

CHILEAN NATIONAL FIGURE SKATING FEDERATION



General Manual for Technical Requirements, Calculations and Behavior for all Disciplines and Categories

The regulations contained herein were drafted in English based on the provisions of the U.S. Figure Skating 2017/2018 Rulebook and its revisions through April 1, 2018. The contents of these regulations are not, however, a verbatim copy of said document, but rather have adapted to the realities and structural and technical difficulties of skating in Chile in an effort to ensure well-rounded competitors, foster the development of figure skating programs across the country and gradually move them toward existing international standards.

These regulations are based on those originally drafted by Eldo Noronha for use in South America.

All competitors and coaches are expected to be familiar with these rules, to comply with them in full and to exemplify the highest standards of fairness, ethical behavior and genuine good sportsmanship in their relations with others. Any person whose acts, statements or conduct is considered detrimental to the welfare of figure skating may be disqualified from the competition.

Table of Equivalencies

USFS	Chile
Basic 1	Beginner 1
Basic 2	Beginner 2
Basic 3	Beginner 3
Basic 4	Beginner 4
Basic 5	Beginner 5
Basic 6	Beginner 6
Pre-Freeskate	Intermediate 1
Free-Skate 1	Intermediate 2
Free-Skate 2	Intermediate 3
Free-Skate 3	Intermediate 4
Free-Skate 4	Intermediate 5
Free-Skate 5	Intermediate 6
Free-Skate 6	Intermediate 7
No Test	Advanced 1
Pre-Preliminary	Advanced 2
Preliminary	Advanced 3
Pre-Juvenile	Advanced 4
Juvenile	Advanced 5
Intermediate	Advanced 5
Novice	Advanced 6
Junior	Junior
Senior	Senior

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Requirements for the Audience, Parents and Relatives

During warm-ups and during the presentation of athletes, the audience shall endeavor to remain quiet, except for reasonable clapping and cheering. Bullhorns, drums, whistles and other noise-making devices are strictly prohibited. Any individual or group of people who violate this rule will be invited by security or person in charge to exit the competition venue.

At the conclusion of each skater's performance, plush toys may be thrown onto the ice if they are completely enclosed in a plastic bag. No object that may deteriorate the quality of the ice or pose a risk of falling to subsequent skaters may be thrown on the ice. This includes flowers (even if properly wrapped). Individuals violating this rule will be asked to leave the premises permanently. Country delegations shall take every possible measure to ensure that this rule is followed. Failure to do so may lead to disciplinary action.

Skaters, coaches, parents and relatives are responsible for looking after all personal items. The Organizing Committee shall not be held liable for damage to or the disappearance of any property inside or on the premises of the establishment where the event is held.

Coaching Requirements – All Disciplines

- Sideline Coaching

Skaters and Synchro Groups skating teams may receive coaching from the sidelines while on the ice during warm-up periods and may also leave the ice surface for that purpose, provided such coaching does not interfere with the judging of another skater. However, coaching is not permitted during the actual performance of the skater or team before the judges, nor may the coach be on the ice with the skater or team in the warm-up area. For the purpose of this rule, coaching shall be considered any communication between the skater or team and a coach, parent or any other person. The referee may bar from the rink anyone who disregards this rule and may disqualify any skater or team who receives coaching in violation thereof.

- Planned Program Content Sheets (PPCS)

PPCS are mandatory for all levels. PPCS must be presented at the time of registration for the event. Registrations that are not accompanied by a Planned Content Program Sheet and/or the payment of the corresponding fee will be deemed incomplete and inadmissible. PPCS containing egregious errors in content, format and/or nomenclature will be returned to the country representative and may be re-submitted within three business days. A fee of US\$ 50 will be charged for such re-submissions. Skaters will not be included on the championship list until such payment is made. If the re-submission continues to include errors, the country representative will be contacted again and offered a second opportunity to rectify, as long as the championship is not scheduled to take place within the next 30 days. The form may be re-filed a second time, with the corresponding US\$ 50 review payment. If, after two reviews, it is the opinion of the organizing committee that the form continues to contain egregious errors, the participation of the skater will be canceled. The registration and PPCS review fees will NOT be reimbursed.

Behavior of Competitors During Competitions – All Disciplines

Competitors shall at all times respect and obey the instructions of the official in charge of the competition, best practices for the sport and endeavor to apply common sense. Competitors who directly or indirectly, or in writing, express themselves in any improper manner regarding the officials or their decisions or the marking of the judges may be suspended or excluded from further competition.

Judging Systems for the 4th South American Open Inter-Club Figure Skating Championship

The Advanced South American Judging System (ASAJ) and Basic South American Judging System (BSAJ) will be used for judging and scoring this open championship.

A. The BSAJ System will be used to judge and score the following events:

- Beginners 1-6;
- Intermediates 1-6;
- Adults Singles Rubellite and Amethyst;
- Showcase Competition.

B. When qualified judges and a technical panel are available, the ASAJ system will be used to judge and score the following events:

- All Advanced Singles levels (Pre-Advanced, Advanced 1-6, Junior and Senior);
- Adult Singles Tourmaline, Emerald, Diamond (Advanced 5-6), Diamond Junior/Senior.

When such a panel is not available, the BSAJ system will be used.

C. The Panel of Judges shall be composed of three judges and one Referee, all of whom shall be duly qualified and skilled in the judging systems used.

Participation Regulations

Age Groups: Singles

- 5 – 7 years old – MINORS
- 8 – 10 years old – CHILDREN
- 11 – 13 years old – PRE-TEENS
- 14 – 17 years old – TEENS
- 18 – 27 years old – ADULTS
- After 28 years old – MASTERS

The competitor's age will be determined based on that skater's age on JUL 1, 2018.
Should the competitor's birthday be July 1st, the older age category shall apply.

Competition Schedule Draw

The skating order within each category will be defined by lottery, made via conference call with all or most of the coaches responsible for the foreign delegations participating in the event. The date of the draw will be made public through the usual means of communications for coaches in sufficient time prior to the event.

Clothing and Equipment – Singles

- A.** Competitors' clothing must be modest, dignified and appropriate for athletic competition, not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen;
- B.** The skating clothing worn in actual competition may not bear any form of advertising. However, warm-up suits may bear the name of a sponsor when a skater is on the ice. The sponsor's name must not exceed 4.65 square inches (30 square centimeters);
- C.** Clothing may not give the appearance of excessive nudity. While a reasonable use of skin color fabrics is acceptable, athletes and coaches must consider the age, maturity and development of the skater and ensure that the use of such fabrics is appropriate, tasteful and respectful;
- D.** Props, feathers, and objects that may fall on the ice surface, are prohibited; any ornamentation attached to the clothing must be firmly fastened so as not to fall off while skating under normal competitive conditions;
- E.** Men must wear trousers; not tights. Ladies may wear skirts, trousers and tights (including unitards);
- F.** All competitors must maintain their equipment and clothing and store them with care. Boots shall be presented in the best fashion possible. Boot covers may be used. Blades must be sharpened to produce a flat to concave cross section without change to the width of the blade as measured between the two edges. However, a slight tapering or narrowing of the cross section of the blade is permitted.

Music - Singles

A. Music Type

A.1. The music in singles events shall be selected by the competitor; for all programs, vocals are permitted. Choreography must be appropriate for the music.

A.2. No type of indication or signal (beep, bells, etc.) may precede the skater's music.

B. Duration of Skating – Singles

B.1. Time starts from the moment the skater begins to move or skate. Timing stops when the skater comes to a complete stop at the end of the program;

B.1.2. Should the music end before the skater concludes the presentation, only the elements executed through the end of the music will be scored. A deduction of .1 will be applied as well to the artistic portion;

B.1.3. Should the skater conclude the presentation before the end of the music, a deduction of .1 will be applied to the artistic score.

B.2. Time Allowance – Pre-Advanced, Advanced and All Adult Events

B.2.1. The duration of Advanced 5 and 6, Pre-Advanced and Advanced 1 and All Single Adult events must not exceed the maximum time allowed, but may be less, provided that all technical elements are included;

B.2.2. Any element started after the permissible time will be considered in the marking as omitted;

B.2.3. No extra marks are obtained by extending the program to the maximum time permitted if it is unnecessary to do so.

C. Time Allowance – Junior and Senior

(Except Pre-Advanced, Advanced 1 and All Adult events)

C.1. Skaters may finish all free skate programs (except for pre-preliminary, no test and adult events) within 10 seconds plus or minus the required time;

C.1.1. Any element started after the permissible time must not be marked and will have no value;

C.1.2. Should the program be 30 or more seconds short of the prescribed range, no marks will be awarded.

Ice Resurface Time

The timing of ice cuts for the maintenance of the ice surface shall be determined, initially, one month after the registration deadline and shall be released with the skating order. Nonetheless, the Referee will have the discretion to alter the schedule as needed.

Warm-Up Times and Group Sizes – All Singles (except Exhibition Events)

A warm-up period must immediately precede a competitive skating group. In case of interruption in the competition of more than 10 minutes, due to unforeseen circumstances, the skaters concerned will be permitted a second warm-up period of six minutes in the case of singles.

A. Time Allotted

For singles, unless otherwise authorized by the referee, after an event segment (such as the free skate) has begun, as witnessed by the first warm-up group having taken the ice, no competitor in that event segment, regardless of their warm-up group, may practice for any length of time on the official ice surface or any other ice surface until the event segment has concluded. This rule does not affect the skater's official warm-up group or the time immediately preceding the call of their name by the announcer. A skater/team who violates this rule will be disqualified from the competition. Before the start of any part of any event, the referee shall allow a period of warm-up in groups as follows:

EVENT	GROUP MAXIMUM	MINUTES
Beginner (all levels)	6	4
Intermediate (all levels)	6	5
Advanced (all levels)	6	6
Junior and Senior	6	6
Adults	6	5
Diamond	6	6

B. Delayed Start or Restart – Singles

B.1. If the tempo or quality of the music is deficient, the competitor(s) must stop skating and notify the event referee. No restart may be made if the competitor fails to inform the event referee within 30 seconds of the start. If the interruption happens after the 30 second mark, the performance will continue from the point of interruption. Back-up music must be readily available at rink side. No deduction will be made by the event referee or judges.

B.2. If an interruption or stop in the music or any other adverse condition unrelated to the competitor(s) or the competitor's equipment, such as lighting, ice condition, etc., occurs, the competitor(s) must stop skating at the acoustic signal of the event referee and report to the event referee. Immediately after the problem has been resolved, the competitor(s) will continue from the point of interruption. If, however, the interruption lasts longer than 10 minutes, there will be a second warm-up period according to the rule.

B.3. If a competitor is injured during the performance, or another adverse condition related to the competitor (such as health problems or unexpected damage to the competitor's clothing or equipment) impedes the competitor's skating, the competitor must stop skating, or they will be directed to do so by an acoustic signal by the event referee.

B.3.1. If the adverse conditions can be remedied without delay and the competitor(s) resumes the program without reporting to the event referee, the event referee will apply a deduction for the interruption for ASAJ events (see as per rule Basic Principles of Calculation – All Skating Disciplines (B)) depending on the duration of the interruption. This time period commences immediately after the competitor stops performing the program or is directed to do so by the event referee, whichever occurs earlier. During this time period, the competitor's music will continue playing. If the competitor does not resume the program within 40 seconds, the competitor will be considered withdrawn;

B.3.2. If the adverse conditions cannot be remedied without delay and the competitor(s) reports to the event referee within 40 seconds, the event referee will

allow an additional period of up to three minutes for the competitor to resume skating. The additional time period commences at the moment the competitor reports to the event referee. The event referee will apply a deduction in ASAJ events (see as per rule Basic Principles of Calculation – All Skating Disciplines (B)) for the whole interruption. If the competitor does not report to the event referee within 40 seconds or does not resume the program within the additional period of three minutes, the competitor will be considered withdrawn.

B.3.2.a. In ASAJ events, the event referee will decide and indicate to the technical controller where the point of interruption is. If the technical panel decides that the interruption occurred at the entrance to or during an element, the technical panel will call the element according to the usual principles of calling, and the technical controller will inform the event referee of those decisions. The point from where the competitor has to continue the program will be decided and communicated to the competitor, the judges and the technical panel by the event referee: it is either the point of interruption or, if the technical panel has decided that the interruption occurred at the entrance to or during an element, the point immediately following this element.

B.4. If, in the opinion of the event referee, medical attention is required, the event referee must stop the performance. The event referee, after consulting with medical personnel, if available, will decide if the competitor(s) is fit to continue their program with no further risk to themselves or their partner/teammates, if applicable. There will be a maximum of a three-minute allowance for evaluation before the event referee will be required to make their decision. If the event referee determines the competitor is not fit to continue, the competitor will be considered withdrawn.

B.5. If a competitor with the first starting number in the group is injured, or any other adverse condition related to the competitor or the competitor's equipment impeding the competitor's skating occurs during the warm-up period, and time before the start of the program is not sufficient to remedy the adverse condition, the event referee will allow the competitor up to three additional minutes before the competitor is called to the start. No deduction applies.

B.6. If any competitor between entering the ice and being called to the start is injured, or any other adverse condition related to the competitor or the competitor's equipment impeding the competitor's skating occurs, and time before the start of the program is not sufficient to remedy the adverse condition, the event referee will allow the competitor up to three additional minutes before the competitor is called to the start. The event referee will apply a deduction as per rule Allowance of a Delayed Start or Restart – Singles (B.3.1.).

B.7. If any competitor between being called to the start and taking the starting position is injured or any other adverse condition related to the competitor or the competitor's equipment impeding the competitor's skating occurs, rule Call to Start applies. If sixty (60) seconds are not enough to remedy the adverse condition, the event referee will allow the competitor up to three additional minutes, applying a deduction for the whole interruption as per rule Allowance of a Delayed Start or Restart – Singles (B.3.1.).

B.8. No restarts of the whole program are allowed, except for deficient music; see rule Allowance of a Delayed Start or Restart – Singles (B).

B.9. If a competitor is unable to complete the program, no marks are to be awarded, and the competitor will be considered as withdrawn. The same applies to the situation when a competitor has been given the opportunity to continue the program from the point of interruption and once more is unable to complete the program.

C. Call to Start

Before each performance, the name of the competitor/team and country will be called.

C.1 For ASAJ events:

1. Every singles, pairs and ice dance competitor/team must take the starting position of each segment of the competition (pattern dance, short program, short dance, free skate or free dance) no later than 30 seconds after the competitor's/team's name has been announced. If the competitor/team has not taken their starting position within 30 seconds after their name is announced, the referee will deduct 1.00. If the competitor/team has not taken their starting position within 60 seconds after their name is announced, the competitor/team will be considered withdrawn.

