

General event parameters:

1. Levels 1-4 will be skated on half ice; Levels 5-8 will be skated on full ice.
2. Elements can be skated in any order. They will be evaluated in a program format similar to a short program and may be performed only once. The skater may include connecting steps between the required elements.
3. Music is not allowed.
4. If using IJS, please see page 3 and 4 for spin, jump, pChSq and step sequence calling clarifications.
5. Applicable deductions:
 - a. Time Violations
 1. IJS – for up to every 5 seconds in excess = -0.25
 2. 6.0 – for up to every 10 seconds in excess = -0.1
 - b. Fall Deductions in and out of elements:
 1. IJS – for each fall = -0.25 for all levels
 2. 6.0 – for each fall = -0.1 for all levels

Fall definition: A fall is defined as a loss of control by a Skater with the result that the majority of his/her own body weight is on the ice supported by any other part of the body other than the blades e.g. hand(s), knee(s), back, buttock(s) or any part of the arm.

When possible, the elements called will be what is really performed and not the elements required. Element with *(asterisk) or not according to requirements the final GOE must be -5. Example: A jump sequence is performed instead of a required jump combination the call will be Listed jump +Seq + Axel type jump*

Any element started after the maximum time allowed must not be identified by the Technical Panel and will have no value. The referee will indicate to the TC and judges if any element(s) that were performed AFTER the max time.

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO/ STEP SEQUENCE
Level 1 1:15 max	<ul style="list-style-type: none"> • Half Flip or • Half Lutz 	<ul style="list-style-type: none"> • Waltz Jump + Waltz Jump + SEQ (A direct step into the 2nd waltz jump from the landing of the 1st waltz jump) 	<ul style="list-style-type: none"> • Forward One-Foot Upright Spin (USp) <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ No back entry ○ Min. 3 revs. <p style="text-align: center;">Max Level 2</p> <p>Layback/sideways leaning and Biellmann spins not permitted</p>	<ul style="list-style-type: none"> • <u>Partial Choreographic Sequence (pChSq)¹</u> <p>Must include a spiral on each foot (skated forward or backward) with fully extended free leg. Other skating movements may be performed.</p>
Level 2 1:15 max	<ul style="list-style-type: none"> • Single Salchow or • Single Toe Loop 	<ul style="list-style-type: none"> • Waltz Jump + Single Toe Loop (Only above jump combination allowed) 	<ul style="list-style-type: none"> • Forward Sit Spin (SSp) <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ No back entry ○ Min. 3 revs. <p style="text-align: center;">Max Level 2</p>	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq)¹ <p>Must include one spiral with variation¹ and one of the following:</p> <ul style="list-style-type: none"> ○ Split Jump ○ Stag Jump ○ Falling Leaf

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO/ STEP SEQUENCE
Level 3 1:15 max	<ul style="list-style-type: none"> • Single Loop 	Choice of one of the following jump combination options: <ul style="list-style-type: none"> • Single Flip + Single Toe Loop • Single Lutz + Single Toe Loop • Single Flip + Single Loop • Single Lutz + Single Loop 	<ul style="list-style-type: none"> • Forward Camel Spin (CSp) <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ No back entry ○ Min. 3 revs. <p>Max Level 2</p>	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq)¹ <ul style="list-style-type: none"> ○ At least 2 different skating movements and clearly visible
Level 4 1:15 max	<ul style="list-style-type: none"> • Double Salchow or • Double Toe Loop 	Choice of one of the following jump combination options: <ul style="list-style-type: none"> • Single Axel + Single Toe Loop • Single Axel + Single Loop <p>(No sequence allowed)</p>	<ul style="list-style-type: none"> • Combination Spin (CoSp) <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ Min. 6 revs. <p>Max Level 2</p>	<ul style="list-style-type: none"> • Partial Choreographic Sequence (pChSq)¹ <ul style="list-style-type: none"> ○ At least 2 different skating movements and clearly visible
Level 5 1:30 max	<ul style="list-style-type: none"> • Double Loop 	Choice of one of the following jump combination options: <ul style="list-style-type: none"> • Double Flip + Double Toe Loop • Double Lutz + Double Toe Loop • Double Flip + Double Loop • Double Lutz + Double Loop 	<ul style="list-style-type: none"> • Combination Spin with Change of Foot (CCoSp) <ul style="list-style-type: none"> ○ No flying entry ○ Min. 5 revs each foot <p>Max Level 4</p>	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Max Level 1 ○ Minimum Variety² (5 difficult turns)
Level 6 1:30 max	<ul style="list-style-type: none"> • Double Axel 	Three-Jump Combination <ul style="list-style-type: none"> • All three jumps must be double jumps • No double Axel 	<ul style="list-style-type: none"> • Flying Combination Spin with Change of Foot (FCCoSp) <ul style="list-style-type: none"> ○ Min. 5 revs. each foot <p>Max Level 4</p>	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Max Level 2 ○ Simple Variety³ (7 difficulty turns) plus any other step feature
Level 7 1:40 max	<ul style="list-style-type: none"> • Triple Salchow or • Triple Toe Loop 	Three-Jump Combination OR Sequence <ul style="list-style-type: none"> • All three jumps must be double or triple jumps • May contain double Axel • May not repeat performed solo jump. 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ With or without flying entry ○ With (Min. 5 revs. each) or without (Min. 8 revs.) change of foot (CoSp, CCoSp, FCoSp or FCCoSp) <p>Max Level 4</p>	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Max Level 4
Level 8 1:40 max	<ul style="list-style-type: none"> • Triple Loop 	Choice of one of the following options: <ul style="list-style-type: none"> • Triple Flip + Double or Triple Toe Loop • Triple Lutz + Double or Triple Toe Loop • Triple Flip + Double or Triple Loop • Triple Lutz + Double or Triple Loop 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ With or without flying entry ○ With (Min. 6 revs. each) or without (Min. 8 revs.) change of foot (CoSp, CCoSp, FCoSp or FCCoSp) <p>Max Level 4</p>	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Max Level 4

