

2021-2022 STAR 2 Free Skate Technical Requirements Guide

JUMPS				Maximum Five	Required (5) J	ump Eleme	nts			
Required Jump Elements	Single Salcho	w	Sin	gle Toe Loop	Single	Loop	Single Flip OR	Single Lutz		p + Single Toe Loop Inbination
STAR 2 WBP Restrictions			Count	all required jump elemer	nts that have beer	n completed, r	regardless of the order	of execution		
Error	Includes more than five jump elements.	Required j element is	•	Incorrect element is included.	Second jump con included.	nbination	Single Axel or Double Jump included.	Jump sequenc	e included.	Less than required five jump elements.
Penalty	Additional elements will be marked as Invalid Element.	The secon- element w marked as Element.	ill be	Incorrect element is marked as Invalid Element.	The element not requirements is Invalid Element.		Single Axel or Double Jump is marked as Invalid Element.	The sequence Invalid Elemer		No penalty.
Examples	1Lo 1T 1Lz 1W+1T 1F – Invalid Element 1S	1S 1T 1F 1W+1T 1S – Inval	d Element	1S 1T 1W – Invalid Element 1F 1Lo	1F 1W+1T 1T 1Lo+1Lo – Inva 1S	id Element	1S 1A – Invalid Element 1Lz 1W+1T 1T	1W+1T- Inva (executed as 1Lo 1S 1F 1T		1Lo 1S 1T 1F
SPINS				Maximum	Two (2) Spin	Elements				
Required Spin Elements		BAC	KWARD UPF e.g. BU				SIT	SPIN or CAMEI e.g. SSp or CS	-	
STAR 2 WBP Restrictions	Consider the first exect 1. Check for BUSp 2. If no BUSp, check f 3. If spin does not me	or CSp or S		element is marked as Inv	valid Element	 Check for 2. If no BU 	e second executed spin or BUSp JSp, check for CSp or SS loes not meet either cri	р	nent is marked	l as Invalid Element
Error	Skater includes more that elements.	n two spin	•	eats a required spin e. same code).	Skater includes a element within p	n incorrect spin		pin element wit	h Skater incl	udes less than the bin elements
Penalty	Any additional spin elem be marked as Invalid Eler			executed element will as Invalid Element.	The incorrect eler marked as Invalid		The incorrect elem marked as Invalid		No penalty	<i>'</i> .
Examples	BUSp CSp FUSp – Invalid Element	:	SSp BUSp BUSp – Inv	valid Element	BUSp CoSp – Invalid E	lement	BUSp FCSp – Invalid Ele	ement	BUSp	
FORWARD SPIR	RAL SEQUENCE & FO	RWARD	TURN SEC	UENCE						
Required Elements	Forward Spiral Sequent (not including step into either inside or outside	2 nd spiral);		s with no more than 8 st n each foot, unsupporte			r n Sequence – Forward side Choctaw (i.e. step			
Error	Skater includes additiona Sequence or Forward Sp Sequence element.	al Turn		ides less than the irn Sequence or Spiral element.	Skater performs S between the two		s in Forward Spiral Sec supported or back			forms less than 4 of forward turn
Penalty	Additional elements will as Invalid Element.	be marked	No penalty			Judges reduce assessment by one Forward Spiral Sequence will be level (i.e. from a Gold to a Silver). marked as an Invalid Element.				uce assessment by one rom a Gold to a Silver).



JUMPS									
STAR 3 WBP Restrictions	Maximum of five jun Must include at least one		Must include f different types single jumps	s of Jumps		laximum two jumı jump combinatior	o combinations. must be 1Lo+1Lo.		ust be in combination. ed more than twice.
Error	Includes more than five jump elements.	Waltz Jump or Single Axel jump not included.	Less than five different types o jump are include		planned	quence included; or result of jump e. fall and execute		Repeated jump not in combination.	Jump included more than twice.
Penalty	Extra jump elements will be marked as Invalid Element. If only Axel type jump is 6 th element, the last two elements will be marked Invalid Element.	The last executed element will be marked as Invalid Element.	The last repeate jump element ty is marked as Inv Element. Waltz a Axel are conside same type.	ype element is alid marked as and Invalid	Invalid E falls on f	uence is marked as ilement. If skater first jump and s 2 nd jump, the 2 nd ignored.	combo is marked as Invalid Element.	Repeated jump element assessment will be reduced by one level.	Jumps included more than twice will be marked as Invalid Element. 1Lo+1Lo will count regardless of the order of execution.
