



Judging System

ISU First Aid

**for
Technical Controllers and Technical Specialists**

Single Skating

Index

	Version	Update
Step Sequence – Rules	2005-01	
Step Sequence – Clarifications	2006-02	30.07.2006
Step Sequence – Mistakes	2005-01	
Spiral Sequence – Rules	2006-01	30.07.2006
Spiral Sequence – Clarifications	2006-01	
Spiral Sequence – Mistakes	2006-01	30.07.2006
Spin – General	2005-01	
Spin in one position without change of foot – Rules	2005-01	
Spin in one position without change of foot – Clarifications	2006-01	30.07.2006
Spin in one position without change of foot – Mistakes	2005-01	
Spin in one position with change of foot – Rules	2005-01	
Spin in one position with change of foot – Clarifications	2006-02	30.07.2006
Spin in one position with change of foot – Mistakes	2005-01	
Spin Combo without change of foot – Rules	2005-01	
Spin Combo without change of foot – Clarifications	2006-02	30.07.2006
Spin Combo without change of foot – Mistakes	2005-01	
Spin Combo with change of foot – Rules	2005-01	
Spin Combo with change of foot – Clarifications	2006-02	30.07.2006
Spin Combo with change of foot – Mistakes	2005-01	
Flying Spin (no change of foot, no change of position) – Rules	2005-01	
Flying Spin (no change of foot, no change of position) – Clarifications	2006-02	30.07.2006
Flying Spin (no change of foot, no change of position) – Mistakes	2005-01	
Jumps – Rules	2005-01	
Jumps – Clarifications	2005-01	
Jumps – Mistakes	2005-01	
Jump Combination – Rules	2005-01	
Jump Combination – Clarifications	2005-01	
Jump Combination – Mistakes	2005-01	
Jump Sequence – Rules	2006-01	30.07.2006
Jump Sequence – Clarifications	2005-01	
Jump Sequence – Mistakes	2005-01	
Diagram – Circle	2005-01	
Diagram – Serpentine	2005-01	
Diagram – Circle-Serpentine-Combo (acceptable)	2005-01	
Diagram – Circle-Serpentine-Combo (NOT acceptable)	2005-01	
Diagram – Circle-Circle-Combo (acceptable)	2006-01	30.07.2006
Diagram – Circle-Circle-Combo (NOT acceptable)	2006-01	30.07.2006
Diagram – Serpentine-Serpentine-Combo (acceptable)	2006-01	30.07.2006
Diagram – Serpentine-Serpentine-Combo (NOT acceptable)	2006-01	30.07.2006

Category: **Singles**
Subject: **Step Sequence**

RULES

Short Program:

Turns and steps must be balanced in their distribution throughout the sequence.

- Straight Line Step Sequence: commences at any place of the short barrier and goes to any place of the opposite short barrier keeping the approximate shape of the straight line or
- Circular Step Sequence: skated on a complete circle or oval utilizing the full width of the ice surface or
- Serpentine Step Sequence: commences at the end of the ice surface and progresses in at least two bold curves of not less than one half of the width of the ice surface and ends at the opposite end of the ice surface.

May include small jump-like movements with not more than half a revolution. Each step should be progressive and no retrogression is permitted, but short stops in accordance with the music are permitted.

Free Skating:

The competitors have complete freedom in selecting the kind of step sequence they intend to execute. Jumps can also be included in the step sequence. However the step sequence must fully utilize the ice surface. Step sequences too short and barely visible cannot be considered as meeting the requirements of a step sequence.

Turns and steps must be balanced in their distribution throughout the sequence.

May include small jump-like movements with not more than half a revolution.

Moves in the Field: This is a sequence of movements, which includes such movements as turns, spirals, arabesques, spread eagles, Ina Bauers and flowing moves with strong edges, which can be connected with linking steps and footwork. For Men Moves in the Field should be included in the program and will be evaluated under the "Transitions".

Category: **Singles**
 Subject: **Step Sequence**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Pattern	Straight Line - Short barrier to short barrier Serpentine – Two or three bold curves. Skater skates from short barrier to short barrier Circular – A skater completes a circle using the width of the ice surface.	Short Program only.		
Definition of steps				
- Basic	<u>Turns</u> : Three turns, <u>Steps</u> : Progressives, chasses, mohawks			
- Variety	<u>Turns</u> : Must include three different methods of turning, e.g. three turns, twizzles, brackets, <u>Steps</u> : Must include three different steps, e.g. progressives, toe steps, chassess, mohawks, etc.	Variety is mandatory. If not existing, the step sequence is a Level 1		
- Complex	<u>Turns</u> : Must include more than three different methods of turning, e.g. brackets, counters, rockers, twizzles <u>Steps</u> : Must include three different steps, e.g. running steps, progressives, toe steps, chasses, choctaws, etc. used in multiple directions			
change of direction	the change of skating (clockwise or anti-clockwise). Change of direction might occur when skater is turning (not less than one full rotation in a direction) or because of the form of the curve (in a serpentine)			
<u>Minimum requirements for a pattern</u>	A Step Sequence will only receive a Level if at least 50% of the sequence pattern is performed.			

Category: **Singles**
 Subject: **Step Sequence**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Balance	turns and steps must be balanced in their distribution throughout the sequence			
change of speed	variation of speed, not a simple stop			
Modest upper body	The upper body refers to arms, head and torso. Modest means the visible use of two of the three parts of the upper body.	Modest upper body refers to the use of two of three of the following parts. Head, arms, main body core (torso)	yes	
What are turns ?	Three turns, Brackets, Rockers, Counters, Twizzles,			
What are steps ?	Strokes, Cross strokes, Crossed step forward, Cross step behind, Chassés, Progressives, Rolls, Toe steps, Runs, Choctaws, Mohawks			

Category: **Singles**
 Subject: **Step Sequence**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>no variety</i>	skater does not perform a variety in steps and turns throughout the sequence	variety is mandatory for any higher Level	Level 1
<i>no balance</i>	turns and steps are not balanced throughout the sequence	balance is mandatory for any higher Level	Level 1
<i>Retgression (Short Program)</i>		no influence in Level; Judges will reduce the GOE	
<i>jump with more than half a revolution</i>	skater performs a jump with more than half a revolution	if the performed jump is a listed jump, call the element; if the jump is a not-listed jump, ignore the jump.	

Category: **Singles**
Subject: **Spiral Sequence**

RULES

Short Program:	<p>Consists primarily of spirals, either commencing at the end of the ice surface, progressing in bold curves and ending at the opposite end of the ice surface (serpentine) or <u>a combination of two circles or two serpentines or one circle and one serpentine</u>. The minimum hold to be counted as a spiral position is <u>three (3) seconds</u>. For a possible higher level <u>at least one of the spiral positions should be maintained without any assistance of the hand or arm</u>. There must be at least three (3) spiral positions with at least one change of foot. Pushes in order to gain speed are permitted. Connecting steps (including spread eagles and two footed movements with one leg extended and the other bend, or "Ina Bauer"), turns, small jumps are permitted at any point in the sequence. Except during such pushes, steps, turns, turns and small jumps, the competitor must be primarily in a spiral position, that is with the free leg higher than the hip level and variations of the position are permitted, including holding the knee or skate blade and the position of the free leg is otherwise free.</p>
Free Skating:	<p>Consists primarily of spirals, either commencing at the end of the ice surface, progressing in bold curves and ending at the opposite end of the ice surface (serpentine) or <u>a combination of two circles or two serpentines or one circle and one serpentine</u>. The minimum hold to be counted as a spiral position is <u>three (3) seconds</u>. For a possible higher level <u>at least one of the spiral positions should be maintained without any assistance of the hand or arm</u>. There must be at least two (2) spiral positions. Pushes in order to gain speed are permitted. Connecting steps (including spread eagles and two footed movements with one leg extended and the other bend, or "Ina Bauer"), turns, small jumps are permitted at any point in the sequence. Except during such pushes, steps, turns, turns and small jumps, the competitor must be primarily in a spiral position, that is with the free leg higher than the hip level and each position must be maintained for at least 3 seconds hold. Any variations of the position are permitted, including holding the knee or skate blade and the position of the free leg is otherwise free.</p>

Category: **Singles**
 Subject: **Spiral Sequence**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Pattern	see separate drawings	Short Program only.		
Free leg	Free leg means the whole leg. The rule says, "free leg higher than hip level", which says, both parts of the leg (upper and lower part) needs to be higher than hip level.			
Bold curve	anything, which is a half curve, no matter which shape and no matter if they are equal in size.			
Change of Direction	The skating direction in a spiral sequence means forward and backward. The first change of direction will count (the first change from forward to backward or vice-versa).			
Change of position or direction	A change of position and a change of edge must be done separately. A change of direction and a change of position must be done separately.	If the time of the spiral before or following the change of position is not fulfilled, no feature will be given for the change of position.		
Difficult change of position (mainly unsupported)	The first position needs to be maintained for at least 3 sec.. The difficult (mainly unsupported) change of position needs to be made with no time limit and the position after the change must again be maintained for a min. of 3 sec.	If the time of the hold is not fulfilled, no feature will be given for the change of position.	yes	
Duration of position	All positions or features in a Spiral Sequence must be performed for a minimum of 3 seconds to achieve the appropriate feature.	If this minimum hold is not fulfilled, the position will not count.		

Category: **Singles**
 Subject: **Spiral Sequence**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
<i>“Biellmann” position</i>	pulling the leg above and behind head level with either one or both hands.		yes	
<i>Change of edge</i>	A spiral position must be maintained at least 3 sec. before the change of edge and kept at least 3 sec. after the change of edge	If the hold after the change of edge is not fulfilled, the change of edge will not count as a feature. If there is no spiral position before the change of edge, the change will not count as a feature	yes	
<i>Unsupported</i>	unsupported means, no help with a “kick”, a bend of a knee, a movement of the body etc. Unsupported means to perform a change of edge or direction only with the weight of the body or with the muscles.		yes	
<i>split position</i>	a split position can be performed either sideways or forwards; one arm hold is possible. The split position must be at least 170°;	A split position counts only once for a feature, even if performed in two or more positions.	yes	
<i>Simple Variation (of position)</i>	A spiral position with limited leg and arm movement, e.g. bending of free leg, bending of skating leg, changes arm position, turning of head (all of these not affecting the main body core position and independent from skating edge or direction). A simple variation does not increase the level.			
<i>Difficult Variation (of position)</i>	These are variations that affect the main body core position and balance, e.g. twisting the upper body, bending or pulling the upper body towards the skating leg, obtaining the Biellmann position. Only these variations can increase the level.			

