



2018

**INLINE FIGURE SKATING  
ELITE DIVISION**

**GUIDELINES FOR INTERNATIONAL COMPETITIONS & CHAMPIONSHIPS  
2017 - 2018**

**A. Single Figure skating**

- I. Age requirements all categories **Page 1**
- II. Short Program (advanced novice, junior, senior) **Page 2**  
**Page 4**
- III. Free Skating **Page 9**
- IV. Level of difficulty, Features **Page 10**
- V. Clarifications **Page 11**
- VI. Scale of value **Page 14**
- VII. Grade of execution

**B. Dance, solo and couple**

- Age requirements all categories **Page 14**
- I. Combine Pattern Dance (requirements, value of pattern, ...)  
**Page 14**
- II. Free Dance **Page 19**
- III. Scale of value for required elements **Page 25**

**C. General** **Page 27**

**D. Judging system** **Page 30**

**A. SINGLE FIGURE SKATING**

No restrictions per country to enter as many skaters per categories.

Any ELITE Novice A or novice B competitor who has reached in a 2017 international championship or World Open a total score as below will have to upgrade to ELITE Advanced Novice category if the age requirement is still fullfield.

ELITE	
CATEGORY	Total Element score
Novice A	14
Novice B	15

**I. CATEGORY / AGE REQUIREMENTS**

Category (birth dates)	Age requirement
CHICKS (POUSSIN)	Has not reached the age of 9 at 1/11/ preceding the event
CUBS (AVENIR)	Has reached the age of 9 , but not reached the age of 11 at 1/11/ preceding the event
BASIC NOVICE A / MINIMES	Has reached the age of 10, but not reached the age of 13 at 1/11/ preceding the event
BASIC NOVICE B	Has reached the age of 13, but not reached the age of 15 at 1/11/ preceding the event

**ADULT COMPETITIONS**

subgroups may be established at organizer's choice

ADULT MASTER (1, 2, 3...)	31 years and + (41 years and +, 51 years and +, ...) at 01/11 / preceding the event
---------------------------	---

**Categories with SHORT PROGRAM and FREE SKATING for championships or at organizer's choice :**

<b>ADVANCE NOVICE</b>	Has reached the age of 10, but not reached the age of 15 at 1/11/ preceding the event
<b>JUNIOR</b>	Has reached the age of 12 , but not reached the age of 19 at 01/11 / preceding the event
<b>SENIOR</b>	Has reached the age of 15 at 1/11/ preceding the event

## II. SHORT PROGRAM FOR CHAMPIONSHIPS,

Only for Advanced Novice, Junior and Senior

### A) Advanced Novice SP

<p><b>Advanced d NOVICE</b></p> <p>Ladies&amp;men Maximum 2'15 +/- 10"</p>	<p>a) One Axel Paulsen jump single or double ;</p> <p>b) One double/triple salchow or toe loop, immediately preceded by connecting steps and/or other comparable Free Skating movements ;</p> <p>c) One Jump combination consisting of a double jump, triple jump and a single or double or triple jump, may not repeat jump a) or b) ;</p> <p>d) One spin with only one position, no flying entrance:</p> <ul style="list-style-type: none"> <li>• <b>Men and Ladies:</b> Camel spin or sit spin with only one change of foot, minimum of four (4) revolutions per foot in basic position.</li> </ul> <p>e) One Spin combination with only one change of foot and the 3 basic positions, with a minimum of four (4) revolutions per foot ; flying entrance is optional.</p> <p>f) One Step sequence fully utilizing the floor surface.</p> <p>The 4 Program Components are only judged in          • Skating Skills      • Transitions      • Performance      • Interpretation          The factors for the Program Components is :          - for men 0.5      - for Ladies 0.5  <b>Deduction : 0.5 by Fall on the Total Program Score (TPS)</b></p>
--	---

### B) Junior SP

<p><b>JUNIOR</b></p> <p>Ladies&amp;men Maximum 2'30 +/-10"</p>	<p>a) One Axel Paulsen type jump (single/double) ;</p> <p>b) One double/triple <u>edge take off jump (salchow or loop)</u> immediately preceded by connecting steps and/or other comparable Free Skating movements ;</p> <p>c) One Jump combination consisting of a double jump or a triple jump and a single, double or triple jump, may not repeat jump a) or b) ;</p> <p>d) One Flying <u>Sit</u> spin without change of foot, with a minimum of four (4) revolutions in basic position;</p> <p>e) One spin with only one position, no flying entrance:</p> <ul style="list-style-type: none"> <li>• <b>Men :</b> <u>Camel</u> spin with only one change of foot, minimum of four (4) revolutions per foot in basic position.</li> <li>• <b>Ladies :</b> Lay back (or side ways) spin, minimum of four (4) revolutions in the required positions. No change of foot.</li> </ul> <p>f) One Spin combination with only one change of foot and the 3 basic positions, with a minimum of four (4) revolutions per foot ; No flying entrance.</p> <p>g) One Step sequence fully utilizing the floor surface.</p> <p>The 5 Program Components are only judged in          • Skating Skills      • Transitions      • Performance      • Composition      • Interpretation          The factors for the Program Components is          - for men 0.5      - for Ladies 0.5  <b>Deduction : 1.0 by Fall on the Total Program Score (TPS)</b></p>
--	---

