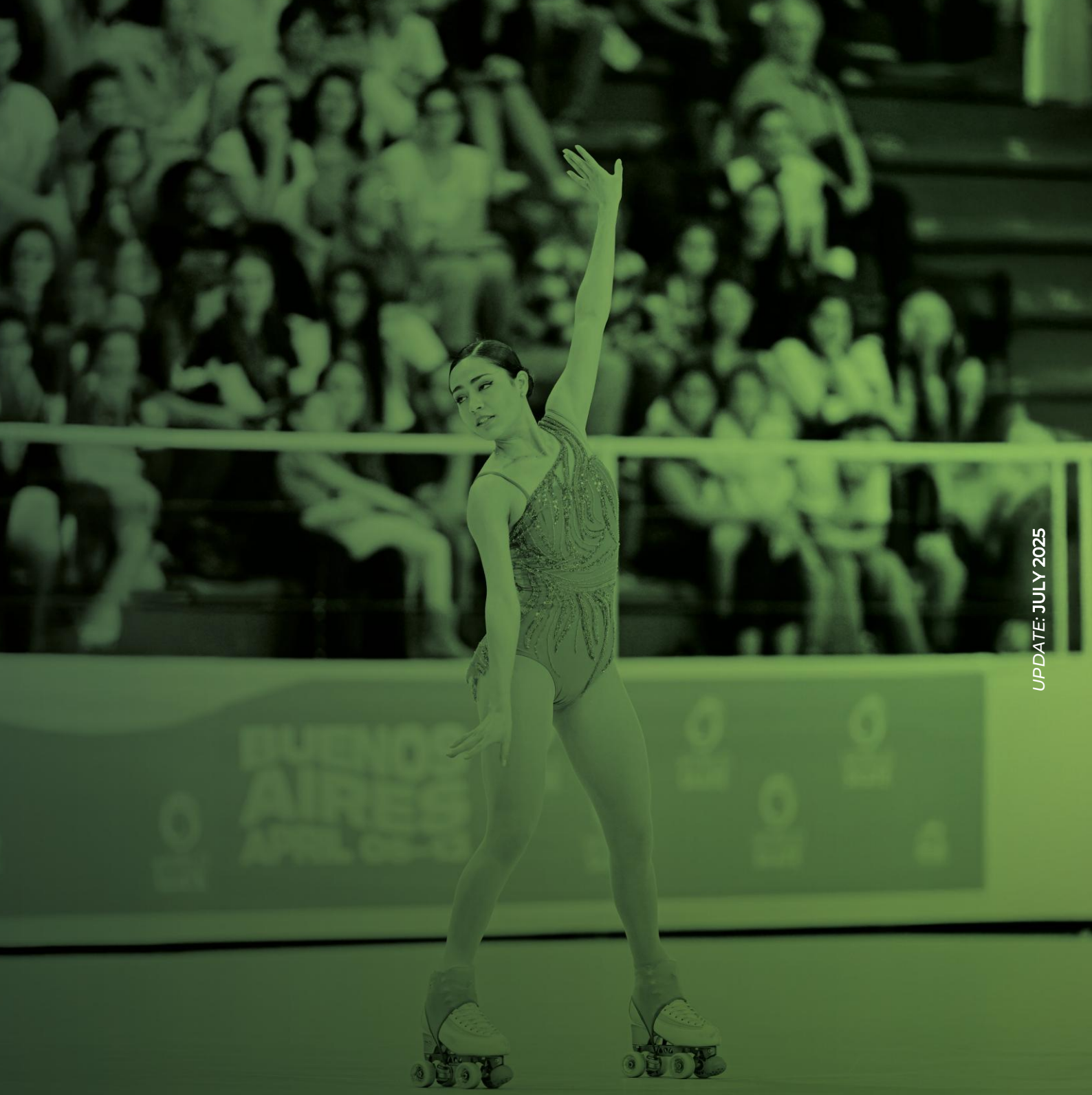


UPDATE: **JULY 2025**

WORLD SKATE

RULES FOR ARTISTIC SKATING COMPETITIONS
FREE SKATING

BY WORLD SKATE ARTISTIC TECHNICAL COMMISSION

Page, Item	Change/Addition/Removal	Rationale
Page 7 & 8, Short program Junior & Senior; Short program Cadet & Youth; Short program Espoir	Jumps combination from two (2) to three (3) jumps including connecting jumps (one rotation jumps). In calculating the value of the combination jumps the connecting jumps will not be counted. No more than two (2) triples allowed. ~~There MUST be at least one connecting jump of one rotation for combinations of three (3) or (4) jumps.~~	Improves quality and flow of combinations Ensures balanced scoring opportunities in the short program
Page 8 & 9, Technical Content, Long Program requirements	Long Program requirements change from One footwork sequence, maximum level 4, maximum 40 seconds to a refined element: One (1) Choreographic Sequence. Maximum 30 seconds.	Distinction between short and long program requirements. Promotion of artistic freedom in the Long program
Page 9, Long Program Tots	At least one single toeloop and one single salchow as solo jump or in combination must be presented.	Requires skaters to demonstration foundation jumping skills across a range of jumps
Page 11, Jumps Clarifications	A maximum of three (3) flip and/or lutz jumps combined is permitted per program. Any flip or lutz jump in excess will be starred out and receive no value.	Reduces overuse of these jumps to boost technical score. Promotes variety.
Page 12, Clarifications: Combo Jumps & page 43 Technical Panel Protocol	For the categories Espoir, Cadet, Youth, Junior, and Senior, if a skater uses a toeloop, a saving toeloop, or if the Technical Panel determines that the combination jump has been 'saved'—for example, but not limited to: ○ a step-out followed by a three-turn ○ a half Thoren and three-turn ○ a fall-out with one or both hands on the floor the technical panel will call 'saved' and the entire combination jump will receive only 50% of its base value.	Encourages proper jump combination technique.
Page 13, Difficult Positions Table	Change to values	Promotes technical diversity
Page 14, Difficult Variations Table	Using CCW and CW spinning direction: 15% on all the positions following the change of direction	Promotes selection of more effective and dynamic difficult variations
Page 14, Difficult Variations Spins	Different Feet: Presenting 2 combo spins where the first starts with a Camel/Heel Forward and the second Combo spin starts from a Camel/Heel Backward or vice versa when all the positions are confirmed.	Promotes variety in combo spins
Page 28, Penalizations by the referee	Time of the program less than the minimum or more than the maximum. 0.5 point each 10 seconds or part thereof.	Reduces common occurrence of programs going overtime

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OWNERSHIP

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FREE SKATING

The competition consists of two parts: a short program and a long program of:

Short program
- Junior and Senior 2:45 minutes +/- 5 seconds.
- Cadet and Youth 2:30 minutes +/- 5 seconds.
- Espoir 2:00 minutes +/- 5 seconds.

Long program
- Youth, Junior and Senior 4:00 minutes +/- 10 seconds.
- Cadet 3:30 minutes +/- 10 seconds.
- Espoir 3:15 minutes +/- 10 seconds.
- Minis 2:45 minutes +/- 10 seconds.
- Tots 2:30 minutes +/- 10 seconds.

The score for the short program and the long program will consist of two parts:
- Technical content.
- Artistic components.

COMPETITIVE WARM-UP

- Competitive warm-up shall be considered part of the event. As such, all interruption of skating rules shall apply.
- In free skating the warm-up time is based upon the skating time if time allows, plus two minutes (2:00). The announcer shall inform the contestants when one minute (1:00) remains in their warm-up period.
- In free skating events, there will normally be no more than six (6) contestants in each warm-up group for cadet, youth, junior, senior and eight (8) for the others.
- The next skater to compete will be allowed to use the competition floor during the exhibition of the scores of the previous athlete/athletes.
- At the conclusion of the warm-up period the first skater will be allowed up to one (1) minute before they must take the floor.
- For exceptional situations regarding the number of participants and/or time limitations the ATC may decide not to apply this rule.

TECHNICAL CONTENT

The technical content is the sum of the values given to each technical element presented by the skater. To consult the values of the individual elements, please refer to the Excel spreadsheet.

The technical elements that will be evaluated are:
- Jumps
- Spins
- Footwork sequences
- Choreographic sequence

GENERAL

- In case of any regulatory doubt or circumstance not established in the rules, the Technical Panel will act in the benefit of the Skater and the Sport.
- All attempts will occupy a box in the system, then any subsequent elements will be starred out and have no value (0).
- The elements in excess will be called by the technical panel, however, will be starred out and receive no value (0). They are NOT considered an illegal element and will NOT be penalized.
- Kneeling or laying on the floor is allowed a maximum of once and for maximum of five (5) seconds.
- In the program element content sheet, it is mandatory to write the start time (with the time starting from the first movement of the skater) of footwork sequences and specify where the skater is attempting a Lutz jump.
- The same position spin (with also same foot, edge, direction) cannot be performed more than twice in the whole program (i.e. maximum two camel right backward outside, maximum two camel right backward inside, etc.).

SHORT PROGRAMS

- In all the short programs the same jump can only be presented once except for one (1) jump of the skater's choice, which can be presented twice. Where a jump is presented twice, at least one must be in combo.

Short program Junior and Senior

- Axel – single, double or triple.
- Jumps combination from two (2) to three (3) jumps including connecting jumps (one rotation jumps). In calculating the value of the combination jumps the connecting jumps will not be counted. No more than two (2) triples allowed.
- Solo jump – single, double, triple… (cannot be an Axel).
- One position spin.
- One combination spin. One of the spins must be a sit spin. Maximum four (4) positions.
- Footwork sequence maximum forty (40) seconds.

Short program Cadet and Youth

- Axel – single, double or triple.
- Jumps combination from two (2) to three (3) jumps including connecting jumps (one rotation jumps). In calculating the value of the combination jumps the connecting jumps will not be counted. No more than two (2) triples allowed.
- Solo jump – single, double, triple… (cannot be an Axel).
- One position spin.
- One combination spin. One of the spins must be a sit spin. Maximum four (4) positions.
- One footwork sequence Youth: maximum level 4, maximum forty (40) seconds. Cadet: maximum level 3, maximum thirty (30) seconds.

Short program Espoir

- Axel - Single.
- Jumps combination from two (2) to three (3) jumps including connecting jumps (one rotation jumps). In calculating the value of the combination jumps the connecting jumps will not be counted (double axel and triples are not allowed).
- Solo jump – single or double (cannot be an Axel).
- One (1) combination spin with a maximum two (2) positions. The two positions MUST be a sit spin combined with a camel (any foot, edge, direction)
- One (1) position spin. MUST be a camel spin (it CANNOT be the same camel used in the combination).
- One footwork sequence maximum level 3, maximum thirty (30) seconds.

LONG PROGRAMS

Long program Youth, Junior and Senior

Jumps:

- A maximum of eight jumps excluding the connecting one (1) rotation jumps in the combination.
- Maximum three (3) jumps combinations.
- The number of jumps within the combination cannot be more than five (5) including the connecting jumps. In calculating the value of the combination jumps the connecting jumps will not be counted.
- It is mandatory to perform an Axel jump (single, double, triple) that can be presented also in combination.
- Axel, singles, doubles, and triples cannot be presented more than twice as jumps with technical value. If presented twice, one must be in combination.

Spins:

- Maximum two (2) spin elements are allowed. One of them MUST be a combination spin and must include a sit spin. Combination spins can have a maximum four (4) positions. The same kind of spin cannot be performed more than twice in the whole program (i.e. maximum two RBO Camels, maximum two LBI Sit etc.). The two spins must be different.

Footwork sequences:

- One (1) Choreo sequence maximum level 1, maximum thirty (30) seconds.