Category: **Singles**
 Subject: **Spiral Sequence**

Mistakes / Failures			
Subject	Performance	Comments	Level
Short Program			
No Spiral position is held for 3 (three) seconds	A spiral sequence in which all executed spiral positions are held with less than 3 sec.	not according to requirements	no Level
less positions	A spiral sequence in which less than three positions (with at least 3 sec. hold) are executed.	not according to requirements, but there is at least a part of the sequence performed	Level 1
When is the pattern over?	pattern not according to requirements (e.g. not using the full width of the surface (circular), not covering the ice from one end to the other (serpentine) etc.)	Judges reflects this	no credit for any performance beyond the end of the pattern
	enlarged pattern – skater performs the spiral sequence beyond the given pattern	see pattern design	no credit for any performance beyond the given pattern
no change of foot	no change of foot		no Level
no backward inside edge spiral	no backward inside edge during spiral sequence performed	must be included in the minimum of 3 spiral positions to receive that feature	no feature for number of positions
free leg height	any part of the free leg lower than hip level on a spiral position		this position does not count

Category: **Singles**
 Subject: **Spiral Sequence**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>change of edge</i>	no clear edge after the change of edge	If the skater does not clearly change from one edge to the other and obtains only a flat then no credit will be given for the change of edge feature.	no feature for the change of edge
<i>split position</i>	free leg not in split position (min. 170°)		no feature for this point
<i>Supported spiral position definition</i>	Hand or any part of the arm supporting the free leg position		
<i>Unsupported spiral position definition</i>	Free leg being held in position only by strength of free leg		
<i><u>No unsupported spiral position of 3 seconds</u></i>	A Spiral Sequence which has only one spiral position of 3 seconds hold and this spiral is assisted will be called as level 1.		<u>Level 1</u>
<i>Supported change of edge definition</i>	Using any movement of any part of the body to assist the change of edge		
<i>Unsupported change of edge definition</i>	Shifting the weight of the body just enough to change the edge		

Category: **Singles**
 Subject: **Spiral Sequence**

Mistakes / Failures			
Subject	Performance	Comments	Level
Free Skating			
less holds	A spiral sequence in which all executed spiral positions are held with less than 3 sec.	not according to requirements	no Level
less positions	Only one position with at least 3 sec. hold is performed		Level 1
	less than 2 spiral positions; the one position with at least three (3) seconds hold.		Level 1
pattern	pattern not according to requirements (e.g. not using the full width of the surface (circular), not covering the ice from one end to the other (serpentine) etc.)	Judges reflects this	GOE for Judges
	enlarged pattern – skater performs the spiral sequence beyond the given pattern	see pattern design	no credit for any performance beyond the given pattern
free leg height	any part of the free leg lower than hip level		no credit for this position
change of edge	no clear edge after the change of edge	If the skater does not clearly change from one edge to the other and obtains only a flat then no credit will be given for the change of edge feature.	no feature for the change of edge

Category: **Singles**
 Subject: **Spiral Sequence**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>supported / unsupported</i>	support in change of edge, change of direction or position with free leg sideway or forward	Action by the skater such as bending the skating knee or moving any other part of the body in order to help with the change of edge.	no feature for "unsupported" given
<i><u>No unsupported spiral position of 3 seconds</u></i>	<u>A Spiral Sequence which has only one spiral position of 3 seconds hold and this spiral is assisted will be called as level 1.</u>		<u>Level 1</u>
<i>backward inside edge</i>	no backward inside edge during spiral sequence performed	must be included in the minimum of 3 spiral positions to receive that feature	no feature for number of positions
<i>split position</i>	free leg not in split position (min. 170°)		no feature for the split position

Category: **Singles**
Subject: **Spin General**

RULES

Short Program	<p>Except flying spins, spins cannot be commenced with a jump. The concluding upright position at the end of the spin (final wind-up) is not considered to be another position if does not exceed 3 revolutions and the revolutions executed in it are not to be counted in the required number of revolutions. Variations of the position of the head, arms or free leg, as well as fluctuations of speed are permitted.</p> <p>The spin must have a required minimum number of revolutions: eight (8) for the flying spin and the layback spin, six (6) revolutions on each foot in the spin with a change of foot and the spin combination, the lack of which must be reflected by the Judges in their marking, however a spin with less than three rotations is considered as a skating movement and not a spin. These minimum number of required revolutions must be counted from the entry of the spin until its exit. In the spin combination the change of foot is required</p> <p>The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. If the skater falls when entering a spin, a spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.</p>
Change of foot:	A change of foot in spins means "spinning on each foot". A transition in either (air or ice) that use each foot but remains spinning on the same foot is nor considered a spin with change of foot spin.
Flying Spin:	Except the flying spin, spins cannot be commenced with a flying entrance. Any spin, which is not the required flyin spin commencing with a flying entrance receives no level.

RULES

Free Skating

number of spins required

Senior Well Balanced Program

A well balanced Free Skating program for **Men** must contain:

- maximum of 4 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

A well balanced Free Skating program for **Ladies** must contain:

- maximum of 4 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

Junior Well Balanced Program

well balanced Free Skating program for **Men** must contain:

- maximum of 3 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

A well balanced Free Skating program for **Ladies** must contain:

- maximum of 3 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

lacking of type of spin

If there is a type of spin not performed, e.g. flying spin, or spin with only one position, the last performed spin in the order of skated will be deleted.

The spins must have a required minimum number of revolutions: six (6) for the flying spin and the spin with only one position and ten (10) for the spin combination, the lack of which must be reflected by Judges in their marking, however a spin with less than three rotations is considered as a skating movement and not a spin. These minimum number of required revolutions must be counted from the entry of the spin until its exit. In the spin combination the change of foot is optional and the number of different positions is free.

The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. If the skater falls when entering a spin, a simple spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.

Change of foot

A change of foot in spins means "spinning on each foot". A transition in either (air or ice) that use each foot but remains spinning on the same foot is nor considered a spin with change of foot spin.

Category: **Singles**
Subject: **Spin General**

Category: **Singles**
Subject: **Spin in one position without change of foot**

RULES

Short Program

Ladies - layback or sideways leaning spin:

Any position is permitted, as long as the basic layback or sideways leaning position is maintained for eight (8) revolutions without rising to an upright position. The position of a "Biellmann Spin" can only be taken and considered as a feature to increase the Level after having successfully rotated these required 8 revolutions in the layback-position (backward or sideways).

Free Skating

The spins must have a required minimum number of 6 revolutions, the lack of which must be reflected by Judges in their marking, however a spin with less than three rotations is considered as a skating movement and not a spin. These minimum number of required revolutions must be counted from the entry of the spin until its exit. The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. If the skater falls when entering a spin, a simple spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.

Category: **Singles**

Subject: **Spin in one position without change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Biellmann position	A Biellmann position is only considered, if the skater's leg is pulled above and behind head level with either one or both hands.		yes	
backward entry	A backward entry includes (but not limited to) a forward-inside three turn, in a spin	Backward entry refers to: Skaters who spin counter clockwise would enter and begin spinning on the right foot. Skaters who spin clockwise would enter and begin spinning on the left foot.	yes	
Camel position	First, the skater performs the camel position, then grip of the free leg staying with the upper body flat and the free leg is higher than the hip (no Biellmann position).	It is considered a difficult position	yes	
Windmill	Wind mill (illusion) is not considered a difficult variation and will not receive a feature.			no
Toe Arabian	During the spin a skater performs a "Toe Arabian" (like a Butterfly) and continues to spin on the same foot.	It is not a difficult variation and will not receive a feature		no
Change of edge	must be visible and at least for 2 revolutions.	The blade must be moving backward or forward on an inside or outside edge and not on the flat.	yes	
<u>Crossfoot Spin</u>	<u>A Crossfoot Spin is to be considered a difficult variation for an Upright Spin and will receive one feature.</u>	<u>A Crossfoot Spin must be executed on both feet with the weight equally divided on both feet. If this position is not correctly executed, no feature for a difficult variation can be granted.</u>	<u>yes</u>	

Category: **Singles**

Subject: **Spin in one position without change of foot**

Mistakes / Failures			
Subject	Performance	Comments	Level
Wind-up revolutions in camel and sit spin	the wind-up revolutions exceed the maximum number of three (3).	The spin will be called as a "Spin Combination". The wind-up becomes an upright position.	
flying entry	A flying entry in a camel or sit spin would make the spin a "Flying Camel Spin" or a "Flying Sit Spin", but still possible as an upright spin with a flying entry.		
layback spin	In Short Program attaining the Biellmann position too early (before the completion of 8 revolution of the layback position)	The Biellmann position will not count as feature.	
	less than 3 revolution in one position	The position does not count as a feature	
	Short Program: Skater executes less than two revolutions in a layback position then goes into a Biellmann and does more than two	The basic layback position did not have the required two revolutions and therefore does not count. The required 8 revolutions in the layback prior to the Biellmann have not been achieved and therefore there is no value.	no Level

Category: **Singles**
Subject: **Spin in one position with change of foot**

RULES

Short Program:

Men - spin with only one change of foot:

Senior: The competitor is free to choose either the camel position or the sit position to be executed. The spin must consist of only one change of foot, which may be executed in the form of a step over or a jump with not less than six (6) revolutions on each foot.

Junior: Only the prescribed sit or camel position is permitted to be executed. The spin must consist of only one change of foot, which may be executed in the form of a step over or a jump with not less than six (6) revolutions on each foot.

Free Skating:

The spins must have a required minimum number of revolutions: six (6), the lack of which must be reflected by Judges in their marking, however a spin with less than three rotations is considered as a skating movement and not a spin. This minimum number of required revolutions must be counted from the entry of the spin until its exit.

The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. If the skater falls when entering a spin, a simple spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.

