

Figure skating on ice

TECHNICAL REGULATION FOR COMPETITIONS

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Brazilian Ice Sports Federation

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REVISION CONTROL

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1. Objective

Establish technical regulations for competitions to be held in Brazilian territory and the basic principles to be observed for technical classification and technical evaluation of figure skaters on Brazilian ice.

2. Coverage

The guidelines in this technical regulation apply to all CBDG officials or CBDG sanctioned figure skating ice skating competitions to be held in Brazil.

Coaches, clubs, associations and federations, registered on the Brazilian Ice Sports Federation (CBDG), must adopt the procedures of this technical regulation for figure skating competitions in Brazil.

The responsibility for the review and adequacy of this technical regulation lies with the Figure Skating Technical Committee, and must be in accordance with the current Laws of Brazil, the statute and regulations of the Brazilian Olympic Committee and the International Skating Union (ISU).

3. Technical Levels Overview

This technical regulation is subdivided into 14 technical levels shown below:

RECREATION LEVEL

- Pré-iniciante

COMPETITION LEVELS

- Iniciante
- Pré-básico

- Básico
- Juvenil
- Intermediário

HIGH PERFORMANCE LEVELS - aligned with ISU international regulations

- Novice Advanced
- Junior
- Sênior

ADULT LEVELS OF COMPETITION

- Brasil I (not aligned with ISU technical levels)
- Brasil II (not aligned with ISU technical levels)
- Bronze
- Prata
- Ouro
- Master

ARTISTIC LEVEL

- Brasil Artistic Level: all athletes of all ages can participate, even if they also participate in the competition categories.

4. Required elements by technical level:

4.1 RECREATION LEVEL

4.1.1 PRÉ-INICIANTE

Program duration: 1:40 min (+- 10 sec)

7 ELEMENTS:

The elements that compose the program must be chosen, up to a maximum number of 7 (seven), among the elements listed below, being mandatory a spiral, a pivot and a one foot spin.

- One foot spin (minimum 3 revs.).
- Bunny Hop.
- Lunge.
- Forward spiral with an edge (counts only when the free leg is above hip level and the edge must be executed clearly and visibly).
- Backwards spiral with an edge (counts only when the free leg is above hip level and the edge must be executed clearly and visibly).
- Mazurka.
- Shoot the duck (only counts when the skating leg is parallel to the ice).
- Ballet Jump.
- Half Flip.
- Forward Inside Pivot (minimum 1 rev.).
- Backward Outside Pivot (minimum 1 rev.).

1 STEP SEQUENCE

- Mandatory to include a sequence of forward outside three turns with landing (minimum of three).
- Use forwards outside and inside edges.

Notes for this level:

- At the PRÉ-INICIANTE level, all elements, including the sequence of steps, have a fixed value of 0.5. This can increase or decrease depending on the GOE (Grade of Execution).
- At the Pré-Iniciante level, 7 (seven) elements must be performed (chosen from among the permitted ones, plus a step sequence).
- For the Pré-Iniciante level:
 - a) No element can be repeated. Any repeated elements will be ignored and will have no value.
 - b) One revolution's jumps are not allowed.
 - c) Higher level elements are not allowed. Crossovers, inside three turns, mohawks, etc. are allowed at this level and will be considered as transitions and not elements.

Competitors in this category will also be judged by the following components:

- Skating Skills
- Performance
- Interpretation

4.2 COMPETITION LEVELS

4.2.1 NÍVEL INICIANTE

Program duration: 2:00 min (+ /- 10 sec)

5 JUMPS:

- Maximum 5 jumping elements.
- Only two jump combinations with only 2 jumps each.
- Each combination equals an element.
- Each jump can only be repeated twice: once alone and once in a combo or sequence.

Allowed Jumps:

- ½ Loop (Euler)
- ½ Lutz
- Waltz
- Stag
- Salchow
- Toe Loop
- Split Jump (Score above 90 degrees of aperture)

2 SPINS:

- Maximum of 2 “one foot” spin (UPRIGHT SPIN)
 - The two spins must have a minimum of 3 revolutions. It's prohibited to repeat the spin.
 - Upright Spin: the base leg is freely chosen by the skater (back spin can be performed)
 - Upright Spin: the position of the free leg is chosen by the skater.
 - Upright Spin: Current ISU levels of difficulty apply.
 - Layback is NOT allowed.
 - Biellmann Spin is a difficult variation of upright, but it is allowed.

1 CHOREOGRAPHIC SEQUENCE:

- A choreographic sequence with a fixed value.
- In order to be scored, it must be CLEARLY VISIBLE.
- You can use steps, turns, spiral, Ina Bauers and other skating moves.

Note for this level:

Elements from the Pré-iniciante level will be considered transitions or choreography sequence, THEY WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.

4.2.2 NÍVEL PRÉ-BÁSICO:

Program Duration: 2:10 minutes (+/- 10 sec.)