Examples Elements noted with ** in examples are to be marked as "Invalid Element" on Judging Sheets.	1Lo+1Lo 1W 1Lz 1S+1T 1F 1S**	1Lo+1Lo 1T 1Lz 1F+1T 1S**	1A 1Lo+1Lo 1A+1T 1F 1T**	1Lz 2S** 1Lo+1Lo 1A 1F+1T	1Lz+1A* (done as sequenc 1Lo+1Lc 1W 1F 1T	1A e) 1Lo+1Lo	1F+1T** 1Lo+1Lo	1A 1S+1T 1A* 1Lo+1Lo 1F *Reduce element assessment one level	1A 1F+1Lo** 1S 1Lo+1Lo 1T
SPINS			Μ	laximum Two (2) Spin E	lements			
Required Spin Elements		BACKWARD UP e.g. BU					COMBINAT ist include at least one c try Only, Change of Foo e.g. CoSp	amel and one sit pos t Optional, No Diffic	
STAR 3 WBP Restrictions	Consider the first executed 1. Check for BUSp 2. If no BUSp, check for 0 3. If spin does not meet	CoSp or CCoSp	element is marked	d as Invalid Element	1. 2.	ider the second exe Check for BUSp If no BUSp, check for If spin does not me		nent is marked as Inva	lid Element
Error	Skater includes more than two spin elements.	Skater repeats a element (i.e. san	ne code). i	Skater includes an incorrect spin elemen within program.	t entry	er includes a flying /, difficult variations backward entry.	CCoSp is missing either camel or sit position, o skater changes feet tw	r on one foot in	Skater includes less than the required spin elements
Penalty	Any additional spin elements will be marked as Invalid Element.	The second exec with same code as Invalid Elemen	will be marked	The incorrect elemen will be marked as Invalid Element.		spin element will be sed as Invalid ent.	The element will be marked as Invalid Elem	hent. Foot with less than 3 revs is ignored	No penalty.
Examples	BUSp CoSp FUSp – Invalid Element	CCoSp BUSp BUSp – Invalid I		BUSp CSp – Invalid Eleme i	BUS nt FCC	o Sp – Invalid Element	BUSp CCoSp – Invalid Elem	CoSp ent	BUSp
FORWARD SPIR	RAL SEQUENCE								
	Two forward spirals with no	o more than 4 steps	s in between (not i	including step into 2 ⁿ	^d spiral); d	one spiral on each fo	oot, unsupported position	; on either inside or ou	itside edge.
Error	Skater includes additional F Sequence element.	orward Spiral	Skater does not Spiral Sequence	include required Forvelement.	ward	Skater performs 5 the two spirals.	or more steps in between	The Forward Spiral supported or back	Sequence contains a wards spiral.
Penalty	Additional elements will be Invalid Element.	marked as	No penalty.			The judges reduce level (i.e. from a G	their assessment by one old to a Silver).	The Forward Spiral marked as Invalid I	Sequence element will be Element.



2021-2022 STAR 4 Free Skate Technical Requirements Guide

JUMPS								BONUS	: Each 1A (maximum 2)
STAR 4 WBP Restrictions	Maximum of five jum Must include at least o		Must include five different types o single jumps.			aximum two jump ump combination			ust be in combination. ed more than twice.
Error	Includes more than five jump elements.	Single Axel jump not included. Waltz jump does not count.	Less than five different types of jump are included.	Double jump included.	planned o	ence included; r result of jump fall and execute 2 nd	Includes third combination.	Repeated jump not in combination.	Jump included more than twice.
Penalty	Extra jump elements will be marked as Invalid Element. If only Axel type jump is 6 th element, the last two elements will be marked Invalid Element.	The last executed element will be marked as Invalid Element.	The last repeated jump element type is marked as Invali Element. Waltz an Axel are considere same type.	d marked as d Invalid	Invalid Ele on first jur	nce is marked as ment. If skater falls np and executes he 2 nd jump is	The extra jump combo is marked as Invalid Element. 1Lo+1Lo will count regardless of the order of execution.	Repeated jump element assessment will be reduced by one level.	Jumps included more than twice will be marked as Invalid Element. 1Lo+1Lo will count regardless of the order of execution.
