Ice Skating Australia Incorporated

Affiliated to the International Skating Union

2019 High Performance Communication 108

ISA Benchmark Event Bonus System

This communication is to explain the introduction of the bonus system for the following Singles divisions:

- Preliminary
- Elementary
- Basic Novice
- Intermediate Novice
- Intermediate
- Advanced Novice
- Junior

The Bonus system will be applied to all ISA Benchmark events and the Australian Figure Skating Championships (AFSC).

The Bonus system will be reviewed by the High Performance Committee annually.

Division	Bonus Points for Jumps					
	Double Jumps	ANY Double/ Double Combo	Double Flip or Lutz/ Double Toe or Loop Combo	Double Lutz/ Double Loop Combo	Double Axel	Triple Jump
Preliminary	1.0	N/A	N/A	N/A	N/A	N/A
Elementary	N/A	1.0	N/A	N/A	N/A	N/A
Basic Novice	N/A	N/A	1.0	N/A	1.0	1.0
Intermediate Novice	N/A	N/A	N/A	1.0	1.0	1.0
Intermediate	N/A	N/A	N/A	1.0	1.0	1.0
Advanced Novice	N/A	N/A	N/A	N/A	1.0	1.0
Junior	N/A	N/A	N/A	N/A	N/A	1.0

Bonus points CANNOT be awarded to double jumps with under-rotated (<) applied by the Technical Panel. (Skater will be NOT allowed to fall at the end of the jump or combination)
Double Axel and Triple Jumps must be full rotated or under-rotated (<) to achieve the bonus. (Skater will NOT be allowed to fall at the end of the jump or combination)
Prelimary and Elementary are awarded a MAXIMUM of one (1) bonus point per program.
Basic Novice, Intermediate Novice, Intermediate, Advanced Novice and Junior are awarded a MAXIMUM of two (2) bonus points per program.
Bonus points CANNOT be achieved from the same column.
Wrong Edge calls (e) are NOT acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
Short Program, well balanced program and repeat rules apply.

Preliminary

Bonus points to be awarded for the following:

- Any Double Jump will be awarded 1.0 point bonus per jump
- MAXIMUM OF 1 POINT BONUS PER PROGRAM

Conditions

- Bonus points **CANNOT** be awarded to double jumps with under-rotated (<) applied by the Technical Panel.
- Wrong Edge calls (e) are **NOT** acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
- Skater will be **NOT** allowed to fall at the end of the jump
- Maximum number of jumps and jump combinations for Preliminary division applies

Elementary

Bonus points to be awarded for the following:

- Any Double/ Double Jump Combination will be awarded 1.0 point bonus per jump combination
- MAXIMUM OF 1 POINT BONUS PER PROGRAM

Conditions

- Bonus points **CANNOT** be awarded to double jumps with under-rotated (<) applied by the Technical Panel.
- Wrong Edge calls (e) are **NOT** acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
- Skater will be **NOT** allowed to fall during or at the end of the jump combination
- Maximum number of jumps and jump combinations for Elementary division applies

Basic Novice

Bonus points to be awarded for the following Jumps

- Double Flip/ Double Loop Combination will be awarded 1.0 point bonus per jump combination
- Double Flip/ Double Toe Combination will be awarded 1.0 point bonus per jump combination
- Double Lutz/ Double Loop Combination will be awarded 1.0 point bonus per jump combination
- Double Lutz/ Double Toe Combination will be awarded 1.0 point bonus per jump combination
- Double Axel will be awarded 1.0 point bonus per jump
- Any Triple Jump will be awarded 1.0 point bonus per jump
- MAXIMUM OF 2 POINT BONUS PER PROGRAM

Conditions

- Bonus points **CANNOT** be awarded to double jumps with under-rotated (<) applied by the Technical Panel.
- Double Axel and Triples must be full rotated or under-rotated (<) to achieve the bonus.
- Wrong Edge calls (e) are **NOT** acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
- Skater will be **NOT** allowed to fall at the end of the jump or combination
- Bonus points **MUST** be achieved from different columns, according to chart above.
- Maximum number of jumps and jump combinations for Basic Novice division applies

Intermediate Novice/ Intermediate

Bonus points to be awarded for the following Jumps

- Double Lutz/ Double Loop Combination will be awarded 1.0 point bonus per jump combination
- Double Axel will be awarded 1.0 point bonus per jump
- Any Triple Jump will be awarded 1.0 point bonus per jump
- MAXIMUM OF 2 POINT BONUS PER PROGRAM

Conditions

- Bonus points **CANNOT** be awarded to double jumps with under-rotated (<) applied by the Technical Panel.
- Double Axel and Triples must be full rotated or under-rotated (<) to achieve the bonus.
- Wrong Edge calls (e) are **NOT** acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
- Skater will be **NOT** allowed to fall at the end of the jump or combination
- Bonus points **MUST** be achieved from different columns, according to chart above.
- Maximum number of jumps and jump combinations for Intermediate Novice/ Intermediate division applies

Advanced Novice

Bonus points to be awarded for the following Jumps

- ONLY ONE (1) Double Axel will be awarded 1.0 point bonus per jump
- Any Triple Jump will be awarded 1.0 point bonus per jump
- MAXIMUM OF 2 POINT BONUS PER PROGRAM

Conditions

- Bonus points **CANNOT** be awarded to double jumps with under-rotated (<) applied by the Technical Panel.
- Double Axel and Triples must be full rotated or under-rotated (<) to achieve the bonus.
- Wrong Edge calls (e) are **NOT** acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
- Skater will be **NOT** allowed to fall at the end of the jump or combination
- Bonus points **MUST** be achieved from different columns, according to chart above.
- Short Program, well balanced program and repeat rules apply
- Maximum number of jumps and jump combinations for Advanced Novice division applies

Junior

Bonus points to be awarded for the following Jumps

- Any Triple Jump, will be awarded 1.0 point bonus per jump
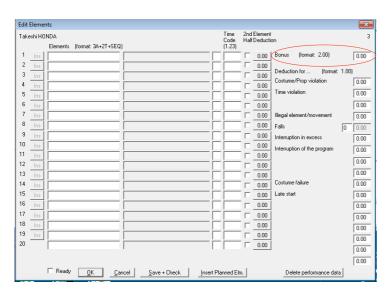- MAXIMUM OF 2 POINT BONUS PER PROGRAM

Conditions

- Bonus points **CANNOT** be awarded to double jumps with under-rotated (<) applied by the Technical Panel.
- Double Axel and Triples must be full rotated or under-rotated (<) to achieve the bonus.
- Wrong Edge calls (e) are **NOT** acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable
- Skater will be **NOT** allowed to fall at the end of the jump or combination
- Bonus points **MUST** be achieved from different columns, according to chart above.
- Short Program, well balanced program and repeat rules apply
- Maximum number of jumps and jump combinations for Junior division applies

Application of Bonus

The bonus points will be allocated at the conclusion of the program, prior to final authorisation by the Technical Controller through the Accountant.

The accountant will allocate the bonus in the following screen.

After the bonus point has been allocated the accountant will need to save + check.

At the conclusion of the event the technical controller will need to verify the correct amount of bonus points are added.