



# **IJS Checklist for Coaches & Athletes - Singles Skating**

**INTERMEDIATE MEN & LADIES**

**SHORT PROGRAM**

**FREE SKATE**

**2018-19**

# IJS CHECKLIST FOR COACHES & ATHLETES—SINGLES SKATING

## **INTRODUCTION / HOW TO USE THE IJS PROGRAM CHECKLIST**

The IJS checklist is a tool for coaches and athletes in designing and checking their programs, to ensure that they have met all of the rules, and are maximizing their points.

*This checklist does not contain all of the rules and specific requirements. Coaches still must refer to [U.S. Figure Skating Rulebook](#), [ISU Technical Panel Handbook](#), [Technical Notifications](#) and [ISU Communications](#).*

*It is the responsibility of the coach to read and understand all rules when constructing programs.*

The checklist is designed to enable coaches and athletes to record their chosen elements in great detail, and verify their compliance.

There is a separate booklet for each level. This one is for **INTERMEDIATE SINGLES**

The following format applies:

### ***Spin and Jump Elements for the short program and free skate***

- *All of the spin and jump requirements for the selected level and the repeat rules are listed.*
- *The user should record each feature used in the required spins and jumps.*

### ***Description of Features***

- *Features with criteria if needed for reference.*

### ***Final Checklist***

- *The final checklist is the overall tally of the features that can be executed only once per program.*

# INTERMEDIATE Ladies & Men SHORT PROGRAM

**DURATION: 2:10 MAX FOR LADIES & MEN**

## **Spin Combination With only one (1) change of foot Entry may not fly**

- ✓ Minimum five (5) revolutions for on each foot (for GOE)
- ✓ Minimum two (2) revolutions in each position
- ✓ All three (3) basic positions needed for highest base value. Two (2) positions will be assigned a “v”
- ✓ A maximum of two (2) features on each foot

**First Feature**\_\_\_\_\_

**Second Feature**\_\_\_\_\_

**Third Feature**\_\_\_\_\_

**Fourth Feature**\_\_\_\_\_

## **Spin in One Position May not change feet, Men: **Camel Spin** Entry may fly**

- ✓ Minimum five (5) revolutions (for GOE)
- First Feature**\_\_\_\_\_
- Second Feature**\_\_\_\_\_
- Third Feature**\_\_\_\_\_
- Fourth Feature**\_\_\_\_\_
- ✓ *If eight (8) revolutions are repeated it must be executed in a different basic position and/or difficult variation from first achieved, or a non-basic position in combination spin only.*
- ✓ *For Short Program, Biellmann is awarded after **5 revolutions** in sideways or layback position.*
- ✓ *If a difficult flying entry is chosen (Feature #11), the fly must satisfy the ISU spin requirements. **See details on the Spin Feature Checklist page***

## **Step Sequence**

- ✓ Max Level 2. The only features that will be evaluated for a level are:  
Feature #1, minimum variety (5 difficult turns & steps) or simple variety (7 difficult turns & steps). None of the types of turns can be counted more than twice.  
Feature #2, rotations in both directions with full body rotation covering at least 1/3 of the pattern in total for each rotational direction.

## **Jump Elements:**

1. Single or double Axel\_\_\_\_\_
2. Double or triple jump \_\_\_\_\_
3. Jump combination (single/double, double/double, triple/double in any order)

## **Jump Restrictions**

- ✓ **Double Axel** may **not** repeat as solo jump or in combination jump
- ✓ **Solo Jump** may **not** repeat the double Axel or the triple jump or double jumps used in combination
- ✓ **Jump Combination** may repeat same double/triple jumps

- Bonus** **1.0 for one (1) double Axel (fully rotated or under rotated <)**  
**1.0 for every triple jump (fully rotated or under rotated <)**  
**2.0 for each double/triple combination (triple must be second jump)**  
**3.0 for each triple/triple combination (fully rotated or under-rotated)**

# INTERMEDIATE Ladies & Men FREE SKATE

DURATION; 2:40 +/- 10 sec. FOR LADIES & MEN

## Spin Combination With or without a change of foot Entry may fly

- ✓ Minimum eight (8) revolutions (for GOE)
- ✓ Minimum two (2) revolutions in each position
- ✓ All three (3) basic positions needed for highest base value. Two (2) positions will be assigned a “v”
- ✓ A maximum of two (2) features on each foot

First Feature \_\_\_\_\_

Second Feature \_\_\_\_\_

Third Feature \_\_\_\_\_

Fourth Feature \_\_\_\_\_

## Spin in One Position No change of foot or position; Entry may fly

- ✓ Minimum five (5) revolutions (for GOE)
- First Feature \_\_\_\_\_
- Second Feature \_\_\_\_\_
- Third Feature \_\_\_\_\_
- Fourth Feature \_\_\_\_\_
- ✓ *If eight (8) revolutions are repeated it must be executed in a different basic position and/or difficult variation from first achieved, or a non-basic position in combination spin only.*
  - ✓ *If a difficult flying entry is chosen (Feature #11), the fly must satisfy the ISU spin requirements. See details on the Spin Feature Checklist page.*

## Step Sequence

See Step Sequence on Short Program page.