5 JUMPS:

- Maximum of 5 jumping elements. AXEL JUMP IS NOT ALLOWED.
- Only 2 Combos Allowed, with two jumps in each.
- Each combination is equivalent to one element.
- Each jump can only be repeated twice: once alone and once in a combo.

Saltos permitidos:

- Waltz
- Salchow
- Toe Loop
- Loop
- Flip
- Lutz

2 SPINS:

- Maximum of 2 spins.
- Spins in one position with or without a change of foot are allowed.
- Combos are allowed, but WITHOUT A CHANGE OF FOOT.
- The two spins must be of a different nature. (cannot repeat the same spin):
 - Layback is NOT allowed at this level.
 - Within a combo the Layback is considered an upright spin, but at this level it is NOT allowed.
 - Biellmann Spin is a difficult variation of upright, but it is allowed.

1 CHOREOGRAPHIC SEQUENCE:

- A choreographic sequence with a fixed value.
- In order to be scored, it must be CLEARLY VISIBLE.
- You can use steps, turns, spiral, Ina Bauers and other skating moves.

Notes for this level:

- Elements of the Pré-iniciante level will be considered transitions or choreography, THEY WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- Half Loop or Euller (except when performed between combo jumps), half Flip and half Lutz, split, stag will be considered transitions, not elements.

4.2.3 NÍVEL BÁSICO:

Program Duration: 2:40 minutes (+/- 10 sec)

5 JUMPS:

- Maximum 5 jumping elements. ALL SINGLES JUMPS, INCLUDING A AXEL JUMP IS REQUIRED.
- Only 2 Combos Allowed, one of which can be a three-jump combo. Cada combinação equivale a um elemento.
- Each jump can only be repeated twice: once alone and once in a combo.

Allowed jumps:

- Salchow
- Toe Loop
- Loop
- Flip
- Lutz
- Axel

2 SPINS:

Maximum 2 spins:

- Spins in one position with or without a change of foot are allowed.
- Combos with or without change of foot are allowed.

- The two spins must be of a different nature. (cannot repeat the same spin):
 - Layback It is NOT allowed at this level.
 - Within a combo the Layback is considered an upright spin, but at this level it is NOT allowed.
 - Biellmann Spin is a difficult variation of upright, but it is allowed.

1 CHOREOGRAPHIC SEQUENCE:

- A choreographic sequence with a fixed value.
- In order to be scored, it must be CLEARLY VISIBLE.
- You can use steps, turns, spiral, Ina Bauers and other skating moves.

Notes for this level:

- Elements of the Pré-iniciante level will be considered transitions or choreography, THEY WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- Half Loop or Euller (except when part of a combo jump), half Flip and half Lutz, split, stag will be considered transitions, not elements.

4.2.4 NÍVEL JUVENIL

Program duration: 2:50 minutes (+/- 10 sec)

5 JUMPS:

- Maximum 5 jumping elements.
- TWO double jumps to choose from: Salchow, Toe Loop or Loop are allowed.
- A Single Axel jump is required.
- Only 2 Combos Allowed, one of which can be a three-jump combo. Only combos 1 + 1, 1 + 2, 2 + 1, 2 + 1 + 1, 1 + 2 + 1 and 1 + 1 + 2 are allowed.
- COMBO WITH DOUBLE + DOUBLE IS NOT ALLOWED, regardless of whether it is a combo with 2 or 3 jumps.
- Whether in two- or three-jump combos, two double-jumps cannot be performed in a row.
- Each jump can only be repeated twice: once alone and once in a combo.

Allowed jumps:

- 1 Salchow
- 1 Toe Loop
- 1 Euller (1/2 Loop: is only scored when used in combinations between two listed jumps)
- 1 loop
- 1 flip
- 1 Lutz
- 1 Axel
- 2 Salchow
- 2 Toe loop
- 2 Loop

2 SPINS:

- Maximum of 2 spins.
- In the Spins the switch of feet and position is allowed (combos with or without switching feet are allowed).
- A spin can start with Fly entry (jumped entry).
- Spins must be of different nature (abbreviation). Cannot repeat the same pirouette. Current ISU difficulty levels will apply.
 - Layback and Biellmann Spin are allowed.

1 CHOREOGRAPHIC SEQUENCE:

- A choreographic sequence with a fixed value.
- In order to be scored, it must be CLEARLY VISIBLE.
- You can use steps, turns, spiral, Ina Bauers and other skating moves.

Notes for this level:

- Elements of the Pré-iniciante level will be considered transitions or choreography, THEY WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- Half Loop or Euller (except when performed between combo jumps), half Flip and half Lutz, split, stag will be considered transitions, not elements.

4.2.5 NÍVEL INTERMEDIÁRIO – Short Program and Free Skate

Short Program:

Short Program duration: 2:20 min (+/-10 sec)

3 JUMPS:

- Maximum 3 jumps
- One must be a 1 Axel jump (Single Axel jump). DOUBLE AXEL JUMP IS NOT ALLOWED.
- One must be a combination of Double + Single (2+1) jump or Single + Double (1+2) jump.
- A single or double jump. IT IS MANDATORY THAT THIS JUMP IS DIFFERENT FROM THE JUMP PERFORMED IN THE COMBO.