2. Every Synchro Groups team must take the starting position and make a signal to the referee of each segment of the competition (free skate) no later than 30 seconds after the team's name has been announced, failing which, the music will be played.

C.2. For BSAJ events: Every singles and Synchro Group skating competitor/team must take the starting position of each segment of the competition (Beginners and Intermediates) no later than one minute after the competitor's/team's name has been announced. Failure to do so will cause the Referee to instruct the judges to take the appropriate deduction (see Deduction observations for BSAJ). The Referee may, for good cause, modify the strict interpretation of this rule.

C.3 If a competitor/team has not registered, turned in music or shown up for the warm-up, such competitor/team will be considered officially withdrawn, and the competitor's/team's name will not be announced.

C.4. Competitors must take their accolades (bow) at center ice and exit without undue delay. A Synchro Groups team must not take more than 30 seconds to exit the ice surface.

Composition of Singles Events

A. For this Open Championship only the Free Skate Program for Singles, Adults and Synchro Groups will be skated. Skaters will NOT perform a short program at any level.

B. For this Open Championship all time allocations are based on the 2017/2018 U.S. Figure Skating Rulebook.

C. Planned Program Content Sheets shall be presented for all entries. The organizers are not responsible for errors by coaches/or athletes. PPCS presented to the judges containing obvious or egregious errors will result in a no value score for the element. Such scores will not be eligible for appeal.

Illegal elements/movements

Somersault-type jumps, lying on the ice, and prolonged and/or stationary kneeling on both knees or placing both legs flat on the ice (including splits) at any time are illegal.

CHILEAN NATIONAL FIGURE SKATING FEDERATION



Singles Technical Requirements

Beginners

(BSAJ Judging System)

General Requirements: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. Vocal music is allowed.

- To be skated on full ice surface.
- The skater may use elements from a previous level.
- A 0.2 deduction will be taken for each element performed from a higher level
- Skaters must come to a complete stop when a stop or standstill position is indicated.
- All glides must be executed for at least a count of six
- All three-turn and related movements must be clearly perceivable.
- All spirals must be executed with the free leg at least parallel to the ice surface and the position held for at least a count of four to ensure that the spiral is readily visible and identifiable.
- When performing a dip, the skater must at least have both legs parallel to the ice surface. When performing a shoot the duck movement, the athlete's free leg must be at least parallel to the ice surface. The skater must return to the standing position on one leg. In both cases, the position will be held for a count of four to ensure that the position is readily visible and identifiable.
- All steps must be visible and identifiable in order to be judged
- The time duration for all Beginner Levels (1:15 min) must not exceed the maximum time allowed, but may be less, provided that all technical elements are included.

BEGINNER 1 – 7 ELEMENTS: Sit on ice & Stand Up / March forward across the ice / Forward two-foot glide / Dip / Forward Swizzles: 6-8 in a row / Backward Wiggles: 6-8 in a row / Beginning Snowplow Stop (on 1 foot or 2 feet).

BEGINNER 2 – 7 ELEMENTS: Scooter pushes – R and L / Forward one-foot glides – R and L / Backward two-foot glide (glide the length of skater's height) / Rocking Horse (repeat twice: one forward swizzle, one backward swizzle) / Backward Swizzles: 6-8 in a row / Two-foot turn from forward to backward in a place (CW and CCW) / Moving Snowplow Stop.

BEGINNER 3 – 6 ELEMENTS: Forward stroking showing correct using of the blade (up to 4 steps) / Forward half swizzle pumps on a circle CW and CCW consecutive (6-8) / Moving forward to Backward two-foot turn (CW and CCW) / Beginning backward one-foot glides – focus on balance / Backward Snowplow Stop – R and L; Forward Slalom.

BEGINNER 4 – 6 ELEMENTS: Forward Outside Edge on a circle – R and L / Forward Inside Edge on a circle – R and L / Forward Crossovers (CW and CCW) (up to 5 crossovers) / Backward half Swizzle pumps on a circle (CW and CCW) / Backward one-foot glides – R and L / Beginning two-foot Spin (up 2 revolutions).

BEGINNER 5 – 6 ELEMENTS: Backward Outside Edge on a circle – R and L / Backward Inside Edge on a circle – R and L / Backward Crossovers (CW and CCW) / Forward Outside Three-Turn – R and L / Advanced two-foot Spin (4-6 revolutions) / Hockey Stop (both directions).

BEGINNER 6 – 7 ELEMENTS: Forward Inside Three-Turn – R and L / Moving Backward to Forward two-foot turn on a circle (CW and CCW) / Backward stroking (up to 4 steps) / Beginning one-foot Spin (2-4 revolutions) / T-Stops – R and L / Bunny Hop / Forward Spirals on a straight line – R or L.

Intermediate Levels

(BSAJ Judging System)

General Requirements: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. Vocal music is allowed.

- To be skated on full ice surface.
- The skater may use elements from a previous level.
- A 0.3 deduction will be taken for each element performed from a higher level.
- When performing a stop, the competitor must come to a complete stop.
- When performing a glide, the athlete must remain in position for a count of at least four, except for landing positions which must be held for at least a count of three.
- To be valid, Three-Turns, Mohawks and Step Sequences must be clearly visible and identifiable by the judges.
- All spirals must be executed with the free leg at least parallel to the ice surface and held in position for at least a count of four or sufficient time to make the element readily identifiable to the audience and the judges.
- When performing a dip, the skater must at least have both legs parallel to the ice surface. When performing a shoot the duck movement, the athlete's free leg must be at least parallel to the ice surface. The skater must return to the standing position on one leg. In both cases, the position will be held for a count of four to ensure that the position is readily visible and identifiable.
- All required jumps must be executed as solo jumps unless otherwise indicated
- All steps must be visible and identifiable in order to be judged
- The time duration for all Intermediate Levels (1:30 min) must not exceed the maximum time allowed, but may be less, provided that all technical elements are included.

INTERMEDIATE 1 – 7 ELEMENTS: Forward inside open mohawk from a standstill position (R to L and L to R) / Backward crossovers to a backward outside edge glides (landing position) (CW and CCW) / Backward outside edge to a forward outside edge transition (CW and CCW) / Forward Inside Mohawk Step Sequence (Two forward crossovers into a forward inside mohawk, step down and cross behind, step into one backward crossover and step to a forward inside edge – CW and CCW) / One-foot upright spin, optional entry and free-foot position (minimum three revolutions) / Mazurka Jump – R and L / Waltz Jump.

INTERMEDIATE 2 – 6 ELEMENTS: Forward power stroking (CW and CCW) / Basic forward outside and forward inside consecutive or

alternate edges (four to six consecutive edges) / Backward outside three-turns (R **and** L) / Upright spin, entry from back crossovers (min. four revolutions) / Half Flip Jump / Toe Loop Jump.

INTERMEDIATE 3 – 6 ELEMENTS: Alternating forward outside and inside spirals on a continuous axis (two sets) / Basic backward outside and backward inside consecutive or alternate edges (four to six consecutive edges) / Backward inside three-turns (R **and** L) / Beginning Back Spin (min 2 revolutions) / Half Lutz Jump / Salchow Jump.

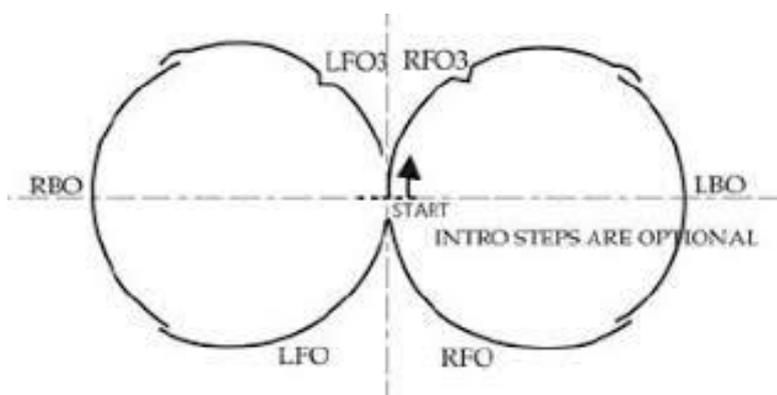
INTERMEDIATE 4 – 6 ELEMENTS: Alternating backward crossovers to back outside edges – Four sets / Alternating mohawk/crossover sequence (R to L **and** L to R) / Waltz three-turns (forward outside three turns, backward outside edge glide – CW **and** CCW) / Advanced back spin with free foot in crossed leg position (min. three revolutions) / Loop Jump / Waltz jump-toe loop or Salchow-toe loop combination.

INTERMEDIATE 5 – 6 ELEMENTS: Forward Power Three-Turns (L **and** R – 3 sets each) / Waltz Eight (CW **and** CCW) (**Please See Diagram Below**) / Forward Upright Spin to Back Upright Spin (min 3 revolutions each foot) / Sit Spin (up to 3 revolutions) / Half Loop Jump / Flip Jump.

INTERMEDIATE 6 – 5 ELEMENTS: Backward outside three-turn, mohawk (backward power three-turns – CW **and** CCW) / Five-step mohawk sequence (CW **and** CCW) / Camel spin (minimum three revolutions) / Waltz jump-loop jump combination / Lutz Jump.

INTERMEDIATE – 6 ELEMENTS: Forward power pulls (R **and** L) / Creative step sequence, skater's choice, using a variety of three-turns, mohawks and toe steps / Camel-sit spin combination (minimum two revolutions each position) / Layback or attitude spin or cross-foot spin (three revolutions) / Waltz jump-half loop-Salchow jump sequence / Axel Jump.

* INTERMEDIATE 5 – Waltz Eight Pattern



Where:

RFO3 = Right Forward Three Turn

LBO = Left Backward Outside

RFO = Right Forward Outside

LFO3 = Left Forward Outside Three Turn

RBO = Right Backward Outside

LFO = Left Forward Outside

Pre-Advanced, Advanced Levels, Junior and Senior

(ASAJ Judging System)

General Requirements: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. Vocal music is allowed.

- To be skated on full ice surface.
- The skater may use elements from a previous level.
- A 0.3 deduction will be taken for each element performed from a higher level
- In the execution of difficult steps (Brackets, Loops, Counters, Rockers, Choctaws, etc.) and Step Sequences and/or Choreographic Sequences, the movements must be really perceptive and identifiable, with correct edges to be considered valid for the judges
- All spirals must be executed with the free leg at least parallel to the ice surface and held in position for at least a count of four or sufficient time to make the element readily identifiable to the audience and the judges.
- All the required jumps must be executed as solo jumps or as indicated.
- Spins will only be considered if performed correctly: in the sit spin, the flexed leg must be at least parallel to the surface of the ice; in the Camel Spin, the free leg should be at an angle of at least 90 degrees from the ice. Spin rotations will be counted from the moment the skater takes the correct position. If the skater exits this position and returns to the proper position the lap count will restart.
- Skating time varies by level and must not exceed the maximum allowed time. Skaters may, however, use less than the prescribed time, provided that all the mandatory elements are presented, under penalty of a deduction for those not performed.

PRE-ADVANCED – MAXIMUM TIME: 1:40 MIN

FIVE JUMP ELEMENTS MAXIMUM

- All single jumps are allowed except for the single Axel;
- No Single Axels, double, triple or quadruple jumps allowed;
- The number of single jumps (except single Axels) is not limited provided the maximum number of jump elements allowed is not exceeded;
- Up to two jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that skaters may perform one three-jump combination;
- Jumps sequences are limited to a maximum of three single jumps.

TWO SPIN ELEMENTS MAXIMUM

- All spins must be of a different character;
- Each spin must have a minimum of three revolutions;
- Spins may change feet and/or positions;
- Spins may start with a flying entry;

- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE STEP SEQUENCE

- Must utilize one-half the ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater;
- RFIMo AND LFIMo Consecutive Sequence (minimum 2 each), FAbq, AFXov, CFXov, ABXov, CBXov (minimum 2 each), FO3, must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

ADVANCED 1 – MAXIMUM TIME: 1:40 MIN

FIVE JUMP ELEMENTS MAXIMUM

- All single jumps, including single Axel, are permitted, but double, triple and quadruple jumps are not permitted;
- The Axel may be repeated once (but not more) as a solo jump, or in a jump sequence or jump combination;
- The number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded;
- Up to two jump elements may be jump combinations or jump sequences; Jump combinations are limited to two jumps except that skaters may perform one three-jump combination;
- Jumps sequences are limited to a maximum of three single jumps.

TWO SPIN ELEMENTS MAXIMUM

- All spins must be of a different character;
- Each spin must have a minimum of three revolutions;
- Spins may change feet and/or positions;
- Spins may start with a flying entry;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE STEP SEQUENCE

- Must utilize one-half the ice surface; Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater;
- FOIE, BOIE, FSpr2, FO3, must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

ADVANCED 2 – TIME: 1:40 MIN +/- 10 SECONDS

FIVE JUMP ELEMENTS MAXIMUM

- One must be an Axel-type jump or a waltz jump;

- All single jumps, including the single Axel, are permitted. Only two different double jumps, chosen from double Salchow, double toe loop and double loop, may be attempted;
- Double flip, double Lutz, double Axel, triple and quadruple jumps are not permitted;
- An Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination;
- The number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded;
- Up to two jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that skaters may perform one three-jump combination with a maximum of two double jumps;
- Jump sequences are limited to a maximum of three single or double jumps.

TWO SPIN ELEMENTS MAXIMUM

- All spins must be of a different character;
- Each spin must have a minimum of three revolutions;
- Spins may change feet and/or positions;
- Spins may start with a flying entry;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE STEP SEQUENCE

- Must utilize one-half the ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater;
- AFXov, CFXov, ABXov, CBXov (minimum 3 each), FAbqSq, FO3, FI3, RFIMo, LFIMo must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

ADVANCED 3 – TIME: 2:00 MIN +/- 10 SECONDS

FIVE JUMP ELEMENTS MAXIMUM

- One must be an Axel-type jump;
- All single and double jumps are permitted except double Axel;
- No Double Axels, triple or quadruple jumps are permitted;
- An Axel plus up to three different double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or jump combination;
- The number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded;
- Up to two jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that skaters may perform one three-jump combination with a maximum of two double jumps;
- Jump sequences are limited to a maximum of three single or double jumps.

