2014/2015 IJS Rule Verification Protocol with Guidelines for Novice through Juvenile Singles, Pairs and Ice Dance

September 4, 2014

Overview

The Technical Panel is responsible for the accuracy of the identification and coded entry of all skated elements and certain deductions. In USFS events, the Technical Controller (TC), assisted by the Data Operator (and Auditor at Nationals), is also in charge of deductions for violations of the rules governing the skated programs.

Rule Verification Generally: ISUCalcFS (known as "IceCalc"), the calculation software program for IJS events, developed by the ISU and used by USFS, has rule verification capability. For the most part, trust that any asterisks that appear on your screen for the Senior and Junior events are correct. An asterisk should not be deleted or inserted during a Senior or Junior event unless the reason is crystal-clear. This decision is made by the TC, assisted by the Data Operator and/or Auditor (at the US National Championships). However, it is important to double-check any asterisks that come up on the screen by vetting the well-balanced program rules manually. Any asterisks to be removed or added are done by requesting the Technical Accountant to take such action. Tables for assistance in rule vetting for Novice, Intermediate, Juvenile and Open Juvenile events are included at the end of this document. These tables are not official rules, but you can use them as a guide. Always have your Rulebooks (USFS and ISU), Technical Notifications, clarifications and other primary source materials with you at rinkside.

Data Coding, Verification and Authorization Process Overview

Reading the Screen:
- An element with an asterisk (*) immediately to its right indicates that the element violates the well-balanced program rules governing the skated program. An asterisked element receives no points, so all asterisks must be correct.
- A "red flag" to the left of an entered element is an automatic alert that the element has been entered as a "No Level" or "No Value" element. These situations will occur on elements entered without levels or on jumps/throws entered without revolutions (examples—CSp, Lz, ATh, RoLi). These elements receive no points. An asterisk is not needed unless they also violate well-balanced program requirements.
- An element that you have marked for review will have an "orange flag" to the right of it as a reminder that a review has been requested for that element.
- A jump element marked with a lower case "e" or "!" to the right of the element box indicates the element has been called with a "wrong edge" or "unclear edge" takeoff (flip and Lutz only).
- A jump element marked with the symbol "<" indicates a called jump or throw jump has been considered under-rotated.
- A jump element marked with the symbol "<<" indicates a called jump or throw jump has been downgraded.
- A spin element marked with V1 or V2 indicates that an error or errors occurred in the execution which results in a decreased value of the element.

Data Accuracy and Authorization of Elements: The correct element coding is automatic in a computerized environment if data are entered properly. Data Operator must use "sensory workflow" to double-check his or her input accuracy: (1) *hear* the called element, (2) *touch* the element entry buttons corresponding to what you heard, (3) *see* the entry on the screen, (4) match entry you *see* with the call you *heard*.

There are several procedural cross-checks to make sure everything is accurately entered:
- TC checks the screen for Data Operator's accuracy of input after each call.
- TC checks accuracy of edits during the review process.
- Data Operator "verifies" each edited element for rule checking.
- TC, assisted by Data Operator, manually verifies the rules governing the skated program to confirm all violations are properly noted on the screen.
- Data Operator alerts TC to any red flags and asterisks appearing on the screen; TC, assisted by Data Operator, confirms accuracy.
- TC, assisted by Data Operator, asks Technical Accountant to add or remove any asterisk required to enforce the rules.
- Data Operator reads back the list of elements as TC and Assistant Technical Specialist (ATS) double-check accuracy against their notes and Video Operator checks accuracy against the element codes on his/her screen.
- TC, assisted by Data Operator, checks that any called deductions (primarily falls) are entered accurately.
- TC authorizes the elements.

<u>**Rule Verification Coding Specifics**</u>

When a rule violation occurs, it must be coded correctly with an asterisk (*). If using paper entry, the asterisk is written to the right of the element (e.g. 2A*). For electronic entries, when instructed by the TC or the Data Operator, the Technical Accountant will insert the asterisk if a violation has occurred and no asterisk has appeared automatically. Protocol sheets should be reviewed to ensure that an asterisk that has been added or removed is reflected correctly.

Common Rule Issues:

1.   Element Maximums Exceeded: The IJS well-balanced program rules contain a maximum number for each element type permitted in the program.
- Elements exceeding the maximum number for a particular type should have an asterisk (*) denoting the rule violation. (<u>Examples</u>: maximum number of jumps, spins, step sequences, lifts, throw jumps, etc.) Exceeding the maximum allowed of a particular type of element violates the well-balanced program rules.
- <u>Example</u>: *Rule: Novice Men Free Skate program may contain a maximum 11 elements, 7 of which may be jumps*. The skater's program has 12 elements. The rule infraction will not necessarily have occurred in the 12th element skated. Check which element category maximum has been exceeded. Suppose that, upon examination, the skater has done 8 jump elements. The 8th jump element, a 2T + 2T combination, was skated as element 11 in the program running order. Because the skater has exceeded the allowable

number of jumps, he has violated the rules governing the Novice Men FS program. The 8th jump element must be asterisked in its entirety (2T* + 2T*). The 12th skated element of the program, a CCoSp2p1, presented no rule issues in this example and will not have an asterisk.

2.   No Level and No Value Elements: An element with a serious error may be called with either "No Level" or "No Value". A spin, step, death spiral, lift, or other leveled element may be too flawed to receive even the minimum level; jumps or throws may be under-rotated too severely to qualify even as a single. Elements that do not receive a level and jumps that do not complete at least one rotation have no value and receive no points. These elements will be "red-flagged" to further alert you. On the read-back, Data Operator must clearly enunciate, for example: "Layback Spin, No Level" or "Axel, No Value." If "No Level" or "No Value" was not the intended call, it can then be corrected.

3.   Incorrect Element: If the skater does an element that is not permitted under the program rules, the element violates the rules. Example: Novice Lady does only one flying spin in her FS among the 3 allowed spins, but changes position. This is a violation of the well-balanced program rules for Novice Ladies FS—the skater is not allowed to change position (or feet) in her required flying spin under the rules. If the call were FCoSp2p2, the element should appear as FCoSp2p2* on the screen (or the manual scoring sheet). If there is no asterisk, one must be added. On the read back, Data Operator must enunciate clearly: "FCoSp2p2 asterisk," or "Combination spin with flying entry, 2 positions, Level 2, asterisk".

4.   Elements not according to requirements – *Short Program*: In the short program, if a jump element the skater completes does not satisfy the requirements, the jump(s) receive an asterisk (*) and have no value. Within the jump combination, only the jump that does not meet the requirements receives the asterisk. If both jumps satisfy only one part of the rotation requirements, the jump with the lower base value will be asterisked. Examples:

- Intermediate Man does a single flip immediately preceded by connecting steps. Since the required jump is a double or triple, the single jump would receive an asterisk – 1F*.
- Novice Lady does a jump combination consisting of a double Lutz + single toe loop. Since the required combination is at least a double/double, the double Lutz meets requirements and receives credit but the single toe loop does not. The element would be 2Lz + 1T*.
- Novice Lady does a jump combination consisting a single Lutz + single loop. Neither jump meets requirements. The element would be 1Lz* + 1Lo*.
- Senior Lady does a jump combination consisting of double Lutz + double loop. Since the required combination is at least a triple/double, one double jump meets requirements, so the jump with the lower base value is asterisked. The element would be 2Lz + 2Lo*.
- Novice Man does a jump combination consisting of a triple Lutz + triple loop. Since the required combination is a double/double or double/triple, one of the triple jumps does not meet requirements. The jump with the lower base value is asterisked. The element would be 3Lz + 3Lo*

5.   Elements not according to requirements – *Free Skate*: Any element that violates the well balanced program requirements will be asterisked and receive no points.

6.   Illegal Elements: Illegal elements are not the same as "incorrect elements". Illegal elements are specifically defined in the Rulebook for each discipline and warrant an additional deduction. The Technical Panel calls all illegal elements. No asterisk is applied to the element unless it also violates well-balanced program requirements.

<u>Singles & Pairs</u> - Examples of illegal elements are somersault type jumps, a pair lift in which the man exceeds 3 ½ revolutions, wrong holds in lifts, lying or prolonged kneeling on the ice on both knees. If there is an illegal movement during the execution of any element, the deduction for an illegal movement will apply and the element will receive Basic Level if the requirements for at least Basic Level are fulfilled. Otherwise the element will be called "No Level".

