

INTERNATIONAL SKATING UNION

Communication No. 1884

SINGLE & PAIR SKATING

Amendments and corrections to Communication No. 1861

After internal consultations in order to prevent possible misunderstanding or calculation problems, some amendments and corrections to the ISU Communication No. 1861 are indicated below. Changes to the text of Communication 1861 are underlined.

- I. Updated Scale of Values
- II. Updated Levels of Difficulty of Single/Pair Elements (season 2014/15)

Other parts of Communication 1861 (III, IV, V) remain valid.

Milano,
July 24, 2014
Lausanne,

Ottavio Cinquanta, President

Fredi Schmid, Director General

I. Scale of Values (SOV)

		+3	+2	+1	BASE	LESSER BASE		-1	-2	-3
						V1	V2			
SINGLE AND PAIR SKATING										
Jumps										
Single Toeloop	1T	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Salchow	1S	0,6	0,4	0,2	0,4	0,3		-0,1	-0,2	-0,3
Single Loop	1Lo	0,6	0,4	0,2	0,5	0,4		-0,1	-0,2	-0,3
Single Flip	1F	0,6	0,4	0,2	0,5	0,4	0,3	-0,1	-0,2	-0,3
Single Lutz	1Lz	0,6	0,4	0,2	0,6	0,5	0,4	-0,1	-0,2	-0,3
Single Axel	1A	0,6	0,4	0,2	1,1	0,8		-0,2	-0,4	-0,6
Double Toeloop	2T	0,6	0,4	0,2	1,3	0,9		-0,2	-0,4	-0,6
Double Salchow	2S	0,6	0,4	0,2	1,3	0,9		-0,2	-0,4	-0,6
Double Loop	2Lo	0,9	0,6	0,3	1,8	1,3		-0,3	-0,6	-0,9
Double Flip	2F	0,9	0,6	0,3	1,9	1,4	1,3	-0,3	-0,6	-0,9
Double Lutz	2Lz	0,9	0,6	0,3	2,1	1,5	1,4	-0,3	-0,6	-0,9
Double Axel	2A	1,5	1,0	0,5	3,3	2,3		-0,5	-1,0	-1,5
Triple Toeloop	3T	2,1	1,4	0,7	4,1	3,0		-0,7	-1,4	-2,1
Triple Salchow	3S	2,1	1,4	0,7	4,2	3,0		-0,7	-1,4	-2,1
Triple Loop	3Lo	2,1	1,4	0,7	5,1	3,6		-0,7	-1,4	-2,1
Triple Flip	3F	2,1	1,4	0,7	5,3	3,7	3,2	-0,7	-1,4	-2,1
Triple Lutz	3Lz	2,1	1,4	0,7	6,0	4,2	3,6	-0,7	-1,4	-2,1
Triple Axel	3A	3,0	2,0	1,0	8,5	6,0		-1,0	-2,0	-3,0
Quad Toeloop	4T	3,0	2,0	1,0	10,3	7,2		-1,0	-2,0	-3,0
Quad Salchow	4S	3,0	2,0	1,0	10,5	7,4		-1,0	-2,0	-3,0
Quad Loop	4Lo	3,0	2,0	1,0	12,0	8,4		-1,0	-2,0	-3,0
Quad Flip	4F	3,0	2,0	1,0	12,3	8,6	7,4	-1,0	-2,0	-3,0
Quad Lutz	4Lz	3,0	2,0	1,0	13,6	9,5	8,2	-1,0	-2,0	-3,0
Quad Axel	4A	3,6	2,4	1,2	15,0	10,5		-1,2	-2,4	-3,6
Spins (Solo Spins for Pairs)										
Spin in one position and no change of foot (upright, layback, camel or sit)										
Upright Level B	USpB	1,5	1,0	0,5	1,0			-0,3	-0,6	-0,9
Upright Level 1	USp1	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Upright Level 2	USp2	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Upright Level 3	USp3	1,5	1,0	0,5	1,9			-0,3	-0,6	-0,9
Upright Level 4	USp4	1,5	1,0	0,5	2,4			-0,3	-0,6	-0,9
Layback Level B	LSpB	1,5	1,0	0,5	1,2			-0,3	-0,6	-0,9
Layback Level 1	LSp1	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Layback Level 2	LSp2	1,5	1,0	0,5	1,9			-0,3	-0,6	-0,9
Layback Level 3	LSp3	1,5	1,0	0,5	2,4			-0,3	-0,6	-0,9
Layback Level 4	LSp4	1,5	1,0	0,5	2,7			-0,3	-0,6	-0,9
Camel Level B	CSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Camel Level 1	CSp1	1,5	1,0	0,5	1,4			-0,3	-0,6	-0,9
Camel Level 2	CSp2	1,5	1,0	0,5	1,8			-0,3	-0,6	-0,9
Camel Level 3	CSp3	1,5	1,0	0,5	2,3			-0,3	-0,6	-0,9
Camel Level 4	CSp4	1,5	1,0	0,5	2,6			-0,3	-0,6	-0,9
Sit Level B	SSpB	1,5	1,0	0,5	1,1			-0,3	-0,6	-0,9
Sit Level 1	SSp1	1,5	1,0	0,5	1,3			-0,3	-0,6	-0,9
Sit Level 2	SSp2	1,5	1,0	0,5	1,6			-0,3	-0,6	-0,9
Sit Level 3	SSp3	1,5	1,0	0,5	2,1			-0,3	-0,6	-0,9
Sit Level 4	SSp4	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Flying Spin (any position – upright, layback, camel or sit)										
Upright Level B	FUSpB	1,5	1,0	0,5	1,5	1,1	0,9	-0,3	-0,6	-0,9
Upright Level 1	FUSp1	1,5	1,0	0,5	1,7	1,2	0,9	-0,3	-0,6	-0,9
Upright Level 2	FUSp2	1,5	1,0	0,5	2,0	1,4	1,0	-0,3	-0,6	-0,9
Upright Level 3	FUSp3	1,5	1,0	0,5	2,4	1,7	1,2	-0,3	-0,6	-0,9
Upright Level 4	FUSp4	1,5	1,0	0,5	2,9	2,0	1,5	-0,3	-0,6	-0,9
		+3	+2	+1	BASE	V1	V2	-1	-2	-3