Examples Elements noted with ** in examples are to be marked as "Invalid Element" on Judging Sheets.	1Lo+1Lo 1W 1Lz 1S+1T 1F 1S**	1Lo+1Lo 1T 1Lz 1F+1T 1S**	1A 1Lo+1Lo 1A+1T 1F 1T**	1Lz 2S** 1Lo+1Lo 1A 1F+1T	1Lz+1A** (done as sequence) 1Lo+1Lo 1W 1F 1T	1Lz 1A 1Lo+1Lo 1F (fall, ignore 2 nd jump) 1S	1A+1T 1F+1T** 1Lo+1Lo	1A 1S+1T 1A* 1Lo+1Lo 1F *Reduce element assessment one level	1A 1F+1Lo** 1S 1Lo+1Lo 1T
SPINS			Ma	aximum Two	(2) Spin	Elements			
Required Spin Elements		BACKWARD UP e.g. BL					COMBINA ust include at least one ntry Only, Change of Fo e.g. CoSp	ot Optional, No Diffic	
STAR 4 WBP Restrictions	Consider the first executed4. Check for BUSp5. If no BUSp, check for 06. If spin does not meet	CoSp or CCoSp	element is marked	as Invalid Eleme	4. 5.	sider the second ex Check for BUSp If no BUSp, check f If spin does not me	•	ment is marked as Inva	alid Element
Error	Skater includes more than two spin elements.	Skater repeats a element (i.e. sar	ne code). ir	kater includes an icorrect spin eler ithin program.	ment ent	er includes a flying y, difficult variation backward entry.	CCoSp is missing either camel or sit position, skater changes feet to	or on one foot in	
Penalty	Any additional spin elements will be marked as Invalid Element.	The second exec with same code as Invalid Eleme	will be marked	he incorrect elen vill be marked as valid Element.	mar	spin element will be ked as Invalid nent.	e The element will be marked as Invalid Elem	Foot with less nent. than 3 revs is ignored	No penalty.
Examples	BUSp CoSp FUSp – Invalid Element	CCoSp BUSp BUSp – Invalid	с	USp Sp – Invalid Ele	ment FCC	öp oSp – Invalid Element	BUSp CCoSp – Invalid Elen	CoSp	BUSp
FORWARD SPIR	RAL SEQUENCE								
	Two forward spirals with n	o more than 4 step	s in between (not in	ncluding step into	o 2 nd spiral);	one spiral on each f	oot, unsupported position	n; on either inside or ou	utside edge.
Error	Skater includes additional I Sequence element.	Forward Spiral	Skater does not in Spiral Sequence e		Forward	Skater performs the two spirals.	5 or more steps in betwee	n The Forward Spira supported or back	l Sequence contains a wards spiral.
Penalty	Additional elements will be Invalid Element.	e marked as	No penalty.			The judges reduce level (i.e. from a G	e their assessment by one fold to a Silver).	The Forward Spira marked as Invalid	l Sequence element will b Element.



JUMPS										
	lered in orde	r of execution. I	f an extra	jump(s) is execute	d, only the individu	al jump that is not	t according to req	uirements will h	1	
WBP Restrictions	-	num of five elements		include at least ne Axel (1A)		double jumps. ination or repeated.	Maximum two ju	Imp combinations	combination.	mps must be in No jump include nan twice.
Error	Includes more elements.	e than five jump	A waltz ju	o not included. ump does NOT meet rement, must be 1A.	Repeated double jump.	Double jump included in combination.	Includes a jump sequence or result of error.	Includes third combination.	Repeated jump not in combination.	Jump included more than twice.
Penalty	marked as Inv jump is 6 th ele	ements will be valid. If only Axel ement, the last s will be Invalid.		executed element arked as Invalid.	The second repeated double jump is marked as Invalid.	Only the double jump is marked as Invalid.	Element marked +SEQ at error and 2 nd jump invalid	The first jump of the extra combo is counted and marked +REP.	Jump will be marked as +REP.	Jumps include more than twice will be Invalid.