Category: **Singles**

Subject: **Spin in one position with change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Biellmann position	A Biellmann position is only considered, if the skater's leg is pulled above and behind head level with either one or both hands.			
backward entry	A backward entry includes (but not limited to) a forward-inside three turn, in a spin	Backward entry refers to: Skaters who spin counter clockwise would enter and begin spinning on the right foot. Skaters who spin clockwise would enter and begin spinning on the left foot.	yes	
Camel position	<u>First, the skater performs the camel position, then grip of the free leg staying with the upper body flat and the free leg is higher than the hip (no Biellmann position).</u>	It is considered a difficult position and is often named as a doughnut or ring spin.	yes	
Windmill	Wind mill (illusion) is not considered a difficult variation and will not receive a feature.			no
Toe Arabian	During the spin a skater performs a "Toe Arabian" (like a Butterfly) and continues to spin on the same foot.	It is not a difficult variation and will not receive a feature		no
Change of edge	must be visible and at least for 2 revolutions. a change of edge will count separate for each foot but not separate for each position.	The blade must be moving backward or forward on an inside or outside edge not on the flat.	yes	
<u>Crossfoot Spin</u>	<u>A Crossfoot Spin is to be considered a difficult variation for an Upright Spin and will receive one feature.</u>	<u>A Crossfoot Spin must be executed on both feet with the weight equally divided on both feet. If this position is not correctly executed, no feature for a difficult variation can be granted.</u>	<u>yes</u>	

File name: S_Spin in one position with change of foot_Clarifications.doc
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Category: **Singles**

Subject: **Spin in one position with change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
<i>both directions</i>	the spinning centres needs to be close to each other; the spins need to follow immediately each other;		yes	
<i>flying entrance</i>	deathdrop, butterfly or any variation of another flying entrance (except the flying camel)		yes	
<i>simple variation</i>	A simple variation of position is a movement of a body part, leg, arm, hand or head, which enhances but does not change the basic position of the main body core. A simple variation DOES NOT increase the level.			
<i>difficult variation</i>	<p>A difficult variation is a movement of a body part, leg, arm, hand or head, which requires more physical strength or flexibility and that, has an affect on the balance of the main body core. Only these variations can increase the level.</p> <ul style="list-style-type: none"> • Sit spin (broken leg) – changing the weight distribution by bending the leg to the side or behind the main body core; • Camel spin with the upper body turned upwards approx. 180% (upside down position); • Camel spin – body arched where head and free foot are almost touching (doughnut spin); • Upright spin – where from the hips to the skating foot it is straight and the upper body is bent down towards to ice; 			

Category: **Singles**

Subject: **Spin in one position with change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
	<ul style="list-style-type: none"> • Biellmann spin is considered a difficult variation of an upright spin – going from a camel spin to a Biellmann spin is considered as change of position. Going from an upright spin into a Biellmann spin is NOT change of position likewise going from a layback spin to a Biellmann spin is NOT a change of position. <u>Remark: Biellmann position count as a feature that can increase the level only in one spin in the Short Program and in two spins in Free Skating. While doing that, the first spin(s) is (are) taken into account.</u> • For camel, sit and layback positions once the position has been established a clear increasing of the speed will be considered a difficult variation (Rational: It is necessary to draw body parts (adjust position) toward the main body core in order to increase speed. This is more physically difficult and changes the balance point on the spinning blade). 			

Change of foot

<u>Simple change of foot</u> <i>(can NOT increase the level)</i>	Does not require significant strength and skill, e.g. a step over, a small hop, a hop/jump from or into an upright position.			
<u>Difficult change of foot</u> <i>(can increase the level)</i>	Requires significant strength and skill, e.g. a clear jump over or a toe-Arabian or any form of a butterfly from sit or camel position directly into sit or camel position.			

Category: **Singles**

Subject: **Spin in one position with change of foot**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>Wind-up revolutions in camel and sit spin</i>	the wind-up revolutions exceed the maximum number of three (3).	The spin will be called as a "Spin Combination". The wind-up becomes an upright position. The spin is a wrong element <u>(in Short Program only)</u>	no level for short program
<i>two changes of foot</i>	Skater changes the foot twice in the <u>Short Program</u>	The spin becomes a wrong element with no level and no value	no Level
<i>less revolutions</i>	skater performs less than 2 revolution in a position or variation of it	the position or variation does not count	
<i>spinning centre far apart when changing</i>	the spinning centre when changing the foot are too far apart	Two spins are called. The second spin will <u>in Short Program</u> : be disregarded, no level <u>Free Skating</u> : both spins are counting and blocking two boxes.	e.g. A clear exit out of one spin and an entrance to the next spin with the spinning centre apart from each other
<i>high sit position</i>	sitting position is much higher than required for a sit spin	An upright spin will be identified, which consequently changes the spin into a combination spin with change of position and change of foot. Wrong element for the <u>Short Program only</u> (refer to the diagram)	for "high sit position" no Level will be identified.
<i>fall after the change of foot with less than two revolutions performed</i>	After the change of foot there are less than two revolutions	The call can not be higher than level 1 and the judges reflect this in the GOE	Level 1

Category: **Singles**
Subject: **Spin Combo without change of foot**

RULES

Free Skating:

The spins must have a required minimum number of revolutions: ten (10) for the spin combination, the lack of which must be reflected by Judges in their marking, however a spin with less than three rotations is considered as a skating movement and not a spin. These minimum numbers of required revolutions must be counted from the entry of the spin until its exit.

The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. If the skater falls when entering a spin, a simple spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.

Category: **Singles**

Subject: **Spin Combo without change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Biellmann position	A Biellmann position is only considered, if the skater's leg is pulled above and behind head level with either one or both hands.			
backward entry	A backward entry includes (but not limited to) a forward-inside three turn, in a spin.	Backward entry refers to: skaters who spin counter-clockwise would enter and begin spinning on the right foot. Skaters who spin clockwise would enter and begin spinning on the left foot.	yes	
Camel position	<u>First, the skater performs the camel position</u> , then grip of the free leg staying with the upper body flat and the free leg is higher than the hip (no Biellmann position).	It is considered a difficult position	yes	
Windmill	Wind mill (illusion) move is not considered a difficult variation and will not receive a feature.			no
Toe Arabian	During the spin a skater performs a "Toe Arabian" (like a Butterfly) and continues to spin on the same foot.	It is not a difficult variation and will not receive a feature		no
flying entrance	deathdrop, butterfly or any variation of another flying entrance. A flying camel entry is not considered difficult and will not get such a feature	except with the entry for a flying camel.	yes	
Change of edge	must be visible and at least for 2 revolutions.	The blade must be moving backward or forward on the inside or outside edge and not the flat.	yes	

File name: S_Spin Combo without change of foot_Clarifications.doc
Version: 2006-02
Date: 30.07.2006

Page 1 of 3

S Spin combo without change of foot - Clarifications

Category: **Singles**

Subject: **Spin Combo without change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
<u>Crossfoot Spin</u>	A Crossfoot Spin is to be considered a difficult variation for an Upright Spin and will receive one feature.	A Crossfoot Spin must be executed on both feet with the weight equally divided on both feet. If this position is not correctly executed, no feature for a difficult variation can be granted.	yes	
<i>simple variation</i>	A simple variation of position is a movement of a body part, leg, arm, hand or head, which enhances but does not change the basic position of the main body core. A simple variation DOES NOT increase the level.			
<i>difficult variation</i>	<p>A difficult variation is a movement of a body part, leg, arm, hand or head, which requires more physical strength or flexibility and that, has an affect on the balance of the main body core. Only these variations can increase the level.</p> <ul style="list-style-type: none"> • Sit spin (broken leg) – changing the weight distribution by bending the leg to the side or behind the main body core; • Camel spin with the upper body turned upwards approx. 180% (upside down position); • Camel spin – body arched where head and free foot are almost touching (doughnut spin); • Upright spin – where from the hips to the skating foot it is straight and the upper body is bent down towards to ice; 			

Category: **Singles**
 Subject: **Spin Combo without change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
	<ul style="list-style-type: none"> • Biellmann spin is considered a difficult variation of an upright spin – going from a camel spin to a Biellmann spin is considered as change of position. Going from an upright spin into a Biellmann spin is NOT change of position likewise going from a layback spin to a Biellmann spin is NOT a change of position. <u>Remark: Biellmann position count as a feature that can increase the level only in one spin in the Short Program and in two spins in Free Skating. While doing that, the first spin(s) is (are) taken into account.</u> • For camel, sit and layback positions once the position has been established a clear increasing of the speed will be considered a difficult variation (Rational: It is necessary to draw body parts (adjust position) toward the main body core in order to increase speed. This is more physically difficult and changes the balance point on the spinning blade). 			

Category: **Singles**
 Subject: **Spin Combo without change of foot**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>Wind-up revolutions in camel and sit spin</i>	the wind-up revolutions exceed the maximum number of three (3).	The wind-up becomes an upright position.	
<i>less revolutions in positions (Short Program)</i>	skater performs less than 2 revolution in all executed positions	no position will count	no Level
<i>less revolution in variation</i>	skater performs less than 2 revolution in a variation of a position	The variation does not count as a feature.	
<i>high sit position</i>	sitting position is much higher than required for a sit spin	The position will be identified as an upright position (see attached drawing).	
<i>only 1 position</i>	A spin combination with only 1 position that has (2) or more revolutions (as to requirements) and in all other positions less than 2 revolutions (not to requirements).	will receive Level 1	Level 1

Category: **Singles**
Subject: **Spin Combo with change of foot**

RULES

Short Program	<p>The spin combination must consist of only one change of foot and at least two (2) changes of position (sit, camel, upright or any variation thereof) with not less than six (6) revolutions on each foot. Any spin combination must include all three (3) basic positions or their variations. The change of foot may be executed in the form of a step over or a jump. The change of foot and the change of position may be made either at the same time or separately. The minimum number of revolutions required in each position is two (2). In case this requirement is not fulfilled, the position is not counted.</p> <p>A spin combination executed with less than 2 revolutions in all executed positions is considered as a “spin combination not according to the requirements”, receives no Level and therefore no value. A spin combination executed with only 1 position with not less than 2 revolutions (as to the requirements) and in all other positions less than 2 revolutions (not to the requirements) receives Level 1 and the Judges will also reduce the GOE.</p>
Free Skating:	<p>The spin combination must have a required minimum number of revolutions: ten (10), the lack of which must be reflected by Judges in their marking, however a spin with less than three rotations is considered as a skating movement and not a spin. These minimum number of required revolutions must be counted from the entry of the spin until its exit. In the spin combination the change of foot is optional and the number of different positions is free. A second change of foot in a spin with a change of foot does not count as a feature for a higher level. During a change of position a difficult variation of position can be executed.</p> <p>The minimum number of revolutions required in a position is two (2). In case this requirement is not fulfilled, the position is not counted. A spin combination executed with less than 2 revolutions in all executed positions is considered as a “spin combination not according to the requirements”, receives no Level and therefore no value. A spin combination executed with only 1 position with not less than 2 revolutions (as to the requirements) and in all other positions less than 2 revolutions (not to the requirements) receives Level 1 and the Judges will also reduce the GOE. If the skater falls when entering a spin, a simple spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.</p>

Category: **Singles**

Subject: **Spin Combo with change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Biellmann position	A Biellmann position is only considered, if the skater's leg is pulled above and behind head level with either one or both hands.			
backward entry	A backward entry includes (but not limited to) a forward-inside three turn, in a spin	Backward entry refers to: Skaters who spin counter clockwise would enter and begin spinning on the right foot. Skaters who spin clockwise would enter and begin spinning on the left foot.	yes	
Camel position	<u>First, the skater performs the camel position</u> , then grip of the free leg staying with the upper body flat and the free leg is higher than the hip (no Biellmann position).	It is considered a difficult position	yes	
Windmill	Wind mill (illusion) move is not considered a difficult variation and will not receive a feature.			no
Toe Arabian	During the spin a skater performs a "Toe Arabian" (like a Butterfly) and continues to spin on the same foot.	It is not a difficult variation and will not receive a feature		no
both directions	the spinning centres needs to be close to each other; the spins need to follow immediately each other;	no clear exit out of one spin and no clear entrance to the next spin with the spinning centre apart from each other	yes	
Change of edge	a change of edge will count separate for each foot but not separate for each position and must be visible and at least for 2 revolutions	The blade must be moving forward or backward on the inside or outside edge and not the flat.	yes	
flying entrance	deathdrop, butterfly or any variation of another flying entrance but a flying camel will not be considered		yes	

