



2018-19 Adult Skating – Calling Clarifications for Adult and Masters Singles, Pairs and Ice Dance Events Judged Under IJS

The information in this document supersedes the 2017-18 Adult and Masters Calling Clarifications.
Updated 2/25/19 (changes in red font) Updated 3/19/19 (changes in blue font)

SINGLES: Adult Pre-Bronze, Adult Bronze, Adult Silver, Adult Gold, Masters Intermediate-Novice, Masters Junior-Senior (including championship events)

Falls

- The deduction for every fall for adult pre-bronze is 0.25.
- The deduction for every fall for adult bronze through masters junior-senior is 0.5.

Spins

- All spins:
 - Adult pre-bronze and adult bronze – max Level 1.
 - Adult silver – max Level 2.
 - Adult gold – max Level 3.
 - Masters intermediate-novice and masters junior-senior – max Level 4.
- U.S. Figure Skating will continue to award eight revolutions (ISU Communication #2186, spin feature #10) once per spin, if executed in a different basic position and/or in a different difficult variation. This feature can also be awarded if 8 revolutions are executed in a basic sit spin position.
- Per ISU 2186, all spins with a change of foot must have 3 revolutions on each foot. If this requirement is not fulfilled, a V will be assigned.
- **Spin in one position without change of foot:** If there are not two continuous revolutions in a basic position, the spin will receive Level Base (B) provided at least three revolutions in total are achieved.
- **Spin in one position with change of foot:**
 - If there are not two continuous revolutions in a basic position on both feet, the spin will receive no value.
 - If there are two continuous revolutions in a basic position on only one foot, the spin may receive a minimum Level Base (B) and a maximum Level 2 depending on features achieved (up to two) and provided at least three revolutions in total are achieved on both feet.

If in a camel or a sit spin, two continuous revolutions in a basic position are achieved on both feet, *even with no other features achieved*, the spin will receive a Level 1. This feature may be awarded twice per program if executed in different basic positions (once in a CSSp or FCSSp and once in a CCSp or FCCSp). This feature will be counted on the second foot. If additional features are achieved, the criteria from ISU Communication #2168 will be applied, i.e.:

 - Basic position achieved on both feet + no feature = Level 1
 - Basic position achieved on both feet + one feature = Level 2
 - Basic position achieved on both feet + two features (two features on first foot, or one feature on first foot and one feature on second foot) = Level 3
 - Basic position achieved on both feet + three features (two features on first foot and one feature on second foot) = Level 4
 - Basic position achieved on both feet + four features = Level 4

All other spin criteria from ISU Communication #2186 will be applied.

- **CoSp and CCoSp:** If there is only one basic position for two continuous revolutions, the spin will receive a Level Base (B), and a V will be assigned. If there is only one basic position for two continuous revolutions and less than three revolutions on each foot, the spin will receive a Level Base (B) and a V will be assigned. Combination spins with no basic position for two continuous revolutions will receive no value.

Adult/Masters Singles Spins – Max Levels

- Adult pre-bronze and adult bronze: Max Level 1
- Adult silver: Max Level 2
- Adult gold: Max Level 3
- Masters Intermediate-Novice and Masters Junior-Senior: Max Level 4

	0 Basic Positions Achieved	1 Basic Position Achieved	2 Basic Positions Achieved	3 Basic Positions Achieved	No Basic Position on One Foot	<u>Not 3 Revs on Each Foot</u>
One position spin, no change of foot	Base	Any (B-4)	N/A	N/A	N/A	<u>N/A</u>
One position spin, with change of foot	No Value	Upright (B-4) Camel & Sit (1-4)* <i>*If the BP is achieved on each foot</i>	N/A	N/A	Any (B-2)	<u>Upright (B-4)V</u> <u>Camel & Sit (1-4)V*</u> <i>*If the BP is achieved on each foot</i>
CoSp	No Value	CoSpBV	CoSp(B-4)V	CoSp(B-4)	N/A	<u>N/A</u>
CCoSp	No Value	CCoSpBV	CCoSp(B-4)V	CCoSp(B-4)	CCoSp(B-4)	<u>CCoSp(B-4)V</u>

Jumps

- **ALL LEVELS - A waltz jump (1Wz) is an Axel-type jump and will receive credit if attempted as an obvious jump element.**
- Rotational and edge errors and any associated V and base values will be applied (ISU Communication #2186).
- According to the jump repeat rules for specific levels, when two executions of a jump are allowed and one of those must be in combination or sequence, if both are executed as solo jumps, the second one performed will be marked with the sign "+REP".

