

USAid



Technical Panel Handbook

Gold, Masters, Championship

Adult Skating

Rule Vetting Clarifications

2009 – 2010

Note: All Rules and Clarifications apply to all Championship events at the same level

Version as of October 12, 2009

Singles - Free Skating Spins

Level	Element	Issue	Requirement	Call
All Levels	Spin in one position with or without change of foot	Less than 2 revolutions in a basic position	If a spin does not have at least 2 continuous revolutions in a basic position (i.e. high sit, leg on camel not above hip), not higher than Level 1 can be awarded	Not higher than Level 1 No features awarded
All Levels	Flying Spin in one position	Less than 2 revolutions in a basic position	If a spin does not have at least 2 continuous revolutions in a basic position (i.e. high sit, leg on camel not above hip), not higher than Level 1 can be awarded	Not higher than Level 1 No features awarded
		Flying entry position not attained in air	Must achieve either a sitting position in the air or a difficult air position (deathdrop, butterfly, or any variation of another flying entrance except the regular flying camel)	Features will still be awarded if spin is done in a basic position, but feature for flying entry will not be awarded
All Levels	Combination Spin with or without change of foot	No basic position for 2 revolutions in the basic position	A combination spin with or without a change of foot must have 1 basic position for 2 revolutions in the basic position	No Value

Level	Element	Issue	Requirement	Call
All Levels	Combination Spin with or without change of foot	Only 1 basic position for 2 revolutions in the basic position	A combination spin with or without a change of foot executed with only 1 basic position with 2 revolutions in the basic position receives a Level 1	Not higher than Level 1
All Levels	Combination Spin without a change of foot	Only 2 basic positions for 2 revolutions in each basic position	A combination spin without change of foot must have 2 basic positions for 2 revolutions in each of these 2 basic position for Levels 2-4	All valid features apply
All Levels	Combination Spin with change of foot	Only 2 basic positions for 2 revolutions in each basic position	A combination spin with change of foot must have all 3 basic positions for 2 revolutions in each of these 3 basic positions for a Level 4	Not higher than Level 3

Pairs - Pivot Spirals and Death Spirals

Level	Element	Issue	Requirement	Call
All Levels	Pivot Spiral Death Spiral	2 Hand Hold	Pivot Spiral and/or Death Spiral must be executed with the regular one-hand to one-hand hold	No Value
All Levels	Pivot Spiral Death Spiral	Less than ½ revolution by both partners with the man in a pivot position and knees clearly bent	When the Death Spiral position is attained, both partners must execute a minimum of ½ revolution with the man in pivot position (both knees clearly bent).	No Value

Pairs - Lifts

Level	Element	Issue	Requirement	Call
All Levels	All Lifts	Two foot take-off	All lifts should take-off on one foot. If not, this falls under a GOE deduction.	Award Feature
All Levels	All Lifts	Second lift from the same group has the same take-off	<p>If from the same group, each lift must have a different take-off (for example, one star and one platter, both from Group 3).</p> <p>For Group 1 Lifts, Toe/Flip/Lutz take-offs are all considered the same. Any other Group 1 Lift take-off is considered different (for example, Axel take-off).</p>	No Value
All Levels	All Lifts	Less than 1 revolution by the lady and / or ½ revolution by the man	All lifts must have a <u>minimum of one (1) revolution by the lady</u> , and a <u>minimum of one-half (½) and maximum of three and one-half (3 ½) revolutions by the man</u>	No Value
All Levels	All Lifts	Man executes more than 3 ½ revolutions	All lifts are allowed a maximum of three and one-half (3 ½) revolutions <u>by the man</u>	No Value + illegal element deduction
All Levels	Group 2 Lifts	Less than full extension of both arms by the man	Full extension is optional, but the man must have full extension of both arms to receive higher than Level 1	Not Higher than Level 1

Level	Element	Issue	Requirement	Call
All Levels	Group 1 Lift	Release of the lady's arm from the man's shoulder during a Group 1 lift	Release of the lady's arm from the man's shoulder during a lift is <u>not</u> a <u>feature</u> . This is considered a simple variation of the lift, which is allowed.	No features awarded
All Levels	All Lifts	Lift executed with a carry	A carry lift is only permitted in Junior and Senior Pairs	No Value

