

FREE TECHNICAL PANEL CLARIFICATIONS
By World Skate Artistic Technical Commission



**WORLD
SKATE**

- Spins

- Just two features will be considered for each spin (either Combo or Solo): if the skater executes more than 2 features in the spin, the Technical Panel will consider the features that give more value to the skater. For the features not considered the Technical Panel will call the basic spin: e.g. Biellmann -> Camel.
- If a difficult position is attempt but not confirm, this difficult position cannot be done again.
- Short Program Espoir: for the two spins required one **MUST** be a one position Spin to choose between Camel Backward Outside or Camel Forward Outside, the other **MUST** be a Combo Spin of TWO (2) positions where the skater will perform the other Camel that has not used for the solo spin, in combination with one sit spin. **Difficult variations and positions can be used.**
- If a difficult variation of Sit between camel is presented, and there is another sit before the camel, the percentages will be applied to both sit spins, the camel and the position presented after that.
- The penalization for the lack of sitspin applies also to the short program.
- Falls: in a solo spin, the spin will be called only if the three (3) rotations were executed. In a combo spin, the positions achieved before the fall, will be called, ~~except the one that caused the fall.~~

- Jumps

- ¼ missing is to be considered in the Under-Rotated range.
- In the Program Content Element Sheet Form, please use the column 'Notes' to specify when a Lutz is supposed to be executed.

- Step Sequence.

- **JUMPED.**
- **FLAT ENTRY AND OR FLAT EXIT:** Technical Specialist hunts to understand which turn the skater is trying to perform.
- **EXECUTION ON THE SPOT.**
- If the skater/s present more turns than the limit for their category, depending how these turns are executed, the level can be lowered of one (1).