



2018-19 Single Skating – Calling Clarifications for No Test, Pre-Preliminary, Preliminary, Pre-Juvenile, Juvenile, Intermediate, Novice and Junior

Updated 7/11/18 (changes in red font)

Updated 7/15/18 (changes in teal font)

Updated 7/25/18 (changes in green font)

The information in this document supersedes the 2017-18 Single Skating Calling Clarifications for Novice and Below.

Deviations from ISU Communication #2168 are noted in blue.

NONQUALIFYING EVENTS:

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.

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.
- **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.
- **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**.
 - Eight continuous revolutions (no change in position or edge) in camel, sit, layback or Biellmann are compulsory to be eligible for Level 1.
 - 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.
 - When attempting eight continuous revolutions in any position, if there is any change of edge, change in difficult variation, or loss of positions, then the count for eight revolutions resets (no different from any other level).

- **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**.
 - All three basic positions performed anywhere within the spin, with each position having at least two continuous revolutions are compulsory to be eligible for Level 1.
 - Any other feature may be performed for a max Level 2.

Choreographic Step Sequence

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

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 #2168 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 #2168 will be applied.

Jumps

- 1.0 bonus for each double Axel that is achieved fully rotated or under-rotated (<).
- 1.0 bonus for one triple that is achieved fully rotated or under-rotated (<) (free skate only).
- Jumps can be performed as solo jumps, in combination or in sequence but are only eligible for bonus points if compliant with program requirements.

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 #2168, 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 #2168 will be applied.

Jumps

Short Program:

- Jumps that do not satisfy the requirements (wrong number of revolutions) **will have No Value.**
- 1.0 bonus for one double Axel that is fully rotated or under-rotated (<)
- 2.0 bonus for a double/triple jump combination if the triple jump is fully rotated or under-rotated (<). The triple jump must be the second jump.
- 3.0 bonus for a triple/triple combination jump. Both jumps must be fully rotated or under-rotated (<).
- 1.0 bonus for every triple jump that is fully rotated or under-rotated (<) that doesn't meet the criteria above. **Solo triple must be different from combination triple.**
- Unless otherwise specified, jumps can be performed as solo jumps or in combination but are only eligible for bonus points if compliant with program requirements.

Free Skate:

- 1.0 bonus for one double Axel that is fully rotated or under-rotated (<).
- 2.0 bonus for any triple jump that immediately follows a double jump, if the triple jump is fully rotated or under-rotated (<). The triple jump must be the second (or third) jump.
- 3.0 bonus for any combination where two triple jumps are executed in succession. Both triple jumps must be fully rotated or under-rotated (<).
- 1.0 bonus for every triple jump that is fully rotated or under-rotated (<) that doesn't meet the criteria above.
- Unless otherwise specified, jumps can be performed as solo jumps, in combination or in sequence but are only eligible for bonus points if compliant with program requirements.

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:

- 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.
- 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.*

See chart on next page.

SUMMARY OF INTERMEDIATE STEP SEQUENCE CALLS

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

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 #2168 will be applied.

Jumps

Short Program:

- Jumps that do not satisfy the requirements (wrong number of revolutions) **will have no value**.
- 2.0 bonus for a double/triple jump combination if the triple jump is fully rotated or under-rotated (<). The triple jump must be the second jump.
- 3.0 bonus for a triple/triple combination jump. Both jumps must be fully rotated or under-rotated (<).
- 3.0 bonus for a triple Axel that is fully rotated or under-rotated (<).
 - 3.0+2.0 bonus for 3A+triple jump combination
- 1.0 bonus for every triple jump that is fully rotated or under-rotated (<) that doesn't meet the criteria above. **Solo triple must be different from combination triple(s).**
- Unless otherwise specified, jumps can be performed as solo jumps or in combination but are only eligible for bonus points if compliant with program requirements.

Free Skate:

- 2.0 bonus for any triple jump that immediately follows a double jump, if the triple jump is fully rotated or under-rotated (<). The triple jump must be the second (or third) jump.
- 3.0 bonus for any combination where two triple jumps are executed in succession. Both triple jumps must be fully rotated or under-rotated (<).
- 3.0 bonus for every triple Axel that is fully rotated or under-rotated (<).
 - 3.0+2.0 bonus for 3A+triple jump combination
- 1.0 bonus for every triple jump that is fully rotated or under-rotated (<) that doesn't meet the criteria above.
- Unless otherwise specified, jumps can be performed as solo jumps, in combination or in sequence but are only eligible for bonus points if compliant with program requirements.

JUNIOR

Short Program:

- 1.0 bonus for a triple Axel that is fully rotated or under-rotated (<).
- Jump can be performed as solo jump or in combination but is only eligible for bonus points if compliant with program requirements.

Free Skate:

- 1.0 bonus for every triple Axel that is fully rotated or under-rotated (<).
- 2.0 bonus for every quadruple jump that is fully rotated or under-rotated (<).
- Jumps can be performed as solo jumps, in combination or in sequence but are only eligible for bonus points if compliant with program requirements.

JUVENILE, INTERMEDIATE, NOVICE and JUNIOR

Jumps

- **Short Program and Free Skate** -- Rotational and edge errors and any associated “V” and base values will be applied (ISU Communication #2168)
- **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.

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 for additional information (all are located in the “Rules/ Officials section):

ISU Communication #2168 -- Single and Pair Skating
2018-19 Singles Short Program Elements for Intermediate – Senior
2018-19 Singles Free Skate Program Elements for No Test – Senior
ISU Technical Panel Handbook – Singles

Additional information can be found in the Technical Info section on the U.S. Figure Skating website (<http://www.usfigureskating.org/story?id=84109>).

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.
Example: 3Tb1 + 3Tb2
3Tb1 + 3T<<
3T<< + 3Tb1

Triple Axel – Novice

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

All bonuses are applicable only if WBP and repeat rules are fulfilled.

2018-19 SINGLES JUMP BONUS CHART

Level	Quad	Triple Axel	Triple/ Triple Combo	3-Jump Combo with 2 Triples	Double/ Triple Combo	Triple Jump	Double Axel
Junior	2.0	1.0	NA	NA	NA	NA	NA
Novice	NA	3.0*	3.0*	3.0	2.0	1.0	NA
Intermediate	NA	NA	3.0	3.0	2.0	1.0	1.0 for one
Juvenile	NA	NA	NA	NA	NA	1.0 for one	1.0

- For three-jump combination with two triple jumps, triples must be executed in succession.
- Any double jump, including double Axel, immediately followed by a triple jump is eligible for double/triple combination.
- *Novice: 3.0+2.0 bonus for 3A+triple jump combination (i.e. 3Ab3+3Tb2 or 3Ab3+3Lob2).
- If not specified otherwise, the bonus applies to each jump that meets the criteria.
- Applicable jumps must be full rotated or under-rotated to achieve a bonus.
- Short program, well-balanced program and repeat rules apply.
- 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.