### C) Senior SP

<p><b>SENIOR</b></p> <p>Ladies&amp;men Maximum 2'30 +/-10"</p>	<p>a) One Axel Paulsen type jump ;</p> <ul style="list-style-type: none"> <li>• Men : single or double Axel</li> <li>• Ladies : single or double axel</li> </ul> <p>b) One double/triple <u>lutz</u> immediately preceded by connecting steps and/or other comparable Free Skating movements ;</p> <p>c) One Jump combination consisting of <u>a double jump or a triple jump</u> and a <u>single or double or triple jump</u>, may not repeat jump a) or b) ;</p> <p>d) One Flying spin (one position only without change of foot) with a minimum of four (4) revolutions in basic position;</p> <p>e) One spin with only one position, no flying entrance:</p> <ul style="list-style-type: none"> <li>• <b>Men :</b> Camel spin or sit spin with only one change of foot, (the position must be different than the flying spin landing position), minimum of four (4) revolutions per foot in basic position.</li> <li>• <b>Ladies :</b> Lay back (or side ways) spin, minimum of four (4) revolutions in the required positions. No change of foot.</li> </ul> <p>f) One Spin combination with only one change of foot and the 3 basic positions, with a minimum of four (4) revolutions per foot ; No flying entrance.</p> <p>g) One Step sequence fully utilizing the floor surface.</p> <p>The 5 Program Components are only judged in          • Skating Skills      • Transitions      • Performance      • Composition      • Interpretation          The factors for the Program Components is          - for men 0.5      - for Ladies 0.5  <b>Deduction : 1.0 by Fall on the Total Program Score (TPS)</b></p>
--	--

### D) SP General

#### Prohibited elements (from TP):

- o Any kind of Somersault – deduction two (2.0) points
- o Split on the floor is treated as a fall – deduction 1 point

The panel's points for each Program Component are then multiplied by a factor as follows (same for Advanced Novice, Junior and Senior)

Men	Short Program	0.5
Ladies	Short Program	0.5

### III. Free Skating program must contain

The required number of revolution in all spins is in basic position/required position(s)

Categories	Contents
<p><b>CHICKS</b></p> <p>Girls Boys 2'00" (+/- 10")</p>	<p>a) Maximum of 4 jump elements for Girls and Boys. There may be up to <u>one (1)</u> jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence.</p> <p>b) There must be a maximum of two (2) spins of a different nature (abbreviation), minimum of <u>three (3)</u> revolutions per foot in basic positions, Change of foot allowed, flying entrance is not allowed.</p> <p>c) There must be a maximum : - One (1) step sequence, <del>with a fixed Base value and evaluated in GOE only.</del> Jumps and spins forbidden.</p> <p>d) There must be : A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <ol style="list-style-type: none"> <li>1. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions.... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></li> <li>2. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> </li> </ol> <p><b>This element is called ChSq1V (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to <b>Level 1</b> will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The 3 Program Components are only judged in  • Skating Skills      • Performance      • Interpretation  The Factor of the Program Components is <b>1.4</b>  <b>Deduction : 0,5 by Fall by Technical Panel</b></p>
<p><b>CUBS</b></p> <p>Girls Boys 2'30" (+/- 10")</p>	<p>a) Maximum of 4 jump elements for Girls and Boys. There may be up to <u>one(1)</u> jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence.</p> <p>b) There must be a maximum of two (2) spins as required below, change of foot is allowed, flying entrance is not allowed : <ul style="list-style-type: none"> <li>• One of which must be a spin combination with all three (3) basic positions.</li> <li>• And one spin in only one basic position (with no change of position).</li> </ul> Change of foot is optional, Flying entry forbidden and there must be <u>three (3)</u> revolutions per foot in the required positions.</p> <p>c) There must be a maximum : - One (1) step sequence, <del>with a fixed Base value and evaluated in GOE only.</del> Jumps and spins forbidden.</p> <p>d) There must be : A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <ol style="list-style-type: none"> <li>3. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions.... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></li> <li>4. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> </li> </ol> <p><b>This element is called ChSq1V (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to <b>Level 1</b> will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p>