Examples	1Lo+1Lo 2T 1Lz 1A+1T 1F 1S*	1Lo+1Lo 2T 1Lz 1F+1T 1S* 1A*	1S 1T 1F 1Lo+1Lo 1Lz*	1W 1S+1T 1F 1Lo+1Lo 1Lz *	25 1Lo+1Lo 2S* 1A 1Lz	1F 1A+1T 1S 2T* +1T 1Lz	1Lz +SEQ+1A* (done as +SEQ) 2T +SEQ+1T* (step out 1 st jump, execute 2 nd)	1A+1T 1Lo+1Lo 1F+ 1T*+REP	2S 1A 2T 1A+REP 1Lo+1T	1A 1Lo+1Lo 2S 1F+ 1Lo* 2T
SPINS				All spins	to be called to m	aximum Level B				
					ing spins; 2. Only 2 b on spin with a change					
WBP Restrictions			COMBIN/ difficult va	ATION SPIN riations, Change of for p or CCoSp			SII SII ing entry optional,	SPIN or CAMEL S	PIN No difficult varia	
	Minimum Re	quirements:		Penalty:		Minimum Requ	irements:	Penalty	:	
	Must have at	least 3 revs on on	e foot	No value		Must have at le	ast 3 revs	No valu	e	
	At least two o have at least	lifferent basic posi 2 revs each	tions must	No value			, there must be at lended basic position	east 2 No valu	e	
Limitations	Flying entry is	NOT permitted		Flying entry attem	npted – No value	Change of foot	is NOT permitted	Change	of foot attempte	d – No value
	Difficult varia	tions are NOT peri	nitted	Difficult variations	s attempted – No valu	Difficult variation	ons are NOT permit	ted Difficult	variations attem	pted – No value
Grade of Execution (GOE)	CoSp – Minim CCoSp – Mini	num 5 revs mum 3 revs on eac	ch foot	GOE reduction for revolutions"	"Less than required	Minimum 4 rev	S	GOE rec revoluti	luction for "Less to ons"	han required
SPIRAL SEQUEN	NCE			Spiral Seque	ence to be called t	o maximum Leve	B			
					r of steps, turns, hops ormed spirals shall be				must be unsupp	orted position.
Error		sition with knee ar one or both spiral		Spirals separated by jump or spin)	other elements (i.e.	Both spirals perfo	ormed on the same	foot Both spira	als in supported p	osition
Penalty	No value			No Value		No Value		No value		



elements. under under sequence or result of error. combination. with the same type of 20 rd jump. combination. with the same type of 20 rd jump. jump not in combination. more than twice. Penaty Additional elements will be marked as invalid. If only Axel jump is 6 th element, the last two still be invalidated, it will be marked as invalid. If the Axel is invalidated, it will be invalidated. It will be invalidated, it will be invalidated. It will be invalid. If invalid. If invalidated, it will be invalidated. It will	JUMPS											
Mestricition Must include at least one Must include at least one must include the least one Autor include more than five jump elements. No double jump attempted. Includes a jump elements. One combo must include to Loga as 2 ^m jump. Includes more than twice. Combination. No jump area one combo must include to Loga as 2 ^m jump. with the same one combo must include to gat 2 ^m jump. Combination. No jump area data sinced. Penalty Additional elements will be marked as invalid. If only Autor include more than twice. No double jump attempted. Includes a jump area data sinced. If the Autor interval sill count for WRP. Includes sinced. If the Autor interval sill count for WRP. The first jump of the extra combo signit Autor interval sill count for WRP. The first jump of the extra combo signit Autor interval sill count for WRP. The first jump of the extra combo signit Autor interval sill count for WRP. The first jump of the extra combo signit Autor interval sill count for WRP. No penalty. Marked as invalid. SPINS Ill sill out for its 's in its is 's in its in a treas on one foot in any change of foot. Set Vertice is 's in its 's in a treas on one foot in any change of foot. No value WRP Restrictions with A variations where 's ligh is awarded: 1. Set over/no dear visible jump in fying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 1 eves on one foot in any change of foot. No value WRP Restrictions spin; 4. Not restrictions are interval in the spin spin site i	Jumps are consid	dered in order of executi	on. If an ex	ktra jump(s) is	executed, o	only the indiv	idual	jump that is not	according to requ	irements will ha	ave no value.	
