

## 2018/2019 IJS Rule Verification Protocol with Guidelines for Novice through Juvenile and Adults Singles, Pairs and Ice Dance

The Technical Panel is responsible for the accuracy of the identification and coded entry of all skated elements and certain deductions. The calculation software program for IJS events, developed by the ISU and used by USFS, comes from Swiss Timing with rule verification capability for Junior and Senior level events. Rule verification capability for US Juvenile, Intermediate, Novice, and Adult level events is implemented by USFS and its officials. Tables for assistance in rule vetting for Novice, Intermediate, Juvenile, and Adult events are included at the end of this document. These tables are not official rules, but you can use them as a guide. Refer to Rulebooks (USFS and ISU), Technical Notifications, clarifications and other resources for further information.

### Rule Verification Coding Specifics

#### SINGLES

<b>Issue</b>	<b>Level</b>	<b>Vetting</b>
<b>Jump Bonus</b>  Jump must be fully rotated or under-rotated  Bonus points awarded only if compliant with well-balanced program repeat rules	Juvenile SP	1.0 for one double Axel (2Ab1)
	Juvenile FS	1.0 for each double Axel (2Ab1) 1.0 for <b>one</b> triple jump (Ex: 3Sb1)
	Intermediate SP	1.0 for <b>one</b> double Axel (2Ab1) 2.0 for a double/triple jump combination – the triple must be the second jump (Ex: 2Lz+3Tb2) 3.0 for a triple/triple jump combination (Ex: 3Sb1+3Tb2)
	Intermediate FS	1.0 for <b>one</b> double Axel (2Ab1) 2.0 for any triple jump that immediately follows a double jump (Ex: 2A+3Tb2) 3.0 for any jump combination where 2 triple jumps are executed in succession (Ex: 3Sb1+3Tb2; 3Sb1+3Tb2+2T) 1.0 for every triple jump not covered above
	Novice SP	2.0 for a double/triple jump combination – the triple must be the second jump (Ex: 2Lz+3Tb2) 3.0 for a triple/triple jump combination (Ex: 3Sb1+3Tb2) 3.0 for each triple Axel (3Ab3) 5.0 for triple Axel/triple jump combination (Ex: 3Ab3+3Tb2) 1.0 for every triple jump not covered above
	Novice FS	2.0 for any triple jump that immediately follows a double jump (Ex: 2A+3Tb2) 3.0 for any jump combination where 2 triple jumps are executed in succession (Ex: 3Sb1+3Tb2; 3Sb1+3Tb2+2T) 3.0 for each triple Axel (3Ab3)

		5.0 for triple Axel/triple jump combination (Ex: 3Ab3+3Tb2) 1.0 for every triple jump not covered above
	Junior SP	1.0 for a triple Axel (3Ab1)
	Junior FS	1.0 for each triple Axel (3Ab1) 2.0 for each quadruple jump (Ex: 4Tb2)
<b>Jump element not according to requirements</b>	Juvenile – Senior SP	Jump is asterisked Within the jump combination, only the jump(s) that does not meet the requirements receives the asterisk If both jumps satisfy only one part of the rotation requirements, the jump with the lesser value after consideration of rotation and edge errors receives the asterisk
<b>Two jump combinations executed</b>	Juvenile-Senior SP	Last jump(s) of second combination is/are asterisked Example: skater executes a 3Lz + 2T, then a 3F + 2Lo. The second jump element would be 3F + 2Lo*
<b>Jump combination not executed</b>	Juvenile-Senior SP	<ul style="list-style-type: none"> <li>• If only one jump is executed and no attempt to execute second jump, code: 1<sup>st</sup> jump+COMBO</li> <li>• If there is an execution error where skater falls or steps out of a jump and immediately executes another jump, the code: 1<sup>st</sup> jump + COMBO + 2<sup>nd</sup> jump* (Ex: 2Lz+COMBO+2T*)</li> <li>• If two solo jumps are executed with no clear way to identify the intended jump combination, the later jump element will be jump+COMBO</li> </ul>
<b>Jump repeated</b>  A jump can be repeated only within the jump combination itself	Juvenile-Senior SP	Any jump that is repeated receives an asterisk unless it is within the jump combination <ul style="list-style-type: none"> <li>• Example: Novice Lady executes a 2T as a solo jump and then a 2Lz + 2T combination. Code: 2Lz + 2T*</li> <li>• Example: Senior Man executes 3Lz+3T as jump combination and then a solo 3T Code: 3T*</li> </ul>
<b>Exceeds maximum number of jump combinations or sequences</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold, and Silver FS	Only portion of element that violates rules receives asterisk. + REP is added <ul style="list-style-type: none"> <li>• Example: 3 combo/sequences are allowed but 4 are executed. Skaters receives value for first jump of 4<sup>th</sup> comb/seq only: Example: 2Lz+2T*+REP</li> </ul>
<b>Exceeds maximum number of jumps in combinations</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold, and Silver FS	Only portion of element that violates rules receives asterisk <ul style="list-style-type: none"> <li>• Two 3 jump combinations are executed: last jump in 2<sup>nd</sup> combination is asterisked (Ex: 2Lz+2Lo+2Lo followed by 2F+1Eu+2S Code would be 2F+1Eu+2S*)</li> <li>• Four-jump combination: The last jump in the combination is asterisked. (Example: 2Lz +</li> </ul>

		2Lo + 2T + 1Lo*)
<b>3 Jump combination not according to requirements</b>	Juvenile FS	<p>A 3 jump combination can contain only 2 double jumps. If there are 3 double jumps in the combination, the last jump is asterisked.  Example: 2Lz+2Lo+2T*</p> <p><b>EXEMPTION: IF DOUBLE AXEL OR TRIPLE JUMP IS PART OF THREE-JUMP COMBINATION, THEN TWO OTHER DOUBLE JUMPS MAY BE INCLUDED</b></p> <ul style="list-style-type: none"> <li>• If three double jumps are included and the 2A is downgraded or not included, the last double jump is asterisked</li> <li>• If a triple jump and two double jumps are included and the triple jump is downgraded, the second double jump is asterisked</li> </ul>
<b>Jump combination or sequence execution errors</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold and Silver FS	<p>If skater falls or steps out of a jump and immediately executes another jump, the jump(s) after the mistake are not counted and code is executed jump(s) before mistake+SEQ+jump(s)*</p> <ul style="list-style-type: none"> <li>• Example: Skater executes a double Lutz, falls, then gets up and executes a double toe loop – code: 2Lz + SEQ + 2T*</li> <li>• Example: Skater executes a double Axel, hops and then executes a double Axel – code: 2A + SEQ + 2A*</li> </ul>
<b>Jump element not adhering to definition of combination or sequence</b>	Juvenile-Senior SP Juvenile-Senior FS Masters Int/Nov, Gold and Silver FS	<p>Jump(s) executed after the point where the mistake occurs are asterisked and code is executed jump(s)+SEQ+jump(s)*</p> <ul style="list-style-type: none"> <li>• Example: 2Lz+1A+SEQ+2T*</li> <li>• Example: 2Lz+2T+SEQ+1A*</li> <li>• Example: 2Lz+1Eu+SEQ+2T*</li> </ul>

<b>Repeated solo jump when required to be in combination/sequence if repeated</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold and Silver FS	Second execution of same jump receives +REP Example: Senior man performs a 3T as a solo jump and later in the program executes a second 3T again as a solo jump. The second attempt would be 3T + REP
<b>Maximum number of same jump exceeded</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold and Silver FS	Jump that is executed a third time is asterisked. If it is part of a jump combination or sequence, only the jump that exceeds the maximum is asterisked Example: Novice lady executes a 2Lo + 2Lo, then later does a 2Lz + 2Lo. The second jump element would be 2Lz + 2Lo*
<b>Maximum number of jumps that can be repeated exceeded</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold and Silver FS	Element that violates the rule is asterisked. If this is part of a combination or sequence, only the jump that exceeds the maximum is asterisked. Example: Juvenile skaters may repeat only 3 different double jumps. If there is a repeat of a 4 <sup>th</sup> different double jump, that jump is asterisked
<b>No Axel type jump</b>	Juvenile-Senior FS Adult Masters Jr/Sr and Masters Int/Nov FS	If skater has executed maximum number of jump passes, the last jump element is asterisked. If it is part of a jump combination or sequence, the entire element is asterisked If skater has not used all jump elements, credit is given for all jumps executed
<b>Maximum number of jump elements exceeded</b>	Juvenile-Senior FS Adult Masters Jr/Sr, Masters Int/Nov, Gold and Silver FS	All jumps in jump elements in excess of maximum allowed are asterisked.
<b>Spins of same nature (same code)</b>	Juvenile-Senior FS Intermediate-Senior SP Adult Masters Jr/Sr, Masters Int/Nov, Gold and Silver FS	Repeated spin is asterisked
<b>Incorrect spin executed</b>	Juvenile-Senior FS Intermediate-Senior SP	Spin that is not according to requirements is asterisked

