



2025-26 Domestic Single Skating Calling Clarifications for Juvenile & Intermediate

The information in this document supersedes the 2024-25 Domestic Single Skating Calling Clarifications for Juvenile & Intermediate. Rules and procedures not clarified in this document defer to ISU Communications #2701 and #2707.

Fall Deduction	Juvenile & Intermediate: The deduction for every fall is 0.5
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Leveled Step Sequence	<p>Juvenile Free Skate: Step sequence can earn a maximum of a Level 1, and the only feature that will be evaluated for a level is:</p> <ul style="list-style-type: none"> • Feature #1: minimum variety (5 difficult turns and steps) <p>Intermediate Short Program and Free Skate: Step sequence can earn a maximum of a Level 2, and the only features that will be evaluated for a level are:</p> <ul style="list-style-type: none"> • Feature #1: minimum variety (5 difficult turns and steps) or simple variety (7 difficult turns and steps), none of these can be counted more than twice. Simple variety is compulsory for Level 2. • Feature #2: rotations in either direction (right and left) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction.
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If the skater executes:	STEP SEQUENCE CALL:
Pattern too short; does not fully utilize the ice surface	No Value
Minimum Variety not achieved	Level Base
Juvenile: Minimum Variety Intermediate: Minimum Variety only or Minimum Variety and Rotations or Simple Variety only	Level 1
Simple Variety and Rotations (Intermediate Only)	Level 2

Jumps	<p>Short Program and Free Skate – Jumps, including rotational and edge errors, will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (SOV).</p> <p>Free Skate -- If, according to the jump repeat rules for specific levels, when two executions of a jump are allowed and one of those must be in combination or sequence, if both are executed as solo jumps, the second one performed will be marked with the sign "+REP."</p>
Jump Clarifications And Bonuses	<p>To be eligible for bonus points, jumps must be fully rotated, landed on the quarter (q) or under-rotated (<), and must be compliant with short program or free skating program requirements and repeat rules. Jumps with an edge attention (!) are eligible for a bonus. Unless otherwise specified, jumps can be performed as a solo jump, or in combination or sequence. Jumps that are downgraded (<<) or have a wrong edge assigned (e) are not eligible for any bonus points.</p> <p>Juvenile:</p> <ul style="list-style-type: none"> • Jump combinations and sequences are limited to two jumps, except skaters may perform one three-jump combination or sequence with a maximum of two double jumps. • However, if a double Axel or triple jump is part of three-jump combination or three-jump sequence, then two other double jumps may be included. <ul style="list-style-type: none"> ◦ If three double jumps are included, and double Axel is downgraded or not included, the third double jump will receive no value. 2A<< + 2T + 2Lo*, 2A<< + 2Lo + 1T, 2F + 2T + 2A<<* + SEQ ◦ If a triple and two double jumps are included, and triple jump is downgraded, the second double jump will receive no value. 3T<< + 2T + 2Lo* <p>Bonuses</p> <ul style="list-style-type: none"> • 1.0 bonus for each double Axel • 1.0 bonus for one triple jump (free skate only) <p>Intermediate:</p> <p>Short Program:</p> <ul style="list-style-type: none"> • Jumps that do not satisfy the requirements (wrong number of revolutions) will have no value. <p>Bonuses - Short Program and Free Skate:</p> <ul style="list-style-type: none"> • 1.0 bonus for each triple jump (maximum 2, triples must be different) • 1.0 bonus for one combination or sequence with a double jump immediately followed by a triple jump <ul style="list-style-type: none"> ◦ Examples include but are not limited to 2A+3T or 2A+3T+1A+SEQ or 2Lz+2A+3T+SEQ ◦ If element has one full revolution between the double jump and the triple jump that immediately follows with no weight transfer, it is still eligible for a Combo Bonus • 1.0 bonus for one combination with a double Axel or triple jump followed by a single jump followed by a triple jump.