<u>Ice Dance</u> **–** Examples of illegal elements are illegal movements or poses in lifts, jumps of more than 1 revolution, jumps of one revolution skated at the same time, and lying on the ice. If an element has been deemed illegal by a majority of the TS, ATS, and TC, the Illegal Element deduction will be applied. If the element has also been determined to not meet the requirements for Level 1, the element will be called as "No Level".

Deductions and asterisks cannot be entered during the live skate (unless you are working on paper). The Data Operator should make a note that the element has been called illegal. During the review process, the TC will instruct the Data Operator on the appropriate deduction which varies with the discipline and this deduction is entered on the Deductions screen at the end of the review process. The TC will instruct the Data Operator on the appropriate deduction—this deduction varies according to the discipline. Data may remind TC about the Illegal Element during the review if it is not addressed.

7.   "Wrong Edge" and "Unclear Edge" Calls: If the skater takes off from a wrong or unclear takeoff edge on a flip or Lutz jump, the TS will call the jump, edge review, or review. Data Operator enters the jump call, then touches "Review". Data Operator should NOT enter "Wrong Edge" or "Edge Alert" in real time. Upon review, if the Technical Panel decides the severity of the error, if any, and the TC instructs the Data Operator to enter "Wrong Edge" or "Edge Alert". The symbol "e" will appear to the right of the box for the jump element with a wrong edge and the symbol "!" will appear for edge alert. NOTE: When reviewing for the edge, the Data Operator may play the jump in either slow motion or real time following instruction from the TC, TS, or ATS.

8.   Missed Jump Combination—*Singles Short Program Only*: If skater misses the required combination in the short program (<u>example</u>: falls on the first jump of this element), during the review the TC will instruct Data Operator to enter "+ COMBO" on the element that is thought to have been intended as the combination. This action should be taken immediately after the skater has finished to allow the judges to proceed more efficiently

9.   Combination or Sequence Elements – Free skate only: Jump combination and sequence elements containing a rule violation require an asterisk *on every jump within the box*. For the Free Skate, there is no situation in which one jump within a combination or sequence would be asterisked and another jump or jumps within that combination or sequence would not be asterisked. <u>Examples</u>:

- Intermediate Free Skate - 2Lo is repeated more than once (in other words, there are three double loops), with second repeat of the 2Lo in a jump combination; all jumps within the element where the infraction occurred are asterisked— for example, 3T* + 2Lo*.
- Two three-jump combinations, but only one such combination is allowed. All jumps in the second three-jump combination are asterisked.
- Four-jump combination—a four-jump combination is not allowed. Each jump in the combination is asterisked.
- Loss of rhythm of a sequence or executes a turn between the jumps, the TS calls the first jump (example: 2A) and says "sequence" or "plus sequence." All further jumps in the attempted sequence are disregarded and not called and entry is "2A + SEQ."

10.   Repeat Rules, Generally: Singles, pairs and dance have repeat rules for certain elements, and Data Operator and TC must be familiar with all these rules to ensure that the element is coded properly. *Note: The violation occurs in the element in which the prohibited repeat occurs.* That entire element is asterisked (*) and receives no points. Additional dance lifts above the maximum allowed will be considered as extra elements and receive an Extra Element deduction, which is entered on the Deductions screen at the end of the review process.

Short Program—Singles:
- The skater is not permitted to repeat jumps in the short program, except within the combination jump element itself.
  - Example: Senior Man executes 3Lo + 3Lo jump combination, a permitted repeat within the combination jump element. The skater then executes 3A as his axel jump element. Any repeat of the 3Lo or 3A in the last jump element would be asterisked.
  - Example: Novice Lady does 2A + 2T jump combination and then a 2A as the required Axel solo jump.   The 2A cannot be repeated so the repeated 2A solo jump is asterisked. If the skater had done the solo double Axel first, then executed the 2A + 2T combination, the repeat would occur within the combination and this element would violate the rules. The coded entry would be 2A* + 2T* and skater loses the points for the entire jump combination element.

Free Skating –Singles:
- Repeated Jumps: The rules for repeating jumps differ depending on the level of competition. It is important to review the requirements before each event to be familiar with the specific repeat rules that apply. The repeat rule includes:
  - First repeat, but both are solo jumps: If the skater repeats a restricted jump and executes both as solo jumps, the repeated jump would have +**REP** added. The value of the second jump is reduced by 30%. This does **not** block the skater from performing the maximum number of combinations allowed. For example, a senior man performs a 3T as a solo jump. Later in the program he executes a second 3T again as a solo jump. The second attempt would be coded as 3T + REP. He may also complete three jump combinations or sequences.
  - *Second* repeat not permitted in any form: If a jump is repeated twice (continuing the above example—a third 3T), the jump element where this

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occurs must be asterisked in its entirety. <u>Example</u>: 3T* + 2T* if done with another jump, or 3T* if second repeat is done alone.

- o <u>Maximum number of the same jump exceeded:</u> If a skater performs a jump more than the maximum times allowed either as a solo jump or in combination, the element in which the jump is executed a third time is asterisked. For example, a Novice lady executes a 2Lo + 2Lo, then later does a 2Lz + 2Lo. No more than two of the same type of double or triple jump is allowed for novice ladies, therefore the second jump element will be asterisked – 2Lz* + 2Lo*.
- o <u>Maximum number of jumps that can be repeated exceeded:</u> The number of double jumps that can be repeated is limited at some levels. If a skater exceeds this, the element that violates the rule is asterisked. For example, intermediate skaters may repeat only 3 different double/triple jumps. If there is a repeat of a 4th different jump, that element is asterisked.

- <u>Spins</u>: All spins must be of a different nature and have a different code.   If there are spins with the same code, the repeat must be asterisked.
  <u>*Note: CCoSp2p and CCoSp3p are the same nature</u>
  <u>*Note: CoSp2p and CoSp3p are the same nature</u>

<u>Pairs Free Skate</u>:
- <u>Lifts</u>:
  - o Intermediate, Novice, and Junior Pairs – Lifts must be from different groups. If the same group lift is repeated, the repeated lift will be asterisked.
  - o Juvenile Pairs – Lifts may be from the same group, but must have a different take-off. The code will be the same, but this is allowed.
  - o Senior Pairs – May have two Group 5 lifts, but each must have a different take-off. Each lift will have a different code.
- <u>Throws</u>: When two throws are allowed, they must be different types. If the same throw is repeated, the repeated element is asterisked. To be considered the same, the throw must have the same jump type and number of rotations. A 3STh and a 2STh are considered different throws. 3STh and 3STh< are considered are considered to be the same, and the second one to be performed would be asterisked.
- <u>Jumps</u>
  - o <u>Repeat Rule in Senior and Junior FS</u>:[1] *Rule: Senior and Junior Pairs cannot repeat a double Axel, any triple jump, or any quad jump <u>except within the combination/sequence jump element itself</u>*—<u>Example</u>: Pair executes 3T solo jump and 2A + 2A + SEQ as its combo/sequence element. The 2A, while repeated, is not a rule violation since a repeat within the combination or sequence element is permitted. Had team executed a solo 2A, then a 2A + 2T combination, the repeat rule would be violated and the entire combination would be asterisked (2A* + 2T*). If team executed a 2A + 2T combination, then a 2A, the repeat rule would be violated and the 2A would be asterisked (2A*).
  - o <u>Jump Repeat Rule at all levels</u>: If both jump elements are executed as Solo Jumps, the second will be will have +**REP** added. (e.g. 3T + REP).

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[1] At this point, there is no comparable repeat rule for Novice and below.

Ice Dancing Free Dance: Consult the rules for each competition level.
- Lifts:
  - o Juvenile and Intermediate: Two different Short Lifts may be skated. If the same lift is performed, the second lift is asterisked.
  - o Novice and Junior: One Combination Lift OR two different Short Lifts are allowed. If the same lift is performed in the two short lifts, the second lift is asterisked.
  - o Senior: One Combination Lift and one Short Lift OR three different Short Lifts are allowed. If the option including the combination lift is chosen, the type of short lift must be different from the type(s) of short lift(s) forming the combination lift. If the option with three short lifts is chosen and the same type of short lift is performed twice, the second one is asterisked.
  - o Junior and Senior: An additional Choreographic Dance Lift is allowed and is performed after all other required Dance Lifts.
- Step Sequences: The required step sequence(s) depend(s) on the competition level. Any step sequence that does not meet the requirements is asterisked. If the same type of step sequence is repeated, the second is asterisked.

11.   Required Elements: (NOTE: Please review these rules carefully. There has been some confusion out in the field as to a situation where skater(s) do not execute a "required element".

Omission of Required Element

Issue: Skater or team did not execute a required element. Is an asterisk required?

