Ice Skating Australia Incorporated
Affiliated to the International Skating Union

2014 Technical and Regulations Communication No 71

Elementary Singles Competition Elements

The following are clarifications to the Elementary Singles Competition Elements.

Free Skate

A well balanced Free Skate program must contain:

a)   Maximum of 4 jump elements.

Any jump can be repeated only once and this repetition must be done either in a jump combination or jump sequence.

There may be up to two (2) jump combinations or sequences. Jump combinations can contain only two (2) jumps. A jump sequence can contain any number of jumps, but only two most difficult jumps will be counted.

b)   There must be a maximum of two (2) spins of a different nature (abbreviation)

- One of which must be a spin combination with or without change of foot (min 4 revs in total), NO Flying Entry.

- One spin with no change of position and with or without change of foot (min 4 revs in total), May commence with a Fly.

c)   Choreographic Sequence (new definition as per ISU Communication 1741)

A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, any jumps with maximum of 2 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.

The Technical Panel identifies the 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.

This element has a fixed base value and will be evaluated by the judges in GOE only.

Clarification on repeated jumps

A jump may be repeated only once and at least one of these attempts at the jump must occur in a jump combination or sequence.

The following are examples of a repeated jump and the correct and incorrect calling procedure, it doesn't make any difference if a sequence or a combination is used:

Example of a repetition of a jump and the correct calling procedure
Element 1   1A
Element 2   2T + 1A + seq

Example of when a jump is performed three (3) times and the **correct** calling procedure

Element 1   1A + 1A + seq
Element 2   1A*

The 2nd attempt of the 1A is not allowed as this is the third attempt of the 1A, so will need to be * in the IJS.

Example of when a jump is performed three (3) times and the **<u>correct</u>** calling procedure

      Element 1   1A
      Element 2   1A* + 1A* + seq*

The entire second element will be "thrown out" and is to be asterisked as demonstrated in the IJS.

When a third attempt of a jump is performed as part of a jump seq or combination, the **<u>ENTIRE</u>** jump element is *.

Example of when a jump is performed three (3) times and the **<u>INCORRECT</u>** calling procedure

      Element 1   1A
      Element 2   1A + 1A* + seq

This is not the correct procedure and the Technical Panel **<u>ARE NOT</u>** to do it.

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