TWO SPIN ELEMENTS MAXIMUM

- One must be a spin combination with at least one change of position and a minimum of six revolutions;

- One must be a spin in one position with a minimum of four revolutions and no change of foot;
- All spins must be of a different character;
- In the spin combination, the change of foot is optional;
- Both spins may have a flying entry;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE

- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater;
- FO-BI AND FI-BO Three-Turns in the Field (minimum 2 each foot), FIO to FOI AND BOI to BIO Power change of Edges Pulls, Five Step Mohawk Sequence Clockwise AND Counter-clockwise must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

ADVANCED 4 – TIME: 2:20 MIN +/- 10 SECONDS

FIVE JUMP ELEMENTS MAXIMUM

- One must be an Axel-type jump;
- All single and double jumps, including the double Axel, are permitted;
- No triple or quadruple jumps are permitted; No more than three different double jumps may be repeated, and if repeated, at least one attempt must be in a jump combination or a jump sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same double jump) are evaluated in a regular way. If both executions (of the same double jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- No double jump can be included more than twice;
- Up to two jump elements may be jump combinations or jump sequences; Jump combinations are limited to two jumps except that skaters may perform one three-jump combination with a maximum of two double jumps;
- The number of jumps in a jump sequence is not limited.

TWO SPIN ELEMENTS MAXIMUM

- One must be a spin combination with at least one change of position and a minimum of eight revolutions;
- One must be a spin in one position with a minimum of five revolutions and no change of foot;
- All spins must be of a different character;
- In the spin combination, the change of foot is optional;
- Both spins may have a flying entry;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE CHOREOGRAPHIC STEP SEQUENCE

- Maximum of one Choreographic Step Sequence;

- Must be visible and identifiable and should be performed using almost the full ice surface;
- A step sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE;
- A step sequence that does not meet the minimum requirements above will receive no value;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater;
- Eight-step Mohawk Sequence Clockwise AND Counter-clockwise, Backward Power Three Turns (minimum 3), FO AND BO Double Three-Turns (minimum 3 each) must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

ADVANCED 5 – TIME: 2:40 MIN +/- 10 SECONDS SIX JUMP ELEMENTS MAXIMUM

- One jump must be Axel-type jump;
- All single, double and triple jumps are permitted. Quadruple jumps are not permitted;
- No more than two different jumps with 2½ or three revolutions may be repeated;
- If any double or triple jumps, including double Axel, are repeated, at least one attempt must be part of a jump combination or sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same double or triple jump) are evaluated in a regular way. If both executions (of the same double or triple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- No double or triple jump can be included more than twice;
- Up to three jump elements may be jump combinations or jump sequences; Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited;
- One must be a spin combination with at least one change of position and a minimum of eight revolutions;
- One must be a spin in one position with a minimum of five revolutions and no change of foot.

TWO SPIN ELEMENTS MAXIMUM

- One must be a spin combination with at least one change of position and a minimum of eight revolutions;
- One must be a spin in one position with a minimum of five revolutions and no change of foot;
- All spins must be of a different character;
- In the spin combination, the change of foot is optional;

- Both spins may have a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE

- Maximum of one Step Sequence;
- Only simple variety (seven turns) and rotation in each direction covering at least 1/3 of the pattern in total for each rotational direction will be evaluated for a maximum of Level 2;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the Step Sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater;
- Backward Double Three-Turns (minimum 2 each foot), FAbqSq AND BAbqSQ, Brackets Sequence (including FO AND BO, 2 each foot), 2 different Twizzles must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

ADVANCED 6 LADIES – TIME: 3:00 MIN +/- 10 SECONDS SIX JUMP ELEMENTS MAXIMUM

- Maximum of six jump elements;
- One must be an Axel-type jump;
- All single, double and triple jumps are permitted. Quadruple jumps are not permitted;
- No more than one double Axel and two different triple jumps can be repeated, and if repeated, at least one attempt must be as part of a jump combination or a jump sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same Axel or same triple jump) are evaluated in a regular way. If both executions (of the double Axel or same triple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- There is no limit to the number of different double jumps that may be repeated, but no double or triple jump may be included more than twice;
- Up to three jump elements may be jump combinations or jump sequences; Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins;
- One must be a spin combination with a minimum of 10 revolutions;
- One must be a flying spin with a minimum of six revolutions and no change of position or change of foot;

- All spins must be of a different character; In the spin combination, the change of foot is optional;
- All spins may have a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE MAXIMUM

- Maximum of one step sequence;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included connecting the various elements may be included at the discretion of the skater;
- Inside Three-Turns+Rocker+Choctaws free sequence, Forward AND Backward Outside AND Inside Counters (minimum one each foot), Forward Loops (minimum one each foot), Backward Rocker+Choctaw (minimum one), Backward Twizzles (minimum of two in different sides) must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

ADVANCED 6 MEN – TIME: 3:30 MIN +/- 10 SECONDS

SEVEN JUMP ELEMENTS MAXIMUM

- Maximum of seven jump elements;
- One must be an Axel-type jump;
- All single, double and triple jumps are permitted. Quadruple jumps are not permitted;
- No more than one double Axel and two different triple jumps can be repeated, and if repeated, at least one attempt must be as part of a jump combination or a jump sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same Axel or same triple jump) are evaluated in a regular way. If both executions (of the double Axel or same triple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- There is no limit to the number of different double jumps that may be repeated, but no double or triple jump may be included more than twice;
- Up to three jump elements may be jump combinations or jump sequences; Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins;
- One must be a spin combination with a minimum of 10 revolutions;

- One must be a flying spin with a minimum of six revolutions and no change of position or change of foot;
- All spins must be of a different character;
- In the spin combination, the change of foot is optional;
- All spins may have a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE MAXIMUM

- Maximum of one step sequence;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included connecting the various elements may be included at the discretion of the skater;
- Inside Three-Turns+Rocker+Choctaws free sequence, Forward AND Backward Outside AND Inside Counters (minimum one each foot), Forward Loops (minimum one each foot), Backward Rocker+Choctaw (minimum one), Backward Twizzles (minimum of two in different sides) must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

JUNIOR LADIES – TIME: 3:30 MIN +/- 10 SECONDS

SEVEN JUMP ELEMENTS MAXIMUM

- Maximum of seven jump elements;
- One must be an Axel-type jump;
- Jumps can contain any number of revolutions; No double jump (including double Axel) can be included more than twice (as a solo jump or as part of a combination/sequence);
- Of all the triple and quadruple jumps, only two can be executed twice. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same triple or quadruple jump) are evaluated in a regular way. If both executions (of the same triple or quadruple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- Up to three jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins;
- One must be a spin combination with a minimum of 10 revolutions;

- One must be a flying spin or a spin with a flying entry with a minimum of six revolutions;
- One must be a spin with only one position with a minimum of six revolutions;
- All spins must be of a different character;
- In all spins, the change of foot is optional;
- All spins may begin with a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE MAXIMUM

- Maximum of one step sequence;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

JUNIOR MEN – TIME: 3:30 MIN +/- 10 SECONDS

EIGHT JUMP ELEMENTS MAXIMUM

- Maximum of eight jump elements;
- One must be an Axel-type jump;
- Jumps can contain any number of revolutions;
- No double jump (including double Axel) can be included more than twice (as a solo jump or as part of a combination/sequence);
- Of all the triple and quadruple jumps, only two can be executed twice. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same triple or quadruple jump) are evaluated in a regular way. If both executions (of the same triple or quadruple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- Up to three jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins;
- One must be a spin combination with a minimum of 10 revolutions;
- One must be a flying spin or a spin with a flying entry with a minimum of six revolutions;
- One must be a spin with only one position with a minimum of six revolutions;
- All spins must be of a different character;
- In all spins, the change of foot is optional;
- All spins may begin with a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted;

- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE MAXIMUM

- Maximum of one step sequence;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequence;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

SENIOR LADIES – TIME: 4:00 MIN +/- 10 SECONDS

SEVEN JUMP ELEMENTS MAXIMUM

- Maximum of seven jump elements;
- One must be an Axel-type jump; Jumps can contain any number of revolutions;
- No double jump (including double Axel) can be included more than twice (as a solo jump or as part of a combination/sequence);
- Of all the triple and quadruple jumps, only two can be executed twice. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same triple or quadruple jump) are evaluated in a regular way. If both executions (of the same triple or quadruple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- Up to three jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited.

THREE SPIN ELEMENTS MAXIMUM

Maximum of three spins;

- One must be a spin combination with a minimum of 10 revolutions;
- One must be a flying spin or a spin with a flying entry with a minimum of six revolutions;
- One must be a spin with only one position with a minimum of six revolutions; All spins must be of a different character;
- In all spins, the change of foot is optional;
- All spins may begin with a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE MAXIMUM

- Maximum of one step sequence;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequence;

- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater.

ONE CHOREOGRAPHIC SEQUENCE MAXIMUM

- Maximum of one choreographic sequence;
- Must be clearly visible;
- Can be performed before or after the step sequence.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

SENIOR MEN – TIME: 4:30 MIN +/- 10 SECONDS

SEVEN JUMP ELEMENTS MAXIMUM

- Maximum of eight jump elements;
- One must be an Axel-type jump;
- Jumps can contain any number of revolutions;
- No double jump (including double Axel) can be included more than twice (as a solo jump or as part of a combination/sequence);
- Of all the triple and quadruple jumps, only two can be executed twice. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same triple or quadruple jump) are evaluated in a regular way. If both executions (of the same triple or quadruple jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;
- Up to three jump elements may be jump combinations or jump sequences;
- Jump combinations are limited to two jumps except that one jump combination may contain three jumps;
- The number of jumps in a jump sequence is not limited.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins;
- One must be a spin combination with a minimum of 10 revolutions;
- One must be a flying spin or a spin with a flying entry with a minimum of six revolutions;
- One must be a spin with only one position with a minimum of six revolutions;
- All spins must be of a different character;
- In all spins, the change of foot is optional;
- All spins may begin with a flying entry;
- Each basic position must be held for a minimum of two revolutions to be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types required.

ONE STEP SEQUENCE MAXIMUM

- Maximum of one step sequence;
- Must be visible and identifiable and should be performed using almost the full ice surface;
- Jumps may be included in the step sequences;
- Step sequences that are too short and barely visible cannot be considered as meeting the requirements of a step sequence, but additional step sequences connecting the various elements may be included at the discretion of the skater.

ONE CHOREOGRAPHIC SEQUENCE MAXIMUM

- Maximum of one choreographic sequence;
- Must be clearly visible;
- Can be performed before or after the step sequence.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

Adult Levels (BSAJ / ASAJ Judging Systems)

General Requirements: The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. Vocal music is allowed.

- To be skated on full ice surface
- The skater may use elements from a previous level and must contain the elements mentioned in any order
- Adult Pre-Bronze and Adult Bronze levels: a 0.2 deduction will be taken for each element performed from a higher level
- Adult Pre-Bronze and Adult Bronze will be judged by BSAJ and Adult Silver, Adult Gold, Masters Intermediate-Novice and Masters Junior-Senior by ASAJ System
- Adult Silver, Adult Gold, Masters Intermediate-Novice and Masters Junior-Senior levels: a 0.3 deduction will be taken for each element performed from a higher level
- Steps Sequences (Three-Turns, Mohawks, Choctaws, Counters, Rockers, Brackets, Loops, etc.) and movements must use correct edges and must be visible and identifiable to the judges to be considered valid.
- All spirals must be executed with the free leg at least parallel to the ice surface and held in position for at least a count of four or sufficient time to make the element readily identifiable to the audience and the judges.
- When performing a dip, the skater must at least have both legs parallel to the ice surface. When performing a shoot the duck movement, the athlete's free leg must be at least parallel to the ice surface. The skater must return to the standing position on one leg. In both cases, the position will be held for a count of six to ensure that the position is readily visible and identifiable.
- All the required jumps must be executed as solo jumps or as indicated.
- Skating time varies by level and must not exceed the maximum allowed time. Skaters may, however, use less than the prescribed time, provided that all the mandatory elements are presented, under penalty of a deduction for those not performed.

ADULT RUBELLITE – TIME: 1:40 MIN MAXIMUM FOUR JUMP ELEMENTS MAXIMUM

- Maximum of four jump elements;
- Up to two jump elements may be jump combinations or jump sequences;
- One jump combination/sequence may contain three jumps, and the other may contain only two jumps;
- Each jump may be repeated only once and only in combination or sequence;
- Only single and half-revolution jumps are permitted;
- No single Lutz, single Axel or double jumps are permitted.

TWO SPIN ELEMENTS MAXIMUM

- A maximum of two spins;
- Spins with a flying entry are not permitted;
- Spins must have a minimum of three revolutions;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE STEP SEQUENCE

- FOIE, BOIE, FSpr2, FO3, must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

ADULT AMETHYST – TIME: 1:50 MIN MAXIMUM

FOUR JUMP ELEMENTS MAXIMUM

- Maximum of four jump elements;
- Up to two jump elements may be jump combinations or jump sequences;
- One jump combination/sequence may contain three jumps, and the other may contain only two jumps;
- Each jump may be repeated only once and only in combination or in sequence;
- All single jumps, except single Axel, are permitted;
- No Single Axel, double or triple jumps are permitted.

TWO SPIN ELEMENTS MAXIMUM

- Maximum of two spins of a different character;
- If a spin includes a change of foot, it must have a minimum of three revolutions on each foot. All other spins must have a minimum of three revolutions;
- There must be a minimum of two revolutions in each position or the position will not be counted;
- Spins with a flying entry are not permitted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE STEP SEQUENCE

- Maximum of one choreographic step sequence (may include moves in the field and spirals) utilizing at least one-half of the ice surface;
- Jumps may be included in the step sequence;
- Sequences that are too short and barely visible cannot be considered as meeting the requirements;
- AFXov, CFXov, ABXov, CBXov (minimum 3 each), FAbqSq, FO3, FI3, RFIMo, LFIMo must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.

ADULT TOURMALINE – TIME: 2:10 MIN MAXIMUM

FIVE JUMP ELEMENTS MAXIMUM

- Maximum of five jump elements;
- Up to two jump elements may be jump combinations or jump sequences;
- One jump combination/sequence may contain three jumps, and the other may contain only two jumps;

- Additional jump sequences which contain non-listed jumps of not more than one revolution performed as part of connecting footwork preceding single jumps are permitted;
- Each jump may be repeated only once and only in combination or sequence;
- All single jumps, including single Axel, are permitted;
- No double or triple jumps are permitted.