Spin Calling Clarifications

For competition events Levels 1-3:

Spin in one position: If a basic position is not achieved for two continuous revolutions, but there is a recognizable position attempted (CSp, SSp, USp) the spin will receive a Level Base. A spin with less than 3 revolutions is considered a skating movement and will receive No Value.

- **Required First Level Feature:** Five continuous revolutions (no change in position, edge, variation; no loss of basic position) in camel, sit, upright, (layback/sideways leaning and Biellmann spins are not permitted in Level 1); compulsory for higher than Level Base. (Note: Unlike ISU criteria, this feature does not require the basic sit position to be in a difficult variation.)
- **Second Level Feature:** May be any other feature **except** difficult change of foot by a jump or flying entry.

For competition event Level 4:

Combination Spin (CoSp): If there are not two different basic positions achieved for two continuous revolutions, the spin will receive **No Value**. Only two different basic positions achieved will receive a Base "V".

- **Required Level Feature:** All three basic positions performed anywhere within the combination spin, with each position held for at least two continuous revolutions; compulsory for Level 1.
- **Second Level Feature:** May be any other feature **except** difficult change of foot by a jump or flying entry.

For competition event Levels 5 - 8:

Spins will be assessed per ISU Communication #2701 (Levels of Difficulty) spin criteria and ISU Communication #2707 (Scale of Values).

Spins not fulfilling the spin category requirement will be given no value (asterisked) and will occupy the spin "box".

Jumping Pass Clarifications

A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump. One full revolution on the ice between the jumps (free foot can touch the ice, but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value.

In a jump combination the landing foot of a jump is the take-off foot of the next jump. One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element in the frame of the definition of a jump combination. An Euler, when used in combinations between two listed jumps, becomes a listed jump (1Eu) with the value indicated in the SOV. Single Euler (1Eu) missing half a revolution or more will be considered as downgraded.

pChSq and Step Sequence Clarifications

¹Partial Choreographic sequences will be called following TN 306 dated May 6, 2024 (link below).

[TN 306 Partial Choreographic Sequence and Choreographic Sequence](#)

Please note #2 on this document which states “Listed jumps and spins of three revolutions or more are not allowed in the pChSq. The pChSq ends the moment a listed jump or spin of three revolutions or more is executed. These elements will be called and will occupy a box.”

For competition event Level 2 – a “variation” of a spiral requires the free leg, foot or blade to be supported by the hand (s).

²Level 5 Step Sequence category – Max level 1 (minimum variety): Five difficult turns performed, and no two turns counted more than twice.

³Level 6 Step Sequence category – Max level 2 (simple variety mandatory): Seven difficult turns performed, and no two turns counted more than twice. Second level feature is the **OPTION** of the athlete which can be selected from Rotation, Body or Difficult combination of difficult turns. These features can be found in ISU Communication #2701.