2 MANDATORY SPINS:

- One spin has to be in a SINGLE POSITION WITH A CHANGE OF FOOT.
- The other must be a spin in one position (different than the spin performed with a change of foot) WITH FLY ENTRY AND WITHOUT A CHANGE OF FOOT.
- COMBOS ARE NOT ALLOWED.
- All spin positions are allowed at this level.

1 STEP SEQUENCE:

- A sequence of steps where the ISU difficulty levels will be applied.
- The sequence of steps must cover the entire ice surface TO AND BACK THE LENGTH OF THE ICE and must include turns and steps.

FREE SKATE:

Free Skate duration: 3:00 min (+- 10 sec)

5 JUMPS:

- Maximum 5 jumps.
- All singles and doubles are allowed, EXCEPT THE DOUBLE AXEL JUMP.
- An Axel jump is mandatory.
- Only 2 Combos are allowed, with two jumps each.
- Jump combinations can be 2 + 1 ; 1 + 2 and/or 2 + 2. COMBO WITH TWO SINGLE JUMPS ARE NOT ALLOWED.

- Jumps can only be repeated twice; the second time must be in a combination.

Allowed jumps:

- 1 and/or 2 Salchow
- 1 and/or 2 Toe Loop
- 1 Euller (1/2 Loop: is only scored when used in combinations between two listed jumps)
- 1 and/or 2 loop
- 1 and/or 2 Flip
- 1 and/or 2 Lutz
- 1 Axel

2 SPINS:

2 MANDATORY SPINS:

- A combo with a change of foot.
- A 1-position spin with or without a change of foot.
- Both spins can start with a fly entry.
- Spins have to be of a different nature (abbreviation).Is not allowed to repeat the same spin.
- Current difficulty levels and ISU rules will apply.

1 CHOREOGRAPHIC SEQUENCE:

- A choreographic sequence with a fixed value.
- To be scored it is mandatory to be CLEARLY VISIBLE.
- You can use steps, turns, spiral, Ina Bauers and other skating moves.

Notes for this level:

- Elements of the Pré-iniciante level will be considered transitions or choreography, THEY WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- Half Loop ou Euller (except when performed between combo jumps), half Flip and half Lutz, split, stag will be considered transitions, not elements.

4.3 HIGH PERFORMANCE LEVELS

4.3.1 NOVICE ADVANCED

SHORT PROGRAM:

Short program duration: 2:20 min (+-10 sec)

JUMPS - 3 ELEMENTS:

- Axel jump or Double Axel jump.
- Double or triple jump. CANNOT repeat the Axel jump or the combo jump.
- A jump combination consisting of two double jumps (2 + 2) or a double jump and a triple jump (2 + 3 ; 3 + 2), the jumps in this jump combination cannot be the Axel jump or the solo double or triple jump effectively executed or to be executed in the Short program.

SPINS - 2 ELEMENTS:

- BOYS: Camel, Sit spin or Upright with a change of foot and no fly entry.
- GIRLS: Layback/Sideways or spin in one position with no change of foot and no Fly entry.
- GIRLS AND BOYS: Combination Spin with only one change of foot, with a minimum of 5 (five) rotations on each foot. Fly entry is allowed.

STEP SEQUENCE - 1 ELEMENT:

A sequence of steps utilizing the entire surface of the ice. RIDE AND RETURN OF THE LENGTH OF THE ICE

- All steps, turns and skating movements are allowed.

FREE SKATE:

Free Skate duration: 3:00 min (+- 10 sec)

JUMPS:

Maximum 6 jumping elements:

1. One of which should be an Axel-type jump.
2. There can be up to two (2) jump combinations or sequences.

3. One of the jump combinations may contain three (3) jumps, the other only two (2) jumps.
4. A jump sequence consists of two (2) jumps of any number of revolutions, starting with any jump, immediately followed by an Axel-like jump, starting with a step immediately after the "landing" curve of the first jump to the "take off" curve of the Axel jump.
5. Only two (2) triple jumps may be repeated, either in a combination or in a sequence of jumps.
6. Quad jumps are not allowed.
7. Any single, double (including Double Axel jump) or triple jump cannot be performed more than twice in total.

2 SPINS:

- There must be a maximum of two (2) spins of a different nature (abbreviation).
- One must be a spin combination, with a change of foot, minimum of eight (8) revolutions. Fly entry is not allowed.
- One must be a spin with fly entry with no change of foot, with a minimum of six (6) revolutions OR a spin in a position with change of foot and no fly entry, with a minimum of eight (8) revolutions.

1 STEP SEQUENCE:

- There must be a maximum of one (1) sequence of steps using the entire ice surface. RIDE AND RETURN OF THE LENGTH OF THE ICE.

4.3.2 NÍVEIS JUNIOR E SENIOR

SHORT PROGRAM FOR JUNIOR AND SENIOR:

In compliance with Rule 61 of the ISU Rulebook and ISU Communication for 2022/23 season.

