



2018-19 Pairs Skating – Calling Clarifications for Juvenile, Intermediate and Novice

The information in this document supersedes the 2017-18 Pairs Skating Calling Clarifications for Juvenile, Intermediate and Novice.

Novice Pairs

Features for all elements will be evaluated in accordance with ISU Communication #2186, except as noted elsewhere in this document.

Solo Spins

All Pairs Solo Spins – The designation V, as described in ISU Communication #2186, will apply only to solo spin combinations and not to flying spins for all levels of pair skating.

V will apply to solo spin combinations in which only 2 basic positions are achieved by one or both partners and to solo spins with a clear change of foot in which fewer than 3 revolutions are achieved by one or both partners on one foot. This applies in Novice to both SP and FS.

Juvenile Solo Spin – Spin in one position, no change of foot:

- Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position). If this requirement is not achieved, the spin will receive no higher than a Level Base, and features will not be awarded.

Intermediate Solo Spin – Spin in one position, no change of foot:

- Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) to achieve a Level Base. If this requirement is not achieved, the spin will receive no level and no value.

Juvenile / Intermediate Solo Spin – Spin in one position with change of foot:

- Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) on one foot to achieve a Level Base. If this requirement is not achieved, the spin will receive no level and no value.
- Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) **on both feet** to achieve Levels 1-4.

Juvenile / Intermediate Solo Combination Spin With/Without Change of Foot –

- The minimum requirement for a Level Base in a solo combination spin with or without a change of foot is only one basic position (two continuous revolutions in a basic position).
- In the case that two or more positions are clearly attempted, but only one basic position is achieved, the call will be combination spin (with a change of foot) Level Base (CoSpBV or CCoSpBV).

For spins with a change of foot:

- The basic position can be executed on either foot.
- A minimum of three revolutions on each foot is required by both partners. **If this is not achieved, a V will be assigned.**

Otherwise, the number of positions executed (two or three) does not limit the level of the spin.

Juvenile Pairs Solo Spins – maximum levels

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

Intermediate Pairs Solo Spins – maximum levels

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

Novice Pairs Solo Spins

- All novice pairs solo spins will be evaluated in accordance with the criteria in ISU Communication #2186, except for application of V as noted above.

Pair Spins and Pair Spin Combinations

Juvenile / Intermediate Pairs Pair Spin (PSP) – For pair spins the V does not apply. Three revolutions by both partners is required for the pair spin to receive a value.

Novice Pairs Pair Spin (PSP) / Pair Spin Combination (PCoSp)

- If a novice pair team elects to perform a **pair spin**, the V does not apply. One basic position by each partner is required for the pair spin to receive a value.
- If a novice pair team elects to perform a **pair spin combination**, this element will be evaluated in accordance with the criteria in ISU Communication #2186. If only two basic positions are executed by both partners, the designation V will apply.
- If a novice pair team attempts a PCoSp in the Free Skate but, due to an error, fails to achieve 3 revolutions before or after the change of foot, the attempted change of foot can be disregarded by the technical panel. The element is identified as a PSP, and leveled according to features achieved on the foot with at least 3 revolutions in accordance with the criteria in ISU Communication #2186.

Jumps: Bonus

Juvenile Pairs

- **Free Skate:** 1.0 bonus for each double Axel achieved (under-rotated or full value) by **both** partners.

Intermediate Pairs

- **Free Skate:** 1.0 bonus for each double Axel achieved (under-rotated or full value) by **both** partners.

Novice Pairs

- **Short Program and Free Skate:** 1.0 bonus for each double Axel and each triple jump achieved (under-rotated or full value) by **both** partners

Pivot Figure

Juvenile Pairs

- The Pivot Figure (PiF) must have a minimum of ½ revolution in a pivot by the man, and he must grip the lady with a one-hand hold. If there is less than ½ revolution in a pivot, or if the man holds the lady with two hands, the PiF will have no value.

Lifts

Juvenile and Intermediate Pairs

- Difficult variations of the lady's air position, carries, changes of rotational direction, and one-hand holds by the man are not permitted. If one of these is executed the lift in question will be called at a Level B and given the 2.0 points illegal element deduction.

Step Sequence

Intermediate Pairs

- Step Sequence can achieve a maximum of Level 2. Features are listed on the following page.
 - If a team does not perform a minimum variety of steps and turns, the sequence cannot be higher than Level B (base).
 - If a team performs only a minimum variety of steps and turns, the sequence cannot be higher than Level 1.
 - If a team performs a simple variety of steps and turns, the sequence cannot be higher than Level 2.