	<p>The 3 Program Components are only judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Performance</li> <li>• Interpretation</li> </ul> <p>The Factor of the Program Components is <b>1.4</b>  <b>Deduction : 0,5 by Fall by Technical Panel</b></p>
<p><b>BASIC NOVICE A</b></p> <p>Ladies Men 2'30" (+/- 10'')</p>	<p>a) Maximum of 5 jump elements for Girls and Boys. One of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence. <u>Double lutz, axel and triple jumps are not permitted</u></p> <p>b) There must be a maximum of two (2) spins as required below, change of foot is allowed,;</p> <ul style="list-style-type: none"> <li>• One of which must be a spin combination with all three (3) basic positions.</li> <li>• And one spin in only one basic position</li> </ul> <p>Change of foot and flying entry are optional and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : - One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <ol style="list-style-type: none"> <li>5. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions.... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></li> <li>6. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> <p><b>This element is called ChSq1V (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to <b>Level 2</b> will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The 3 Program Components are only judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Performance</li> <li>• Interpretation</li> </ul> <p>The Factor of the Program Components is <b>1.4</b>  <b>Deduction : 0,5 by Fall by Technical Panel</b></p> </li> </ol>
<p><b>BASIC NOVICE B</b></p> <p>Ladies Men 3'00" (+/- 10'')</p>	<p>a) Maximum of five (5) jump elements for Ladies and Men, One of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. Jump combinations can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only the two most difficult jumps will be counted. Only one (1) jump can be repeated. This repetition must be either in a jump combination or in a jump sequence. <u>Double lutz, axel and triple jumps are not permitted</u></p> <p>← Any jump cannot be executed more than twice in total  ← ;  ←</p> <p>b) There must be a maximum of two (2) spins as required below, flying entrance is allowed in all spins :</p> <ol style="list-style-type: none"> <li>1. One of which must be a spin combination</li> <li>2. One spin in one basic position only (with no change of position).</li> </ol> <p>Flying entrance and change of foot are allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : - One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <ol style="list-style-type: none"> <li>7. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions.... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></li> <li>8. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> </li> </ol>

	<p><b>This element is called ChSq1V (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to <b>Level 2</b> will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The 3 Program Components are only judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Performance</li> <li>• Interpretation</li> </ul> <p>The Factor of the Program Components is <b>1.6</b>  <b>Deduction : 0,5 by Fall by Technical Panel</b></p>
<p><b>ADVANCED NOVICE</b></p> <p>Ladies 3'00" Men 3'30" (+/- 10'')</p>	<p>a) A Maximum of five (5) jump elements for Girls and six (6) jump elements for Boys , One of which must be an Axel type jump. There may be up to two (2) jump combinations or sequences. One jump combinations can contain up to <b>three (3)</b> jumps and the other can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only the two most difficult jumps will be counted. Any jump cannot be executed more than twice in total .</p> <p>Only two (2) double jumps with 2 or more revolutions can be repeated. This repetition must be in a jump combination or in a jump sequence.  ← Any jump cannot be executed more than twice in total.  ← :</p> <p>b) There must be a maximum of two (2) spins as required below :</p> <ol style="list-style-type: none"> <li>3. <u>One of which must be a spin combination</u>, Flying entrance is not allowed.</li> <li>4. <u>One Flying spin with only one landing basic position (no change of the landing basic position)</u></li> </ol> <p>Change of foot is allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : - One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <ol style="list-style-type: none"> <li>9. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions..... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></li> <li>10. At least one(1) creative jump(s) : small hops does not fulfill the requirement; <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> </li> </ol> <p><b>This element is called ChSq1V (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>In all elements which are subject to Levels, only features up to <b>Level 3</b> will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.</p> <p>The 4 Program Components are only judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance</li> <li>• Interpretation</li> </ul> <p>The Factor of the Program Components is <b>1.4</b>  <b>Deduction : 0,5 by Fall by Technical Panel</b></p>
<p><b>JUNIOR</b></p> <p>Ladies &amp; Men 3'30" (+/- 10'')</p>	<p>a) Maximum of six (6) jump elements for ladies and men, One of which must be an Axel type jump. There may be up to three (3) jump combinations or sequences. One jump combinations can contain up to <b>three (3)</b> jumps and the other can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only the two most difficult jumps will be counted.</p> <p><b>Only two (2) jumps with 2 or more revolutions can be repeated.</b> This repetition <b>must be</b> in a jump combination or in a jump sequence.  ← Any jump cannot be executed more than twice in total  ← :</p> <p>b) There must be a maximum of three (3) spins of a different nature (different name):</p> <ol style="list-style-type: none"> <li>5. One of which must be a spin combination</li> <li>6. One Flying spin or spin with a flying entrance.</li> <li>7. One spin in one basic position only (with no change of position).</li> </ol> <p>Flying entrance and change of foot are allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum : One (1) step sequence with fully utilizing the surface.</p> <p>d) There must be : A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <ol style="list-style-type: none"> <li>11. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions..... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3</u></li> </ol>