Example of the Analysis: Maximum Six (6) jump elements allowed in Novice Ladies FS. One must be an Axel-type jump.
- Example #1: Skater does the maximum 6 jump elements, but no Axel-type jump.
  - ➤ Action: The sixth jump element box is asterisked in its entirety. The skater cannot receive points for all six jump elements unless one of them includes the required Axel-type jump, either as a solo jump, within a jump combination, or within a jump sequence.

- Example #2: Skater executes 5 jump elements, but no Axel-type jump.
  - ➤ Action: None required. The 6th jump box is "empty" so skater receives no points for the Axel-type jump that could have executed.

NOTE: This analysis applies to all disciplines/programs with required elements.

Check the well-balanced program rules to see what is required specifically for the event you are about to work. Only a few elements are specifically "required" and for those a "box" is "reserved" within the defined maximum number of that particular element type.

A skater may omit a required element as long as one "box" for that element or category of elements remains "open" (unused).

In situations where the requirement pertains to a one-element "maximum" or a SP requirement where there is only one per category affected, if the incorrect element is executed and occupies that "box", that element will be asterisked.

Singles Example: 2Lz or 3Lz required as the SP solo jump for Junior Ladies and Junior Men in 2014-15; 3Lo executed. The entry is 3Lo*.) Caution in Singles: Consult with TC to make sure that the incorrect jump was not intended as the front end of the combination.

Pairs Example: pair or solo pair spins/spin combinations, a specific edge/direction in the required SP death spiral, a required pairs SP lift (Senior, Junior, Novice, and Intermediate), a specific SP solo jump (Junior and Novice) and specific required SP throw (Junior and Novice)

Here are a few examples of what to watch for where the maximum is more than one in the category where the requirement exists:

- **Jumps—Singles**
  - **SP Rule**: Only the prescribed jump elements may occupy the three SP jump boxes: an Axel, a jump combination, and a jump preceded by connecting steps.
    - Junior SP--The jump out of footwork is specified and changes each year. If the wrong jump is executed, it must be asterisked.
    - Jumps Generally—Check the competition requirements for allowable jump rotations. If the executed jump does not meet the required rotation the element is asterisked and receives no points.
  - *FS Rule:* Axel-type jump required in FS program. One of the "jump boxes" within the maximum number of jump elements allowed must contain an Axel-type jump. Note: Axel - No Value ("A") fulfills this requirement. If the skater has not executed an Axel-type jump, but has filled the maximum number of jump boxes allowed, the jump(s) in the last jump box must be asterisked. If the only Axel-type jump in the program is the last performed jump in a sequence, but the sequence has a mistake, such as a fall, with the consequence that the Axel-type jump will be ignored, the call will be First Jump + Axel No Value + Sequence (e.g. 2Lz + A + SEQ).
- **Spins—Singles**. All programs have specific spin requirements that must be fulfilled. Spin boxes are "saved" for each of the specified spins. Any spin that does not meet the requirements is asterisked. A skater is not allowed to use one spin to fulfill two separate requirements. Example: Required spins for Junior Ladies are a flying spin (may change feet and/or position), combination spin w/without change of foot (may fly), and spin in one position (may change feet and/or fly). Skater executes (in order) FCoSp2p1, LSp2 and CSSp2. The first spin cannot count for both the required flying spin and combination spin. The CSSp2 would be asterisked since it does not fulfill the requirements for the remaining spin. A spin of the same nature (same code) cannot be repeated. The repeated spin is asterisked.
  - ***Note: CCoSp2p and CCoSp3p are the same nature**
  - ***Note: CoSp2p and CoSp3p are the same nature**

- **Lifts—Pairs Free Skate**. Novice Pairs are required to execute a Group 3 or 4 lift. If two lifts are executed and one was not a Group 3 or 4, the second lift is asterisked. If only one lift was executed, no further action is taken—loss of points is the penalty.

- **Ice Dancing**—Since there are considerably fewer elements in Ice Dance and the requirements are so specific, it is very unusual to fail to perform specific required elements.

Rule Verification and Auditing

"Rule Verification" is done by the TC, assisted by the Data Operator, and is done preliminarily skater-by-skater as the event progresses. "Auditing" is the checking of calls and rules on the detailed protocol printout at the end of the event to make sure the elements and deductions are accurate before the scores are officially posted.

Have your current USFS Rulebook at your side and open to the event. Before the competition, ensure that your Rulebook is up-to date by making corrections by hand if there is any subsequent information from Technical Notifications, Errata and clarifications (check USFS website frequently). For the Senior and Junior levels, a copy of the ISU Rules is very helpful and can be downloaded from the ISU website, www.isu.org. For Novice and below, this document, although unofficial, may further assist you. Rely, if at all possible, on primary sources.

Rule Verification Short Cuts: At Non-Quals, Regionals and Sectionals, events move quickly and leave little time for careful rule checking before authorizing elements and calling the next skater. Save time as follows:
- Review the Planned Program Content sheets (if available) for preliminary assessment of rule issues to watch for before the event, particularly repeated jump issues at the lower levels and spin requirements for all levels.
- Carefully check over rule compliance during warm-ups or ice makes for those skaters who have already skated—assist the TC and work with the Technical Accountant to make any necessary corrections before leaving the stand.

Rule Verification and Element Authorization Checklist—Singles

☐ Calls and edits are entered correctly, including downgrades, underrotations, wrongedges, and edge alerts.
☐ The total number of elements allowed in the program not exceeded—if exceeded, you will be searching for the reason.
☐ The maximum numbers of specific types of elements allowed in the program are not exceeded. If any is exceeded, check where the infraction has occurred and make sure the asterisk is in place.
☐ Jump Issues:
    ☐ Number of jump combinations and sequences (2 or 3, depending on the level) has not been exceeded.
    ☐ No more than one (1) three-jump combination (for levels in which a three-jump combination is allowed).

□ No repeat rule violations
    □ Axel-type jump executed
□ Spin Issues:
    □ Specific requirements fulfilled—no "double dipping"
    □ No spin code is used more than once
□ Step/Sequence Issues—correct element(s) done
□ All flagged elements checked to ensure they have been called as intended
□ Number of falls and other deductions are entered correctly
□ **Press "ELEMENTS AUTHORIZED" button when TC says it**

You can adapt this checklist for Pairs, Ice Dancing and Synchro.

Pre-Posting Audit Procedure

Immediately after the detailed protocol sheets are printed at the end of the event and prior to posting the official results, TC, possibly with help from Data and/or Auditor (at the US National Championships) **quickly scans** the printouts:

- Make sure all asterisks are in place next to any element that violates a well-balanced program rule <u>or</u> are removed from any element that was determined to not be in violation.
- Check that halfway point bonus has been activated if applicable for the event. The second-half bonus shows up on the printed protocol with a lower case "x" next to elements receiving second-half bonus points. If you added a jump to the end of the list and out of order, make sure it has a second-half bonus if it was performed in the second half of the program or does not have a second-half bonus if it was not skated in the second half of the program.
- Check that wrong edge calls, edge alerts, downgrades and underrotations are in place, deductions are accurate (falls or any miscellaneous deductions), no value elements are correct and have no points attached, and that any unusual calls went into the protocol as you intended.
- If an unusual situation occurred, such as difficulty with data entry, system malfunction, re-entry of data, or anything that causes concern that data input may have been affected, check the printout to see that it is ok.
- In non-qualifying events when time is not available for the above procedures, work carefully during the skate and the review.
- <u>Trust your team and your procedure</u>. **If the procedures are carefully followed, checking the sheets at the end of the event is quick.**

NOVICE
Short Program—Novice Men Singles—6 Elements

Extra elements or elements that do not meet the requirements must have an asterisk. Note: if skater repeats a jump (except within the combination, e.g., 2T + 2T), the asterisk is placed on all jumps in the element where the repeat occurred.