Levels of Difficulty, Juvenile and Intermediate Pairs

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

Twist Lifts*	<ol style="list-style-type: none"> 1) Lady's split position (each leg at least 45° from the body axis and lady's legs are straight or almost straight) 2) Catching the lady at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man 3) Lady's position in the air with arm(s) above the head (minimum one full revolution) 4) Difficult take-off 5) Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the lady
Lifts	<ol style="list-style-type: none"> 1) Simple variation of take-off 2) Simple landing variety (landing on the opposite foot is not automatically considered a simple landing variety) 3) Coverage of the ice from red line to blue line or equivalent (25 feet) *Group 2 lifts only: Full extension of man's arms not required 4) Additional coverage of the ice from blue line to red line or equivalent (additional 25 feet) *Group 2 lifts only: Full extension of man's arms not required
Step Sequences	<p>Juvenile: Choreographic Sequence (ChSq) Intermediate: Maximum Level 2</p> <ol style="list-style-type: none"> 1) <u>Minimum variety (Level 1), simple variety (Level 2) of difficult turns and steps of both partners throughout (compulsory)</u> 2) <u>Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction</u>
Death Spirals	<ol style="list-style-type: none"> 1) 1 full revolution of the man in the low pivot position 2) 1 full revolution of the lady in the low position 3) Additional full revolution(s) by both after first revolution (counts only if pair achieves features 1 and 2) 4) Difficult entry (immediately preceding the death spiral) and/or exit (only one feature can be achieved for this regardless of whether the team does a difficult entry, a difficult exit or both)
Solo Spins	<ol style="list-style-type: none"> 1) 3 revolutions in a basic camel 2) 3 revolutions in a basic sit 3) <u>Difficult entrance into a spin</u> 4) At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback) <p>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</p> <p>Juvenile and Intermediate: Combination spins with a change of foot</p> <ul style="list-style-type: none"> • One basic position for 2 revolutions is required to receive a maximum Level B • Non-basic positions will not be awarded as a feature <p>Juvenile and Intermediate: Spins in one position with a change of foot</p> <ul style="list-style-type: none"> • A basic position for 2 revolutions on one foot is required for a maximum Level B • Basic positions for 2 revolutions on both feet are required for Levels 1-4 <p>Juvenile: Spins in one position without a change of foot</p> <ul style="list-style-type: none"> • May be awarded a maximum Level B if there is no basic position
Pair Spins	<ol style="list-style-type: none"> 1) 3 revolutions in basic camel (both partners at the same time) 2) 3 revolutions in basic sit (both partners at the same time) 3) 2 revolutions in all 3 basic positions (both partners, do not have to be at the same time) 4) 1 difficult variation of each partner (must be executed for 2 revolutions in basic position) 5) At least 6 revolutions without any changes in position/variation and foot (camel, sit or difficult upright)

**Note: U.S. Figure Skating will follow ISU Levels of Difficulty, Pairs Skating, for the twist lift features for intermediate pairs. Current features are listed above. If the ISU makes any changes to their features for the twist lift, the features for the twist lift for intermediate will change as well, and this document will be updated accordingly.*

CLARIFICATIONS: JUVENILE AND INTERMEDIATE PAIRS LEVELS OF DIFFICULTY

The juvenile and intermediate pairs levels of difficulty have been developed to create a better progression of skills from juvenile to elite level pairs. Basic fundamentals of skating will be stressed and rewarded.

Unless otherwise specified, levels will not be limited, but only the juvenile and intermediate features will be awarded.

LIFTS

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

- 1) A simple variation of the take-off may include: a change of hold on the ascent, a position that is different than the required group hold, for example: the man skating forward on the take-off of a Group 2 or Group 4 lift. Variations MAY be repeated on each lift at juvenile and intermediate levels.
- 2) A simple landing variety may include: a change of hold on the descent, landing on the other foot with a change of direction or a difficult leg hold. Variations MAY be repeated on each lift at juvenile and intermediate levels.
- 3&4) Ice coverage will begin with the continuous ascent of the lift to the continuous descent of the lift. At no point can the man "carry" the lady to achieve these features. *Group 2 lifts only: Full extension of man's arms not required

STEP SEQUENCES

Types of difficult turns and steps: rockers, counters, brackets, twizzles, loops and Choctaws.

Minimum variety includes at least 5 difficult turns and steps, none of the types can be counted more than twice.

Simple variety includes at least 7 difficult turns and steps, none of the types can be counted more than twice.

DEATH SPIRAL

Well-balanced program rules for intermediate pairs require that both the man and the lady execute a minimum of one-half revolution with the man's knees clearly bent in full pivot position. Juvenile pairs must execute a pivot figure. A minimum of one-half revolution by the man in a pivot position is required for confirmation. Features do not apply to the pivot figure.

- 1) "Man's low pivot position" means the man's knees are clearly bent for one full revolution. (At intermediate, the man's buttocks are NOT required to be below his knee.)
- 2) "Lady's low position" means for inside death spirals the lowest hip or buttock and head should not be higher than her skating knee; for outside death spirals the head should not be higher than her skating knee and bodyline between knee of skating leg and head should be flat or shallow arch. If during the death spiral lady's head never reaches the level of her skating knee, this feature is not achieved.
- 3) An additional level may be earned by the lady achieving an extra full revolution. "Low position" as defined for 1) and 2) above is required by both the lady and the man in the additional revolution.
- 4) Difficult entry to a death spiral should be on the curve and on the leg of the death spiral, and while acquiring the actual death spiral position there should be a continuous and not too prolonged movement to this position. Entry commences at the beginning of the entry curve when one or both partners are already on one foot on the edge of the death spiral. Exit starts when the man starts bending his "holding" arm in the elbow and ends when the lady comes to the vertical position. Only one feature can be achieved, entry or exit.

SOLO SPINS

Only basic positions will be awarded as features. Difficult variations may be executed but will not be awarded. Feature 1 or 2 can be combined with feature 4. Example: 6 revolutions in a basic sit = Level 2. The skaters are awarded two features for the basic sit – one feature for the 6 revolutions without changes in position and one feature for at least three revolutions in a basic sit. All features may only be used once. If the same feature is executed on both feet, any one of these executions can be taken in favor of the skaters. The difficult entry feature is consistent with ISU Communication #2186. Regular backward entry and regular flying camel will not be awarded as features.

The designation V will be applied to juvenile and intermediate pairs for combination spins but not for flying spins.

PAIR SPINS

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