Long program Cadet

- A maximum of eight (8) jumps are allowed excluding the connecting one (1) rotation jumps in the combinations.
- Maximum two (2) jumps combinations are allowed.
- The number of jumps within the combination cannot be more than five (5) including the connecting jumps. In calculating the value of the combination jumps the connecting jumps will not be counted.
- It is mandatory to perform an Axel jump (single, double, triple) that can be presented also in combination.
- Axel, singles, doubles, and triples cannot be presented more than twice as jumps with technical value. If presented twice, one must be in combination.
- Maximum two (2) spin elements are allowed. One of them must be a combination spin and must include a sit spin. Combination spins can have a

maximum four (4) positions. The same kind of spin cannot be performed more than twice in the whole program (i.e. maximum two inverted, maximum two forward heel etc.). Broken is not allowed and the two spins must be different.
- One (1) Choreo. sequence maximum level 1, maximum thirty (30) seconds.

Long program Espoir

- A maximum of eight (8) jumps are allowed excluding the connecting one (1) rotation jumps in the combinations. (double axel and triples are not allowed)
- Maximum two (2) jumps combinations are allowed.
- The number of jumps within the combination cannot be more than five (5). In calculating the value of the combination jumps the connecting jumps will not be counted. Combo jumps can contain a maximum of three (3) double rotation/axel jumps. It is mandatory to perform an Axel that can be presented also in combination.
- Axel, singles, and doubles cannot be presented more than twice as jumps with technical value. If presented twice, one must be in combination.
- Maximum two (2) spin elements are allowed. One of them must be a combination spin and must include a sit spin. Combination spins can have a maximum four (4) positions. The same kind of spin cannot be performed more than twice in the whole program (i.e. maximum two inverted, maximum two forward heel etc.). Broken is not allowed and the two spins must be different.
- One (1) Choreo sequence maximum level 1, maximum thirty (30) seconds.

Long program Minis

- A maximum of twelve (12) jumps of one (1) rotation. Within the twelve (12) jumps Axel, double toe-loop and double salchow are allowed.
- Maximum two (2) jumps combinations are allowed.
- The number of jumps within the combination cannot be more than five (5).
- It is mandatory to perform an Axel that can be presented also in combination.
- Axel and doubles cannot be presented more than twice. If presented twice, one must be in combination.
- The same one rotation jump cannot be presented more than three (3) times.
- In the program, there MUST be at least one toe loop element (single or double).
- Two (2) spin elements must be performed. One of them MUST be a combination spin and must include a sit spin. Combination spins can have a maximum four (4) positions. Broken ankle, heel and inverted are NOT allowed. The two spins must be different.
- One (1) footwork sequence maximum level 2, maximum thirty (30) seconds.

Long program Tots

- A maximum of twelve (12) jumps of one (1) rotation are allowed including Waltz jump.
- Maximum two (2) jumps combinations of maximum four (4) jumps are allowed.
- At least one single toeloop and one single salchow as solo jump or in combination must be presented.
- The same jump cannot be presented more than three (3) times.
- Two (2) spin elements must be performed. One of them MUST be a combination spin. Combination spins can have a maximum four (4) positions.

ONLY upright positions and sit positions are allowed. Biellmann positions are not allowed. The two spins must be different.

- One (1) footwork sequence maximum level 1. To achieve level 1 Tots must have one of each of four (4) steps and turns confirmed: Inside Three Turn, Outside Three turn, Open Mohawk, Traveling (one clockwise and one anticlockwise allowed, only one will be counted toward the level) maximum thirty (30) seconds.

TECHNICAL ELEMENTS

JUMPS

Definitions

- Jump element: solo jump or combo jump.
- Solo jump: any jump with recognized entry, exit and flight phase. This is an isolated jump, i.e. it is done on its own.
- Combo jump: at least two (2) consecutive jumps in which the landing edge of the first one is the entry edge of the second one.
- Connecting jumps (no jumps): these are single rotation jumps within the combo jump, which is why they are called "connecting jumps". They will have no value (except for Mini and Tots) and will have the code "NJ" (no jump).
- Under rotated jump: a jump will be considered Under rotated if the number of rotations is incomplete by ¼ and less than ¼ of a rotation. It will be indicated with the symbol “<”. The system will decrease the basic value of the jump by 30% for jumps of one (1) single rotation and doubles, and by 20% for triples and quadruples rotations jumps.
- Half rotated jump: a jump will be considered Half rotated if the number of rotations is incomplete by more than ¼ through to and including ½ of a rotation. It will be indicated with the symbol “<<”. The system will decrease the basic value of the jump by 50% for one (1) single rotation jumps and double jumps, by 40% to triple jumps and by 30% for quadruples jumps.
- Downgraded jump: a jump will be considered Downgraded if more than ½ a rotation is incomplete of the total required rotations. It will be indicated with the symbol “<<<”. The system will give the value of the jump of one rotation less, e.g. triple Salchow downgraded will get the value of a double Salchow. The same (<<<) will be applied to those jumps that can be cheated at the take-off like the Toe-Loop and Salchow. The Toe-Walley will be called and counted as Toe-Loop.

Lutz

If the skater declares Lutz in the program content sheet but performs a Flip, it will be called as *“Lutz No Edge”*. If the skater does not declare Lutz on the program content sheet the jump will be called by the Technical Panel as they see it (Flip or Lutz).

Required technical characteristics to call the Lutz

- Clear execution of an outside backward edge in preparation for the jump before the impact of toe stop. That edge should be clear and recognizable, not flat.

- The take-off is executed with toe-stop behind or behind and slightly parallel to the skating foot and the trajectory of the jump is towards the outside part of the jump. It should look like a "counter" design in the drawing described by the jump between the stretching leg and landing.
- The inclination of the body should be at least perpendicular to the floor during the impact and not incline towards the inside of the jump.

It is important to ensure that the skater does not change the edge sharply once the free leg has been stretched back and before the stab. This can be verified by observing the movement of the ankle during the sequence (stretching back and the stab).

Percentages increasing the jumps value

The following will be applied to all the situations when the jumps will have the basic value increased by a percentage:

- If a jump is executed after the half length of the program, it will have a 10% increase of the basic value in the long program of the categories Cadet, Youth, Junior and Senior.
- If a jump is presented in a combination jump, it will have an increase percentage from its basic value.
- If the jumps (complete, under-rotated or half-rotated) are presented in combination without the use of connecting jumps, the percentages will be:
  - 10% axel-double toe-loop (only for Minis)
  - 10% double-double (only for Minis, Espoir and Cadet Long Program).
  - 20% double-triple/triple-double.
  - 30% triple-triple.

  Note: double Axel is considered a 'triple' rotation jump for this purpose.
  Note: Downgraded jumps will NOT be awarded a bonus.

Clarifications

ITEM	CLARIFICATION
Jumps	• A "saving Toe-Loop" (when a skater uses a toe-loop between jumps in a combination to save the element caused by loss of control), will be considered a stepping out by the judges, and will be called as NO JUMP, occupying a box. • In all the categories above Minis, singles with base value, axel, doubles, and triples can be performed maximum twice. If presented twice, one must be in combination. For example, if the skater falls on the 2F solo jump and then falls again on the 2F supposed to be the first jump of the combo jump, the system will consider the second 2F as a Solo Jump and it will not be considered in the value of the technical content. • A Waltz jump will be accepted as an attempt of the required Axel element. • Every solo jump, including one-rotation jumps, will be called in all the categories. • Single jumps that are performed within a transition and have a clear choreographic intent (except Tots and Minis), the TP has the authority not to call them.

	• Half rotated jumps where the skaters open from their wrapped position in the air and land in an open position (not coded landing) will be called DOWNGRADED. • Jumps landed on two feet (not in a crossed position) will be called DOWNGRADED. • A maximum of three (3) flip and/or lutz jumps combined is permitted per program. Any flip or lutz jump in excess will be starred out and recieve no value.
Combination Jumps	• Any change of foot, with a clear weight transfer between jumps would mean the breakup of the combination and would be considered as two elements. • For Junior & Senior: If in between the doubles and/or the triples there are more than one connecting jump, the following jump will not have the increase percentage from its value on a combination jump. • Double three at landing of any jump will stop the combo. • In general, to save a Combo Jump with a defective landing in the middle, there should be at least a half-rotation jump in the air plus a three turn to correct the lack of rotation in order to continue with the combination jump. • For the categories Espoir, Cadet, Youth, Junior, and Senior, if a skater uses a toeloop, a saving toeloop, or if the Technical Panel determines that the combination jump has been 'saved'—for example, but not limited to: o a step-out followed by a three-turn o a half Thoren and three-turn o a fall-out with one or both hands on the floor the technical panel will call 'saved' and the entire combination jump will receive only 50% of its base value. • For Espoir, one-rotation jumps will be called, credited and count toward the total number of jumps, when they are placed on first or last position of the Combination Jump. • Cadet, Youth, Junior and Senior, one rotation jumps placed on the first or last position of the combination jump will be called, given NO VALUE and count toward the total number of jumps allowed. • The same combo cannot be presented more than once, if this happens, the second combo jump will be starred out and given No Value.
Lutz Jump	It is responsibility of the technical panel to call the Lutz jump if the required technical characteristics are fulfilled. If the Lutz is declared but it does not fulfill the technical characteristics, the technical panel will call 'Lutz No Edge' and the system will give to the element 70% of its value and the judges will score accordingly to the guidelines.

SPINS

Definitions

- A spin will be considered accomplished when the skater completes a minimum of three (3) rotations for one position spin and two (2) rotations for a combination spin. The technical panel will call the spin when the basic characteristics are fulfilled.
- Position in a spin: the position of a spin is defined by its edge, foot, and body posture. The basic positions are:
    - Upright: are those in which the body remains in a standing position. The skating leg must be stretched or slightly bend.
    - Sit: the hips cannot be higher than the knee of the skating leg.
    - Camel: free leg position (knee and heel) must not be under the hip.
- Positions with base values that can be called because they have a base value defined in the system are:
    - Heel
    - Broken
    - Inverted

  All of them will also have their corresponding foot and edge, which will define them.
- Solo spin: single position spin with one edge and one specific foot WITHOUT change of position, foot, or edge. For Cadet to Senior solo spins should be done without long preparation.
- Combination spin: is a spin where the skater changes foot and/or position and/or edge.

Difficult positions

Difficult positions are all those positions that impact on the positions with base values, making them more difficult and artistically interesting. Each difficult position will be considered once per program (the first attempt). Only one (1) difficult position will be valued for each position presented.

Basic positions	Difficult positions	Code	Value to add to basic position
Upright	Biellmann	UB	2 + 80%
	Biellmann Heel	UBH	3 + 40%
	Split	US	1 + 40%
	Torso	UT	1 + 50%
	Layback	UL	1 + 30%
	Forward	UF	1 + 20%
	Heel	UH	20%
Sit	Sideways	SS	60%
	Twist	ST	40%
	Forward	SF	50%
	Behind	SB	20%
Camel	Forward	CF	40%
	Sideways	CS	60%
	Layover	CL	20%
Broken	Forward	BF	40%

	Sideways	BS	60%
Heel	Forward	HF	40%
	Sideways	HS	60%
	Layover	HL	20%
Inverted	Bryant	IB	25%
Any	Standard Variation	SV	20%

Despite these features, any difficult position which is not included in this manual could be considered as a feature. The position should be innovative, altering the equilibrium and increasing the difficulty of the spin. Any weak attempts of listed positions will not be considered. The Technical Panel should be able to make this decision and call a "Standard variation" (SV). The Standard Variation can be used once in each position per program (Upright, Sit, Camel). There can be a maximum 3 Standard Variations counted per program.

Difficult variations

Difficult Variations are all those movements or combination of movements that make the spin more difficult and challenging. Each difficult variation will be considered once per program (the first attempt).