	<p><u>seconds hold or 10 meters length . Change of positions are permitted.</u></p> <p>12. At least one(1) creative jump(s) : small hops does not fullfil the requirement;</p> <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> <p><b>This element is called ChSq1V (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>The 5 Program Components are on judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance</li> <li>• Composition</li> <li>• Interpretation</li> </ul> <p>The factors for the Program Components is</p> <p>- for men 1.4 - for ladies 1.2</p> <p><b>Deduction : 1.0 by Fall by Technical Panel</b></p>
<p><b>SENIOR</b></p> <p>Ladies and Men 4'00''</p> <p>(+/- 10'')</p>	<p>a) Maximum of 7 jump elements for ladies and Men, one of which must be an Axel type jump. There may be up to three (3) jump combinations or sequences. Only one (1) Jump combination can contain up to <b>three (3)</b> jumps and the others Jump combinations can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted. A same jump with a different number of rotation will count as an other jump.</p> <p><b>Only two (2) jumps with 2 or more revolutions can be repeated.</b> This repetition <b>must be</b> in a jump combination or in a jump sequence.</p> <p>← Any jump cannot be executed more than twice in total</p> <p>←</p> <p>b) There must be a maximum of three (3) spins of a different nature (different name):</p> <p>8. One of which must be a spin combination</p> <p>9. One Flying spin or spin with a flying entrance.</p> <p>10. One spin in one basic position only (with no change of position).</p> <p>Flying entrance and change of foot are allowed for all spins and there must be 4 revolutions per foot in the required positions.</p> <p>c) There must be a maximum :</p> <p><b>One (1) step sequence</b> with fully utilizing the surface.</p> <p>d) There must be :</p> <p>A Choreographic Sequence, must fully utilizing the rink surface for a minimum of twenty (20) seconds lenth. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <p>13. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions.... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></p> <p>14. At least one(1) creative jump(s) : small hops does not fullfil the requirement;</p> <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> <p><b>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>The 5 Program Components are on judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Transitions</li> <li>• Performance</li> <li>• Composition</li> <li>• Interpretation</li> </ul> <p>The factors for the Program Components is</p> <p>- for men 1.4 - for ladies 1.2</p> <p><b>Deduction : 1.0 by Fall by Technical Panel</b></p>
<p><b>ADULT MASTER</b></p> <p>Ladies and Men 3'00''</p>	<p>a) There must be a maximum of <b>5 jump elements</b>, one of which must be an Axel type jump <u>and at least 1 double jump must be executed.</u> There may be up to two (2) jump combinations or sequences. Only one (1) Jump combination can contain <b>three (3)</b> jumps and the other Jump combination can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted.</p> <p><b>Only two (2) jumps with 2 or more revolutions can be repeated.</b> This repetition <b>must be</b> in a jump combination or in a jump sequence.</p> <p>← Any jump cannot be executed more than twice in tota</p> <p>←</p> <p>b) There must be a maximum of <b>two (2) spins</b>, change of foot and flying entrance are allowed:</p> <ul style="list-style-type: none"> <li>• One of which must be a spin combination <b>with all three (3) basic positions.</b> The spin combination can be executed with a change of foot then a minimum of six (4) revolutions is required in total ; or without a change of foot then a minimum of four (4) revolutions is required in total.</li> </ul>



<p><b>Maximum</b></p>	<p>c) Maximum of <b>1 step sequence</b> <u>fully utilizing the surface</u> ;  <b>d) There must be :</b>  A Choreographic Sequence, must fully utilizing the rink surface for a minimum of 15 seconds length. This element must be the choreographic highlight of the program <u>including the requirements below</u> :</p> <p>15. 1 At least <b>two (2)</b> gliding elements : 1 on <b>each foot and/or each rotational curve ( like the pattern of a « s »)</b>, like but not limited to, spirals, arabesques, spread eagles, Ina Bauers..., or any creative gliding positions.... <u>Each curve position(s) or one foot position(s) must be maintained for a minimum of 3 seconds hold or 10 meters length . Change of positions are permitted.</u></p> <p>16. At least one(1) creative jump(s) : small hops does not fulfill the requirement;</p> <ul style="list-style-type: none"> <li>• <u>Those two requirements must be executed with no listed element(s) between. Therefore any « look like »listed jump of 1,5 rotation maximum, included in the Choreographic Sequence, will not be called and will not occupy a jump box element. A called listed element will conclude the choreo sequence.</u></li> <li>• Those two requirements must be included in a strong choreography and should be executed according to the character of the music.. The pattern is not restricted, but the sequence must be clearly visible with a <u>visible</u> beginning and end.</li> </ul> <p><b>This element is called ChSq1 (choreo sequence confirmed) or ChSq0 (if not confirmed).</b></p> <p>The Technical Panel identifies the Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence.</p> <p>The Program Components are only judged in</p> <ul style="list-style-type: none"> <li>• Skating Skills</li> <li>• Performance</li> </ul> <p>The Factor of the Program Components is 1.4  <b><u>Deduction : 0,5 by Fall</u></b></p>
-----------------------	---

