

USAid



Technical Panel Handbook

Juvenile, Intermediate, Novice

Single Skating

Rule Vetting Clarifications

2009 – 2010

Version as of September 30, 2009

Singles - Short Program Spins

| Level | Element | Issue | Requirement | Call |
|--|--------------------------------------|---|---|---|
| SHORT PROGRAM Intermediate Novice | Spin in one position | Less than 2 continuous revolutions in a basic position | Spin must have at least 2 continuous revolutions in a basic position | No Value No features awarded |
| SHORT PROGRAM Intermediate | Spin in one position | Skater does not meet fly criteria (fly is optional), i.e. skater performs a step-over | Skater must fulfill fly criteria if a fly is attempted in the Short Program | Not higher than Level 1 |
| SHORT PROGRAM Intermediate | Layback | Biellmann position attempted before 5 revolutions in a layback or sideways position | The Biellmann feature can be awarded only after 5 revolutions in a layback or sideways position | Biellmann feature is not awarded |
| SHORT PROGRAM Novice | Layback | Biellman position attempted before 6 revolutions in a layback or sideways position | The Biellmann feature can be awarded only after 6 revolutions in a layback or sideways position | Biellmann feature is not awarded |
| SHORT PROGRAM Intermediate Novice | Combination Spin with change of foot | No basic position for 2 revolutions in the basic position | A combination spin with a change of foot must have 1 basic position for 2 revolutions in the basic position | No Value |

| Level | Element | Issue | Requirement | Call |
|--|--------------------------------------|---|---|--------------------------------|
| SHORT PROGRAM Intermediate Novice | Combination Spin with change of foot | Only 1 basic position for 2 revolutions in the basic position | Skater must have one change of position (from basic position to basic position with a minimum of 2 revolutions in each) to be eligible for Levels 2 - 3 | Not higher than Level 1 |
| SHORT PROGRAM Intermediate Novice | 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 |

Singles - Free Skating Spins

| Level | Element | Issue | Requirement | Call |
|-----------------------------------|---|---|---|---|
| Juvenile Open Juvenile | 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 |
| Juvenile Open Juvenile | 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 |

Singles - Spirals

| Level | Element | Issue | Requirement | Call |
|---|-----------------|---|--|--|
| SHORT PROGRAM Novice | Spiral Sequence | Only 1 spiral for 3 seconds | Skater must have at least one 3 second spiral on each foot to achieve at least a Level 1 | No Value |
| SHORT PROGRAM Novice | Spiral Sequence | Only 2 spirals on the same foot for 3 seconds | Skater must have at least one 3 second spiral on each foot to achieve at least a Level 1 | No Value |
| SHORT PROGRAM Novice | Spiral Sequence | Only one 3 second spiral on each foot | Skater must have at least one 3 second spiral on each foot to achieve at least a Level 1 | All valid features apply |
| FREE SKATING Novice | Spiral Sequence | Only 2 spirals on the same foot for 3 seconds | No change of foot is required for Free Skating | Not higher than Level 2 Spirals on each foot, forward and backward, inside and outside are mandatory for Levels 3-4 |
| SHORT PROGRAM FREE SKATING Novice | Spiral Sequence | No unsupported spiral held for 3 seconds | An unsupported spiral is required to receive above a Level 1 | Not higher than Level 1 |

Rule Vetting

Intermediate and Novice

Singles - Short Program

| Level | Element | Issue | Requirement | Call |
|--------------------------------|--|--|--|--|
| Intermediate Novice | Repeated jump | Cannot repeat jumps in Short Program except within combination | Axel-type jump, solo jump, and jumps in combination must be different | All jumps in jump element where rule infraction occurs are asterisked (*) |
| Intermediate Novice | 3-jump combination | Combination has more than allowed number of jumps | Combination consisting of 2 jumps | All jumps in jump element are asterisked (*) |
| Intermediate Novice | Solo single jump | Single jump is not according to requirements | Solo double jump immediately preceded by connecting steps | No action required by Technical Panel |
| Intermediate | Solo triple jump | Triple jump is not according to requirements | Solo double jump immediately preceded by connecting steps | Triple jump asterisked (*) |
| Intermediate | Combination of single jumps | Not according to requirements | Jump combination consisting of 2 double jumps or a single and a double | No action required by Technical Panel |
| Novice | Single jump or jumps in required combination | Single jump is not according to requirements | Jump combination consisting of 2 double jumps or a double and a triple | No action required by Technical Panel |
| Novice Ladies | Step sequence | Not according to requirements | Spiral sequence | If spiral sequence has been executed, clear step sequence entry. If no spiral sequence has been executed, step sequence is asterisked (*). |