Layback Level B	FLSpB	1,5	1,0	0,5	1,7	1,2	0,9	-0,3	-0,6	-0,9
Layback Level 1	FLSp1	1,5	1,0	0,5	2,0	1,4	1,0	-0,3	-0,6	-0,9
Layback Level 2	FLSp2	1,5	1,0	0,5	2,4	1,7	1,2	-0,3	-0,6	-0,9
Layback Level 3	FLSp3	1,5	1,0	0,5	2,9	2,0	1,5	-0,3	-0,6	-0,9
Layback Level 4	FLSp4	1,5	1,0	0,5	3,2	2,2	1,6	-0,3	-0,6	-0,9
Camel Level B	FCSpB	1,5	1,0	0,5	1,6	1,1	0,9	-0,3	-0,6	-0,9
Camel Level 1	FCSp1	1,5	1,0	0,5	1,9	1,3	1,0	-0,3	-0,6	-0,9
Camel Level 2	FCSp2	1,5	1,0	0,5	2,3	1,6	1,2	-0,3	-0,6	-0,9
Camel Level 3	FCSp3	1,5	1,0	0,5	2,8	2,0	1,4	-0,3	-0,6	-0,9
Camel Level 4	FCSp4	1,5	1,0	0,5	3,2	2,2	1,6	-0,3	-0,6	-0,9
Sit Level B	FSSpB	1,5	1,0	0,5	1,7	1,2	0,9	-0,3	-0,6	-0,9
Sit Level 1	FSSp1	1,5	1,0	0,5	2,0	1,4	1,0	-0,3	-0,6	-0,9
Sit Level 2	FSSp2	1,5	1,0	0,5	2,3	1,6	1,2	-0,3	-0,6	-0,9
Sit Level 3	FSSp3	1,5	1,0	0,5	2,6	1,8	1,3	-0,3	-0,6	-0,9
Sit Level 4	FSSp4	1,5	1,0	0,5	3,0	2,1	1,5	-0,3	-0,6	-0,9
Spin with one change of foot and no change of position (upright, layback, camel or sit)										
Upright Level B	(F)CUSpB	1,5	1,0	0,5	1,5	1,1		-0,3	-0,6	-0,9
Upright Level 1	(F)CUSp1	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Upright Level 2	(F)CUSp2	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Upright Level 3	(F)CUSp3	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Upright Level 4	(F)CUSp4	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level B	(F)CLSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Layback Level 1	(F)CLSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Layback Level 2	(F)CLSp2	1,5	1,0	0,5	2,4	1,7		-0,3	-0,6	-0,9
Layback Level 3	(F)CLSp3	1,5	1,0	0,5	2,9	2,0		-0,3	-0,6	-0,9
Layback Level 4	(F)CLSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Camel Level B	(F)CCSpB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Camel Level 1	(F)CCSp1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Camel Level 2	(F)CCSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Camel Level 3	(F)CCSp3	1,5	1,0	0,5	2,8	2,0		-0,3	-0,6	-0,9
Camel Level 4	(F)CCSp4	1,5	1,0	0,5	3,2	2,2		-0,3	-0,6	-0,9
Sit Level B	(F)CSSpB	1,5	1,0	0,5	1,6	1,1		-0,3	-0,6	-0,9
Sit Level 1	(F)CSSp1	1,5	1,0	0,5	1,9	1,3		-0,3	-0,6	-0,9
Sit Level 2	(F)CSSp2	1,5	1,0	0,5	2,3	1,6		-0,3	-0,6	-0,9
Sit Level 3	(F)CSSp3	1,5	1,0	0,5	2,6	1,8		-0,3	-0,6	-0,9
Sit Level 4	(F)CSSp4	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Spin Combination with change of position and no change of foot (two positions)										
<u>Level B</u>	<u>(F)CoSp2pB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,0</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 1</u>	<u>(F)CoSp2p1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,2</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 2</u>	<u>(F)CoSp2p2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,4</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 3</u>	<u>(F)CoSp2p3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,8</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 4</u>	<u>(F)CoSp2p4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,1</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Spin Combination with change of position and no change of foot (three positions)										
Level B	(F)CoSp3pB	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Level 1	(F)CoSp3p1	1,5	1,0	0,5	1,7			-0,3	-0,6	-0,9
Level 2	(F)CoSp3p2	1,5	1,0	0,5	2,0			-0,3	-0,6	-0,9
Level 3	(F)CoSp3p3	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Level 4	(F)CoSp3p4	1,5	1,0	0,5	3,0			-0,3	-0,6	-0,9
Spin Combination with change of position and change of foot (two positions)										
<u>Level B</u>	<u>(F)CCoSp2pB</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,2</u>	<u>1,0</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 1</u>	<u>(F)CCoSp2p1</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,4</u>	<u>1,2</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 2</u>	<u>(F)CCoSp2p2</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,8</u>	<u>1,4</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 3</u>	<u>(F)CCoSp2p3</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,1</u>	<u>1,8</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 4</u>	<u>(F)CCoSp2p4</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,5</u>	<u>2,1</u>		<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>