File name: S_Spin Combo with change of foot_Clarifications.doc
 Version: 2006-02
 Date: 30.07.2006

Category: **Singles**
 Subject: **Spin Combo with change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
<u>Crossfoot Spin</u>	A Crossfoot Spin is to be considered a difficult variation for an Upright Spin and will receive one feature.	A Crossfoot Spin must be executed on both feet with the weight equally divided on both feet. If this position is not correctly executed, no feature for a difficult variation can be granted.	yes	
<i>simple variation</i>	A simple variation of position is a movement of a body part, leg, arm, hand or head, which enhances but does not change the basic position of the main body core. A simple variation DOES NOT increase the level.			
<i>difficult variation</i>	<p>A difficult variation is a movement of a body part, leg, arm, hand or head, which requires more physical strength or flexibility and that, has an affect on the balance of the main body core. Only these variations can increase the level.</p> <ul style="list-style-type: none"> • Sit spin (broken leg) – changing the weight distribution by bending the leg to the side or behind the main body core; • Camel spin with the upper body turned upwards approx. 180% (upside down position); • Camel spin – body arched where head and free foot are almost touching (doughnut spin); • Upright spin – where from the hips to the skating foot it is straight and the upper body is bent down towards to ice; • Biellmann spin is considered a difficult variation of an upright spin – going from a camel spin to a Biellmann spin is considered as change of position. Going from an upright spin into a Biellmann spin is NOT change of position likewise going from a layback spin to a 			

Category: **Singles**

Subject: **Spin Combo with change of foot**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
	<p>Biellmann spin is NOT a change of position. <u>Remark: Biellmann position count as a feature that can increase the level only in one spin in the Short Program and in two spins in Free Skating. While doing that, the first spin(s) is (are) taken into account.</u></p> <ul style="list-style-type: none"> For camel, sit and layback positions once the position has been established a clear increasing of the speed will be considered a difficult variation (Rational: It is necessary to draw body parts (adjust position) toward the main body core in order to increase speed. This is more physically difficult and changes the balance point on the spinning blade). 			
difficult variation	The two (2) difficult variations to receive a higher Level must be done in different position (each variation in a separate position).	Depending on the execution of the difficult variations is the balance of the spin.		
Change of foot				
<u>Simple change of foot</u> (can NOT increase the level)	Does not require significant strength and skill, e.g. a step over, a small hop, a hop/jump from or into an upright position.			
<u>Difficult change of foot</u> (can increase the level)	Requires significant strength and skill, e.g. a clear jump over or a toe-Arabian or any form of a butterfly from sit or camel position directly into sit or camel position.			
More than one change of foot	Becomes a wrong element in Short Program . Does not increase the level in Free Skating .			no
variation during change of position	During a change of positions a difficult variation of position can be executed.			

Category: **Singles**

Subject: **Spin Combo with change of foot**

Mistakes / Failures			
Subject	Performance	Comments	Level
Wind-up revolutions in camel and sit spin	the wind-up revolutions exceed the maximum number of three (3).	The wind-up becomes an upright position.	no Level
less revolutions in positions	skater performs less than 2 revolution in a position in all executed positions		no Level
less revolution in variation	skater performs less than 2 revolution in a variation of a position	The variation does not count as a feature.	
high sit position	sitting position is much higher than required for a sit spin	The position will be identified as an upright position.	
only 1 position	A spin combination executed only with one (1) position with two or more revolutions (as to requirements) and in all other positions less than 2 revolutions (not to requirements).	will receive Level 1	Level 1
less than 3 basic positions (Short Program)	skater perform less than the required 3 basic positions (upright, sit, camel).	Combo spin will be reduced to Level 1	Level 1
more than 1 change of foot (Short Program)	skater performs two changes of foot	not according to the requirements;	no Level

Category: **Singles**

Subject: **Spin Combo with change of foot**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>spinning centres are apart</i>	When skater changes foot the spinning centres are too far apart	Two spins are called. The second spin will in Short Program , be disregarded, no level in Free Skating , both spins will be evaluated, blocking two boxes.	
<i>fall after the change of foot</i>	Skater falls immediately following the change of foot and before he/she is able to complete two (2) revolutions.	It will still be called a spin combination with change of foot but may only receive a level one (1)	Level 1

Category: **Singles**
Subject: **Flying Spin (no change of foot, no change of position)**

RULES

Short Program

Senior: Any type of flying spin is permitted. A step over must be considered by the Judges in the Grade of Execution. A minimum of eight (8) revolutions in the landing position which may be different from the flying position. No previous rotation on the ice before the take-off is permitted.

Junior: Only the prescribed "Flying" position or its variation is permitted and this position must be attained in the air. A minimum of eight (8) revolutions in the landing position which must be the same as the flying position. In the flying sit spin changing foot on landing is permitted. No previous rotation on the ice before the take-off is permitted.

For both Senior and Junior, the required eight (8) revolutions can be executed in any variation of the landing position.

Free Skating:

Senior Well Balanced Program

A well balanced Free Skating program for **Men** must contain:

- maximum of 4 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

A well balanced Free Skating program for **Ladies** must contain:

- maximum of 4 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

Junior Well Balanced Program

well balanced Free Skating program for **Men** must contain:

- maximum of 3 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

A well balanced Free Skating program for **Ladies** must contain:

- maximum of 3 spins, one of which must be a spin-combination, one a flying spin and one a spin with only one position;

Category: **Singles**

Subject: **Flying Spin (no change of foot, no change of position)**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Biellmann position	A Biellmann position is only considered, if the skater's leg is pulled above and behind head level with either one or both hands.			
Camel position	First, the skater performs the camel position, then grip of the free leg staying with the upper body flat and the free leg is higher than the hip (no Biellmann position).	It is considered a difficult position	yes	
Windmill	Wind mill (illusion) move during spin is not considered a difficult variation and will not receive a feature.			no
Toe Arabian	During the spin a skater performs a "Toe Arabian" (like a Butterfly) and continues to spin on the same foot.	It is not a difficult variation and will not receive a feature		no
Change of edge	must be visible and at least for 2 revolutions.	The blade must be moving backward or forward on the inside or outside edge and not on the flat.	yes	
Flying entry	Flying entry is part of the character of the spin and is considered an additional feature except in the case of a flying camel.	The Technical panel will decide, if it is a flying entry or just a small hop. If it is a small hop it will not receive a feature		no
<u>Flying Camel Spin</u>	<u>A Butterfly entrance into a Flying Camel Spin is to be considered a difficult entry and will receive one feature.</u>		<u>yes</u>	
simple variation	A simple variation of position is a movement of a body part, leg, arm, hand or head, which enhances but does not change the basic position of the main body core. A simple variation DOES NOT increase the level.			

Category: **Singles**

Subject: **Flying Spin (no change of foot, no change of position)**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
difficult variation	<p>A difficult variation is a movement of a body part, leg, arm, hand or head, which requires more physical strength or flexibility and that, has an affect on the balance of the main body core. Only these variations can increase the level.</p> <ul style="list-style-type: none"> • Sit spin (broken leg) – changing the weight distribution by bending the leg to the side or behind the main body core; • Camel spin with the upper body turned upwards approx. 180% (upside down position); • Camel spin – body arched where head and free foot are almost touching (doughnut spin); • Upright spin – where from the hips to the skating foot it is straight and the upper body is bent down towards to ice; • Biellmann spin is considered a difficult variation of an upright spin – going from a camel spin to a Biellmann spin is considered as change of position. Going from an upright spin into a Biellmann spin is NOT change of position likewise going from a layback spin to a Biellmann spin is NOT a change of position. <u>Remark: Biellmann position count as a feature that can increase the level only in one spin in the Short Program and in two spins in Free Skating. While doing that, the first spin(s) is (are) taken into account.</u> • For camel, sit and layback positions once the position has been established a clear increasing of the speed will be considered a difficult variation (Rational: It is necessary to draw body parts (adjust position) toward the main body core in order to increase speed. This is more physically difficult and changes the balance point on the spinning blade). 			

Category: **Singles**

Subject: **Flying Spin (no change of foot, no change of position)**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>Wind-up revolutions in camel and sit spin</i>	the wind-up revolutions exceed the maximum number of three (3).	The spin will be called as a "Spin Combination" with a flying entrance. The wind-up becomes an upright position.	Wrong element in Short Program, depending on previous elements performed
<i>position not attained in the air</i>	skater does not attain the position in the air	Spin does not meet the requirements	Level 1
<i>less revolutions</i>	skater does not perform the required minimum of 3 revolutions	Spin does not meet the requirements	no Level
<i>change position</i>	skater changes position	Spin becomes a "spin combination with flying entrance" which might be a wrong element	Wrong element in Short Program, depending on previous elements performed
<i>no jump as entry</i>	skater hardly leaving the ice (just a hop)	The Technical panel will decide, if it is a flying character of the entry, means a jump. If not – no feature.	

Category: **Singles**
Subject: **Jumps**

RULES

Short Program	For Senior Men any triple or quadruple jump is permitted, however when a quadruple jump is executed in c) (jump combination) a quadruple jump cannot be included again as a solo jump. When the triple Axel Paulsen is executed in a) it cannot be repeated again as a solo jump or in the jump combinations. For Senior Ladies any triple jump is permitted. For Junior Ladies and Men only the prescribed double or triple jump is permitted. A single spread eagle, spiral or Free Skating movement cannot be considered as meeting the requirements of connecting steps and/or other comparable Free Skating movements and must be considered by the Judges in the Grade of Execution (GOE).
Free Skating:	Individual Jumps Individual jumps can contain any number of revolutions. Of all the triple and quadruple jumps only two (2) can be repeated and these repetitions must be in either a jump-combination or in a jump sequence. Triple and quadruple jumps with the same name will be considered as two different jumps. A repeated triple or quadruple solo jump, not included into a jump combination or jump sequence, will be considered as a part of a not successfully executed jump combination and counted as a jump combination with only one jump executed. If three (3) jump combinations or jump sequences (in total) have already been executed, the repeated solo jump will be treated as an additional element and therefore not considered. No triple or quadruple jump can be attempted more than twice.

Category: **Singles**
 Subject: **Jumps**

CLARIFICATIONS					
Subject	Solution	Comments	Feature		
			yes	no	
Short Program / Free Skating					
Calling under rotated jumps	The Technical panel must call the attempted jump even if it is clear that it is under rotated and will be downgraded.	A quad and a triple jump of the same name are two different jumps. To call the higher value identifies this value and does not conflict with the "repetition rule".			
The ¼ mark landing	The quarter mark of landing is the border line to identify a cheated jump. There need to be more than ¼ revolution missing.	The Technical Specialist will identify any jump that is cheated by more than one quarter turn on the landing as the jump of the lower value. For example, a triple Lutz that rotates 2.5 turns by the foot placement and 2.75 turns of the upper body will be called as a triple attempt then downgraded to a double Lutz. The camera angle is important to consider when deciding upon a cheated jump particularly when the jump is at the opposite end of the rink than the camera.			
cheated take off	A clear forward take-off other than Axel type jump will be considered as a cheated jump	The toeloop is the most commonly cheated on take off jump. The Technical Panel may only watch the replay in regular speed to determine the cheat and downgrade on the take off (more often in combinations or sequences) .			
Spin exited immediately into a jump	If a skater performs a spin, immediate followed by a jump, the two elements must be called separately. Credit will be given to the difficult jump take-off (GOE).				