Difficult variation	Options	Code	Value and application
Difficult entry	Fly camel	DE	15% on just the first position if confirmed
	Butterfly		
	Leg Hold		
	Illusion		
	Acrobatic		
Difficult change (of position/foot)	Butterfly	DC	15% on the positions following the change
	Fly Camel		
	Illusion		
Sit in between Camel		SBC	15% on the sit and on all the positions following the sit
Revolutions solo spins	6 or more	R6	20%
	4 or more for inverted	R4	20%
Using CCW and CW spinning direction		BD	15% on all the positions following the change of direction
Different Feet: Presenting 2 combo spins where the first starts with a Camel/Heel Forward and the second Combo spin starts from a Camel/Heel Backward or vice versa when all the positions are confirmed.		DF	The most difficult spin of the 2 will receive a bonus of 20% if all the basic positions are confirmed.

Difficult positions for basic spins

Upright position:

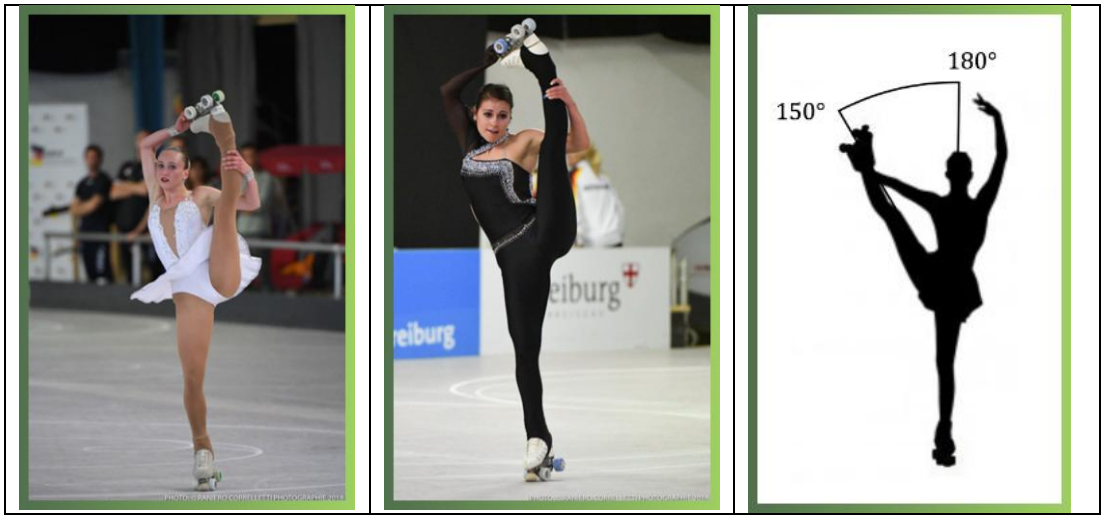
a. Forward: torso leaning forward. Maximum 45° between the torso and the skating leg.



b. Layback is an upright spin in which head and at least one shoulder is clearly leaning backwards facing the ceiling with the back arched. The position of the free leg is optional. The use of the toe stop is allowed.



c. Split (Previously Upright Sideways): The use of the toe stop is allowed. The upright position must be clear. The free leg must have between 150° and 180° with the skating leg.



d. Biellmann: skater's free leg is pulled from behind to a position higher than and towards the top of the head, close to the spinning axis of the skater. The use of the toe stop is allowed. The degrees between the back and the hamstring of the free leg must be less than 90.



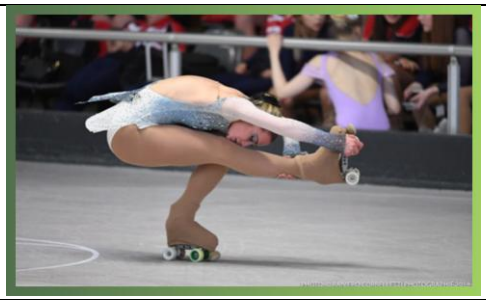
e. Torso sideways. The skater must be in a complete split position. The use of the toe stop is allowed.



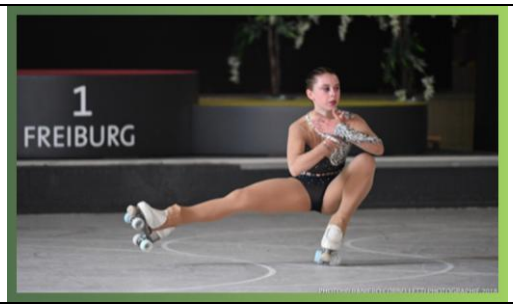
Sit position:

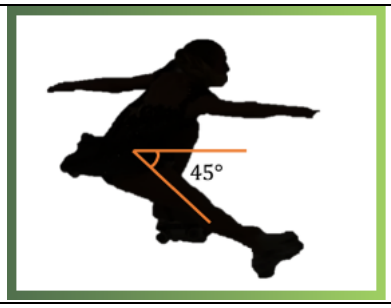
a. Sit forward: free leg straight forward with the torso completely laid on the leg.



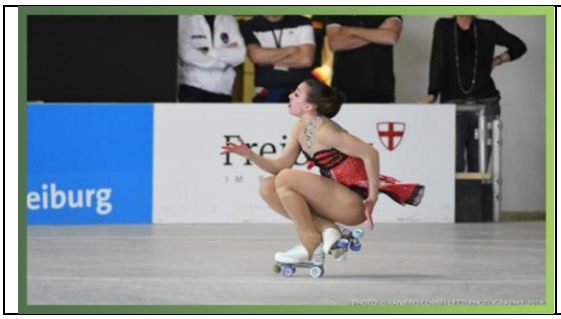


b. Sit sideways: free leg sideways. To be considered the free leg must be stretched as close to perpendicular as possible (at a minimum 45°) from the skating leg.





c. Sit behind: free leg behind.





d. Sit twist: shoulders rotated until they are almost perpendicular to the skating surface with the torso twisted to the side.





Camel position:

a. Layover: body torsion, shoulders perpendicular to the floor maintaining the camel position.



b. Inverted: this is a Camel position but with the body face up (in inverted position). Shoulders should be facing the ceiling and at the same height as the hips or lower. Free leg position must be held in place no lower than the height of the shoulders to create an arched position.



c. Bryant (for inverted camel). Inverted with the free skate caught with one or two hands. Shoulders should be facing the ceiling and at the same height as the hips or lower.



d. Camel forward. Camel position with the free leg/foot held with the corresponding hand or the opposite hand. The torso must be leaning forward and back must be arched. (refer to button belly). The rotation can be either inside or outside edge. It can be done on either foot.



e. Camel sideways. Camel position with the free leg held. The position must resemble a “donut”, with the foot and knee of the free leg at the same height as the head. The shoulders must be rotated until they are “almost” perpendicular to the floor.



Clarifications

ITEM	CLARIFICATION
General	• An upright basic spin position used to exit a one position spin, will not be considered as another spin position no matter how many rotations are executed. • Broken ankle is allowed only for Junior and Senior. It may be performed a maximum twice per program regardless of foot, edge or direction. • ALL difficult positions are only allowed once per program. If presented a second time the basic position (camel, sit, upright, broken, inverted, heel) will be starred out and given NO value.
Spin – not confirmed (no value)	• Fall before the spin (during the entry or traveling), or during the execution where the minimum required rotations have not been met. • Required position not fulfilled.

	• Less than three (3) rotations in the position required for one position spin and less than two (2) rotations for spin within a combination spin. • If the spin does not achieve the correct position the technical panel will call the spin followed by not confirmed. • For Cadet to Senior: Entry into a solo spin should be without a long preparation. The maximum allowed will be four (4) three turns. If a skater executes more preparation than is allowed the spin will be starred out and given NO value.

Spins combination	• In a spin combination, if only one (1) of the positions is confirmed by the technical panel, the whole spin will be starred out and receive no value.
	• If a skater executes more than two rotations at the entrance or use more than two rotations to get into the difficult position, the technical panel will consider this situation as only one position.
	  ○ Example: C (RBO) 2.5 rotations in a static position + C (RBO) in a layover position with 3 rotations = Solo Spin: "*Camel Confirmed - Layover position confirmed*".
	  ○ Example: In a combo spin: HBD + CBD (RBO) 2 rotations in a static position + In (RBO) with 2 rotations will be called as two positions "Heel, confirmed - Inverted confirmed".
	• If the position before and after a difficult change is not confirmed, the difficult change will be called but no bonus value will be applied.
	• For the features sit in between camel and difficult change, at the point of any position not confirmed after the feature, the bonus value will stop being applied.
	• For the two combos to be 'different' the skaters cannot perform the same position spins (upright, sit, camel, heel, inverted, broken) with the same foot/edge/direction consecutively in both combos and in the same order. If this happens, the second combo will be starred out and given No Value.
	• For an upright spin to be called and counted as a position at the end of a combination spin it must show either: a recognized difficult variation or position, or a clear artistic position with legs in a pirouette or crossed position or the arms in a clear artistic position.
	• There cannot be two consecutive changes of foot in between positions of combination spin. For example: from a RBO camel stepping forward to the left foot and then to the right again to do a RBO upright.
	• A combo spin can be broken by:
	  ○ A fall.
	  ○ If there are two consecutive changes of foot in between positions of a combination spin.
	  ○ Change of foot with clear change of axis.
	  ○ Clear pumping action to gain speed.

	If this happens all spin positions/variations executed after the break will be starred out and receive NO VALUE. If this results in only one position confirmed the whole combo will be starred out and given no value. If the mandatory sit is starred out, the whole combination (the total of the positions confirmed) will only get 50% of its value.
Mandatory positions	• In both, the long and short program, where a mandatory position is required, and is not attempted, the skater will be penalized by one (1.0) point. • Where a position is mandatory and the skater does not achieve this position, the whole combination will get only 50% of its value. In the long program: if the mandatory sit is attempted in both combinations but never confirmed, then the combination with the lesser value will get only 50% of its value.
Difficult positions/ variations	• A difficult variation or position will be counted just once in the whole program. For example, Sideways position for a sit spin will be considered just once as a difficult position in the whole program. • Technical panel will confirm the difficult position only if it is held for at least two (2) rotations. • There is no limit to the number of difficult positions/variations used, however only one difficult position can be presented per position. i.e. In a combo spin of four basic positions the skate may present up to 4 difficult positions, one for each basic position presented. If a skater presents more than one difficult position per basic position the TP will call the position with the higher technical value. Example: if a skater presents an upright on the heel with a split position the TP will call upright with difficult variation split. • If the position after a difficult entry is not confirmed (no spin), the difficult entry will not be confirmed. • The jump spin should get one of the following positions in the air: o Sit position. o Butterfly split: body, arms and legs straight and are parallel to the floor. Landing on the toe-stop is permitted. o Flying Camel. • For a difficult change to be confirmed both, the spin before and the spin after the difficult change must be confirmed.
Calls	• All the spins or combo spin will be called by the technical panel. The system and the referee will check if each spin/position will be counted or not based on the limitation rules. • Falls: in a solo spin, the spin will be confirmed only if the three (3) rotations were executed. In a combo spin, the positions achieved for two (2) rotations before the fall, will be confirmed.

	• Attempt of Broken where the skater doesn't succeed in lifting up the two wheels (inside or outside) will be called Camel.
Spins in excess	When skaters perform the same spin more than twice, the system will not add the value of the excess spins executed.

FOOTWORK AND CHOREO SEQUENCE

Definitions

One-foot turns: turns are all the technical difficulties listed and that involve a change of direction on the same foot: traveling (traveling - two full rotations must be executed quickly to be considered as such otherwise will be considered three turns), three, brackets, loops, counters, rockers.

Two feet turns: Mohawks, Choctaws. For the Choctaws, the exit edge will be used to define the direction of the turn (e.g. LFI – RBO, the direction will be considered anticlockwise).

Steps: are all the technical difficulties that can be executed keeping the same direction or changing direction also changing the foot: toe steps, chasses, cross rolls.