## PAIRS

<b>Jump Bonus</b>  Jump must be fully rotated or under-rotated	Juvenile	1.0 for each double Axel achieved by both partners
	Intermediate FS	1.0 for each double Axel achieved by both partners
	Novice SP and FS	1.0 for each double Axel and each triple jump achieved by both partners
<b>Jump element not according to requirements</b>	Novice – Senior SP	Jump is asterisked
<b>Jump combination or sequence not executed</b>	Juvenile-Senior FS Adult Championship Masters, Masters and Gold FS	If both jump elements are solo jumps, the second jump receives +REP
<b>Jump combination or sequence execution error</b>	Juvenile-Senior FS Adult Championship Masters, Masters and Gold FS	<ul style="list-style-type: none"> <li>• One skater falls or steps out and the other executes a jump sequence – first jump + SEQ (Example: 2F + SEQ)</li> <li>• One skater falls or steps out and the other executes a jump combination – first jump + COMBO (Example: 2F + COMBO)</li> <li>• Both skaters fall or step out of an intended jump combination/sequence and no additional jump is attempted or the skaters intentionally attempt a second solo jump – first jump + REP (Example: 2F + REP)</li> </ul>
<b>Jump element not adhering to definition of combination or sequence</b>	Juvenile-Senior FS Masters Int/Nov, Gold and Silver FS	<p>Jump(s) executed after the point where the mistake occurs are asterisked and code is executed jump(s)+SEQ+jump(s)*</p> <ul style="list-style-type: none"> <li>• Example: 2Lz+1A+SEQ+2T*</li> <li>• Example: 2Lz+2T+SEQ+1A*</li> <li>• Example: 2Lz+1Eu+SEQ+2T*</li> </ul>
<b>Jump repeated</b>	Junior-Senior FS	Any double Axel, triple, or quad jump that is repeated receives an asterisk unless it is within the jump combination/sequence
<b>Two jump combinations or sequences executed</b>	Juvenile-Senior FS Adult Championship Masters, Masters and Gold FS	First jump of the second combo/sequence receives value and all other jumps are asterisked
<b>Incorrect spin executed</b>	Juvenile-Senior FS Novice-Senior SP	Spin that is not according to requirements is asterisked
<b>Pair combination spin attempted but 3 revolutions on each foot not achieved</b>	Novice-Senior FS Adult Championship Masters, Masters and Gold FS	If does not achieve 3 revolutions before or after change of foot, the attempted change of foot is disregarded and spin is called as PSp
<b>Repeated lift from same group</b>	Intermediate-Senior FS	Repeated lift is asterisked
<b>Repeated lift from same group</b>	Adult Championship Masters, Masters and Gold	Repeated lift receives value IF different position (eg a star lift and platter lift from Group 3)

	FS	Repeated lift is asterisked if same lift
<b>All lifts from same group</b>	Senior FS	Third lift is asterisked
<b>Repeated take off Group 5 lift</b>	Senior FS	Repeated lift is asterisked
<b>No Group 3 or 4 lift executed</b>	Novice FS	If only one lift is executed, lift receives value. If two lifts are executed and neither is Group 3 or 4, second lift is asterisked
<b>Group 5 Lift executed</b>	Intermediate FS	Any Group 5 lift is asterisked
<b>Lifts from Groups 3-5 executed</b>	Juvenile FS	Any Group 3-5 lift is asterisked

## DANCE

<b>Repeated Short Lift</b>	Juvenile-Senior Free Dance Adult Championship, Gold, Pre-Gold and Masters Open Free Dance	Repeated lift is asterisked
<b>Exceeds maximum number of lifts</b>	Juvenile-Senior Free Dance Junior-Senior Rhythm Dance Adult Championship, Gold, Pre-Gold and Masters Open Free Dance	Extra lift is asterisked. Additional Element deduction of -1.0 per element is taken.
<b>2 Combination lifts executed</b>	Senior Free Dance Adult Championship, Gold, Pre-Gold and Masters Open Free Dance	First combination lift receives full credit. Second portion of second combination lift is asterisked. Additional Element deduction of -1.0 per element is taken.
<b>Repeated lift type in short lift and combination lift</b>	Senior Free Dance Adult Championship, Gold, Pre-Gold and Masters Open Free Dance	Repeated lift is asterisked. If the repeat is part of the combination lift, only that portion is asterisked
<b>Incorrect Step Sequence</b>	Intermediate-Senior Free Dance Junior-Senior Rhythm Dance Adult Championship, Gold, Pre-Gold and Masters Open Free Dance	Element is asterisked

## SINGLES

### Short Program—Novice Men Singles—6 Elements

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (2) or (3)— <b>* req'd</b></li> <li>• Triple Axel (3A) - <b>* req'd</b></li> <li>• Axel <u>no value</u> (A)— <b>red flag appears on screen, *req'd</b></li> </ul>
2. One double or triple jump	2T or 3T 2S or 3S 2Lo or 3Lo 2F or 3F 2Lz or 3Lz 2A or 3A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (3)</li> <li>• Repeated jump— <b>* req'd</b></li> <li>• Single jump (Ex: 1Lz)— <b>* req'd</b></li> <li>• Quadruple jump (Ex: 4T) --<b>* req'd</b></li> <li>• No value (Ex: Lo)— <b>red flag appears on screen, * req'd</b></li> </ul>
3. Jump combination— double/double, double/triple, or triple/triple	Ex: 2T + 2Lo	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (2)</li> <li>• Repeated jump from (1) or (2) — <b>* for jump that is repeated (Note: jump that does not violate rule receives value)</b></li> <li>• Single jump — <b>* req'd on jump that does not meet requirement (Ex: 1Lz* + 2T)</b></li> <li>• 2 single jumps <b>* req'd on both jumps, which do not meet requirements (Ex: 1Lz* + 1T*)</b></li> <li>• Two jump combinations executed – <b>second jump of the second combination * req'd</b></li> <li>• 3-jump combination – <b>* req'd on 3<sup>rd</sup> jump (Ex. 2Lz + 2T + 1Lo*)</b></li> <li>• No value (Ex: Lo) <b>red flag appears on screen, * req'd</b></li> <li>• Only one jump executed – <b>first jump+COMBO (Ex: 2Lz+COMBO)</b></li> <li>• Execution error due to fall on first jump or transfer of weight ending jump pass followed by second jump – <b>first jump+COMBO+second jump* (Ex: 2Lz+COMBO+2T*)</b></li> </ul>
4. Camel Spin <ul style="list-style-type: none"> <li>• Only one change of foot</li> <li>• No flying entry</li> <li>• Min. 5 revs each foot</li> </ul>	Example codes for level 1 spins: CCSp1	<ul style="list-style-type: none"> <li>• Spin with no change of foot (Ex: CSp1) – <b>* req'd</b></li> <li>• Spin with a flying entry (Ex: FCCSp1) — <b>* req'd</b></li> <li>• Spin position not a camel (Ex: CSSp1) - <b>*req'd</b></li> <li>• No level— <b>red flag appears on screen</b></li> </ul>
5. Spin Combination <ul style="list-style-type: none"> <li>• Only one change of foot</li> <li>• At least one change of position</li> <li>• No flying entry</li> <li>• All 3 basic positions to receive full value</li> <li>• Min. 5 revs each foot</li> </ul>	Example at level 1: CCoSp1 CCoSp1V	<ul style="list-style-type: none"> <li>• Does <u>not</u> change feet (Example: CoSp1)—<b>* req'd</b></li> <li>• Changes feet more than once— <b>* req'd</b></li> <li>• Flying entry —<b>* req'd</b></li> <li>• Only 2 basic positions – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot – <b>No Value</b></li> <li>• No level— <b>red flag appears on screen</b></li> </ul>
6. Leveled Step Sequence	Example at level 1: StSq1	<ul style="list-style-type: none"> <li>• No level—<b>red flag appears on screen</b> (example: <u>StSq</u>)</li> </ul>



