

General event parameters:

1. All events may be skated on half or full ice, depending on the competition announcement.
2. Spins may be skated in any order. Spins may not be repeated. Only the listed elements will be judged – connecting steps may be performed but will not be considered.
3. Layback/sideways leaning and Biellmann spins are not permitted in Level 1 or Level 2.
4. If using IJS, please see page 2 for spin 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 will **only** be taken in elements performed:
 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 a spin element 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	SPIN 1	SPIN 2	SPIN 3
Level 1 1:30 max. Max Level 2	Forward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp*) (*will be removed by scoring official)	Backward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp*) (*will be removed by scoring official)	Forward Upright Spin to Backward Upright Spin Min. 3 revs each foot NO Flying entry (CUSp)
Level 2 1:30 max. Max Level 2	Upright Spin Forward or Backward Min. 3 revs NO flying entry or change of foot (USp)	Forward Sit Spin Min. 3 revs NO flying entry or change of foot (SSp)	Forward Camel Spin Min. 3 revs NO flying entry or change of foot (CSp)
Level 3 1:30 max. Max Level 2	Combination Spin Without Change of Foot Forward or Backward Min. 6 revs NO flying entry (CoSp)	Sit Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (SSp)	Camel Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (CSp)
Level 4 1:30 max. Max Level 4	Combination Spin With Change of Foot Min. 6 revs. each foot NO flying entry (CCoSp)	Flying Spin ¹ Camel, Sit, Upright or Layback Min. 5 revs (FCSp, FSSp, FUSp, FLSp)	Spin in One Position Camel, Sit, Upright, or Layback Must be a different position than Flying spin (#2) Min. 5 revs NO flying entry or change of foot

LEVEL	SPIN 1	SPIN 2	SPIN 3
Level 5 1:30 max. Max Level 4	Combination Spin Without a Change of Foot Min. 8 revs. NO flying entry (CoSp)	Combination Spin With a Change of Foot Min. 6 revs. each foot NO flying entry (CCoSp)	Combination Spin With a Flying Entry With (Min. 6 revs each foot) or without (Min. 8 revs.) change of foot (FCoSp or FCCoSp)
Level 6 1:40 max. Max Level 4	Flying Spin ¹ Camel, Sit, Upright or Layback Min. 8 revs (FCSp, FSSp, FUSp, FLSp)	Spin in One Position (No Fly) With (Min. 6 revs each foot) or without (Min. 8 revs.) a change of foot Camel, Sit, Upright or Layback Must be different position than Flying spin (#1)	Combination Spin With (Min 6 revs. each foot) or without (Min. 8 revs.) change of foot Flying entry optional (CoSp, FCoSp, CCoSp, FCCoSp)

Spin Calling Clarifications

Unlike typical program calling specifications, spin features **MAY be repeated but NOT within the same spin**. Except as noted below, each spin will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (SOV), and ISU spin criteria and any associated **free skate “V”** will be applied. Spins not fulfilling a spin category requirement will be given no value *(asterisk) and will occupy one of the three spin “boxes”.

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, CUSp), the spin will receive a Level Base. A spin with less than three 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 Levels 1 and 2); 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** flying entry

For competition event Level 3:

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 (sit, upright and camel) 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 events Levels 4-6:

Each spin will be assessed per ISU Communication #2701 (Levels of Difficulty) and #2707 (SOV) and ISU spin criteria, and any associated Free skate “V” will be applied.

¹Flying Spin is a spin with a flying entry and does not change feet OR position. Concluding **basic** upright on the same foot is allowed.