INTERCLUB BEGINNERS and HOBBY CLASS

BEGINNERS 2015 Younger and 2013/2014

Girls,Boys

FreeProgram:max. 2:00 min ±10 sec.

A. Maximum four (4) jump elements
B. At least one (1) and no more than two (2) are jump combinations. Jump combination can contain only two (2) jumps. Euler is not allowe!
C. maximum of two (2) spins, each spin in one position (minimum of 3 revolutions each)
D. All spins must contain only basic positions (upright, sit or camel). Variations-simple, difficult or non-basic (such as sideways sit spin, upright Biellmann. etc.) are not allowed and will be ignored by the technical panel. No value will be awarded for the spin, but it will be considered as attempted and occupy a spin box.
E. one (1) Choreographic Sequence consisting of at least two different skating movements.

- **Single Axel and double jumps are not allowed!**

Beginners 2011–2012, 2005–2010

Girls,Boys

FreeProgram:max. 2:30 min ± 10 sec

A. maximum four (4) jump elements - at least two (2) of them are solo jumps
B. there may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence. Jump combination can contain only two (2) jumps. 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. Euler jump is not allowe!
C. at least one (1) but not more than two (2) spins of a different nature min. four (3) revolutions Only basic positions: upright/sit/camel
D. one (1) Choreographic Sequence consisting of at least two different skating movements.

- **Single (1) Axel and maximum one (1) double jump (2S or 2T) are allowed max. two (2) times.**
- **2A, 2Lo, 2F and 2Lz – are not allowed in this category**

HOBBY CLASS

Girls and Boys (2008-2011)

Free Skating: 1 min., 40 sec. +/- 10 sec.

A. maximum of three (3) jump elements
B. maximum of one (1) jump combination. Jump combination can contain only two (2) jumps In a jump combination EULER jump is NOT ALLOWED.
C. maximum of one (1) spin. Only USP (upright position - minimum of 3 revolutions)
D. Spins must contain only basic positions (upright). Variations-simple, (such as upright Biellmann, etc.) are not allowed and will be ignored by the technical panel. No value will be awarded for the spin, but it will be considered as attempted and occupy a spin box.
E. one (1) Choreographic Sequence consisting of at least two different skating movements.

Waltz jump is allowed (0.20)
Single (1) Flip, Singel (1) Lutz, Single (1) Axel and double (2) jumps are not allowed!

IMPORTANT!

Thefollowing Program Components are judged:

- **Composition**
- **Presentation**
- **Skating Skills**

The factor for the Program Components is 1.40 / (HOBBY CLASS 1.20)

1.In all elements which are subject to Levels, only features up to Level Base will be counted.
Any additional features will not count for Level requirements and will be ignored by the Technical Panel.
2.Evaluation is in accordance with ISU Communication No. 2788 (or any update of this Com.)
3. No jump with the same name may be repeated more than twice including Axel type jumps.
4.There shall be no bonus for difficult elements in the second half of the program
5. Program time violation up to every 5 seconds lacking or in excess -0.50
6.Falls deduction for every fall -0.50
7.Part of the costume/decoration falls on the ice -0.50
8.Costume/prop violation -0.50
9.Late start -0.50
10. Interruption:

A. more than 10 sec. up to 20 sec.: -0,5
b. more than 20 sec. up to 30 sec.: -1,0
c. more than 30 sec. up to 40 sec.: -1,5

- **Interruption of the program with allowance of up to three (3) min. to resume from the point of interruption: -2,5 per program**

11.Warm up group up to 10 skaters
12.. Warm up 3 min.

ADULTS

AGE CATEGORIES

For ladies and men Single Skating and Elements:

- **Young adults skaters born between July 1st, 1998 and June 30th, 2008**
- **Class I skaters born between July 1st, 1988 and June 30th, 1998**
- **Class II skaters born between July 1st, 1978 and June 30th, 1988**
- **Class III skaters born between July 1st, 1968 and June 30th, 1978**
- **Class IV skaters born between July 1st, 1958 and June 30th, 1968**
- **Class V skaters born on or before June 30th, 1958**

Single Free Skating Pre-Bronze

A. A maximum of three (3) jump elements:

- **Only single jumps are permitted, no double, triple or quadruple jumps.**
- **Waltz, Salchow and Toeloop can be included.**
- **Loop, Flip, and Lutz jumps are not permitted.**
- **No jump combinations or sequences are allowed.**
- **No listed jump may be repeated more than once within a programme.**
- **Non-listed jumps may be included in the program as part of connecting footwork only.**

B. A maximum of two (2) basic position spins with NO change of position and NO change of foot:

- The spins must have a minimum of 3 revolutions.
- Flying spins are not permitted.