## Short Program—Novice Ladies Singles—6 Elements

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (2) or (3)— <b>* req'd</b></li> <li>• Triple Axel (3A) - <b>* req'd</b></li> <li>• Axel <u>no value</u> (A)— <b>red flag appears on screen, * req'd</b></li> </ul>
2. One double or triple jump	2T or 3T 2S or 3S 2Lo or 3Lo 2F or 3F 2Lz or 3Lz 2A or 3A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (3)</li> <li>• Repeated jump— <b>* req'd</b></li> <li>• Single jump (Ex: 1Lz)— <b>* req'd</b></li> <li>• Quadruple jump (Ex: 4T) --<b>* req'd</b></li> <li>• No value (Ex: Lo)— <b>red flag appears on screen, *req'd</b></li> </ul>
3. Jump combination— double/double, double/triple or triple/triple	Ex: 2T + 2Lo	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (2)</li> <li>• Repeated jump from (1) or (2) — <b>* for jump that is repeated (Note: jump that does not violate rule receives value)</b></li> <li>• Single jump — <b>* req'd on jump that does not meet requirement (Ex. 1Lz* + 2T)</b></li> <li>• 2 single jumps <b>* req'd on both jumps, which do not meet requirements (Ex. 1Lz* + 1T*)</b></li> <li>• Two jump combinations executed – <b>second jump of the second combination * req'd</b></li> <li>• 3-jump combination - <b>* req'd on 3<sup>rd</sup> jump (Ex. 2Lz + 2T + 1Lo*)</b></li> <li>• No value (Ex: Lo) <b>red flag appears on screen, * req'd</b></li> <li>• Only one jump executed – <b>first jump+COMBO (Ex: 2Lz+COMBO)</b></li> <li>• Execution error due to fall on first jump or transfer of weight ending jump pass followed by second jump – <b>first jump+COMBO+second jump* (Ex: 2Lz+COMBO+2T*)</b></li> </ul>
4. Layback/Sideways leaning, Sit or Camel spin <ul style="list-style-type: none"> <li>• No change of foot</li> <li>• No flying entry</li> <li>• Min. 6 revs.</li> </ul>	Example for level 1: LSp1 SSp1 CSp1	<ul style="list-style-type: none"> <li>• Spin with change of foot (Ex: CLSp1, CSSp1, CCSp1)— <b>* req'd</b></li> <li>• Spin with a flying entry (Ex: FLSp1, FSSp1, FCSp1)— <b>* req'd</b></li> <li>• No level— <b>red flag appears on screen</b></li> </ul>
5. Spin Combination <ul style="list-style-type: none"> <li>• Only one change of foot</li> <li>• At least one change of position.</li> <li>• No flying entry</li> <li>• All 3 basic positions to receive full value</li> <li>• Min. 5 revs each foot</li> </ul>	Example for level 1: CCoSp1 CCoSp1V	<ul style="list-style-type: none"> <li>• Does <u>not</u> change feet (Example: CoSp1)—<b>* req'd</b></li> <li>• Changes feet more than once— <b>* req'd</b></li> <li>• Flying entry (Ex: code starts with "F")—<b>* req'd</b></li> <li>• Only 2 basic positions – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot – <b>No Value</b></li> <li>• No level— <b>red flag appears on screen</b></li> </ul>
6. Leveled Step Sequence	Example at level 1: StSq1	<ul style="list-style-type: none"> <li>• No level—<b>red flag appears on screen</b> (example: <u>StSq</u>)</li> </ul>

## Free Skate—Novice Men Singles—11 Elements.

Element	Possible Issues
<p>Maximum 7 jump elements</p> <ul style="list-style-type: none"> <li>• One must be an Axel-type jump</li> <li>• Max 3 jump combinations or sequences</li> <li>• 1 three-jump combination permitted</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Restricted jumps:</b> No more than one (1) Double Axel and two (2) different triple jumps may be repeated; if repeated, one must be in combination or sequence</li> <li>• <b>Repeat rule:</b> No double or triple jump can be included more than twice</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 7— * <b>req'd</b></li> <li>• No Axel-type jump attempted— * all jumps in the seventh jump element. If only 6 jump elements are done, no action needed.</li> <li>• More than three combos or seqs— * <b>req'd</b> for each jump in violation and + <b>REP added</b>. First jump in 4<sup>th</sup> combo/seq receives value (Ex: 3Lz + 2T* + REP)</li> <li>• More than one 3-jump combination— * <b>req'd</b> for each jump in violation. (Ex: 3Lz + 2T + 2Lo*)</li> <li>• Combination with more than three jumps-- * <b>req'd</b> for each jump in violation (Ex: 2F+ 1Lo+ 2S+ 2Lo*)</li> <li>• More than 2 different triple jumps repeated— * <b>req'd</b> for each jump in violation (Example: skater repeats 3F and 3Lz, then repeats 3T - * on the third repeated jump - 3T*) If part of a jump combo/seq only jump in violation of rules is asterisked</li> <li>• Second repeat of same double or triple jump--* req'd</li> <li>• Repeat of 2A or triple jump, but neither in combo or seq - + <b>REP</b> is added to the repeated jump.</li> <li>• Execution error in combo/seq where skater falls on first jump, gets up and executes a second jump – first jump + SEQ + second jump* (Example 2Lz + SEQ + 2Lo*)</li> <li>• Execution error in combo/seq where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump* (Example 2Lz + SEQ + 2Lo*)</li> <li>• No value (Ex: Lz)— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 3 spins of a different nature</p> <ul style="list-style-type: none"> <li>• 1 Spin combination with or without change of foot. Must have all 3 basic positions to receive full value (Min 10 revs)</li> <li>• 1 flying spin with no change of foot or position (Min. 6 revs)</li> <li>• 3<sup>rd</sup> spin is option of skater</li> <li>• All spins must have a different code</li> </ul> <p>NOTE: All spins may fly.</p>	<ul style="list-style-type: none"> <li>• Required Flying spin changes feet, position or both--* <b>req'd</b></li> <li>• No flying spin with one position— if three spins have been executed, * <b>req'd</b> on the last spin box in the program that doesn't contain the required combination spin.</li> <li>• No combo spin in the program— if three spins have been executed, * <b>req'd</b> on the last spin box in the program that doesn't contain the required flying spin</li> <li>• Repeats spin with the same code— * req'd when repeat occurs</li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in any spin with a change of foot– <b>V req'd</b></li> <li>• Spin called with no level— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 leveled step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: StSq)</li> <li>• Any additional step sequences are considered transitions.</li> </ul>

## Free Skate—Novice Ladies Singles—10 Elements

Element	Possible Issues
<p>Maximum 6 jump elements</p> <ul style="list-style-type: none"> <li>• One must be an Axel-type</li> <li>• Max 3 jump combinations or sequences</li> <li>• 1 three-jump combination permitted</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Restricted jumps:</b> No more than one (1) Double Axel and two (2) different triple jumps may be repeated; if repeated, one must be in combination or sequence</li> <li>• <b>Repeat rule:</b> No double or triple jump may be included more than twice</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 6— <b>* req'd</b></li> <li>• No Axel-type jump attempted— <b>* all jumps in the sixth jump element. If only 5 jump elements are done, no action needed.</b></li> <li>• More than three combos or seqs — <b>* req'd</b> for each jump in violation and <b>+ REP added.</b> First jump in 4<sup>th</sup> combo/seq receives value (Ex: 3Lz + 2T* + REP)</li> <li>• More than one 3-jump combination— <b>* req'd</b> for each jump in violation (Ex: 3Lz + 2T + 2Lo*)</li> <li>• Combination with more than three jumps-- <b>* req'd</b> for each jump in violation (Ex: 2F+ 1Lo+ 2S+ 2Lo*)</li> <li>• More than 2 different triple jumps repeated— <b>* req'd</b> for each jump in violation (Example: skater repeats 3F and 3Lz, then repeats 3T - * on the third repeated jump 3T*) If part of a jump combo/seq only jump in violation of rules is asterisked</li> <li>• Second repeat of same double or triple jump--* req'd</li> <li>• Repeat of 2 ½ or 3 revolution jump but neither in combo or seq - <b>+REP</b> is added to the repeated jump.</li> <li>• Execution error in combo/seq where skater falls on first jump, gets up and executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• Execution error in combo/seq where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump * (Example 2Lz+SEQ+2Lo*)</li> <li>• No value (Ex: Lz)— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 3 spins of a different nature</p> <ul style="list-style-type: none"> <li>• 1 Spin combination with or without change of foot. Must have all 3 basic positions to receive full value (Min 10 revs)</li> <li>• 1 flying spin with no change of foot or position (Min. 6 revs)</li> <li>• 3<sup>rd</sup> spin is option of skater</li> <li>• All spins must have a different code</li> </ul> <p>NOTE: All spins may fly.</p>	<ul style="list-style-type: none"> <li>• Required Flying spin changes feet, position or both--<b>* req'd</b></li> <li>• No flying spin with one position— if three spins have been executed <b>* req'd</b> on the last spin box in the program that doesn't contain the required combination spin</li> <li>• No combo spin in the program— if three spins have been executed, <b>* req'd</b> on the last spin box in the program that doesn't contain the required flying spin</li> <li>• Repeats spin with the same code— <b>* req'd</b> when repeat occurs</li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in any spin with a change of foot – <b>V req'd</b></li> <li>• Spin called with no level— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 leveled step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: StSq)</li> <li>• Any additional step sequences are considered transitions.</li> </ul>