elements. sequence or result of error. combination. with the same result of error. combination. jump not in result of error. more than result of error. Penalty Additional elements will be marked as invalid. If only Arel jump is 0° element, the last will be marked as invalid. If in the Axel is invalidated, if will elements will be invalid. The last executed single jump is combo will. Repeated 2nt is counced and marked 4SEC at the exet is counced and marked 4SEC at the Axel is marked 4SEC at the Axel is counced and marked 4SEC at the Axel is counced and the Axel is counced at the Axel is counced and the Axel is counced at the Axel is counce							One co	ombo must includ	le Toe Loop as 2 nd ju	• *	combinati	on. No jump
marked as invalid. If only Avel elements will be invalid. will be marked as invalid. If is constrated will be extra combo is constrated will be invalid. included mon warked +REP. included mon be invalid. included mon warked +REP. included mon be invalid. included mon warked +REP. included mon warked +REP. <th>Error</th> <th></th> <th>mp No</th> <th>o double jump a</th> <th>attempted.</th> <th>sequence or</th> <th>, c</th> <th></th> <th>with the same</th> <th>combination</th> <th>jump not in</th> <th></th>	Error		mp No	o double jump a	attempted.	sequence or	, c		with the same	combination	jump not in	
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	Penalty	marked as Invalid. If only <i>i</i> jump is 6 th element, the la	Axel wi st two th	ill be marked as ne Axel is invalid	Invalid. If ated, it will	marked +SEC error and 2 nd) at t	he extra combo s counted and	jump from the combo will	No penalty.	marked as	included more than twice will
Four situations where "V" sign is awarded: 1. Step over/no clear visible jump in flying spins; 2. Only 2 basic positions in any spin combination; 3. Less than 3 revs on one foot in any change of foor. WBP Restrictions COMBINATION SPIN WITH CHANGE OF FOOT No flying entry. Difficult variations permitted e.g. CCoSp SIT SPIN or CAMEL SPIN Flying entry optional, No change of foot, No difficult variations e.g. SSp, FSSp or CSp, FCSp Minimum Requirements: Penalty: Minimum Requirements: Penalty: Must have at least 3 revs on one foot No value Must have at least 3 revs No value At least two different basic positions must have at least 2 revs each No value Must have at least 3 revs No value Itimitations Flying entry is NOT permitted Flying entry attempted – No value Change of foot is NOT permitted No value Grade of Execution (GOE) Minimum 3 revs on each foot GOE reduction for "Less than required revolutions" Minimum 4 revei Stap - A tleast two spirals connected by any number of steps, turns, hops, or other comparable moves: one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kitcke). The first two performed spirals shall be identified as the required spirals for the sequence. Stap - A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape).	Examples	2T 2T 1Lz 1Lz 1A+1T 1F+1T 1F 1S*	1F 1S 1L	F 1S S 1L Lo+1Lo 1L	+1T z o+1Lo	(done as +SE 2T +SEQ+1T* (step out 1 st jump, execute	Q) 1 1	lLo+1Lo	2F 2Lz+ 1T* 1A	2Lo+2T 2F 2S	1A 2T 1A+REP	1Lo+1Lo 2S 1F+ 1Lo*
spin; 4. Not reaching a basic position for at least 2 revs on one foot in a one position spin with a change of foot. Maximum of one "V" will be awarded. Multiple errors will be reflected in GOE. WBB Restrictions COMBINATION SPIN WITH CHANGE OF FOOT No flying entry. Difficult variations permitted e.g. CSop SIT SPIN or CAMEL SPIN Penalty: Minimum Requirements: Penalty: Minimum Requirements: Penalty: Must have at least 3 revs on one foot No value Must have at least 3 revs No value Limitation Flying entry is NOT permitted No value Construction for "Less than required – No value No value Grade of Execution (GOE) Minimum 3 revs on each foot, no emust be unsupported position. Of the spin of the s	SPINS				All spins to	be called to	maxi	imum Level B				
Restrictions No flying entry, Difficult variations permitted e.g. CCSp Flying entry optional, No change of foot, No difficult variations e.g. SSp, FSSp or CSp, FCSp Minimum Requirements: Penalty: e.g. SSp, FSSp or CSp, FCSp Must have at least 3 revs No value Must have at least 3 revs No value At least two different basic positions must have at least 2 revs each No value Must have at least 3 revs No value Difficult variations permitted Flying entry attempted – No value Of those 3 revs, there must be at least 2 revs in the intended basic position No value Grade of Execution (GOE) Minimum 3 revs on each foot foot Moximum Level B Difficult variations are NOT permitted Difficult variations attempted – No value SPIRAL OR STEP SPSq - At least two spirals connected by any number of steps, turns, hops, or other revolutions" StSq - A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape). First two performed spirals shall be identified as thre required spirals for the ealerd by on one or both spirals Spirals separated by or spin) Both spirals in supported position Both spirals in supported position Step sequence is not visible or identifiable (e.g. straight line, serpentine, circle, oval, or similar shape).	spin; 4. Not reachi	ng a basic position for at lea	ast 2 revs on	n one foot in a c	ne position s	• • •		•	of one "V" will be aw	arded. Multiple e	errors will be refl	• •