C. A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface:

- A choreographic sequence consists of any kind of movements like steps, turns, spirals,arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. Steps and turns may be used to link two or more different movements together.
- A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

Duration: The maximum duration is 1 minute and 30 seconds ±10 s.
Factor: The points for each Program Component are multiplied by a factor of 2.0.
Warm-up: The warm-up duration is five (5) minutes. Warm-up groups can be maximum up to eight (8) skaters.
Level explanation: In all elements which are subject to Levels, only features up to Level Base will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel

Single Free Skating Bronze

A. A maximum of four (4) jump elements, consisting only of single jumps. Axel type jumps, double, triple and quadruple jumps are not permitted. There may be one (1) jump combination in the free program. The jump combination may consist of two (2) listed jumps. Each listed jump may be performed a maximum of two (2) times. Waltz jumps will be ignored. Euler is not allowed.
B. maximum of two (2) spins of a different abbreviation each of which must be a spin in one position with or without change of foot:

- The spins must have a minimum of 3 revolutions for any spin with no change of foot and six (6) with a change of foot.
- Flying spins are not permitted. No spin combination is allowed. There must be a minimum of two (2) revolutions in each position or the position will not be counted. A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.

C. A maximum of one (1) choreographic sequence

- A choreographic sequence consists of any kind of movements like steps, turns, spirals,arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. Steps and turns may be used to link two or more different movements together.
- A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

Duration: The maximum duration is 1 minute and 40 seconds ±10 s.
Factor: The points for each Program Component are multiplied by a factor of 2.0.
Warm-up: The warm-up duration is five (5) minutes. Warm-up groups can be maximum up to eight (8) skaters.
Level explanation: Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel

Single Free Skating Silver

A. maximum of four (4) jumpelements, consisting of any single jumps (including the single Axel). Double, triple and quadruple jumps are not permitted. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequences in the free program:
A Waltz jump will be called as a single Axel downgrade.

- **One (1) jump combination or one (1) jump sequence may consist of up to three (3) listed Jumps. The other jump combination may consist of two (2) jumps.**
- **A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.**
- **Each listed jump may be performed a maximum of two (2) times.**
- **Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.**

B. A maximum of two (2) spins of a different abbreviation each of which must be a spin in one position with or without change of foot:

- **The spins must have a minimum of 4 revolutions for any spin with no change of foot and six (6) with a change of foot.**
- **Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.**
- **There must be a minimum of two (2) revolutions in each position or the position will not be counted. A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.**

C. A maximum of one (1) choreographic sequence

- **A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. Steps and turns may be used to link two or more different movements together.**
- **A choreographic sequence has a base value and will be evaluated by the judges in GOE only.**

Duration: The maximum duration is 2 minutes ±10 s.
Factor: The points for each Program Component are multiplied by a factor of 2.0.
Warm-up: The warm-up duration is five (5) minutes. Warm-up groups can be maximum up to eight (8) skaters.
Level explanation: Only features up to and including Level 2 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

Single Free Skating Gold

A. A maximum of five (5) jump elements, consisting of single jumps (including the single Axel) or double jumps. Double flip, double Lutz and double Axel are not permitted. Triple and quadruple jumps are not permitted. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequences in the free program:
A Waltz jump will be called as a single Axel downgrade.

- One (1) jump combination or one (1) jump sequence may consist of up to three (3) listed jumps. The other jump combination may consist of two (2) jumps.
- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.
- Each listed jump may be performed a maximum of two (2) times.
- Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.

B. A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance and one (1) Choreographic spin.

- The spins must have a minimum of 4 revolutions for any spin with no change of foot and eight (8) with a change of foot.
- Spincombinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- There must be a minimum of two (2) revolutions in each position or the position will not be counted. A spin that has no basic position with 2 revolutions will receive no value, however a spin with lessthan three rotations in total is considered as a skating movement and not a spin.

C.A maximum of one (1) step sequence, fully utilizing the ice surface.

