



REGULATION

1° Open America Latina

Date: July 18th, 19th, 20th, 21st, 22nd, 23rd and 24th, 2022

Location: Arena Ice Brasil - Av. Major Sylvio de Magalhães Padilha, 16741/gallery 1688 - Jardim Fonte do Morumbi, São Paulo - SP, 05693-000.

The “1° Open America Latina” aims to provide all skaters with the opportunity to compete with athletes from other Latin American countries, all ISU members.

The Open will be held together with the “Campeonato Brasileiro de Patinação Artística de 2022”, however the championship will only cover the ISU recognized High Performance categories (novice advanced, junior and senior).

The result of the Brazilian Figure Skating Championship will be obtained through the order of placement of Brazilian athletes in the respective technical levels: Novice Advanced, Junior and Senior. The Brazilian champion of one of these technical levels may or may not be the champion of the Open. An athlete from another country may be the champion of the respective technical level, if he/she obtains a higher score from a national athlete, which will not influence his/her placement in the Brazilian Championship.

For this competition, only for the Intermediário Level will it be necessary for the Brazilians to take the LEVEL TEST by video.

For the other nationalities it will not be mandatory, however, it will be necessary to send a statement from the Federation of origin country of the athlete, at the time of registration (form) stating that he/she has the mandatory elements.

If it is noticed by the Technical and Judges Panel that the competitor does not have all the mandatory elements for the short program of the level entered, he/she will be disqualified.



Brazilian participants at the intermediate level must send videos of themselves performing the mandatory elements of their level between May 1st and May 15th 2022 to teste.patinacao@cbdg.org.br.

Registration at the Intermediário Level will not be allowed until the competitor has had his/her level approval confirmed by e-mail, the category confirmation statement must be sent at the time of registration on the form. More information can be found in the Technical Regulations for Figure Skating Competitions.

All competitors and coaches must be familiar with the rules below, adhere to them fully and exemplify the highest standards of fairness, ethical behavior and genuine good sportsmanship in their relationship to others.

Any person whose acts, statements or conduct are considered harmful to the well-being of figure skating may be disqualified from the competition.

1. Rules for public and family:

During warm-ups and during the athletes' presentation, the audience should make an effort to remain silent. Megaphones, drums, whistles and other noise producing devices are strictly prohibited.

At the end of each skater's performance, no objects are allowed to be thrown onto the ice that could deteriorate the quality of the ice or pose a risk of falling to subsequent skaters, except for plush toys.

Any individual or group of people who violate the rules will be asked to leave the competition venue permanently. Delegations should take all possible steps to ensure that the rules are followed, failure to do so may lead to disciplinary action.

Skaters, coaches, parents and relatives are responsible for taking care of all your personal items. The Organizing Committee and/or BISF (Brazilian Ice Sports Federation) are not responsible for damage or disappearance of any property on the premises of the establishment where the event is held.



2. Warm-up and Track Recognition Requirements - All categories:

Skaters of all levels and age categories may receive training from the sidelines of the rink (provided the coach is within the designated area) while they are on the ice, during the respective warm-up periods and may also leave the ice surface for this purpose, provided that such training does not interfere with another skater's warm-up. Only those who have athletes skating in the warm-up or track recognition in force can remain in the area reserved for coaches.

Access for all parents and relatives of skaters is prohibited to the area reserved for coaches. They must remain in the audience during warm-up, track recognition and competition periods.

However, coaching is not allowed during the skater's actual performance in front of the judges, nor may the coach be on ice with the skater, or in the warm-up area. For the purposes of this rule, coaching should be considered as any communication between the skater and his coach. The Referee or Event Manager may bar anyone from the rink who disregards this rule and disqualify any skater or team that receives training in violation of this rule.

3. Planned Content Sheets (PPCS):

PPCS are mandatory for all levels and must be presented at the time of accreditation, on July 17th (the day before the competition).

4. Competitors' behavior during the Competition -



All categories:

Competitors must always respect and obey the instructions of the referee or manager in charge of the competition, the BISF (Brazilian Ice Sports Federation) code of ethics and statutes and the best practices for sport and fair play.

Competitors who, directly or indirectly, or in writing, express themselves in any inappropriate manner towards another skater, coach or delegation, may face disciplinary action by BISF (Brazilian Ice Sports Federation) or be excluded from the competition.

Competitors who, directly or indirectly, or in writing, express themselves in any inappropriate manner towards BISF (Brazilian Ice Sports Federation) or the Organizing Committee, may face disciplinary action from BISF (Brazilian Ice Sports Federation) or be excluded from the competition.

Competitors who, directly or indirectly, or in writing, express themselves in any inappropriate manner towards the referee or its decisions or the judges' scores, may face disciplinary action from BISF (Brazilian Ice Sports Federation) or be excluded from the competition.

The judgment made by the Technical Panel is final and will not be discussed or questioned by athletes, coaches or the competitor's family.

5. ENTRIES

Application form:

At this stage, the level and age category must be informed, sending a copy of an identification document with photo as proof.



Only skaters with active BISF (Brazilian Ice Sports Federation) 2022/2023 membership (full documentation and current membership fee), responsible trainer with active BISF (Brazilian Ice Sports Federation) 2022/2023 registration and proof of payment of the entry fee within the entry deadline will be accepted.

For competitors of other nationalities, it will be mandatory for them to be affiliated to their home federations. The veracity of the information will be confirmed with the entities themselves later.

Note: in the form itself there will be a space to attach these documents.

ENTRY FEE:

Deadline: from April 15th, 2022 to May 31st, 2022.

Value for the Level Technics: BRL 150,00

Value for the Artístico Level: BRL 100,00

Payment Information:

Razão social: Confederação Brasileira de Desportos no Gelo

CNPJ: 01.195.713/0001-10

Banco: Bradesco - 237

Operação: Pessoa Jurídica

Agência: 085

Conta Corrente : 455325-0

Payment receipts of the application fee must be attached to the Application Form.

Payment receipts sent after this date will not be accepted and the athlete's registration will not be carried out.

For foreigners who do not have an account in Brazil, payment can be made on the day of accreditation in Brazilian real (BRL). For this, a statement must be attached in place of the receipt of payment, the model will be sent by email.



The entry fees will not be refunded, the only possible case in which the refund of this fee will be reimbursed, it will be in the event of cancellation of the competition due to force majeure reasons.

6. Draw – Skating Order Draw:

The skating order within each category will be informed at the moment of accreditation.