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	• Axel <u>no value</u> (A)— **red flag appears on screen – no * req'd** • Can't repeat jump from (2) or (3)— * **req'd** • Triple Axel (3A) - * **req'd**
2. One double or triple jump (immediately preceded by connecting steps, etc.)	2T or 3T (toe loop) 2S or 3S (Salchow) 2Lo or 3Lo (loop) 2F or 3F (flip) 2Lz or 3Lz (Lutz) 2A or 3A (Axel)	• Can't repeat jump from (1) or (3) (NOTE: 3T is <u>not</u> the same as 2T; 2A is <u>not</u> the same as a 1A—jump type is the same, but # of revs are different—<u>not</u> the same jump) • Repeated jump— * **req'd** • Jump <u>w/no value</u> (Ex: Lo)— **red flag appears on screen, no * req'd** • Single jump (Ex: 1Lz)— * **req'd** • Quadruple jump (Ex: 4T) **--* req'd**
3. Jump combination—two doubles or a double and a triple	Ex: 2T + 2Lo NOTE: if skater falls, doesn't do 2nd jump, turns it into a sequence or separate elements or similar errors: <u>SP Only</u>: enter first jump and "+ COMBO". Ex: **2T + COMBO** (<u>**no * req'd. Skater receives points for first jump**</u>)	• Can't repeat jump from (1) or (2) (see Note above—jump types may be the same, but if # of revs are different, <u>not</u> the same jump) • Repeated jump from (1) or (2) — * **for entire jump element req'd** (Ex: 2Lo* + 2T*) • Jump with no value (Ex: Lo) **red flag appears on screen, no * req'd** • Single jump (Ex: 1Lz + 2T) — * **req'd on jump that does not meet requirement (1Lz* + 2T)** • 2 single jumps (Ex: 1Lz + 1T) - * **req'd on both jumps, which do not meet requirements (1Lz* + 1T*)** • Combination of two triple jumps— * **req'd on jump with lower base value** (Ex: 3Lo + 3T*)
4. Camel or sit spin <u>with only one change of foot</u>. May <u>not</u> have flying entry. Min. 5 revs on each foot.	Example codes for level 1 spins: CCSp1 (camel) CSSp1 (sit)	• Spin called with no level— **red flag appears on screen, no * req'd** • Spin called as a combo (Ex: CoSp2p1 or CCoSp2p1) — * **req'd** • Spin with no change of foot (Ex: CSp1 or SSp1) – * **req'd** • Spin with a flying entry (Ex: FCSp1 FSSp1, FCCSp1, FCSSp1) — * **req'd**
5. Spin Combination with <u>only</u> one change of foot and <u>at least</u> one change of position. May <u>not</u> have flying entry. Min. 5 revs on each foot.	Example at level 1: CCoSp2p1 CCoSp3p1	• Spin called with no level— **red flag appears on screen, no * req'd** • Skater does <u>not</u> change position (Ex: No "Co" within the code)— * **req'd** • Skater does <u>not</u> change feet (Ex: no "C" preceding CoSp1)—* **req'd** • Skater changes feet more than once— * **req'd** • Skater does flying entry (Ex: code starts with "F")—* **req'd**
6. Leveled Step Sequence	Example at level 1: StSq1	• Steps called with no level—**red flag appears on screen** (example: <u>StSq</u>), **no * req'd**

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Short Program—Novice Ladies Singles—6 Elements

Extra elements or elements that do not meet the requirements must have an asterisk.   Note: if skater repeats a jump (except within the combination, e.g., 2T + 2T), the asterisk is placed on the element where the repeat occurred.

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	- Axel <u>no value</u> (A)— **red flag appears on screen, no * req'd** - Can't repeat jump from (2) or (3)— *** req'd** - Triple Axel (3A) - *** req'd**
2. One double or triple (immediately preceded by connecting steps, etc.)	2T or 3T (toe loop) 2S or 3S (Salchow) 2Lo or 3Lo (loop) 2F or 3F (flip) 2Lz or 3Lz (Lutz) 2A or 3A (Axel)	- Can't repeat jump from (1) or (3) (NOTE examples: 3T is <u>not</u> the same as 2T; 2A is <u>not</u> the same as a 1A—jump type is the same, but # of revs are different—<u>not</u> the same jump) - Repeated jump— *** req'd** - Jump <u>w/no value</u> (Ex: Lo)— **red flag appears on screen, no * req'd** - Single jump (Ex: 1Lz)— *** req'd** - Quadruple jump (Ex: 4T) **--* req'd**
3. Jump combination—two doubles or a double and a triple	Ex: 2T + 2Lo NOTE: if skater falls, doesn't do 2nd jump, turns it into a sequence or separate elements or similar errors: **SP Only**: enter first jump and "+ COMBO". Ex: **2T + COMBO** (**<u>no * req'd. Skater receives points for first jump</u>**)	- Can't repeat jump from (1) or (2) above (see Note above—jump types may be the same, but if revs are different—<u>not</u> the same jump) - Repeated jump from (1) or (2)**--* for entire jump element req'd** (Ex: 2Lo* + 2T*) - Jump with no value (Ex: Lo) **red flag appears on screen, no * req'd** - Single jump (Ex: 1Lz + 2T) — *** req'd on the jump that does not meet requirement (1Lz* + 2T)** 2 single jumps (Ex: 1Lz + 1T) - *** req'd on both jumps, which do not meet requirements (1Lz* + 1T*)** - Combination of two triple jumps— *** req'd on the the jump with the lowest base value (Ex: 3Lo + 3T*)**
4. Layback or Sideways leaning spin. No change of foot permitted. May <u>not</u> have flying entry. Min. 6 revs.	Example for level 1: LSp1	- Spin called with no level— **red flag appears on screen, no * req'd** - Spin called as a combo (Ex: CoSp2p1) — *** req'd** - Spin with change of foot (Ex: CLSp1)– *** req'd** - Spin with a flying entry (Ex: FLSp1)— *** req'd**
5. Spin Combination with <u>only</u> one change of foot and <u>at least</u> one change of position. May <u>not</u> have flying entry. Min. 5 revs on each foot.	Example for level 1: CCoSp2p1 CCoSp3p1	- Spin called with no level— **red flag appears on screen, no * req'd** - Skater does <u>not</u> change position (Ex: No "Co" within the code)— *** req'd** - Skater does <u>not</u> change feet (Ex: no "C" preceding CoSp1)—*** req'd** - Skater changes feet more than once— *** req'd** - Skater does flying entry (Ex: code starts with "F")—*** req'd**
6. Leveled Step Sequence	Example at level 1: StSq1	Steps called with no level—**red flag appears on screen** (example: <u>StSq</u>) **, no * req'd**

Free Program—Novice Men Singles—11 Elements. Extra elements or additional elements must have an asterisk (*). If skater is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues
Maximum 7 jump elements • One must be an Axel-type jump • Max 3 jump combinations or sequences • 1 three-jump combination permitted • Number of jumps in a sequence is free • **Repeat rule**: <u>Double Axel and two (2) different triple jumps may be repeated; if repeated, one must be in combination or sequence</u> • **Repeat rule**: No more than two (2) of the same type of double or triple may be attempted.	• Each jump element in excess of 7— *** req'd** • Any jump with no value (Ex: Lz)— **red flag appears on screen, no * req'd** • No Axel-type jump attempted— **"*"** the seventh jump element. Note: An "A" No Value counts as an Axel attempt even though it gets no points. If only 6 jump elements are done, no action needed. • More than three combos or seqs— *** req'd** for any combo or seq over three; *** each jump in the jump element in violation** (Ex: 3Lz* + 2T*) • More than one 3-jump combination— *** req'd** for each jump in the jump element in violation (Ex: 3Lz* + 2T* + 2Lo*) • Combination with more than three jumps-- *** req'd** for each jump in that jump element (Ex: 2F* + 1Lo* + 2S* + 2Lo*) • Sequence with more than three jumps-- **no * req'd**. Number of jumps in sequence is free, only two highest value jumps count (Ex: 2F+1Lo+2S+1A+SEQ) • More than 2 different triple jumps repeated— *** req'd** (Example: skater repeats 3F and 3Lz, then repeats 3T—asterisk entire repeated element in violation, such as: 3T* + 2T*) • Second repeat of same double jump--* req'd (can't do 3 – Ex: 2Lo*) • Second repeat of same 2½ or 3 revolution jump— *** req'd** (can't do 3 of any restricted jump) (Example: skater repeats 2A then does a third 2A—asterisk repeated element in violation: Ex: 2A*) • If a rule violation occurs in a multiple-jump element, *** req'd for all jumps in the element**. Ex: 2A* + 2T* • Repeat of 2A or triple jump, but not in combo or seq—Example: two 3Ts executed as solo jumps. "**+ REP**" is added to the repeat (**3T + REP**). Repeated jump receives 70% of base value. Skater still allowed 3 jump combinations or sequences.
Maximum 3 spins of a different nature • One flying spin (spin code starts with "F"). (Min. 6 revs. May <u>not</u> change position <u>or</u> feet.) • One combination spin (change of foot optional—(F)CoSp or (F)CCoSp permitted). (Min total revs: 10) • One spin <u>of a different nature</u>—skater to choose spin • **ALL SPINS MUST HAVE DIFFERENT CODES** NOTE: All spins may fly.	Generally: • Spin called with no level— **red flag appears on screen, no * req'd** • Required Flying spin changes feet, position or both**--* req'd** • No flying spin with one position— if three spins have been executed, *** req'd** on the last spin box in the program that doesn't contain the required combination spin. • No combo spin in the program— if three spins have been executed, *** req'd** on the last spin box in the program that doesn't contain the required flying spin • **Skater repeats spin with the same abbreviation/code— * req'd when repeat occurs** • ***Note: <u>CCoSp2p and CCoSp3p are the same nature</u>** • ***Note: <u>CoSp2p and CoSp3p are the same nature</u>**
Maximum 1 leveled step sequence	• Note: if two are done, TS should only call first one and second is considered a transition.