TWO SPIN ELEMENTS MAXIMUM

- Maximum of two spins of a different character;
- If a spin includes a change of foot, it must have a minimum of three revolutions on each foot. A spin without a change of foot must have a minimum of three revolutions;
- There must be a minimum of two revolutions in each position, or the position will not be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE CHOREOGRAPHIC STEP SEQUENCE

- Maximum of one choreographic step sequence (may include moves in the field and spirals) utilizing at least one-half of the ice surface;
- Jumps may be included in the step sequence;
- Sequences that are too short and barely visible cannot be considered as meeting the requirements;
- FO-BI AND FI-BO Three-Turns in the Field (minimum 2 each foot), FIO to FOI AND BOI to BIO Power change of Edges Pulls, Five Step Mohawk Sequence Clockwise AND Counter-clockwise must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements.
- A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE;
- A sequence that does not meet the minimum requirements above will receive no value.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

ADULT EMERALD – TIME: 2:40 MIN MAXIMUM

FIVE JUMP ELEMENTS MAXIMUM

- Maximum of five jump elements;
- Up to three jump elements may be jump combinations or jump sequences;
- One jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps;
- Each jump combination or sequence may include only one double jump;
- Each jump may be repeated only once and only in combination and/or sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same single or double jump) are evaluated in a regular way. If both executions (of the same single or double jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;

- All single jumps (including single Axel) and the following double jumps may be performed: double toe loop and double Salchow;
- Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins of a different character;
- If a spin includes a change of foot, it must have a minimum of four revolutions on each foot. All other spins must have a minimum of four revolutions;
- There must be a minimum of two revolutions in each position, or the position will not be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE CHOREOGRAPHIC STEP SEQUENCE

- Maximum of one choreographic step sequence (may include moves in the field and spirals);
- Must be visible and identifiable and should be performed using almost the full ice surface;
- A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE;
- A sequence that does not meet the minimum requirements above will receive no value;
- Jumps may be included in the step sequence;
- Sequences that are too short and barely visible cannot be considered as meeting the requirements;
- Eight-step Mohawk Sequence Clockwise AND Counter-clockwise, Backward Power Three Turns (minimum 3), FO AND BO Double Three-Turns (minimum 3 each) must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

DIAMOND 5-6 LEVEL – TIME: 3:10 MIN MAXIMUM

SIX JUMP ELEMENTS MAXIMUM

- Maximum of six jump elements;
- One must be an Axel-type jump;
- Up to three jump elements may be jump combinations or jump sequences;
- One jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps;
- Only one jump combination or sequence may include two double jumps;
- Each jump may be repeated only once and only in combination or sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same single or double jump) are evaluated in a regular way. If both executions (of the same single or double jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value;

- All single jumps and the following double jumps may be performed: double toe loop, double Salchow and double loop;
- Double flip, double Lutz, double Axel and triple jumps are not permitted.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins of a different character;
- If a spin includes a change of foot, it must have a minimum of four revolutions on each foot. All other spins must have a minimum of five revolutions;
- There must be a minimum of two revolutions in each position, or the position will not be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE CHOREOGRAPHIC STEP SEQUENCE

- Maximum of one choreographic step sequence (may include moves in the field and spirals);
- Must be visible and identifiable and should be performed using almost the full ice surface;
- A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE;
- A sequence that does not meet the minimum requirements above will receive no value;
- Jumps may be included in the step sequence;
- Sequences that are too short and barely visible cannot be considered as meeting the requirements;
- Backward Double Three-Turns (minimum 2 each foot), FAbqSq AND BAbqSQ, Brackets Sequence (including FO AND BO, 2 each foot), 2 different Twizzles must be included in the Step Sequence;
- Other Moves In The Field sequences and spiral sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

DIAMOND JUNIOR/SENIOR LEVEL – TIME: 3:40 MIN MAXIMUM

SEVEN JUMP ELEMENTS MAXIMUM

- Maximum of seven jump elements;
- One must be an Axel-type jump;
- Up to three jump elements may be jump combinations or jump sequences;
- One jump combination may contain three jumps; the remaining jump combinations are limited to two jumps;
- The number of jumps in a jump sequence is not limited; however, only the two highest-value jumps in a sequence will be counted;
- No Axels or multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same Axel or multi-rotation jump) are evaluated in a regular way. If both executions (of the same

Axel or multi-rotation jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value.

THREE SPIN ELEMENTS MAXIMUM

- Maximum of three spins of a different character;
- If a spin includes a change of foot, it must have a minimum of four revolutions on each foot. All other spins must have a minimum of five revolutions;
- There must be a minimum of two revolutions in each position, or the position will not be counted;
- The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.

ONE CHOREOGRAPHIC STEP SEQUENCE

- Maximum of one choreographic step sequence (may include moves in the field and spirals);
- Must be visible and identifiable and should be performed using almost the full ice surface;
- A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE;
- A sequence that does not meet the minimum requirements above will receive no value;
- Jumps may be included in the step sequence;
- Sequences that are too short and barely visible cannot be considered as meeting the requirements;
- Additional moves in the field sequences, spiral sequences and step sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such.

OBS.: Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted.

Important: If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution.

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Showcase Competition
(BSAJ Judging System)

A. Judging and Marking

1. Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities.
2. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements.
3. Unintended falls, poorly executed skating elements and obvious losses of control will negatively affect the competitor's/team's marks.
4. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence.
5. Theatrical elements evaluated will include are but not limited to:
 - a) Reflection of the musicality as it pertains to the concept of the program
 - b) Projection
 - c) Energy
 - d) Timing
 - e) Acting
 - f) Skating skills that relate to the music
 - g) Age appropriateness to skater
 - h) Use of props and scenery
 - i) Interaction (Duets and Ensembles only)
 - j) Note: Prolonged pauses to express lyrics are discouraged
6. The BSAJ judging system will be used. One mark will be awarded by each judge for each performance. **No technical skating mark will be awarded.**
7. Deductions will apply for negligence relating to: costumes, props, program times. If there is more than one infraction, each will be deducted from the single mark.

Deduction	Description
-0.1	Hair or accessory falls to ice
-1.0	Prohibited size or type of prop
-0.1	For each 10 second over maximum time
-1.0	Wrong category entered, for example a clearly Dramatic Program entered as a Light Entertainment

- 8. Skaters who are ONLY participating in the Exhibition portion of this competition may enter TWO Exhibition Competition events. Any skater who is competing in a non-Exhibition category may only enter ONE Exhibition Competition event.**

B. Costumes

1. Costuming and make-up for showcase/theatrical/interpretive skating programs should enhance the feeling created by the performance and reflect the meaning of the story or theme.

2. Costume rules for competition free skate programs do not apply for showcase/theatrical/interpretive skating. Ornaments and hair accessories must be secure.

3. No bobby pins, feathers, hair accessories, or anything else that may fall to the ice and be hazardous to the skaters are allowed. A 0.1 deduction will be taken.

4. Figure skating blades must be used, no hockey or other blades. The blades must be sharpened to produce a flat to concave cross section without change to the width of the blade as measured between the two edges. However, a slight tapering or narrowing of the cross section of the blade is permitted.

C. Event Regulations

Skaters may enter any or all singles events for which they are qualified by test level. Skaters cannot skate in different levels of the same event (example: event-Light Entertainment Advanced 7 Level skater would not be allowed to skate Light Entertainment Advanced 7 and Advanced 8).

C.1. Singles events:

C.1.1. Dramatic Entertainment: Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness. Even the emotion is sadness, there should be an enlivened feeling given to the audience. **Props and Scenery ARE permitted.**

C.1.2. Light Entertainment: Programs should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions. **Props and Scenery ARE permitted.**

C.1.3. Interpretive: The program will be a performance choreographed by the competitor, unaccompanied and unASAJisted, to music that is supplied by the LOC. Programs should incorporate various elements of expressive movement and skating moves, to enhance the skater's interpretation of the music, rather than technical elements. The music will be played continuously during a 30-minute off ice session in a room. The room will be attended only by the adult monitor ASAJigned to play the music, and the competing skaters. The music will be played twice during a warm-up on full ice. **After the warm up skaters will go back to the room, with no music being played.** Skaters will be brought to the ice when the previous skater finishes. All competitors in an event will interpret the same music. Props are permitted but must be brought into the room prior to listening to the music and be taken to the ice only when the skater is called to perform. Props may not be pre-positioned on the performance surface.

D. Duet & Ensemble events:

D.1. Duets: are theatrical performances by any two competitors. Props and Scenery ARE permitted. Skaters may enter only one duet, one mini production ensemble and one production ensemble each.

D.2. Mini Production Ensembles: are theatrical performances by three to seven competitors. Props and Scenery ARE permitted. Programs are performed under full

arena lighting. Skaters may enter only one duet, one mini production ensemble and one production ensemble each.

D.3. Production Ensembles: are theatrical performances by eight or more competitors. NOTE: Skaters may enter only one duet, one mini production ensemble and one production ensemble each. Props and Scenery ARE permitted. Programs are performed under full arena lighting.

E. Warm Up Times

Interpretive events will warm up for four minutes on performance ice under full house lighting. Warm-up groups for interpretive will not exceed 10 skaters. No props are allowed on the ice during warm up.

Singles, duets, mini-production and production ensembles will warm up for a minimum of three minutes backstage when curtains and spotlights are used.

F. Performance Times:

F.1. Exhibition Competition Events (except Adult):

EVENT	AGE	TIME
Beginner, Intermediate, Pre-Advanced	No Age Restriction	1:30 max
Advanced 1	No Age Restriction	1:30 max
Advanced 2	No Minimum Age	1:40 max
Advanced 3	No Minimum Age	1:40 max
Advanced 4	13 or under	2:10 max
Teen	14-17	2:10 max
Advanced 5	17 or under	2:10 max
Young Adult	18-20	2:10 max
Advanced 6	No Age Restriction	2:10 max
Advanced 7	No Age Restriction	2:40 max
Advanced 8	No Age Restriction	2:40 max

F.2. For Adult Exhibition Competition Events ONLY:

EVENT	AGE	TIME
Adult Rubellite	21 and older	1:40 max
Adult Amethyst	21 and older	1:40 max
Adult Tourmaline	21 and older	1:40 max
Adult Emerald	21 and older	1:40 max
Diamond	21 and older	2:10 max

F.3. Specials:

EVENT	AGE	TIME
Mini-Production	Open	3:10 max
Production	Open	6:15 max

G. TIMING:

Timing of the program will begin with the first purposeful movement of any competitor or member of a team. For performances that are over the time allotment, standard time deductions will apply according to previously announced rules for Singles Events. Timing will cease when the last skater comes to a complete stop.

H. SCENERY / PROPS RULES:

H.1. Props and scenery must be placed and removed:

- Unaided, by the singles and duets competitors within one-minute total on and off.
- Unaided, by the ensemble teams within two minutes maximum for setup and two minutes maximum for removal. Anyone not skating is not allowed to step on the ice.

H.2. General:

- The inclusion of scenery and/or props is not mandatory.
- All scenery will be portable and not require any mechanical means for transportation (i.e. forklift, etc.). Its movement will be the responsibility of the skater or teams.
- A mandatory deduction of 1.0 may be applied by each judge as instructed by the referee for the following violations:
 - Scenery may not exceed 7'6" in height
 - For insurance reasons no propulsion devices will be permitted. This includes items such as cannons and trampolines. Apparatus such as these, which could be used to ASAJist skaters with jumping into the air, are NOT permitted.
 - The use of smoke, fire, dry ice, liquids, live animals, feathers, bubble machines or any substance that may harm the ice surface and/or skaters is not permitted.
 - No projectiles.
 - All props must be under the control of the skater; for example, remotely controlled images or objects.
 - No mirrors or glASAJ of any kind is allowed on the ice.
 - People may not be used as props.
 - For ensemble set ups (2:00 max): An announcement will be made after 1 minute has elapsed. Another announcement will be made when 30 seconds are remaining. At the 2-minute mark, an announcement is made that set up time is over. Set-up must be complete, and skaters must be in their starting position before the 2-minute announcement is made. A 0.1 deduction will be taken for every 10 seconds over.
 - There will be no countdown of timing announced for Single skaters or Duets.
 - If a competitor has any doubt concerning the safety of his/her performance, the Chief Referee should be consulted.

H.3. Scenery Break Down (Ensembles):

At the completion of the performance, and after the team has taken their bows, teams will be permitted two minutes to remove all scenery/props. When removing the scenery/props from the ice the skaters may not step off the ice until all scenery is removed.

A 0.1 deduction will be ASAJessed by the referee against each judge's mark for each ten second in excess of the time allowed.

SPECIFICS:

- A.** There is no minimum time requirement for any event program.
- B.** Events will not be segregated by gender.
- C.** There will be a 0.1 deduction for each 10 second in excess of the maximum performance time.
- D.** There will be a 0.1 deduction for each 10 second in excess of the maximum prop placement
- E.** There will be a 0.1 deduction for each 10 second in excess of the maximum prop break down time.
- F.** There will be a 1.0 deduction when a program is entered in the wrong category, for example a clearly Dramatic Program entered as a Light Entertainment.
- G.** Timing starts with the first purposeful motion of the body and ends when motion stops.
- H.** Spotlights and curtains are not required for showcase events at nonqualifying competitions.

GROUP SIZES AND FINAL ROUNDS:

Maximum sizes of initial rounds will be 18 contestants. In adult events, groups larger than 18 participants will be split by age. Final rounds may be held at the discretion of the referee and the local organizing committee.

ANNEXES

1. Definitions

Singles Free Skate

The free skate consists of a well-balanced program of free skate elements such as jumps, spins, steps and other linking movements executed with a minimum of two-footed skating in harmony with music of the skater's choice.

Within the applicable well-balanced program requirements of the skater's level, the skater has complete freedom to select the free skate elements, the sum of which will comprise the program. All elements are to be linked together by connecting steps of a different nature and by other comparable free skating movements while fully utilizing the entire ice surface (forward and backward crossovers are not considered to be connecting steps). Special attention must be given to choreography, expression, interpretation of the music, intricate footwork and transitions between elements.

Jumps

A. Jump elements: An individual jump, a jump combination or a jump sequence. (Example: An individual jump is counted as one jump element; a jump combination is counted as one jump element; a jump sequence is counted as one jump element.)

A.1. Individual jump: A jump performed by itself (e.g. not as a jump combination or sequence). Individual jumps are also referred to as solo jumps.

A.2. Jump combination: In a jump combination, the landing foot of a jump is the take-off foot of the next jump. One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element in the frame of the definition of a jump combination (but with an error). A jump combination may consist of the same or different jumps.