## Short Program—Intermediate Men and Ladies Singles—6 Elements

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (2) or (3)— * req'd</li> <li>• Triple Axel (3A) - * req'd</li> <li>• Axel no value (A)— <b>red flag appears on screen, *req'd</b></li> </ul>
2. One double or triple jump	2T or 3T 2S or 3S 2Lo or 3Lo 2F or 3F 2Lz or 3Lz 2A or 3A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (3) - * req'd</li> <li>• Single jump (Ex: 1Lz)— * req'd</li> <li>• No value (Ex: Lo) — <b>red flag appears on screen, *req'd</b></li> </ul>
3. Jump combination— a single/double, double/double, single/triple, double/triple, or triple/triple	Ex: 2T + 2Lo	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (2)</li> <li>• Repeated jump from another element—* req'd for jump that is repeated (Note: jump that does not violate rule receives value)</li> <li>• Combination of two single jumps---*req'd for jump with lesser base value after the consideration of rotation and edge errors (Ex: 1Lz + 1T*)</li> <li>• Two jump combinations executed – second jump of the second combination *req'd</li> <li>• 3-jump combination - * req'd on 3<sup>rd</sup> jump (Ex. 2Lz + 2T + 1Lo*)</li> <li>• No value (Ex: Lo) — <b>red flag appears on screen, * req'd</b></li> <li>• Only one jump executed – first jump+COMBO (Ex: 2Lz+COMBO)</li> <li>• Execution error due to fall on first jump or transfer of weight ending jump pass followed by second jump – first jump+COMBO+second jump* (Ex: 2Lz+COMBO+2T*)</li> </ul>
4. Spin with one position <ul style="list-style-type: none"> <li>• May not change feet.</li> <li>• May have flying entry</li> <li>• Min 5 revs</li> </ul> <b>Men: must be camel position</b>	Example codes for level 1 spins: (F)CSp1 (F)SSp1 (F)LSp1 (F)USp1	<ul style="list-style-type: none"> <li>• Change of foot— * req'd</li> <li>• No level—<b>red flag appears on screen</b></li> <li>• <b>Men:</b> position other than camel - * req'd</li> </ul>
5. Spin Combination <ul style="list-style-type: none"> <li>• Only one change of foot</li> <li>• At least one change of position</li> <li>• No flying entry</li> <li>• All 3 basic positions to receive full value</li> <li>• Min. 5 revs each foot</li> </ul>	Example of code for required element for level 1: CCoSp1 CCoSp1V	<ul style="list-style-type: none"> <li>• Does <u>not</u> change feet —* req'd</li> <li>• Changes feet more than once— * req'd</li> <li>• Flying entry (“F”)—* req'd</li> <li>• Only 2 basic positions – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot – <b>No Value</b></li> <li>• No level (Ex: CCoSp)— <b>red flag appears on screen</b></li> </ul>
6. Leveled Step Sequence	Example: StSqB, StSq1, StSq2	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: StSq)</li> <li>• Maximum level 2</li> </ul>

## Free Skate—Intermediate Men and Ladies Singles—9 Elements.

Element	Possible Issues
<p>Maximum 6 jump elements</p> <ul style="list-style-type: none"> <li>• One must be Axel-type jump</li> <li>• All single, double, and triple jumps allowed - no quadruples allowed</li> <li>• Max 3 jump combinations or sequences</li> <li>• 1 three-jump combination permitted</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Restricted jumps:</b> No more than two (2) different jumps with 2 ½ or 3 revolutions may be repeated; if repeated at least one attempt must be part of a jump combination or sequence</li> <li>• <b>Repeat rule:</b> No double or triple jump can be included more than twice</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 6— <b>* req'd</b></li> <li>• No Axel-type jump attempted— <b>* all jumps in the sixth jump element. If only five jump elements are done, no action needed</b></li> <li>• Quadruple jump executed - <b>* req'd</b></li> <li>• More than three combos or seqs— <b>* req'd</b> for each jump in violation and + <b>REP added.</b> First jump in 4<sup>th</sup> combo/seq receives value (Ex: 2Lz + 2T* + REP)</li> <li>• More than one 3-jump combination— <b>* req'd</b> for each jump in violation (Ex: 2Lz + 2T + 2Lo*)</li> <li>• Combination with more than three jumps— <b>* req'd</b> for each jump in violation (Ex: 2F + 1Lo + 2S+ 2Lo*)</li> <li>• More than 2 different jumps with 2 ½ or 3 revolutions repeated— <b>* req'd.</b> (Example: skater repeats 2A and 3S each in combination; then repeats 3T—asterisk repeat of the third jump: 3T*) If part of a jump combo/seq only jump in violation of rules is asterisked</li> <li>• Second repeat of same 2 or 3 revolution jump— <b>* req'd</b> (Example: skater does third double Axel: 2A*)</li> <li>• Double Axel or Triple jump repeated, but neither in combo or seq - + <b>REP is added</b> (3T + REP).</li> <li>• Execution error in combo/seq where skater falls on first jump, gets up and executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• Execution error in combo/seq where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• No value (Ex: Lz)— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> <li>• 1 Spin combination with or without change of foot. May have flying entry. Must have all 3 basic positions to receive full value (Min 8 revs)</li> <li>• One spin in one position with no change of foot. May have flying entry. (Min 5 revs)</li> </ul>	<ul style="list-style-type: none"> <li>• No combo spin— if two spins have been executed, <b>* req'd</b> on the spin box in the program that doesn't contain the required spin in one position</li> <li>• No spin in one position —if two spins have been executed, <b>* req'd</b> on the spin box in the program that doesn't contain the required combo spin</li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in combo spin with change of foot (with or without flying entry) – <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 leveled step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: StSq)</li> <li>• Maximum level 2</li> </ul>

## Short Program – Juvenile/Open Juvenile Girls and Boys Singles – 6 elements

Element	Code	Possible Issues
1. Single Axel or Double Axel	1A or 2A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (2) or (3)— <b>* req'd</b></li> <li>• Triple Axel (3A) - <b>* req'd</b></li> <li>• Axel no value (A)— <b>red flag appears on screen, * req'd</b></li> </ul>
2. One single or double jump	1T or 2T 1S or 2S 1Lo or 2Lo 1F or 2F 1Lz or 2Lz 1A or 2A	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (3) - <b>* req'd</b></li> <li>• Triple jump (Ex: 1Lz)— <b>* req'd</b></li> <li>• No value (Ex: Lo) — <b>red flag appears on screen, * req'd</b></li> </ul>
3. Jump combination— single/double or double/double	Ex: 2T + 2Lo	<ul style="list-style-type: none"> <li>• Can't repeat jump from (1) or (2)</li> <li>• Repeated jump from another element—<b>* req'd for jump that is repeated (Note: jump that does not violate rule receives value)</b></li> <li>• Combination of two single jumps---<b>*req'd for jump with lesser base value after the consideration of rotation or edge errors</b> (Ex: 1Lz + 1T*)</li> <li>• Two jump combinations executed – <b>second jump of the second combination *req'd</b></li> <li>• 3-jump combination - <b>* req'd on 3<sup>rd</sup> jump</b> (Ex. 2Lz + 2T + 1Lo*)</li> <li>• No value (Ex: Lo) - <b>red flag appears on screen, * req'd</b></li> <li>• Only one jump executed – <b>first jump+COMBO</b> (Ex: 2Lz+COMBO)</li> <li>• Execution error due to fall on first jump or transfer of weight ending jump pass followed by second jump – <b>first jump+COMBO+second jump*</b> (Ex: 2Lz+COMBO+2T*)</li> </ul>
4. Spin with one position <ul style="list-style-type: none"> <li>• May not change feet</li> <li>• May have flying entry</li> <li>• Min. 5 revs.</li> </ul>	Example codes for level 1 spins: (F)CSp1 (F)SSp1 (F)LSp1 (F)USp1	<ul style="list-style-type: none"> <li>• Change of foot— <b>* req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
5. Spin Combination <ul style="list-style-type: none"> <li>• Only one change of foot</li> <li>• At least one change of position</li> <li>• No flying entry</li> <li>• All 3 basic positions to receive full value</li> <li>• Min. 5 revs each foot</li> </ul>	Example of code for required element for level 1: CCoSp1 CCoSp1V	<ul style="list-style-type: none"> <li>• Does <u>not</u> change feet —<b>* req'd</b></li> <li>• Changes feet more than once— <b>* req'd</b></li> <li>• Flying entry (“F”)—<b>* req'd</b></li> <li>• Only 2 basic positions – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot – <b>No Value</b></li> <li>• No level (Ex: CCoSp) - <b>red flag appears on screen</b></li> </ul>
6. Choreographic Step Sequence	Example: ChSt1, ChSt	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: ChSt)</li> </ul>