7. Clothing and Equipment - Singles:

- a. Competitors' clothing should be modest, dignified and appropriate for athletic competition, not garish or theatrical in design. Clothing can, however, reflect the character of the music chosen.
- b. Skating clothing worn in actual competition or rink warm-up/recognition may not have any form of advertising.
- c. Clothing must not give the effect of excessive nudity. While reasonable use of fabrics the color of the competitor's skin is acceptable, athletes and coaches should consider the age, maturity and development of the skater and ensure that the use of such fabrics is appropriate and respectful.
- d. Props, feathers and objects that can fall on the surface of the ice are prohibited; any ornamentation attached to the garment must be securely affixed so that it does not fall off while skating under normal competition conditions.
- e. Men must wear pants; not socks. Ladies can wear skirts, pants and collant.
- f. All competitors must maintain their equipment and clothing and store them carefully. Boots should be presented as best as possible. Boot covers can be used. Blades must be sharpened to produce a flat, concave cross-section without changing the blade width as measured between the two edges. However, a slight taper or narrowing of the cross section of the blade is allowed.



8. Song – Singles and Group:

Kind of music:

- a. The song at individual events will be selected by the competitor; for all programs, vocals are allowed. The choreography must be appropriate for the music.
- b. No type of indication or signal (beeps, bells, etc.) may precede the skater's song.
- c. The delivery of the program's song will be made on July 17th, at the moment of the skater's accreditation in the competition. Two copies of the song must be delivered for each program (short and free) and 2 copies for the artistic championship of each category (singles and groups), in MP3 format on a pendrive.

9. Duration of skating – Singles:

- a. The time must be reckoned from the moment the skater begins to move or to skate until arriving at a complete stop at the end of the program.
- b. If the song ends before the skater completes the performance, only the elements performed until the end of the song will be scored. A deduction will be applied as determined in the IJS.
- c. If the skater completes the performance before the end of the song, a deduction will be applied as determined in the IJS.

10. Late Start or Restart – Singles:

- a. If the rhythm or quality of the song is poor, the competitor(s) must stop skating and notify the event referee. No restarts can be made if the competitor does



- not inform the event referee within 30 seconds of the start. If the interruption occurs after the 30 second mark, the performance will continue from the breakpoint. Back-up music should be readily available on the track side. No deductions will be made by the event referee or judges.
- b. If there is an interruption or stoppage in the music or any other adverse condition unrelated to the competitor(s) or the competitor's equipment, such as lighting, ice condition, etc., the competitor(s) must stop skating with the event referee's acoustic signal or inform the event referee. Immediately after the problem has been resolved, the competitor(s) will continue from the point of interruption. If, however, the interruption lasts longer than 10 minutes, there will be a second warm-up period.
 - c. If a competitor is injured during the performance, or any other adverse condition related to the competitor (such as ill health or unexpected damage to the competitor's clothing or equipment) that prevents the competitor from skating, the competitor must stop skating, or will be instructed to do so, through an acoustic signal given by the referee of the event.
 - d. If adverse conditions can be remedied without delay and the competitor(s) resume the program without reporting to the event referee, the event referee will apply a deduction for the event interruption in accordance with specific IJS rule.
 - e. If the adverse conditions cannot be resolved without delay and the competitor(s) reports to the event referee within 40 seconds, the event referee will allow an additional period of up to three minutes for the competitor to resume skating. The additional time period begins at the time the competitor reports to the event referee. The event referee will apply a deduction according to the specific rule existing in the IJS for the entire interruption. If the competitor does not report to the event referee within 40 seconds or does not return to the program within the additional three minute period, the competitor will be disqualified.
 - f. In events judged using the IJS, the event referee will decide and indicate to the technical specialist where the breakpoint is. If the technical panel decides that



the interruption occurred at the entrance or during an element, the technical panel will call the element in accordance with the usual calling principles, and the technical specialist will inform the event referee of these decisions. The point from which the competitor must continue the program will be decided and communicated to the competitor, the judges and the technical panel by the event referee: whether it is from the point of interruption or, if the technical panel has decided that the interruption occurred at the entrance or during an element, from the point immediately after that element.

- g. If, in the opinion of the event referee, medical attention is needed, the event referee shall stop the performance. The event referee, after consulting with medical personnel, if available, will decide whether the competitor(s) is fit to continue their program without additional risk to themselves or their partners/teammates, if applicable. There will be a maximum of a three-minute allowance for evaluation before the referee is asked to make his decision. If the event referee determines that the competitor is not fit to continue, the competitor will be considered disqualified.
- h. If a competitor, who should be skating first in his/her group, is injured, or any other adverse condition relating to the competitor or the competitor's equipment is preventing the competitor from skating during the warm-up period, and the time before the start of the program is not sufficient to remedy the adverse condition, the event referee will allow the competitor an additional three minutes before the competitor is called to commence the program. No deduction applies.
- i. If any competitor entering the ice and being called upon to start the program is injured, or any other adverse condition related to the competitor or his/her equipment is preventing skating from taking place, and the time before the start of the program is not sufficient to remedy the adverse, in this condition, the event referee will allow the competitor up to three additional minutes before the competitor is called to start. The event arbiter will apply a deduction as per the specific IJS rule.



- j. If any competitor is called to the start and assumes the starting position, is injured or any other adverse condition related to the competitor or equipment is preventing the competitor from skating, the Call to Start rule applies. If sixty (60) seconds is not sufficient to remedy the adverse condition, the event referee will allow the competitor up to an additional three minutes, applying a deduction for the entire interruption as per the specific IJS rule.
- k. No restart of the entire program is allowed, except for poor quality songs.
- l. If a competitor is unable to complete the program, no marks will be awarded and the competitor will be considered disqualified. The same applies to the situation where a competitor is given the opportunity to continue the program from the point of interruption and is once again unable to complete the program.

11. General Rules - Warming Up:

The Referee will have the power to change the schedule, warm-up times and the group sizes at all Singles levels and age categories.

In case of interruption of competition of more than 10 minutes, due to unforeseen circumstances, the skaters in question will be allowed a second warm-up period of six minutes in the case of Singles.

After the warm-up time assigned to a group, no skater in that group, at any other time, unless otherwise authorized by the referee, may practice for any period of time on the official surface of the ice or any other ice surface until the event segment has concluded. This rule does not affect the skater's official warm-up group or the time immediately preceding the skater's call of his/her name. The skater who violates this rule will be disqualified from the competition.



