



2019-20 Singles Calling Clarifications for Junior and Below

The information in this document supersedes the 2018-19 Single Skating Calling Clarifications for Junior and Below.

Deviations from ISU Communication #2254 are noted in blue.

NO TEST, PRE-PRELIMINARY, PRELIMINARY, PRE-JUVENILE

Deductions

- The deduction for every fall for no test and pre-preliminary is 0.25
- The deduction for every fall for preliminary and pre-juvenile is 0.5

Jumps

- A waltz jump (1Wz) will receive credit at the no test, pre-preliminary and preliminary levels.
- Rotational and edge errors will be assessed per ISU Communications #2253 (SOV) and #2254 (Levels of Difficulty).

Spins: No Test, Pre-Preliminary

- **Spin in one position:** If a basic position is not achieved for two continuous revolutions, but there is a recognizable position, the spin will receive a Level Base.
 - **Level Feature:** Eight continuous revolutions (no change in position, edge, variation; no loss of basic position) in camel, sit, layback or Biellmann; compulsory for higher than Level Base. (Note: Unlike ISU criteria, this feature does not require the basic sit position to be in a difficult variation.)
- **Combination Spin** (CoSp & CCoSp): If there are not two basic positions achieved for two continuous revolutions, the spin will receive a Level Base, and a “V” will be assigned.
 - **Level Feature:** All three basic positions performed anywhere within the combination spin, with each position held for at least two continuous revolutions.
- **All spins:** Max Level 1.
 - Only spins with less than three revolutions will receive **No Value**.

Spins: Preliminary, Pre-Juvenile

- **Spin in one position:** If a basic position is not achieved for two continuous revolutions, the spin will receive **No Value**.
 - **Level Feature:** Eight continuous revolutions (no change in position, edge, variation; no loss of basic position) in camel, sit, layback or Biellmann; compulsory for higher than Level Base. (Note: Unlike ISU criteria, this feature does not require the basic sit position to be in a difficult variation.)
 - Any other feature maybe performed for a max Level 2.
 - The eight continuous revolutions may be performed in a difficult variation for max of a Level 2. If less than eight revolutions are preformed, the spin will receive Level Base.
- **Combination Spin** (CoSp & CCoSp): A spin with only two basic positions achieved for two continuous revolutions will be assigned a “V”. If there are not two basic positions achieved for two continuous revolutions, the spin will receive **No Value**.
 - **Level Feature:** All three basic positions performed anywhere within the combination spin, with each position held for at least two continuous revolutions; compulsory for higher than Level Base.
 - Any other feature may be performed for a max Level 2.

All spins: Max Level 2

Choreographic Step Sequence

- If the choreographic step sequence meets the requirements, it will be confirmed (see well-balanced program chart).

JUVENILE, INTERMEDIATE, NOVICE and JUNIOR ISU RULE APPLICATIONS

Jumps

- **Short Program and Free Skate** -- Rotational and edge errors will be assessed per ISU Communications #2253 (SOV) and #2254 (Levels of Difficulty).
- **Free Skate** -- If, 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."

Spins

- Spin element requirements and any associated "V" will be applied.
- The base values of spins with the sign "V" are listed in the SOV table.

JUVENILE

Deductions

- The deduction for every fall is 0.5

Spins

- **Spin in one position without change of foot:** If a basic position is not achieved for two continuous positions, the spin will receive **No Value**.
- **Combination Spin** (CoSp and CCoSp): A change of position (a minimum of two different basic positions) is required for these spins to be given value.
- U.S. Figure Skating will continue to award eight revolutions (ISU Communication #2254 spin feature #10) once per spin, if executed in a different basic position and/or in a different difficult variation.
- All other spin criteria from ISU Communication #2254 will be applied.