Free Program—Novice Ladies Singles—10 Elements. Extra elements or additional elements must have an asterisk (*). If skater is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues
Maximum 6 jump elements • One must be an Axel-type • Max 3 jump combinations or sequences • 1 three-jump combination permitted • Number of jumps in a sequence is free • **Repeat rule**: No more than two (2) *different* jumps of 2½ or 3 revolutions may be repeated; if repeated, one must be in combination or sequence • **Repeat rule**: No more than two (2) of the same type of double or triple may be attempted.	• Each jump element in excess of 6— *** req'd** • Any jump with no value (Ex: Lz)— **red flag appears on screen, no * req'd** • No Axel-type jump attempted— **"*"** the sixth jump element. Note: An "A" No Value counts as an Axel attempt even though it gets no points. If only 5 jump elements are done, no action needed. • More than three combos or seqs— *** req'd** for any combo or seq over three; *** each jump in the jump element in violation** (Ex: 3Lz* + 2T*) • More than one 3-jump combination— *** req'd** for each jump in that jump element (Ex: 3Lz* + 2T* + 2Lo*) • Combination with more than three jumps— *** req'd** for each jump in that jump element (Ex: 2F* + 1Lo* + 2S* + 2Lo*) • Sequence with more than three jumps--**no * req'd**. Number of jumps in sequence is free, only two highest value jumps count (Ex: 2F+1Lo+2S+1A+SEQ) • More than 2 different 2½ or 3 revolution jumps repeated— *** req'd** (Example: skater repeats 2A and 3F each in combination; then repeats 3T in combination—asterisk entire repeated element in violation: 3T* + 2T*) • Second repeat of same 2½ or 3 revolution jump— *** req'd** (can't do 3 of any restricted jump) (Example: skater repeats 2A and 3F, each in combination; skater then does a third 2A—asterisk repeated element in violation: Ex: 2A*) • Second repeat of same double jump--* req'd (can't do 3 – Ex: 2Lo*) • If a rule violation occurs in a multiple-jump element, *** req'd for all jumps in the element**. Ex: 2A* + 2T* • Repeat of 2 ½ or 3 revolution jump but not in combo or seq—Example: two 3Ts executed as solo jumps. "+ **REP**" is added to the repeat (**3T + REP**). Repeated jump receives lower base value. Skater still allowed 3 jump combinations or sequences
Maximum 3 spins of a different nature • One flying spin (spin code starts with "F"). (Min. 6 revs. May <u>not</u> change position <u>or</u> feet.) • One combination spin (change of foot optional—(F)CoSp or (F)CCoSp permitted). (Min total revs: 10) • One spin <u>of a different nature</u>—skater to choose spin • **ALL SPINS MUST HAVE DIFFERENT ABBREVIATIONS (CODE)** NOTE: All spins may fly.	Generally: • Spin called with no level— **red flag appears on screen, no * req'd** • Required Flying spin changes feet, position or both**--* req'd** • No flying spin with one position— if three spins have been executed, *** req'd** on the last spin box in the program that doesn't contain the required combination spin • No combo spin in the program— if three spins have been executed, *** req'd** on the last spin box in the program that doesn't contain the required flying spin • **Skater repeats spin with the same abbreviation/code— * req'd when repeat occurs** • ***Note: CCoSp2p and CCoSp3p are the same nature** • ***Note: CoSp2p and CoSp3p are the same nature**
Maximum 1 leveled step sequence	• Note: if two are done, TS should only call first one and second is considered a transition.

INTERMEDIATE

Short Program—Intermediate Men and Ladies Singles—6 Elements

Extra elements or elements that do not meet the requirements must have an asterisk. <u>Note: If skater repeats a jump (except within the combination, e.g., 2T + 2T), the asterisk is placed on the element where the repeat occurred.</u>

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	• Axel <u>no value</u> (A)— **red flag appears on screen, no * req'd** • Can't repeat jump from (2) or (3)— *** req'd** • Triple Axel (3A) - *** req'd**
2. One double <u>or triple</u> (immediately preceded by connecting steps, etc.)	2T (toe loop) 2S (Salchow) 2Lo (loop) 2F (flip) 2Lz (Lutz) 2A (Axel) permitted only if it has not already been done in elements 1 or 3 <u>3T, 3S, 3Lo, 3F, 3Lz, or 3A permitted only if not already done in element 3</u>	• Can't repeat jump from (1) or (3) (NOTE: 1A is <u>not</u> the same as 2A—jump type is the same, but # of revs are different—<u>not</u> the same jump) • Repeated jump— *** req'd** • Jump <u>w/no value</u> (Ex: Lo) — **red flag appears on screen, no * req'd** • Single jump (Ex: 1Lz)— *** req'd** • <u>Triple after already did a triple in the combination - *** req'd**</u>
3. Jump combination— a single/double, double/double, single/triple or double/triple	Ex: 2T + 2Lo NOTE: if skater falls on first jump, gets up and does second jump; doesn't do 2nd jump; does a sequence; or does separate elements: **SP Only**: enter only the first jump and "+ COMBO". Ex: **2T + COMBO (no * req'd)** <u>3T, 3S, 3Lo, 3F, 3Lz, or 3A permitted in combination only if not already done in element 2</u>	• Can't repeat jump from (1) or (2) • Repeated jump from another element— *** for entire jump element req'd** (Ex: 2Lo* + 2T*). Note: may repeat a jump within the combination itself if that jump is not done in elements (1) or (2): ex: 2T + 2T. • <u>Triple in the combination after already did a triple as the solo jump - *** req'd for the entire jump element** (Ex: 3Lo* + 2T*)</u> • Jump with no value (Ex: Lo) — **red flag appears on screen, no * req'd** • Combination of two single jumps---***req'd for jump with lower base value** • (Ex: 1Lz + 1T*) • Combination of two triple jumps— *** req'd for jump with lower base value** (Ex: 3Lo + 3T*)
4. Spin with one position. May <u>not</u> change feet. May have flying entry. Min. 5 revs.	Example codes for level 1 spins: CSp1 (camel) FCSp1 (flying camel) SSp1 (sit) FSSp1 (flying sit) LSp1 (layback) USp1 (upright)	• Spin called with no level—**red flag appears on screen, no * req'd** • Spin called as a combo (Ex: CoSp2p1) indicating skater has changed position— *** req'd** • Change of foot**— * req'd** •
5. Spin Combination with <u>only</u> one change of foot and <u>at least</u> one change of position. May <u>not</u> have flying entry. Min. 5 revs on each foot.	Example of code for required element for level 1: CCoSp2p1 CCoSp3p1	• Spin called with no level (Ex: CCoSp)— **red flag appears on screen, no * req'd** • Skater does <u>not</u> change position— *** req'd** • Skater does <u>not</u> change feet —*** req'd** • Skater changes feet more than once— *** req'd** • Skater does flying entry ("F")—*** req'd**
6. Choreographic Step Sequence	Example: ChSt1 ("Steps Confirmed")	• Not Confirmed—**red flag appears on screen** (example: ChSt), **, no * req'd**

Free Program—Intermediate Men and Ladies Singles—9 Elements.