| Level | Element | Issue | Requirement | Call |
|------------------------------------|--|-------------------------------|---|--|
| Intermediate Novice Men | Spiral sequence | Not according to requirements | Step sequence | If step sequence has been executed, clear spiral sequence entry. If no step sequence has been executed, spiral sequence is asterisked (*). |
| Intermediate Novice | Spin combination with no change of foot | Not according to requirements | Spin combination with only 1 change of foot and min. 1 change of position | CoSp is asterisked (*). |
| Intermediate Novice | Spin combination with less than 3 revolutions before or after change of foot | Not according to requirements | Spin combination with only 1 change of foot and min. 1 change of position | CCoSp (No Level) |
| Intermediate Novice | Spin combination with change of foot executed with flying entry | Not according to requirements | Spin combination with only 1 change of foot and min. 1 change of position | FCCoSp* (x = 1, 2, 3, or 4 based on features achieved) |
| Novice Men | Camel or sit spin with change of foot and/or flying entry | Not according to requirements | Camel or sit spin with no change of foot and no flying entry | Spin is asterisked (*) |
| Intermediate | Spin in one position with change of foot | Not according to requirements | Spin in one position with no change of foot | Spin is asterisked (*) |

Rule Vetting

Juvenile, Intermediate, Novice

Singles - Free Skating

| Level | Element | Issue | Requirement | Call |
|--|-------------------------------|--|---|--|
| Novice Men | 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 |
| Juvenile Intermediate Novice Ladies | 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 |
| Juvenile Intermediate Novice | Axel-type jump | No Axel-type jump executed and less than maximum jump elements allowed for level | At least 1 Axel-type jump must be included in jump elements allowed | No action required by Technical Panel (unexecuted Axel “fills empty box”) |
| | | No Axel-type jump executed in first allowed jump elements | Must execute at least 1 Axel-type jump | All jumps in last allowed jump element are asterisked (*) |
| Juvenile Intermediate Novice | Jump combinations / sequences | 4 th jump combination / sequence | Max 3 jump combinations / sequences allowed | All jumps in 4 th jump combination / sequence are asterisked (*) |
| Juvenile Intermediate Novice | Jump combinations | 2 nd jump combination consisting of 3 jumps | Max 1 jump combination consisting of 3 jumps allowed | All jumps in 2 nd 3-jump combination are asterisked (*) |

| Level | Element | Issue | Requirement | Call |
|-------------------------------------|---|--|---|---|
| Juvenile | Repeated double jump | 2 nd repeat of double jump (e.g., 3 rd double loop) | Double jump may only be repeated once | All jumps in box with 2 nd repeat of double jump are asterisked (*) |
| | | Neither double jump performed as part of combination or sequence | One of the attempted doubles must be in combination or sequence | Add "+ SEQ" to repeated double jump ¹ |
| | | 4 th repeated double jump | No more than three different double jumps may be repeated | All jumps in box with 4 th double jump repeated are asterisked (*) |
| Intermediate | Repeated double or triple jump | 2 nd repeat of double or triple jump (e.g., 3 rd Double Loop) | Double and triple jump may only be repeated once | All jumps in box with 2 nd repeat of double or triple jump are asterisked (*) |
| | | Neither double or triple jump performed as part of combination or sequence | One of the attempted doubles or triples must be in combination or sequence | Add "+ SEQ" to repeated double or triple jump ¹ |
| | | 4 th repeated double jump, or 3 rd double jump if triple is repeated | No more than three different double jumps (one may be a triple) may be repeated | All jumps in box with infraction are asterisked (*) |
| Novice | Repeated Double Axel or triple jump | 2 nd repeat of double Axel or triple jump (e.g., 3 rd Double Axel) | Double Axel or triple jump may only be repeated once | All jumps in box with 2 nd repeat of Double Axel or triple jump are asterisked (*) |
| | | Neither double Axel or triple jump performed as part of combination or sequence | One of the attempted Double Axels or triples must be in combination or sequence | Add "+ SEQ" to repeated double Axel or triple jump ¹ |
| | | 3 rd repeated jump with two and one half or three revolutions | No more than two different jumps of two and one half or three revolutions may be repeated | All jumps in box with 3 rd repeat asterisked (*) |
| Juvenile Intermediate Novice | 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 spin of same nature is asterisked (*) |