Jumps

- Jump combinations are limited to two jumps except that skaters may perform one three-jump combination with a maximum of two double jumps.
 - If double Axel or triple jump is part of three-jump combination, then two other double jumps may be included.
 - If three double jumps are included, and double Axel is downgraded or not included, the third double jump will receive no value.
 - If triple and two double jumps are included, and triple jump is downgraded, the second double jump will receive no value.
- To be eligible for bonus points, jumps must be full value or under-rotated (<) and must be compliant with short or well-balanced program and repeat rules. Unless otherwise specified, jumps can be performed as a solo jump, or in combination or sequence. Jumps that are downgraded (<<) or have a wrong edge assigned (e) are not eligible for any bonus points. Jumps with an edge attention (!) are eligible for a bonus.
 - 1.0 bonus for each double Axel achieved.
 - 1.0 bonus for one triple jump achieved (free skate only).

Choreographic Step Sequence

- If the choreographic step sequence meets the requirements, it will be confirmed (see well-balanced program chart).

INTERMEDIATE

Deductions

- The deduction for every fall is 0.5

Spins

Short Program:

- The Biellmann feature will be awarded **after five revolutions** in a layback or sideways leaning spin.
- A camel spin is required for men as the solo spin.

Short Program and Free Skate:

- **Combination Spin** (CoSp and CCoSp): A change of position (a minimum of two different basic positions) is required for these spins to be given value.
- U.S. Figure Skating will continue to award eight revolutions (ISU Communication #2254, spin feature #10) once per spin, if executed in a different basic position and/or in a different difficult variation.
- All other spin criteria from ISU Communication #2254 will be applied.

Jumps

- To be eligible for bonus points, jumps must be full value or under-rotated (<) and must be compliant with short or well-balanced program and repeat rules. Unless otherwise specified, jumps can be performed as a solo jump, or in combination or sequence. Jumps that are downgraded (<<) or have a wrong edge assigned (e) are not eligible for any bonus points. Jumps with an edge attention (!) are eligible for a bonus.

Short Program:

- Jumps that do not satisfy the requirements (wrong number of revolutions) **will have No Value.**
- Solo triple must be different from combination triple.

Short Program and Free Skate:

- 1.0 bonus for one double Axel achieved.
- 3.0 bonus each two-jump combination where both jumps are triple jumps or a three-jump combination where two triple jumps are executed in succession.
- 2.0 bonus for any triple jump that immediately follows a double jump (including double Axel) in a jump combination.
- 1.0 bonus for every triple jump achieved that doesn't meet the criteria above.

Step Sequence

Short Program and Free Skate:

The step sequence can earn a maximum of a Level 2, and the only features that will be evaluated for a level are:

- a. Feature #1: **minimum variety** (five difficult turns and steps) or **simple variety** (7 difficult turns and steps), none of these can be counted more than twice.
- b. Feature #2: rotations in either direction (right and left) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction.

*If a skater does not perform a **minimum variety** of steps and turns, the sequence cannot be higher than Level Base.*

*If a skater performs **only a minimum variety** of steps and turns, the sequence cannot be higher than Level 1.*

*If a skater performs a **simple variety** of steps and turns, and no rotations, the sequence cannot be higher than Level 1*

*If a skater performs **simple variety** of steps and turns, and rotations, the sequence cannot be higher than Level 2.*

NOVICE

Deductions

- The deduction for every fall is 0.5

Spins

Short Program:

- The Biellmann feature will be awarded **after six revolutions** in a layback or sideways position in the short program.
- A camel spin with change of foot and **NO** change of position is required for men as the solo spin.

Short Program and Free Skate:

- **Combination Spin** (CoSp and CCoSp): A change of position (a minimum of two different basic positions) is required for these spins to be given value.
- All other spin criteria from ISU Communication #2254 will be applied.

Jumps

- To be eligible for bonus points, jumps must be full value or under-rotated (<) and must be compliant with short or well-balanced program and repeat rules. Unless otherwise specified, jumps can be performed as a solo jump, or in combination or sequence. Jumps that are downgraded (<<) or have a wrong edge assigned (e) are not eligible for any bonus points. Jumps with an edge attention (!) are eligible for a bonus.

Short Program:

- Jumps that do not satisfy the requirements (wrong number of revolutions) **will have no value**.
- Solo triple must be different from combination triple(s).