Note: half rotation jumps, or one rotation jumps on two feet, or one foot is not considered a turn or a step. Skating forward and skating backward is not a change of rotational direction.

Cluster: sequence of at least three (3) different turns executed on one foot, the three turn will be counted as a turn for the cluster.

Body movements: the choreographic movements of the arms, bust, head, free leg, must clearly affect the balance of the skater/s to be considered. At least two parts of the body must be used.

Footwork Sequence

Base Level features:

- Skaters must include steps/linking steps.
- The pattern is free. It has a time limit depending on the category.

Levels

Level Base – StB	Level 1 – St1	Level 2 – St2	Level 3 – St3	Level 4 – St4
A footwork sequence that meets the basic requirements and calling specifications	Level B AND must perform 4 turns and must include one (1) feature (chosen between feature 1 or 2 only)	Level B AND must perform 6 turns and must include two (2) different features (one of them must be feature 1 or 2)	Level B AND must perform 8 turns and must include three (3) different features	Level B AND must perform 10 turns and must include four (4) different features

Features

1. Body movements: three (3) different body movements are required, they must be one from each spatial group: high, medium, low.
2. Choctaws: skaters must add two (2) Choctaws, one clockwise and the other anticlockwise. Only Choctaws from forward to backward and closed Choctaws from backward to forward will be considered. Choctaws must demonstrate correct and clear edges.
3. Cluster: to be considered as a feature, three (3) turns presented in the cluster must be confirmed. No change of edge is allowed in the first two turns of the cluster.
4. Turns on different feet: turns confirmed required for the level must be presented both on the right foot and on the left foot or clockwise or anticlockwise for loops and traveling. They must be evenly distributed between the left foot/anticlockwise and right foot/clockwise. See clarifications.

Choreo Sequence

Base Level features:

- Skaters must include steps/linking steps.
- The pattern is free. It has a time limit of thirty (30) seconds.

Levels

Level Base – ChStB	Level 1 – ChSt1
A footwork sequence that meets the basic requirements and calling specifications	Level B AND must perform max 3 Different TURNS (bracket, rocker, counter, loop).

The three (3) turns must be presented within a sequence using Originality and Spectacularity.

Clarifications

- Turns to be confirmed and counted for the level must be executed correctly and show clear edges before and after the change of direction and cusps must be clear. Jumped turns, turns executed on the spot or turns where the skater puts the free leg on the floor during or on the exit of the turn will not be counted.
- Turns that can be counted toward the level are rocker, counter, bracket, traveling, loop. Each type of turn can only be counted twice.
- Three turns are considered a turn for the cluster feature, but NOT as a turn to be counted for the level.
- For Tots: the steps & turns that can be counted toward the level are inside three turn, outside three turn, open mohawk and traveling. Each type of step/turn can be attempted twice. One of each type must be confirmed to obtain the level. No features are required to be confirmed for the Tot skater to achieve level 1.

- For feature number 1: Body movements should be distributed throughout the sequence with steps/turns in between. Body movements presented one after another will be counted as only one movement. Body movements performed at the beginning or at the end of the sequence while the skater/s are not skating, will not be counted.
- For feature number 4: loops and traveling performed on either foot in an anticlockwise direction will be considered left foot execution and loops and traveling performed on either foot in a clockwise direction will be considered right foot execution for the purpose of counting turns on different feet. It is not mandatory to perform the same type of turns in both directions, or with both feet to be considered towards the level.
- Quick stops are permitted if they need to characterize the music.
- It can include just one (1) jump of maximum one (1) rotation (even if not a recognized jump). An extra jump will be considered an illegal element and will be penalized as such.
- For categories with a maximum level of three (3) or below: if the skater presents more than one extra turn than required for the maximum level of the category the level will be reduced by one (1).
- The skaters can present as many features as they like.
- Regardless of the number of cumulative errors that cause the TP to reduce the level, the Technical Panel cannot reduce the element lower than level Base.

QOE

Judges must score the QOE for each technical element called. To determine the final QOE, judges should consider the good features of the element and decrease in case of errors.
Following are some of the guidelines for the judges to determine the right QOE to score.

POSITIVE QOE

Judges should score their QOE using the following guidelines:

- 0 when skaters achieve the basic characteristics of the element.
- +1 when skaters fulfill 1 - 2 features.
- +2 when skaters fulfill 3 – 4 features.
- +3 when skaters fulfill 5 - 6 features.

Positive bullets

JUMPS
• Very good height and length. • Very good extension during landing and/or original and creative exit. • Difficult and/or unexpected take off. • Clear, recognizable steps and skating movements executed just before the takeoff. • Difficult and artistic position in the air and/or late start of rotation. • Very good fluidity and horizontal speed in taking off and landing. • Not displaying effort or strain during the execution of the element (i.e. the jump looks effortless).

- Matching the execution of the element with the music structure.

SPINS

- Good ability in centering the spin quickly.
- Good control of the spin during its execution (entry, rotation, exit, change of foot/position).
- Good speed and acceleration during the execution.
- Difficult entry (e.g. fly camel, butterfly).
- Difficult variations of positions. Adding body movements that alter the equilibrium, and therefore increases the difficulty of the spin.
- Balanced number of rotations for each position (combination spins).
- Number of rotations much higher than the minimum.
- Matching the execution of the element with the music structure.
- Difficult traveling.
- Originality and spectacularism.

FOOTWORK SEQUENCE

- Deep and clean edges (including entry and exit from change of directions).
- Clearness and precision.
- Good control and involvement of the whole body. Using the body means the clear use of the arms, head, shoulders, bust, free leg in a combined at least in three (3) moments of the footwork sequence. These movements must affect the equilibrium of the body.
- Good energy of execution.
- Good speed and acceleration during the execution.
- Matching the execution of the element with the music structure.
- Musicality
- Creativity and originality.
- Intricate pattern.
- Even & logical distribution of steps/turns throughout.

CHOREO SEQUENCE

- New steps, new steps sequence.
- Intricate pattern.
- Original and spectacular.
- Variety.
- Musicality.
- Matching with the theme and music.
- Clear movements.
- Good energy.
- Good control and involvement of the whole body.

NEGATIVE QOE

The following table shows on the left-hand side errors for which the QOE MUST be the one listed and on the right-hand side errors for which the judges must decrease their score if the error described occurs.

Errors for which the QOE MUST be the one listed	Values	Errors for which QOE can vary	Values
JUMPS			
Downgrade (<<<)	-3	No speed, no height, no length, wrong position in the air	-1 or -2
Fall	-3	Underrotated (<)	-1
Landing on two feet or wrong foot	-3	Half rotated (<<)	-2
Stepping out	-2 or -3	Take off technically not corrected	-1 or -2
Two hands on the floor during landing	-3	No fluidity and rhythm between the jumps of a combination	-1 or -2
Double three or half toe-loop after landing	-2 or -3	Not clean landing (wrong position/wrong edge/toe-stop)	-1 or -2
Direct and prolonged landing on toe-stop	-3	Long preparation	-2
Use of a toe-loop as a connecting jump	-2 or -3	Hand or free leg on the floor at landing	-1
		Lutz No Edge	-1
SPINS			
Two hands on the floor to avoid fall	-3	Wrong positions, slowness	-1 to -3
Sit spin two feet exit	-3	Change of foot not correctly executed: entry/exit curve, toe-stops, edges, pumping	-1 to -3
Inverted with bended leg to get to minimum rotations	-2 or -3	Moving / not centralized	-2 or -3
Sit Spin without verticalization before descending to the sit position (solo spin or first spin of a combo)	-2 or -3	Hand or free leg on the floor to avoid the fall	-2 or -3
Fall	-3	Bad traveling	-1
		Sit spin toe stop exit	-2
		Change of foot with traveling axis	-2
		Poor control (entry, rotation, exit, position)	-2
		Two feet on the floor between spins of the combination with a momentum gain.	-2
FOOTWORK SEQUENCE			
Fall	-3	Stumble	-1 or -2
		Out of time	-1 or -2
		Poor in speed and acceleration	-1
		Poor in edges	-2
		Poor in pattern	-2
		Lack of musicality	-1 to -3
		Poor in distribution	-2
CHOREO SEQUENCE			

Fall	-3	Lack of musicality	-1 to -3
		Stumble	-1 or -2
		Out of time	-1 or -2
		Poor in energy	-1 or -2
		Poor performance	-1 or -2
		Poor in originality and/or spectacularity	-1 to -3
		Poor in pattern	-2

CLARIFICATIONS

ITEM	CLARIFICATION
Jumps	• In the combo jumps, each jump (as long as they are not a connecting jump) will receive a QOE that will be evaluated by the judges. For example: 2T (+1) + NJ + 2S (+1). • Under-rotated one rotation jumps in between jumps will decrease the quality of the following jump. E.g. 2Lo-Thoren (Under or half rotated)-2S. The 2S will have not good QOE. • If a jump is under rotated (<) the QOE can be no higher than +1, if a jump is half rotated (<<) the QOE can be no higher than 0. • If a skater uses a toe-loop as a connecting jump in combination the judge MUST apply -2 or -3 to the double or triple preceding the toe-loop.
Spins	• For the combination spins, judges will score just one (1) QOE for the whole spin. • The difficult position to be considered by the judges as positive QOE must involve an important change in the equilibrium, with muscular stretch, tension. I.e. Inverted spin changed Bryant where both arms and free leg are involved. • Choreographic movement during the execution of the spin will not be considered a difficult position but can be considered positively in the judges' QOE. • If the spins are performed without any difficult variation, judges MUST NOT give +3. • In a spin with problems reaching the final position, must have negative QOE for judges.

PENALIZATIONS

A deduction of one (1.0) point (unless otherwise specified) will be applied to the sum of technical content and artistic impression each time one of the following is executed:

BY THE REFEREE

Kneeling or laying on the floor more than once or more than maximum five (5) seconds	1.0 point
Costume violation (with opinion of judges)	1.0 point
Time of the program less than the minimum or more than the maximum.	0.5 point each 10 secs or part thereof
The time from the start of the music and the first movement is more than 10 seconds	0.5 points
Music with inappropriate or expletive lyrics in any language or spoken words (narration) in violation of the General Rules	1.0 point
Skating outside of the designated competition surface or touching against the barrier of the skating surface during the program.	0.5 point
Entry and Exit the floor not respecting the time allowed.	0.5 point
Falls For each fall after the second the penalty will increase by another 0.3 (Tots, Minis) and 0.5 (Espoir to Senior) For example, in Espoir to Senior: 1.0 for first and second fall, additional 1.5 for third fall (3.5 total), additional 2.0 for fourth fall (5.5 total), additional 2.5 for fifth fall (8.0 total) etc.	1.0 point for first and second fall Incremental penalty increases for each subsequent fall after the second: +0.3 For Tots and Minis +0.5 Espoir to Senior

BY THE TECHNICAL PANEL

More than one (1) rotation jump or more than one (1) jump in footwork sequence	1.0 point
Missing mandatory element	1.0 point
Illegal element	1.0 point
Mandatory position in a spin element not attempted	1.0 point

APPENDIX 1 - TECHNICAL PANEL PROTOCOL AND GUIDELINES

- Members of the Technical Panel (TP) must be focused on their respective task during the program.
- Talking is not allowed during the program, this can confuse the Data Operator and the other people of the Technical Panel.

TECHNICAL SPECIALIST (TS)

- Says "*Start*" with the first movement of the skater(s).
- Calls the elements.
- Calls the falls.
- Calls review *"Review on …"* if the TS wants to be assured on the call.
- For Footwork Sequences the TS calls the start of the element and at the end calls the level.
- Says "*Stop*" when the program ends.
- Does not have any paper and does not write anything, his/her concentration is all the time on the rink.