Exceeding number of allowable element types or additional elements must have an asterisk (*). If skater is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues

Maximum 6 jump elements
• One must be Axel-type jump
• Max 3 jump combinations or sequences
• 1 three-jump combination permitted
• Number of jumps in a sequence is free
• **Repeat rule**:
A total of three (3) *different* double/triple jumps may be repeated as follows:
  • If repeated, must be in combo or seq
  • If only doubles are repeated, a maximum of three (3) *different* double jumps may be repeated, once each
  • Only one triple jump may be repeated within the three allowable repeats.
  • Maximum two of the same double number or triple jump
  • No limit on repeat of single jumps
	• Each jump element in excess of 6— *** req'd**
	• Any jump with no value (Ex: Lz)— **red flag appears on screen, no * req'd**
	• No Axel-type jump attempted— **asterisk ("*")** the sixth jump element. Note: An "A" No Value counts as an Axel attempt even though it gets no points. If only five jump elements are done, no action needed.
	• More than three combos or seqs— *** req'd** for any combo or seq over three; *** each jump in the jump element** in violation (Ex: 3Lz* + 2T*)
	• More than one 3-jump combination— *** req'd** for each jump in jump element in violation (Ex: 3Lz* + 2T* + 2Lo*)
	• Combination with more than three jumps— *** req'd** for each jump in that jump element (Ex: 2F* + 1Lo* + 2S* + 2Lo*)
	• Sequence with more than three jumps-- **no * req'd**. Number of jumps in sequence is free, only two highest value jumps count (Ex: 2F+1Lo+2S+1A+SEQ)
	• More than 3 different <u>double or triple</u> jumps repeated— *** req'd.** (Example: skater repeats 2A, 2T and 3F each in combination; then repeats 2Lz—asterisk repeat of the fourth jump: 2Lz*)
	• Second repeat of same 2 or 3 revolution jump— *** req'd** (can't do 3 of any double or triple jump). Example: skater does third 2A—asterisk repeated element. Ex: 2A*
	• If a rule violation occurs in a multiple-jump element, *** req'd for all jumps in the element**. Ex: 2A* + 2T*
	• Double or Triple jump repeated, but not in combo or seq—Example: two 3Ts executed as solo jumps. "**+ REP**" is added to the repeat (**3T + REP**). Repeated jump receives 70% of base value. Skater still allowed 3 jump combinations or sequences.

Maximum 2 spins of a different nature • One combination spin with or without change of foot ((F)CoSp or (F)CCoSp). (Min 8 revs total). May have flying entry. • One spin in one position with no change of foot. <u>May have flying entry.</u> • **ALL SPINS MUST HAVE DIFFERENT CODES**	Generally: • Spin called with no level—**red flag appears on screen, no * req'd** • No combo spin in the program— if two spins have been executed, *** req'd** on the spin box in the program that doesn't contain the required spin in one position • No spin in one position in the program—if two spins have been executed, *** req'd** on the spin box in the program that doesn't contain the required combo spin • **Skater repeats spin with same abbreviation/code— * req'd on repeat**
Maximum 1 choreographic step sequence	• Fixed Base Value (choreographic) step sequence (ChSt) • If the step sequence meets the requirement of covering the entire ice surface, it is coded ChSt1 ("confirmed"). If it does not meet requirements, it is coded ChSt.

JUVENILE and OPEN JUVENILE

Free Program—Juvenile and Open Juvenile Boys and Girls Singles—8 Elements.

Exceeding number of allowable element types or additional elements must have an asterisk (*). If skater is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues
Maximum 5 jump elements - One must be Axel-type jump - Max 2 jump combinations or sequences - Jump combinations limited to 2 jumps - Number of jumps in a sequence is free *No triples allowed* **Repeat rule**: <u>A total of three (3) *different* double jumps may be repeated</u> as follows: - For each type of double jump repeated, one must be in combination or sequence - Maximum number of any double jump in program is two (2) (i.e., skater cannot do three 2Ts) - No limit on single jump repeats	- Each jump element in excess of <u>5</u>— *** req'd** - Triple Jump— *** req'd** (not an illegal element; just incorrect under well-balanced program rules) - Any jump with no value (Ex: Lz)— **red flag appears on screen, no * req'd** - No Axel-type jump attempted— **asterisk ("*")** the <u>fifth</u> jump element. Note: An "A" No Value counts as an Axel attempt even though it gets no points. If only <u>four</u> jump elements are done, no action needed. - More than two combos or seqs— *** req'd** for any combo or seq over two; *** each jump in the jump element** in violation (Ex: 2Lz* + 2T*) - Combination with more than two jumps— *** req'd** for each jump in that jump element (Ex: 2F* + 1Lo* + 2S* + 2Lo*) - Sequence with more than three jumps-- **no * req'd**. Number of jumps in sequence is free, only two highest value jumps count (Ex: 2F+1Lo+2S+1A+SEQ) - More than 3 different double jumps repeated— *** req'd.** (Example: Skater repeats 2A, 2T and 2F each in combination, then does a second 2Lz—asterisk all jumps in element with fourth repeated double, such as 2Lz*) - Second repeat of same double jump— *** req'd** (can't do more than two of any double jump). Example: skater does third 2A—asterisk repeated element. Ex: 2A* - Double jump repeated, but not in combo or seq—Example: two 2Ts executed as solo jumps. **"+ REP**" is added to the repeat (**2T + REP**). Repeated jump receives 70% of base value. Skater still allowed 2 jump combinations or sequences.
Maximum <u>2</u> spins of a different nature - One combination spin with or without change of foot ((F)CoSp or (F)CCoSp). (Min 8 revs total). May have flying entry. - One spin in one position with no change of foot. <u>May have flying entry.</u> **ALL SPINS MUST HAVE DIFFERENT CODES**	Generally: - Spin called with no level—**red flag appears on screen, no * req'd** - No combo spin in the program— if two spins have been executed, *** req'd** on the spin box in the program that doesn't contain the required spin in one position - No spin in one position in the program—if two spins have been executed, *** req'd** on the spin box in the program that doesn't contain the required combo spin **Skater repeats spin with same abbreviation/code— * req'd on repeat**
Maximum 1 choreographic step sequence	- Fixed Base Value (choreographic) step sequence (ChSt) - If the step sequence meets the requirement of covering the entire ice surface, it is coded ChSt1 ("confirmed"). If it does not meet requirements, it is coded ChSt.

PAIRS

NOVICE PAIRS

Short Program—Novice Pairs—*7 Elements*

Extra elements or additional elements must have an asterisk. If team is missing an element, the called elements go in without further action on your part and the penalty is loss of points.

Element	Code	Possible Issues
One Group 3 Lift (any hip lift takeoff). Min 1 and max 3½ revs by man.	Group number, Li, plus level Ex: 3Li2	• Lift with no value (Ex: 3Li)—**red flag appears on screen, no * req'd** • More than 3 ½ revolutions by the man—**no * req'd, but Illegal Element deduction must be applied** • Lift from incorrect group (Ex. 4Li2)--*** req'd**
Twist lift (single or double) Takeoff must be flip or Lutz	Called by rotation and level. Ex: 2TwB	• Twist with no level—**red flag appears on screen, no * req'd** • Triple twist (Ex. 3TwB) - *** req'd** • Incorrect takeoff - *** req'd**
Double <u>Lutz</u> solo jump	2Lz	• Jump w/no value (Ex: Lz)—**red flag appears on screen, no * req'd** • Single jump (Ex: 1Lz)— *** req'd** • Wrong jump (Ex. 2F)— *** req'd** • Triple jump (Ex. 3Lz) **--* req'd**
Single, double, or triple <u>loop</u> throw jump	Called by rotation and throw jump type. Ex: 1LoTh	• No value throw—**red flag appears on screen, no * req'd** • Incorrect throw (Ex. 2STh) - *** req'd**
Solo Spin with no change of foot; change of position optional; may fly Min. 5 revs total.	Example for level 1: Ex: (F)SSp1 (F)CSp1 (F)LSp1 (F)USp1 (F)CoSp2p1 (F)CoSp3p1	• Spin called with no level— **red flag appears on screen** (example: PSp)**, no * req'd** • Change of foot by one or both partners — *** req'd**
Forward Inside Death Spiral Both partners must execute 1 full rev. with man in full pivot position	Ex: level 1 FiDs1	• No level called—**red flag appears on screen, no * req'd** • Wrong death spiral (Ex. BoDs1)— *** req'd**
Leveled Step Sequence	Example at level 1: StSq1	• No level—**red flag appears on screen** (example: <u>StSq</u>)**, no * req'd**