		+3	+2	+1	BASE	V1	V2	-1	-2	-3
Spin Combination with change of position and change of foot (three positions)										
Level B	(F)CCoSp3pB	1,5	1,0	0,5	1,7	1,2		-0,3	-0,6	-0,9
Level 1	(F)CCoSp3p1	1,5	1,0	0,5	2,0	1,4		-0,3	-0,6	-0,9
Level 2	(F)CCoSp3p2	1,5	1,0	0,5	2,5	1,8		-0,3	-0,6	-0,9
Level 3	(F)CCoSp3p3	1,5	1,0	0,5	3,0	2,1		-0,3	-0,6	-0,9
Level 4	(F)CCoSp3p4	1,5	1,0	0,5	3,5	2,5		-0,3	-0,6	-0,9
Step and Choreographic Sequences										
Step Sequence										
Level B	StSqB	1,5	1,0	0,5	1,5			-0,3	-0,6	-0,9
Level 1	StSq1	1,5	1,0	0,5	1,8			-0,3	-0,6	-0,9
Level 2	StSq2	1,5	1,0	0,5	2,6			<u>-0,5</u>	<u>-1,0</u>	<u>-1,5</u>
Level 3	StSq3	1,5	1,0	0,5	3,3			-0,7	-1,4	-2,1
Level 4	StSq4	2,1	1,4	0,7	3,9			-0,7	-1,4	-2,1
Choreo Sequence	ChSq	2,1	1,4	0,7	2,0			-0,5	-1,0	-1,5
PAIR SKATING										
Lifts										
Group 1 Level B	1LiB	0,9	0,6	0,3	1,0			-0,3	-0,6	-0,9
Group 1 Level 1	1Li1	0,9	0,6	0,3	1,1			-0,3	-0,6	-0,9
Group 1 Level 2	1Li2	0,9	0,6	0,3	1,3			-0,3	-0,6	-0,9
Group 1 Level 3	1Li3	0,9	0,6	0,3	1,5			-0,3	-0,6	-0,9
Group 1 Level 4	1Li4	0,9	0,6	0,3	1,7			-0,3	-0,6	-0,9
Group 2 Level B	2LiB	0,9	0,6	0,3	1,1			-0,3	-0,6	-0,9
Group 2 Level 1	2Li1	0,9	0,6	0,3	1,3			-0,3	-0,6	-0,9
Group 2 Level 2	2Li2	0,9	0,6	0,3	1,7			-0,3	-0,6	-0,9
Group 2 Level 3	2Li3	0,9	0,6	0,3	2,4			-0,3	-0,6	-0,9
Group 2 Level 4	2Li4	0,9	0,6	0,3	3,0			-0,3	-0,6	-0,9
Group 3 Level B	3LiB	1,5	1,0	0,5	2,0			-0,5	-1,0	-1,5
Group 3 Level 1	3Li1	1,5	1,0	0,5	2,5			-0,5	-1,0	-1,5
Group 3 Level 2	3Li2	1,5	1,0	0,5	3,0			-0,5	-1,0	-1,5
Group 3 Level 3	3Li3	1,5	1,0	0,5	3,5			-0,5	-1,0	-1,5
Group 3 Level 4	3Li4	1,5	1,0	0,5	4,0			-0,5	-1,0	-1,5
Group 4 Level B	4LiB	1,5	1,0	0,5	2,0			-0,5	-1,0	-1,5
Group 4 Level 1	4Li1	1,5	1,0	0,5	2,5			-0,5	-1,0	-1,5
Group 4 Level 2	4Li2	1,5	1,0	0,5	3,0			-0,5	-1,0	-1,5
Group 4 Level 3	4Li3	1,5	1,0	0,5	3,5			-0,5	-1,0	-1,5
Group 4 Level 4	4Li4	1,5	1,0	0,5	4,0			-0,5	-1,0	-1,5
Group 5 Toe/Step in Lasso										
Level B	5T/SLiB	1,5	1,0	0,5	4,0			-0,5	-1,0	-1,5
Level 1	5T/SLi1	1,5	1,0	0,5	4,5			-0,5	-1,0	-1,5
Level 2	5T/SLi2	1,5	1,0	0,5	5,0			-0,5	-1,0	-1,5
Level 3	5T/SLi3	1,5	1,0	0,5	5,5			-0,5	-1,0	-1,5
Level 4	5T/SLi4	1,5	1,0	0,5	6,0			-0,5	-1,0	-1,5
Group 5 Axel/Backward Lasso										
Level B	5A/BLiB	2,1	1,4	0,7	4,5			-0,7	-1,4	-2,1
Level 1	5A/BLi1	2,1	1,4	0,7	5,0			-0,7	-1,4	-2,1
Level 2	5A/BLi2	2,1	1,4	0,7	5,5			-0,7	-1,4	-2,1
Level 3	5A/BLi3	2,1	1,4	0,7	6,0			-0,7	-1,4	-2,1
Level 4	5A/BLi4	2,1	1,4	0,7	6,5			-0,7	-1,4	-2,1
Group 5 Reverse Lasso										
Level B	5RLiB	2,1	1,4	0,7	5,0			-0,7	-1,4	-2,1
Level 1	5RLi1	2,1	1,4	0,7	5,5			-0,7	-1,4	-2,1
Level 2	5RLi2	2,1	1,4	0,7	6,0			-0,7	-1,4	-2,1
Level 3	5RLi3	2,1	1,4	0,7	6,5			-0,7	-1,4	-2,1
Level 4	5RLi4	2,1	1,4	0,7	7,0			-0,7	-1,4	-2,1