Choreographic Step Sequence

- Adult pre-bronze: N/A
- Adult bronze and adult silver:
There is no required pattern, but the sequence must be visible and identifiable and should be performed using at least half of the ice surface. If these criteria are not fulfilled, the element will have NO VALUE. The sequence may include moves in the field and spirals. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious waltz jump attempts).
- Adult gold, masters intermediate-novice and masters junior-senior
There is no required pattern, but the sequence must be visible and identifiable and should be performed using almost the full ice surface. If these criteria are not fulfilled, the element will have NO VALUE. The sequence may include moves in the field and spirals. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious waltz jump attempts).
- If the choreographic step sequence meets the requirements, it will be confirmed (see well-balanced program chart).

PAIRS: Adult Bronze, Adult Silver, Centennial, Adult Gold, Masters (including championship events)

Falls

- The deduction for every fall is 0.5.

Twist Lifts and Lifts

- Adult bronze, adult silver and centennial:
Twist lifts and lifts will be evaluated in accordance with the U.S. Figure Skating well-balanced program requirements for adult pairs and the current juvenile/intermediate lift features.
Variation of the lady's position, no-handed, one-handed, overhead, carry and combination lifts and lifts that include a carry feature are not permitted. If one of these is executed the lift in question will be called at a Level Base (B) and given the 2.0 points illegal element deduction. If a pair executes a Group 1 lift, the release of the lady's hands after the lift extension has been achieved is not a violation of this rule.
- Adult gold and masters:
Twist lifts and lifts will be evaluated in accordance with the U.S. Figure Skating well-balanced program requirements for adult pairs. Levels of Difficulty for adult features 1-4 will be evaluated in accordance with the current juvenile/intermediate lift features. Levels of Difficulty for adult features 5-9 will be evaluated in accordance with the criteria for junior pairs in ISU Communication #2186.

Choreographic Sequence (ChSq)

- Adult bronze, adult silver and centennial:
The sequence must be clearly visible. If this criteria is not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious waltz jump attempts in adult bronze).
- Adult gold and masters:
The sequence must be clearly visible. If this criteria is not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel.

Death Spiral and Pivot Figure

- The current juvenile/intermediate features will apply.
- Adult bronze, adult silver and centennial:
Pivot position not required. Choice of position and hand hold.
- Adult gold and masters:
Regular one-hand to one-hand hold and at least 1/2 revolution with man in full pivot position is required.

Solo Spins

- The current calling clarifications for juvenile pairs and juvenile/intermediate features will apply. The designation V, as described in ISU Communication #2186, will apply only to solo spin combinations and not to flying spins.
- **Spin in one position, no change of foot:**
 - Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position). If this requirement is not achieved, the spin will receive no higher than a Level Base (B), and features will not be awarded.

- **Spin in one position with change of foot**
 - Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) on one foot to achieve a Level Base (B). If this requirement is not achieved, the spin will receive no level and no value.
 - Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) on both feet to achieve Levels 1-4.
 - **Combination spin with/without change of foot**
 - The minimum requirement for a Level Base (B) in a solo combination spin with or without a change of foot is only one basic position (two continuous revolutions in a basic position).
 - In the case that two or more positions are clearly attempted, but only one basic position is achieved, the call will be Combination Spin (with a change of foot) Level Base (B) (CoSpBV or CCoSpBV).
 - **For spins with a change of foot:**
 - The basic position can be executed on either foot.
 - A minimum of three revolutions on each foot is required by both partners.
- Otherwise, the number of positions executed (two or three) does not limit the level of the spin.

Adult/Masters Pairs Solo Spins – Max Levels

Number of basic positions achieved	0	1	2	3	No basic on one foot
One position spin no change of foot	Base	Any (B-4)	N/A	N/A	N/A
One position spin with change of foot	No Value	Any (B-4)	N/A	N/A	Base
CoSp	No Value	CoSpBV	CoSp(B-4)V	CoSp(B-4)	N/A
CCoSp	No Value	CCoSpBV	CCoSp(B-4)V	CCoSp(B-4)	CCoSp(B-4)

Pair Spins (PSp) / Pair Combination Spin (PCoSp)

