

General event parameters:

1. Level 1 - 4 events should be skated on half ice. Level 5 - 9 events should be skated on full ice.
2. Only the listed elements will be judged, and jumping passes may be skated in any order.
3. No bonuses will be awarded in jump challenge events using IJS.
4. Each jumping pass may be attempted twice. Please see pages 2 and 3 for jumping pass clarifications.
 - a. The second attempt will be the one judged and must immediately follow the first attempt.
 - b. The original jump type¹, jump combo or jump sequence must be performed as a repeat attempt. If a different jump type, jump combo or jump sequence is performed, it will receive an asterisk and receive no value. See jumping pass clarification¹ below on page 2.
5. Elements not according to requirements will receive no value.
6. 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 - All falls will be called and counted whether **or not** the jump is repeated immediately afterward. Falls that occur on connecting moves will not be counted.
 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. For jumping passes with *(asterisk) or not according to requirements, the final GOE must be -5.

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 technical controller and judges of any element(s) that were performed AFTER the max time.

LEVEL	JUMPING PASS #1	JUMPING PASS #2	JUMPING PASS #3
Level 1 1:15 max.	Half-Flip	Half-Lutz	Two-Jump Sequence ² : Waltz Jump + Waltz Jump
Level 2 1:15 max.	Single Loop	Single Salchow	Two-Jump Combination ³ : Waltz Jump + Single Toe Loop (No Sequence)
Level 3 1:15 max.	Single Flip	Single Lutz	Two-Jump Combination ³ : Any two single jumps May include one single Axel (No Sequence Allowed)
Level 4 1:15 max.	Single Axel	Double Salchow or Double Toe Loop	Three-Jump Combination ³ : Any three single jumps ⁴ May include one single Axel (No Sequence Allowed)

LEVEL	JUMPING PASS #1	JUMPING PASS #2	JUMPING PASS #3
Level 5 1:30 max.	Double Loop	Double Flip or Double Lutz	Two-Jump Combination ³ Choose from: Single + Double* Double* + Single Double* + Double* *Double Axel not permitted (No Sequence Allowed)
Level 6 1:30 max.	Double Axel	Two-Jump Combination ³ Any two double jumps May include one double Axel (No Sequence Allowed)	Three-Jump Combination OR Sequence Any three double jumps May include one double Axel
Level 7 1:30 max.	Triple Salchow	Triple Toe Loop	Three-Jump Combination OR Sequence All three doubles, or one triple and two doubles in any order
Level 8 2:00 max.	Triple Loop	Triple Flip or Triple Lutz	Three-Jump Combination OR Sequence One triple and two doubles in any order, or two triples and one double in any order
Level 9 2:00 max.	Triple Axel	Any Triple or Quadruple Jump	Three-Jump Combination OR Sequence Any combination of triples

Jumping Pass Clarifications

Whenever possible the technical panel should call the elements actually performed and not the elements that are required. Any wrong elements will receive an *(asterisk) that will result in “No Value”.

Examples:

- A jump combination is required, and a jump sequence is performed; the call will be **Listed + Seq + Axel type jump***.
- A three-jump combination or sequence is required and only two jumps are performed. The call will be first listed jump + second listed jump + combo, and the judges will apply the appropriate -5 GOE.

¹If an athlete performs a jump that is short of required rotation, and they choose to immediately repeat their attempt, they must perform the same jump type, i.e. a 2S<< is first performed and immediately the jump is repeated, it must be another Salchow type jump. (If the 2S<< is repeated as a 2T, this will result in 2T* (no value given to the 2T).

²A 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.

³In 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.

⁴A single Euler (1Eu) may be used in Level 4 for jumping pass #3 between two listed single jumps.

Determination of rotation:

- Landed on the quarter - A jump will be considered as “quarter” if it is missing rotation of a $\frac{1}{4}$. This jump will be indicated by the technical panel to the judges and in the protocols with a “q” symbol after the element code.
- Under-rotated jumps – A jump will be considered as “under-rotated” if it has missing rotation of more than a $\frac{1}{4}$ but less than $\frac{1}{2}$ revolution. An under-rotated jump will be indicated by the technical panel to the judges and in the protocols with a “<” symbol after the element code. Jumps identified as under-rotated will receive reduced base values, which are listed in the designated row of the SOV.
- Downgraded jumps – A jump will be considered as “downgraded” if it has missing rotation of $\frac{1}{2}$ revolutions or more. A downgraded jump will be indicated by the technical panel to the judges and in the protocols with a “<<” symbol after the element code. A jump identified as downgraded will be evaluated using the scale of values (SOV chart) for the element of one rotation less (i.e. a downgraded triple will be evaluated with the scale of values for the corresponding double).
- Over-rotated jumps – If a jump is over-rotated more than a quarter revolution, it is called as a jump with the higher revolution. For example, 2T with more than a quarter revolution will be called as 3T downgraded (<<) by the technical panel.
- Cheated take-off – A clear forward (backward for Axel type jump) take-off will be considered as a downgraded jump. The toe loop is the most commonly cheated on take-off jump. The technical panel may only watch the replay in regular speed to determine the cheat and downgrade on the take-off (more often in combinations or sequences).