A.2.1. If the jumps are connected with a non-listed jump, the element is called a jump sequence, regardless of how many listed jumps are done consecutively;

A.2.2. A half-loop is considered as a listed jump with the value of a single loop when used in combinations/sequences for all levels;

A.2.3. If the first jump of a two-jump combination fails to succeed and turns into a non-listed jump, the unit will still be considered as a jump combination.

B. Jump sequence: A jump sequence may consist of any number of jumps of any number of revolutions that may be linked by non-listed jumps and/or hops immediately following each other while maintaining the jump rhythm (knee).

There can be no turns, steps, crossovers or stroking during the sequence. Turns are: three-turns, twizzles, brackets, loops, counters and rockers. Steps are: toe steps, chASAJes, mohawks, choctaws, curves with change of edge and cross rolls.

B.1. A jump sequence consisting of only one listed jump together with other non-listed jumps is not considered a jump sequence, but will count as an individual jump;

C. Jump repetitions: Each free skate has different limitations on which jumps can be repeated; however, the following rules are consistently applied at each level:

C.1. Jumps with the same name but different numbers of revolutions are considered as different jumps. For example, a double loop is considered a different jump than a triple loop;

C.2. If a jump that is only allowed to be repeated as part of a jump combination or jump sequence is executed twice as a solo jump, the second execution will only receive 70 percent of the base value in this Open Championship and will be scored according to described below:

A program is not considered well-balanced when it contains an extra number or less than the required minimum number of an element, or when it lacks connecting steps between the elements. When a program is not well-balanced, a deduction will be applied for each extra or lacking element. Please see the section K below.

C.3. If a jump is executed more times than allowed, the additional attempt will be treated as an additional element and will not be considered but will count toward the maximum number of jump elements. If the additional jump is executed in a combination or sequence, only the individual jump which is not according to requirements will have no value. The jumps are considered in the order of execution. Please see the section K below.

C.4. Because the triple toe loop and the triple toe Walley jumps are very similar in nature and equal in value, the skater may execute only one or the other of them but not both.

D. Non-listed jump: Jumps that are not listed in the SOV (e.g. Walley, split jump, Inside Axel with any number of revolutions taking off from the forward inside edge etc.) will not count as a jump element but might be used as a special entrance to the jump to be considered in the mark for Transitions. See rule Basic Principles of Calculation – All Skating Disciplines (A.1.3).

E. Under-Rotated Jumps: A jump will be considered as “**Under-rotated**” if it has missing rotation of more than $\frac{1}{4}$ revolution, but less than $\frac{1}{2}$ revolution. An under-rotated jump will be indicated by the Technical Panel to the Judges and in the protocols with a “<” symbol after the element code.

F. Downgraded Jumps: jump will be considered as “**Downgraded**” if it has “missing rotation of $\frac{1}{2}$ revolutions or more”. A downgraded jump will be indicated by the Technical Panel to the Judges and in the protocols with a “<<” symbol after the element code.

G. Cheated Take-Off: A clear forward (backward for Axel type jump) take-off will be considered as a downgraded jump. The toe loop is the most commonly cheated on take-off jump.

H. Attempted Jump: What is an attempt? In principle, a clear preparation for a takeoff for a jump, stepping to the entry edge or placing the toe pick into the ice and leaving the ice with or without a turn is considered an attempt of a jump and receives no value.

I. Taking Off from Wrong Edge (Flip/Lutz): Flip take-off is from a backward inside edge; Lutz take-off is from a backward outside edge. If the take-off edge is not clean correct, the TP indicates the error to the Judges using the signs “e” (edge) and “!” (attention).

J. Extra Jumps: If an extra jump is executed, only the individual jump which is not according to the requirements will have no value. All extra jumps are called and marked with an *. The jumps are considered in the order of execution.

K. Considering that the entire Single competition for this Open Championship will be judged as Free Skating, the following **rules apply to repetitions:**

K.1. First Repetition of a Triple/Quad Jump: First repetition of a triple or quad jump of the same name and the same number of revolutions without one of them being in a jump combination/sequence: both jumps will be counted as solo jumps, but the second of these jumps will be marked with the sign “+REP” and will receive 70% of the base value with result rounded to two decimal places.

K.2. First Repetition of a Double Jump: First repetition of a double jump as a solo jump or in a jump combination/ sequence: both jumps will receive full base value.

K.3. Second/Third Repetition of a Double/Triple/Quad Jump: Second/third repetition of a double or triple or quad jump of the same name and the same number of revolutions as a solo jump or in a jump combination/ sequence: only the jumps not according to the requirements will receive no value, but the rest of the jumps of the combination/ sequence will be counted.

K.4. Second Jump Combo with 3 Jumps: Only the jumps not according to requirements will receive no value.

K.5. More than 3 Jump Combinations/Sequences: If the number of jump combinations or sequences are more than three, only the first jump of the extra jump combinations/sequences is counted. This jump will be marked with the sign “+REP” and receive 70% of the base value (as a repetition of a jump combination/sequence), e.g. 3Lo+3T*+REP, 3Lo+3T*+2A*+REP etc.

L. Executions of a Jump Not Counted in Jump Combination or Sequence: If in a jump combination or sequence a skater falls or steps out of a jump and immediately executes another jump, the jump after the mistake are not counted, and the call will be the executed jump before the mistake + combo/sequence + the executed jump. The jumps after the mistake are marked with an *.

Moves in the Field Sequence

A sequence of movements such as turns, spirals, arabesques, spread eagles, Ina Bauers and flowing moves with strong edges, connected with linking steps and footwork. Moves in the field sequences will be judged as transitions rather than as separate elements but must be visible and identifiable to be considered valid.

Spins

A spin must have the minimum number of revolutions; however, a spin with less than three revolutions, unless otherwise noted in the corresponding required elements, is considered a skating movement and not a spin. For any spin with a change of foot, the change must be preceded and followed by a spin position with at least three revolutions. The minimum number of required revolutions must be counted from the entry of the spin until its exit (except the final wind-up in spins in one position and flying spins).

A. There are three basic spin positions:

1. **Camel:** Free leg backwards with the knee higher than the hip level; however, Layback, Biellmann and similar variations are still considered as upright spins

2. **Sit:** The upper part of the skating leg at least parallel to the ice

3. **Upright:** Any position with the skating leg extended or slightly bent which is not a camel position

a. Layback spin: An upright spin in which head and shoulders are leaning backward with the back arched. The position of the free leg is optional.

b. Sideways leaning spin: An upright spin in which head and shoulders are leaning sideways and the upper body is arched. The position of the free leg is optional.

All spin positions not according to the above definitions are considered non-basic positions.

B. In an event judged using ASAJ, a spin that has no basic position with at least two continuous revolutions will have no value unless otherwise noted in a Technical Notification.

C. If a skater falls when entering a spin, a spin or spinning movement is allowed immediately after this fall for the purpose of filling time. This additional spin/spinning movement will not be counted as an element.

D. Types of spins:

1. Spin combination: Must have a minimum of two different basic positions with two revolutions in each of these positions anywhere within the spin. Must consist of changes of foot and/or position as specified. A change of foot and a change of position may be made either at the same time or separately. To receive full value, a spin combination must include all three basic positions.

a. If the spinning centers before and after a change of foot are too far apart, and the criteria for two spins are fulfilled, only the part before the change of foot will be counted and considered for level features (in ASAJ).

b. The number of revolutions in positions that are non-basic is counted in the total number of revolutions but changing to a non-basic position is not considered as a change of position, which can only be from one basic position to another basic position (in ASAJ).

2. Spin in one position: May change feet (if allowed) but may not change position. Non-basic positions are allowed and counted in the total number of revolutions but, in ASAJ events, are not eligible for features to increase the level.

a. The concluding upright position at the end of the spin (final wind-up) is not considered to be another position, regardless of the number of revolutions, as long as no additional feature (change of edge, variation of position, etc.) is attempted in the final wind-up.

3. Flying spin: A spin with a flying entrance, no change of foot and no change of position. Non-basic positions are allowed and counted in the total number of revolutions but, in ASAJ events, are not eligible for features to increase the level.

a. The concluding upright position at the end of the spin (final wind-up) is not considered to be another position, regardless of the number of revolutions, as long as no additional feature (change of edge, variation of position, etc.) is attempted in the final wind-up.

b. A spin that begins with a jump and also changes feet and/or position is considered a spin with a flying entry, not a flying spin.

c. When a spin is commenced with a jump, no rotation is permitted on the ice before the take-off.

4. Character: In a well-balanced free skate, each spin performed must have a different character (abbreviation). Abbreviations can be found in the ISU Scale of Values for Singles (SOV). Character is also referred to as "nature".

4.1. A spin that begins with a backward entry and a spin that begins with a forward entry are considered to have the same character if they are otherwise the same type of spin. For example: a sit spin with a forward entry has the same character as a sit spin with a backward entry, and a spin combination with a change of foot and a forward entry has the same character as a spin combination with a change of foot and a backward entry.

4.2. A spin with a flying entry has a different character than a spin without a flying entry.

4.3. A spin with a change of foot has a different character than a spin without a change of foot

4.4. All spin combinations without a change of foot and no flying entry are considered to have the same character, regardless of the number or types of positions. (The same is true for spin combinations with a flying entry)

4.5. All spin combinations with a change of foot and no flying entry are considered to have the same character, regardless of the number or types of positions and the number of changes of foot. (The same is true for spin combinations with a flying entry)

5. Levels of Difficulty

Spin difficulty levels range from No Level to Basic (B), 1, 2, 3 and 4, depending on the skater's technical level and the number of variations displayed by the skater.

5.1. Clarifying Types of Difficulties Features

5.1.1. A difficult spin variation of position is a movement of the body part, leg, arm, hand or head which requires physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level. There are 11 categories of difficult variations, among them 3 in camel position based on direction of the shoulder line: camel forward (CF) – with the shoulder line parallel to the ice; camel sideways (CS) – with the shoulder line twisted to a vertical position; camel upward (CU) – with the shoulder line twisted more than vertical position. If the free leg drops down for a long time while preparing for a difficult camel variation, the corresponding Level feature is still awarded, but the Judges will apply the GOE reduction for “poor/awkward/unaesthetic position(s)”.

5.1.2. “Change of foot executed by jump” & “Jump within a spin without changing feet”: are awarded only if the skater reaches a basic position within the first 2 revolutions after the landing.

5.1.3. “Both directions immediately following each other in sit or camel spin”: execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be counted as a Level feature for sit and camel basic positions. Long curves of exit after the first part or entry into the second part are reflected in GOE. A minimum of 3 revs in each direction is required. A Spin executed in both directions as above is considered as one Spin.

5.1.4. “Difficult variation of flying position in flying spins/spins with a flying entry”: is awarded only if the flying position is really difficult and the skaters reaches a basic position within 2 revolutions after the landing. Normal flying camel entry does not block a possibility of counting a difficult flying entry as a feature.

5.1.5. Windmill (illusion) will be considered as a Level feature only the first time it's attempted.

Spirals

A position with one blade on the ice and free leg (including knee and foot) higher than the hip level with both legs stretched. Spiral positions are classified according to the skating leg (right, left), edge (outside, inside), direction of skating (forward, backward) or position of the free leg (backward, forward, sideways).

A. Spiral sequence: Consists primarily of spirals. There must be at least two spiral positions held not less than three seconds each, or at least one spiral position held not less than a count of four.

Step Sequences

A series of unprescribed steps, turns and/or movements. All step sequences should be executed according to the character of the music. Short stops in accordance with the music are permitted. Non-listed jumps and retrogression are also permitted. Turns and steps must be balanced in their distribution throughout the sequence. Turns are three-turns, twizzles, brackets, loops, counters and rockers. Steps are toe steps, chASAJés, mohawks, choctaws, changes of edge, cross rolls and running steps. Patterns are not restricted.

A. Levels of Difficulty:

A.1. Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (**compulsory**)

A.2. Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction

A.3. Use of body movements for at least 1/3 of the pattern

A.4. Two different combinations of 3 difficult turns on different feet executed with a clear rhythm within the sequence. Only the **first combination** attempted on each foot can be counted.

IMPORTANT:

Types of difficult turns and steps: twizzles, brackets, loops, counters, rockers, choctaws.

Minimum variety includes at least **5** difficult turns and steps, none of the types can be counted more than twice.

Simple variety includes at least **7** difficult turns and steps, none of the types can be counted more than twice.

Variety includes at least **9** difficult turns and steps, none of the types can be counted more than twice.

Complexity includes at least **11** difficult turns and steps, none of the types can be counted more than twice, 5 types must be executed in both directions.

Use of body movements means the visible use for a combined total of at least 1/3 of the pattern of any movements of arms, head, torso, hips and legs that have an effect on the balance of the main body core.

Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and on the same foot.

B. Choreographic Step Sequence: Must fit the definition of a step sequence and fully utilize the ice surface. For these events, all Advanced 3 levels and below, all the Step Sequences will be called Choreographic Step Sequences, either confirmed or not confirmed. For all levels above Advanced 3, it will be considered what dictates the rules for each technical level as indicated in the section Singles Technical Requirements. For all Singles Adult levels all the Step Sequences will be called Choreographic Step Sequences, either confirmed or not confirmed, and may include Moves In The Field (MIF) and Spirals.

C. Choreographic Sequence: Consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydro blading, any jumps with a maximum of two revolutions, spins, etc. Listed elements included in the choreographic sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible. The choreographic sequence commences with the first skating movement and is concluded with the preparation to the next element (if the choreographic sequence is not the last element of the program). It can be performed before or after the step sequence. If this requirement is not fulfilled, the sequence will have no value. In this Open Championship, if the choreographic

sequence meets these requirements, it will be awarded a fixed base value and will be evaluated by the judges in GOE.

Steps and Turns

A. Turns: A rotational movement in which the skater moves from forward to backward or backward to forward using one foot, and on an edge and axis.

A.1. Bracket: A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The skater turns in the direction opposite to the curve.

A.2. Counter: A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction opposite to the entry curve (i.e. in the direction of the exit curve).

A.3. Loop: A one-foot movement where the skater skates an oval pattern using the same edge. The entry and exit of the loop must cross. The loop must be clean cut without scrapes or points.

A.4. Rocker: A turn executed on one foot from an outside edge to an outside edge or an inside edge to an inside edge, with the exit curve on a different lobe from the entry curve. The skater turns in the direction of the entry curve.