		+3	+2	+1	BASE	V1	V2	-1	-2	-3
Twist Lifts										
Single Level B	1TwB	0,6	0,4	0,2	0,9			-0,2	-0,4	-0,6
Single Level 1	1Tw1	0,6	0,4	0,2	1,1			-0,2	-0,4	-0,6
Single Level 2	1Tw2	0,6	0,4	0,2	1,3			-0,2	-0,4	-0,6
Single Level 3	1Tw3	0,6	0,4	0,2	1,5			-0,2	-0,4	-0,6
Single Level 4	1Tw4	0,6	0,4	0,2	1,7			-0,2	-0,4	-0,6
Double Level B										
Double Level B	2TwB	0,9	0,6	0,3	2,7			-0,3	-0,6	-0,9
Double Level 1	2Tw1	0,9	0,6	0,3	3,0			-0,3	-0,6	-0,9
Double Level 2	2Tw2	0,9	0,6	0,3	3,2			-0,3	-0,6	-0,9
Double Level 3	2Tw3	0,9	0,6	0,3	3,5			-0,3	-0,6	-0,9
Double Level 4	2Tw4	0,9	0,6	0,3	3,8			-0,3	-0,6	-0,9
Triple Level B										
Triple Level B	3TwB	2,1	1,4	0,7	4,6			-0,7	-1,4	-2,1
Triple Level 1	3Tw1	2,1	1,4	0,7	5,0			-0,7	-1,4	-2,1
Triple Level 2	3Tw2	2,1	1,4	0,7	5,4			-0,7	-1,4	-2,1
Triple Level 3	3Tw3	2,1	1,4	0,7	5,8			-0,7	-1,4	-2,1
Triple Level 4	3Tw4	2,1	1,4	0,7	6,2			-0,7	-1,4	-2,1
Quad Level B										
Quad Level B	4TwB	3,0	2,0	1,0	6,6			-1,0	-2,0	-3,0
Quad Level 1	4Tw1	3,0	2,0	1,0	7,1			-1,0	-2,0	-3,0
Quad Level 2	4Tw2	3,0	2,0	1,0	7,6			-1,0	-2,0	-3,0
Quad Level 3	4Tw3	3,0	2,0	1,0	8,1			-1,0	-2,0	-3,0
Quad Level 4	4Tw4	3,0	2,0	1,0	8,6			-1,0	-2,0	-3,0
Throws										
Single ToeLoop	1TTh	0,9	0,6	0,3	1,1	0,9		-0,3	-0,6	-0,9
Single Salchow	1STh	0,9	0,6	0,3	1,1	0,9		-0,3	-0,6	-0,9
Single Loop	1LoTh	0,9	0,6	0,3	1,4	1,0		-0,3	-0,6	-0,9
Single Flip/Lutz	1F/LzTh	0,9	0,6	0,3	1,4	1,0		-0,3	-0,6	-0,9
Double Level B										
Double Axel	1ATh	1,5	1,0	0,5	2,2	1,5		-0,5	-1,0	-1,5
Double Toeloop	2TTh	1,5	1,0	0,5	2,5	1,8		-0,5	-1,0	-1,5
Double Salchow	2STh	1,5	1,0	0,5	2,5	1,8		-0,5	-1,0	-1,5
Double Loop	2LoTh	1,5	1,0	0,5	2,8	2,0		-0,5	-1,0	-1,5
Double Flip/Lutz	2F/LzTh	1,5	1,0	0,5	3,0	2,1		-0,5	-1,0	-1,5
Triple Level B										
Triple Axel	2ATh	2,1	1,4	0,7	4,0	2,8		-0,7	-1,4	-2,1
Triple Toeloop	3TTh	2,1	1,4	0,7	4,5	3,2		-0,7	-1,4	-2,1
Triple Salchow	3STh	2,1	1,4	0,7	4,5	3,2		-0,7	-1,4	-2,1
Triple Loop	3LoTh	2,1	1,4	0,7	5,0	3,5		-0,7	-1,4	-2,1
Triple Flip/Lutz	3F/LzTh	2,1	1,4	0,7	5,5	3,9		-0,7	-1,4	-2,1
Quad Level B										
Triple Axel	3ATh	3,0	2,0	1,0	7,5	5,3		-1,0	-2,0	-3,0
Quad Toeloop	4TTh	3,0	2,0	1,0	8,0	5,6		-1,0	-2,0	-3,0
Quad Salchow	4STh	3,0	2,0	1,0	8,0	5,6		-1,0	-2,0	-3,0
Quad Loop	4LoTh	3,0	2,0	1,0	8,5	6,0		-1,0	-2,0	-3,0
Quad Flip/Lutz	4F/LzTh	3,0	2,0	1,0	9,0	6,3		-1,0	-2,0	-3,0
Death Spirals										
Forward/Backward inside										
Level B	Fi/BiDsB	2,1	1,4	0,7	2,6			-0,7	-1,4	-2,1
Level 1	Fi/BiDs1	2,1	1,4	0,7	2,8			-0,7	-1,4	-2,1
Level 2	F/BiiDs2	2,1	1,4	0,7	3,0			-0,7	-1,4	-2,1
Level 3	Fi/BiDs3	2,1	1,4	0,7	3,2			-0,7	-1,4	-2,1
Level 4	Fi/BiDs4	2,1	1,4	0,7	3,5			-0,7	-1,4	-2,1
Forward/Backward outside										
Level B	Fo/BoDsB	2,1	1,4	0,7	2,8			-0,7	-1,4	-2,1
Level 1	Fo/BoDs1	2,1	1,4	0,7	3,0			-0,7	-1,4	-2,1
Level 2	Fo/BoDs2	2,1	1,4	0,7	3,5			-0,7	-1,4	-2,1
Level 3	Fo/BoDs3	2,1	1,4	0,7	4,0			-0,7	-1,4	-2,1
Level 4	Fo/BoDs4	2,1	1,4	0,7	4,5			-0,7	-1,4	-2,1
Pivot Figure	PiF	2,1	1,4	0,7	2,2			-0,7	-1,4	-2,1
		+3	+2	+1	BASE	V1	V2	-1	-2	-3
Pair Spins										