**Prohibited elements (from TP):**

- o Any kind of Somersault – deduction (2.0)

## IV. LEVELS OF DIFFICULTY, SINGLE SKATING

**Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4**

### **Step Sequences**

- 1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (**compulsory**)
- 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction
- 3) Use of body movements for at least 1/3 of the pattern
- 4) One combination per foot of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed with a clear rhythm within the sequence. Only the first try on each foot will be taken in consideration.

**6 Difficult Turns and step :** twizzle, brackets, loops , counters, rockers and choctaws.

**6 Easy Turn and Steps :** three turn, toe steps, chasses, Mohawks, change of edge, cross rolls .

- Minimum variety : must include 5 Difficult turns and steps , none of the types can be counted more than twice.
- Simple variety : must include 7 Difficult turns and steps , none of the types can be counted more than twice .
- Variety : must include 9 difficult turns and steps , none of the types can be counted more than twice .
- Complexity : must include 11 difficult turns and steps , none of the types can be counted more than twice. 5 types of difficult turns and steps must be executed in both directions.

### **All Spins**

- 1) Difficult variations (count as many times as performed with limitations specified below)
- 2) Change of foot executed by jump
- 3) Jump within a spin without changing feet
- 4) Difficult change of position on the same foot
- 5) Difficult entrance into a spin
  - **Traveling entrance to be difficult must be executed in a difficult position**
  - (any kind of traveling entrance with more than 2 full rotations prior the spin can be executed only once per program)
- 6) Heel spin must be executed in a basic position or it's variation (1 revolution minimum)
- 7) All 3 basic positions on the second foot
- 8) Both directions immediately following each other in sit or camel spin
- 9) Clear increase of speed in the same basic positions, except non difficult upright
- 10) At least 5 rev. without changes in the same position/variation, in all positions except non difficult upright.
- 11) *Flying entry in flying spins/spins with a flying entrance*
- 12) Change of edge in the same basic position (or it's variation)

### **Additional features for the Layback spin:**

- 13) One clear change of position backwards-sideways or reverse, at least 1 rev. in each position (counts also if the Layback spin is a part of any other spin)
- 14) Biellmann position after Layback spin, after 4 revolutions in layback spin in short program and 2 rev. in free program.

**Features 2 – 9, 11 – 14 count only once per program (first time they are attempted).**

**Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 5 revs are executed on both feet, any one of these executions can be taken in favor of the skater).**

**Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted). In any spin with change of foot the maximum number of features attained on one foot is two (2).**

## V. CLARIFICATIONS Single Inline Figure Skating

A competitor can compete in only one single category per event.

A competitor can downgrade from a category any time if the age requirement is respected, with the following exceptions :

- Being on an international championship podium or World Open podium in the previous category.

### SPINS

**Sign V** is applied for :

1) **Flying spins** (only 1 position and no change of foot) of both Short Program and Free Skating, all categories, if at least one of the following requirements is not fulfilled :

- a clear visible jump;
- basic landing position reached within the first 2 revs;
- basic landing position Not held for at least **one (1)** revs when landed.

2) **Spin combination** when there is only two(2) different basic positions instead of the three(3) basic positions required

Example :

- Camel + upright =2 basic Positions of minimum one full rotation each, In that case **as the upright is in final there must be at least a simple variation of upright to count the position for a combination spin** ,
- Camel+Sit+ Upright =3 basic Positions. In that case no variation of the upright in final is required.

Abbreviation examples : CoSpBV (combo spin level base with only 2 basic positions) , CCoSpB (change combo spin 3 positions base level).

3) **Choreographic Sequence**: for Junior category and younger, the abbreviation is ChSq1V (lower basic value)

*Positions*: There are 3 basic positions:

- **Camel** (free leg backwards with the knee higher than the hip level, however Layback, Biellmann and similar variations are still considered as upright spins),
- **Sit** (the upper part of the skating leg at least parallel to the ice),
- **Upright** (any position with skating leg extended or slightly bent which is not a camel position).

Any position which is not basic is a non-basic position.

*Layback Spin* is an upright spin in which head and shoulders are leaning backwards with the back arched. The position of the free leg is optional.

*Sideways Leaning Spin* is an upright spin in which head and shoulders are leaning sideways and the upper body is arched. The position of the free leg is optional.

In any spin change of edge can be counted only if done in a basic position.