Short Program duration: 2:40 min (+- 10 sec)

8. The Short Program for Single Skating (Junior and Senior) consists of seven (7) mandatory elements. The sequence in which these elements are performed is the skater's free choice.

9. The program must be skated in harmony with the music chosen by the competitor. The music is chosen by each competitor, music with vocals are allowed.

10. If an unforeseen or additional (executed) element replaces a mandatory (unexecuted) element, the respective judgment box of this element will be blocked and the executed element will be considered in disagreement with the rules and marked as no value.

11. Unlisted or additional elements such as jumps, spins, steps or repetitions, even of failed elements, will not be considered and therefore will not block a judgment box of a required element. Attention: this rule only applies if all required program elements are executed.

JUNIOR SHORT PROGRAM:

Short Program duration: 2:40 min (+- 10 sec)

It consists of the following mandatory elements:

Men:

- Double or Triple Axel Paulsen jump;
- Double or Triple Loop jump;
- Jump combination consisting of a double and a triple jump or two triple jumps;
- Flying camel spin;
- Sit spin with only one change of foot;
- Spin combination with only one change of foot;
- Step sequence fully utilizing the ice surface

Women:

- Double Axel Paulsen;
- Double or triple Loop jump;
- Jump combination consisting of two double jumps or one double and one triple jump or two triple jumps;
- Flying camel spin;
- Layback / sideways leaning spin or sit spin without change of foot;
- Spin combination with only one change of foot;
- Step sequence fully utilizing the ice surface.

SENIOR SHORT PROGRAM:

Short Program Duration: 2:40 min (+- 10 sec)

It consists of the following mandatory elements:

Men/Male:

12. Double or triple Axel Paulsen
13. Triple or quadruple jump;
14. Jump combination consisting of a double jump and a triple jump or two triple jumps or a quadruple jump and a double jump or a triple jump;
15. Flying Spin.
16. Camel spin or sit spin with only one change of foot;
17. Spin combination with only one change of foot;
18. Step sequence fully utilizing the ice surface.

Women/Female:

19. Double or triple Axel Paulsen;
20. Triple jump;
21. Jump combination consisting of a double jump and a triple jump or two triple jumps;
22. Flying spin;
23. Layback/sideways leaning spin or sit or camel spin without a change of foot;
24. Spin combination with only one change of foot;
25. Step sequence fully utilizing the ice surface.

Notes for this level:

JUMPS:

26. For Senior Men any Triple or Quad jump is allowed.
27. If a quad jump is performed in the jump combination, a different quad jump can be performed as a solo jump.

28. For Senior and Junior Men and Senior Ladies, when the Triple Axel Paulsen is performed as a solo jump, it cannot be repeated again as a solo jump or in the combination of jumps.
29. For Senior Ladies any triple jump is allowed.
30. For Junior Ladies and Junior Men only the mandatory double or triple jump of the season is allowed (in 2022/23 it is the Double or Triple Loop).

JUMP COMBINATION:

31. For Senior Men the jump combination may contain the same double, triple or quadruple jump or a different double, triple or quadruple jump.
32. For Senior Men, when a quad jump is performed as a solo jump, a different quad jump may be included in the jump combination.
33. For Senior Ladies, Junior ladies and Junior Men the jump combination may consist of the same double or triple jump or a different double or triple jump.
34. FOR ALL CATEGORIES: JUMPS INCLUDED IN THE JUMP COMBINATION MUST BE DIFFERENT FROM THE SOLO JUMP.
35. If the same jump is performed as a solo jump and as part of the jump combination, the repeated jump will not be counted (if the repetition happens in the jump combination, only the jump that does not comply with the above rules will not be counted) .
36. If an extra jump is performed, only the individual jump that does not comply with the rules is not counted.
37. Jumps will be considered in their order of execution.

SPINS:

38. Spin in one position and Spin Combination: if there is no position before and/or after the foot change with at least 3 (three) revolutions, this spin is not in accordance with the rules and will have no value.
39. With the exception of Flying Spin, no Spin can start with a jump.
40. Flying Spin:
 - Senior: Any type of Flying Spin is allowed, as long as the landing position is different from the position executed in the Spin in one position.
 - Junior: only the mandatory of the season will be allowed.

- Senior and Junior: the "step over", will be considered by the Judges in the GOE (grade of execution). A minimum of eight (8) revolutions in the landing position, which may be different from the flying position. No ice rotation before take off is allowed. The 8 (eight) mandatory revolutions can be performed in any variation of the landing position.

