Ice Skating Australia Incorporated

Affiliated to the International Skating Union

<u>2021</u> High Performance Communication 128

ISA Benchmark Event Bonus System

Date Approved:	11th April 2021	Effective Start Date:	11th April 2021
Communication no:	128	Version Number:	1.0
Review Date:	1st January 2022		
Related Policies/ Procedures/ Forms	NA		

This communication explains 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 <u>ISA Sanctioned Events</u>.

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

Preliminary

Bonus points to be awarded for the following:

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

Conditions

- All Jumps must be fully rotated or landed on quarter (q) 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
- Maximum number of jumps and jump combinations for Preliminary division applied

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 2 POINT BONUS PER PROGRAM

Conditions

- All Jumps must be fully rotated or landed on quarter (q) 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 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 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 3 POINT BONUS PER PROGRAM

Conditions

- All Jumps must be fully rotated or landed on quarter (q) 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 3 POINT BONUS PER PROGRAM

Conditions

- All Jumps must be fully rotated or landed on the quarter (q) 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
- 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 in both short and free program
- Any One Triple Jump in short program and any two different Triple jumps in free program will be awarded 1.0 point bonus per jump
- MAXIMUM OF 2 POINT BONUS FOR SHORT PROGRAM AND 3 POINT BONUS FOR FREE PROGRAM

Conditions

- All Jumps must be fully rotated or landed on the quarter (q) 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.
- 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 for Ladies short and free. Men short program for triple solo jump and any triple/triple combo, triple flip, lutz or axel in free will be awarded 1.0 point bonus per jump
- MAXIMUM OF 3 POINT BONUS PER PROGRAM

Conditions

- Triples must be fully rotated or landed on the quarter (q) 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
- Short Program, well balanced program and repeat rules apply
- Maximum number of jumps and jump combinations for Junior division applies

The Bonus will be called by the technical panel before the elements are authorized. Follow same procedure as calling a fall for Advanced Novice Only. For other divisions technical panel will call the bonus and ask the accountant to add it after the elements are authorized.

In accordance with ISU Rule 353 (ISU Judging System - determination and publication of results) paragraph 1. (Basic Principles of Calculation) and respective subparagraph f) the panel's score for each Section/Element is determined by adding the trimmed mean GOE of this Section/Element to its Base Value. The bonus points are added in addition and will determine the panel's score for jump elements where the Technical Panel identifies such bonus points (Base Value + GOE + Bonus Point(s) = Score of Panel).

On the Judges Details output the bonus points will be displayed as in the below sample for Advanced Novice:

Rank	Name				Nation	Starting Number	Total Segment Score	Total Element Score		Program Component Score (factored)	Total	Total Deductions
5	Antonio TEST				ABC	6	40.56	24.29		16.27		0.00

#	Executed Elements	Info	Base Value	GOE	J1	J2	J3	J4	J5	J6	J7	J8	J9	Bonus	Ref	Scores of Panel
1	3Tb+2T		5.50	0.00	0	0	0	0	1	0				1.00		6.50
2	3S		4.30	0.11	0	1	0	0	1	0						4.41
3	CSSp3		2.60	0.39	2	2	1	1	2	1						2.99
4	StSq2		2.60	0.26	1	1	0	1	1	1						2.86
5	2Ab		3.30	0.08	0	1	0	0	1	0				1.00		4.38
6	FCCoSp3		3.00	0.15	1	1	0	0	1	0						3.15
			21.30													24.29
	Program Components			Factor												
	Skating Skills			0.90	4,50	5,25	4,25	4,75	5,00	4,75						4.75
	Transitions			0.90	3,75	4,75	4,00	4,25	4,75	4,50						4.38
	Performance			0.90	3,75	5,00	4,25	4,50	4,75	4,50						4.50
	Interpretation of the Music			0.90	3,50	5,25	4,25	4,25	4,75	4,50						4.44
	Judges Total Program Component Score (factored)															16.27

Deductions	0.00

b - Bonus Point for jump added to the element score