The change of foot in any spin with same basic position on both feet, must have on each foot at least **two (2)** revolutions.

### Combination spins

- All combination spin must have 2 different basic positions
- A combination spin with change of foot must have at least two (2) revolutions on each foot. It is possible on 1 foot to have only a Non Basic position.

If the skater falls when entering a spin, a spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.

<p><b>Categories of difficult variations</b></p>	<p>There are 11 categories of difficult variations:</p> <p>For <b>CAMEL POSITION</b> there are 3 categories based on direction of the shoulder line:</p> <ul style="list-style-type: none"> <li>- (CF) Camel Forward: shoulder line parallel to the floor</li> <li>- (CS) Camel Sideways: shoulder line twisted to a vertical position</li> <li>- (CU) Camel Upward: shoulder line twisted more than to a vertical position</li> </ul> <p>For <b>SIT POSITION</b> there are 3 categories based on position of free leg:</p> <ul style="list-style-type: none"> <li>- (SF) Sit Forward: free leg forward</li> <li>- (SS) Sit Sideways: free leg sideways</li> <li>- (SB) Sit Behind : free leg behind</li> </ul> <p>5</p> <p>For <b>UPRIGHT POSITION</b> there are 3 categories based on position of torso:</p> <ul style="list-style-type: none"> <li>- (UF) Upright Forward: torso leaning forward</li> <li>- (US) Upright Straight or Sideways: torso straight up or sideways</li> <li>- (UB) Upright Biellmann: in Biellmann position</li> </ul> <p>For <b>LAYBACK POSITION</b> there is 1 category</p> <ul style="list-style-type: none"> <li>- (UL) Upright Layback</li> </ul> <p>For <b>NON-BASIC POSITIONS</b> there is 1 category (NBP)</p>
--	---

**VI. Scale of Values  
2016-2017**

		+3	+2	+1	BASE	V	V1	-1	-2	-3
<b>Choreographic Sequences (for ELITE Seniors and Adult Master)</b>										
Choreo Sequence	ChSq1	3,0	2,0	1,0	3,0			-0,7	-1,4	-2,1

		+3	+2	+1	BASE V			-1	-2	-3
<b>Choreographic Sequences (for all other categories of ELITE Division) : V</b>										
Choreo Sequence	ChSq1 V	1,5	1,0	0,5	2,0			-0,7	-1,4	-1,7

		+3	+2	+1	BASE V1			-1	-2	-3
<b>Choreographic Sequences ( for Division 2, 3 and 4 ) : V1</b>										
Choreo Sequence	ChSq1 V1	0,9	0,6	0,3	1,0			-0,3	-0,6	-0,9

		+3	+2	+1	BASE	V	V1	-1	-2	-3
<b>JUMPS FOR 3d and 4th DIVISION only</b>										
Waltz Jump	1AV1	0,2	0,1	0,1	0,2			0,1		
half Toeloop	1TV1	0,4	0,3	0,2	0,3			-0,1	-0,2	-0,2
half Salshow	1SV1				0,3					
half Loop	1LoV1				0,3					
half Flip	1FV1				0,4	0,3				
half Lutz	1LzV1				0,4	0,3				

		+3	+2	+1	BASE	V	V1	-1	-2	-3
<b>SINGLE AND PAIR SKATING</b>										
<b>Jumps</b>										
Single Toeloop	1T	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Salshow	1S				0,4	0,3				
Single Loop	1Lo				0,5	0,4				
Single Flip	1F				0,5	0,4	0,3			
Single Lutz	1Lz				0,6	0,5	0,4			

Single Axel	1A	0,6	0,4	0,2	1,1	0,8		-0,2	-0,4	-0,6
Double Toeloop	2T				1,3	0,9				
Double Salshow	2S					0,9				
Double Loop	2Lo	0,9	0,6	0,3	1,8	1,3		-0,3	-0,6	-0,9
Double Flip	2F				1,9	1,4	1,3			
Double Lutz	2Lz				2,1	1,5	1,4			

Double Axel	2A	1,5	1,0	0,5	3,3	2,3		-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	4,3	3,0		-0,7	-1,4	-2,1
Triple Salshow	3S				4,4	3,1				
Triple Loop	3Lo				5,1	3,6				
Triple Flip	3F				5,3	3,7	3,2			
Triple Lutz	3Lz				6,0	4,2	3,6			

Triple Axel	3A	3,0	2,0	1,0	8,5	5,9		-1,0	-2,0	-3,0
-------------	----	-----	-----	-----	-----	-----	--	------	------	------