Pairs – Twist Lifts

Level	Element	Issue	Requirement	Call
All Levels	Twist Lifts	Break in steps preceding the twist	Same as Junior and Senior ISU Rules, the feature is awarded only when steps / skating moves are executed by both partners immediately preceding the take-off, with rhythm maintained throughout	Difficult take-off feature not awarded
All Levels	Twist Lifts	Only a small dance lift immediately preceding the twist	Same as Junior and Senior ISU Rules, a small dance lift immediately preceding the twist lift is considered a difficult entry <u>only if there are steps immediately preceding the dance lift, with rhythm maintained throughout</u>	Difficult take-off feature not awarded

Rule Vetting

Adult Gold, Masters, Championship

Singles - Free Skating

Level	Element	Issue	Requirement	Call
All Masters	Jumps	8 th jump element executed	Max 7 jump elements	All jumps in 8 th jump element are asterisked, even if any of the previous jump elements were asterisked for any reason
Gold	Jumps	7 th jump element executed	Max 6 jump elements	All jumps in 7 th jump element are asterisked, even if any of the previous jump elements were asterisked for any reason
All Levels	Jump combination or jump sequence	No combination or sequence executed	Minimum of 1 jump combination or sequence	Add "+SEQ" to last un-asterisked jump element
All Masters	Axel-type jump	No Axel-type jump and less than 7 allowed jump elements executed	At least 1 Axel-type jump must be included in the 7 allowed jump elements	No action required by Technical Panel (unexecuted Axel "fills empty box")
		No Axel-type jump executed in first 7 jump elements	Must execute at least 1 Axel-type jump	All jumps in 7 th jump element are asterisked (*)

Level	Element	Issue	Requirement	Call
All Levels	Jump combinations / sequences	4 th jump combination / sequence	Max 3 jump combinations / sequences allowed	All jumps in 4 th jump combination / sequence are asterisked (*)
		2 nd jump combination / sequence consisting of 3 jumps	Max 1 jump combination / sequence consisting of 3 jumps allowed	All jumps in 2 nd 3-jump combination / sequence are asterisked (*)
All Levels	Repeated jump	2 nd repeat of jump (e.g., 3 rd Single Toe-loop)	Each jump may only be repeated once	All jumps in box with 2 nd repeat of jump are asterisked (*)
		Repeated jump not performed as part of a jump combination or sequence	Repeated jump must be in combination or sequence	Add "+ SEQ" to repeated jump ¹
Masters Intermediate and Masters Novice	Double Flip, Double Lutz, Double Axel, or triple jump	Jumps not allowed at this level	Only double jumps allowed are Toe-loop, Salchow, and Loop	All jumps in box with any jump that is not allowed are asterisked (*)
Masters Intermediate and Masters Novice	Double-double jump combination or sequence	2 nd double-double jump combination or sequence	Only one double-double jump combination or sequence permitted	All jumps in combination or sequence are asterisked (*)
Gold	Double Loop, Double Flip, Double Lutz, Double Axel, or triple jump	Jumps not allowed at this level	Only double jumps allowed are Double Toe-loop and Double Salchow	All jumps in box with any jump that is not allowed are asterisked
Gold	Double-double jump combination or sequence	Any double-double jump combination or sequence	No double-double jump combinations sequences permitted	All jumps in combination or sequence are asterisked
All Levels	2 spins of same nature (same code) executed	Spins must be of different nature (different codes)	Spins must be of different nature (different codes)	2 nd spins of same nature asterisked (*)
Masters Junior and Masters Senior	Spins	5 th spin executed	Max 4 spins	5 th spin is asterisked (*)
All Levels except Masters Junior and Masters Senior	Spins	4 th spin executed	Max 3 spins	4 th spin is asterisked (*)

Level	Element	Issue	Requirement	Call
All Levels	Spin combination with less than 3 revolutions before or after change of foot	Does not meet requirements for spin combination with change of foot	At least 3 revolutions before and after change of foot to be called as spin combination with change of foot	CoSp with level based on features achieved on foot on which at least 3 revolutions were completed
All Levels	Step sequence executed after spiral sequence has been executed	Spiral sequence already executed	1 Step or spiral sequence	No Call If it is called, the Technical Panel should delete this upon review. The second of the two should not take up a box.
All Levels	Spiral sequence executed after step sequence has been executed	Step sequence already executed	1 Step or spiral sequence	No Call If it is called, the Technical Panel should delete this upon review. The second of the two should not take up a box.