- The current juvenile/intermediate features will apply.
- **Pair Spin:** If a team elects to perform a pair spin, the V does not apply. One basic position for two continuous revolutions by each partner is required for the pair spin to receive a value.
- **Pair Combination Spin:** At least one change of foot and one basic position (two continuous rotations) by each partner is required for the pair combination spin to receive a value.
 - If only one basic position is executed by both partners, the spin will receive no higher than a Level Base (B), the designation V will apply and features will not be awarded.
 - If only two basic positions are executed by both partners, the designation V will apply. The level of the spin is not limited if two basic positions are executed by both partners. A change of position directly from basic to basic is not required.
 - If the team attempts a PCoSp but, due to an error, fails to achieve 3 revolutions before or after the change of foot, the attempted change of foot can be disregarded by the technical panel. The element is identified as a PSp, and leveled according to the features achieved on the foot with at least 3 revolutions. However, if a PSp has already been attempted, no value will be given to the second PSp per the WBP requirements.

Adult/Masters Pair Spins and Pair Spin Combinations – Max Levels

Number of basic positions achieved	0	1	2	3	No basic on one foot
PSp	No Value	PSp (B-4)	PSp (B-4)	PSp (B-4)	N/A
PCoSp	No Value	PCoSpBV	PCoSp(B-4)V	PCoSp(1-4)	PCoSp(B-4)

Jumps

- Adult bronze only: A waltz jump (1Wz) will receive credit if attempted as an obvious jump element.
- Rotational and edge errors and any associated V and base values will be applied (ISU Communication #2186).

Throw Jumps

- Adult bronze only: A throw waltz jump (1WzTh) will receive credit if attempted as an obvious throw.
- Rotational errors and any associated V and base values will be applied (ISU Communication #2186).

Levels of Difficulty, Adult/Masters Pairs

Number of features for Levels: No features for Level Base (B),
1 for Level 1, 2 for Level 2, 3 for Level 3, 4 or more for Level 4

Twist Lifts	<ol style="list-style-type: none"> 1. Lady's split position (each leg at least 45° from the body axis and lady's legs are straight or almost straight) 2. Catching the lady at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man 3. Lady's position in the air with arm(s) above the head (minimum one full revolution) 4. <u>Difficult take-off</u> 5. Man's arms sideways reaching at least shoulder level after release of lady
Lifts	<p>Adult Bronze, Adult Silver, Centennial, Gold & Masters Pairs:</p> <ol style="list-style-type: none"> 1. Simple variation of take-off *Group 1 lifts only: Full extension of man's arms not required 2. Simple landing variety (landing on the opposite foot is not automatically considered a simple landing variety *Group 1 lifts only: Full extension of man's arms not required 3. Coverage of the ice from red line to blue line or equivalent (25 feet) *Group 1 & 2 lifts only: Full extension of man's arms not required 4. Additional coverage of the ice from blue line to red line or equivalent (25 feet) *Group 1 & 2 lifts only: Full extension of man's arms not required <p>Adult Gold & Masters Pairs ONLY:</p> <ol style="list-style-type: none"> 5. 1 change of hold and/or lady's position (1 rev. of the man before and after the change, counts twice if repeated) 6. Difficult variation of the lady (one full revolution) 7. One-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.) 8. Additional revolutions of the man with one-hand-hold after 2 revs in 5 (only in one lift) 9. Change of rotational direction by the man (one rev. before and after the change, counts only once per program) <p>Features 1), 2), 5) and 6) must be significantly different from lift to lift and if similar, will only count first time attempted.</p>
Step Sequences	<u>Choreographic Sequence (ChSq)</u> , must be clearly visible
Death Spirals	<ol style="list-style-type: none"> 1. 1 full revolution of the man in the low pivot position 2. 1 full revolution of the lady in the low position 3. Additional full revolution(s) by both after first revolution (counts only if pair achieves features 1 and 2) 4. Difficult entry (immediately preceding the death spiral) and/or exit (only one feature can be achieved for this regardless of whether the team does a difficult entry, a difficult exit, or both)
Solo Spins	<ol style="list-style-type: none"> 1. 3 revolutions in a basic camel 2. 3 revolutions in a basic sit 3. <u>Difficult entrance into a spin</u> 4. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback) <p>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</p> <ul style="list-style-type: none"> • All combination spins <ul style="list-style-type: none"> • One basic position for 2 revolutions is required to receive a maximum Level B • Non-basic positions will not be awarded as a feature • All spins in one position with a change of foot <ul style="list-style-type: none"> • A basic position for 2 revolutions on one foot is required for a maximum Level B • Basic positions for 2 revolutions on both feet are required for Levels 1-4 • All spins in one position without a change of foot <ul style="list-style-type: none"> • May be awarded a maximum Level B if there is no basic position
Pair Spins	<ol style="list-style-type: none"> 1. 3 revolutions in basic camel (both partners at the same time) 2. 3 revolutions in basic sit (both partners at the same time) 3. 2 revolutions in all 3 basic positions (both partners, do not have to be at the same time) 4. 1 difficult variation of each partner (must be executed for 2 revolutions in basic position) 5. At least 6 revolutions without any changes in position/variation and foot (camel, sit, or difficult upright)