		+3	+2	+1	BASE	V	V1	-1	-2	-3
<b>One position Spins attempt, Combo spin 2 positions attempt For 3d and 4th division only</b>										
<b>Level Base mandatory (the poor basic position cannot bring any features)</b>										
Upright 2 feet level B	(C,F)USpBV1	0,4	0,3	0,2	0,5			-0,2	-0,3	-0,4
(C)Sit level B	(C,F)SSpBV1				0,7					
(C)Camel level B	(C,F)CSpBV1				0,7					
Layback level B	LSpBV1				0,7					
(C)CoSp 2 positions level B	(C,F)CoSpBV1				0,7					

		+3	+2	+1	BASE	V	V1	-1	-2	-3
<b>Spins (solo spins for pairs)</b>										

Spin in one position and no change of foot (upright, layback, camel or sit)										
Upright level B	USpB	1,5	1,0	0,5	1,0			-0,3	-0,6	-0,9
Upright level 1	USp1				1,2					
Upright level 2	USp2				1,5					
Upright level 3	USp3				1,9					
Upright level 4	USp4				2,4					

Layback level B	LSpB	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Layback level 1	LSp1				1,5					
Layback level 2	LSp2				1,9					
Layback level 3	LSp3				2,4					
Layback level 4	LSp4				2,7					

Camel level B	CSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Camel level 1	CSp1				1,4					
Camel level 2	CSp2				1,8					
Camel level 3	CSp3				2,3					
Camel level 4	CSp4				2,6					
		<b>+3</b>	<b>+2</b>	<b>+1</b>	<b>BASE</b>	<b>V</b>	<b>V1</b>	<b>-1</b>	<b>-2</b>	<b>-3</b>

Sit level B	SSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Sit level 1	SSp1				1,4					
Sit level 2	SSp2				1,6					
Sit level 3	SSp3				2,1					
Sit level 4	SSp4				2,5					

Spin with a change of foot and no change of position (upright, layback, camel or sit)											
Upright level B	CUSpB	1,5	1,0	0,5	1,5	1,1			-0,3	-0,6	-0,9
Upright level 1	CUSp1				1,7	1,2					
Upright level 2	CUSp2				2,0	1,4					
Upright level 3	CUSp3				2,4	1,7					
Upright level 4	CUSp4				2,9	2,0					

Layback level B	CLSpB	1,5	1,0	0,5	1,7	1,2			-0,3	-0,6	-0,9
Layback level 1	CLSp1				2,0	1,4					
Layback level 2	CLSp2				2,4	1,7					
Layback level 3	CLSp3				2,9	2,0					
Layback level 4	CLSp4				3,2	2,2					

Camel level B	CCSpB	1,5	1,0	0,5	1,7	1,2			-0,3	-0,6	-0,9
Camel level 1	CCSp1				2,0	1,4					
Camel level 2	CCSp2				2,3	1,6					
Camel level 3	CCSp3				2,8	2,0					
Camel level 4	CCSp4				3,2	2,2					

Sit level B	CSSpB	1,5	1,0	0,5	1,6	1,1			-0,3	-0,6	-0,9
Sit level 1	CSSp1				1,9	1,3					
Sit level 2	CSSp2				2,3	1,6					
Sit level 3	CSSp3				2,6	1,8					
Sit level 4	CSSp4				3,0	2,1					
		<b>+3</b>	<b>+2</b>	<b>+1</b>	<b>BASE</b>	<b>V</b>	<b>V1</b>	<b>-1</b>	<b>-2</b>	<b>-3</b>	

Flying Spin (any position upright, layback, camel or sit)											
Upright level B	FUSpB	1,5	1,0	0,5	1,5	1,1			-0,3	-0,6	-0,9
Upright level 1	FUSp1				1,7	1,2					
Upright level 2	FUSp2				2,0	1,4					
Upright level 3	FUSp3				2,4	1,7					
Upright level 4	FUSp4				2,9	2,0					

Layback level B	FLSpB	1,5	1,0	0,5	1,7	1,2			-0,3	-0,6	-0,9
Layback level 1	FLSp1				2,0	1,4					
Layback level 2	FLSp2				2,4	1,7					
Layback level 3	FLSp3				2,9	2,0					
Layback level 4	FLSp4				3,2	2,2					

Camel level B	FCSpB	1,5	1,0	0,5	1,6	1,1			-0,3	-0,6	-0,9
Camel level 1	FCSp1				1,9	1,3					
Camel level 2	FCSp2				2,3	1,6					
Camel level 3	FCSp3				2,8	2,0					
Camel level 4	FCSp4				3,2	2,2					

Sit level B	FSSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Sit level 1	FSSp1				2,0	1,4				
Sit level 2	FSSp2				2,3	1,6				
Sit level 3	FSSp3				2,6	1,8				
Sit level 4	FSSp4				3,0	2,1				
		<b>+3</b>	<b>+2</b>	<b>+1</b>	<b>BASE</b>	<b>V</b>	<b>V1</b>	<b>-1</b>	<b>-2</b>	<b>-3</b>

