

CLASSIFICATION Adult skating

Single Free Skating

Adult Single Pre-Bronze

A competitor in the Bronze Free Skating event must perform a well-balanced program that may contain:

a. A maximum of four (4) jump elements, consisting only of single jumps. Lutz, Axel type jumps, double jumps and triple jumps are not permitted.

No jump combinations or sequences are allowed. Each listed jump may be performed a maximum of two (2) times. Non-listed jumps may be included in the program as part of connecting footwork only. Non-listed jump may be repeated more than once within a programme.

b. A maximum of two (2) basic position spin with NO change of position and NO change of foot. The spins must have a minimum of 3 revolutions. Flying spins are not permitted. There must be a minimum of two (2) revolutions in each position or the position will not be counted.

Only features up to and including Level Base will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

c. A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface. A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. The pattern is not restricted. A choreographic sequence has a base value and will be evaluated by the judges in GOE only. Additional spiral sequences and step sequences will not be counted as a step sequence but will be counted as moves-in-the field (transitions) and marked as such.

The maximum time is 1 minute and 40 seconds +/- 10 seconds.

The points for each Program Component are multiplied by a factor of 2.0

The warm-up duration is five (5) minutes.

Each fall shall receive a deduction of 0,5.

Adult Single Bronze

A competitor in the Bronze Free Skating event must perform a well-balanced program that may contain:

a. A maximum of four (4) jump elements, consisting only of single jumps. Axel type jumps, double jumps and triple jumps are not permitted. There may be up to two (2) jump combinations or jump sequences in the free program.

- Each jump combination may consist of two (2) listed jumps.

- A jump combination may consist of the same or another single jump.

- Each listed jump may be performed a maximum of two (2) times.

b. A maximum of two (2) spins of a different abbreviation each of which must be a spin in one position with no change of foot. Flying spins are not permitted.

- The spins must have a required minimum number of revolutions: three (3) for any spin with no change of foot, and six (6) with change of foot.

- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.

- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
 - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
 - Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- c. A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface.
- A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
 - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

The maximum time is 1 minute and 40 seconds +/- 10 seconds.

The points for each Program Component are multiplied by a factor of 2.0.

The warm-up duration is five (5) minutes.

Each fall shall receive a deduction of 0,5.

Adult Single Silver

A competitor in the Silver Free Skating event must perform a well-balanced program that may contain:

- a. A maximum of five (5) jump elements, consisting of any single jumps (including the single Axel). Double jumps and triple jumps are not permitted. There may be up to two (2) jump combinations or one jump sequences and one (1) jump combination in the free program.
- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The other may have two (2) jumps.
 - A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.
 - Each listed jump may be performed a maximum of two (2) times.
 - Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps
 - Non-listed jumps may be included in the program as part of connecting footwork.
- b. A maximum of two (2) spins of a different abbreviation, one (1) of which must be a spin combination.
- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and six (6) for any spin with a change of foot.
 - A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.
 - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
 - All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.

- Only features up to and including Level 2 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- c. A maximum of one (1) choreographic sequence, utilizing at least half (1/2) of the ice surface
 - A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
 - The pattern is not restricted but the sequence must be clearly visible.
 - A choreographic sequence has a base value and will be evaluated by the judges in GOE only
 - Only the first executed attempt of a step sequence will contribute to the technical score.

The maximum time is 2 minutes +/- 10 seconds.

The points for each Program Component are multiplied by a factor of 2.0.

Only features up to and including Level 2 will be counted for the spins and step sequence. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

The warm-up duration is five (5) minutes.

Each fall shall receive a deduction of 0,5.

Adult Single Gold

A competitor in the Gold Free Skating event must perform a well-balanced program that may contain:

a. A maximum of five (5) jump elements, consisting of single jumps (including the single Axel) or double jumps. Double Flip, double Lutz, double Axel and Triple jumps are not permitted. There may be up to three (3) jump combinations or two jump combinations and one (1) jump sequence in the free program.

- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The others may have two (2) jumps each.

- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.

- Each listed jump may be performed a maximum of two (2) times.

- Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.

- Non-listed jumps may be included in the program as part of connecting footwork.

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

- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and eight (8) for any spin with a change of foot.

- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.

- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin.

To receive full value, a spin combination must include all three (3) basic positions.

- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- c. A maximum of one (1) step sequence, fully utilizing the ice surface.

VOCAL MUSIC MAY BE USED

The maximum time is 2 minutes and 50 seconds +/- 10 seconds

The points for each Program Component are multiplied by a factor of 2.67.

Only features up to and including Level 3 will be counted for the spins and step sequence. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

The warm-up duration is six (6) minutes.

Each fall shall receive a deduction of 1,0.

Adult Single Masters/ Elite Masters

A competitor in the Masters Free Skating event must perform a well-balanced program that may contain:

a. A maximum of six (6) jump elements, one of which must be an Axel type jump. Single, double and triple jumps are permitted. There may be up to three (3) jump combinations or two jump combinations and one (1) jump sequence in the free program.

- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The others may have two (2) jumps each.

- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.

- Each listed jump may be performed a maximum of two (2) times.

- Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.

- Non-listed jumps may be included in the program as part of connecting footwork.

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

- The spins must have a required minimum number of revolutions: five (5) for any spin with no change of foot, and eight (8) for any spin with a change of foot.

- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.

- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin.

To receive full value, a spin combination must include all three (3) basic positions.

- The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled, the spin will be marked with a V.

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

- Only the first executed attempt of a step sequence will contribute to the technical score.

The maximum time is 3 minutes +/- 10 seconds.

The points for each Program Component are multiplied by a factor of 2.67.
Features up to and including Level 4 will be counted for the technical elements.
The warm-up duration is six (6) minutes.
Each fall shall receive a deduction of 1,0.