Must have at least 3 revs on one foot No value Must have at least 3 revs No value At least two different basic positions must have at least 2 revs each No value Of those 3 revs, there must be at least 2 revs in the intended basic position No value Limitations Flying entry is NOT permitted Flying entry attempted – No value Change of foot is NOT permitted Change of foot attempted – No value Difficult variations permitted Maximum Level B Difficult variations are NOT permitted Difficult variations attempted – No value GOE reduction for "Less than required revolutions" GOE reduction for "Less than required revolutions" Minimum 4 revs GOE reduction for "Less than required revolutions" SPIRAL OR STEP SPSq – At least two spirals connected by any number of steps, turns, hops, or other comparable movers; on e spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (e.g., straight line, serpentine, circle, oval, or similar shape). Error Sustained position with knee and foot below hip on one or both spirals Spirals separated by other elements (i.e. jump or spin) Both spirals performed or spirals for the sequence. Step sequence is not visible or identifiable		No fly	•		ns permitted			Flyin	• • • •	•		ions
At least two different basic positions must have at least 2 revs each No value Of those 3 revs, there must be at least 2 revs in the intended basic position No value Limitations must have at least 2 revs each Flying entry is NOT permitted Flying entry attempted – No value Change of foot is NOT permitted Change of foot attempted – No value Difficult variations permitted Maximum Level B Difficult variations are NOT permitted Difficult variations attempted – No value Grade of Execution (GOE) Minimum 3 revs on each foot GOE reduction for "Less than required revolutions" Minimum 4 revs GOE reduction for "Less than required revolutions" SPIRAL OR STEP SpSq – At least two spirals connected by any number of steps, turns, hops, or other comparable moves; on e spiral on each foot, one must be unsupported position. Positions must be sustaned (i.e. on the is be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape). Error Sustained position with knee and foot below hip on one or both spirals Spirals separated by other elements (i.e. jump or spin) Both spirals performed or supported position Both spirals in supported position Step sequence is not visible or identifiable		Minimum Requirements:		Penalty:				Minimum Requir	rements:	Penalty:		
must have at least 2 revs each revs in the intended basic position Limitations Flying entry is NOT permitted Flying entry attempted – No value Change of foot is NOT permitted Change of foot attempted – No value Difficult variations permitted Maximum Level B Difficult variations are NOT permitted Difficult variations attempted – No value Grade of Execution (GOE) Minimum 3 revs on each foot GOE reduction for "Less than required revolutions" Minimum 4 revs GOE reduction for "Less than required revolutions" SPIRAL OR STEP SPSq – At least two spirals connected by any number of steps, turns, hops, or other revolutions must be susported position. Positions must be susported position. Positions must be susported spirals for the required spirals in on eor obth spirals Spirals separated by other elements (i.e. jump other spirals on one or both spirals Both spirals performed on the same foot Step sequence is not visible or identifiable Step sequence is not visible or identifiable		Must have at least 3 revs of	on one foot	No value				Must have at leas	st 3 revs	No value		
Difficult variations permitted Maximum Level B Difficult variations are NOT permitted Difficult variations attempted – No value Grade of Execution (GOE) Minimum 3 revs on each foot GOE reduction for "Less than required revolutions" Difficult variations are NOT permitted Difficult variations attempted – No value SPIRAL OR STEP SEQUENCE All SpSq or StSq to be called to maximum Level B StSq – A sequence of steps and turns in a pattern across the ice. Mus be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape). Error Spirals position with knee and foot below hip on one or both spirals Spirals separated by other elements (i.e. jump or spin) Both spirals performed on the same foot Step sequence is not visible or identifiable			•	No value				,		t 2 No value		
Grade of Execution (GOE) Minimum 3 revs on each foot GOE reduction for "Less than required revolutions" Minimum 4 revs GOE reduction for "Less than required revolutions" SPIRAL OR STEP Seq - At least two spirals connected by any number of steps, turns, hops, or other comparable one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape). Error Sustained position with knee and foot below hip on one or both spirals Spirals separated by other elements (i.e. jump or spin) Both spirals performed on the same foot Both spirals in supported position Step sequence is not visible or identifiable	Limitations	Flying entry is NOT permit	ted	Flying en	try attempted	l – No value		Change of foot is	NOT permitted	Change o	f foot attempted	– No value