Free Program—Novice Pairs—11 Elements. Extra elements or additional elements must have an asterisk (*). If team is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues
Maximum 2 <u>different</u> Lifts • One must be from Group 3 or 4 Variation of lady's position, no-handed, one-handed, combination lifts, and lifts that turn in both directions are permitted Carry type lifts or features are NOT permitted Min 1 and max 3½ revs by man.	• Each lift element in excess of 2— *** req'd** for each extra lift • Any lift with no level—**red flag appears on screen, no * req'd** • No lift from Group 3 or 4— *** req'd** on the 2nd lift • 2 <u>identical</u> lifts (same code)— *** req'd for second lift** • Carry included – **no * req'd, but Illegal Element deduction must be applied** • More than 3 ½ revolutions by the man—**no * req'd, but Illegal Element deduction must be applied**
Maximum 1 Twist Lift (single or double) Takeoff must be flip or Lutz	• More than one twist lift— ***req'd** for extras • Twist with no value or level—**red flag appears on screen, no * req'd** • Incorrect takeoff - *** req'd** • Triple Twist - *** req'd**
Maximum 2 <u>different</u> throw jumps (single, double or triple)	• More than 2 throws— *** req'd** for the extras • Repeat of same throw (same code)— *** req'd for second throw** • No value throw—**red flag appears on screen, no * req'd**
Maximum 1 Solo Jump (single, double, or triple)	• More than one solo jump— Add "+ REP" to 2nd solo jump if no jump combination or sequence already, *** req'd** for the extras • Jump element with no value (Ex: Lz)—**red flag appears on screen, no * req'd**
Maximum 1 Jump Combination or Jump Sequence • Max 2 jumps in combination • Number of jumps in a sequence is free May include jumps with same name	• More than 1 combo or seq— *** req'd** for all jumps in extra combos/sequences • Element with no value (Ex: Lz + 2Lo)—**red flag appears on screen, no * req'd** • Jump combination with more than two jumps— *** required for entire jump element** (Ex: 2S* + 1Lo* + 2Lo*)
Maximum 1 pair spin (PSp) <u>or</u> pair spin combination (PCoSp) (Min. 5 revs) If pair spin combination, each partner must change feet and position at least once.	• More than 1 pair spin or pair spin combination— *** req'd** for the extras • Spin called with no level—**red flag appears on screen, no * req'd**
Maximum 1 solo spin <u>or</u> solo spin combination (Min. 5 revs) Change of foot and position, and flying entry optional	• More than one solo spin or solo spin combination—*** req'd** for the extras • Spin called with no level—**red flag appears on screen, no * req'd** •
Maximum 1 death spiral NOTE: Both partners must execute min. 1 rev. with man in full pivot position.	• More than 1 death spiral— *** req'd** for the extras • Death spiral called with no level—**red flag appears on screen, no * req'd**
Maximum 1 choreographic sequence	• Not confirmed—**red flag appears on screen, no * req'd**

INTERMEDIATE PAIRS

Short Program—Intermediate Pairs—*6* Elements

Extra elements or additional elements must have an asterisk. If team is missing an element, the called elements go in without further action on your part and the penalty is loss of points.

Element	Code	Possible Issues
One lift selected from Groups 1-4. Variations of the lady's position, no-handed and one-handed lifts, combination lifts and lifts that turn in both directions are NOT permitted; however, if a pair executes a platter lift, the release of the lady's hands after the lift extension has been achieved is not a violation of this rule. Min 1 and max 3 ½ revs. by man	Group number, Li, plus level Ex: 1Li2, 2Li4, 3LiB, 4Li1	• Lift with no value (Ex: 4Li)—**red flag appears on screen, no * req'd** • Group 5 lift— *** req'd** • More than 3 ½ revolutions by man—**no * req'd, but Illegal Element deduction must be applied** • Variations of the lady's position, no-handed and one-handed lifts, combination lifts, and/or lifts that turn in both directions included – **no * req'd, but Illegal Element deduction must be applied**
Single Twist lift Takeoff must be flip or Lutz	Called by rotation and level. Ex: 1TwB	• Twist with no level—**red flag appears on screen, no * req'd** • Incorrect takeoff - *** req'd** • Double or Triple Twist - *** req'd**
Single or double solo jump	1T or 2T (toe loop) 1S or 2S (Salchow) 1Lo or 2Lo (loop) 1F or 2F (flip) 1Lz or 2Lz (Lutz) 1A or 2A (Axel)	• Jump w/no value (Ex: F)—**red flag appears on screen, no * req'd** • Any triple jump (Ex: 3T) **--* req'd**
Pair Spin with no change of foot and optional change of position. May NOT have flying entry. Min. 5 revs total.	Example for level 1: PSp1	• Spin called with no level— **red flag appears on screen** (example: PSp), **no * req'd** • Change of foot by one or both partners — *** req'd** • Flying entry by one or both partners - *** req'd**
Death Spiral or Pivot Figure Regular hand-to-hand hold required Both partners must execute minimum of 1/2 rev. with man in full pivot position	Ex: Death spiral level 1: FiDs1 Pivot figure confirmed: PiF1	• No level or not confirmed called—**red flag appears on screen, no * req'd** • Anything other than regular hand-to-hand hold — *** req'd**
Choreographic Step Sequence	Example: ChSt1 ("Steps Confirmed")	• Not Confirmed—**red flag appears on screen** (ChSt), **no * req'd**

Free Program—Intermediate Pairs—_10_ Elements. Extra elements or additional elements must have an asterisk (*). If team is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues
Maximum 2 different Lifts from Groups 1-4 Carry lifts or carry features, variations of position, no-handed, 1-handed, combo lifts and lifts that turn in both directions NOT permitted. Lady may release hands on platter lift after full extension. Min 1 and max 3 ½ revs. by man	• Each lift element in excess of 2— *** req'd** for each extra lift • Any lift with no value—**red flag appears on screen, no * req'd** • Group 5 lifts— *** req'd** • <u>2 lifts from same group</u>— *** req'd for second lift** • Lifts with positions not permitted— **no * req'd, but Illegal Element deduction must be applied** • More than 3 ½ revolutions by the man--**no* req'd, but Illegal Element deduction must be applied**
Maximum 1 Single Twist Lift Takeoff must be flip or Lutz	• More than one twist lift— ***req'd** for extras • Incorrect takeoff - *** req'd** • Double or Triple Twist Lift (Ex. 3TwB) — *** req'd** • Twist with no value—**red flag appears on screen, no * req'd**
Maximum 2 different throw jumps (single or double)	• More than 2 throws— *** req'd** for the extras • Repeat of same throw (same code) — *** req'd for the repeat** • Exceeding permitted revolutions (Ex. 3STh) — *** req'd** • No value throw—**red flag appears on screen, no * req'd**
Maximum 1 Solo Jump (single or double)	• More than one solo jump— Add "+ REP" to 2nd solo jump if no jump combination or sequence already, *** req'd** for the extras • Exceeding permitted revolutions (Ex. 3T) — *** req'd** • Jump element with no value (Ex: Lz)—**red flag appears on screen, no * req'd**
Maximum 1 Jump Combination or Jump Sequence (singles or doubles) • Max 2 jumps in combination • Number of jumps in a sequence is free	• More than 1 combo or seq— *** req'd** for all jumps in extra combos/sequences • Element with no value (Ex: Lz + 2Lo)—**red flag appears on screen, no * req'd** • Jump combination with more than two jumps— *** required for entire jump element** (Ex: 2S* + 1Lo* + 2Lo*) • Combination or sequence includes triple jump (Ex. 3T + 2T) —*** required for entire jump element**
Maximum 1 solo spin or solo spin combination (Min. 5 revs) Change of foot and position, and flying entry optional	• More than one solo spin or solo spin combination— *** req'd** for the extras • Spin called with no level—**red flag appears on screen, no * req'd** •
Maximum 1 death spiral or pivot figure NOTE: at least ½ rev by both partners after pivot attained by man. Regular handhold required.	• More than 1 death spiral or pivot figure— *** req'd** for the extras • Death spiral or pivot figure called with no level—**red flag appears on screen, no * req'd** • Anything other than regular hand-to-hand hold — *** req'd**
Maximum 1 choreographic sequence	• Not confirmed—**red flag appears on screen, no * req'd**

JUVENILE PAIRS

Free Program—Juvenile Pairs—9 Elements. Extra elements or additional elements must have an asterisk (*). If team is missing an element, take no action. The penalty is loss of points.

