



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.

Updated 7/8/19

Deviations from ISU Communication #2254 are noted in blue.

The **Bonus Chart** and **Level Charts** at the end of this document are intended to serve as a quick reference guide to these clarifications.

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

Deductions

- The deduction for each fall for no test and pre-preliminary is 0.25
- The deduction for each 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. This or any other feature may be performed for a max Level 1.
- **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 may be 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 performed, 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 each 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 program or free skate program requirements and repeat rules. Jumps with an edge attention (!) are eligible for a bonus. 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.
 - 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 **each** 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 program or free skate program requirements** and repeat rules. **Jumps with an edge attention (!) are eligible for a bonus.** 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.

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 for 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 **each** triple jump that immediately follows a double jump (including double Axel) in a jump combination.
- 1.0 bonus for **each** 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 **each** 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 program or free skate program requirements** and repeat rules. **Jumps with an edge attention (!) are eligible for a bonus.** 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.

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 **each** 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 program or free skate program requirements** and repeat rules. **Jumps with an edge attention (!) are eligible for a bonus.** 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.

Short Program and Free Skate:

- 1.0 bonus for each triple Axel achieved.
- 2.0 bonus for each 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	Four Different Triple Jumps	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*	2.0**	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.
- To receive **any** bonus, applicable jumps must be fully rotated or under-rotated. Jumps with an edge attention (!) are eligible. Jumps with a wrong edge (e) are not eligible.
- ***Novice: +1.0 bonus for each different triple jump achieved. For Novice Men this +1.0 bonus is limited to 3Lo, 3F and 3Lz.**
- ****Novice athletes who achieve four or more different triple jumps will earn a separate, additional +2.0 bonus; ALL triple jumps (3S, 3T, 3Lo, 3F, 3Lz, 3A) count toward this +2.0 bonus for both Ladies and Men. This +2.0 bonus may be added by the DO (if software is updated) or the Tech Accountant. The indication that this bonus has been included is a "B" at the top of the athlete's protocol sheet, next to the technical segment score.**
- Bonuses noted "for one" in the chart above may be applied only once per program. All other bonuses apply to each jump element that meets the criteria.
- Short program and free skate well-balanced program requirements and repeat rules apply.
- +REP does not block a bonus application.
- 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 +2.0 and +3.0 JUMP BONUSES:

Double/Triple Combination – Intermediate and Novice

- The triple jump receives a +2.0 bonus. Example: 2F + 3Tb2

Triple/Triple Combination – Intermediate and Novice

- The first triple jump 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 each 3A in novice.
- Examples: 3Ab3 | 3Ab3 + 2T | 3Ab3+REP (for repeated execution as solo jump)

*****Triple Axel + Triple Jump Combination – Novice**

- +3.0+2.0 bonus for 3A+triple jump combination. Examples: 3Ab3 + 3Tb2 | 3Ab3 + 3Lob2

All bonuses are applicable only to jump elements that meet short program or free skate well-balanced program requirements and repeat rules.

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	CoSp1	N/A
CCoSp	CCoSpBV	CCoSpBV	CCoSp(B-1)V	CCoSp1	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	CoSpBV	CoSp(1-2)	N/A
CCoSp	No Value	No Value	CCoSpBV	CCoSp(1-2)	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	CoSpBV	CoSp(1-2)	N/A
CCoSp	No Value	No Value	CCoSpBV	CCoSp(1-2)	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)