Execution (GOE) revolutions" revolutions" SPIRAL OR STEVE All SpSq or StSq to be called to maximum Level revolutions" SpSq – At least two spirals connected by any number of steps, turns, hops, or other comparable movers; one spiral on each foot, ore must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. Step sequence is not visible or identifiable and should use almost the full ice surface (i.e. not kicked). In the same foot on the		Difficult variations permit	ed	Maximur	n Level B			Difficult variation	ns are NOT permitted	Difficult v	variations attemp	ted – No value
SpSq – At least two spirals connected by any number of steps, turns, hops, or other comparable moves; one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. StSq – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape). Error Sustained position with knee and foot below hip on one or both spirals Spirals separated by other elements (i.e. jump or spin) Both spirals performed on the same foot Both spirals in supported position Step sequence is not visible or identifiable	Grade of Execution (GOE)	Minimum 3 revs on each f	oot			ss than require	d	Minimum 4 revs				an required
one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence. be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape). Error Sustained position with knee and foot below hip on one or both spirals Spirals separated by other elements (i.e. jump or spin) Both spirals performed on the same foot Both spirals in supported position Step sequence is not visible or identifiable	SPIRAL OR STE	P SEQUENCE		All S	pSq or StSo	q to be calle	d to n	maximum Level	l B			
knee and foot below hip on one or both spirals other elements (i.e. jump or spin) on the same foot supported position		one spiral on each foot, or	ne must be u	insupported po	sition. Positio	ns must be sus	tained	l (i.e. not kicked).	be visible and iden	tifiable and shoul	d use almost the	full ice surface
Penalty No value No Value No value No value	Error	knee and foot below hip	other elen					•	Step sequence is n	ot visible or ident	ifiable	
	Penalty	No value	No Value		No Value		No va	alue	No Value			



JUMPS									
Required Elements	One Axel (1A)	One Double Jump			(On		c Combination ne Single / Two Double	es)	-
Error	Wrong number of revs.	Wrong number of revs.	Two solo jump combo.	os, neither in	Wrong number of revs.		p may not be repeated ingle Axel and Solo Do	•	No second jump.
Penalty	No value	No value	Benefit to skat add +COMBO	ter where to	No value		p receives no value (in jump will not be count		Final GOE must be -5
Examples	1W* 2A*	2T+1T 1S* 1A	1A 2Lo +COMBO 2S <u>(fall on 2Lo)</u>	1A 2Lo 2S+COMBO	1Lz+ 1Lo* +COMBO	2Lo 1Lz+ 2Lo* 1A	2T+2Lo 1A 2T*	1A* +2T 1A 2Lo	1Lz+COMBO (GOE must be -5) 1A 2T

	All spins to be called to max	kimum Level B	
No flying entry, Difficu e.g. (l t variations permitted CCoSp	No change of foot, No death drop i e.g. FSS	• FLYING CAMEL SPIN i n FSSp, Difficult variations permitted ip or FCSp ear visible jump = "V"
Minimum Requirements:	Penalty:	Minimum Requirements:	Penalty:
Must have at least 3 revs on each foot	No value	Must have at least 3 revs	No value
At least two different basic positions must have at least 2 revs each	No value	Of those 3 revs, there must be at least 2 revs in the intended basic position	No value
Difficult variations are permitted	Maximum Level B	Difficult variations are permitted	Maximum Level B
Flying entry is NOT permitted	No value	Change of foot is NOT permitted	No value
Second change of foot is NOT permitted	No value	Death drop performed in Flying Sit	No value
Minimum 4 revs on each foot	GOE reduction for "Less than required revolutions"	Minimum 5 revs	GOE reduction for "Less than required revolutions"
	No flying entry, Difficu e.g. (Only 2 basic p Minimum Requirements: Must have at least 3 revs on each foot At least two different basic positions must have at least 2 revs each Difficult variations are permitted Flying entry is NOT permitted Second change of foot is NOT permitted	COMBINATION SPIN WITH CHANGE OF FOOT No flying entry, Difficult variations permitted e.g. CCoSp Only 2 basic positions = "V"Minimum Requirements:Penalty:Must have at least 3 revs on each footNo valueAt least two different basic positions must have at least 2 revs eachNo valueDifficult variations are permittedMaximum Level BFlying entry is NOT permittedNo valueSecond change of foot is NOT permittedNo valueMinimum 4 revs on each footGOE reduction for "Less than required	No flying entry, Difficult variations permitted No change of foot, No death drop in e.g. CoSp e.g. CoSp Only 2 basic voitions = "V" Stepping over/not of Stepping over/not over/stepping over/not over/stepping over/not over/stepping over/not over/stepping over/not over/stepping

STEP SEQUENC	E Step Sequence to be called to maximum Level B
	Step Sequence – A sequence of steps and turns in a pattern across the ice. Must be visible and identifiable and should use almost the full ice surface (e.g. straight line, serpentine, circle, oval, or similar shape).