Prior to the start of any segment of the Competition, the referee must allow a warm-up period in groups as follows:

- Nível Pré-iniciante: 3-minute warm-up in groups of up to six skaters.
- Nível Iniciante, Pré-básico e Básico: 4-minute warm-up in groups of up to six skaters.
- Nível Juvenil e Intermediário: 5-minute warm-up in groups of up to 5 skaters.
- Nível Adulto (todos): 6-minute warm-up in groups of up to 4 skaters.
- Nível Artístico Singles: 6-minute warm-up in groups of up to 6 skaters.
- Nível Artístico Grupos: 6-minute warm-up in groups of up to 3 groups.

12. Call to Start (for all Singles and Artistic Group events):

The State of the Federation it represents will also be announced for Brazilian athletes and the country for foreign athletes.

All singles and artistic group competitors must take the starting position of each competition segment (short program, free skating or artistic program) within 30 seconds after the name of the competitor/group has been announced. If the contestant/group has not taken their starting position within 30 seconds after their name is announced, the referee will deduct 1.00. If the competitor/group has not taken their starting position within 60 seconds after their name is announced, the competitor/group will be considered disqualified.

- a. If a competitor/group fails to register, fails to deliver the music or fails to attend the warm-up, such competitor/group will be considered officially disqualified and the name of the competitor/group will not be announced.
- b. Competitors must thank the technical panel and public at the center of the ice and leave without delay.

13. Singles Championship:



a. Short Program and Free Skating - General Requirements:

- The skating order of the required elements is optional.
- Elements are restricted in the number of times the element is executed.
- Vocal music is allowed.
- Skate using the entire ice surface.
- The skater can use elements from a previous level.
- Elements from higher levels may not be used.
- In the execution of Step Sequences and/or Choreographic Sequences, the movements must be performed in a perceptible, identifiable, and correct edge, to be considered valid for the judges.
- All arabesques must be performed with the free leg at least parallel to the ice surface and held in position for at least sufficient time to make the element readily identifiable to the public and judges.
- All necessary jumps must be performed as individual jumps or as indicated in the official regulations (combo or sequence according to the level).
- Spins will only be considered if performed correctly: in Sit Spin the bent leg must be at least parallel to the ice surface; on Camel Spin, the free leg must be at an angle of at least 90 degrees to the ice. The rotations will be counted from the moment the skater reaches the correct position. If the skater leaves this position and then returns to the correct position, the revolutions count will restart.
- Skating time varies by level and must not exceed the maximum time allowed. Skaters have a tolerance of plus or minus 10 seconds to complete the program.

IMPORTANT: All elements required for the level at which the skater is competing must be suitable for the size of the track on which the championship will be held, without prejudice to the quality of performance or the number of elements or repetitions (if applicable).

14. Artistic Championship:



a. Judgment:

1. Performances will be judged from an entertainment point of view, for theatrical and artistic qualities.

2. Technical skating skills and difficulty will not be rewarded as such; however, the skating must be the main element of the performance and have sufficient quality to support the selected theatrical elements.

3. Unintentional falls, poorly executed skating elements and obvious loss of control will negatively affect the competitor's/team's marks.

4. Jump difficulty is not rewarded in judges' scores, so jumps, if choreographed, must be performed with style, flow and confidence.

5. Artistic elements assessed will include, but are not limited to:

- a) Reflection of musicality in terms of the program concept
- b) Projection
- c) Energy
- d) Time
- e) Acting
- f) Skating skills according to the song
- g) Use of props and scenery
- h) Interaction (groups only)
- i) Note: Prolonged pauses to express lyrics are discouraged

6. The judgment system used will be the IJS:

- a) Only components will be judged.
- b) No marks for technical skating will be awarded.

7. Deductions will be applied for negligence relating to: costumes, props, program duration.

Artistic: Singles and Groups:

- 1. A skater can entry to compete in the Artistic category in singles and in groups.
- 2. Singles: these are artistic performances with only one skater.



3. Groups: these are artistic performances with two to seven skaters.
4. Props and scenery are allowed during program execution.
5. No props or scenery are allowed on the ice during warm-up.

Timing:

The program time will begin with the first intentional movement of any skater, whether in singles or in a group.

Scenario rules and props:

1. Props and scenery must be put on and taken off:
 - Unassisted, by individual competitors, with a total duration of up to one minute.
 - Unassisted, by the group's teams within two minutes maximum for setup and two minutes maximum for removal. Those who are not skating cannot enter the ice.
2. General:
 - The inclusion of scenery and/or props is not required.
 - The entire scenario will be portable and does not require any mechanical means of transport (for example: forklift, etc.). Its transport will be the responsibility of the skater or the group.
 - A mandatory deduction of 1.0 may be applied by each judge as instructed by the referee for the following violations:
 - For safety reasons, no propulsion devices will be allowed. This includes items like cannons and trampolines. Devices like these, which could be used to help skaters jump in the air, are NOT allowed.
 - The use of smoke, fire, dry ice, liquids, live animals, feathers, bubble machines or any substance that could harm the ice surface and/or skaters is not permitted.



- No projectiles are allowed.
- All props must be under the skater(s) control. for example, images or objects controlled remotely.
 - Mirrors or glass of any kind are not allowed on the ice.
 - People cannot be used as props.
 - For group settings (2:00 max): An announcement will be made after 1 minute has elapsed. Another announcement will be made when 30 seconds remain. At the 2 minute mark, an announcement is made that the setup time is over. The set-up must be complete, and the skaters must be in their starting position before the two-minute announcement is made.
 - There will be no announced countdown for individual or group skaters.
 - If a competitor has any doubts about the safety of his/her performance, the referee should be consulted.

Single Definitions:

Free Skating:

It consists of a well-balanced program of free skating elements such as jumps, spins, steps and other linking movements performed with a minimum of skating on two feet, in harmony with the skater's chosen music. Within the applicable well-balanced program requirements of the skater's level, he/she has complete freedom to select the free skating elements. All elements must be interconnected, using steps of a different nature and by other skating movements, at the same time using the entire ice surface (crossing forwards and backwards are not considered as connecting steps). Special attention should be paid to choreography, expression, music interpretation, intricate footwork and transitions between elements.

JUMP:



Jump elements: An individual jump, a combination of jumps or a sequence of jumps. (Example: An individual jump is counted as a jump element; a jump combination is counted as a jump element; a jump sequence is counted as a jump element).