## Free Skate—Juvenile and Open Juvenile Boys and Girls Singles—8 Elements.

Element	Possible Issues
<p>Maximum 5 jump elements</p> <ul style="list-style-type: none"> <li>• One must be Axel-type jump</li> <li>• All single and double jumps and one triple jump are allowed</li> <li>• Max 2 jump combinations or sequences</li> <li>• One 3 jump combination is allowed with a max of 2 double jumps and 1 single jump</li> <li>• If double Axel or triple jump is part of a 3-jump combination, two other double jumps may be included</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Restricted jumps:</b> No more than 3 different double jumps may be repeated and if repeated, one must be in combination or sequence</li> <li>• <b>Repeat rule:</b> No double jump can be included more than twice. Triple jump can be included only once</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 5 - * <b>req'd</b></li> <li>• More than one triple jump— * <b>req'd on all triples except the first executed</b></li> <li>• No Axel-type jump attempted— * all jumps in the fifth jump element. If only <u>four</u> jump elements are done, no action needed.</li> <li>• More than two combos or seqs— * <b>req'd</b> for each jump in violation and + <b>REP added</b>. First jump in 3rd combo/seq receives value (Ex: 2Lz + 2T* + REP)</li> <li>• More than one 3-jump combination— * <b>req'd</b> for each jump in violation (Ex: 2Lz + 1T + 1Lo*)</li> <li>• Three jump combination contains 3 double jumps none of which are a 2A or triple jump - * <b>req'd on the 3<sup>rd</sup> double jump in combination</b> (Ex: 2Lz+2Lo+2T*)</li> <li>• Three jump combination contains 3 double jumps, one of which is a 2A downgraded - * <b>req'd on 3<sup>rd</sup> double jump in combination</b> (Ex: 2A&lt;&lt;+2Lo+2T*)</li> <li>• Three jump combination contains a triple jump that is downgraded and two double jumps - * <b>req'd on second double jump</b> (Ex: 3S&lt;&lt;&lt;+2Lo+2T*)</li> <li>• More than 3 different double jumps repeated— * <b>req'd</b>. (Example: Skater repeats 2A, 2T and 2F each in combo/seq, then does a second 2Lz—fourth repeated double * req'd: 2Lz*) If part of a jump combo/seq only jump in violation of rules is asterisked</li> <li>• Second repeat of same double jump— * <b>req'd</b></li> <li>• Double jump repeated, but neither in combo or seq—Example: two 2Ts executed as solo jumps. + <b>REP</b> is added to the repeat (<b>2T + REP</b>).</li> <li>• Execution error in combo/seq where skater falls on first jump, gets up and executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• Execution error in combo/seq where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• No value (Ex: Lz) - <b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> <li>• 1 Spin combination with or without change of foot. May have flying entry. Must have all 3 basic positions to receive full value (Min 8 revs)</li> <li>• One spin in one position with no change of foot. May have flying entry. (Min 5 revs)</li> </ul>	<ul style="list-style-type: none"> <li>• No combo spin— if two spins have been executed, * <b>req'd</b> on the spin box in the program that doesn't contain the required spin in one position</li> <li>• No spin in one position —if two spins have been executed, * <b>req'd</b> on the spin box in the program that doesn't contain the required combo spin</li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in combo spin with change of foot ( with or without flying entry)— <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: ChSt)</li> </ul>

## Free Skate – Adult Masters Junior-Senior and Championship Masters Junior-Senior – 11 elements

Element	Possible Issues
<p>Maximum 7 jump elements</p> <ul style="list-style-type: none"> <li>• One must be Axel-type jump or a waltz jump</li> <li>• Max 3 jump combinations or sequences</li> <li>• One 3 jump combination is allowed</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Repeat rule:</b> No Axels or multi-rotation jump can be repeated more than once, and if repeated, must be in combination or sequence</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of - * <b>req'd</b></li> <li>• No Axel-type jump attempted - * all jumps in the seventh jump element. If only <u>six</u> jump elements are done, no action needed.</li> <li>• More than three combos or seqs - * <b>req'd</b> for each jump in violation and + <b>REP added</b>. First jump in 4th combo/seq receives value (Ex: 2Lz + 2T* + REP)</li> <li>• More than one 3-jump combination - * <b>req'd</b> for each jump in violation (Ex: 2Lz + 2T + 2Lo*)</li> <li>• Second repeat of Axel or same multi-rotation jump - * <b>req'd</b></li> <li>• Axel or multi-rotation jump repeated, but neither in combo or seq—Example: two 2Ts executed as solo jumps. + <b>REP</b> is added to the repeat (<b>2T + REP</b>).</li> <li>• Execution error in combo/seq where skater falls on first jump, gets up and executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• Execution error in combo/seq where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump* (Example 2Lz+SEQ+2Lo*)</li> <li>• No value (Ex: Lz) - <b>red flag appears on screen</b></li> </ul>
<p>Maximum 3 spins:</p> <ul style="list-style-type: none"> <li>• Spins must be of different character</li> </ul>	<ul style="list-style-type: none"> <li>• Repeated spin with same code - * <b>repeated spin</b></li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in combo spin with change of foot (with or without flying entry)— <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: ChSt)</li> </ul>



## Free Skate – Adult Masters Intermediate-Novice and Championship Masters Intermediate-Novice – 10 elements

Element	Possible Issues
<p>Maximum 6 jump elements</p> <ul style="list-style-type: none"> <li>• One must be Axel-type jump or waltz jump</li> <li>• Max 3 jump combinations or sequences</li> <li>• One 3 jump combination is allowed</li> <li>• Only 1 combination may include 2 double jumps</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Repeat rule:</b> Each jump may be repeated only once and if repeated, must be in combination or sequence</li> <li>• All single jumps, double toe loop, double Salchow and double loop are permitted</li> <li>• Double flip, double Lutz, double Axel and triple jumps are not permitted</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 6 - * <b>req'd</b></li> <li>• No Axel-type jump attempted - <b>asterisk</b> (“*”) all jumps in the sixth jump element. If only five jump elements are done, no action needed.</li> <li>• More than three combos or seqs - * <b>req'd</b> for each jump in violation and + <b>REP added</b>. First jump in 4th combo/seq receives value (Ex: 2Lo + 2T* + REP)</li> <li>• More than one combo/seq contains 2 double jumps - * <b>all</b> double jumps in violation (example: 2S+2T and 2Lo+2Lo executed. Second combo would be 2Lo+2Lo*)</li> <li>• More than one 3-jump combination - * <b>req'd</b> for each jump in violation (Ex: 1Lz + 1T + 1Lo*)</li> <li>• Second repeat of any jump - * <b>req'd</b> If it is part of a combination or sequence, only the jump which violates the rule receives * - all other jumps receive value</li> <li>• Any jump repeated, but neither in combo or seq—Example: two 2Ts executed as solo jumps. + <b>REP</b> is added to the repeat (<b>2T + REP</b>).</li> <li>• 2F, 2Lz, 2A or any triple jump executed - * <b>req'd</b></li> <li>• Execution error in intended combination/sequence where skater falls on first jump, gets up and executes a second jump - first jump+SEQ+second jump* (Example: 2T+SEQ+1T*)</li> <li>• Execution error in intended combination where skater transfers weight ending the jump pass, then executes a second jump - first jump+SEQ+second jump* (Example: 2T+SEQ+1Lo*)</li> <li>• No value (Ex: Lz)— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 3 spins:</p> <ul style="list-style-type: none"> <li>• Spins must be of different character</li> </ul>	<ul style="list-style-type: none"> <li>• Repeated spin with same code - * <b>repeated spin</b></li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in combo spin with change of foot (with or without flying entry)— <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: ChSt)</li> </ul>

## Free Skate – Adult Gold and Championship Gold – 9 elements

Element	Possible Issues
<p>Maximum 5 jump elements</p> <ul style="list-style-type: none"> <li>• Max 3 jump combinations or sequences</li> <li>• One 3 jump combination is allowed</li> <li>• Each jump combination may include only 1 double jump</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Repeat rule:</b> Each jump may be repeated only once and if repeated, must be in combination or sequence</li> <li>• All single jumps, double toe loop, and double Salchow are permitted</li> <li>• Double loop, Double flip, double Lutz, double Axel and triple jumps are not permitted</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 5 - * <b>req'd</b></li> <li>• More than three combos or seqs - * <b>req'd</b> for each jump in violation and + <b>REP added</b>. First jump in 4th combo/seq receives value (Ex: 1A + 2T* + REP)</li> <li>• More than one 3-jump combination - * <b>req'd</b> for each jump in violation (Ex: 1Lz + 1T + 1Lo*)</li> <li>• More than one double jump in jump combo/seq - * second double jump in any combo/seq in violation (example: 2S+2T executed. Code would be 2S+2T*)</li> <li>• Second repeat of any jump - * <b>req'd</b> If it is part of a combination or sequence, only the jump which violates the rule receives * - all other jumps receive value</li> <li>• Any jump repeated, but neither in combo or seq—Example: two 2Ts executed as solo jumps. + <b>REP</b> is added to the repeat (<b>2T + REP</b>).</li> <li>• 2Lo, 2F, 2Lz, 2A or any triple jump executed - * <b>req'd</b></li> <li>• Execution error in intended combination/sequence where skater falls on first jump, gets up and executes a second jump - first jump + SEQ + second jump* (Example: 1A+SEQ+ 1T*)</li> <li>• Execution error in intended combination where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump* (Example: 1A+SEQ+1T*)</li> <li>• No value (Ex: Lz)— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 3 spins:</p> <ul style="list-style-type: none"> <li>• Spins must be of different character</li> </ul>	<ul style="list-style-type: none"> <li>• Repeated spin with same code - * <b>repeated spin</b></li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in combo spin with change of foot (with or without flying entry)— <b>V req'd</b></li> <li>• Max level 3</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: ChSt)</li> </ul>