Duration: The maximum duration is 2 minutes and 50 seconds ±10 s.
Factor: The points for each Program Component are multiplied by a factor of 2.67.
Warm-up: The warm-up duration is five (6) minutes. Warm-up groups can be maximum up to eight (8) skaters.
Level explanation: Only features up to and including Level 3 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

Single Free Skating Masters

A. Amaximum of five(5)jump elements, one ofwhichmust be an Axel type jump. Single and double jumps are permitted. Triple and quadruple jumps are not permitted. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence in the free program:

- One (1) jump combination or one (1) jump sequences may consist of up to three (3) listed jumps. The other jump combination may consist of two (2) jumps.
- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with direct step from the landing curve of the first/second jump into the take-off curve of the Axel jump.

- Each listed jump may be performed a maximum of two (2) times.
- Please note that the Euler (half-loop) is considered a listed jump only when used incombination in between two other listed jumps.

B.A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance. One (1) Choreographic spin

- The spins must have a minimum of five (5) revolutions for any spin with no change of foot and eight (8) with a change of foot.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- There must be a minimum of two (2) revolutions in each position or the position will not be counted. A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.

C. A maximum of one (1) step sequence, fully utilizing the ice surface. At least 2 difficult turns and steps must be executed on clean edges for Level basic. The twizzle needs to have at least two (2) revolutions to be counted.

Duration: The maximum duration is 3 minutes ±10 s.
Factor: The points for each Program Component are multiplied by a factor of 2.67.
Warm-up: The warm-up duration is six (6) minutes. Warm-up groups can be maximum up to six (6) skaters.
Level explanation: Only features up to and including Level 4 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

General Requirements for Artistic Free Skating

The artistic events consist of Free Skating programs judged only on the basis of the Program Components. See ISU General Technical Rules in Single Skating and Ice Dance (Rule 504 pr. 3A) for a detailed description of Program Components.
There will be no technical panel and no technical mark given.
The points for each Program Component are multiplied by the following factors:

Composition – 1.0
Presentation – 1.2
Skating skills – 1.0

Falls are not subject to a deduction but may have a negative impact on the Program Components.The Artistic Free Skating competition is an athletic competition that is intended to allow skaters to demonstrate their skating ability as defined by the three program components of the ISU judging system. Credit for the required technical elements is based solely on the ability of such movements to enhance the component score. Credit will not be given for their technical difficulty.

The program must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee or excessive use of toe steps.
The skater/pair must not remain in one place for more than five (5) seconds. The program and time clock will start with the first movement by the skater/pair.

Any technical element exceeding the maximum number as set forth below, will be judged as an illegal element (1.0 deduction).

If the minimum required technical elements are not included, a deduction for a "missing element" of 1.0 will be made and will be listed as an illegal element on the protocol. The Referee is responsible for such deductions.

Clothing and make-up must be modest, dignified, and appropriate for athletic competition–not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen. Clothing must not give the effect of excessive nudity.
(ISU Rule 501) This is NOT a theatre-on-ice, showcase or spotlight event. Theatrical costumes and make-up will be penalized by a deduction: -1.0 per program.
Props and accessories may NOT be used in any part of the artistic programs. Use of props will be penalized by a deduction: -1.0 per program.

Any item that is held in the hand or removed during the performance is considered a prop. Thus, for example, a hat worn throughout the program is not considered to be a prop, but if it is intentionally removed during the performance, it is considered a prop. Objects on the ice, thrown in the audience, placed on the boards or on the judges table are not permitted.

Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted. The decorations on costumes must be non-detachable. Part of the costume or decoration falling on the ice will be penalized by a deduction: -1.0 per program.
The deduction for inappropriate clothing or make-up props and accessories (1.0) will be determined by a majority of the judges and the referee.

Illegal elements:

- **Somersault type jumps**
- **Laying on the ice and prolonged and/or stationary kneeling on both knees on the ice.**

Categories:

- **Competitions will be held at the Masters, Gold, Silver, Bronze and Pre-Bronze levels.**

Requirements:

The Artistic Free Skate is a competitive program that must include elements of the sport of figure skating:

- **At least one (1) and a maximum of two (2) single jumps MUST be included:**
- **A Waltz jump is considered a listed single jump ONLY in Pre-bronze category.**
- **For Bronze, Silver and Gold level, no Axel type jumps are allowed, for Masters Axels are permitted.**
- **For all levels no double or triple jumps are allowed.**
- **No combination jumps are allowed.**
- **At least one (1) and a maximum of two (2) spins MUST be included.**

The program duration for Masters Artistic Free Skating is 2 minutes ±10 s.
The program duration for Gold, Silver, Bronze and Pre-bronze Artistic Free Skating is 1 minute and 30 seconds, ±10 s.
The warm-up duration is four (4) minutes for all Artistic Free Skating.
Maximum 8 skaters per group.