ASSISTANT (AS)

- Pre-calls the elements based on the list provided with the order. For footwork pre-calls the element and the time it is due to start as per the content sheet and advises when there is 5 seconds to the start of the element.
- Has a copy of the program element content sheets and writes down the calls of the TS.
- Requests a "review" firstly.
- If the AS wants a review, writes down next to the TS call an 'R' and the element he/she would call.
- Writes down all the details of the element, for example: in a spin, the name, and the confirmation or not, and the position, edge, and foot.
- Helps to double check the elements inserted in the system during the manual checking with the Controller and Data Operator.

CONTROLLER (CTR)

- In general, does the same as the TS.
- Has a copy of the program element content sheets and writes down the calls.
- If the CTR wants a review, writes down next to the TS call an 'R' and the element he/she would call.
- Calls "review" with no other comment after the call of the TS and after waiting for the AS to do it first.
- Times footwork sequences using a stopwatch. Starting the stopwatch when the specialist calls *'start element'* and calling *'time'* when the maximum time for the category is reached.
- At the end of each program, goes through the reviews first.
- Once everything is decided, checks the elements inserted in the system with the Data Operator.
- Writes down all the details of the element, for example: in a spin, the name, and the confirmation or not, and the position, edge, and foot.

DATA OPERATOR (DO)

- Before the competition starts, checks the connections on the judge's monitors and on the Technical panel monitor. If time permits, the DO can do a test with a competition of one or two skaters.
- Clicks on 'Start' and "Stop" when the TS calls it.
- Inputs the elements, the levels and the falls called by the TS.
- Adds the percentage/bonus for the spins during or at the end of the performance depending on the expertise of the data operator.
- Five (5) seconds before the Footwork is due to begin, enters it into the system so the judges know the start of the element.
- Selects the 'Review' button for each element that the TS asks to be reviewed.
- Selects the "!" button when a Lutz no edge is called.
- At the end of the performance, reads the list of the elements so that the CTR and AS can double check.
- After checking the elements, if the system does not automatically exclude an element because it is not accepted by the rules, the DO must highlight the element and press the * button.

REFEREE (REF)

- Checks the average of the components of the first skater(s) and can change them.
- Checks time of programs, costume and other penalties as per the referee control sheet.
- Confirms the falls and has the last word if there is a doubt on a fall called by the TS.

GENERAL PROCEDURE FOR TECHNICAL PANEL

To evaluate a program, the procedure for the TP is as follows:

- Pre-calls and calls.
- Request and visualize reviews.
- Data input.
- Checking.
- Confirmation.

In this document, when some sentences are capped with quotes and italicized (for example: "*Solo Jump*") that refers to the oral formula that should be used by the TP.

Any element attempted will occupy the corresponding box of its group. In this way, when the number of boxes allowed for each group is exceeded, the system will remove the extra ones with the symbol *.

PRE-CALLS AND CALLS

Pre-Calls

- It is the act of announcing the group of the element that the skater will execute next. These pre-calls will be listed in order on the program element content sheets.

- Pre-calls will be made after the previous item has been completed and after verifying that no review has been requested.
- For the first element, the pre-call is made after the start of the program once the TS has announced *"Start"*.
- When the program element content sheet has not been delivered it is recommended that the TS anticipate (as far as possible) the group of the element the call belongs. This will help the DO's function. Examples: "Solo Jump, *Double Salchow*"; "*Double Flip, No Jump, Double Salchow, Combo Jump*"; "*Solo Spin Heel Confirmed*"; "*Heel confirmed, Sit Confirmed, Combo Spin*"; "*Start Footwork Sequence*".
- When the program element content sheet does not match the order of execution of the elements, it is recommended to stop making the pre-calls.

The groups of items that should be pre-called and the acronym they have on the program element content sheets are the following:

ELEMENT	ACRONYM
Combo Jump	CoJ
Solo Jump	SJu
Combo Spin	CSp
Solo Spin	SSp
Footwork Sequence	FoSq

There are some ways to make a pre-call:

- "*First Element ... Combo Jump"*.
- "*Next element... Solo Spin*".
- If there is an element which has a specific detail that should be noted, this should be reported after the pre-call. Example: "*Next element... Combo Jump, Lutz declared*" or "*Next element... Footwork Sequence... starting at 2.10*".

Calls

This is the validation of an element by the TS. It may be complete, partial, increased or devalued, in accordance with the provisions of the regulations. The action of validating an item will therefore be known as "calling".

Jumps

To call a Jump: number of rotations + jump name + lack of rotation + mistakes (if any).

JUMPS	ACRONYM
Waltz	W
Toe (Toe Loop)	T
Salchow	S
Flip	F
Thoren	Th
Lutz	Lz

Loop	Lo
Axel	A
No Jump	NJ
Single (it is not necessary to name it)	1
Double	2
Triple	3
Quad	4
Under	<
Half	<<
Down	<<<
No edge	!
Fall	X

PART OF THE CALL	DETAILS
Number of rotations	• Single • Double • Triple • Quad
Jump name	• Waltz • Toe • Salchow • Flip • Thoren • Lutz • Loop • Axel • No Jump
Lack of rotation and mistakes	• Under • Half • Down • No edge • Fall

Examples

- 2S<: "*Double Salchow Under*"
- 3T<<<: "*Triple Toe Down*"
- 1A<<: "*Single Axel Half*" or "*Axel Half*"
- 2Lz!< X: "*Double Lutz No Edge, Under, Fall*"
- 2T<+NJ+NJ+1F: "*Double Toe Under, No Jump, No Jump, Single Flip (or Flip)*"

Spins

To call a spin: position name + difficult positions + variations + confirmed or not confirmed.

BASIC POSITION	Difficult Position	CODE
Upright	Basic	U
	Biellmann	UB
	Biellmann Heel	UBH
	Split	US
	Torso	UT
	Layback	UL
	Forward	UF
	Heel	UH
Sit	Basic	S
	Sideways	SS
	Twist	ST
	Forward	SF
	Behind	SB
Camel	Basic Backward Direction	CBD
	Basic Forward Direction	CFD
	Forward	CF
	Sideways	CS
	Layover	CL
Broken	Basic	Br
Heel	Basic Forward Direction	HFD
	Basic Backward Direction	HBD
	Forward	HF
	Sideways	HS
	Layover	HL
Inverted	Basic	In
	Bryant	IB
Any	Standard Variation	SV
	Confirmed	C
	Not confirmed	NC

Difficult variation	Options	Code
Difficult entry	Fly camel	DE
	Butterfly	
	Leg Hold	
	Illusion	
	Acrobatic	
	Unlisted	
Difficult change	Butterfly	DC
	Fly Camel	
	Illusion	
	Unlisted	
Sit in between Camel		SBC
Revolutions solo spins	6 or more	6R
	4 or more for inverted	4R
Using both CCW and CW spinning direction		BD

PART OF THE CALL	DETAILS
Position name	• Upright • Sit • Camel • Broken • Heel • Inverted
Confirmation	• Confirmed: the position meets the minimum characteristics of number of rotations and mandatory body posture. • Not confirmed: the mandatory body posture/position has not been reached and/or the minimum required rotation has not been given.
Difficult positions	It will be called once the main position has been appointed. It must be indicated whether the position is confirmed or not.
Difficult variation	As some variations can affect only a part of the spin, the calling will be made in a manner that helps the work of the DO. It is usually called at the end of the spin with the optional oral support at the beginning: "*Bonus for…*"

Examples
Full verbalization method

- [DE + H] + {SF + H + U-SNC} = "*Difficult Entry confirmed, Heel Confirmed; Sit confirmed - Forward position confirmed; Heel confirmed; Upright confirmed - Split position not confirmed; Bonus for Sit Between Camels*".
- [DE + UB + 6R] = "*Difficult Entry confirmed – Upright Heel confirmed - Biellmann position confirmed-Bonus for more than six rotations*" or "*Upright Heel confirmed - Biellmann position confirmed with Difficult Entry and Bonus for more than six rotations*".

Shortened verbalization method.

- [~~DE~~ + H] + (S-FNC + HL + {DC + ST + UF}) SBC = "*Heel confirmed with No Difficult Entry; Sit confirmed - No Forward position; Heel Confirmed - Layover position; Sit confirmed - Twist position with Difficult Change; Upright confirmed - Forward position; Bonus for Sit Between Camels*".

Solo Spin with Long Preparation method.

- [H] = "Long entry, Heel Confirmed but starred out".

Whatever the method chosen, it should be consistent and communicated with the data operator and panel prior to the beginning of the event/competition.

Footwork sequence

Footwork Sequence: start + level.

The start is called: "*Start element*" or *"Start footwork"* (if no pre-call it might be helpful to use the name of the element). At the end, the level is called: "*level …"*.

The technical panel will call the start of the element and begin to count in accordance to the time as transcribed on the program element content sheet or once the TS recognizes that the sequence has begun. The TS will stop calling when the CTR calls *'Time'* or when it is evident that the footwork sequence is complete and a transition to another element has begun.

In regard to the timing: the technical panel will allow anywhere up to and within the maximum seconds. For example, for up to 40 seconds, it will be accepted anywhere up to 40.59sec.

For the turns executed by the skater the TS has options depending on their experience:

- Calls the turns confirmed: type, foot, direction.
- Calls "yes" for turns confirmed and "no" for turns not confirmed.

For the features, the TP calls the feature + confirmed.

Whatever the method chosen, it should be consistent and communicated with the DO and the TP prior to the beginning of the event/competition.

TURN/FEATURES	ACRONYM
Counter	Ct
Rocker	Rk
Bracket	Bk
Three turn	3t

Loop	Lo
Travelling	Tr
Choctaw	Cw
Right / clockwise	R
Left / anti clockwise	L
Body movement	BM
Cluster	Cl
Different feet	DF
Confirmed	C
Not confirmed	NC
Fall	X

PART OF THE CALL	DETAILS
Turns + feet	• Three turn (only if it is in a cluster) • Bracket • Counter • Rocker • Left • Right
Turns + direction	• Loop • Traveling • Clockwise • Anti-clockwise (anti)
Features	Will be called once the characteristics are achieved. For example, 2 Choctaws are performed, from forward to backwards, one clockwise and the other anti-clockwise; 3 body movements from different groups, etc. • Choctaw • Body movements • Cluster • Different feet
Confirmation	• Confirmed: the turn / feature meets the mandatory characteristics to be confirmed. • Not confirmed: the turn / feature characteristics / required number have not been reached.

REQUEST AND VISUALIZE REVIEWS

- The request for a review must be made to avoid overlapping. First, the AS can ask for a review and then, if not requested, the CTR can do it if he/she has doubts or if the AS calls review on a particular part of the element and the CTR wishes to review a different part.
- To request a review, it is necessary to wait until the skater finishes the item and it must be called before the next element is pre-called.

- The reason for the review and the affected part of the element should be called, if it is a combination element, the part the review is on must be said.
- When there is a doubt in the identification of an element, the review must be requested for the whole item "*for the calling*". For example: broken combo jump, broken combo spin, change the call of the last jump of a combo jump (1Lo instead of NJ).
- No other comments are allowed. The discussion about the reviews will be at the end and not during the program.

Examples:
- "*Review on salchow for landing*"
- "*Review on the take-off*"
- "*Review on the sit*"
- "*Review for the calling*"
- "*Review for checking body movements*".

Managing the reviews

The CTR manages the reviews. Therefore, once the program is finished, he must indicate to the Video Operator the number of the element, the affected area, the reason, and the speed to be used. The assistant will also be able to specify the review speed if it is required slower or faster.

Example: "*element number 3, review on the second jump of the combo (2T) for the take-off, normal speed, please.*"

Rules to visualize the reviews

- Only the part of the element where the review has been requested may be reviewed and therefore it can be changed. The call of any previous or subsequent elements cannot be modified, even if the visualization of the video reveals other incorrect calls.
- It is not allowed to identify an error not previously warned during the review. For example: 2S< with a review for landing, cannot end up being a jump <<< because of the take-off, unless it was announced during the program.