## Free Skate – Adult Silver and Championship Silver– 8 elements

Element	Possible Issues
<p>Maximum 5 jump elements</p> <ul style="list-style-type: none"> <li>• Max 2 jump combinations or sequences</li> <li>• One 3 jump combination or sequence is allowed</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> <li>• <b>Repeat rule:</b> Each jump may be repeated only once and if repeated, must be in combination or sequence</li> <li>• All single jumps including single Axel are permitted</li> <li>• No double or triple jumps are permitted</li> </ul>	<ul style="list-style-type: none"> <li>• Each jump element in excess of 5— * <b>req'd</b></li> <li>• More than two jump combos or seqs— * <b>req'd</b> for each jump in violation and + <b>REP added</b>. First jump in 3rd combo/seq receives value (Ex: 1Lz + 1T* + REP)</li> <li>• More than one 3-jump combination— * <b>req'd</b> for each jump in violation (Ex: 1Lz + 1T + 1Lo*)</li> <li>• Second repeat of any jump— * <b>req'd</b> If it is part of a combination or sequence, only the jump which violates the rule receives * - all other jumps receive value</li> <li>• Any jump repeated, but neither in combo or seq— + <b>REP</b> is added to the repeat (Example: two single Axels executed as solo jumps. Code for second jump is <b>1A + REP</b>).</li> <li>• Any double or triple jump executed - * <b>req'd</b></li> <li>• Execution error in intended combination/sequence where skater falls on first jump, gets up and executes a second jump - first jump + SEQ + second jump* (Example: 1A+SEQ+1T*)</li> <li>• Execution error in intended combination where skater transfers weight ending the jump pass, then executes a second jump - first jump + SEQ + second jump* (Example: 1A+SEQ+1T*)</li> <li>• No value (Ex: Lz)— <b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 spins:</p> <ul style="list-style-type: none"> <li>• Spins must be of different character</li> </ul>	<ul style="list-style-type: none"> <li>• Repeated spin with same code - * <b>repeated spin</b></li> <li>• Only 2 basic positions in combination spin – <b>V req'd</b></li> <li>• Does not complete 3 revolutions on each foot in combo spin with change of foot (with or without flying entry)— <b>V req'd</b></li> <li>• Max level 2</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic step sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (example: ChSt)</li> </ul>

## PAIRS

### Short Program—Novice Pairs—7 Elements

Element	Code	Possible Issues
Lift: One Group 4 One-handed variations and changes of hold or the lady's position are permitted. Carry lifts and carry features are not permitted. Min 1 rev by man.	Group number, Li, plus level Ex: 4Li2	<ul style="list-style-type: none"> <li>• Lift from incorrect group (Ex. 3Li2)--* req'd</li> <li>• No level (Ex: 4Li)—<b>red flag appears on screen</b></li> </ul>
Twist lift (single or double) Take off must be flip or Lutz	Called by rotation and level. Ex: 2TwB	<ul style="list-style-type: none"> <li>• Triple twist (Ex. 3TwB) - * req'd</li> <li>• Incorrect takeoff - * req'd</li> <li>• No level—<b>red flag appears on screen, * req'd</b></li> </ul>
Throw Jump: Single, double, or triple Salchow	Called by rotation and throw jump type. Ex: 2STh	<ul style="list-style-type: none"> <li>• Incorrect throw (Ex. 2LzTh) - * req'd</li> <li>• No value—<b>red flag appears on screen, *req'd</b></li> </ul>
Solo Jump: Double flip or double Axel	2F 2A	<ul style="list-style-type: none"> <li>• Single jump (Ex: 1A)— * req'd</li> <li>• Wrong jump (Ex. 2Lz)— * req'd</li> <li>• Triple jump (Ex. 3F) --* req'd</li> <li>• No value (Ex: A)—<b>red flag appears on screen</b></li> </ul>
Solo spin or solo spin combination <ul style="list-style-type: none"> <li>• Change of foot optional</li> <li>• Change of position optional</li> <li>• May be commenced with a jump</li> <li>• Min. 5 revs total.</li> </ul>	Example for level 1: (C)SSp1 (C)CSp1 (C)USp1 (C)LSp1 (C)CoSp1	<ul style="list-style-type: none"> <li>• Only 2 basic positions achieved in combination spin by one or both partners— <b>V req'd</b></li> <li>• Less than 3 revolutions on each foot in spin with change of foot by one or both partners – <b>V req'd</b></li> <li>• No level— <b>red flag appears on screen</b> (example: CoSp)</li> </ul>
Backward Outside Death Spiral  Both partners must execute 1 full rev. with man in full pivot position	Ex: level 1 BoDs1	<ul style="list-style-type: none"> <li>• Wrong death spiral (Ex. BiDs1)— * req'd</li> <li>• No level —<b>red flag appears on screen</b></li> </ul>
Leveled Step Sequence	Example at level 1: StSq1	<ul style="list-style-type: none"> <li>• No level—<b>red flag appears on screen</b> (example: <u>StSq</u>)</li> </ul>

## Free Skate—Novice Pairs—11 Elements

Element	Possible Issues
<p>Maximum 2 <u>different</u> Lifts            One must be from Group 3 or 4            Variation of lady's position, no-handed, one-handed, combination lifts, and lifts that turn in both directions are permitted.            Carry lifts and carry features are NOT permitted            Min 1 rev by man.</p>	<ul style="list-style-type: none"> <li>• Each lift element in excess of 2— * <b>req'd</b> for each extra lift</li> <li>• No lift from Group 3 or 4— * <b>req'd</b> on the 2nd lift</li> <li>• 2 <u>identical</u> lifts (same code)— * <b>req'd for second lift</b></li> <li>• Carry included – <b>no * req'd; Level Base if requirements are fulfilled; Illegal Element deduction must be applied</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Twist Lift (single or double)            Take off must be flip or Lutz</p>	<ul style="list-style-type: none"> <li>• More than one twist lift— *<b>req'd</b> for extras</li> <li>• Incorrect takeoff - * <b>req'd</b></li> <li>• Triple Twist - * <b>req'd</b> (Ex. 3TwB*)</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 <u>different</u> throw jumps (single, double or triple)</p>	<ul style="list-style-type: none"> <li>• More than 2 throws— * <b>req'd</b> for the extras</li> <li>• Repeat of same throw (same code)— * <b>req'd for second throw</b></li> <li>• No value —<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Solo Jump (single, double, or triple)            If 2A or triple, must different from jump in jump combo/seq</p>	<ul style="list-style-type: none"> <li>• More than one solo jump— Add + <b>REP</b> to 2<sup>nd</sup> solo jump if no jump combination or sequence already, * <b>req'd</b> for the extras</li> <li>• No value (Ex: Lz)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Jump Combination or Jump Sequence (single, double, or triple jumps permitted)</p> <ul style="list-style-type: none"> <li>• Max 2 jumps in combination</li> <li>• May include jumps with same name</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 combo or seq— * <b>req'd</b> for each jump in violation. First jump in 2nd combo/seq receives value (Ex: 2Lz + 2T*)</li> <li>• Jump combination with more than two jumps— * <b>required for each jump in violation</b> (Ex: 2S+ 1Lo + 2Lo*)</li> <li>• No value (Ex: Lz + 2Lo)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 solo spin <u>or</u> solo spin combination (Min. 5 revs)            Change of foot and position, and flying entry optional</p>	<ul style="list-style-type: none"> <li>• More than one solo spin or solo spin combination—* <b>req'd</b> for the extras</li> <li>• Only 2 basic positions in combination spin by one or both partners – <b>V req'd</b></li> <li>• Less than 3 revolutions on each foot in spin with change of foot by one or both partners – <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 pair spin (PSP) <u>or</u> pair spin combination (PCoSp) (Min. 5 revs)            If pair spin combination, each partner must change feet and position at least once.</p>	<ul style="list-style-type: none"> <li>• More than 1 pair spin or pair spin combination— * <b>req'd</b> for the extras</li> <li>• Only 2 basic positions in pair combination spin – <b>V req'd</b></li> <li>• If elects to perform pair spin, V does not apply</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 death spiral</p>	<ul style="list-style-type: none"> <li>• More than 1 death spiral— * <b>req'd</b> for the extras</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b></li> </ul>