- Single Jump: A jump performed by itself (not as a combination of jumps or a sequence).
- Jump combination: In a jump combination, the landing foot of one jump is the take off foot of the next jump. A full turn on the ice between jumps (free foot may touch the ice, but no weight transfer) keeps the element in the frame of defining a jump combination (but with an error). A jump combination can consist of the same or different jumps.
- If the jump are connected with an unlisted jump, the element is called a hop sequence, regardless of how many listed hops are made consecutively.
- An Euler (half-loop) is considered as a jump with value in the SOV, when used in combinations/sequences.
- If the first jump of a two-jump-combination fails to be successful and turns out as a “non-listed jump”, the unit will still be considered as a jump combination.
- Jump sequence: A jump sequence can consist of any jump of any number of revolutions immediately followed by an Axel-like jump of any number of revolutions.
- Jump repeats: Each level has different limitations on which jumps can be repeated; however, the following rules are consistently applied at each level:
- Jumps with the same name but different numbers of turns are considered different jumps. For example, a double loop is considered a different jump than a triple loop;
- If a jump that can only be repeated as part of a jump combination or jump sequence is performed twice as a solo jump, the second run will only receive 70% of the base value and will be scored as described below:
 - A program is not considered balanced when it contains an extra number or less than the minimum required number of an element or when there are no connecting steps between the elements.



- o If a jump is performed more times than allowed, the additional attempt is treated as an additional element and will not be considered, but will count towards the maximum number of jump elements. If the additional jump is performed in a combination or sequence, only the individual jump that does not meet the requirements has no value. Jumps are considered in the order of execution. Since the triple jump and the Walley triple jump are very similar in nature and equal in value, the skater can perform only one or the other, but not both.
- Unlisted Jump: Jumps that are not listed in the SOV (for example: Walley, Split Jump, Inside Axel with any number of turns taking off from the inside edge to the front, etc.) will not be counted as a jumping element, but can be used as a special entry for the jump to be considered in the mark for Transitions.
- “Under rotated” jumps: A jump will be considered “under rotated” if there is no rotation of more than 1/4 turns but less than 1/2 turns. A sub-rotated jump will be indicated by the Technical Panel to the Judges and in the protocols with a symbol “<” after the element code.
- “Downgraded” jumps: The jump will be considered “downgraded” if it lacks rotation of 1/2 turns or more. A downgraded jump will be indicated by the Technical Panel to the Judges and in the protocols with a symbol “<<” after the element code.
- “Stolen” Take-Off: A clear forward take-off (backward for Axle-type jump) will be considered a downgraded jump.
- Attempted Jump: What is an attempt? In principle, clear preparation for a take-off from a jump, stepping with the entry edge or putting the brake tip on the ice and leaving the ice with or without a turn is considered a jump attempt and is not valued.
- Jump Entry on Wrong Edge (Flip / Lutz): In the flip, the jump entry is on the inner edge backwards. In the lutz, the entry is on the external edge on the back. If the entry edge on the jump is not correct and clean and clearly identifiable, the TP (Technical Panel) indicates the error to the judges using the signs “e” (Wrong edge) and “!” (Attention).



- Extra jumps: If an extra jump is performed, only the individual jump that does not meet the requirements will have no value. All extra jumps are called and marked with an *. Jumps are considered in the order of execution.
- Considering that the entire competition will have a free skating, the following rules apply to repetitions:
 - First Repetition of a Triple/Quad Jump: First repetition of a triple or quad jump with the same name and the same number of turns without one of them being in a jump combination/sequence: both jumps will be counted as solo jumps, but the second of these jumps will be marked with the "+ REP" sign and will receive 70% of the base value with the result rounded to two decimal places.
 - First Repetition of a Double Jump: First repetition of a double jump as an individual jump or in a jump combination/sequence: Both jumps will receive the full base value.
 - Second/Third Repetition of a Double/Triple/Quad Jump: Second/third repetition of a double or triple or quad jump with the same name and the same number of turns as a solo jump or in a jump combination/sequence: only jumps that do not meet the requirements will not receive any value, but the rest of the combination/sequence jumps will be counted.
 - Second Jump Combo with 3 Jumps: Only jumps that do not meet the requirements will not receive any value.
 - More than 3 Jump Combinations/Sequences: If the number of jump combinations or sequences is more than three, only the first jump of the extra jump combinations/sequences is counted. This jump will be marked with the "+ REP" sign and will receive 70% of the base value (as a repeat of a jump combination/sequence), eg. 3Lo + 3T * + REP, 3Lo + 3T * + 2A * + REP etc.
 - Executions of an Uncounted Jump in the Jump Combination or Sequence: If in a jump combination or sequence a skater falls or leaves a jump and immediately executes another jump, the jump after the error



is not counted, and the call will be the jump performed before that error + combo/sequence + the jump performed. Jumps after the error are marked with an *.

Requirements for the Jump element:

Complete rotation jump: < and << signs indicate an error. The base values for these hops are listed in the SOV table.

The jump with the << sign is evaluated with the SOV of the same jump, but with one less turn.

Using the correct edge for the take off of the F/Lz: signs “e” and “!” indicate an error. The base values of these jumps are listed in the SOV table.

The sign “!” allows the jump to keep its original base value.

If both < and “e” signs are applied to the same jump, the base values of these jumps are listed in the SOV table.

Clarification of Difficulty Types for Jumping Singles - Season 2022/2023:

A jump will be considered “under-rotated” if it is missing ¼ revolution or more, but less than ½ revolution.

The Flip jump takes its take off from an inside edge of the back. The Lutz jump takes its take off from an outer edge of the back. The Technical Panel decides on the take off edge of these jumps and indicates possible errors with the signs “e” and “!”. In cases of serious errors (sign “e”) the jump base value and the GOE are reduced. In cases of minor errors (sign “!”) the base value remains, but the GOE is reduced.

In the Short Program, jumps that do not meet the required elements (including incorrect revolution number) will have no value (no value), but will block a jump judgment space if there is any empty space. If a combination of two double jumps is not allowed (Senior men and women and Junior men), this jump will have a lower value after considering the signs <; <<; “e” will not count (ex: 2Lz+2T*; 2T*+2Lo; 2Lz|<+2t*; 2F<<+2T*)

In the Short Program, the final GOE must be -5 if the Jump Element does not comply with the required content. This means that, for example, either the Jump Element has the



wrong number of revolutions, or the jump was repeated, or the jump combination only has one jump and the + COMBO sign

Repetitions in the Short Program: If the same jump is performed twice, once as an individual jump and once as part of a jump combination, the second execution will not be counted (if this jump repetition happens in a jump combination, only the jump that does not comply with the required content will not be counted).