Speed for the reviews

- N*ormal speed*.
- S*low* (50% of the normal speed).
- *Very slow* (20% of the normal speed).

The speed to be used for the reviews, according to the type of element, will be:
- Frame by frame revisions cannot be performed.
- Jumps landing normal speed, slow and very slow.
- Jumps take off: *normal speed*.
- Spins rotations and position correctness: normal speed and slow.
- Footwork sequences: normal speed.
- Falls: normal speed.
- Full calling: normal speed.

DATA INPUT

The data input will be done in specific boxes assigned to each item group that will be pre-called by the AS: Solo Jump, Combo Jump, Solo Spin, Combo Spin and Footwork Sequence. Each group of boxes has an area assigned on the computer screen to which the DO will direct the mouse when the pre-call is made.

- During the program, the DO will enter the elements as these have been called. However, there is the possibility that a pre-call does not correspond to the element group that the skater performs. In this case, the TS or the CTR must correct such pre-call. Example: when a pre-call is 'Combo Jump' but the skater performs a 'Solo Jump', and there is no correction on the group of element, the CTR must alert the DO pointing on the screen in the correct box group or saying "*this is a solo jump*".
- The DO, with assistance from the CTR, should enter the footwork five (5) seconds prior to when they are deemed to begin according to the content sheet, so the judges can be informed of the element starting.
- When the DO loses the callings of some elements, the CTR may confirm at the end of the item the number of jumps or positions performed. Example: "*four Jumps*" or "*three positions"*. Then, the DO should enter the standard elements of each group that will be changed after the end of the program with the monitoring of the CTR. Example: four NJ in a Combo Jump or 3 Upright Spin in a Combo Spin.
- The features may be inserted during the performance, or at the end of the program under the supervision of the CTR and once all revisions have been made.

CHECKING AND CONFIRMATION

This is the last part of the TP scoring process before the program results are displayed. It consists of a detailed reading out loud of all the elements inserted by the DO. The CTR, the TS, and the AS will listen carefully.

Recommended way to read the elements to avoid possible data input errors:

a. Box number: "*one*"
b. Item Group: "*solo jump*"
c. Element called with bonuses or deductions: "*double toe under*" or "*camel confirmed 20%*", or "*footwork sequence level 2*".
d. Possible increments or cancellations of the box (*) which are indicated in the rightmost column: "*double flip 20%"* or "*double flip 'T'*" or "*double flip invalidated (*)"*.

It is necessary to check the automatic warnings made by the system and modify the * if needed. If this does not correspond to the rules or what the TP said, the DO must press the "stop" immediately to solve it. For this reason, it is recommended to ask the judges to wait five (5) seconds since the "elements authorized" signal appears on their screen until they press, "send marks".

Finally, the CTR gives the order to press "Confirm". The system applies the particularities of the rules and eliminates what is not confirmed.

SPECIFIC PROCEDURE FOR SHORT PROGRAM

- The Axel Jump will not be considered as a Solo Jump element (as it is indicated in the software) but as a Solo Jump-Axel (SJ-A) type element.
- The same jump can only be presented once except for one jump of the skater's choice, which can be presented twice, one of them in the Combination Jump. If a skater presents two different jumps twice, the CTR with the help of the DO and the AS will invalidate (*) the second of the repeated jumps.
    - Example: with all Jump elements: 2A, 2A+3T+3T*+2Lo, 3F.
- All items executed after the program maximum time is reached will be called by the TP but from the point the Referee blows their whistle, the elements called afterwards will be invalidated with symbol (*).
    - Example: combination spin with four positions, the last two positions were performed out of time limit: C + S + C* + S*.
- Only the first of each mandatory element attempted will be considered. If a skater repeats a mandatory element, it will be called by the Technical Panel, but starred out and given no value. It will be considered as an element in excess and will not count toward the number of elements per program. In this case the controller with the data operator will need to ensure that stars are applied and removed as necessary.
    - Example 1: The skater performs 2T, 2F* Break (New Element) 1Lo+NJ+2S, Solo Spin, Combo Spin, 2A. The 2F is starred out as a repeated attempt of the solo jump element. In the categories cadet, youth, junior and senior the 1Lo will also be starred out because it is a single rotation jump at the beginning of a combination).
    - Example 2: The skater performs 2A, 2F Break (New Element) 1Lo+NJ+2S, 2T*, Solo Spin, Combo Spin. The 2T is starred out as the repeated attempt of the solo jump element. In the categories cadet, youth, junior and senior the 1Lo will also be starred out because it is a single rotation jump at the beginning of a combination).
    - Example 3: The skater performs 2A, 2F+2T Break (New element) 1Th*+2S*, Solo Spin, 2T, Combo Spin. The 1Th and 2S are starred out as the repeated combo jump element.
    - Example 4: If a skater repeats the Solo Jump-Axel type element for any reason, The second solo axel will be starred out and given no value and will be considered an element in excess. For example if the skater performs: Combo Jump: 2A Break (New Element) 2T+NJ+3S, Solo Jump: 2A*. The first 2A will be consider the Axel type element and the second 2A will be starred out as an element in excess.

SPECIFIC PROCEDURE FOR LONG PROGRAM

- A Combination Spin invalidated because it has the same two consecutive positions as in the other Combination Spin, does not mean that its elements will be not counted in order to fulfill the regulation of mandatory elements.
    - Example: if a Combination Spin is invalidated due to repeat the same consecutively positions but is the only one Combination Spin with a Sit Spin confirmed in the program. That means, a Combination Spin with a Sit position has been performed, despite after the end of the program that element will be invalidated for another reason. So, the first Combination Spin, without Sit position, will still count; and there is no penalization for Sit Spin not executed in a Combo Spin.

TECHNICAL SPECIFICATIONS FOR JUMPS

UNDER-ROTATED JUMPS

A jump will be considered as Under-rotated if it is missing rotation of ¼ turn or less.

- Correction of the lack of rotation should be done quickly and keeping the closed position of legs and arms. It is appropriate, in the case of jumps that are entered on a curve, to observe the trajectory (the line at which the loading phase of the jump begins, not only the precise moment of ground takeoff).
- It is important to evaluate the Under-rotated jumps to their fair extent, that is, make sure that the missing rotation has been corrected before the jump is completed and is not a movement or instability of the skating foot executed after landing. Sometimes it is common to confuse an Under-rotated jump with a completed jump with a poor landing (toe stop, not precise edge, hesitation, etc.).
- It is not advisable for the TP to exaggerate with a pinpoint accuracy searching for lack of rotation of the jumps. If a TP with the naked eye is barely able to perceive the missing rotation (because is less than 1/5 of turn, 5 minutes) and there is no correction for that, it should be considered as a completed jump.

HALF-ROTATED JUMPS

A jump will be considered as Half-rotated if it is missing more than ¼ and up to ½ a turn of rotation.

- Correction of the lack of rotation should be done quickly and keeping the closed position of legs and arms. Jumps that are missing ½ a rotation, with the rotation stopped and open, and with slow correction, will be called downgraded.
- It is recommended as well to check in very slow motion review the landing of some half jumps which could be on two feet, especially if the foot cross is low. In the triple jumps, there are occasions where the free skate touches the floor first disguising a greater lack of rotation. In this case, the jump is usually downgraded.

DOWNGRADED JUMPS

A jump will be considered as Downgraded if it has missing more than ½ a turn of rotation and will therefore be devalued by the system to the jump of one rotation less.

- If a jump is over rotated a quarter turn, it is called as a jump with the higher rotation.
  - Example: 2T over rotated a quarter turn will be called as 3T downgraded by the TP.
- Jumps where the entry is cheated more than ½ turn will be considered "Downgraded". This cannot be reviewed in slow motion, only in normal speed.
- Jumps landed on two feet (not in a crossed position) will be considered 'Downgraded'.

SOLO JUMP + STEPPING OUT

To make the decision to call a Combination Jump instead of a Solo Jump if there is an overdrawn landing, that involves lifting the skates off the ground, the TP must see a clear voluntary intention to start the takeoff of the second jump.

If it is observed that the skater leaves the floor a second time because of a forced landing, it will be considered as a Solo Jump (with the consequent negative QOE of the judges for a stepping out).

JUMP VS NO JUMP

To call a Jump instead of a No Jump, it must be recognizable in its three dimensions: take off, flight, and landing. Any jump in which one of these phases is not recognized could be called No Jump. This rule is applicable to Solo Jumps and to jumps in a combination.

- Example: the skater slips on takeoff and barely rotates half turn, fully open and landing with the opposite foot or any other part of the body.

ONE-ROTATION JUMPS IN A COMBINATION JUMP

In categories Espoir to Senior, one-rotation jumps will only be called when they are placed on first or last position of the Combination Jump, the rest will be considered connecting Jumps and therefore will receive the NJ nomenclature.

- Example: 1Lo+NJ+NJ+1F and 2T+2T+NJ+1Lo.

In Tots and Mini categories all jumps in the combination will be called, regardless of their position.

- Example: 1Lo+1Lo+1Th+1F and 1A+1Lo+1Th+2S.

ENTRY OF A JUMP

The entry of a jump includes the moment when the jump load starts until the skate leaves the ground. The anticipation for the jump must not exceed more than ½ a rotation. Otherwise, it will be considered as a Downgraded jump.

This cannot be reviewed in slow motion and cannot be called during the review of an item while reviewing another part of the jump.

The Toe-loops entered directly forward as if it were a waltz jump on the toe stop will be called Downgraded.

The entry of Loop and Salchow are sometimes susceptible to having anticipation bigger than half turn.

The entry of the Lutz jump cannot be reviewed in slow motion.

BROKEN COMBINATION JUMPS

To consider a Combination Jump as interrupted a complete break in the usual landing rhythm of one jump and the take-off of the next jump must have happened, or, a free leg support on the floor (with weight transfer), after the a jump landing and the entry of the next, will be considered as an interruption. Therefore, any movement of the skating foot that does not involve an elevation in the air after the landing of the previous jump and occupies the same period as if it had made another jump will be considered as an interrupted combination.

- Example: 2A + double three+NJ+2S, will be considered as a Solo Jump + Combo Jump.

The TP should call this interrupted situation as follows: *"2A Solo Jump, New Element, 1Th+2S Combo Jump"*. It is necessary to note that the first jump is a Solo and the rest a Combination to ensure a correct input of the elements by the DO.

There are several cases where a Combination Jump could be saved despite having a defect in the concatenation of the jumps, this arises when there is no loss of the rhythm of the combination and the jump connection error is saved with an elevation of the skating foot for at least half rotation + the consequent correction of lack of rotation on the floor with a quick three turn.

- Example: use a 1T with the open entry immediately after a jump whose landing has been overturned. In this case that 1T will be called as No Jump.
- Example: to perform a 1Th with missing rotation as a measure of postural correction after an overdrawn jump. It must be monitored that the free foot does not touch the floor providing support during the transition of a Saving No Jump to the next; for example, if the free skate touches the floor, providing support during the execution of the correction three turn.

These "saving No Jump" of at least half turn will be presented immediately after the landing of the previous jump. Therefore, a jump of at least ½ rotation preceded by a three turn would not be considered to connect jumps in a combo, rather will be considered a 'saved' jump (see below).

- Example: 2A+quick three turn+ ½ Thoren or 1Th <<.

For borderline situations, the TP have the authority to decide in one direction or another, provided the same criteria is applied for the other skaters. However, if there is any doubt and the review does not help, the decision should always be in favor of the skater.

SAVED COMBINATION JUMPS

For the categories Espoir, Cadet, Youth, Junior, and Senior, if a skater uses a toeloop, a saving toeloop, or if the Technical Panel determines that the combination jump has been 'saved'—for example, but not limited to;

- a step-out followed by a three-turn
- a half Thoren and three-turn
- a fall-out with one or both hands on the floor

the technical panel will call 'saved' and the entire combination jump will receive only 50% of its base value.