Category: **Singles**
 Subject: **Jumps**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
<i>Axel type jumps</i>	An Axel type jump taking off from the forward inside edge is a non-listed element and therefore does not receive any value.	Therefore does not receive any value and does not occupy an element box		
<i>Repetition jump in Short Program</i>	<p>A repeated jump of the same revolution and name in the Short Program (Junior or Senior), executed as a solo jump, will be deleted, no value given, no GOE</p> <p>A repeated jump of the same name but different revolution in the Short Program (Junior or Senior), executed as a solo jump, will receive credit.</p>	<p>example: 2Lz in combination and 2Lz as solo jump. Jump or Jump combination, whichever is executed last receives no value.</p> <p>example: 2Lz solo jump and 3Lz combination is o.k.</p>		
<i>Popped listed jumps</i>	A popped listed jump with less than 3/4 revolution is not considered a completed single jump and a value of "0" will be given. The attempt will count as one jump element. However, a small hop or jump with up to one-half revolution performed as a kind of "decoration" is not to be considered as a jump and will be marked within the component "Transitions".			
<i>not listed jumps</i>	Jumps that are not listed in the SOV (e.g. Walley's, Split Jump, Half Loop 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 Transition. A Toe-Valley, however, will be called and count as a Toeloop			
<i>landing on either foot</i>	All jumps may be landed on either foot.	The call goes for the jump, independent of the landing foot; Judges will reflect this in the GOE if necessary.		

Category: **Singles**
 Subject: **Jumps**

Mistakes / Failures			
Subject	Performance	Comments	Level
Short Program			
	A popped listed jump with less than 3/4 revolution will receive a value of "0". The attempt will count as one jump element.		no value at all
Attempted Jump			
	What is an attempt? In principle, a clear preparation for a take-off for an individual jump, stepping to the entry edge or placing the toe pick into the ice and leaving the ice without a turn or with less than ¾ revolution is considered an attempt of an individual jump, receives no value and blocks a box.	In some cases, which need to be decided by the Technical panel, the preparation for the take-off without leaving the ice might be also called an attempt, e.g. a loop-jump take-off when the skater falls before leaving the ice, or a skater steps onto the forward take off edge of an axel and pulls back the free leg and arms, starts the forward movement to jump into the air with the free leg and arms passing through forward but at the last moment does not leave the ice, etc.	
Element other than required			
	Skater performs a different element than the required solo jump	The element will receive no value but will block that jumping box.	
Repetitions			
	Repetition of the required solo jump with the same number of revolution in the jump combination	The jump of the same name and revolution performed last will be deleted. If it is in the jump combination, the complete combination will be deleted.	

Category: **Singles**
 Subject: **Jumps**

Mistakes / Failures			
Subject	Performance	Comments	Level

Free Skating

Repetitions	First repetition of a triple or quad jump of the same name and revolution without one of them being in a jump combination	The last executed jump will be input with the identification as a "combo" and blocks a "Combo / Sequence box".	
	Second repetition of a triple or quad solo jump of the same name and revolution as a solo jump or in a jump combination or sequence.	will receive no value but blocks a "jump box"	
	Third repetition of a third triple or quad jump with the same name and revolution as a solo jump or in a jump combination / sequence	will receive no value but blocks a "jump box"	

Popped Jump	A popped listed jump with less than 3/4 revolution is not considered a completed jump and a value of "0" will be given.	The attempt will count as one jump element and take a jump box.	
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Category: **Singles**
Subject: **Jump Combination**

RULES

Short Program	For Senior Men the jump combination may consist of the same jump or another double, triple or quadruple jump. For Senior Men when a quadruple jump is executed as the solo jump, a quadruple jump cannot be included again in the jump combination. For Senior Ladies, Junior Men and Ladies the jump combination may consist of the same jump or another double or triple jump. However, The jumps included must be different than the solo jumps. For all categories the jumps included must be different than the solo jump. No change of foot or turn is allowed at any time between the two jumps, which must directly follow one another (except for touching down the non-tracing foot in toe jumps). Each jump must be given credit according to its merit. In the case of jumps (including toe jumps) special attention must be paid to a clean spring starting from a true edge and to a clean landing.
Free Skating:	A jump combination may consist of the same or another single, double, triple or quadruple jump. There may be up to three jump combinations or jump sequences in the Free Program. One jump combination could consist of up to three (3) jumps, the other two up to two (2) jumps. If the jumps are connected with a not listed jump (e.g. half-loop), the element is called as a jump sequence. In a jump combination the landing foot of the first jump is the take off foot of the second. The same would apply to the third jump. A three turn on one foot between the jumps without touching the ice with the free foot keeps the element in the frame of this definition allowing still to call it a combination (with an error), but if together with this turn the skater's free foot touches the ice, the element becomes a jump sequence.

Category: **Singles**
 Subject: **Jump Combination**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Short Program				
jump combination with 3 jumps	the entire combination will be deleted but blocks a box.	Short Program only		
repetition of jump	A repeated jump in the Short Program (Junior or Senior), executed in the jump combination, the jump-combination in total will be deleted, no value given, no GOE.	Short Program		
Free Skating				
repetitions of jumps	If a third repeated jump is executed in a combination the entire combination will be treated as an additional element and therefore not considered.	Free Skating		
second jump combination with 3 jumps	the entire combination will be deleted, but blocks a box of the jump combination.	Free Skating		
repetition of solo jump	The repetition of an already performed quad or triple jump of the same name but not included into a combination or sequence, will be automatically added with a "combo" and blocks a combination box.	Free Skating		

Category: **Singles**
 Subject: **Jump Combination**

Mistakes / Failures			
Subject	Performance	Comments	Level
Short Program	Repetition of the required solo jump with the same number of revolution in the jump combination	The jump of the same name and revolution performed last will be deleted. If it is the combination, the complete combination will be deleted.	
Fall after first jump	The executed second jump of a jump combination will be ignored and therefore not counted if a skater falls after the first jump.	Short Program only	
Fall after first jump	A fall after the first jump and a executed second jump after that fall will be considered as an individual jump with the consequence, two jumps are called.	Free Skating	
no second jump	If there is no second jump in a jump combination, the Technical Specialists identifies the intended combination during or after the program. If there is no clear attempt to identify the combination, the second solo jump with no steps prior to the jump will be identified as the combination, independent of the program content sheets.	Short Program only	
Step out after first jump	The jump combination becomes a jump sequence	Free Skating	

Category: **Singles**
 Subject: **Jump Combination**

Mistakes / Failures			
Subject	Performance	Comments	Level
<i>touch down with free foot and no turn between jumps</i>	The jump combination remains a jump combination	Short Program only	
<i>first jump is a "non-listed" jump</i>	If the first jump of a two-jump combination fails to succeed and turns out into a "non listed jump", but the second jump is a listed jump, the unit will still be considered as a jump-combination.	Free Skating	
<i>second jump is a "non-listed" jump</i>	If the second jump of a two-jump combination fails to succeed and turns out into a "non listed jump", but the first jump is a listed jump, the unit will still be considered as a jump-combination.	Free Skating	

Category: **Singles**
Subject: **Jump Sequence**

RULES

Free Skating:

A jump sequence may consist of any number of jumps of any number of revolutions that may be linked by non-listed jumps immediately following each other while maintaining the jump rhythm (knee); there can be not more than two (2) three turns/Mohawks during the sequence; there can be no crossovers or stroking during the sequence. 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 a solo jump.

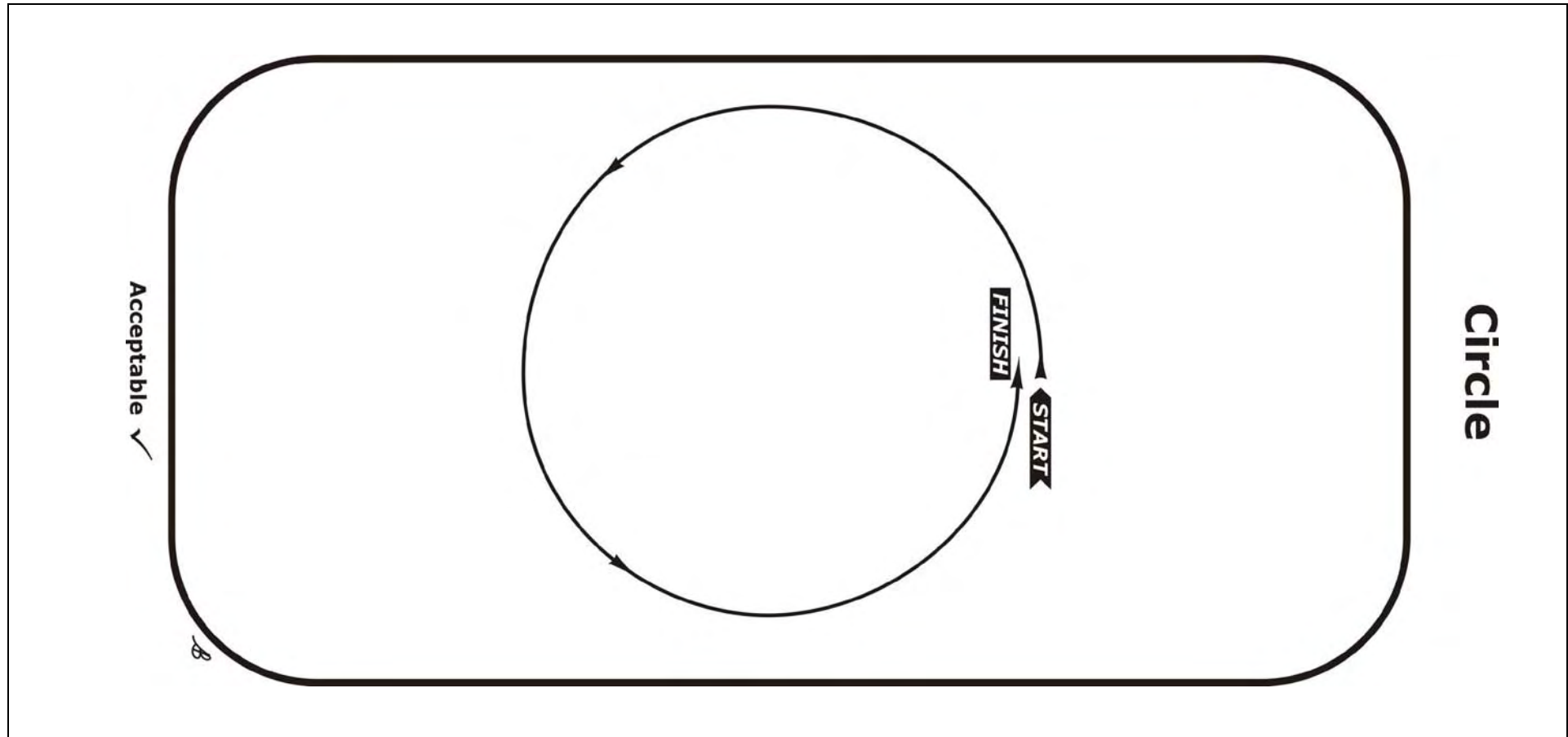
Category: **Singles**
 Subject: **Jump Sequence**

CLARIFICATIONS				
Subject	Solution	Comments	Feature	
			yes	no
Reference to Rule	A jump sequence may consist of any number of jumps of any number of revolutions linked by steps (not more than 2 steps and no crossovers), hops, mazurkas and non-listed jumps immediately following each other, while maintaining the jumping rhythm (knee). There can be no more than one (1) revolution on the ice between any hop, mazurka, non-listed jump or jump. There can be no crossovers or stroking during the sequence. 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 a solo jump.			
Axel type jump	Any Axel type jump followed immediately by the entrance of another listed jump, but without any connecting hop, mazurka or any other non-listed jump is not a jump sequence, and considered as two separate jumps.			