CLARIFICATIONS: ADULT/MASTERS PAIRS LEVELS OF DIFFICULTY

TWIST LIFTS

2) Both of the man's hands must be on the sides of the lady's waist (catching the lady by one or both hands on the stomach is a different catch; no feature is given if there is no proper catch); and the lady is not touching the man at any point on the landing phase by any part of her arm(s), hand(s) or upper body.

5) After the man releases the lady, his arms must change position going to the side of his body at least as low as his shoulders before he catches the lady. The arms of the man must be straight or almost straight.

LIFTS

[For adult Bronze, adult silver, and centennial pairs features 1 and 2 may be repeated.](#)

[For adult gold and adult masters pairs features 1, 2, 5 and 6 must be significantly different from lift to lift and if similar will only count the first time attempted.](#)

Group 1 lifts without full extension of the arms are eligible for features 1-4 only. Group 2 lifts without full extension of the arms are only eligible for features 3 and 4.

1) A simple variation of the take-off may include: a change of hold on the ascent, a position that is different than the required group hold, for example: the man skating forward on the take-off of a Group 2 or Group 4 lift. Variations MAY be repeated on each lift at adult/masters levels.

2) A simple landing variety may include: a change of hold on the descent, landing on the other foot with a change of direction or a difficult leg hold. Variations MAY be repeated on each lift at adult/masters levels.

3&4) Ice coverage will begin with the continuous ascent of the lift to the continuous descent of the lift. At no point can the man "carry" the lady to achieve these features. *Group 2 lifts only: Full extension of man's arms not required

DEATH SPIRAL

Features do not apply to the pivot figure.

1) "Man's low pivot position" means the man's knees are clearly bent for one full revolution. (At adult silver, adult bronze and centennial, the man's buttocks are NOT required to be below his knee.)

2) "Lady's low position" means for inside death spirals the lowest hip or buttock and head should not be higher than her skating knee; for outside death spirals the head should not be higher than her skating knee and bodyline between knee of skating leg and head should be flat or shallow arch. If during the death spiral lady's head never reaches the level of her skating knee, this feature is not achieved.

3) An additional level may be earned by the lady achieving an extra full revolution. "Low position" as defined for 1) and 2) above is required by both the lady and the man in the additional revolution.

4) Difficult entry to a death spiral should be on the curve and on the leg of the death spiral, and while acquiring the actual death spiral position there should be a continuous and not too prolonged movement to this position. Entry commences at the beginning of the entry curve when one or both partners are already on one foot on the edge of the death spiral. Exit starts when the man starts bending his "holding" arm in the elbow and ends when the lady comes to the vertical position. Only one feature can be achieved, entry or exit.

SOLO SPINS

Only basic positions will be awarded as features. Difficult variations may be executed but will not be awarded.

Feature 1 or 2 can be combined with feature 4. Example: 6 revolutions in a basic sit = Level 2. The skaters are awarded two features for the basic sit – one feature for the 6 revolutions without changes in position and one feature for at least three revolutions in a basic sit. All features may be used only once, the first time they are attempted. The difficult entry feature is consistent with ISU Communication #2186. Regular backward entry and regular flying camel will not be awarded as features. Features 1& 2 may only be used once. The designation V will be applied to adult/masters pairs for combination spins but not for flying spins.

PAIR SPINS

Only basic positions will be awarded as features. Difficult variations must be in basic positions. Any basic sit with the 90-degree angle, any basic camel with the knee higher than the hip will be awarded.

DANCE: Adult Pre-Bronze, Adult Bronze, Adult Silver, Centennial, Adult Gold, Adult Pre-Gold, Masters Open and Championship Adult

Falls

- The deduction for every fall for adult pre-bronze is 0.25.
- The deduction for every fall for adult bronze and higher is 0.5.