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

Jump Sequences in the Free Skate: a jump sequence consists of 2 jumps of any number of revolutions, starting with any listed jump, immediately followed by an Axel-like jump with a step directly following the previous jump's landing and the Axel jump's take off.

Single Euler between two jumps listed in a Jump Combination: Single Euler (1Eu) missing half a revolution or more will be considered "downgraded" (<<). In this case, the judges will apply the reduction to a "downgraded" jump. If a Single Euler lacks less than 1/2 of a revolution, it will not be considered an "under-rotated" (<) jump by the technical panel. If Single Euler is not clearly performed, or is performed as a "step over", the judges will apply the reduction in GOE.

SPIN:

A spin must have the minimum number of rotations; however, a spin with less than three rotations, unless otherwise indicated in the corresponding required elements, is considered a skating movement and not a spin. For any spin with a foot change, the change must be preceded and followed by a spin position of at least three revolutions. The minimum number of revolutions required must be counted from the entrance of the spin to its exit (except the final speed spin closure).

There are three basic rotation positions:

1. Camel: free leg back with the knee higher than hip level; however, Layback, Biellmann and similar variations are still considered upright spins;
2. Sit: The upper part of the skating leg at least parallel to the ice;
3. Upright - in the vertical position: Any position with the skating leg extended or slightly flexed that is not a Camel position.



a. Rotação de Layback: A vertical rotation in which the head and shoulders are tilted back with the back arched. The free leg position is optional.

b. Inclined lateral rotation: a vertical rotation in which the head and shoulders are tilted to the sides and the upper body is arched. The position of the free leg is optional. All rotation positions not according to the above definitions are considered non-basic positions. The Biellmann Spin is considered a difficult variation of the Layback.

In an event judged using IJS, a spin that has no basic position with at least two continuous revolutions will have no value unless otherwise stated in a Technical Notification.

If a skater falls while entering a spin, a spin or rotation movement is allowed immediately after the fall for the purpose of filling time. This additional spin/rotation movement will not be counted as an element.

Types of spins:

1. Combination of spins: must have at least two different basic positions with two rotations in each of these positions at any point in the spin. Must consist of changes of foot and/or position as specified. A change of foot and a change of position can be done at the same time or separately. To receive full value, a spin combination must include all three basic positions. If the centers of the spin before and after a foot change are too far apart, and the criteria for two spins are fulfilled, only the part before the foot change will be counted and considered for level characteristics.

The number of revolutions in positions that are not basic is counted in the total number of revolutions, but changing to a non-basic position is not considered as a position change, which can only be from one basic position to another basic position.

2. Spin in one position: you may change feet (if allowed), but you may not change positions. Non-basic positions are allowed and counted in the total number of revolutions, but are not eligible as resources to increase the level. The completion



position at the end of the spin (final wind-up) is not considered another position, regardless of the number of revolutions, as long as no additional characteristic (edge change, position variation, etc.) is performed at the end of the spin.

3. Fly Spin : One spin with one fly entry, no foot change and no position change. Non-basic positions are allowed and counted in the total number of revolutions, but are not eligible as resources to increase the level. The completion position at the end of the spin (final wind-up) is not considered another position, regardless of the number of revolutions, as long as no additional features (edge change, position change, etc.) are performed at the end of the spin.

A spin that starts with a jump and also changes feet and/or position is considered a spin with a fly entry, not a fly spin.

When a spin is started with a jump, no rotation is allowed on the ice before the take off.

4. Character: In well-balanced free skating, each spin performed should have a different character (abbreviation). Abbreviations can be found in the ISU Scale of Values for Singles (SOV). The character is also called "nature":

a. A spin that begins with a backward entry and a spin that begins with a forward entry are considered to have the same character if they are of the same spin type. A sit spin with a forward entry has the same character as a spin with a backward entry, and a combination of spin with a foot change and a forward entry has the same character as a combination of spin with a foot change and a backward entry.

b. A spin with a fly entry has a different character than a spin without a fly entry.

c. A spin with a foot change has a different character than a spin without a foot change.

d. All spin combinations without a foot change and no fly entry are considered to have the same character, regardless of the number or types of positions. (The same goes for spin combinations with a fly entry).



e. All spin combinations with one foot change and no fly entry are considered to have the same character, regardless of the number or types of positions and the number of foot changes. (The same goes for spin combinations with a fly entry).

5. Levels of Difficulty:

The levels of difficulty of a spin are as follows: Basic Level (B), 1, 2, 3 and 4, depending on the skater's technical level, and the number of variations exhibited by the skater.

Difficult variations (counted as many times as performed with limitations specified below):

1. Foot change performed by jumping .
2. Jumping into a spin without changing feet.
3. Difficult change of position on the same foot.
4. Difficult entry on a spin.
5. Clean edge change in Sit spin (only backward inside to forward outside), Camel, Layback and Biellmann Position.
6. Perform all 3 basic positions on the second foot.
7. Spin in both directions, one immediately after the other in sit or camel spin.
8. Clear speed increase in camel, sit, layback or Biellmann position .
9. At least 8 revolutions with no position/variation changes, foot or edge (camel, layback, difficult variation of any basic position or just for non-basic position combinations).
10. Difficult variation of the Fly entry in spins/spins with a Fly entry.

Additional characteristics for Layback spin:

1. A clear change of position backwards or sideways, at least 2 revolutions in each position (it also counts if the Layback position is part of any other spin).



2. Biellmann's position after Layback Spin (Short program - after 8 rotations in layback Spin).

Features above numbered 2 to 9 count only once per program (first time they are attempted).

Characteristic of 10 revolutions in a position, only once per program (the first spin in which it is successfully performed; if in this spin 8 revolutions are performed on both feet, any one of these executions may be counted in favor of the skater).

Any difficult spin variation category in a basic position counts only once per program (first time it is attempted).

A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).

In any one spin with foot change, the maximum number of characteristics achieved on one foot is two (2).