Category: **Singles**
 Subject: **Jump Sequence**

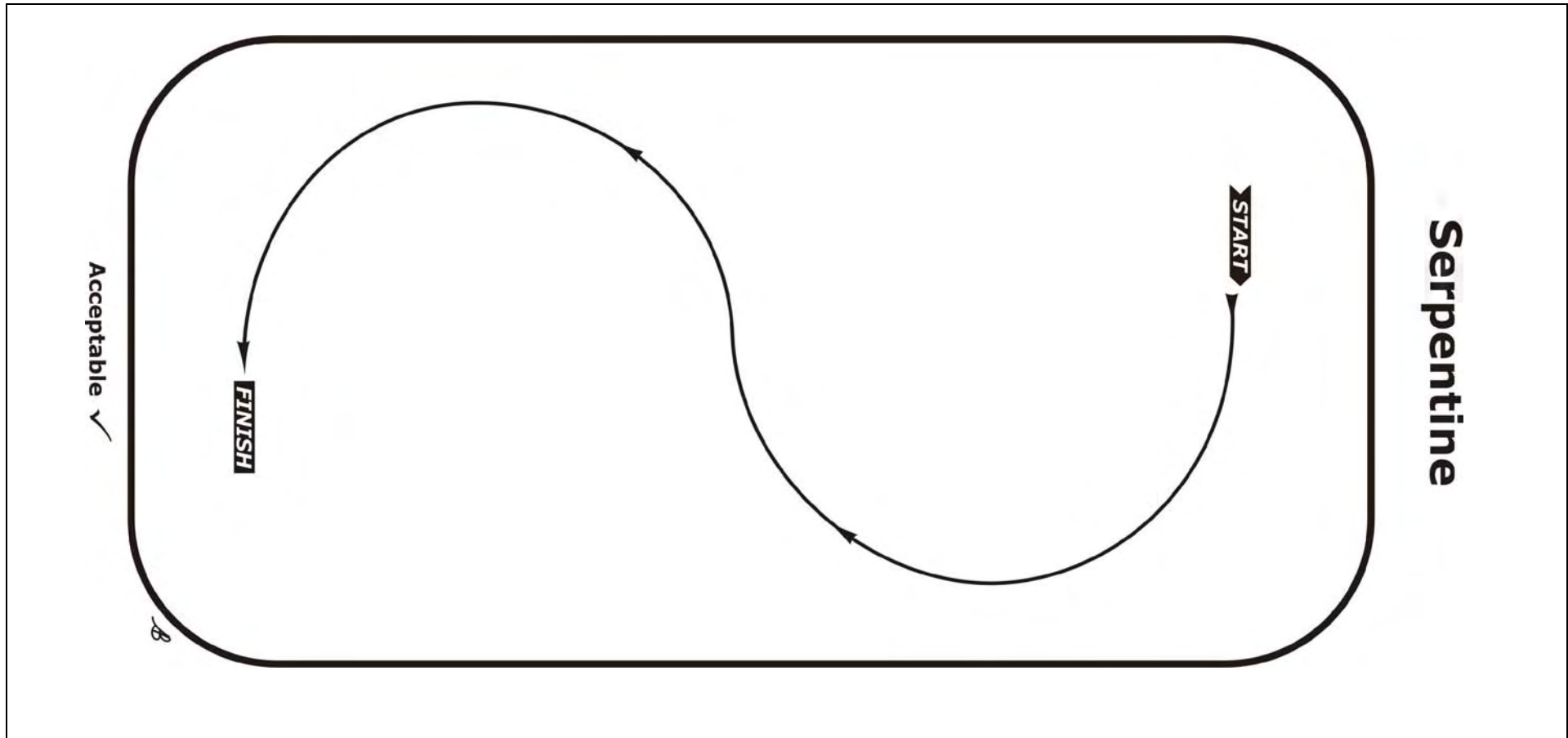
Mistakes / Failures			
Subject	Performance	Comments	Level
<i>Free Skating</i>	If a third repeated jump (triple or quad of the same name) is executed in a sequence, the entire sequence will be treated as an additional element and therefore not considered	Takes a jumping box but receives no value	
	A jump sequence with more than one revolution on the ice from the completion of the one jump before the commencement of the other jump will not be considered as a jump sequence. The two jumps with the highest SOV of the sequence will be entered as two individual jumps with using two jump elements boxes.		
	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 a solo jump.		
	Any Axel immediately followed by the entrance of another listed jump, but without any connecting hop, mazurka or any other non-listed jump is not a jump sequence, but two separate jumps.		

DIAGRAM



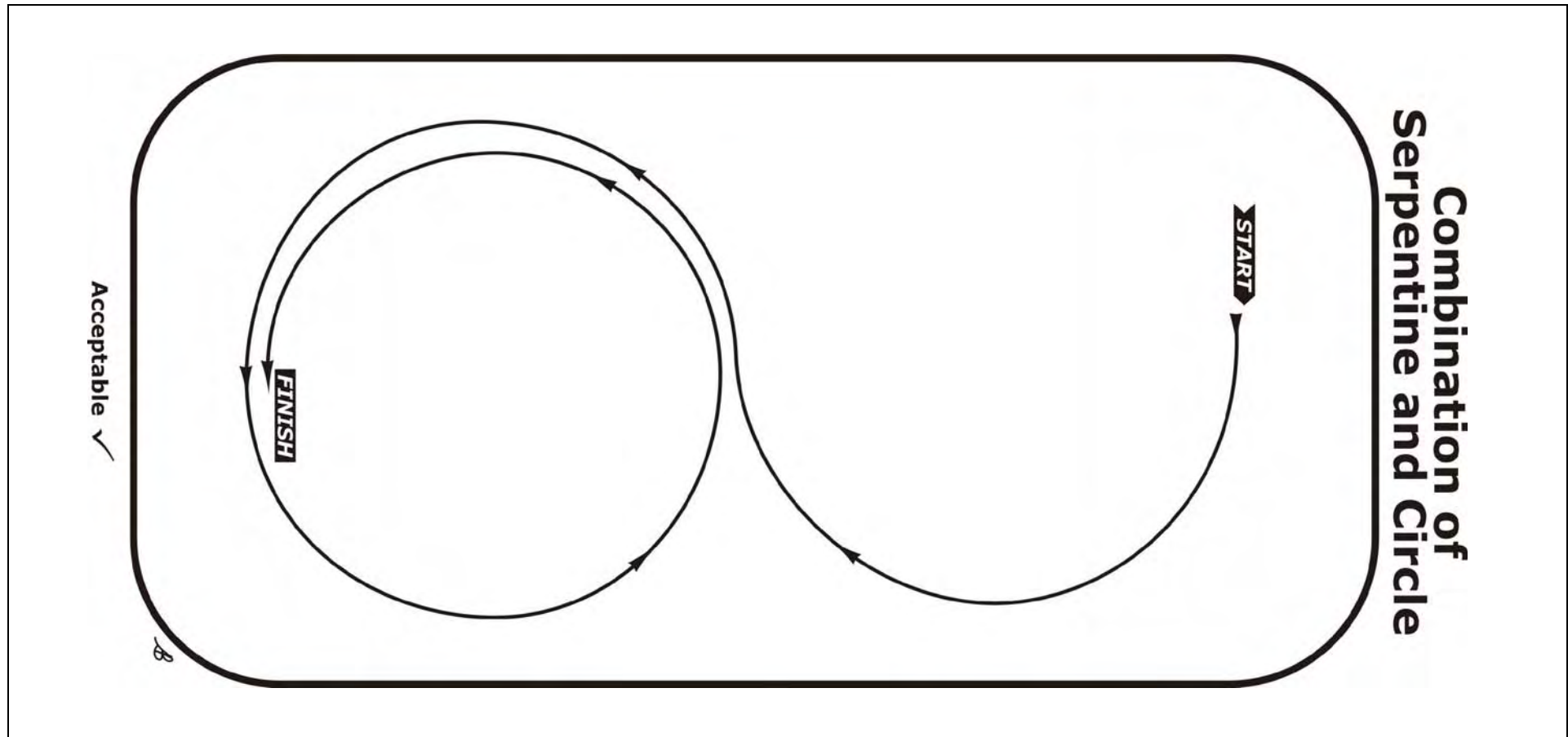
Category: **Singles**
Subject: **Diagram Serpentine**