Pattern Dance

- For a sequence/segment to be called, at least 75% of the steps by both partners must be completed (No Key Points, No Level Base).
- Required Number of Sequences – U.S. Figure Skating Rule 8075
 - Adults dance a reduced number of sequences for the following dances: Canasta Tango, Cha Cha, Dutch Waltz, Fiesta Tango, Fourteenstep, Foxtrot, Hickory Hoedown, Kilian, Paso Doble, Quickstep, Rhumba, Rhythm Blues, Rocker Foxtrot, Ten-Fox, Viennese Waltz and Willow Waltz
- Required Number of Sequences Not Skated – U.S. Figure Skating Rule 8075 (A)
- Side to Start Error Calling Specifications – U.S. Figure Skating Rule 8076

Free Dance

- All elements will be called in accordance with ISU Communications #2188 and #2148 (Level Base, 1, 2, 3, 4) with the following exceptions.
- **Lifts**
 - Two different group (b) difficult entries for lifts are permitted, and the full doughnut/ring position for the lifted partner will continue to be considered a difficult position on its own (difficult hold/interaction between partners not necessary).
- **Choreographic Step Sequence**
 - The choreographic step sequence must fully utilize the ice surface. It must be visible and identifiable and should be performed by using almost the full ice surface by both partners. The pattern must be clearly recognizable and cover the full ice surface as defined for midline, circular or diagonal.
- **Spins and Combination Spins**
 - Spins and combination spins will be called in accordance with ISU Communication 1937 (from 2015-16 season, *without* difficult entries/exits).

Level 1	Level 2	Level 3	Level 4
Spin: at least 3 rotations Combination Spin: at least 3 rotations in either part and more than 1 rotation on other part	OPTION 1 2 different Difficult Variations from 2 different Basic Positions OPTION 2 1 Difficult Variation from any Basic Position	OPTION 1 3 different Difficult Variations from 3 different Basic Positions OPTION 2 2 Difficult Variations from 2 different Basic Position	OPTION 1 4 different Difficult Variations from 3 different Basic Positions (at least 2 <u>different Difficult Variations</u> being performed by partners simultaneously) OPTION 2 3 Difficult Variations from 3 different Basic Position

- **Synchronized Twizzle**

- **Synchronized Twizzle Calling Specifications and Basic Requirements (No Level Base):**

- **Basic Requirements:** Both partners complete at least one full rotation for the twizzle. The synchronized twizzle will be identified but given no level when one or both partners skate less than one full rotation each.
 - **Calling Specifications:**
 1. If one or both partners touch(es) the free foot down during the execution of the turn, the level will be assessed in accordance with the number of clean rotations before the touchdown.
 2. If the skaters perform a three-turn, check rotation and then start a twizzle, the entry edge and the number of rotations of that twizzle will be counted after the three-turn from the starting edge of the proper twizzle.
 3. If there is a full stop before the twizzle, the level of the twizzle will be reduced by one level.
 4. Synchronized twizzle executed as a spin or as checked three-turns:
 - If up to one rotation becomes a spin or checked three-turns, the synchronized twizzles will be reduced by one level.
 - If more than one rotation becomes a spin or checked three-turns, the synchronized twizzles will be called Level 1.

Level 1	Level 2	Level 3	Level 4
Synchronized Twizzles that do not meet the criteria for Level 2, 3 or 4 requirements but meet the basic requirements for the Juvenile and Adult Free Dance Synchronized Twizzle.	Option 1 Twizzles at least 2 full rotations (for both partners) AND Started with a forward edge (for both partners) Option 2 Twizzles at least 1 full rotation (for both partners) AND Started with a backward edge (for both partners)	Option 1 Twizzles at least 3 full rotations (for both partners) AND Started with a forward edge (for both partners) Option 2 Twizzles at least 2 full rotations (for both partners) AND Started with a backward edge (for both partners)	Option 1 Twizzles at least 4 full rotations (for both partners) AND Started with a forward edge (for both partners) Option 2 Twizzles at least 3 full rotations (for both partners) AND Started with a backward edge (for both partners)

Refer to the following for additional information (all are located in the Technical Info section of the US Figure Skating website):

- [2018-19 Adult Singles WBP Elements](#)
- [2018-19 Adult Pairs WBP Elements](#)
- [2018-19 Adult Partnered Free Dance Elements](#)
- [ISU Communication #2186 – Single and Pair Skating Scale of Values, Levels of Difficulty, Guidelines for Marking GOE and Additional Remarks](#)
- [ISU Communication #2148 – Ice Dance Requirements for Technical Rules](#)
- [ISU Communication #2188 – Ice Dance Calling Specifications and Marking Guides](#)