A.5. Three-Turn: A turn executed on one foot from an outside edge to an inside edge or an inside edge to an outside edge, with the exit curve continuing on the same lobe as the entry curve. The skater turns in the direction of the curve.

A.6. Twizzle: A traveling turn on one foot with one or more rotations which quickly rotates with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn. A series of checked three-turns is not acceptable, as this does not constitute a continuous action. If the traveling action stops during the execution, the twizzle becomes a solo spin.

B. Steps: A method of turning that is executed using two feet such as choctaws and mohawks.

B.1. Choctaw: A step from one foot to the other in which the curve of the exit edge is opposite to that of the entry edge. The change of foot is from outside edge to inside edge or inside edge to outside edge. The entry and exit edge are of equal depth.

B.2. Mohawk: A step from one foot to the other in which the entry and exit curves are continuous and of equal depth.

The change of foot is from an outside edge to an outside edge or an inside edge to an inside edge.

C. Linking Steps: The visible tracing on the ice that is executed on one or two feet. They may consist of an edge, change of edge, chASAJes, cross rolls, crossovers, progressives, toe steps, dance jumps and small hops. Linking steps may be used as connecting steps between turns in the step sequence additional features and in features.

C.1. Change of Edge: The visible tracing on the ice that changes from one distinct curve to another distinct curve with no change of foot.

C.2. ChASAJé: A series of two edges (usually outside, inside) in which, on the second edge, the free foot is placed on the ice beside the skating foot but not ahead of or behind it, and the free foot is lifted with the blade parallel to the ice.

C.3. Cross Roll: A roll started with the action of the free foot approaching the skating foot from the side so as to strike the ice almost at right angles to the skating foot, started forward with the feet crossed in front or backward with the feet crossed behind.

C.4. Crossover: a step or sequence of steps in which the free foot crosses the skating foot completely before it is placed on the ice.

C.5. Dance Jump: A small jump of not more than one revolution used to change feet or skating direction.

D. Edge: The visible tracing on the ice produced by a skater skating on one foot that is on a distinct curve.

D.1. Flat: The visible double tracing on the ice that is straight (imprinted by the skater skating on one foot on both edges of the blade).

D.2. Progressive/Run: A step or sequence of steps in which the free foot passes the skating foot before it is placed on the ice, thereby bringing the new free foot off the ice trailing the new skating foot.

D.3. Small Hop: A small jump without revolution.

10. Toe Steps: A step where the skaters move from one toe pick to the other toe pick without jumping and with or without using rotations as they travel down the ice.

Terms used to describe turns, steps and linking steps

E.1. Different turns/steps: A term that includes each of the listed types of turns and steps plus the four different methods of execution.

E.2. Different types of turns and steps: A term that includes each of the listed turns and steps.

E.3. Difficult turns: Consists of rocker, counter, bracket, twizzles with one-and-one-half rotations or more.

E.4. Listed turns and steps: Consists of three-turn, mohawk, choctaw, twizzle, rocker, counter, bracket, loop.

E.5. Method of execution: A term describing the four different manners in which each turn/step may be executed, considering the entry edge: a) forward inside, b) forward outside, c) backward inside and d) backward outside.

E.6. Turning method: A technique in which a rotational movement (turn or step) occurs using either the same/one lobe (bracket, three-turn, twizzle) or using two different lobes (counter, rocker) during the entry and exit of each turn.

E.7. Turn/step: A term used when only one turn/step from the listed turns and steps is required.

E.8. Turns/steps: A term used when at least any two turns/steps from the listed turns and steps are required.

E.9. Turns/steps and linking steps: Terms used when at least any two turns from the listed turns and steps and linking steps are required.

Features and Requirements

A. Back to back preparation and approach: The skaters' backs (including shoulders and hips) are facing toward the axis of intersection, independently of the skating direction, during both the end of the preparation phase and the entire approach phase. A pivoting entry with backward skating is also considered to be a back to back preparation and approach as long as the lines pivot more than 90 degrees.

B. Body movement: The use of the body parts (arms, legs, head, torso) when executing the turns and linking steps. The core changes from the center balanced position and that movement has a significant impact on the body's weight distribution over the blade.

C. Change of position during a free skating move: There must be a change of position executed by all skaters while executing a free skating move. If a skater begins on the right side of another skater, they must change to the left side of that same skater. Each

skater must first be on an individual track/curve before crossing the track of the other skater with whom they are changing position and then again establish their individual track/curve after the tracks have crossed.

D. Change of position of a lifted skater: The lifted skater must rotate a minimum of 180 degrees if using horizontal axis or 90 degrees if using vertical axis. There is no specific requirement if using a combination of both horizontal and vertical axis.

E. Extra features: Short free skating moves, dance jumps, toe steps, small hops, etc.

F. Interacting and pivoting lines: An action where two lines both are pivoting and interacting (changing position) with each other at all times.

G. Pivoting: A continuous action in one rotation direction where a pivoting element such as a line or block turns/rotates around a point as the pivoting element continues to move over and/or across the ice so that the slow end does not become stationary.

H. Change of pivot point: In the block or line element, when the pivot point changes from one end of the line to the other.

The pivot point is permitted to progress through the line(s). Retrogression is not permitted during a change of pivot point. Skaters may not cross their own old tracks as the pivot point is changing ends.

I. Travel: An action where a rotating element such as a circle or wheel is caused to move in a given direction or path for a required distance. The element must continue to rotate during travel. The path may be curved or straight. All skaters must execute the same linking steps/turns, in the same skating direction, at the same time during traveling.

I.1. Change of position of each spoke (wheel element): All skaters in each spoke must change position at the same time so that the order becomes opposite compared to the start (i.e. skaters starting on the outside of the spoke must end in the middle of the wheel etc.). In the case that a spoke is comprised of an uneven number of skaters (example: five skaters), the middle skater will stay in the same place.

I.2. Weaving during travel (circle element): All skaters must change places at the same time. If starting on the outside circle they must change into the center circle.

2. Nomenclature for Planned Content Sheets

Compulsory

CODES	DESCRIPTION
SnwStp1	Snow Plow Stop, One Foot
SnwStp2	Snow Plow Stop, Two Feet
TStpL	T-Stop Left Foot
TStpR	T-Stop Right Foot
HkyStp	Hockey Stop
Dip	Dip
LGlide	Left Foot Glide
RGlide	Right Foot Glide
Fswz	Forward Swizzles
Bswz	Backward Swizzles
BWig	Backward Wiggles
FStrk	Forward Stroking
BStrk	Backward Stroking
AFXov	Counter-clockwise (R/L) Forward Crossovers
CFXov	Clockwise (R/L) Forward Crossovers
ABXov	Counter-clockwise (R/L) Backward Crossovers
CBXov	Clockwise (R/L) Backward Crossovers
F8Xov	Forward Crossovers Figure 8
B8Xov	Backward Crossovers Figure 8
FOE	Consecutive Forward Outside Edges
FIE	Consecutive Forward Inside Edges
FOIE	Consecutive Forward Outside/Inside Edges
BOE	Consecutive Backward Outside Edges
BIE	Consecutive Backward Inside Edges
BOIE	Consecutive Backward Outside/Inside Edges
FO3	Alternating Forward Outside Threes
FI3	Alternating Forward Inside Threes
BO3	Alternating Backward Outside Threes
BI3	Alternating Backward Inside Threes
RFIMo	Right Forward Inside Mohawks
LFIMo	Left Forward Inside Mohawks
FSpr1	Forward Spiral, either foot
BSpr1	Backward Spiral, either foot
FSpr2	Forward Right-Left Spirals
BSpr2	Backward Right-Left Spirals
FAbq	Forward Arabesque
BAbq	Backward Arabesque
FAbqSq	Forward Arabesques Sequence
BAbqSq	Backward Arabesques Sequence
2FtUSp	Two-Foot Upright Spin
FPv	Forward Pivot, Inside or Outside
BPv	Backward Pivot, Inside or Outside

StDuck	Shoot the Duck
Lunge	Lunge
ISEgl	Inside Spread Eagle
OSEgl	Outside Spread Eagle
Bauer	Ina Bauer, any pattern

Beginning Jumps

CODES	DESCRIPTIONS
1Wz*	Waltz Jump
1BH	Bunny Hop
1FL	Falling Leaf
1Ba	Ballet Jump
1Mz	Mazurka Jump
1HF	Half Flip
1HLz	Half Lutz
1HLo	Half Loop

* Waltz jump (1Wz) will receive credit at the Pre-Advanced and Advanced 1 levels. It will also receive credit at Adult Amethyst and lower Adult levels

Advanced Jumps

1A	Axel Jump
2A	Double Axel Jump
3A	Triple Axel Jump
1Aof	One-Foot Axel or Inside Axel
1S	Salchow Jump
2S	Double Salchow Jump
3S	Triple Salchow Jump
1W	Walley Jump
1T	Toe Loop or Toe Walley Jump
2T	Double Toe Loop or Toe Walley Jump
3T	Triple Toe Loop or Toe Walley Jump
1Lo	Loop Jump
2Lo	Double Loop Jump
3Lo	Triple Loop Jump
1F	Flip Jump
2F	Double Flip Jump
3F	Triple Flip Jump
1F^	Split Jump or Russian Split Jump
1Lz	Lutz Jump
2Lz	Double Lutz Jump
3Lz	Triple Lutz Jump
1Lz^	Split Lutz Jump

OBS.: Jump combination should be marked with the "+" sign between the two or three jumps executed and the Jump Sequence should contain the "+" sign between the jumps, but at the end it should be signaled with "+ SEQ".

Spins

USp	Upright Spin
LSp	Layback Spin
CSp	Camel Spin
SSp	Sit Spin
FUSp	Flying Upright Spin
FLSp	Flying Layback Spin
FCSp	Flying Camel Spin
FSSp	Flying Sit Spin
(F)CUSp	Upright Spin with one change of foot and no change of position
(F)CLSp	Layback Spin with one change of foot and no change of position
(F)CCSp	Camel Spin with one change of foot and no change of position
(F)CSSp	Sit Spin with one change of foot and no change of position
(F)CoSp	Spin Combination with change of position and no change of foot
(F)CCoSp	Spin Combination with change of position and change of foot

Step Sequences

StSq	Step Sequence
ChStSq	Choreographic Step Sequence
ChSq	Choreographic Sequence

IMPORTANT: The judges will determine the corresponding level for all Spins and Step Sequences. PPCS should therefore only indicate the element, not the intended level.

3. Marking of Singles Free Skate – BSAJ

In the singles free skate, for those events that are judged under the BSAJ, two marks shall be awarded on a scale from 0 to 6 as follows:

0.0 = Not Skated
1.0 = Very Poor
2.0 = Poor
3.0 = Mediocre
4.0 = Good
5.0 = Very Good
6.0 = Outstanding

NOTE: Each category is judged independently. As such, a score of 3.0 in a Beginner 1 category is not comparable to a 3.0 in a Beginner 6 category insofar the skaters have very different skating skills and technical prowess.

The first mark shall be for technical elements (formerly “technical merit”) and the second mark shall be for program components (formerly “presentation”).

A. In the marking of technical elements, the following must be considered:

1. Difficulty of the performance (with no credit given for portions thereof which are missed);
2. Variety;
3. Cleanness and sureness;
4. Speed.

B. For the marking of the presentation only the following must be considered for all Singles events:

Category	SS	TR	PE	CO	IN
INTERMEDIATES 1-7	X		X		
BEGINNERS 1-6	X		X		

C. Where free skating moves are repeated (i.e. jumps, spins, step sequences), the full value of the move repeated must not be awarded by the judges in the mark for technical elements. The foregoing shall not, however, apply to combinations.

D. All the elements of a free skate (the jumps, spins, step sequences and particularly the glide, footwork and the difficulty and variety of the steps) must be taken into consideration in the mark for technical elements and be rewarded according to their relative merit as to difficulty:

1. No individual element can be given predominant importance, and the program must be considered as a whole.
2. Spins must have the required minimum number of revolutions. Insufficient revolutions will be reflected in the judges’ marks.

E. A program is not considered well-balanced when it contains an extra number or less than the required minimum number of elements, or when it lacks connecting steps between the elements. When a program is not well-balanced, the deduction will be 0.2 from the mark for technical elements for each extra or lacking element.

F. Any element started after the permissible time must not be marked and will have no value.

G. When the allowable time has elapsed, the judges shall cease judging the performance. If the skater fails to finish a free skate within the allowed range of time, there will be a 0.1 deduction in both marks for up to every 10 seconds short of or over the prescribed range.

Calculation of Results - BSAJ

A. Calculation of Results - BSAJ

The results will be calculated during the event, as appropriate:

1. Valid for all Single segments previously indicated to be judged using this system.
2. All individual segments of the event;
3. Intermediate results after the second and each succeeding segment of a multi-segment event;
4. Results of the event determined from the sum of the factored places of each segment of the event.

B. Determination of Total Marks (TM) in Each Segment of a Competition - BSAJ

A. Free skate events (singles):

2. The free skate marks for technical elements and presentation components are added as a unit. This will be the total marks (TM) for the free skate.

C. Determination of Ordinal Numbers in Each Segment of a Competition - BSAJ

In all segments of an event, ordinal numbers for each judge for each competitor will be determined based on the total marks; the competitor(s) receiving the highest total marks receives ordinal 1; the next highest ordinal 2, etc. If a judge has given two or more competitors equal total marks, the tie is broken as follows:

1. Free skate: The competitor with the highest mark for the program receives the lowest ordinal number. If the marks for program components are the same, they are tied.
2. If two (2) or more competitors are tied by one judge in a segment of an event, each competitor receives the ordinal number for the tied place. The next higher ordinal or ordinals are not ASAJigned, based on the number of competitors tied for the same ordinal number. For example, if two competitors are tied for ordinal 1, then ordinal 2 is not ASAJigned; if three competitors are tied for ordinal 1, then ordinals 2 and 3 are not ASAJigned, etc.

D. Determination of Results in Each Segment of a Competition - BSAJ

The ordinal numbers determined for each judge are considered placements for the competitor.