41. Spin in one position:

- Male/Men – Spin with only one foot change:
 - Senior: The competitor can choose the Camel or Sit position to be executed, but this position must be different from the Flying Spin landing position. The Spin must consist of only one foot change, which can be performed in the form of a step over or with a jump, having at least 6 (six) rotations in each foot.
 - Junior: only mandatory season spin will be allowed. The spin must contain only one foot change, which can be performed in the form of a step over or with a jump, having at least 6 (six) revolutions in each foot.
- Women's/Ladies - Layback or Sideways Leaning Spin without changing feet, any position is allowed as long as the basic Layback or Sideways Leaning position is held for eight (8) revolutions without lifting to the Upright position. After the 8 (eight) revolutions it is allowed to execute the Biellmann position OR spin in a position without a change of foot: any variation of the chosen position can be executed. Minimum of 8 (eight) revolutions in the position.
- For Male/Men and Female/Ladies: if the Flying Spin landing position is the same as the one-position spin, the last to be executed between the two will not count, but will occupy a spin box.

42. Spin Combination:

- The spin combination must include only one change of foot and must not have less than six (6) revolutions in each foot. The change of foot can be done with a step over or a jump. Changing feet and changing positions can be done at the same time or separately.

STEP SEQUENCE:

Step Sequences can contain any jumps not listed.

FREE SKATING FOR JUNIOR AND SENIOR

Conforms to Rule 612 of the ISU Rulebook.

Free Skating consists of a well-balanced program with Free Skating elements such as jumps, spins, steps and other binding movements performed with minimal skating on two feet, in harmony with the competitor's music of choice.

WELL BALANCED JUNIOR FREE SKATE:

Free Skate duration: 3:30 min (+- 10 sec)

A well-balanced program for Junior Men should contain:

43. Maximum of 7 (seven) jump elements, where one of them must be an Axel type jump.
44. Maximum of 3 (three) spins: a Combination Spub, a Flying Spin or Spin with Flying Entrance and a Spin in one position.
45. Maximum of one (1) Step Sequence, COVERING THE ENTIRE ICE SURFACE UP AND BACK OF LENGTH.

A well-balanced program for Junior Ladies should contain:

46. Maximum of 7 (seven) jump elements, where one of them must be an Axel type jump.
47. Maximum of 3 (three) spins, being a Spin Combination, a Flying Spin or Spin with Flying Entrance and a Spin in one position.
48. Maximum of one (1) Step Sequence, COVERING THE ENTIRE ICE SURFACE UP AND BACK THE LENGTH OF THE ICE.

WELL BALANCED SENIOR FREE SKATE:

Free Skae Duration: 4:00 min (+- 10 sec)

A well-balanced program for Senior Men should contain:

49. Maximum of 7 (seven) jump elements, where one of them must be an Axel type jump.
50. Maximum of 3 (three) spins, being a Spin Combination, a Flying Spin or Spin with Flying Entrance and a Spin in one position.
51. Maximum of 1 (one) Step Sequence, COVERING THE ENTIRE ICE SURFACE UP AND BACK THE LENGTH OF THE ICE.
52. Maximum of 1 (one) Choreographic Sequence CLEARLY VISIBLE.

A well-balanced program for Senior Ladies should contain:

53. Maximum of 7 (seven) jump elements, where one of them must be an Axel type jump.
54. Maximum of 3 (three) spins, being a Spin Combination, a Flying Spin or Spin with Flying Entrance and a Spin in one position.
55. Maximum of 1 (one) Step Sequence, COVERING THE ENTIRE ICE SURFACE UP AND BACK THE LENGTH OF THE ICE.
56. Maximum of one (1) CLEARLY VISIBLE Choreographic Sequence

The Competitor is free to select the Free Skate elements, the sum of which forms the program.

All elements must be connected by steps of different nature and by other Figure Skating movements, using the entire surface of the ice (skating forwards and backwards are not considered connection steps).

Any additional elements or elements that exceed the determined number will not be considered in the competitor's result.

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

COMMENTS:

For all Singles Free Skate, the following rules apply:

INDIVIDUAL JUMPS

57. Individual jumps can have any number of revolutions.

JUMP COMBINATIONS E JUMP SEQUENCES

58. A Jumps Combination may consist of the same or another single, double, triple or quadruple jump. Up to three (3) Jump Combinations or Jump Sequences can be performed in Free Skate. A Jump Combination can have 3 (three) jumps, the other two up to 2 (two) jumps.

REPETITIONS

59. Any double jump (including the Double Axel jump) cannot be included more than twice in a Single's Free Skating (as a solo jump or part of a jump combo/sequence).
60. Of all the triple and quad jumps, only two can be performed twice. Of the two repetitions, only one can be a quadruple jump.
61. If at least one of these executions is in a jump combination/sequence, the total numerical value according to the ISU Value Scales (SOV) will be applied to both executions.
62. If the two executions are as solo jumps, the second of these solo jumps will be assigned 70% of its numerical value according to the ISU Scale of Values (SOV).
63. Triple and quad jumps with the same name will be considered as different jumps.
64. No triple or quad jump can be attempted more than twice.

EXTRA JUMPS AND JUMP ELEMENTS

65. If an extra jump is performed, only the individual jump that does not comply with the rules will be considered no value.
66. Jumps are considered in the order of execution.