Short Program and Free Skate:

- 3.0 bonus for each two-jump combination where both jumps are triple jumps, or a three-jump combination where two triple jumps are executed in succession.
- 3.0 bonus for each triple Axel achieved.
 - 3.0+2.0 bonus for 3A+triple jump combination.
- 2.0 bonus for any triple jump that immediately follows a double jump (including double Axel) in a jump combination.
- 1.0 bonus for each different triple jump achieved that doesn't meet the criteria above. The following jumps are eligible for this +1.0 bonus:
 - Ladies: toe loop, Salchow, loop, flip, Lutz.
 - Men: loop, flip, Lutz.
- 2.0 additional bonus for a skater who achieves four or more different triple jumps.

JUNIOR

Jumps

- To be eligible for bonus points, jumps must be full value or under-rotated (<) and must be compliant with short or well-balanced program and repeat rules. Unless otherwise specified, jumps can be performed as a solo jump, or in combination or sequence. Jumps that are downgraded (<<) or have a wrong edge assigned (e) are not eligible for any bonus points. Jumps with an edge attention (!) are eligible for a bonus.

Short Program and Free Skate:

- 1.0 bonus for a triple Axel achieved.
- 2.0 bonus for every quadruple jump achieved (free skate only).

NO TEST, PRE-PRELIMINARY, PRELIMINARY, PRE-JUVENILE, JUVENILE, INTERMEDIATE SHORT PROGRAM AND FREE SKATE REQUIRED SPINS

Spins

If an execution error in one of the spins results in a call that causes the other spin to be asterisked (resulting in no value because it's not according to requirements), the procedure is as follows:

If prior to review the two spins are listed as:

- CSp (no level) – due to an error on an intended CoSp or CCoSp
- SSp3* – not according to requirements

The code should be changed to:

- CoSp or CCoSp (no level) – the required spin
- SSp3 – no asterisk

This procedure insures that the skater is not penalized for repeating the spin in one position resulting in a double penalty. However, if it is determined by the technical panel that the skater is clearly attempting a spin which is not according to specific level requirements (i.e. a spin in one position with a change of foot in juvenile; or a combination spin that includes a flying entrance in intermediate short program) the technical specialist calls the spin that is actually performed and not the elements that are required. Any incorrect elements will receive an asterisk* that will result in **No Value**.

Refer to the following documents for additional information:

- ISU Communication #2254 – Single and Pair Skating
- 2019-20 Singles Short Program Elements for Intermediate – Senior
- 2019-20 Singles Free Skate Program Elements for No Test – Senior
- ISU Technical Panel Handbook – Singles

These and other official documents can be found in the “Technical Info/Singles” section of the U.S. Figure Skating website (<http://www.usfigureskating.org/story?id=84109>).

BONUS CHART – 2019-20 Singles Calling Clarifications for Junior and Below

Level	Quad	Triple Axel	Triple/ Triple Combo	3-Jump Combo with 2 Triples	Double/ Triple Combo	Triple Jump	<u>Four Different Triple Jumps</u>	Double Axel
Junior	2.0	1.0	N/A	N/A	N/A	N/A	N/A	N/A
Novice	N/A	3.0*	3.0*	3.0	2.0	1.0**	<u>2.0</u>	N/A
Intermediate	N/A	N/A	3.0	3.0	2.0	1.0	N/A	1.0 for one
Juvenile	N/A	N/A	N/A	N/A	N/A	1.0 for one	N/A	1.0

- For three-jump combination with two triple jumps, triples must be executed in succession.
- Any triple jump, immediately preceded by any double jump, including double Axel, is eligible for the double/triple combination.
- If not specified otherwise, the bonus applies to each jump that meets the criteria.
- To receive a bonus, applicable jumps must be fully rotated or under-rotated, and must not have a wrong edge (e) applied. Jumps with an edge attention (!) are still eligible for a bonus.
- Short program, well-balanced program and repeat rules apply.
- *Novice: 3.0+2.0 bonus for 3A+triple jump combination (i.e. 3Ab3+3Tb2 or 3Ab3+3Lob2).
- **Novice: Triple jumps must be different to earn the +1.0 triple jump bonus. Men must perform 3Lo, 3F or 3Lz to earn a +1.0 triple-jump bonus.
- Novice athletes who achieve four or more different triple jumps will earn an additional +2.0 bonus.
- When bonus points are applied to jump elements, the verification repeat rules in the software may fail and must be manually checked by the technical controller.