1. (M) Majority: The competitor(s) placed first by the absolute majority (M) of judges is first; the competitor(s) placed second or better by an absolute majority of judges is second and so on. In determining a majority for second place, ordinal numbers 1 and 2 are considered as 2; in determining a majority for third place, ordinal numbers 1, 2, and 3 are considered as 3; and similarly, for the remaining places.
2. If two or more competitors are tied for the same place, the ties will be broken by the application of the following rules in the following order:

- 2.1. (GM) Greater majority:** If two or more competitors have obtained a majority of judges for the same place, the place in question will be awarded to the competitor with the greater majority (GM) of judges making the placement.
- 2.2. (TOM) Total ordinals of majority:** If two or more competitors have received majorities for the same place from the same number of judges, the place in question will be awarded to the competitor with the lowest total ordinals from those judges forming the majority.
- 2.3. (TO) Total ordinals:** If two or more competitors receive the same TOM, the place in question will be awarded to the competitor with the lowest total ordinals (TO) from all judges.
- 2.4. (TIED) Tied:** If two or more competitors receive the same TO from all the judges, the competitors are TIED.
- 3. (BT) Broken tie:** If two or more competitors are temporarily tied with majorities for the same place, the place must be awarded to one of the competitors based on rule 2 (above) and sub-items in the order in which they present themselves. After awarding this place, the remaining temporarily tied skaters must be awarded the next following place(s) based on rule 2 (above) and sub-items in the order in which they present themselves, without considering any additional competitors.
- 7. (LM) Lowest majority:** In awarding the subsequent places thereafter, the competitor with a majority for the lowest numbered place will be given first consideration.
- 8. (SM) Subsequent majority:** If there is no absolute majority for any given place, the place in question will be awarded to the competitor with the majority for the nearest following place. If the sums are equal, then rule 2 (above) and sub-items must again be applied.

E. Determination of the Final Results for Multi-Segment Events - BSAJ

1. The best placement will be given to the competitor with the highest score attributed to those who are competing with him in his segment, being succeeded by the lower notes in descending order.
2. When two competitors are tied, the next place is not awarded; when three competitors are tied, the next two places are not awarded.
3. No final placements will be recorded for competitors or teams who do not complete an event or be disqualified, and the only placement recorded for such competitors will be that earned for the last segment of the event in which they competed and for which placements were determined.

F. Determination of the Final Results for just One Competitor at the Event/Category

1. If there is one skater in an event, this skater will either earn first or second place according to the percentage points he/she scores from the total possible points in that event;
 - 1st Place: If the skater scores 80% or more of the total possible points, the skater places first;
 - 2nd Place: If the skater scores 79,9% or below of the total possible points, the skater places second.
- It is not possible to get lower than 2nd place in events with only one skater.

G. Announcement and Publication of Results

Scores will not be announced following each skater for the BSAJ. Only final results and ordinals will be posted. Raw scoring data will NOT be published.

Marking of Singles – ASAJ

A. Technical Score – Singles – ASAJ

1. Scale of Values: The Scale of Values contains base values of all the elements and adjustments for the quality of their execution.

2. Base Values: Base values of elements are measured in points and increase with the increasing difficulty of the elements. An element's difficulty depends:

a. For jumps: On the names of the jumps listed in the order of their difficulty (toe loop, Salchow, loop, flip, Lutz and Axel) and the number of revolutions;

b. Judges should reward well-executed added difficulty in their GOEs marks.

3. Levels of Elements: The technical panel will determine the name and level of difficulty (when necessary) of elements.

a. Spins and step sequences (except choreographic step sequences and choreographic sequences) are divided depending on their difficulty into five levels according to the number of features achieved: Basic Level (B) in case of no features, Level 1 in case of one feature, Level 2 in case of two features, Level 3 in case of three features and Level 4 in case of four features.

a. For Spin levels:

a.1. For Advanced 3 and below, spins would be called Level 1, Level Base (B) or No Level;

a.2. Advanced 4 and above levels consider the levels applied at SOV table

a.3. For Adult categories, the maximum spin levels that may be called are:

a.3.1. Adult Rubellite and Amethyst = Level 1;

a.3.2. Adult Tourmaline = Level 2;

a.3.3. Adult Emerald = Level 3;

a.3.4. Diamonds = unrestricted;

b. Judges should reward well-executed added difficulty in their GOEs marks.

4. Grade of Execution (GOE):

a. Each judge must mark the quality of execution of every element depending on the positive features of the element's execution and any errors present.

b. The GOE is marked from +3, +2, +1, 0 (base value), -1, -2, -3.

B. Illegal Elements/Movements

Every illegal element/movement performed in the program will be penalized by a deduction (see rule Basic Principles of Calculation- All Skating Disciplines). If an illegal element/movement is performed during the execution of any element, the deduction for an illegal element/movement will apply, and the element will be called Basic Level if the requirements for at least Basic Level are fulfilled. These are considered illegal elements/movements: somersault-type jumps, lying on the ice, and prolonged and/or stationary kneeling on both knees on the ice at any moment.

C. Program Component Score – Singles – ASAJ

In addition to the technical score, the skater's whole performance is evaluated by program components.

C.1. For Advanced 4 and below (ASAJ events) girls and boys, these three components will be: (1) Skating Skills; (2) Performance; and (3) Interpretation of the Music.

Category	SS	TR	PE	CO	IN
PRE-ADVANCED	X		X		X
ADVANCED 1	X		X		X
ADVANCED 2	X		X		X
ADVANCED 3	X		X		X
ADVANCED 4	X		X		X

C.2. For Advanced 5 ladies and men, these four components will be: (1) Skating Skills; (2) Performance; (3) Composition; and (4) Interpretation of the Music.

Category	SS	TR	PE	CO	IN
ADVANCED 5	X		X	X	X

C.3. For Advanced 6-8 and Adult Tourmaline and Emerald ladies and men, these five components will be: (1) Skating Skills; (2) Transitions; (3) Performance; (4) Composition; and (5) Interpretation of the Music.

Category	SS	TR	PE	CO	IN
ADVANCED 6	X	X	X	X	X
JUNIOR	X	X	X	X	X
SENIOR	X	X	X	X	X
ADULT (EXCEPT RUBELLITE & AMETHYST)	X	X	X	X	X

C.4. For adult Rubellite and Amethyst ladies and men, these three components will be: (1) Skating Skills; (3) Performance and (5) Interpretation of the Music.

Category	SS	TR	PE	CO	IN
ADULT RUBELLITE & AMETHYST	X		X		X

D. Definitions and criteria for analyzing program components

1. Skating Skills (SS): Defined by overall cleanness and sureness, edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns, etc.), the clarity of technique and the use of effortless power to

accelerate and vary speed. In evaluating the Skating Skills, the following must be considered:

- a. Use of deep edges, steps and turns;
- b. Balance, rhythmic knee action and precision of foot placement;
- c. Flow and glide;
- d. Varied use of power, speed and acceleration;
- e. Use of multi directional skating;
- f. Use of one-foot skating.

2. Transitions (TR): The varied and purposeful use of intricate footwork, positions and movements that link all elements. In evaluating the Transitions, the following must be considered:

- a. Continuity of movements from one element to another;
- b. Variety;
- c. Difficulty;
- d. Quality.

3. Performance (PE): Involvement of the skater physically, emotionally and intellectually as they deliver the intent of the music and composition. In evaluating the Performance, the following must be considered:

- a. Physical, emotional and intellectual involvement and projection;
- b. Carriage and clarity of movement;
- c. Variety and contrast of movements and energy;
- d. Individuality / personality.

4. Composition (CO): An intentionally developed and/or original arrangement of all types of movements according to the principles of musical phrase, space, pattern and structure. In evaluating the Composition, the following must be considered:

- a. Purpose (idea, concept, vision, mood);
- b. Pattern / ice coverage;
- c. Multidimensional use of space and design of movements;
- d. Phrase and form (movements and parts structured to match the musical phrase);
- e. Originality of the composition.

5. Interpretation of the Music (IN): The personal, creative and genuine translation of the rhythm, character and content of the music to movement on ice. In evaluating the Interpretation of the Music, the following must be considered:

- a. Movement and steps in time to the music (timing);
- b. Expression of the music's character/feeling and rhythm, when clearly identifiable;
- c. Use of finesse to reflect the details and nuances of the music (Finesse is the skater's refined, artful manipulation of music details and nuances through movement. It is unique to the skater and demonstrates an inner feeling for the music and the composition. Nuances are the personal ways of bringing subtle variations to the intensity, tempo and dynamics of the music made by the composer and/or musicians).

E. Marks for Program Components

1. Program components are marked on a scale of 0.25 to 10.00 in increments of 0.25, with a separate mark given for each program component, of which:

0,25 – 0,75	Extremely Poor
1,00 – 1,75	Very Poor
2,00 – 2,75	Poor
3,00 – 3,75	Weak
4,00 – 4,75	Fair
5,00 – 5,75	Average
6,00 – 6,75	Above Average
7,00 – 7,75	Good
8,00 – 8,75	Very Good
9,00 – 9,75	Superior
10,00	Outstanding

2. Increments are used for evaluation of performances containing some features of one degree and some of the next degree.

Basic Principles of ASAJ Calculation- All Skating Disciplines

A. Total technical score for each segment (free skate)

A.1. Scale of Values (SOV): Every section of every element (i.e. required element of a free skate) has a certain base value indicated in the Scale of Values (SOV).

A.1.1. The Scale of Values (SOV) will be used for all Single Advanced Levels, Adult Silver, Gold, Master Intermediate-Novice, Master Junior-Senior and all Synchro Groups events.

A.1.2. This regulation is updated according to the review supplements released up to 2 months before the official disclosure of the same through the usual means of communication.

A.1.3. Non-Listed Elements. Elements not in the Scale of Values (SOV) are considered as non-listed elements and do not have point values if performed. Non-listed elements that are not otherwise illegal, must be evaluated as transitions/linking movements by the judges.

A.2. The panel's scores for all sections/elements are added together to determine the skater's/team's total technical score for the segment (TES).

A.3. In singles:

a. Jump combinations are evaluated as one unit by adding the base values of the jumps included and applying the grade of execution with the numerical value of the most difficult jump.

b. Jump sequences are evaluated as one unit by adding the base values of the two highest value jumps, multiplying the result by 0.8 and, after that, applying the grade of execution with the numerical value of the most difficult jump.

c. Any additional element(s) exceeding the prescribed numbers will not be counted in the result of a participant and have no value.

Only the first attempt (or allowed number of attempts) of an element will be considered.

d. Special Factor:

- i. All levels where is applying the ASAJ system, the base values (but not the Grade Of Execution - GOE) of all jump elements started in the second half of the program will be multiplied by a special factor of 1.1 in order to give credit for even distribution of difficulties in the program;
- ii. Each factored base value will be rounded to two decimal places;
- iii. The second half begins in the middle of the required time without considering the plus or minus 10 seconds allowance. However, in the cases of an interruption up to three minutes (see rule Allowance of a Delayed Start or Restart – Singles), the factor 1.1 will be used only for jump elements which were started in the second half of the program but prior to the interruption.

A.4. In Synchro Groups skating:

- a. If the value of an element (after taking any missing requirement, deductions and reductions) is less than zero, the element will be awarded a value of 0,00;
- b. In the short program and free skate, each element (block, circle, intersection, wheel, etc.) will be evaluated and given a grade of execution separately;
- c. Any additional element(s) exceeding the prescribed numbers will not be counted in the result of a team. Only the first attempt (or allowed number of attempts) of an element will be considered.

A.4.1. Total program component score for each segment

A.4.1.1. There is a maximum of five program components (four in the marking of a pattern dance);

A.4.1.2. Each program component receives a mark from the judge on a scale of 0.25 to 10.00, in increments of 0.25;

A.4.1.3. The panel's points for each program component are obtained by calculating

A.4.1.4. The sum is the skater's/team's total program component score for the segment (PCS).

B. Deductions are applied for each violation

1. Program time violations:

- i. -0,25 for every five seconds lacking or in excess for Adult Rubellite single event.
- ii. -0.5 for every five seconds lacking or in excess for Advanced 4, Advanced 5 and all Adult singles events, except Adult Rubellite single event.
- iii. -1.0 for every five seconds lacking or in excess for Advanced 6, Advanced 7 and Advanced 8 singles events.

2. Illegal element violation: -2.0 per violation

3. Costume and prop violation: -1.0 per program

4. Part of the costume/decoration falls on the ice: -1.0 per program

5. Falls and Interruptions – All Disciplines:

Definition:

A fall is defined as the loss of control by a skater with the result that the majority of his/her own body weight is on the ice being 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. A fall in itself is no bar to winning an event.

5.1. Falls – Not the Fault of the Skater

A. If a skater is interfered with through no fault of the skater or falls because of the condition of the ice, the referee shall direct the skater to begin again after such period

of rest as the referee may deem advisable, and the judges shall mark only the reskated program.

5.2. Falls – The Fault of the Skater

A. A skater who falls in an event, shall continue skating without an extension of the prescribed duration of time. A movement marred by a fall must not be marked. If a fall is the fault of the competitor, it must be reflected in the mark for technical elements. If the fall interrupts the harmonious composition, it must be reflected in both marks. An involuntary touchdown must be reflected in the marking according to its seriousness.

B. No allowance may be made by the judges for personal accidents due to the fault of the skater.

5.3. Falls in singles:

i. -0,25 for every five seconds lacking or in excess for Adult Rubellite single event.

ii. -0.5 for every five seconds lacking or in excess for Advanced 4, Advanced 5 and all Adult singles events, except Adult Rubellite single event.

iii. -1.0 for every five seconds lacking or in excess for Advanced 6, Advanced 7 and Advanced 8 singles events.

iv. In senior singles events: -1.0 each for the first and second falls. -2.0 each for the third and fourth falls. -3.0 each for the fifth and any further falls.

6. For every interruption in performing the program: -1.0 (for 11 to 20 seconds interruption), -2.0 (for 21 to 30 seconds interruption) and -3.0 (for 31 to 40 seconds interruption), etc. After 1:00 minute. if the skater has not reported to the event referee. the competitor(s) is (are) considered withdrawn.

7. The deduction for an interruption in performing the program will be applied by the referee in the case of an interruption by the skater(s) in performing the program. In this case, there is no injury or other circumstance causing the skater to stop. Instead, there is an error by the skater(s) which results in a portion of the performance not being skated. Examples include, but are not limited to, a fall in which the skater(s) takes more than 10 seconds to recover and continue the program or an error in a spin in which the skater(s) stands and waits for more than 10 seconds before continuing the program.

C.1. Deductions from the total score for each violation will be as follows:

ALL SINGLES

1. For Jumps, Spins, Footwork

1.1. Advanced 4 and above, Adult Emerald and Diamond = 1.00 (except Interruption in excess = 0.25)

1.2. Advanced 2 and Advance 3, Adult Tourmaline, and Adult Emerald = 0.50 (except Interruption in excess = 0.25)

1.3. Advanced 1/Adult Rubellite and below = 0.25 (including Interruption in excess)

2. Falls: -1.0 for every fall of one skater and -2.0 for every fall of more than one skater. See Falls Definition at rule Basic Principles of Calculation- All Skating Disciplines (B-5).