¹NOTE: Be sure to include this sequence in the count of combinations and sequences executed (max 3)

Rule Vetting

Adult Gold, Masters, Championship

Pairs - Free Skating

Level	Element	Issue	Requirement	Call
Gold Master	Lifts	4 th lift executed	Max 3 lifts	4 th lift is asterisked (*)
All Levels	Lifts	2 nd lift from same group with same takeoff executed	Lifts from same group must have different takeoffs	2 nd lift from same group with same takeoff is asterisked (*)
Gold Masters	Twist lift	2 nd twist lift executed	Only 1 twist lift permitted	2 nd twist lift is asterisked (*)
Gold Masters	Throw jumps	3 rd throw jump executed	Only 2 throw jumps permitted	3rd throw jump is asterisked (*)
		Repeated throw jump	Throw jumps must have different codes	Repeated throw jump is asterisked (*)
All Levels	Solo jump	2 nd solo jump executed	Only 1 solo jump permitted	Add "+SEQ" to 2nd solo jump
All Levels	Jump combination	One partner performs both jumps of a combination and the other does not perform the second jump	1 jump combination or sequence permitted	1st jump + COMBO.
All Levels	Jump Sequence	One partner performs both jumps of a sequence and the other does not perform the second jump of the sequence	1 jump combination or sequence permitted	1st jump + SEQ

All Levels	Jump combinations or sequences	2 nd jump combination or sequence executed	Only 1 jump combination or sequence permitted	All jumps in 2 nd combination or sequence are asterisked (*)
		Jump combination consisting of 3 jumps	Jump combination limited to 2 jumps (number of jumps in sequence is free)	All jumps in 3-jump combination are asterisked (*)
Gold Masters	Pair spin Note: See "footnote 3"	2 nd pair spin executed	Only 1 pair spin permitted	2 nd pair spin is asterisked (*)
	Pair combination spin Note: See "footnote 3"	2 nd pair combination spin executed	Only 1 pair combination spin permitted	2 nd pair combination spin is asterisked (*)
All Levels	Solo spin	2 nd solo spin executed	Only 1 solo spin or solo spin combination permitted	2 nd solo spin is asterisked (*)

Level	Element	Issue	Requirement	Call
Gold Masters	Death or pivot spiral Note: See "footnote 3"	2 nd death or pivot spiral with same IJS code executed	Death and pivot spirals must have different codes	2 nd death or pivot spiral is asterisked (*)
Gold Masters	Step sequence Note: See "footnote 3"	2 nd step sequence executed	Only 1 straight line, circular, or serpentine step sequence permitted	2 nd step sequence is asterisked (*)
	Spiral sequence Note: See "footnote 3"	2 nd spiral sequence executed	Only 1 spiral sequence permitted	2 nd spiral sequence is asterisked (*)

³Adult Masters and Adult Gold Pairs may choose to perform 1 additional element from:

- Pair spin if not already performed
- Pair combination spin if not already performed
- Pivot/Death Spiral (max 2 per program, different IJS codes)
- Step sequence if not already performed
- Spiral sequence if not already performed

Rule Vetting Adult Gold, Masters, Championship

Dance - Free Dance

Level	Element	Issue	Requirement	Call
All Levels	Lifts	Repeated lift type	Lifts must be of different types	2 nd lift of same type is asterisked (*)
		3rd lift executed	Max 2 lifts	3rd lift is asterisked (*)
		2 nd Long lift executed	1 Long lift permitted	2 nd Long lift is asterisked (*)
All Levels	Dance spins	2 nd dance spin or combination spin executed	1 dance spin or combination spin permitted	2 nd dance spin or combination spin is asterisked (*)
All Levels	Step sequences	2 nd step sequence executed	1 step sequence permitted	2 nd step sequence is asterisked (*)
		Not Touching Midline step sequence executed	Not Touching Midline step sequence not permitted	Not Touching Midline step sequence is asterisked (*)
		Serpentine step sequence executed	Serpentine step sequence not permitted	Serpentine step sequence is asterisked (*)
All Levels	Synchronized twizzle	2 nd synchronized twizzle executed	1 synchronized twizzle permitted	2 nd synchronized twizzle is ignored by the Technical Panel