The technical panel has the authority to make the final decision on borderline situations, provided the same criteria is applied for all skaters in the event. If there is any doubt and the review does not help, the decision should always be in favor of the skater.

REPEATED JUMP AND COMBINATION JUMP

- For two Combination Jumps to be considered the same, they must contain the same jumps performed in the same order. It will NOT be considered an illegal element and will NOT be penalized.
- When a Solo Jump or Combo Jump is repeated (executed exactly the same more than once), it will mean that all subsequent times they are presented will be starred out and they will have no value.
  - Example: if a skater presents two 3T (performed as two Solo Jumps without one of them being in combination), the second one will be starred out and receive no value.
  - Example: If a skater presents two times the same Combo Jump, the second one will be starred out and receive no value (this involves all the jumps of the second combination).

MANDATORY JUMP NOT EXECUTED

If a mandatory jump (i.e. axel in long program) is not attempted within the maximum number of jumps allowed in the program. The penalty for missing mandatory element will be applied and the last of the allowed solo jumps executed will receive no value. The Controller will need to ensure this is done manually by the Data Operator at the end of the program.

TECHNICAL SPECIFICATIONS FOR SPINS

POSITION IN A SPIN

The position in a Spin is defined by three parameters:

- Body posture (basic or with base value): Upright (U), Sit (S), Camel (C), Heel (H), Broken (Br) and Inverted (In).
- Edge and direction: inside (I) or outside (O); forward (F) or backward (B).
- Foot: left (L), right (R).

For two positions to be considered the 'same' these three above parameters must be the same, even if the first of them introduces some variation that could affect the base value.

Example: Camel Right Backward Outside (C RBO) and Camel Right Backward Outside with Forward variation on the basic position (CFw RBO), will be considered the same basic position.

BASIC POSITIONS AND POSITIONS WITH BASE VALUE

Spins can be classified into two adjacent groups with their respective definition:
- Basic positions: Upright, Sit, Camel.
- Positions with base value defined in the system: Heel, Broken, Inverted.

TP will consider a spin an attempt of a sit spin when the skating leg is bent at least 45°.

An attempt of heel that is not achieved and after the skater performs a camel, in benefit of the skater, the TP will call:
- Heel NC if the element is declared solo spin on the program element content sheets.
- Heel NC – Camel C / NC, if the element is declared on the program element content sheets as combination spin.
- If the TP does not have the program element content sheet, and the maximum number of combo spin has been executed, the first option will be considered; if not, the second option will be considered.

DIFFICULT POSITIONS FOR UPRIGHT

Upright Forward: the torso leaning forward. The head can be slightly raised and one of the arms can be stretched upwards to make fix the balance point. Neither the position of the head nor the position of the arm should affect the position of the torso. Key Points for confirmation:
- Torso leaning forward at least 135 ° until a maximum 45° is created with the skating leg.
- The angle formed between the two legs should not exceed 30°.
- At least one of the shoulders should be point downward and placed near to the floor.
- No contact is required between the torso and the free leg.

Upright Layback: the head and shoulders are leaning backwards, and the back arched. The free leg position is optional. The use of toe stop is allowed. Key Points for confirmation:
- Head, chin, and shoulders should face the ceiling.
- The back should form an arch with regards to the position of the free leg.
- The two shoulders must be kept practically in the same line (minimal deviation of one of them is allowed).
- The chest should have tended, as far as possible, to face upwards.

Upright Split: the free skate is higher than the head level while the rest of the body stays as close as possible to the vertical axis. The use of the toe stop is allowed

during rotations. The free leg could be on the side of the head or in front. Key points for confirmation:

- The free foot must exceed the height of the head and skating leg must be as straight as possible (less than 45° bending). The counting of the rotations does not start until these conditions have been reached.
- Free leg must be as close as possible to the body.
- Both legs must form an angle of more than 150°
- The torso and the skating leg must be kept as close as possible to the vertical axis.

Upright Heel: this is a position that fulfills all the characteristics of a basic Upright, but the rotation will be done on the two rear wheels of the skate. Key points for confirmation:

- Body held on the vertical axis.
- Good lift of the front wheels during the rotation on the heel. It must be perfectly visible.
- The position on the two rear wheels must be stable, without hesitation and winding.
- There is no description for the free leg as long as the rest of the body stays on the vertical axis.

Upright/Heel Biellmann: key points for confirmation:

- Torso, chest, and shoulders should tend towards the vertical axis.
- Free foot and arm/s should tend towards the vertical axis and not backwards. That attachment point should be located as close as possible to the vertical axis, higher than the crown of the head level and aligned with the skating leg.
- The distance between back and free leg hamstrings will be less than 90°.
- The hold and hands (one or two hands) should not be a long distance from behind the head (further away from the neck level).

Upright/Heel Torso Sideways: key points for confirmation:

- Torso and free leg tending to different planes. For example, free leg tending to the vertical axis (high space) and body tending to the horizontal axis (mid space).
- Torso may be leaning sideways or forwards.
- Free leg straight.
- There must be an angle of at least 45° between the free leg and the torso.

HEEL feature for upright. If the skaters perform two same spins in upright position (same edge and direction) and then performs a third upright spin using the HEEL feature we are not going to consider it as SAME spin of the first two. This is relevant also in the example of the SAME COMBO SPIN rules; If the skater performs the same foot edge and direction consecutively in two combinations but one of the same uprights is performed on the Heel it will not be considered SAME COMBO SPIN.

DIFFICULT POSITIONS FOR SIT

Sit forward: Free leg straight and forward with torso fully extended over that leg. Key points for confirmation:

- Free leg parallel to the ground. Make sure it does not go up to make it less flexible.
- Body fully extended and leaning over and parallel to the free leg as close as possible.
- Hip position does not exceed the level of the skating knee. In the event of a doubt of that requirement during the rotation, it must be monitored that the maximum height of the hamstring of the free leg is parallel to the floor.

Sit sideways: the free leg must be placed to one side, stretched and as close as possible to forming a kind of perpendicular line with the supporting leg. Key points for confirmation:

- Free leg stretched.
- No less than 45° of separation between free leg and supporting leg.
- The height of the hips cannot exceed the level of the skating knee level.
- Free foot should not drag on the ground during the rotations.

Sit behind: the free leg will be placed behind the supporting leg. There is no specific description for body and free leg, so the latter could be bent or stretched with or without contact of a hand or an arm. Key points for confirmation:

- Free leg crossed behind the skating leg.
- The height of the hips cannot exceed the level of the skating knee.
- Make sure there are no changes of edge during rotation.
- Free foot should not drag on the ground during rotation.

Sit twist: the shoulders are rotated until they are almost perpendicular to the skating surface with the torso twisted to the side. There is no specific description for the arms and free leg must be in a sideways direction (or crossed in front or placed directly to one side).
Key points for confirmation:

- The height of the hips cannot exceed the level of the skating knee.
- Shoulders rotated almost perpendicular to the skating surface.
- Torso twisted to the side.
- Free foot should not drag on the ground during the rotations.

DIFFICULT POSITIONS FOR CAMEL, HEEL AND BROKEN

For an attempt of camel position ‘sideways’ or ‘forward’, that does not achieve the technical description, the TP will call the position that they recognize as being attempted.

The following variations will be counted only once per program, even though the basic position used is different (chosen between Camel, Heel or Broken).

Camel/Heel/Broken forward: key points for confirmation:

- Torso leaning forward so that it is almost parallel to the floor (refer to belly button).
- Free leg held above the pelvic level.
- The holding point must be further back in respect to head.

Camel/Heel/Broken sideways: key points for confirmation:

- Shoulders are practically perpendicular to the floor.

- Free foot, arm, back and head should simulate a "ring", therefore the back must also be arched.
- Free foot and knee should not be below the height of the skating hip.
- In general, the position should show a feeling of perpendicularity in relation to the floor.

Camel/Heel layover: key points for confirmation:
- Shoulders must be perpendicular to the floor.
- Head and bust turned.
- Free hip opened at least to remain perpendicular to the floor.
- The free skate must be at the same level or higher than the free Hip, in order to facilitate the torsion.

DIFFICULT POSITIONS FOR INVERTED

Bryant: an inverted position where the free skate can be caught with one or two hands. The shoulders should be kept at the same distance to the floor and at the same height or lower than the hips. Key points for confirmation:
- Shoulders must be practically parallel to the floor (a slight deviation on the shoulder on the same side of the free leg is allowed given the rotation edge).
- Hips at the same height.
- Shoulders must be kept at the level of the hips or below, without significant oscillations.

OTHER DIFFICULT VARIATIONS IN SOLO AND COMBINATION SPINS

For any kind of variation to be confirmed, it must have reached the minimum number of rotations established in the rules with the correct position achieved.

Bonus for number of rotations in solo spin

Six (6) or more rotations in any position except for the Inverted where four (4) or more rotations will be enough. To grant this feature the rotations must be continuous and consecutive with the position keep correctly and without losing the established definition.

Example: a Heel Spin where the skater performs 4 confirmed rotations + 1 unconfirmed rotation (because the leg goes down below the skating hip level) + 3 confirmed rotations = Heel confirmed without the feature for the number of rotations.

Difficult entry bonus (in solo and combination spin)

The entry of a spin is defined as the preparation immediately preceding a position and may include the beginning phase of the spin, the centering. The bonus will be applied only on the position executed immediately after the entry, which must also be confirmed. If there was a change of foot between the difficult entry and the centering phase, the bonus will not apply. There are several types:

- Fly Camel: the feature can be granted only if there is a clear visible jump. The camel position must be reached in the air.

- Butterfly: the feature can be granted only if there is a clear visible jump and the both legs must be straight and parallel to the floor.
- Acrobatic position: the entrance must have a significant impact on the balance, control, and execution of the spin during the centering phase.
  - Example: an arm holds the free leg during the traveling and stays that way during the centering phase.
  - Example: performing an Illusion during the centering phase without changing foot. Head must arrive to the low space and leg to the high space.
  - Entry after a choreographic jump or acrobatic movement that involves an impact on the balance point during the centering phase.
- Unlisted: A difficult entry that is unlisted but clearly affects the balance of the skater and makes the entry into the spin more difficult.

Difficult change

A difficult change can be with or without a change of foot. To confirm this feature, the spin before and the spin after the difficult change must be confirmed. The bonus will cease to apply when a position executed after is not confirmed. There are several types:

- Illusion: performing an illusion between changes of position in a combination spin, without a change of foot. Head must arrive to the low space and leg to the high space.
- Jump: with or without change of foot. If there is a change of foot, there must be:
  A clear visible jump. In the air, the skater should get one of the following positions: Sit, Camel or Butterfly. The final position after the jump must be reached within one and a half rotations after the landing.
- Unlisted: A difficult change that is unlisted but clearly affects the balance of the skater and makes the change more difficult.

Sit between two camels

The percentage bonus applies to the Sit and the positions executed after. It shall be applied whenever there is a sit position between two Camels or two (2) consecutive sit positions between two Camels. A change of axis executed with a push voids the sit between camels feature.

- Example: C + S + S + C = bonus for Sit Between Camels.

If, on the contrary, any other position is entered in the middle of that formulation the bonus will not be applied.

- Example: C + S + U + C = No sit Between Camels.

The bonus for the feature will cease to apply when a position executed after is not confirmed. The controller will check this during the manual checking.

- Example: C + S (15%) + H (15%) + NC S (~~15%~~)

Both directions

The bonus will be applied to all positions executed after having used the two directions, one after the other, on sit and camel positions. The bonus will cease to apply when a position executed after is not confirmed. The controller will check this during the manual checking.