DIAGRAM



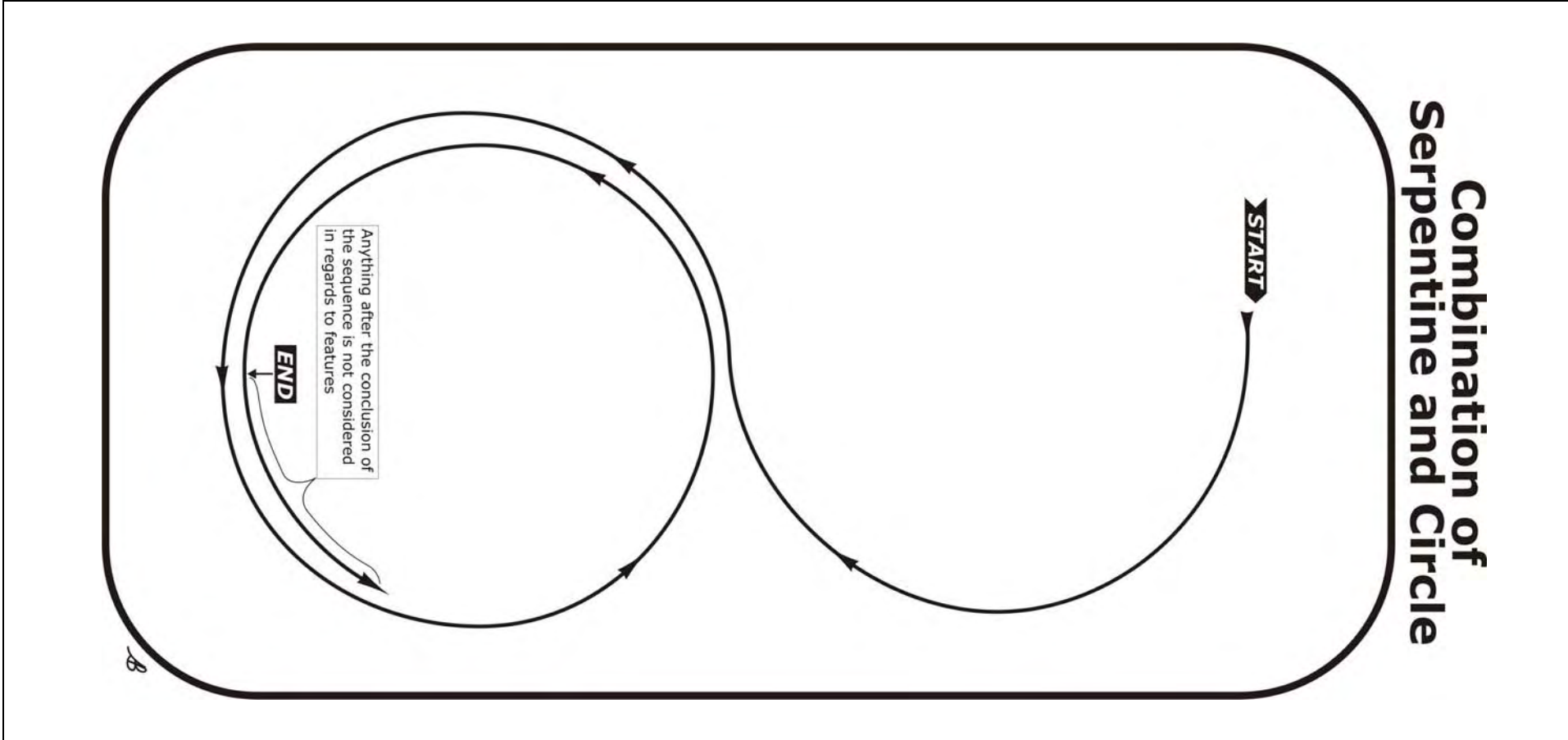
Category: **Singles**
Subject: **Diagram Circle-Serpentine-Combo (acceptable)**

DIAGRAM



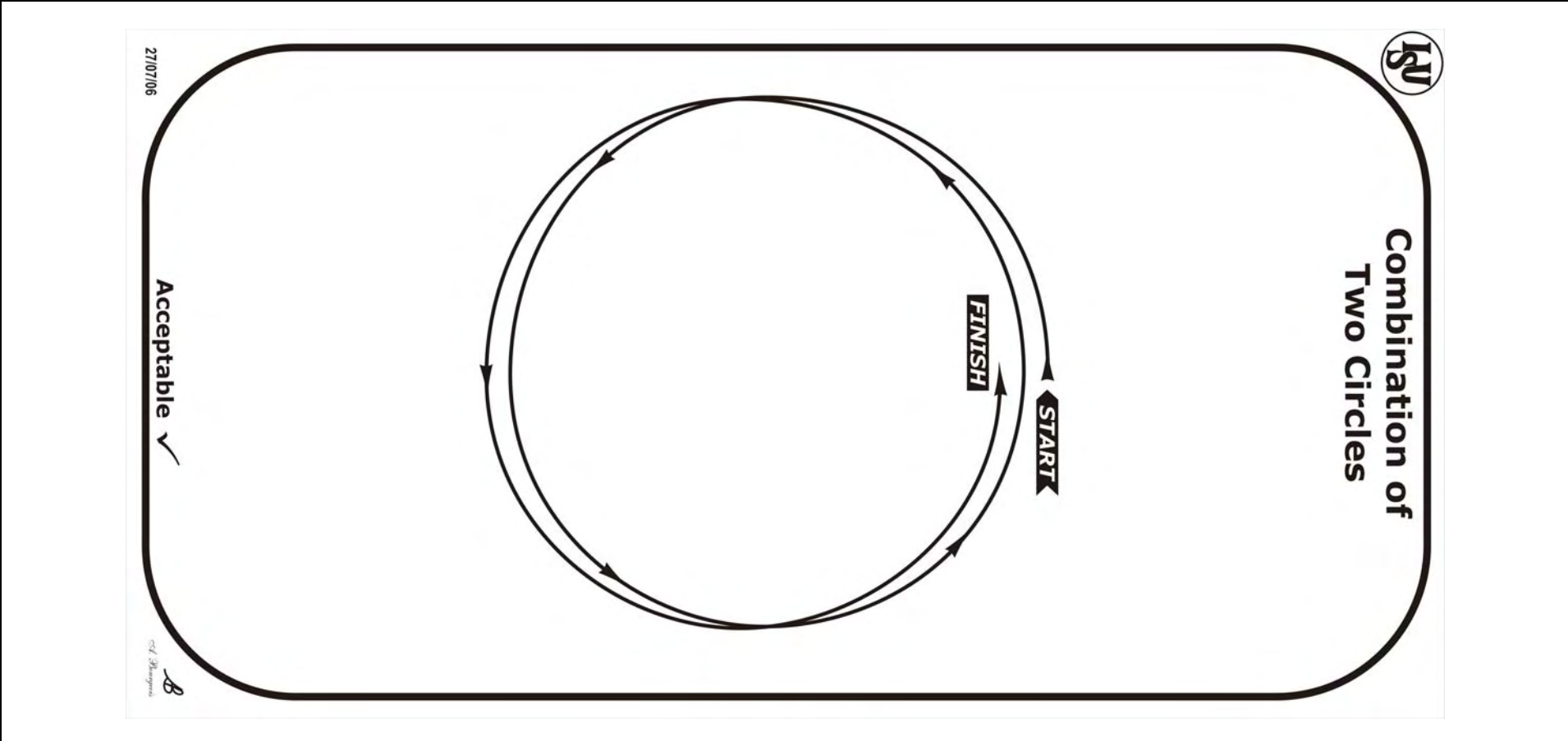
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Subject: **Diagram Circle-Serpentine-Combo (NOT acceptable)**

DIAGRAM



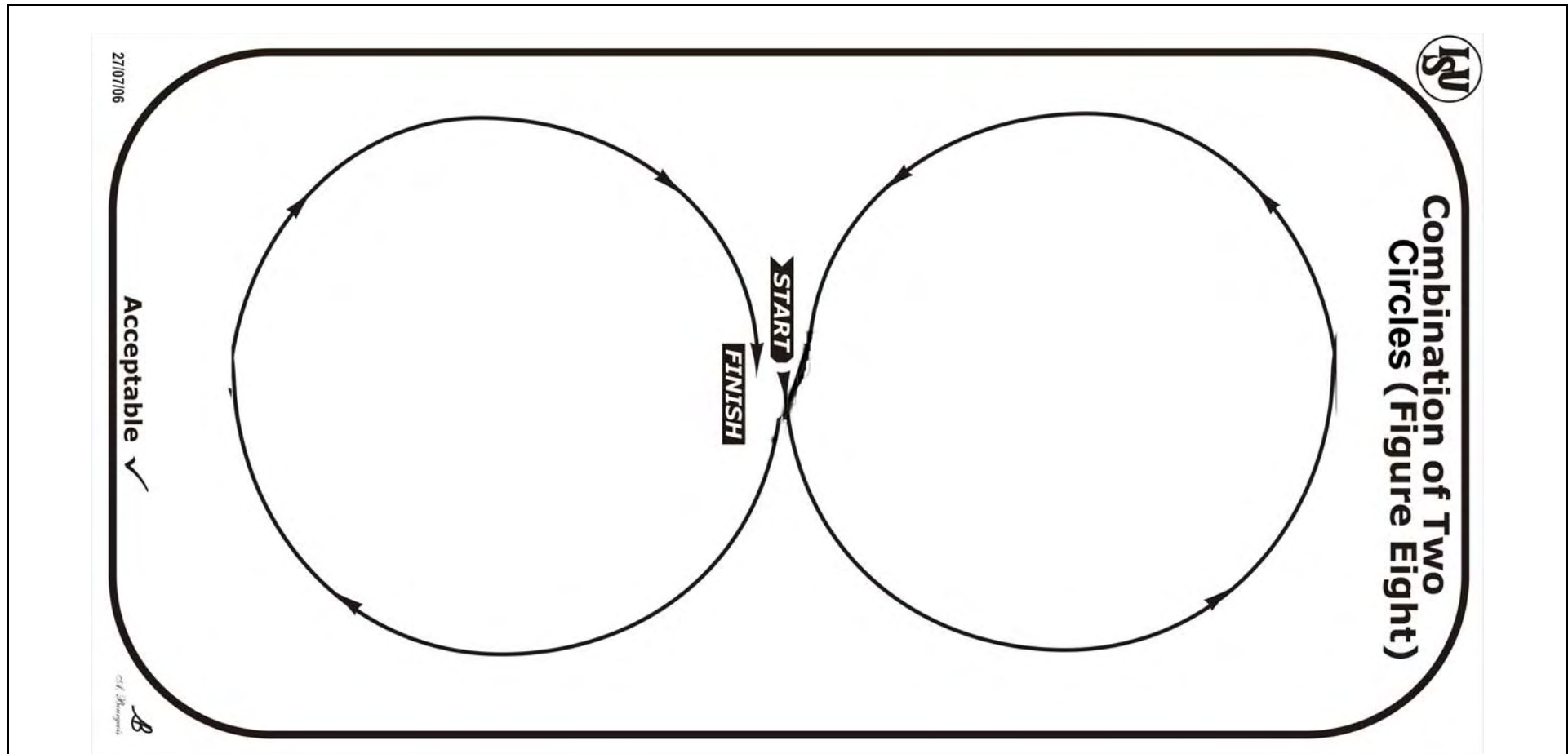
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DIAGRAM