Pair Spin Level B	PSpB	1,5	1,0	0,5	1,7			-0,3	-0,6	-0,9
Pair Spin Level 1	PSp1	1,5	1,0	0,5	2,0			-0,3	-0,6	-0,9
Pair Spin Level 2	PSp2	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Pair Spin Level 3	PSp3	1,5	1,0	0,5	3,0			-0,3	-0,6	-0,9
Pair Spin Level 4	PSp4	1,5	1,0	0,5	3,5			-0,3	-0,6	-0,9
Pair Spin Combination (two positions)										
<u>Level B</u>	<u>P_{Co}Sp₂p_B</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>1,8</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 1</u>	<u>P_{Co}Sp₂p₁</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,1</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 2</u>	<u>P_{Co}Sp₂p₂</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>2,5</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 3</u>	<u>P_{Co}Sp₂p₃</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,0</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
<u>Level 4</u>	<u>P_{Co}Sp₂p₄</u>	<u>1,5</u>	<u>1,0</u>	<u>0,5</u>	<u>3,5</u>			<u>-0,3</u>	<u>-0,6</u>	<u>-0,9</u>
Pair Spin Combination (three positions)										
Level B	P _{Co} Sp ₃ p _B	1,5	1,0	0,5	2,5			-0,3	-0,6	-0,9
Level 1	P _{Co} Sp ₃ p ₁	1,5	1,0	0,5	3,0			-0,3	-0,6	-0,9
Level 2	P _{Co} Sp ₃ p ₂	1,5	1,0	0,5	3,5			-0,3	-0,6	-0,9
Level 3	P _{Co} Sp ₃ p ₃	1,5	1,0	0,5	4,0			-0,3	-0,6	-0,9
Level 4	P _{Co} Sp ₃ p ₄	1,5	1,0	0,5	4,5			-0,3	-0,6	-0,9

In rare (but still possible) cases of negative final score of an element, this score will be counted as 0.

Signs V1 and V2 are not shown to the Judges.