SPINS

67. All spins must be of different character. Any spin with the same character (abbreviation) of the same one performed previously will be disregarded, but will occupy a spin box.
68. Spins have a minimum number of revolutions required:
- 6 (six) for the Flying Spin and for the One Position Spin.
 - 10 (ten) for the Spin Combination.
69. The absence of the mandatory number of revolutions will be reflected in the judges' scores.
70. The minimum number of revolutions will start counting from the entry of the spin until its completion (with the exception of the final revolutions - wind-up on Spins in one position and Flying Spins).
71. In Spin Combination and One Position Spin, change of foot is optional.

STEPS

72. The competitor is free to choose the type of Step Sequence he/she wants to perform.
73. Jumps can be included in the Step Sequence.
74. Step Sequences must utilize the entire surface of the ice, up and down the length of the ice.
75. Step Sequences that are too short and not clearly visible do not meet the mandatory requirements and will not be considered.

CHOREOGRAPHIC SEQUENCES

76. A Choreographic Sequence consists of all types of movement, such as: steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jump with up to 2 (two) revolutions, spins, etc.
77. Listed elements included in a Choreographic Sequence will not be called and will not occupy an element box.
78. The format (pattern) is not restricted, but must be clearly visible.
79. The Technical Panel identifies the Choreographic Sequence, which starts with the first skating movement and concludes with the preparation for the next element to be executed (if the Choreographic Sequence is not the last element of the program).
80. It can be performed before or after the Step Sequence.
81. This element has a fixed base value and is evaluated by the Judges only through the Grade of Execution – GOE.

4.4 ADULT LEVELS OF COMPETITION

4.4.1. BRASIL I LEVEL

Program duration: 1:40 min (+- 10 sec)

7 ELEMENTS:

The elements to compose the program must be chosen, up to a maximum number of 7 (seven), among the elements listed below, being mandatory a spiral, a pivot and a spin on one foot.

- Spin on one foot (min 3 revolutions).
- Bunny Hop.
- Lunge.
- FRONT EDGE Spiral (only counts when the free leg is above hip level and the edge must be executed clearly and visibly).
- EDGE BACK Spiral (only counts when free leg is above hip level and the edge must be executed clearly and visibly).
- Mazurka.
- Shoot the duck (only counts when the skating leg is parallel to the ice).
- Ballet Jump.
- Half Flip.
- Forward Inside Pivot (Minimum of 1 revolution).
- Backward Outside Pivot (minimum of 1 revolution).

1 SEQUENCE OF STEPS

- Mandatory to include a sequence of forward outside three turns with landing (minimum of three).
- Use forwards outside and inside edges.

General notes for this level:

- At the BRASIL I level, all elements including the step sequence have a fixed value of 0.5. This can increase or decrease depending on the GOE (Grade of Execution).
- At the Brasil I level, 7 (seven) elements must be performed to choose from among the allowed ones, and a step sequence.
- For Brasil I level:
 - a) No element can be repeated. Any repeated element will be ignored and will have no value.
 - b) Single jumps are not allowed.
 - c) Higher level elements are not allowed. Crossovers, inside three turns, mohawks, etc. are allowed at this level and will be considered transitions and not elements.

Competitors in this category will also be judged by the following components:

- Skating Skills
- Performance
- Interpretation

4.4.2. BRASIL II LEVEL

Program Duration: 2:00 min (+ /- 10 sec)

5 JUMPS:

- Maximum 5 jumping elements.
- Just two jump combinations with only two jumps in each.
- Each combination is equivalent to one element.
- Each jump can only be repeated twice: once alone and once in a combo or sequence.

Allowed Jumps:

- ½ Loop (Euler)
- ½ Lutz
- Waltz
- Stag
- Salchow
- Toe Loop
- Split Jump (Scores above 90 degrees of opening)

2 SPINS:

- Maximum 2 SPINS ON ONE FOOT (UPRIGHT SPIN).
- The two spins must have a minimum of 3 revolutions.
- Upright Spin: the base leg is chosen by the skater (back spin can be performed)
- Upright Spin: the free leg position is chosen by the skater.
- Upright Spin: Current ISU levels of difficulty apply.
- Layback is not allowed.
- Biellmann Spin is a difficult variation of upright, but it is allowed.

1 CHOREOGRAPHIC SEQUENCE

- A choreographic sequence with a fixed value.
- In order to be scored, it must be CLEARLY VISIBLE.
- You can use steps, turns, spiral, Ina Bauers and other skating moves.

Note for this level:

The elements of Brasil II level will be considered transitions or choreography, THEY WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND, THEREFORE, WILL NOT BE SCORED AS SUCH.

4.4.3. BRONZE LEVEL

Program Duration: 1:40 (+/- 10 sec)

4 JUMPS

- All single jumps (EXCLUDING AXEL)
- Only 2 Jump Combos Allowed.
- A combo can be of three jumps.
- Each jump can only be repeated twice

2 SPINS

- A spin must be without changing feet.
- The second spin is at the skater's discretion as long as it is different from the first.
- Fly Spins and Combos are not allowed.

1 SEQUENCE

- A choreographic sequence.