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Spins	Except as noted below, all spins in Juvenile and Intermediate will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (SOV), and ISU spin criteria and any associated "V" will be applied.
	<p>Juvenile:</p> <ul style="list-style-type: none"> U.S. Figure Skating will continue to award eight revolutions (ISU Communication #2701 spin feature #10) once per spin, if executed in a different basic position and/or in a different difficult variation. <p>Intermediate:</p> <p>Short Program:</p> <ul style="list-style-type: none"> A camel spin with a change of foot (CCSp) is required for both men and women. A camel position must be achieved on both feet for a minimum of two revolutions. (ISU Short program rules apply.) <p>Short Program and Free Skate:</p> <ul style="list-style-type: none"> U.S. Figure Skating will continue to award eight revolutions (ISU Communication #2701, spin feature #10) once per spin, if executed in a different basic position and/or in a different difficult variation. <p>Free Skate</p> <ul style="list-style-type: none"> One spin (athlete's choice) MUST begin with a flying entry.

Spin Quick Reference Chart – Juvenile and Intermediate					
# of basic positions achieved →	0	1	2	3	No basic on one foot
One position spin, no change of foot	No Value	(B-4)	N/A	N/A	N/A
One position spin with change of foot	No Value	(B-4)	N/A	N/A	Int SP - No Value Int FS - (B-4)V
CoSp	No Value	No Value	CoSp(B-4)V	CoSp(B-4)	N/A
CCoSp	No Value	No Value	CCoSp(B-4)V	CCoSp(B-4)	CCoSp(B-4)

If an execution error in one of the spins results in a call that causes the other spin to be asterisked (resulting in no value because it's not according to requirements), the procedure is as follows:

Juvenile Free Skate & Intermediate Short Program:

If prior to review the two spins are listed as:

- CSp (no level) – due to an error on an intended CoSp or CCoSp
- SSp3* – not according to requirements

The code should be changed to:

- CoSp or CCoSp (no level) – the required spin
- SSp3 – no asterisk

Intermediate Free Skate:

If prior to review the two spins are listed as:

- Sp (no level) – due to an error on the entrance (e.g. fall from entrance edge) **where a fly was clearly intended** (as determined by the technical panel) but never executed
- CCoSp3* – not according to requirements

The code should be changed to:

- FSp (no level) – the required spin
- CCoSp3 – no asterisk

This procedure ensures that the skater is not penalized twice for 1) repeating the spin in one position, or 2) not executing a spin with a flying entry (Intermediate SP). However, if it is determined by the technical panel that the skater is clearly attempting a spin which is not according to specific level requirements (e.g. a spin in one position with a change of foot in juvenile; or no flying entry attempt in either spin in intermediate short program) the technical specialist calls the spin that is actually performed and not the elements that are required. Any incorrect elements will receive an asterisk* that will result in **No Value**.

Refer to the following documents for additional information:

- 2025-26 Singles Short Program Elements for Juvenile – Senior
- 2025-26 Singles Free Skate Program Elements for No Test – Senior
- ISU Communication #2701 – Single and Pair Skating
- ISU Communication #2707 – Single and Pair Skating Scale of Values
- ISU Technical Panel Handbook – Singles (updated July 2025)
- U.S. Figure Skating Rulebook (updated July 2025)

This document and official source documents can be found in the Skating Rules & Resources section of the U.S. Figure Skating website under *About* and then *Skating Rules & Resources*.



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Protocol Feedback - Singles Steps and Spins

Protocol Feedback will not be implemented at the 2025 Excel Series Final.

Specific directions for technical panel procedures are posted on the Technical Panel Information page in the Members Only section at www.usfigureskating.org.

Protocols for events indicated will offer specific feedback as follows:

Step Sequence in Juvenile Singles:

The step will be leveled, maximum Level 1 (minimum variety)

Step Sequence in Intermediate Singles:

The step will be leveled, maximum Level 2 (simple variety) and Y (yes) or N (no) for **rotations** will appear in the column before the base values.

Notes for Step Sequences:

- For the above levels, the final level assigned is also based on turns achieved.
- The number of turns achieved will not be shown.
- The final level is a field of play call and not subject to protest.

Combination spins in Juvenile and above:

Where a "V" is assigned due to a missing position:

nC Indicates missing camel position

nS Indicates missing sit position

nU Indicates missing upright position

- This applies to CCoSp, FCCoSp, FCoSp, CoSp **if** the error relates to a missing position.
- The final level is a field of play call and not subject to protest.

Please direct questions to your event's technical panel captain or to Phillip DiGuglielmo, Chair, Singles Development and Technical Committee, at sk8rphil@gmail.com. Thank you for your support!