II. Updated Levels of Difficulty of Single/Pair Elements

LEVELS OF DIFFICULTY, SINGLE SKATING, season 2014-2015

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Step Sequences	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of turns and steps throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction 3) Use of body movements for at least 1/3 of the pattern 4) Two different combinations of 3 difficult turns (rockers, counters, brackets, twizzles, loops) executed with a clear rhythm within the sequence
-----------------------	--

All Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance into a spin 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback and Biellmann position 7) All 3 basic positions on the second foot 8) Both directions immediately following each other in sit or camel spin 9) Clear increase of speed in camel, sit, layback or Biellmann position 10) At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) 11) Difficult variation of flying entry in flying spins & spins with a flying entrance(see Clarifications) <p>Additional features for the Layback spin:</p> <ol style="list-style-type: none"> 12) One clear change of position backwards-sideways or reverse, at least 3 rev. in each position (counts also if the Layback spin is a part of any other spin) 13) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin) <p>Features 2 – 9, 11 – 13 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 8 revs are executed on both feet, any one of these executions can be taken in favor of the skater).</p> <p>Any category of difficult spin variation 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).</p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>
------------------	--

ELEMENTS REQUIREMENTS (see also Clarifications on the back of the page)

Jumps

- 1) Full rotation: signs < and << indicate an error. The base values of the jumps with a sign < are listed in the column V1 of the SOV table. The jump with a sign << is evaluated with SOV for the same jump one revolution less.
- 2) Correct take-off edge in F/Lz: signs “e” and “!” indicate an error. The base values of the jumps with the sign “e” are listed in the column V1 of the SOV table. The sign “!” allows to keep full original base value of the jump. If both signs < and “e” are applied for the same jump, the base values are listed in the column V2 of the SOV table.

Spins

- 1) For flying spins (with no change of foot and only one position) of both Short Program and Free Skating the following are required: a) a clear visible jump; for Junior Short Program only it’s also required for the skater to reach the prescribed air position; b) basic landing position must be reached within the first 2 revs after the landing and from the moment this position is initially reached it must be held for 2 revs after the landing. The sign “V1” indicates that one of these requirements is not fulfilled, sign “V2” indicates that both these requirement are not fulfilled.

- 2) For any spin with change of foot: at least one basic position on each foot is required. Sign “V1” indicates that this requirement is not fulfilled.

The base values of spins with the sign “V1” are listed in the column V1 of the SOV table. The base values of spins with the sign “V2” are listed in the column V2 of the SOV table. The base values of spin combinations with 2 or 3 basic positions (at least 2 revolutions in each of these positions) are reflected in the SOV.

CLARIFICATIONS: LEVELS OF DIFFICULTY SINGLE SKATING, season 2014-2015 STEP SEQUENCES

Types of turns: three turns, twizzles, brackets, loops, counters, rockers.

Types of steps: toe steps, chasses, mohawks, choctaws, curves with change of edge, cross-rolls.

Minimum variety includes at least **5** turns & **2** steps, none of the types can be counted more than twice.

Simple variety includes at least **7** turns & **4** steps, none of the types can be counted more than twice.

Variety includes at least **9** turns and **4** steps, none of the types can be counted more than twice.

Complexity includes at least **5** different types of turns and 3 different types of steps, all executed at least once in both directions.

Use of body movements means the visible use for a combined total of at least 1/3 of the pattern of any movements of arms, head, torso, hips and legs that have an effect on the balance of the main body core.

Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and on the same foot.

SPINS

A difficult spin variation of position is a movement of the body part, leg, arm, hand or head which requires physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level. There are 11 categories of difficult variations, among them 3 in camel position based on direction of the shoulder line: camel forward (CF) – with the shoulder line parallel to the ice; camel sideways (CS) – with the shoulder line twisted to a vertical position; camel upward (CU) – with the shoulder line twisted more than vertical position. If the free leg drops down for a long time while preparing for a difficult camel variation, the corresponding Level feature is still awarded, but the Judges will apply the GOE reduction for “poor/awkward/unaesthetic position(s)”. The same reduction will be applied if it takes a long time for the skater to reach the necessary basic position.

“Change of foot executed by jump” & “Jump within a spin without changing feet”: are awarded only if the skater executes 2 revs in a basic/non-basic position before the jump, reaches a basic position within the first 2 revs after the landing and keeps this basic position at least for 2 revs.

“Difficult entrance into a spin”: regular backward entry is no longer considered a difficult entry.

“All 3 basic positions on the second foot”: is introduced for unification of single & pair requirements.

“Both directions immediately following each other in sit or camel spin”: execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be counted as an additional feature in all Levels for sit and camel basic positions. A minimum of 3 revs in each direction is required. A Spin executed in both directions as above is considered as one Spin.

“Difficult variation of flying position in flying spins/spins with a flying entry”: is awarded only if the flying position is really difficult, e.g.: total sit position in the air (with height and total movement control) or open butterfly position in the air (taking the sit position immediately after landing) in a flying sit spin/entry; clear butterfly entrance or almost split position in the air in a flying camel spin/entry etc. If the entry is “difficult and “flying” at the same time, only the “flying” feature will be awarded and the “difficult entrance” feature is not considered as attempted.