## Jump Elements: Max six (6); Max three (3) jump combinations or sequences

1. Axel type jump (may be included in combination or sequence \_\_\_\_\_)
2. \_\_\_\_\_
3. \_\_\_\_\_
4. \_\_\_\_\_
5. \_\_\_\_\_
6. \_\_\_\_\_

## Jump Restrictions

- ✓ Jump combinations limited to two (2) jumps, except one (1) three- jump combination is permitted
- ✓ No more than two (2) different jumps with 2 ½ or 3 revolutions may be repeated.
- ✓ If any double or triple jumps, including double Axel, are repeated, at least one (1) attempt must be part of a combination or sequence.
- ✓ No double or triple jump can be repeated more than once
- ✓ Single jumps will have value.

**Bonus 1.0 for one (1) double Axel (fully rotated or under rotated <)**

**1.0 for every triple jump (fully rotated or under rotated <)**

**2.0 for every double/triple combination (triple must be second jump)**

**3.0 for every triple/triple combination (fully rotated or under-rotated)**

## INTERMEDIATE Spin Feature Checklist

- 1. Difficult Variations** Any category of difficult spin variation in a basic position counts once per program, first time attempted. A difficult variation in a non-basic position counts once per program in spin combination only.
- 2. Change of foot executed by a jump** Such change of foot can be counted as a feature only if the skater reaches the basic position within the first 2 revolutions after the landing. This jump has no requirements to the air position, but there must be a clear jump. The jump is considered as a Level feature only when it “requires significant strength”.
- 3. Jump within a spin without changing feet** Must reach a basic position within the first 2 revolutions and have a clear jump.
- 4. Difficult change of position on the same foot** Changing from a basic position to a different basic position without establishing a non-basic position that requires significant strength, skill, and control. May not include a jump to execute the change. The basic positions before and after the change must be held for 2 revolutions.
- 5. Difficult entrance into a spin** Includes the preparation and/or the beginning phase of a spin. The entrance must have significant impact on the balance, control, and execution of the spin and the basic position (non basic for spin combinations only) reached without hesitation within the first revolutions.
- 6. Clear change of edge** In sit (only from backward inside to forward outside), camel, layback, and Biellmann. Must be held for 2 revolutions before and after the change.
- 7. All 3 basic positions on second foot** Each position must be held for 2 revolutions. The execution cannot be interrupted by a second change of foot.
- 8. Both directions immediately following each other** Must be executed in sit or camel positions. A minimum of 3 revolutions in each direction is required. Must not have long exit or entry edges.
- 9. Clear increase of speed** In sit, camel, layback, or Biellmann position. Once the position has been established a clear increase in speed will be considered a feature.
- 10. At least 8 revolutions** without changes in position/variation, foot, or edge in camel, layback, difficult variation of any basic position, or for combination only, a non-basic. May be repeated in another spin in a different position or different difficult variation.
- 11. Difficult variation of flying spins/spins with flying entry** Flying position must be really difficult, e.g.: total sit position in the air, open butterfly, almost a split position on flying camel entrance and reach the basic position within 2 revolutions. For combination spin position after the fly may be a non-basic.
- 12. One clear change of position backwards/sideways or reverse** At least 2 revolutions in each position. Also counts if the layback is part of any other spin.
- 13. Biellmann position** Must be held for a minimum of 2 revolutions.

# INTERMEDIATE FINAL CHECK

## No Repeat of:

- ✓ Any (same type) difficult variation
- ✓ Change of foot executed by a jump
- ✓ Jump (clearly visible) within a spin without changing feet
- ✓ Difficult change of position on the same foot
- ✓ Difficult entrance into a spin
- ✓ Clear change of edge in sit, camel, or layback
- ✓ All 3 basic positions on second foot
- ✓ Both directions immediately following each other
- ✓ Clear increase of speed in camel, sit, layback or Biellmann
- ✓ 8 revolutions, max of 2 times per program
- ✓ Difficult flying entry
- ✓ Side to back or reverse in layback or part of any other spin
- ✓ Only 1 illusion will be considered as a Level feature only the first time it is attempted as a difficult entry, difficult change of position, or a non basic position.

## Other Important Reminders

1. A difficult variation of a non-basic position *cannot* be similar to another attempted variation.
2. All spins must be of a different nature.

**FOR ADDITIONAL INFORMATION REGARDING THE LEVELS OF DIFFICULTY  
FEATURE CRITERA AND SCALE OF VALUES, PLEASE REFERENCE  
[ISU TECHNICAL HANDBOOK](#)  
[ISU COMMUNICATION # 2168](#)**

**[Check current TN and USFS Calling Clarifications](#)**