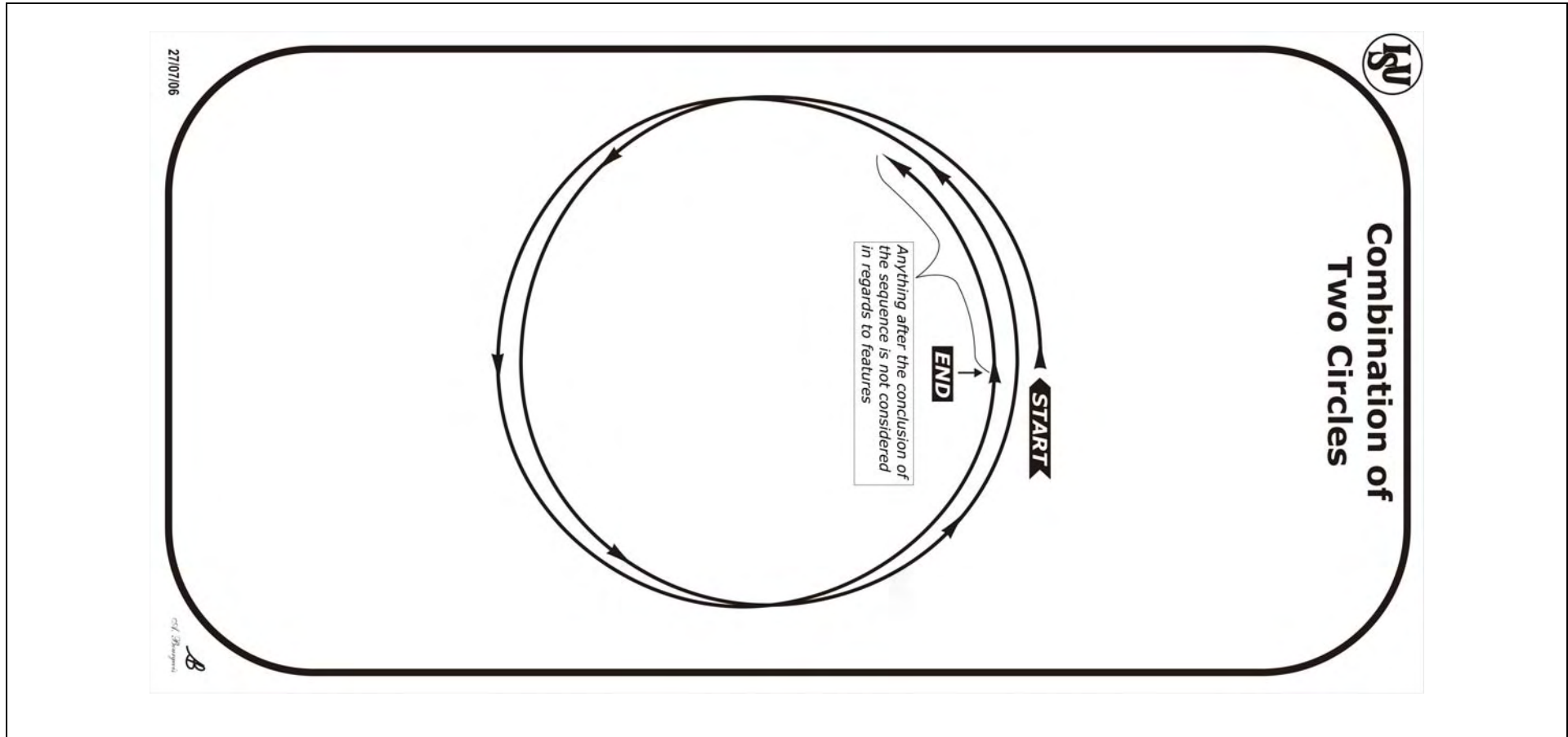
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DIAGRAM



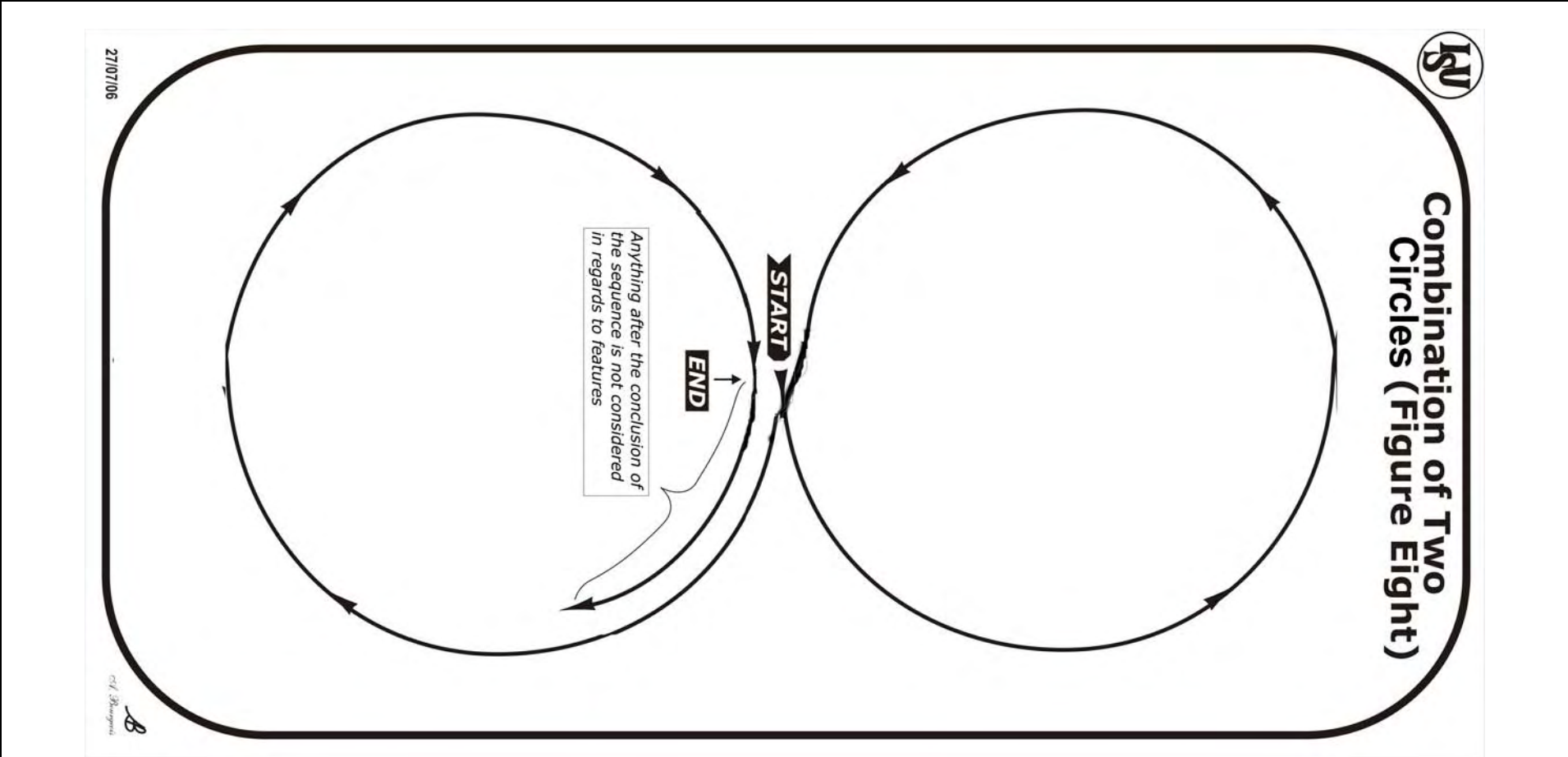
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DIAGRAM



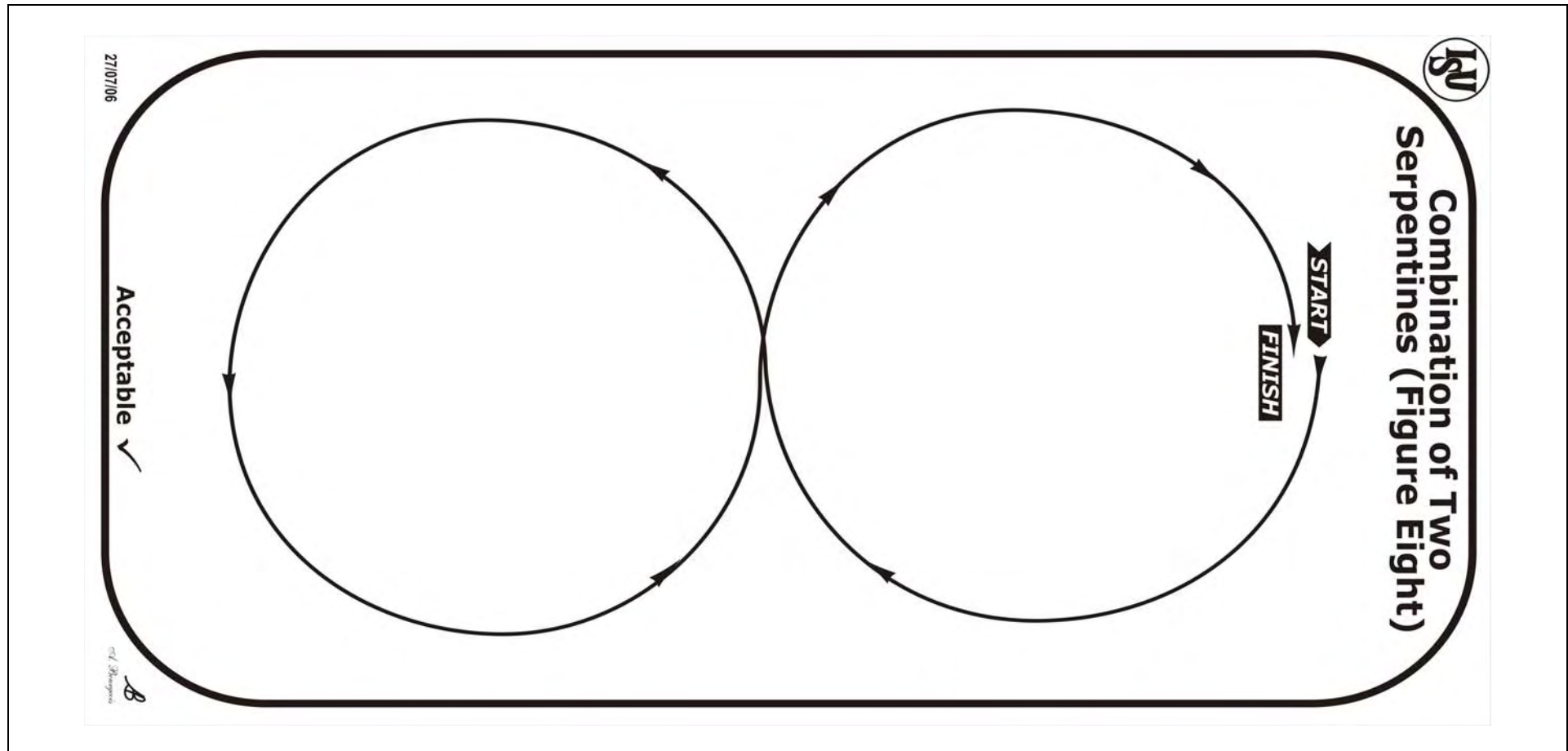
Category: **Singles**
Subject: **Diagram Circle-Circle-Combo (NOT acceptable)**

DIAGRAM



Category: **Singles**
Subject: **Diagram Serpentine-Serpentine-Combo (acceptable)**

DIAGRAM



Category: **Singles**
Subject: **Diagram Serpentine-Serpentine-Combo (NOT acceptable)**

DIAGRAM