3. For every interruption in performing the program:
 - a. -1.0 (for 11-20 seconds interruption)
 - b. -2.0 (for 21-30 seconds interruption)
 - c. -3.0 (for 31-40 seconds interruption)
 - d. -4.0 (for more than 40 seconds interruption for one or several skaters)

SYNCHRO GROUPS

a. For Synchro Groups Teams is withdrawn (more than 40 seconds interruption by the team as a whole)

The deduction for an interruption to the program will be applied by the referee in the case of an interruption by the skater(s) during the program. In this case, there is no injury or other circumstance causing the skater to stop.

Instead, there is an error by the skater(s) which results in a portion of the performance not being skated. Examples: include, but are not limited to, a fall in which the skater(s) takes more than 10 seconds to recover and continue the program or an error in a spin in which the skater(s) stands and waits for more than 10 seconds before continuing the program.

4. Not according to requirements: -0.5 per violation
5. Omitted requirement: -0.5 per violation
6. Illegal elements/features/additional features/movements: -2.0 per violation
7. Non-permitted elements/features/additional features/movements: -1.5 per violation
8. Un-prescribed or additional element: -1.5 per violation
9. Holds (Advanced 4, Advanced 5, Advanced 6 and Adults):
 - a. -1.0 missing one hold per program
 - b. -2.0 missing two holds per program

D. Every failure in the required elements must be reflected only in the technical score according to the importance of the element failed or omitted and the gravity of the mistake itself, since there is no direct relationship between the technical score and the program component score. However, deductions for failures must be made in the program component score if other program components are involved. An element and feature and additional feature/extra feature is omitted when it is not tried.

D. Determination of Results in Each Segment of a Competition – ASAJ

D.1. The total segment score for each skater/team in each segment of a competition (pattern dance, short program, short dance, free skate and free dance) is calculated by adding the total technical score and the total program component score and subtracting any deductions for violations in accordance with the rules of the particular discipline. The result is the total segment score.

D.2. The skater/team with the highest total segment score is placed first, the skater/team with the next highest total segment score is placed second, and so on.

D.3. If two or more skaters/teams have the same total segment score:

D.3.1. The total technical score will break the tie in the pattern dance(s), short program and short dance. If the total technical scores are also equal, the skaters/teams concerned will be considered tied.

D.3.2. The total program component score will break the tie in the free skate and free dance. If the program component scores are also equal, the skaters/teams concerned will be considered tied.

D.4. For any segment where a segment factor is applied, the factored segment scores are rounded to two decimal places.

E. Determination of the Final Results

E.1. The total segment score for each segment is multiplied by the current segment factor and then added. The result constitutes the final score of a skater/team in an event.

E.2. The skater/team with the highest final score is first, etc.

E.3. In case of a tie in total segment score for any combined result or final result, the skater/team with the highest place for the last segment skated will prevail.

E.4. If there is a tie for the last skated segment, the placement of the next previously skated segment will determine the better place, etc. If there is no previous segment, the skaters/teams are tied.

E.5. No final placements shall be recorded for competitors or teams who do not complete an event. The only placement recorded for such competitors will be the placement earned for the part of the event they completed and for which placements were determined.

E.6. Because this competition is defined in its title as an Inter-Clubs competition, there will be a special award for the Club that obtain the highest score within each category. This score will be given by the sum of the points of each athlete belonging to their respective school.

E.7. At the end of the competition and all duly awarded, the winning countries of the top three will be announced, which will be the ones that have the highest total score considering the whole championship. These three countries will also be awarded on a special basis.

F. Determination of the Final Results for just One Competitor at the Event/Category

F.1. If there is one skater in an event, this skater will either earn first or second place according to the percentage points he/she scores from the total possible points in that event;

1st Place: If the skater scores 80% or more of the total possible points, the skater places first;

2nd Place: If the skater scores 79,9% or below of the total possible points, the skater places second.

It is not possible to get lower than 2nd place in events with only one skater.

4. Scale of Values (SOV)

		+3	+2	+1	BASE	V	V1	-1	-2	-3
SINGLE SKATING										
Jumps										
Single Toeloop	1T	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Salchow	1S	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Loop	1Lo	0,6	0,4	0,2	0,5	0,4		-0,1	-0,2	-0,3
Single Flip	1F	0,6	0,4	0,2	0,5	0,4	0,3	-0,1	-0,2	-0,3
Single Lutz	1Lz	0,6	0,4	0,2	0,6	0,5	0,4	-0,1	-0,2	-0,3
Double Jumps										
Double Axel	1A	0,6	0,4	0,2	1,1	0,8		-0,2	-0,4	-0,6
Double Toeloop	2T	0,6	0,4	0,2	1,3	0,9		-0,2	-0,4	-0,6
Double Salchow	2S	0,6	0,4	0,2	1,3	0,9		-0,2	-0,4	-0,6
Double Loop	2Lo	0,9	0,6	0,3	1,8	1,3		-0,3	-0,6	-0,9
Double Flip	2F	0,9	0,6	0,3	1,9	1,4	1,3	-0,3	-0,6	-0,9
Double Lutz	2Lz	0,9	0,6	0,3	2,1	1,5	1,4	-0,3	-0,6	-0,9
Triple Jumps										
Double Axel	2A	1,5	1,0	0,5	3,3	2,3		-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	4,3	3,0		-0,7	-1,4	-2,1
Triple Salchow	3S	2,1	1,4	0,7	4,4	3,1		-0,7	-1,4	-2,1
Triple Loop	3Lo	2,1	1,4	0,7	5,1	3,6		-0,7	-1,4	-2,1
Triple Flip	3F	2,1	1,4	0,7	5,3	3,7	3,2	-0,7	-1,4	-2,1
Triple Lutz	3Lz	2,1	1,4	0,7	6,0	4,2	3,6	-0,7	-1,4	-2,1
Quadruple Jumps										
Triple Axel	3A	3,0	2,0	1,0	8,5	5,9		-1,0	-2,0	-3,0
Quad Toeloop	4T	3,0	2,0	1,0	10,3	8,0		-1,2	-2,4	-4,0
Quad Salchow	4S	3,0	2,0	1,0	10,5	8,1		-1,2	-2,4	-4,0
Quad Loop	4Lo	3,0	2,0	1,0	12,0	8,4		-1,2	-2,4	-4,0
Quad Flip	4F	3,0	2,0	1,0	12,3	8,6	8,0	-1,2	-2,4	-4,0
Quad Lutz	4Lz	3,0	2,0	1,0	13,6	9,5	8,4	-1,2	-2,4	-4,0
Quad Axel	4A	3,6	2,4	1,2	15,0	10,5		-1,2	-2,4	-4,0
Spins										
Spin in one position and no change of foot (upright, layback, camel or sit)										
Upright Level B	USpB	1,5	1,0	0,5	1,0			-0,3	-0,6	-0,9
Upright Level 1	USp1	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Upright Level 2	USp2	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Upright Level 3	USp3	1,5	1,0	0,5	1,9			-0,3	-0,6	-0,9
Upright Level 4	USp4	1,5	1,0	0,5	2,4			-0,3	-0,6	-0,9
Layback Level B										
Layback Level B	LSpB	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9

Layback Level 1	LSp1	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Layback Level 2	LSp2	1,5	1,0	0,5	1,9			-0,3	-0,6	-0,9
Layback Level 3	LSp3	1,5	1,0	0,5	2,4			-0,3	-0,6	-0,9
Layback Level 4	LSp4	1,5	1,0	0,5	2,7			-0,3	-0,6	-0,9

		+3	+2	+1	BASE	V	V1	-1	-2	-3
Camel Level B	CSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Camel Level 1	CSp1	1,5	1,0	0,5	1,4			-0,3	-0,6	-0,9
Camel Level 2	CSp2	1,5	1,0	0,5	1,8			-0,3	-0,6	-0,9
Camel Level 3	CSp3	1,5	1,0	0,5	2,3			-0,3	-0,6	-0,9
Camel Level 4	CSp4	1,5	1,0	0,5	2,6			-0,3	-0,6	-0,9
Sit Level B	SSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Sit Level 1	SSp1	1,5	1,0	0,5	1,3			-0,3	-0,6	-0,9
Sit Level 2	SSp2	1,5	1,0	0,5	1,6			-0,3	-0,6	-0,9
Sit Level 3	SSp3	1,5	1,0	0,5	2,1			-0,3	-0,6	-0,9
Sit Level 4	SSp4	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Flying Spin (any position – upright, layback, camel or sit)										
Upright Level B	FUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright Level 1	FUSp1	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Upright Level 2	FUSp2	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Upright Level 3	FUSp3	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Upright Level 4	FUSp4	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level B	FLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback Level 1	FLSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Layback Level 2	FLSp2	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Layback Level 3	FLSp3	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level 4	FLSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Camel Level B	FCSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Camel Level 1	FCSp1	1,5	1,0	0,5	1,9	1,3		-0,3	-0,6	-0,9
Camel Level 2	FCSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Camel Level 3	FCSp3	1,5	1,0	0,5	2,8	2,0		-0,3	-0,6	-0,9
Camel Level 4	FCSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Sit Level B	FSSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Sit Level 1	FSSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Sit Level 2	FSSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Sit Level 3	FSSp3	1,5	1,0	0,5	2,6	1,8		-0,3	-0,6	-0,9
Sit Level 4	FSSp4	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin with one change of foot and no change of position (upright, layback, camel or sit)										
Upright Level B	(F)CUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright Level 1	(F)CUSp1	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Upright Level 2	(F)CUSp2	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Upright Level 3	(F)CUSp3	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9

Upright Level 4	(F)CUSp4	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
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		+3	+2	+1	BASE	V	V1	-1	-2	-3
Layback Level B	(F)CLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback Level 1	(F)CLSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Layback Level 2	(F)CLSp2	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Layback Level 3	(F)CLSp3	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level 4	(F)CLSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Camel										
Camel Level B	(F)CCSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Camel Level 1	(F)CCSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Camel Level 2	(F)CCSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Camel Level 3	(F)CCSp3	1,5	1,0	0,5	2,8	2,0		-0,3	-0,6	-0,9
Camel Level 4	(F)CCSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Sit										
Sit Level B	(F)CSSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Sit Level 1	(F)CSSp1	1,5	1,0	0,5	1,9	1,3		-0,3	-0,6	-0,9
Sit Level 2	(F)CSSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Sit Level 3	(F)CSSp3	1,5	1,0	0,5	2,6	1,8		-0,3	-0,6	-0,9
Sit Level 4	(F)CSSp4	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin Combination with change of position and no change of foot										
Level B	(F)CoSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Level 1	(F)CoSp1	1,5	1,0	0,5	1,7	1,3		-0,3	-0,6	-0,9
Level 2	(F)CoSp2	1,5	1,0	0,5	2,0	1,5		-0,3	-0,6	-0,9
Level 3	(F)CoSp3	1,5	1,0	0,5	2,5	1,8		-0,3	-0,6	-0,9
Level 4	(F)CoSp4	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin Combination with change of position and change of foot										
Level B	(F)CCoSpB	1,5	1,0	0,5	1,7	1,5		-0,3	-0,6	-0,9
Level 1	(F)CCoSp1	1,5	1,0	0,5	2,0	1,7		-0,3	-0,6	-0,9
Level 2	(F)CCoSp2	1,5	1,0	0,5	2,5	2,0		-0,3	-0,6	-0,9
Level 3	(F)CCoSp3	1,5	1,0	0,5	3,0	2,5		-0,3	-0,6	-0,9
Level 4	(F)CCoSp4	1,5	1,0	0,5	3,5	3,0		-0,3	-0,6	-0,9
Step and Choreographic Sequences										
Level B	StSqB	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Level 1	StSq1	1,5	1,0	0,5	1,8			-0,3	-0,6	-0,9
Level 2	StSq2	1,5	1,0	0,5	2,6			-0,5	-1,0	-1,5
Level 3	StSq3	1,5	1,0	0,5	3,3			-0,7	-1,4	-2,1
Level 4	StSq4	2,1	1,4	0,7	3,9			-0,7	-1,4	-2,1
Choreo Sequence	ChSq	2,1	1,4	0,7	2,0			-0,5	-1,0	-1,5

Guidelines for marking +GOE of Single Skating Elements

These guidelines are tools to be used together with the minus GOE charts. The final GOE of a performed element is based on the combination of both positive and negative aspects. It is important that the final GOE of an element reflects the positive aspects, as well as any possible reductions that may apply.

The final GOE of an element is calculated considering first the positive aspects of the element that result in a starting GOE for the evaluation. Following that a Judge reduces the GOE according to the guidelines of possible errors and the result is the final GOE of the element.

To establish the starting GOE Judges must take into consideration the bullets for each element. It is at the discretion of each Judge to decide on the number of bullets for any upgrade, but general recommendations are as follows:

FOR + 1: 2 bullets

FOR + 2: 4 bullets

FOR + 3: 6 or more bullets

Single Skating

<p>Jump Elements</p>	<ol style="list-style-type: none"> 1. unexpected / creative / difficult entry 2. clear recognizable (creative, interesting, original for jump preceded by steps/movements of the Short Program) steps/free skating movements immediately preceding element 3. varied position in the air / delay in rotation 4. good height and distance 5. good extension on landing / creative exit 6. good flow from entry to exit including jump combinations / sequences 7. effortless throughout 8. element matched to the musical structure
<p>Spins</p>	<ol style="list-style-type: none"> 1. good speed or acceleration during spin 2. ability to center a spin quickly 3. balanced rotations in all positions 4. clearly more than required number of revolutions 5. good, strong position(s) (including height and air/landing position in flying spins) 6. creativity and originality 7. good control throughout all phases 8. element matched to the musical structure
<p>Step Sequences</p>	<ol style="list-style-type: none"> 1. good energy and execution 2. good speed or acceleration during sequence 3. use of various steps during the sequence 4. deep clean edges (including entry and exit of all turns) 5. good control and commitment of the whole body maintaining accuracy of steps 6. creativity and originality 7. effortless throughout 8. element enhances the musical structure
<p>Choreographic Sequences</p>	<ol style="list-style-type: none"> 1. good flow, energy and execution 2. good speed or acceleration during sequence 3. good clarity and precision 4. good control and commitment of whole body 5. creativity and originality 6. effortless throughout 7. reflecting concept/character of the program 8. element enhances the musical structure