Element	Possible Issues
Maximum 2 Lifts from Group 1 or 2. If both chosen from same group, lifts must have different takeoffs Carry lifts or carry features, variations of position, no-handed, 1-handed, combo lifts and lifts that turn in both directions NOT permitted. Min 1 and max 3 ½ revs. by man	• Each lift element in excess of 2— *** req'd** for each extra lift • Any lift with no value—**red flag appears on screen, no * req'd** • Repeated lift (same group and takeoff) — *** req'd** • More than 3 ½ revolutions by the man--*** not req'd, but Illegal Element deduction must be applied**
Maximum 1 throw jump (single or double)	• More than 1 throw— *** req'd** for the extras • Exceeding permitted revolutions (Ex. 3STh) — *** req'd** • No value throw (Ex. STh) —**red flag appears on screen, no * req'd**
Maximum 1 Solo Jump (single or double)	• More than one solo jump— Add "+ REP" to 2nd solo jump if no jump combination or sequence already, *** req'd** for the extras • Exceeding permitted revolutions (Ex. 3T) — *** req'd** • Jump element with no value (Ex: Lz)—**red flag appears on screen, no * req'd**
Maximum 1 Jump Combination <u>or</u> Jump Sequence (single or double jumps only) • Max 2 jumps in combination • Number of jumps in a sequence is free No repeat rule for Juvenile.	• More than 1 combo or seq— *** req'd** for all jumps in extra combos/sequences • Element with no value (Ex: Lz + 2Lo)—**red flag appears on screen, no * req'd** • Exceeding permitted revolutions (Ex. 3T + 2T) — *** req'd** • Jump combination with more than two jumps— *** required for entire jump element** (Ex: 2S* + 1Lo* + 2Lo*)
Maximum 1 pair spin (PSp) (Min. 3 revs) May not change feet	• More than 1 pair spin— *** req'd** for the extras • Spin called with no level—**red flag appears on screen, no * req'd** • Pair Combination spin (PCoSp) called— *** req'd**
Maximum 1 solo spin <u>or</u> solo spin combination (Min. 5 revs) Change of foot and position, and flying entry optional	• More than one solo spin or solo spin combination— *** req'd** for the extras • Spin called with no level—**red flag appears on screen, no * req'd** •
Maximum 1 death spiral or pivot figure NOTE: At least ½ rev by both partners after pivot attained by man. Regular handhold required.	• More than 1 death spiral or pivot figure— *** req'd** for the extras • Death spiral called with no level or pivot figure not confirmed—**red flag appears on screen, no * req'd** • Anything other than regular hand-to-hand hold — *** req'd**
Maximum 1 choreographic step sequence	• Not confirmed—**red flag appears on screen, no * req'd**

ICE DANCING

NOVICE

Novice Dance—Free Dance—5 or 6 Elements

Novice Dance: Extra elements or additional elements must have an asterisk (*) where indicated. If team is missing an element, the called elements go in without action on your part and the penalty is loss of points.

NOTE: Combination dance spin and lift are permitted, but are entered as two separate elements in the list.

Element	Possible Issues

Maximum one combination lift OR two different types of short lifts
 	
• Short lifts max 6 seconds (Stationary, Straight line, Curve, Rotational)
• Combination lifts max 12 seconds
  a) two rotational lifts in different directions (Ex: RoLi2 + RoLi1)
  b) two curve lifts on different curves forming a serpentine (Ex: CuLi3 + CuLi 4)
  c) two different types of short lifts (Ex: SlLi2 + CuLi1)
	• No value (Ex. RoLi)—**red flag appears on screen, no * req'd**
	• Exceeds number of allowable lifts— *** req'd** for each additional lift <u>and Extra Element deduction is applied</u>
	• Two short lifts of same type**—* req'd on second lift**
	• Illegal element call— **no * req'd unless instructed by TC for well-balanced program violation and Illegal Element deduction taken**

Maximum 1 Dance Spin from following types: • Spin (min. 3 revs by both partners on one foot) • Combination Spin (min. 3 revs in either part by both partners)	• No Value—**red flag appears on screen, no * req'd** • More than 1 spin— *** req'd** for each additional spin and Extra Element deduction is applied
Maximum 1 Set Synchronized Twizzles	• No value—**red flag appears on screen, no * req'd** • More than 1 set of synchronized twizzles – **clear element entry** (should be considered part of transitions)

Maximum 2 Step Sequences
• One No-Touch Midline Step Sequence
• One additional Step Sequence skated in dance holds or variations thereof except hand-in-hand hold in sustained position with fully extended arms chosen from:
  a) Circular
  b) Serpentine
  c) Diagonal
 	
Jumps up to 1 revolution permitted as long as not performed simultaneously
Stops, pattern regressions and loops may not be included (expect pattern regressions allowed in Style B)
If a lift is performed, it is identified and called no value and judges will ignore.
If a dance spin is performed, it is identified and called no value and judges will consider it a stop.
Any separation to change hold must not exceed one measure of music.
	• No Value—**red flag appears on screen, no * req'd**
	• More than 1 NtMiSt — *** req'd** for each additional and Extra Element deduction is applied
	• MiSt, NtCiSt, or NtDiSt performed **— * req'd**
	• Two step sequences performed, but no NtMiSt - *** req'd on second step sequence** and Extra Element deduction is applied

INTERMEDIATE

Intermediate Dance—Free Dance—5 Elements

Intermediate Dance: Extra elements or additional elements must have an asterisk (*) where indicated. If team is missing an element, the called elements go in without action on your part and the penalty is loss of points.

NOTE: Combination dance spin and lift are permitted, but are entered as two separate elements in the list.

Element	Possible Issues
Maximum 2 <u>different</u> Short Lifts - Max 6 seconds (Stationary, Straight line, Curve, Rotational) - Combination lifts NOT permitted	- No value—**red flag appears on screen, no * req'd** - More than 2 lifts— *** req'd** for each additional lift and Extra Element deduction is applied - Lifts both same type—*** req'd** on 2nd and Extra Element deduction is applied - Combination lift— *** req'd** and Extra Element deduction is applied - Illegal element call— **no * req'd unless instructed by TC for well-balanced program violation and Illegal Element deduction taken**
Maximum 1 Dance Spin from following types: - Spin (3 revs by both partners on one foot) - Combination Spin (min. 3 revs in either part by both partners)	- No Value—**red flag appears on screen, no * req'd** - More than 1 spin— *** req'd** for each additional spin and Extra Element deduction is applied
Maximum 1 Set Synchronized Twizzles (NOTE: code is STw)	- No value—**red flag appears on screen, no * req'd** - More than 1 set of synchronized twizzles – **clear element entry** (should be considered part of transitions)
Maximum 1 Step Sequence skated in dance holds or variations thereof except hand-in-hand hold in sustained position with fully extended arms chosen from: - Circular - Midline - Diagonal Jumps up to 1 revolution permitted as long as not performed simultaneously Stops, pattern regressions and loops may not be included. If a lift is performed, it is identified and called no value and judges will ignore. If a dance spin is performed, it is identified and called no value and judges will consider it a stop. Any separation to change hold must not exceed one measure of music.	- No Value—**red flag appears on screen, no * req'd** - Serpentine and Not Touching-type step sequences not permitted— *** req'd**

JUVENILE

Juvenile Dance—Free Dance—5 Elements

Juvenile Dance: Extra elements or additional elements must have an asterisk (*) where indicated. If team is missing an element, the called elements go in without action on your part and the penalty is loss of points.

NOTE: Combination dance spin and lift are permitted, but are entered as two separate elements in the list.

Element	Possible Issues

Maximum 2 <u>different</u> Short Lifts
    • Max 6 seconds (Stationary, Straight line, Curve, Rotational
    • Combination lifts NOT permitted
	• No value—**red flag appears on screen, no * req'd**
	• More than 2 lifts— *** req'd** for each additional lift and Extra Element deduction is applied
	• Lifts both same type—*** req'd** on 2nd and Extra Element deduction is applied
	• Combination lift— *** req'd** and Extra Element deduction is applied
	• Illegal element call— **no * req'd unless instructed by TC for well-balanced program violation and Illegal Element deduction taken**

Maximum 1 Dance Spin from following types:
    • Spin (3 revs by both partners on one foot)
    • Combination Spin (min. 3 revs in either part by both partners)
	• No Value—**red flag appears on screen, no * req'd**
	• More than 1 spin— *** req'd** for each additional spin and Extra Element deduction is applied

Maximum 1 Synchronized Twizzle (NOTE: code is pSTw)	• No value—**red flag appears on screen, no * req'd** • More than 1 set of synchronized twizzles – **clear element entry** (should be considered part of transitions)
Maximum 1 Choreographic Step Sequence fitting the definition of the Circular, Midline, or Diagonal step sequence skated in dance holds or variations thereof except hand-in-hand hold in sustained position with fully extended arms and utilizing full ice surface. Jumps up to 1 revolution permitted as long as not performed simultaneously Stops, pattern regressions and loops may not be included. If a lift is performed, it is identified and called no value and judges will ignore. If a dance spin is performed, it is identified and called no value and judges will consider it a stop. Any separation to change hold must not exceed one measure of music.	• Not confirmed—**red flag appears on screen, no * req'd** • Serpentine and Not Touching-type step sequences not permitted— *** req'd**