APPLICATION OF JUMP BONUS

The correct application for the +2.0 and +3.0 bonuses in combinations is as follows:

Double/Triple Combination – Intermediate and Novice

- The triple jump (< or fully rotated) receives a +2.0 bonus. Example: 2F + 3Tb2

Triple/Triple Combination – Intermediate and Novice

- The first triple jump (< or fully rotated) receives a +1.0 bonus and the second triple jump (< or fully rotated) receives a +2.0 bonus. If only one triple meets the requirements, a +1.0 bonus will be applied.
Examples: 3Tb1 + 3Tb2 | 3Tb1 + 3T<< | 3T<< + 3Tb1 | 3Fe + 3Tb1

Triple Axel – Novice

- +3.0 bonus assigned to every 3A in novice (< or fully rotated)
Examples: 3Ab3 | 3Ab3 + 2T | 3Ab3 + 3Tb2

All bonuses are applicable only if well-balanced program and repeat rules are fulfilled.

LEVEL CHARTS – 2019-20 Singles Calling Clarifications for Junior and Below

No Test, Pre-Preliminary SPINS:

All spins: Max Level 1. Regular basic sit position counts for 8 revs feature at this level.

Combo spin: All three basic positions for 2 revs anywhere in spin is a feature.

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

Preliminary SPINS:

All spins: Max Level 2. Regular basic sit position counts for 8 revs feature at this level.

One position spin: 8 revs feature is compulsory for higher than level Base.

Combo spin: All 3 basic positions for 2 revs anywhere in spin is a feature & compulsory for higher than level Base.

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

Pre-Juvenile SPINS:

All spins: Max Level 2. Regular basic sit position counts for 8 revs feature at this level.

One position spin: 8 revs feature is compulsory for higher than level Base.

Combo spin: All 3 basic positions for 2 revs anywhere in spin is a feature & compulsory for higher than level Base.

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

LEVEL CHARTS (cont'd) – 2019-20 Singles Calling Clarifications for Junior and Below

Juvenile, Intermediate SPINS:

ISU spin criteria and any associated “V” will be applied.

USFS feature applications:

- **Feature #10 (8 revs)** may be awarded once per spin, if executed in a different basic position and/or in a different difficult variation.
- **Int SP: Biellmann feature (UB)** will be awarded after five revolutions in a layback or sideways position in the short program.

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

Intermediate STEP SEQUENCE:

IF SKATER EXECUTES:	STEP SEQUENCE CALL:
Pattern too short; does not fully utilize the ice surface	No Value
Minimum Variety not achieved	Level Base
Minimum Variety only	Level 1
Minimum Variety and Rotations	Level 1
Simple Variety only	Level 1
Simple Variety and Rotations	Level 2

Novice, Junior SPINS:

ISU spin criteria and any associated “V” will be applied.

USFS feature applications:

- **Novice SP: Biellmann feature (UB)** will be awarded after six revolutions in a layback or sideways position in the short program.

Number of basic positions achieved	0	1	2	3	No basic on one foot
One position spin no change of foot	No Value	(B-4)	N/A	N/A	N/A
One position spin with change of foot	Nov/Jr Men SP: No Value	Nov/Jr Men SP: (B-4)	N/A	N/A	Nov/Jr Men SP: No Value
CoSp	No Value	No Value	CoSp(B-4)V	CoSp(B-4)	N/A
CCoSp	No Value	No Value	CCoSp(B-4)V	CCoSp(B-4)	CCoSp(B-4)