| Level | Element | Issue | Requirement | Call |
|---|--|---|--|---|
| All Levels | Spins | 4 th spin executed | Max 3 spins | 4 th spin is asterisked (*) |
| Juvenile Intermediate Novice | 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 |
| Juvenile | Spins do not meet requirements Note: See “footnote 2” | Not according to requirements | (1) Spin with flying entry, (2) Combination spin with min. 1 change of position, (3) Optional spin All spins may change feet and start with fly, spins must be of different nature (different codes) | Place the asterisk on the first spin that causes a rule infraction, i.e., the first spin that cannot be one of the required spins |
| Intermediate | Spins do not meet requirements Note: See “footnote 2” | Not according to requirements | (1) Spin with flying entry, (2) Combination spin with min. 1 change of foot and min. 1 change of position, (3) Optional spin All spins may change feet and start with fly, spins must be of different nature (different codes) | Place the asterisk on the first spin that causes a rule infraction, i.e., the first spin that cannot be one of the required spins |
| Novice | Spins do not meet requirements Note: See “footnote 2” | Not according to requirements | (1) Spin with flying entry with no change of foot or position, (2) Combination spin with or without change of foot, (3) Optional spin Spins may change feet and start with fly except flying spin with no change of foot or position, spins must be of different nature (different codes) | Place the asterisk on the first spin that causes a rule infraction, i.e., the first spin that cannot be one of the required spins |
| Novice | Step sequence executed after spiral sequence has been executed | Spiral sequence already executed | 1 Step or spiral sequence | Clear step sequence entry |

| Level | Element | Issue | Requirement | Call |
|----------------------------------|--|--------------------------------|---------------------------|---|
| Novice | Spiral sequence executed after step sequence has been executed | Step sequence already executed | 1 Step or spiral sequence | Clear spiral sequence entry |
| Juvenile Intermediate | Spiral sequence | Not according to requirements | Step sequence | If step sequence has been executed, clear spiral sequence entry. If no step sequence has been executed, spiral sequence is asterisked (*) |

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

²Examples of how to vet spins

Juvenile FS

- CSSp2 Must be optional spin because does not meet requirements of flying or combination spin
- USp1 Asterisked (*) – Does not meet requirements of flying or combination spin, already executed optional spin (filled optional spin box)
- CCoSp3 Combination spin

Intermediate FS

- LSp4 Must be optional spin because does not meet requirements of flying or combination spin
- FCCoSp3 Can be flying spin or combination spin
- CoSp2 Asterisked (*) – Does not meet requirements of needing a fly while not double dipping with fly requirement and CCoSp

Novice FS (with same spins as Intermediate FS example above)

- LSp4 Must be optional spin because does not meet requirements of flying or combination spin
- FCCoSp3 Must be combination spin because does not meet requirement of flying spin
- CoSp2 Asterisked (*) – Does not meet requirements of flying spin (remaining spin box)

Novice FS

- FCoSp1 Can be combination spin or optional spin, does not meet requirements of flying spin
- LSp2 Must be optional spin, FCoSp1 above fills the combination spin box
- CCoSp4 Asterisked (*) – Does not meet requirements of flying spin with no change of foot or position