Requirements for the Spin element:

1. For flying spins (no foot change and only one position) of the Short Program and the Free Skating, the following characteristics are required: a visible and clear jump. The "V" sign indicates that this requirement is not fulfilled. The base values of the spins with the "V" sign are listed in the SOV table.
2. The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are also listed in the SOV table.
3. All spins with foot change must have 3 revolutions on each foot. In the Short Program, if this requirement is not fulfilled, the spin will become "no value". In the Free Skating, the "V" sign indicates that this requirement is not fulfilled. The base values of spins with the "V" sign are listed in the SOV table.
4. Spin in a position with foot change must be 2 revolutions in the chosen basic position, on each foot. In the Short Program, if this requirement is not



fulfilled, the spin will be "No Value". In the Free Skating, the "V" sign indicates that this requirement is not fulfilled. The base values of the spins with the "V" sign are listed in the SOV table.

5. For flying spins (no foot change and only one position) of the Short Program and the Free Skating, the following characteristics are required: a visible and clear jump. The "V" sign indicates that this requirement is not fulfilled. The base values of the spins with the "V" sign are listed in the SOV table.
6. The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are also listed in the SOV table.
7. All spins with foot change must have 3 revolutions on each foot. In the Short Program, if this requirement is not fulfilled, the spin will become "no value". In the Free Skate, the "V" sign indicates that this requirement is not fulfilled. The base values of spins with the "V" sign are listed in the SOV table.
8. Spin in a position with foot change must be 2 revolutions in the chosen basic position, on each foot. In the Short Program, if this requirement is not fulfilled, the spin will be "No Value". In the Free Skate, the "V" sign indicates that this requirement is not fulfilled. The base values of the spins with the "V" sign are listed in the SOV table.

Clarification of Difficulty Types for Spins on Singles - 2022/2023 Season:

A difficult rotation variation of the position is a movement of the body part, leg, arm, hand or head, that requires strength or flexibility and that has an effect on the core body balance. Only these variations can raise the level.

There are 11 categories of difficult variations, among them 3 in camel spin position based on the direction of the shoulder line: camel forward (CF) - with the shoulder line parallel to the ice; camel sideways (CS) - with the shoulder line twisted into a vertical position; camel upward (CU) - with the shoulder line twisted more than the vertical position.



If the free leg falls for a long time while preparing for a difficult camel variation, the corresponding level characteristic is still granted, but the Judges will apply the GOE reduction for "poor/clumsy/unsightly position(s)".

"Foot change executed by jump" and "Jump within a spin without foot change": are granted only if the skater reaches a basic position within the first 2 revolutions after landing.

"Both directions immediately follow each other in sit spin or camel spin": execution of spins in both directions (clockwise and counterclockwise), which immediately follow each other, will be counted as a level characteristic for sit and camel spins in basic positions. A minimum of 3 rotations in each direction is required. A spin performed in both directions as above is considered a Spin.

"Difficult fly position variation / spins with a fly entry": is granted only if the fly position is really difficult and the skater reaches a basic position within 2 rotations after landing. Normal camel fly entry does not block the possibility to count a difficult fly entry as difficulty level.

Windmill (illusion) will be considered as a level characteristic only on the first attempt.

STEP SEQUENCE:

A series of steps, turns, and/or movements not listed. All step sequences must be performed according to the character of the music. Short stops according to the music are permitted. Jumps not listed are also permitted. Turns and steps must be balanced in their distribution throughout the sequence. Three turns, brackets, loops, counters and rockers, chassés, mohawks, Choctaws, edges changes, and skating movements. Patterns are not restricted.



Levels of Difficulty:

- a) Minimal variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficulty turns and steps throughout the sequence (mandatory);
- b) Rotations in any direction (left and right) with complete body rotation covering at least 1/3 of the pattern in total for each direction of rotation;
- c) Use of body movements for at least 1/3 of the pattern;
- d) Two different combinations of 3 difficult turns on different feet performed with continuous flow within the sequence. Only the first combination attempted on each foot may be counted.

Clarification of Difficulty Types for Step Sequences in Singles - 2022/2023 Season:

Types of difficult turns and steps: twizzles, brackets, loops, counters, rockers, choctaws. The minimum variety includes at least 5 revolutions and difficult steps, none of the types may 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 performed 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 arms, head, trunk, hips, and legs that have an effect on the balance axis of the body.



CHOREOGRAPHIC SEQUENCE:

A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of two revolutions, spins, etc. Listed elements included in the Choreographic Sequence will not be called and will not occupy a box. The pattern is not restricted, but the sequence must be clearly visible. Choreographic Sequence which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program). It can be performed before or after the Step Sequence. If this requirement is not fulfilled, the sequence will have no value.

Singles Judgment - IJS:

1. Technical Score - Singles - IJS

a. Scale of Values (SOV): The Scale of Values contains base values of all elements and adjustments for quality of execution (GOE). The SOV for the current season can be found in ISU site.

b. Valores de Base (Base Values): Os valores de base dos elementos são medidos em pontos e aumentam com a crescente dificuldade dos elementos. A dificuldade de um elemento depende:

- For jumps: In the names of the jumps listed in the order of their difficulty (Toe Loop, Salchow, Loop, Flip, Lutz, and Axel) and the number of revolutions.
- Judges should reward added difficulty well executed on their GOE marks.

c. Levels of Elements: The technical panel will determine the name and the level of difficulty (when necessary) of the elements. The spins and step sequences are divided depending on their difficulty into FOUR levels according to the number of characteristics obtained: Basic Level (B) in case of no characteristics, Level 1 in case of



one characteristic, Level 2 in case of two characteristics, Level 3 in case of three characteristics, and Level 4 in case of four characteristics.

d. Grade of Execution (GOE):

- Each judge should mark the quality of execution of all elements, depending on the positive characteristics of the element's execution and any errors present.
- The GOE is marked from +5, +4, +3, +2, +1, 0 (base value), -1, -2, -3, -4, -5.

2. Illegal Elements / Moves: All illegal elements / moves performed in the program will be penalized by a deduction (see specific rule existing in IJS). If an illegal element / movement is performed during the execution of any element, the illegal element / movement deduction will be applied, and the element will be called Basic Level if the requirements for at least Basic Level are fulfilled. These are considered illegal elements/movements: somersault type jumps, lying on the ice, and extended knee and/or stationary over the knees on the ice at any time.

3. Program Component Scoring - Singles - IJS: In addition to the technical scoring, the skater's entire performance is evaluated by the program components.