## Free Skate—Intermediate Pairs—10 Elements

Element	Possible Issues
<p>Maximum 2 different Lifts from Groups 1-4</p> <p>Variations of the lady's position, no-handed and one-handed lifts, combo lifts, lifts that include a carry feature, carry lifts and lifts that turn in both directions are not permitted. Lady may release hands on platter lift after full extension. Min 1 rev by man</p>	<ul style="list-style-type: none"> <li>• Each lift element in excess of 2— <b>* req'd</b> for each extra lift</li> <li>• Group 5 lifts— <b>* req'd</b></li> <li>• 2 lifts from same group— <b>* req'd for second lift</b></li> <li>• Lifts with positions not permitted— <b>no * req'd; Level Base if requirements are fulfilled; Illegal Element deduction must be applied</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Single Twist Lift Take off must be flip or Lutz</p>	<ul style="list-style-type: none"> <li>• More than one twist lift— <b>*req'd</b> for extras</li> <li>• Incorrect takeoff - <b>* req'd</b></li> <li>• Double or Triple Twist Lift (Ex. 3TwB) — <b>* req'd</b></li> <li>• No value—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 different throw jumps (single or double)</p>	<ul style="list-style-type: none"> <li>• More than 2 throws— <b>* req'd</b> for the extras</li> <li>• Repeat of same throw (same code) — <b>* req'd for the repeat</b></li> <li>• Exceeding permitted revolutions (Ex. 3STh) — <b>* req'd</b></li> <li>• No value —<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Solo Jump (single or double)</p>	<ul style="list-style-type: none"> <li>• More than one solo jump— Add + <b>REP</b> to 2<sup>nd</sup> solo jump if no jump combination or sequence already, <b>* req'd</b> for the extras</li> <li>• Exceeding permitted revolutions (Ex. 3T) — <b>* req'd</b></li> <li>• No value (Ex: Lz)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Jump Combination or Jump Sequence (singles or doubles)</p> <ul style="list-style-type: none"> <li>• Max 2 jumps in combination</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 combo or seq— <b>* req'd</b> for each jump in violation and. First jump in 2<sup>nd</sup> combo/seq receives value (Ex: 2Lz + 2T*)</li> <li>• Jump combination with more than two jumps— <b>* required for each jump in violation</b> (Ex: 2S+ 1Lo + 2Lo*)</li> <li>• Combination or sequence includes triple jump (Ex. 3T + 2T) —<b>* required for each jump in violation (3T* + 2T)</b></li> <li>• No value (Ex: Lz + 2Lo)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 solo spin or solo spin combination (Min. 5 revs) Change of foot and position, and flying entry optional</p>	<ul style="list-style-type: none"> <li>• More than one solo spin or solo spin combination— <b>* req'd</b> for the extras</li> <li>• Only 2 basic positions in combination spin by one or both partners – <b>V req'd</b></li> <li>• Less than 3 revolutions on each foot in spin with change of foot by one or both partners – <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 death spiral or pivot figure</p> <p>NOTE: at least ½ rev by both partners after pivot attained by man. Regular handhold required.</p>	<ul style="list-style-type: none"> <li>• More than 1 death spiral or pivot figure— <b>* req'd</b> for the extras</li> <li>• Anything other than regular hand-to-hand hold — <b>* req'd</b></li> <li>• No level or no value—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 leveled step sequence</p>	<ul style="list-style-type: none"> <li>• No value—<b>red flag appears on screen (StSq)</b></li> </ul>

## Free Skate — Juvenile Pairs—8 Elements

Element	Possible Issues
<p>Maximum 1 Lift from Group 1 or 2. Variations of the lady's position, no-handed and one-handed lifts, combo lifts, lists that include a carry feature, carry lifts and lifts that turn in both directions are not permitted. Min 1 rev by man</p>	<ul style="list-style-type: none"> <li>• Each lift element in excess of 1— <b>* req'd</b> for each extra lift</li> <li>• Lift from group 3, 4, or 5 - <b>* req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 throw jump (any single jump, double Salchow, or double loop)</p>	<ul style="list-style-type: none"> <li>• More than 1 throw— <b>* req'd</b> for the extras</li> <li>• Wrong jump (Ex 2FTh) - <b>* req'd</b></li> <li>• No value (Ex. STh) —<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Solo Jump (single or double)</p>	<ul style="list-style-type: none"> <li>• More than one solo jump— Add + <b>REP</b> to 2<sup>nd</sup> solo jump if no jump combination or sequence already, <b>* req'd</b> for the extras</li> <li>• Exceeding permitted revolutions (Ex. 3T) — <b>* req'd</b></li> <li>• No value (Ex: Lz)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Jump Combination <u>or</u> Jump Sequence (single or double jumps only)</p> <ul style="list-style-type: none"> <li>• Max 2 jumps in combination</li> <li>• Jump sequence is any listed jump immediately followed by an Axel-type jump</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 combo or seq— <b>* req'd</b> for each jump in violation and. First jump in 2nd combo/seq receives value (Ex: 2Lz + 2T*)</li> <li>• Jump combination with more than two jumps— <b>* required for each jump in violation</b> (Ex: 2S+ 1Lo + 2Lo*)</li> <li>• Combination or sequence includes triple jump (Ex. 3T + 2T) —<b>* required for each jump in violation (3T* + 2T)</b></li> <li>• No value (Ex: Lz + 2Lo)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 solo spin <u>or</u> solo spin combination (Min. 5 revs) Change of foot and position, and flying entry optional</p>	<ul style="list-style-type: none"> <li>• More than one solo spin or solo spin combination— <b>* req'd</b> for the extras</li> <li>• Only 2 basic positions in combination spin by one or both partners – <b>V req'd</b></li> <li>• Less than 3 revolutions on each foot in spin with change of foot by one or both partners – <b>V req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 pair spin (PSP) (Min. 3 revs) May not change feet</p>	<ul style="list-style-type: none"> <li>• More than 1 pair spin— <b>* req'd</b> for the extras</li> <li>• Pair Combination spin (PCoSp) — <b>* req'd</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 pivot figure</p> <p>NOTE: At least ½ rev by both partners after pivot attained by man. Regular handhold required.</p>	<ul style="list-style-type: none"> <li>• More than 1 pivot figure— <b>* req'd</b> for the extras</li> <li>• Anything other than regular hand-to-hand hold — <b>* req'd</b></li> <li>• No Value—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (ChSq)</li> </ul>



## Free Skate —Adult Masters Pairs, Championship Masters Pairs, and Gold Pairs —11 Elements

Element	Possible Issues
<p>Maximum 2 different lifts One may be a twist lift with no limit on number of revolutions If lifts are from the same group, they must be different (eg one star and one platter, both from Group 3) Min ½ rev and max 3 ½ revs by man required Variations of the lady’s position, no-handed and one-handed lifts, and combo lifts are permitted Carry lifts and lifts that include a carry feature are not permitted.</p>	<ul style="list-style-type: none"> <li>• Each lift element in excess of 2— * <b>req’d</b> for each extra lift unless chosen as the additional element</li> <li>• Repeated lift from same group and same position - * <b>req’d</b> on repeated lift</li> <li>• More than 3 ½ revolutions by the man--* <b>not req’d; Level Base if requirements are fulfilled; Illegal Element deduction must be applied</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 throw jumps Must be different No limit on revolutions</p>	<ul style="list-style-type: none"> <li>• More than 2 throws— * <b>req’d</b> for the extras</li> <li>• Repeated same throw — * <b>req’d</b></li> <li>• No value (Ex. STh) —<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Solo Jump (single, double or triple)</p>	<ul style="list-style-type: none"> <li>• More than one solo jump— Add + <b>REP</b> to 2<sup>nd</sup> solo jump if no jump combination or sequence already, * <b>req’d</b> for the extras</li> <li>• No value (Ex: Lz)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Jump Combination <u>or</u> Jump Sequence (single, double or triple jumps) Max 2 jumps in combination Jump sequence is any listed jump immediately followed by an Axel-type jump</p>	<ul style="list-style-type: none"> <li>• More than 1 combo or seq— * <b>req’d</b> for each jump in violation and. First jump in 2nd combo/seq receives value (Ex: 2Lz + 2T*)</li> <li>• Jump combination with more than two jumps— * <b>required for each jump in violation</b> (Ex: 2S+ 1Lo + 2Lo*)</li> <li>• No value (Ex: Lz + 2Lo)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 solo spin <u>or</u> solo spin combination Min. 4 revs if no change of foot Min 6 revs if change of foot</p>	<ul style="list-style-type: none"> <li>• More than one solo spin or solo spin combination— * <b>req’d</b> for the extras</li> <li>• Only 2 basic positions in combination spin by one or both partners – <b>V req’d</b></li> <li>• Less than 3 revolutions on each foot in spin with change of foot by one or both partners – <b>V req’d</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 pair spin or pair combination spin Min 4 revs if pair spin Min 6 revs if pair combo spin</p>	<ul style="list-style-type: none"> <li>• More than 1 pair spin/pair comb spin — * <b>req’d</b> for the extra unless chosen as the additional element</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 pivot figure or death spiral Regular one-hand to one-hand hold At least ½ rev with man in full pivot position</p>	<ul style="list-style-type: none"> <li>• More than 1 pivot figure/deah spiral — * <b>req’d</b> for the extra unless chosen as the additional element</li> <li>• Anything other than regular hand-to-hand hold — * <b>req’d</b></li> <li>• No Value—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 choreographic sequence</p>	<ul style="list-style-type: none"> <li>• No Value—<b>red flag appears on screen</b> (ChSq)</li> </ul>
<p>Maximum 1 additional element chosen from</p> <ul style="list-style-type: none"> <li>• Pair spin if not already done</li> <li>• Pair spin combo if not already done</li> <li>• Pivot figure/death spiral (max 2 per program with different codes)</li> <li>• Lift (max 3 per program, must be different)</li> </ul>	<ul style="list-style-type: none"> <li>• 2<sup>nd</sup> pivot figure/death spiral with same code as the first - *<b>req’d</b> on repeated pivot figure/death spiral</li> <li>• Repeated lift from same group and same position - *<b>req’d</b> on repeated lift</li> </ul>