4.4.4. PRATA LEVEL

Program Duration: 2:00 (+/- 10 sec)

JUMPS

- All single jumps (INCLUDING AXEL)
- Double jumps are not allowed.
- Only 2 Combos Allowed.
- A combo can be of three jumps.
- Each jump can only be repeated twice

SPINS

- A spin must be a combination with or without a foot change.
- The second spin is at the skater's discretion as long as it is different from the first.
- Fly Spins and Combos are allowed.

SEQUENCE

- A sequence of steps.

4.4.5. OURO LEVEL

Program Duration: 2:40 (+/- 10 sec)

6 JUMPS

- All single jumps including the AXEL jump are allowed
- 2 Salchow, 2 Toeloop and 2 Loop are allowed (2 Flip, 2 Lutz and 2 Axel are not allowed).
- Only 3 combos allowed.
- One combo can be of three jumps.
- Each jump can only be repeated twice.

3 SPINS

- A spin should be a combination with a foot change.
- A spin must have a Fly entry.

- The third spin is at the skater's discretion as long as it is different from the previous two spins

1 SEQUENCE

- A Step Sequence.

4.4.6. NÍVEL MASTER

Program Duration: 3:00 (+/- 10 sec)

6 JUMPS

- All double and triple jumps are allowed.
- Only 3 combos are allowed.
- A combo can be of three jumps.
- Each jump can only be repeated twice.

3 SPINS

- A spin should be a combination with a foot change.
- A spin must have a Fly entry.
- The third spin is at the skater's discretion as long as it is different from the previous two.

SEQUENCE

- A Step Sequence.

4.5 ARTISTIC LEVEL

4.5.1 NÍVEL ARTÍSTICO BRASIL

- Splited into:

- Individual: must follow the age category of the Artístico Brasil Level detailed below.
 - Group: from 2 to 6 skaters: no age category.
- Program Duration: Maximum 3 min, BOTH INDIVIDUAL AND GROUP.

SPECIFICATIONS FOR ARTÍSTICO LEVEL:

Artistic events consist of free skating programs judged on program components only, but the “Artistic Free Skate” is a competitive program that must include at least the following elements:

- At least one (1) and a maximum of two (2) single jumps must be included.
- At least one (1) and a maximum of two (2) spins must be included.
- Double or triple jumps are not allowed.
- No jumping combinations are allowed.
- Clothing, theatrical makeup and the use of PROPS will be permitted.
- Mandatory use of at least one PROP.
- Mandatory use of music with vocals.

Note for this level:

THE ARTÍSTICO BRASIL LEVEL IS NOT PART OF THE ISU ADULT LEVEL. It is a completely separate level, with its own rules and different age categories.

5 AGE CATEGORIES BY TECHNICAL LEVEL

5.1 NÍVEL PRÉ-INICIANTE:

- C = 7 years old or less
- B = 8 - 12 years old
- A = 13 - 19 years old

Age completed by July 1st of the year of the competition.

5.2 NÍVEIS INICIANTE AO INTERMEDIÁRIO

- C = 7 years old or less
- B = 8 - 12 years old

- A = 13 - 19 years old

Age completed by July 1st of the year of the competition.

5.3 NÍVEIS NOVICE ADVANCED, JUNIOR E SENIOR

ISU rule: The athlete's birthday must be before the 1st of July of the competition year.

- ***Advanced Novice:*** Reached the age of 10 years and did not reach the age of 15 years. The athlete's birthday must be before the 1st of July of the competition year.
- ***Junior:*** Reached the age of 13 years and did not reach the age of 19 years. The athlete's birthday must be before the 1st of July of the competition year.
- ***Senior:*** From 15 years old, as long as the birthday is before July 1st of the year of the competition.

5.4 ADULT LEVELS – BRASIL I, BRASIL II, BRONZE, PRATA, OURO AND MASTER

- Brazil: 20 - 28 years old
- Class I: 29 - 38 years old (aligned to ISU international regulations)
- Class II: 39 - 49 years (aligned to ISU international regulations)
- Class III: 50 - 60 years (aligned to ISU international rules)
- Class IV: 61 - 71 years (in line with ISU international regulations)
- Class V: 71 - 79 years (in line with ISU international regulations)

Age completed by July 1st of the year of the competition.

5.5 NÍVEL ARTÍSTICO BRASIL

- D = 7 years or less
- C = 8 - 12 years old
- B = 13 - 28 years old
- A = over 28 years old

Age completed by July 1st of the year of the competition.

6. Judgment System

All levels will be judged according to the new ISU judging system - IJS (International Judging System).

- **SOLE PARAGRAPH: THE ARTÍSTICO BRASIL LEVEL WILL BE JUDGED ONLY BY COMPONENTS (Skating Skills, Transitions, Performance, Interpretation/Timing and Composition).**

All values can be found in the ISU SOV table, Communication No. 2334 - WITH THE EXCEPTION OF THE PRÉ-INICIANTE LEVEL, WHOSE ELEMENTS DO NOT EXIST IN THE ISU SOV TABLE. A FIXED VALUE OF 0.5 PER ELEMENT WILL BE USED.