4. Definitions and criteria for the analysis of program components:

a. Skating Skills (SS): Defined by overall cleanness and sureness, edge control and flow over the ice surface demonstrated by a command of the skating vocabulary (edges, steps, turns etc.), the clarity of technique and the use of effortless power to accelerate and vary speed.

In evaluating the Skating Skills, the following must be considered:

- Use of deep edges, steps and turns;
- Balance, rhythmic knee action and precision of foot placement;
- Flow and glide;
- Varied use of power, speed and acceleration;
- Use of multi directional skating;
- Use of one foot skating.



b. Transitions (Transitions / TR): The varied and purposeful use of intricate footwork, positions, and movements that link all the elements together. When evaluating Transitions, the following should be considered:

- Continuity of movement from one element to another;
- Variety;
- Difficulty;
- Quality.

c. Performance (PE): Involvement of the skater physically, emotionally, and intellectually with the music; how they deliver the intent of the music and composition. When evaluating Performance, the following should be considered:

- Physical, emotional, and intellectual involvement and projection;
- Quality and clarity of movement;
- Variety and contrast of movement and energy;
- Individuality/personality.

d. Composition (Composition / CO): An intentionally developed and/or original arrangement of all types of movements according to the principles of musical phrase, space, pattern, and structure. In evaluating Composition, the following should be considered:

- Purpose (idea, concept, vision, mood) of the music and program;
- Standard coverage/ice;
- Multidimensional use of space and movement design;
- Phrase and form (movements and parts structured to match the musical phrase);
- Originality of the composition.



e. Interpretation / IN: The personal, creative and genuine translation of the rhythm, character and content of the music into the movement on the ice. In evaluating Interpretation of Music, the following should be considered:

- Movement and steps in time to the music (timing);
- Expression of the character/feeling and rhythm of the music, when clearly identifiable;

- Use of finesse to reflect the details and nuances of the music (Finesse is the refined artistic manipulation of musical details and nuances through movement. It is unique to each skater and demonstrates an internal feeling for the music and the composition. Nuances are the personal ways of bringing subtle variations to the intensity, rhythm and dynamics of the music made by the composer and/or musicians).

5. Marks for program components:

a. Program components are marked on a scale of 0.25 to 10.00 in increments of 0.25, with a separate mark given for each program component, of which:

- 0.25 - 0.75 extremely poor
- 1.00 - 1.75 very poor
- 2.00 - 2.75 poor
- 3.00 - 3.75 weak
- 4,00 - 4,75 fair
- 5,00 - 5,75 average
- 6,00 - 6,75 above average
- 7,00 - 7,75 good
- 8,00 - 8,75 very good
- 9,00 - 9,75 excellent
- 10,00 outstanding

b. Increments are used for performance evaluation containing some characteristics of one grade and some of the next grade.

Total technical score for each segment - Free skate:



a. Scale of Values (SOV): Each section of each element has a certain base value indicated in the Scale of Values (SOV).

The Value Scale (SOV) will be used for all categories. The only exception to this rule are the categories:

Iniciante and Pré-Básico categories, which have mandatory elements that are not listed in the SOV, but will be scored.

This regulation is updated according to the revision supplements released by the ISU through Communications.

Unlisted elements: Elements that are not on the Scale of Values (SOV) are considered unlisted elements and have no point values if performed. Unlisted elements that are not illegal must be evaluated as transition/link moves by the judges. The exception to this rule is the mandatory elements of the Iniciante and Pré-Básico categories, where some mandatory elements are not listed in the SOV, but will be scored.

The panel scores for all sections/elements are added together to determine the skater's total technical score for the segment (TES).

In singles:

Jump combinations are evaluated as a unit by adding the base values of the included jumps and applying the execution grade with the numerical value of the most difficult jump.

Sequences of jumps are evaluated as a unit by adding the base values of the two highest value jumps, multiplying the result by 0.8, and then applying the execution grade with the numerical value of the most difficult jump.

Any additional elements exceeding the prescribed numbers will not be counted in a competitor's score and will have no value.



Only the first attempt (or the allowed number of attempts) at an element will be considered.

Special Factor:

Each factored base value will be rounded to two decimal places.

Deductions per fall in Singles (except Junior and Senior):

- 0.5 each for each fall.

Deductions per fall in Junior Singles:

- 1.0 each for each fall.

Deductions per fall in Senior Singles:

- 1.0 each for the first and second fall.
- 2.0 each for third and fourth falls.
- 3.0 each for the fifth and remaining falls.

Discounts for each interruption in the execution of the program:

- 1.0 (for 11 to 20 seconds interruption).
- 2.0 (for 21 to 30 seconds interruption).
- 3.0 (for 31 to 40 seconds interruption), etc.



- After 1:00 minute, if the skater has not reported the event to the referee, the competitor(s) is (are) considered disqualified.

Conditions for deduction for an interruption in the execution of the program will be applied by the referee in case of interruption of the skater(s) in the execution of the program:

- if there are no injuries or other circumstances that cause the skater(s) to stop.
- if there is an error by the skater(s) that results in part of the performance not being executed. Examples include, but are not limited to, a fall in which it takes the skater(s) more than 10 seconds to recover and continue the program, or an error in a spin that is being performed by the skater and causes him/her to stop for more than 10 seconds before continuing the program.

Determining Scores in Each Segment of a Competition:

- The total segment score for each skater in each segment of a competition (short program and free skate) is calculated by adding the total technical score and the total score of the program components and subtracting any deductions for violations according to IJS rules.
- The result is the total score for the segment.
- The skater with the highest total segment score is placed first; the skater with the second highest total segment score is placed second, and so on.
- If two or more skaters have the same total segment score:
 - The total technical score will resolve the draw in the short program. If the total technical score is also equal, the total program component score will resolve the draw in the free skating, and if the program component score is also equal, the skaters in question will be considered tied.



- For any segment where a segment factor is applied, the scores are rounded to two decimal places.

Determination of final results:

- a. The total score of the short program will be the technical score + component scores - possible deductions. The total score of the free skating will be the technical score + component scores - possible deductions. A skater's final score will be the sum of the short program total score (if any) and the free skating total score.
- b. The skater with the highest final score is first, and so on.
- c. In the event of a tie in the total segment score for any combined result or final result, the skater with the highest score for the last segment skated shall prevail.
- d. If there is a tie for the last segment skated, the placement of the next skated segment will determine the best place, etc. If there is no previous or subsequent segment, the skaters will be tied.
- e. No final placement will be recorded for competitors who do not complete a mandatory segment. The only placement recorded for these competitors will be the position earned for the portion of the event that they completed.