## ICE DANCING

### Novice Free Dance—5 or 6 Elements

Element	Possible Issues
<p>Maximum one combination lift OR two different types of short lifts</p> <ul style="list-style-type: none"> <li>• Short lifts max 7 seconds (Stationary, Straight line, Curve, Rotational)</li> <li>• Combination lifts max 12 seconds               <ol style="list-style-type: none"> <li>a) two rotational lifts in different directions (Ex: RoLi2 + RoLi1)</li> <li>b) two curve lifts on different curves forming a serpentine (Ex: CuLi3 + CuLi4)</li> <li>c) two different types of short lifts (Ex: SiLi2 + CuLi1)</li> </ol> </li> </ul>	<ul style="list-style-type: none"> <li>• Exceeds number of allowable lifts— * <b>req'd</b> for each additional lift <u>and Extra Element deduction is applied</u></li> <li>• Two short lifts of same type—* <b>req'd on second lift</b></li> <li>• Illegal element call— <b>no * req'd unless also violates well-balanced program requirements; Level Base if requirements are fulfilled; Illegal Element deduction taken</b></li> <li>• No level (Ex. RoLi)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Dance Spin or Combination Spin</p> <ul style="list-style-type: none"> <li>• Spin (min 3 revs by both partners on one foot)</li> <li>• Combination Spin (min 3 revs in either part by both partners)</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 spin— * <b>req'd</b> for each additional spin and Extra Element deduction is applied</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 2 Step Sequences</p> <ul style="list-style-type: none"> <li>• One Midline Not Touching Step Sequence</li> <li>• One Step Sequence in Hold selected from Circular, Diagonal, or Serpentine</li> </ul>	<ul style="list-style-type: none"> <li>• Incorrect step sequence performed - * <b>req'd</b> for each incorrect element and Extra Element deduction is applied</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Combination Set Synchronized Twizzles</p> <ul style="list-style-type: none"> <li>• At least 2 twizzles for each partner with up to 3 steps max between twizzles</li> <li>• May be in hold during connecting steps</li> <li>• May be skated anywhere in the program except in the required step sequences</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 set of synchronized twizzles – <b>clear element entry</b> (should be considered part of transitions)</li> <li>• Evaluated separately (Example: SyTwL3+SyTwM2)</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>

## Intermediate Free Dance—5 Elements

Element	Possible Issues
<p>Maximum 2 <u>different</u> Short Lifts</p> <ul style="list-style-type: none"> <li>• Max 7 seconds (Stationary, Straight line, Curve, Rotational)</li> <li>• Combination lifts NOT permitted</li> </ul>	<ul style="list-style-type: none"> <li>• More than 2 lifts— * <b>req'd</b> for each additional lift and Extra Element deduction is applied</li> <li>• Lifts both same type—* <b>req'd</b> on 2<sup>nd</sup> and Extra Element deduction is applied</li> <li>• Combination lift— * <b>req'd</b> and Extra Element deduction is applied</li> <li>• Illegal element call— <b>no * req'd unless also violates well-balanced program requirements; Level Base if requirements are fulfilled; Illegal Element deduction taken</b></li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Dance Spin or Combination Spin</p> <ul style="list-style-type: none"> <li>• Spin (min 3 revs by both partners on one foot)</li> <li>• Combination Spin (min 3 revs in either part by both partners)</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 spin— * <b>req'd</b> for each additional spin and Extra Element deduction is applied</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Step Sequence in Hold selected from Circular, Midline, or Diagonal</p>	<ul style="list-style-type: none"> <li>• Incorrect step sequence performed - * <b>req'd</b> for each incorrect element and Extra Element deduction is applied</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Combination Set Synchronized Twizzles</p> <ul style="list-style-type: none"> <li>• At least 2 twizzles for each partner with up to 3 steps max between twizzles</li> <li>• May be in hold during connecting steps</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 set of synchronized twizzles – <b>clear element entry</b> (should be considered part of transitions)</li> <li>• Evaluated separately (Example: SyTwL3+SyTwM2)</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>

## Juvenile Free Dance—5 Elements

Element	Possible Issues
Maximum 2 <u>different</u> Short Lifts <ul style="list-style-type: none"> <li>• Max 7 seconds (Stationary, Straight line, Curve, Rotational)</li> <li>• Combination lifts NOT permitted</li> </ul>	<ul style="list-style-type: none"> <li>• More than 2 lifts— * <b>req'd</b> for each additional lift and Extra Element deduction is applied</li> <li>• Lifts both same type—* <b>req'd</b> on 2<sup>nd</sup> and Extra Element deduction is applied</li> <li>• Combination lift— * <b>req'd</b> and Extra Element deduction is applied</li> <li>• Illegal element call— <b>no * req'd unless also violates well-balanced program requirements; Level Base if requirements are fulfilled; Illegal Element deduction taken</b></li> <li>• No value—<b>red flag appears on screen</b></li> </ul>
Maximum 1 Dance Spin or Combination Spin <ul style="list-style-type: none"> <li>• Spin (min 3 revs by both partners on one foot)</li> <li>• Combination Spin (min 3 revs in either part by both partners)</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 spin— * <b>req'd</b> for each additional spin and Extra Element deduction is applied</li> <li>• No Value—<b>red flag appears on screen</b></li> </ul>
Maximum 1 Choreographic Step Sequence in Hold selected from Circular, Midline, or Diagonal	<ul style="list-style-type: none"> <li>• Incorrect step sequence performed - * <b>req'd</b> for each incorrect element and Extra Element deduction is applied</li> <li>• No value—<b>red flag appears on screen</b></li> </ul>
Maximum 1 Synchronized Twizzle (NOTE: code is pSTw)	<ul style="list-style-type: none"> <li>• More than 1 set of synchronized twizzles – <b>clear element entry</b> (should be considered part of transitions)</li> <li>• No value—<b>red flag appears on screen</b></li> </ul>

## Adult Partnered Championship. Gold, Pre-Gold, and Masters Open Free Dance—4 or 5 Elements

Element	Possible Issues
<p>Maximum one combination lift OR two different types of short lifts</p> <ul style="list-style-type: none"> <li>• Short lifts max 7 seconds (Stationary, Straight line, Curve, Rotational)</li> <li>• Combination lifts max 12 seconds</li> </ul> <p>One additional choreographic short lift may be executed but not called</p>	<ul style="list-style-type: none"> <li>• Exceeds number of allowable lifts— * <b>req'd</b> for each additional lift <u>and Extra Element deduction is applied</u> *note one additional lift is allowed but not called</li> <li>• Two short lifts of same type—* <b>req'd on second lift</b></li> <li>• Illegal element call— <b>no * req'd unless also violates well-balanced program requirements; Level Base if requirements are fulfilled; Illegal Element deduction taken</b></li> <li>• No level (Ex. RoLi)—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Dance Spin or Combination Spin</p> <ul style="list-style-type: none"> <li>• Spin (min 3 revs by both partners on one foot)</li> <li>• Combination Spin (min 3 revs in either part by both partners)</li> </ul>	<ul style="list-style-type: none"> <li>• More than 1 spin— * <b>req'd</b> for each additional spin and Extra Element deduction is applied</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Choreographic Step Sequence in Hold chosen from Circular, Midline or Diagonal</p>	<ul style="list-style-type: none"> <li>• Incorrect step sequence performed - * <b>req'd</b> for each incorrect element and Extra Element deduction is applied</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>
<p>Maximum 1 Synchronized Twizzle If set of synchronized twizzles are performed, only the first twizzle of the set will be called (NOTE: code is pSTw)</p>	<ul style="list-style-type: none"> <li>• More than 1 set of synchronized twizzles – <b>clear element entry</b> (should be considered part of transitions)</li> <li>• No level—<b>red flag appears on screen</b></li> </ul>