Normal flying camel entry does not block a possibility of counting a difficult flying entry as a feature.

JUMPS

In the seasons 2014-2015 and 2015-2016 the Technical Panel will decide on the name **Flip** or **Lutz** jumps (F/Lz) according to the intent (preparation to the jump). Discussion will continue on calling Flip/Lutz depending on the take-off edge starting with the season 2016-2017. Flip take-off is from a backward inside edge, Lutz take-off is from backward outside edge; Technical Panel decides on the take-off edge and indicates errors with signs “e” and “!”. In cases of serious errors (sign “e”) the base value of the jump and the GOE are reduced, final GOE is negative. In cases of smaller errors (sign “!”) the original base value stays, the GOE is reduced, however the final GOE is not restricted.

In Short Program jumps which do not satisfy the requirements (including wrong number of revolutions) will have no value, but will block a jumping box, if one is empty; if a combination of two double jumps is not allowed (Sr. Men & Ladies, Jr. Men), the jump with the original lesser value (before any consideration of signs <, <<, e) will not count (e.g. 2Lz+2T*, 2T*+2Lo, 2F<<+2T*). **In Free Skating** however, if any part of the combination is not according to the requirements, the whole combination will be deleted: 2Lz*+2T*, 2T*+2Lo*.

If the same triple or quadruple jump is executed twice as a solo jump in Free Skating, the second execution will be marked with a sign “+REP” (the base value will be that of the original jump multiplied by a factor 0.7, rounded to two decimal places).

LEVELS OF DIFFICULTY, PAIR SKATING, season 2014-2015

Number of features for Levels: 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 for Level 4

Twist Lifts	<ol style="list-style-type: none"> 1) Lady's split position (each leg at least 45° from the body axis and Lady's legs are straight or almost straight) 2) Catching the lady at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man 3) Lady's position in the air with arm(s) above the head (minimum one full revolution) 4) Difficult take-off (steps/skating moves executed by both partners immediately preceding take-off) 5) Man's arms sideways, being straight or almost straight, reaching at least shoulder level after release of the lady
Lifts	<ol style="list-style-type: none"> 1) Seniors: Difficult variation of the take-off and/or difficult landing variety Juniors: Simple variation of the take-off and/or simple landing variety (each counts as a feature) 2) 1 change of hold and/or lady's position (1 rev. of the man before and after the change, counts twice if repeated) 3) Difficult variation of the lady (one full revolution) 4) Difficult (simple for juniors) carry (not for SP) 5) One-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.) 6) Additional revolutions of the man with one-hand-hold after 2 revs in 5) (only in FS and only in one lift) 7) Change of rotational direction by the man (one revolution before and after the change) <p>Features 1), 2), 3) must be significantly different from lift to lift and if similar, will only count first time attempted.</p>
Step Sequences	<ol style="list-style-type: none"> 1) Minimum variety (Level 1), simple variety (Level 2), variety (Levels 3–4) of turns and steps of both partners throughout (compulsory) 2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction) 3) Use of body movements for at least 1/3 of the pattern 4) Changes of position (crossing at least three times while doing steps and turns) for at least 1/3 of the sequence, but not more than 1/2 of the sequence or not separating at least half of the pattern (changes of holds are allowed) 5) Two different combinations of 3 difficult turns (rockers, counters, brackets, loops) executed by both partners with a clear rhythm within the sequence
Death Spirals	<ol style="list-style-type: none"> 1) Difficult entry (immediately preceding the death spiral) and/or exit 2) Full revolution(s) of the lady when both partners are in "low" positions (counts as many times as performed)
Solo Spins	<ol style="list-style-type: none"> 1) Difficult variations (count as many times as performed with limitations specified below) 2) Change of foot executed by jump 3) Jump within a spin without changing feet 4) Difficult change of position on the same foot 5) Difficult entrance into a spin 6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback and Biellmann Position 7) All 3 basic positions on the second foot 8) Both directions immediately following each other in sit or camel spin 9) Clear increase of speed in camel, sit, layback or Biellmann position 10) At least 6 rev. without changes in pos./variation, foot and edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position) <p>If 6 revs are executed on both feet, any one of these executions can be taken in favor of the skaters. Any category of difficult spin variation counts only once per program (first time it is attempted). In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>
Pair Spins	<ol style="list-style-type: none"> 1) 3 changes of basic positions of both partners 2) 3 difficult variations of positions of partners, only one of which can be in non-basic position (each variation of each partner counts separately, each partner must have at least one difficult variation) 3) Any other difficult variation in a basic position of either partner (each partner must have two difficult variations) 4) Entrance from backward outside or inside edge 5) Both directions immediately following each other 6) At least 6 revolutions without any changes in position/variation and foot (camel, sit, difficult upright)

ELEMENTS REQUIREMENTS (see also Clarifications on the back of the page)

Solo and Pair Spin combinations

The base values of solo/pair spin combination with 2 or 3 basic positions (at least 2 revolutions in each of these positions) are reflected in the SOV.