Determination of final results for Categories with only one competitor:

- a. If there is only one skater in a category, this skater will win first or second place according to the percentage points he (she) comes to score from the total possible points in this category:



- o 1st Place: If the skater scores 80% or more of the total possible points, the skater will be in first place.
- o 2nd Place: If the skater scores 79.9% or less of the total possible points, the skater will be in second place. It is not possible to fall below 2nd place in events with only one skater.

Updated guidelines for scoring + GOE of individual skating elements (positive aspects):

These guidelines are tools to be used in conjunction with the negative GOE charts.

The final GOE of an element is based on the combination of positive and negative aspects. It is important that the final GOE of an element reflects the positive aspects as well as any possible reductions that may be applied. The final GOE of an element is calculated by first considering the positive aspects of the element that result in an initial GOE for the evaluation. Then a judge reduces the GOE according to the guidelines of the possible errors and the result is the final GOE of the element. To establish the initial GOE judges should take into consideration the markers for each element. The general recommendations are as follows:

FOR + 1: 1 bullet

FOR + 2: 2 bullets

FOR + 3: 3 bullets

FOR + 4: 4 bullets

FOR + 5: 5 or more bullets

FOR + 4 and +5: THE FIRST THREE markers highlighted in bold must be present.



Free skating - Positive Bullets:

Jumps:

- 1) very good height and very good length (of all jumps in a combo or sequence)**
- 2) good takeoff and landing**
- 3) demonstrate effortlessness in performing the whole element (including the rhythm in the combination jumps)**
- 4) steps before the jump, unexpected or creative entry
- 5) very good body position from takeoff to landing
- 6) element matches the music

Spins:

- 1) good speed and/or acceleration during spin**
- 2) good, clear and controlled position(s) (height in the air/fly spin landing position)**
- 3) demonstrate effortlessness while performing the entire element**
- 4) maintain a centered spin.
- 5) creativity and/or originality
- 6) element matches the music

Step Sequences

- 1) deep edges, clean steps and turns**
- 2) element matches the music**
- 3) demonstrate effortlessness while performing the entire element with good energy, flow and execution**



- 4) creativity and/or originality
- 5) excellent commitment and control of the whole body
- 6) good acceleration and deceleration

Choreo Sequences

- 1) creativity and/or originality**
- 2) element matches the music and reflects the concept/character of the program**
- 3) demonstrate effortless while performing the entire element with good energy, flow and execution**
- 4) good coverage of ice or interesting pattern
- 5) good clarity and precision
- 6) excellent whole body commitment and control

Updated guidelines in establishing the GOE for errors in Short Program and Free Skating (negative aspects):

Worthless elements are indicated to the panel of judges. GOE of such elements does not influence the result.

Jumps:

- In the case of multiple errors, the corresponding reductions are added. SINGLE RULE (REDUCTIONS FOR JUMP ELEMENT ERRORS IN SHORT PROGRAM): perform a jump element that does not conform to requirements the final GOE shall be: -5.



- Downgraded (sinal <<) : -3 to -4
- FALL: -5
- Underrotated (sign <): -1 a -2
- Landing on two feet in a jump: -3 to -4
- Missed Rotation (no sign): -1 a -2
- Euler executed as a step: -1 a -2
- Coming off landing with a jump: -3 to -4
- Low speed, height, distance or bad air position: -1 to -3
- Two or three revolutions in between (jump combo): -2 a -3
- Touch the ice with both hands on a jump: -2 to -3
- Wrong edge on the F/Lz take off (check "e"): -3 a -4
- Touch with one hand or free foot: -1 to -2
- Unclear edge error in the take off of the F/Lz (signal "!"): -1 a -3
- Loss of flow/direction/rhythm between jumps (combo/seq.): -2 a -3
- Unclear edge error in the take off of the F/Lz collar (no signal): -1
- Bad Landing (bad pos./wrong edge, edge or toe/scratching, falling flat on blade, etc): -1 a -3
- Low take off: -2 a -3
- Long setup: -1 a -3



Spins:

- FALL: -5
 - Bad / awkward position(s), not aesthetic: -1 to -3
 - Touch the ice with free foot or hand(s): -1 to -3
 - Slow or reduced speed: -1 to -3
 - Bad Fly entry (spin/flying entry): -1 a -3
 - Poor foot change (including entry/exit turn, except when changing direction): -1 a -3
 - Incorrect takeoff or landing on a fly spin: -1 to -2
 - Menos que as voltas necessárias: -1 a -3
 - Traveling (spin without center, "traveling"): -1 a -3
 - Number of unbalanced revolutions when changing footing: -1
 - Loss of balance: -1 to -3

Step Sequence:

- Listed jump with more than half a revolution included in sequence: -1
- Poor quality of steps and turns: -1 to -3
- Fall: -5
- Poor quality of body positions: -1 to -3
- Does not match the music: -2 a -4
- Lack of flow and energy: -1 to -3
- Stumbling: -1 a -3

Choreo Sequence:

- Fall: -5
- Loss of control/lack of energy: -1 to -3
- Does not match the music: -2 a -4
- Poor movement quality: -1 a -3
- Lack of choreographed movements: -2 a -3
- Lack of creativity/originality: -1 to -3
- Stumbling: -1 a -3



IMPORTANT OBSERVATIONS IN JUDGING COMPONENTS:

If a program contains errors considered minor (Slight Errors), the maximum scores are listed below:

- Skating Skills, Transitions, Composition: Maximum score 9.75.
- Performance and Interpretation: Maximum score 9.50.

If a program contains Falls or Serious Errors, the maximum scores are listed below:

- Skating Skills, Transitions, Composition: Maximum score 9.25.
- Performance and Interpretation: Maximum score 8.75.

Note: Major errors are interruptions during the program and technical errors that affect the integrity/continuity/flow of the composition and/or its relationship to the music. Similar limitations should apply to all levels of skaters, from extremely poor to exceptionals.

GOE EVALUATION IN CASE OF THE FOLLOWING ERRORS IN ALL CATEGORIES:

Initial GOE for the evaluation cannot be greater than +2:

- Fall
- Landing on two feet
- Exit landing
- Wrong edge (e)
- Downgraded (<<)
- Step Sequences and Choreo Sequences do not match the music.