.5	5.0	0.6	1.2	1.8

<b>1MB1</b>	<b>Midnight Blues - 1st section, Level 1</b>	-1.5	-1.0	-0.5	3.2	0.6	1.2	1.8
<b>1MB2</b>	<b>Midnight Blues - 1st section, Level 2</b>	-1.5	-1.0	-0.5	3.8	0.6	1.2	1.8
<b>1MB3</b>	<b>Midnight Blues - 1st section, Level 3</b>	-1.5	-1.0	-0.5	4.4	0.6	1.2	1.8
<b>1MB4</b>	<b>Midnight Blues - 1st section, Level 4</b>	-1.5	-1.0	-0.5	5.0	0.6	1.2	1.8

**Additional STARSkate/Adult SOV elements**

<b>Creative Dance</b>		minus3	minus2	minus1	base	plus1	plus2	plus3
CrCiSt1	Creative Circular Step Sequence 1	-3	-2	-1	4	1	2	3
CrSISt1	Creative Straight Line Step Sequence 1	-3	-2	-1	3.5	1	2	3
CrDiSt1	Creative Diagonal Step 1	-3	-2	-1	4	1	2	3
CrMiSt1	Creative Midline Step 1	-3	-2	-1	4	1	2	3
CrMiTw1	Creative Midline Twizzles 1 (Dance)	-3	-2	-1	3.5	1	2	3
CrRmSt1	Creative Bronze Rhythm Step 1	-3	-2	-1	3.5	1	2	3
CrTw1	Creative Twizzles 1 (Dance)	-3	-2	-1	4.5	1	2	3