**Spin Combination with change of position and no change of foot (two positions)**

level B	(F)CoSpB V	1,5	1,0	0,5	1,1	1,0		-0,3	-0,6	-0,9
level 1	(F)CoSp1 V				1,3	1,1				
level 2	(F)CoSp2 V				1,5	1,3				
level 3	(F)CoSp3 V				1,8	1,5				
level 4	(F)CoSp4 V				2,1	1,7				

**Spin Combination with change of position and no change of foot (three positions)**

level B	(F)CoSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
level 1	(F)CoSp1				1,7	1,2				
level 2	(F)CoSp2				2,0	1,4				
level 3	(F)CoSp3				2,5	1,8				
level 4	(F)CoSp4				3,0	2,1				

**Spin Combination with change of position and change of foot (two positions)**

level B	(F)CCoSpB V	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
level 1	(F)CCoSp1 V				1,7	1,2				
level 2	(F)CCoSp2 V				2,0	1,4				
level 3	(F)CCoSp3 V				2,5	1,8				
level 4	(F)CCoSp4 V				3,0	2,1				

**Spin Combination with change of position and change of foot (three positions)**

level B	(F)CCoSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
level 1	(F)CCoSp1				2,0	1,4				
level 2	(F)CCoSp2				2,5	1,8				
level 3	(F)CCoSp3				3,0	2,1				
level 4	(F)CCoSp4				3,5	2,5				
		<b>+3</b>	<b>+2</b>	<b>+1</b>	<b>BASE</b>	<b>V</b>	<b>V1</b>	<b>-1</b>	<b>-2</b>	<b>-3</b>

**Step Sequences**

level B	StSqB	1,5	1,0	0,5	1,7			-0,3	-0,6	-0,9
level 1	StSq1				2,0					
level 2	StSq2				2,5					
level 3	StSq3				3,0					
level 4	StSq4				3,5					

## VII. Grade of execution

### in establishing GOE for errors in Short Program and Free Skating

#### Single Figure Skating

Elements with no Value are indicated to the Panel of Judges. GOE of such elements does not influence the result. In case of multiple errors the corresponding reductions are added. However in Pair Skating the reduction applied for a mistake of one partner or the same mistake by both partners remains the same.

<b>REDUCTIONS FOR ERRORS</b>			
<b>JUMP ELEMENTS</b>			
SP: Jump element not according to requirement, <b>MUST BE</b>	-3	Downgraded (sign )	-2 to -3
SP: No required preceding steps/movements	-3	Under-rotated (sign )	-1 to -2
SP: Break between required steps/movements & jump/only 1 step/movement preceding jump	-1 to -2	Lacking rotation including half loop in combination	-1
Fall	-3	Poor speed, height, distance, air position	-1 to -2
Landing on two feet in a jump	-3	Touch down with both hands at landing	-2
Stepping out of landing in a jump	-2 to -3	Touch down with one hand or free foot at landing	-1
2 three turns in between (jump combo)	-2	Loss of flow/direction/rythm between jumps (combo/sequence)	-1 to -2
Severe wrong edge take off F/Lz (sign "e")	-2 to -3	Weak landing (bad position/wrong edge/scratching on the toe, ect...)	-1 to -2
Unclear wrong edge take off F/Lz (sign "!")	-1 to -2	Poor take-off	-1 to -2
Unclear wrong edge take off F/Lz (no sign)	-1	Long preparation	-1 to -2
<b>SPINS</b>			
Unbalanced number of revolution in spins with change of foot	-1	Poor/awkward, unnaesthetic position(s)	-1 to -3
Fall	-3	Traveling	-1 to -3
Touch down with both hands	-2	Slow or reduction of speed	-1 to -3
Touch down with free foot or one hand	-1 to -2	Change of foot poorly done (including cuve of entry/exit except when changing direction)	-1 to -3
Less than required revolutions	-1 to -2	Poor fly (Flying spins/entry)	-1 to -3
Incorrect take-off or landing in flying spins	-1 to -2	Repetition of long traveling entrance	-1
<b>STEPS</b>			
SP : listed jump with more than half rev. included		Poor quality of steps, turns, positions	-1 to -3
Fall	-3	Stumble	-1 to -2
Less than half of the pattern doing steps/turns	-2 to -3	Does not correspond to the music	-1 to -2
<b>CHOREOGRAPHIC SEQUENCES</b>			
Fall	-3	Stumble	-1 to -2
Inability to clearly demonstrate the sequence	-2 to -3	Does not enhance the music	-1 to -3
Loss of control while executing the sequence	-1 to -3	Poor quality of movements	-1 to -2
No choreography linking the elements	-2 to -3	Poor choreography linking the elements	-1 to -2