Solo Spin combination with change of foot

There must be at least one basic position on each foot. Sign "V1" indicates that this requirement is not fulfilled, the base value of solo spin combination with the sign "V1" is listed in the column V1 of the SOV table.

Jumps

Both partners must fulfill requirements listed on page 6 for jumps in Single Skating (with the same consequences if these requirements are not fulfilled).

CLARIFICATIONS: LEVELS OF DIFFICULTY PAIR SKATING, season 2014-2015

TWIST LIFTS

Feature 1) (Lady's split): each leg straight or almost straight at least 45° from the body axis;

Feature 5) (Man's arms): straight or almost straight, going sideways and reaching at least shoulder level.

LIFTS

Take-off: Simple: includes but is not limited to change of hand hold on ascent of lift.

Difficult: includes but not limited to: Somersault take-off, small lift going immediately into a Pair lift take-off without the Lady touching the ice between two lifts, one hand take-off, Spread Eagle, Ina Bauer or Spiral by one or both partners as the entry curve, inside Axel take-off in 5ALi and 5SLi.

Landing: Simple: different landing foot (not automatically considered), change of hold on descent.

Difficult: includes but is not limited to: Somersaults, variation in hold, partner positions and/or direction of landing, one hand landing, Spread-Eagle position of the Man during dismount.

Carry: Simple: duration at least 3 seconds.

Difficult: includes at least one of the following features: during the carry the Man for at least 3 sec. skates on one foot or holds the partner on one arm or performs crossovers or performs Spread Eagle or a similar move.

Difficult variation of Lady's position: a movement of leg, arm, or upper body which requires physical strength or flexibility and that has an effect on the balance of the main body core. Only these variations can increase the Level.

Change of hold/Lady's position requires one full revolution of the Man before and after this change. If a change of hold and a change of Lady's position are executed at the same time, only one Level feature will be awarded.

Variation of the take-off/landing, change of hold/Lady's basic position and difficult variation of the Lady must be significantly different from the previously attempted variation/change to be awarded as a Level feature. One arm dismount can be counted as a feature only once per program.

Features "**change of hold/Lady's position/rotational direction**" are not awarded if change is interrupted by carry. Feature "**one-hand-hold of the Man**" is not awarded if both arms of the Lady are touching the Man.

STEP SEQUENCES

Types of turns: three turns, ~~twizzles~~, brackets, loops, counters, rockers.

Types of steps: toe steps, chasses, mohawks, choctaws, curves with change of edge, cross-rolls.

Same definition of minimum variety, simple variety and variety as for single skating (but by both partners).

Use of body movements means the visible use for a combined total of at least 1/3 of the pattern of the step sequence any movements of the arms, head, torso, hips and legs that have an effect on the balance of the main body core.

Crossing at least 3 times of the partners for at least 1/3, but not more than 1/2 of the sequence and **not separating** for at least half of the pattern: only one of the two features (but not both) can be awarded.

Two different combinations of 3 difficult turns (rockers, counters, brackets, loops) executed by both partners with a clear rhythm within the sequence.

DEATH SPIRALS

Death spiral has a Level and value if both partners execute at least 1 rev in the death spiral position (knees of the Man clearly bent, his toe anchored and arm fully extended; Lady's head must reach, at least briefly, the level of her skating knee). For a higher Level both Lady and Man must stay in the "low" position for 1 or more full revs.

Lady's "low" position: for inside Death Spirals, the lowest hip or buttock and head should not be higher than her skating knee; for outside Death Spirals – head should not be higher than her skating knee and bodyline between knee of skating leg and head should be flat or shallow arch.

Man's "low" pivot position: buttocks not higher than the knee of the pivot foot.

Any part of the Death Spiral with a higher Lady's or Man's position is not valid for Level features 2).

Change of arm hold by the Lady or Man is allowed, but is no longer a Level feature.

Change of pivot is considered as the end of the Death Spiral.

Entry, exit: The difficult entry position must be performed while both partners are on the entry curve and the Lady and/or the Man are moving from a difficult entry position directly and without delay to a Death Spiral position.

Exit: starts when the Man is bending his "holding" arm in the elbow; ends: when the Lady comes to vertical position.

SOLO SPINS

Same categories of difficult spin variations as in Single Skating. Level feature "**Difficult entrance into a spin**" does not include regular backward entry, but still includes regular flying camel entry as long as it has a clear fly.

Clarifications for Spins in Singles (page 7) are valid for Pairs as well (when applicable).

PAIR SPINS

All 3 basic positions of both partners (at least 2 revs in each position) will increase the base value of the spin.

3 changes of positions of both partners: a Pair can be awarded only one Level feature for changes of positions.

3(4) difficult variations: each partner must execute at least 1(2) variation(s). Only 1 of the variations can be in non-basic position. These features do not depend on the order in which variations are executed.

JUMPS, THROW JUMPS, TWIST LIFTS

Remarks on F/Lz for Single Skating (page 7) are valid for Pair Skating as well.

In Short Program jumps, throw jumps and twist lifts which do not satisfy the requirements (including wrong number of revs) will have no value, but will block a corresponding element box, if one is empty.