

CLARIFICATIONS: LEVELS OF DIFFICULTY SINGLE SKATING, season 2018-2019

STEP SEQUENCES

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

Variety includes at least 9 difficult turns and steps, none of the types can be counted more than twice.

Complexity includes at least 11 difficult turns and steps, none of the types can be counted more than twice, 5 types must be executed in both directions.

Use of body movement means the visible use for a combined total of at least 1/3 of the pattern of any movements of arms, head, torso, hips and legs that have an effect on the balance of the main body core.

Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and on the same foot.

SPINS

A difficult spin variation of position is a movement of the body part, leg, arm, hand or head which requires physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level. There are 11 categories of difficult variations, among them 3 in camel position based on direction of the shoulder line: camel forward (CF) – with the shoulder line parallel to the ice; camel sideways (CS) – with the shoulder line twisted to a vertical position; camel upward (CU) – with the shoulder line twisted more than vertical position. If the free leg drops down for a long time while preparing for a difficult camel variation, the corresponding Level feature is still awarded, but the Judges will apply the GOE reduction for “poor/awkward/unaesthetic position(s)”.

“Change of foot executed by jump” & “Jump within a spin without change of foot”: are awarded only if the skater reaches a basic position within the first 2 revolutions after the landing.

“Both directions immediately following each other in sit or camel spin”: execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be counted as a Level feature for sit and camel basic positions. Long curves of exit after the first part or entry into the second part are reflected in GOE. A minimum of 3 revs in each direction is required. A Spin executed in both directions as above is considered as one Spin.

“Difficult variation of flying position in flying spins/spins with a flying entry”: is awarded only if the flying position is really difficult and the skater reaches a basic position within 2 revolutions after the landing. Normal flying camel entry does not block a possibility of counting a difficult flying entry as a feature.

Windmill (illusion) will be considered as a Level feature only the first time it’s attempted.

JUMPS

A jump will be considered as “Under-rotated” if it has missing rotation of ¼ revolution or more, but less than ½ revolution.

Flip is taken-off from a backward inside edge, **Lutz** is taken-off from backward outside edge; Technical Panel decides on the take-off edge and indicates errors with signs “e” and “!”. In cases of serious errors (sign “e”) the base value of the jump and the GOE are reduced, in cases of smaller errors (sign “!”) the original base value stays and the GOE is reduced.

In Short Program jumps which do not satisfy the requirements (including wrong number of revs) will have no value, but will block a jumping box, if one is empty; if a combination of two double jumps is not allowed (Sr. Men & Ladies, Jr. Men), the jump with the lesser value after the consideration of signs <, <<, e will not count (e.g. 2Lz+2T*, 2T*+2Lo, 2Lz<+2T*, 2F<<+2T).

Short Program, Repetitions: If the same jump is executed twice as a solo jump and as a part of the jump combination, the second execution will not be counted (if this repetition is in a jump combination, only the individual jump which is not according to the above requirements will not be counted).

Free Skating, extra jump elements: If an extra jump(s) is executed, only the individual jump(s), which is not according to the requirements will have no value. The jumps are considered in the order of execution.

Free Skating, Jump Sequences

A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.