Example: C + Change Direction (CHD) + C (15%) + NC S + U (~~15%~~)

SPIN WHERE THE TOE STOP IS ALLOWED DURING THE ROTATIONS

During the execution of any difficult positions where the toe stop is allowed, the basic position can be confirmed even if the variation is not correct.

Example: "*Upright confirmed - Split position Not Confirmed*". In this case, even if the basic Upright is turned on the toe stop it will be confirmed since it has been clear that a variation has been attempted.

REPEATING THE SAME COMBINATION SPIN

For two Combination Spins to be considered the 'same' they must be:

1. The same two positions with base value
2. On the same edge and foot
3. Executed one after the other (consecutively)
4. On the same order at any part of the spin

Example 1: C (RBO) + S(RBO) + C (LFO) + S (LBI) = C (LFO) + C (RBO) with Forward Position + S (RBO) with Behind Position + S (LBI)

However, if one of the above factors were not met, the two Combination Spin would not be the same.

Example 2: C (LFO) + S (LBI) + C (RBO) + S (RBO) ≠ S (LBI) + C (LFO) + S (RBO) + C (RBO)
Example 3: C (LFO) + S (LBI) ≠ S (LBI) + C (LFO)
Example 4: C (LFO) + S (LBI) ≠ C (RBI) + S (RBI)

If this happens the second combo spin will be starred out and receive no value. It will NOT be considered an illegal element and will NOT be penalized.

UPRIGHT POSITION AT THE END OF A COMBINATION SPIN

When an Upright position is executed at the end of a Solo Spin and on the same foot as the previous position, it will not be called as an upright but considered the exit of the spin, unless it has a difficult variation, change of foot or clear artistic position (such as crossed foot). This will not apply for categories that can only execute upright and sit spins.

- Example: S (LBI) with two rotations in a normal vertical position after rising is not considered an extra position.

BROKEN COMBO SPIN

There are some situations that cause a break in the Combo Spin. All parts of the spin performed after the break will be starred out and given NO VALUE but will be kept in the same box.

- A fall: when a skater falls during a position of a Combo Spin and then he/she continues with another position. I.e: C + S + U + FALL (BREAK) + C*
- If there are two consecutive changes of foot in a combination spin. I.e: C (RBO) + Change of foot + Change of foot (without any position between the two changes of feet) + U Sw (RBO) = C +BREAK + U* Sp*
- Change of foot with clear change of axis. That means when the axis of rotation after the change of foot is completely offset from the original one. TP must pay attention that such offset change of foot implies a new centering phase for the next position as if it was a new spin. Otherwise, it will be considered as a Change of foot with traveling axis (flexible QOE – 2). i.e. H + S + C (change of foot with change of axis) BREAK + S*
- A clear pumping to gain speed. This means the skater has 'clearly' used pumping to gain speed between spins of a combination in order to complete the combination. i.e. H + S + BREAK (pumping) + U* (Sp)*

In all the cases the TP should call this interrupted situation with the word "BREAK".

For borderline situations, the TP have the authority to decide in one direction or another, provided the same criteria is applied for the other skaters. However, if there is any doubt and the review does not help, the decision should always be in favor of the skater.

The Controller must ensure that at the end of the program they check with the Data Operator that all spins and positions called after the "BREAK" are devalued with "*".

If only one position is left confirmed due to the break, then the whole combo must be "*" out. For Example: C* (BREAK) + S* + C*.

If the combo contains the mandatory sit and the sit position is invalidated as it is after the break, the whole combo must be given only 50% of the value. For Example: H + H (BREAK) + S* + U*

All difficult variations or positions executed after the "BREAK" will be considered attempted and used.

PUMPING

One pumping action and one balance check/3-turn/movement of the skating foot is allowed and will NOT be considered pumping.

Clear use of two or more pumping actions where the skater is gaining momentum between positions of a spin would be considered as a break in combination.

For borderline situations, the TP should always be in favor of the skater. i.e. there is two movements that could be considered pumping but without obvious momentum gain. The TP should be in favor of the skater and not call the break.

ENTRY INTO A SOLO SPIN

For Cadet – Senior: Entry into a solo spin should be without long preparation. The maximum allowed will be four (4) three turns. If a skater executes more preparation than is allowed the TP will call the spin but will star it out.

FEATURES ASSIGNMENT

To avoid confusion during the program, as a rule, the TS will call all variations and difficult positions performed and the CTR will notify if any of them has already been used with the oral transcription: "*Used*". That would be very useful for DO to correctly enter bonuses during the program.

However, at the end of the program and during checking, the CTR must ensure that the same feature has not been entered twice in the system.

The standard variation may be used once in each position per program (Upright, Sit, Camel, or Heel). There can be a maximum of 3 standard variations in a program.

In the case of Camel, Heel and Broken, the execution of the same difficult position in one of them will imply that it has already been used for the others during the same program.

- Example: "*Camel confirmed - Forward position confirmed and Heel confirmed - Forward position confirmed (but USED)*".

If a skater executes more than two rotations at the entrance or use more than two rotations to get into the difficult position, the technical panel will consider this situation as only one position.

- Example: C (RBO) 2.5 rotations in a static position + C (RBO) in a layover position with 3 rotations = Solo Spin: "*Camel Confirmed - Layover position confirmed".*
- Example: In a combo spin: HBD + CBD (RBO) 2 rotations in a static position + In (RBO) with 2 rotations will be called as two positions "Heel, confirmed - Inverted confirmed".

FORWARD AND BACKWARD DIRECTIONS

Protocol for calls of the Spins with the introduction of the Camel and Heel Forward and Backward:

- Camel Spin Forward: "*Camel Forward Confirmed (or not confirmed)".* In the case the camel is presented with the Forward position: "*Camel Forward Confirmed, Position Forward confirmed (or not confirmed)*".
- Heel Spin Forward: "*Heel Forward Confirmed (or not confirmed*)". In the case the heel is presented with the Forward position: "*Heel Forward Confirmed, Position Forward confirmed (or not confirmed)*".
- Camel Backward: *"Camel Backward Confirmed (or not confirmed)".*
- Heel Backward: *"Heel Backward Confirmed (or not confirmed)".*

TECHNICAL SPECIFICATIONS FOR FOOTWORK SEQUENCE

TECHNICAL PANEL PROTOCOL DURING THE FOOTWORK SEQUENCE

- TS: calls the start of the sequence with the formula "*start element"*. During the development of the element the TS count the number of turns performed and the foot/direction in which they have been executed. If one turn is confirmed, it will be counted on one hand or another (as appropriate) but if not confirmed it will not be marked. If a skater executes the same turn three times and all three are confirmed, only the first two will be considered. In addition, the TS will call the "cluster" as soon as it is seen with the oral code: "*cluster confirmed"*. At the end of the element the TS will call the level considering the contributions that CTR and the AS can make about the features they have to monitor during the item.
- CTR: activate the stopwatch at the same moment the TS calls the start of element. The CTR will check all the turns and the foot/direction in which have been executed and check the presence of all kind of features. When the stopwatch has exceeded the time allowed, the CTR will announce it with the oral code: "*Time*". At that point, the Footwork Sequence will stop being evaluated.
- AS: will call the start of the element if the TS has not. During the execution of the item, must confirm features 1 and 2 (Choctaw and body movements) as soon as it is executed with oral code: "Choctaws confirmed" and "body movements confirmed".

FOOTWORK FEATURES

Body movements: it is necessary to present three (3) confirmed body movements for the feature to be granted.

- The three body movements presented must come from different spatial groups (High, Medium & Low) as outlined in the Artistic Impression document.
- Body movements performed at the beginning or end of the sequence whilst the skaters are stationary are not to be considered.
- The body movements should be spaced throughout the sequence with at least one (1) step or turn in between. Body movements presented one after the other are to be counted as one movement, and in this case the spatial category of the movement can be determined as the one that favors the skaters for confirmation of the feature.

Choctaws: skaters must have confirmed (2) Choctaws.

- One Choctaw must be clockwise and the other anti-clockwise. Rotational direction is determined by the exit edge of the Choctaw.
- Only Choctaws from forward to backward and closed Choctaws from backward to forward will be considered.

Cluster: It is not necessary to present three consecutive turns.

- Example: if the skater performs a cluster with 4 turns and the third is not confirmed but the other three are confirmed then the cluster will be confirmed.

Different feet:

- There must be a balance, depending on the level of the element, in the number of turns made with the right foot or clockwise direction (only for loops and travelings) and the left foot or anti-clockwise direction (only for loops and travelings).
- Example: if a skater executes 4 turns with the right foot/clockwise direction and 3 turns with the left foot/anti-clockwise direction, the feature "different feet" will be considered for level 2, but not for level 4 as they would be needed 4 and 4.
- This feature will not be effective with a 2-2 formula because for level 1, feature type 1 or type 2 (body movements or Choctaws) is mandatory.

Note: Regardless of the number of cumulative errors noted above, the Technical Panel cannot reduce the element lower than level Base.

PENALIZATIONS

MISSING MANDATORY ELEMENT

For both short and long program, there is a list of mandatory elements groups. If a mandatory element is omitted or it has not been attempted, the skater will be penalized by the TP for “missing mandatory element”. Any attempt even though a fall, mistake or timeout may modify its original element group, will not be penalized since it has been at least declared on the content sheet and attempted.

Example: if the skater falls, during the short program, in the travelling of a Combination Spin or in the first jump of a Combination Jump, it will be considered an attempt of that kind of element, and the TP will not penalize for missing mandatory element. However, the Ref must apply the penalization for the fall).

In the long program, if there is no solo spin but two (2) combo spins, the second combo will be starred out and given no value and the penalization of missing element will be applied.

When a compulsory element has not been included in the program (omitted or not attempted), this will imply the penalty of -1.0 point and in addition the last element of the program, corresponding to the same group, will be starred out and receive No Value (as this is the last chance for the skater, within the maximum elements of each type, to include the compulsory element).

- For example: A skater performs 13 jumps out of a maximum of 12 and none of them is the compulsory axel jump. In this case, 13th jump will be starred out (*) because it is in excess and last solo jump will be starred out (*) as well because it should be the Axel-type jump.
- For example: A skater preformed a program with two combo spin instead of one Combo Spin and one Solo Spin. In this case, the last spin element will be starred out (*) because it must be the mandatory Solo Spin. In addition, the skater will be penalized by one point for Missing Mandatory Element.

ILLEGAL ELEMENT

An Illegal element is when a skater includes an element that is expressly prohibited in the program.

- Example: 2A in Espoir or Mini category; a second jump of 1 rotation within the Footwork Sequence; a Broken position in Espoir category.

Extra items (but allowed in a category) will NOT be considered illegals.

- Example: 13 jumps instead of 12. In this case, the program will automatically put a * on the last one. However, the CTR and Ref must check this during the manual check. No penalization will be applied in this case.

MANDATORY POSITION

Mandatory position in a spin element:

- In both, the long and short program, where a mandatory position is required, and it has been omitted, the skater will be penalized by one (1.0) point.
  Note: If a fall or other error prevents the completion of a combination, the mandatory sit will be assumed attempted (even if not seen due to the error) and there will be no penalization for missing mandatory element, however if no sit is presented elsewhere in the program, the combination will be starred out and receive NO VALUE as the mandatory position has not be achieved.
- Where a position is mandatory and the skater does not achieve this position, the combo will get only 50% of its value.
- In the long program: if the mandatory sit is attempted in both combinations but never confirmed, then the combination with the lesser value will get only 50% of its value.
- In the long program: if the mandatory sit is attempted only once and is not confirmed then the whole combination will get only 50% of its value.

FALLS QUICK REFERENCE CHART

Falls	Tots and Minis	Espoir to Senior
1	1.0	1.0
2	2.0	2.0
3	3.3	3.5
4	4.9	5.5
5	6.8	8.0
6	9.0	11.0

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