The judging panel must contain at least three judges, a technical specialist (preferably two), a referee (who may also be a judge) and a date operator, all registered with the BISF or the ISU.

Components and deductions will be judged as follows:

COMPONENTS:

PRÉ-INICIANTE TO INICIANTE:

- Skating Skills.
- Performance.
- Interpretation.

PRÉ-BÁSICO TO INTERMEDIÁRIO:

- Skating Skills.
- Transitions.
- Performance.
- Interpretation.

ADVANCED NOVICE:

- Skating Skills.
- Transitions.
- Performance.
- Interpretation.

JUNIOR AND SENIOR:

Regras ISU:

- Skating Skills.
- Transitions.
- Performance.
- Interpretation.
- Composition.

ADULTO BRASIL I, BRASIL II

- Skating Skills.
- Performance.
- Interpretation.

ADULTO BRONZE, PRATA, OURO AND MASTER

- Skating Skills.
- Transitions.
- Performance.
- Interpretation.
- Composition.

ARTÍSTICO:

- Skating Skills.
- Transitions.
- Performance.
- Interpretation.
- Composition.

DEDUCTIONS PER FALL

- Falls Deductions for Pré-Iniciante to Advanced Novice: - 0.5 per fall.
- Falls Deductions for Junior: -1.0 per fall.
- Fall Deductions for Senior: ISU Rule
 - One to two falls: - 1.0 per fall.
 - Third and fourth fall: - 2.0 per fall.
 - From the fifth fall onward: - 3.0 per fall.

7. Judgment of the Artística Brasil Category.

- Artistic events consist of free skating programs, judged on the basis of program components only:
 - Skating skills.
 - Transitions.
 - Performance.
 - Composition.
 - Interpretation/Timing.
- The points for each component are multiplied by a factor of 1.0.

- The artistic program consists of a variety of skating moves selected for their value in demonstrating skating skill.
- Skaters will be judged on their ability to interpret music and develop a theme through their skating.
- The program must be developed with skating skill and quality.
- There will be no technical note.
- Credit for technical elements is based solely on the ability of such moves to enhance the theme and support the music and not for their technical difficulty.
- Any element that exceeds the established maximum number will be judged as an illegal element and a 1.0 deduction will be made.
- If there is no jump or no spin element included or only one jump and no spin or vice versa, a deduction for a "missing element" of 1.0 will be taken.

8. Leveling Tests and Technical Classification of Athletes

For the Brazilian's athletes, tests will be required in the following technical Levels: Intermediário, Novice Advanced, Junior and Senior. For international athletes, the test done in their respective National Federations will be accepted (statement must be sent through the registration form). If the judging and technical panel decide, during the execution of the programs, that the skaters actually can not execute the mandatory elements required in the technical level he/she is competing, the skate will be disqualified. There will be no exceptions for this rule.

All Brazilian athletes will be tested through videos sent to BISF. THERE WILL BE NO EXCEPTIONS TO THIS RULE.

All athletes training in Brazil are required to take the test to determine their level of competition. Tests performed in other countries will not be accepted, even if they are members of the ISU, unless the athlete is representing the country where he was tested.

9. Attachments

9.1 Attachment 1: Important notes for the levels PRÉ-INICIANTE to SENIOR

- SKATERS ABOVE 20 YEARS OLD MUST COMPETE IN THE ADULT LEVEL.

- COACHES REGISTERED AT BISF OR ATHLETES AFFILIATED TO BISF THAT, DEMONSTRABLY, GIVE REGULAR CLASSES, MAY ONLY COMPETE IN THE ADULT LEVEL.
- IF A SKATER IS AFFILIATED AS AN ATHLETE, AND IT IS PROVEN THAT HE HAS STUDENTS, GIVES LESSONS AND/OR IS PAID FOR SUCH PRACTICE, HE MUST BE REGISTERED AS A COACH WITH BISF. IN THE ABSENCE OF THIS REGISTRATION, THE ATHLETE MAY BE DISQUALIFIED FROM THE COMPETITION, FOR NOT MEETING THE REQUIREMENTS OF THE LEVELS LISTED IN THIS REGULATION.
- The ISU difficulty levels will be applied to all technical levels and age categories, as follows:
 - Pré-Iniciante to Novice Advanced level: up to difficulty level 3.
 - Junior, Senior and Adulto levels: up to difficulty level 5.
- Spins must have at least 3 revolutions in total, with 2 revolutions having to be in a basic position to be scored.
- In Spin Combination, at least two basic positions with at least 2 revolutions in each position to be scored.
- Spins from a position with foot change must have at least 3 revolutions on each foot and minimum 2 revolutions in a basic position on each foot to be scored.
- Within a combo the Layback is considered an upright spin, but is only allowed from the JUVENIL level on.
- Biellmann is a difficult variation of Upright Spin, but is only allowed from the INICIANTE level on.

Note 1: Every athlete, in order to have their registration validated in an official CBDG championship, must be affiliated to their home federation, as well as their respective coach.