Error	Step sequence is not visible or identifiable
Penalty	No Value



IUMPS								to requirement	nts will have	na valu	
lumps are consid	lered in order of e	execution.	f an extra jump(s) is ex	ecuted, only the inc	dividual j	ump that is not	according	to requirementer	into will have	no valu	e.
WBP Restrictions	Maximum of six ju Must include at le	•		east two different Jumps		um three jump co lay not contain m		•	• •	-	st be in combinatior I more than twice.
Error	Includes more than elements.	n six jump	Less than two differe attempted.	nt double jumps are		s more than 2 n the jump ation.	Includes fo combinatio	, ,	Repeated jun in combination	•	Jump included more than twice.
Penalty	Additional element marked as Invalid. I jump is 7 th element elements will be In	If only Axel t, the last tw	The last executed sing marked as Invalid. Th invalidations will equ missing attempted di the Axel is invalidated for WBP.	e number of al the number of fferent doubles. If	combin	d jump of the ation will be as Invalid.	The first ju extra coml and marke	bo is counted	Repeated jun be marked as		Jumps included more than twice will be marked as Invalid.
Examples	2T+1T 2 2Lz 1 1A+1T 1 1F 2	LLO+2LO 2T+1T LLz LF+1T 2LO L S*	1A 2T+1T 1F+2T 1S 1Lz+1L0 1Lz*	1S 1Lz 1F+1T 1F 1Lz+ 1Lo * 1A *	2S+1Lo-	+1Lo*	1A+1T 1Lo+2Lo 2S+2T 1Lz+ 2T*+R	EP	2S+1T 1A 2T 1A+ REP 2Lo 1Lz+1T		1A 2T+2T 2S 1F+ 2T* 1Lz 1F+1T
SPINS	1S* 1	LA*		Il spins to be called			cnin combin	ation: 2 Loss th	and rows on a	ana faat	in any change of fe
our situations wh	1S* 1 ere "V" sign is award ng a basic position fo COMBINATIO	ded: 1. Step or at least 2 ON SPIN WIT	over/no clear visible jum revs on one foot in a one H CHANGE OF FOOT d, Flying entry optional	p in flying spins; 2. On position spin with a c FLYIN No change of f	ly 2 basic hange of G SPIN IN oot, Diffic	positions in any foot. Maximum o I ONE POSITION cult variations pe	f one "V" wi	ill be awarded.	Multiple error SPIN OF A	s will be	e reflected in GOE.
our situations who pin; 4. Not reachin WBP	1S* 1 ere "V" sign is award ng a basic position fo COMBINATIO	ded: 1. Step or at least 2 DN SPIN WIT ons permitte e.g. (F)C	over/no clear visible jum revs on one foot in a one H CHANGE OF FOOT d, Flying entry optional	p in flying spins; 2. On position spin with a c FLYIN No change of f	Ily 2 basic hange of f G SPIN IN coot, Diffic FSSp, FCS	positions in any foot. Maximum o ONE POSITION	f one "V" wi	ill be awarded.	Multiple error SPIN OF A y optional, Dif	s will be	uRE rrations permitted
our situations who pin; 4. Not reachin WBP	1S* 1 ere "V" sign is award ng a basic position for COMBINATIO Difficult variatio	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)C ments:	over/no clear visible jum revs on one foot in a one H CHANGE OF FOOT d, Flying entry optional CoSp	p in flying spins; 2. On position spin with a c FLYIN No change of f e.g.	Ily 2 basic hange of G SPIN IN Foot, Diffic FSSp, FCS ments:	positions in any foot. Maximum o I ONE POSITION cult variations per Sp, FUSp, FLSp	f one "V" wi	ill be awarded. Flying entr	Multiple error SPIN OF A y optional, Dif quirements:	s will be NY NATI ficult va	e reflected in GOE. URE riations permitted ty:
our situations who pin; 4. Not reachin WBP	1S* 1 ere "V" sign is award ng a basic position for COMBINATIO Difficult variation Minimum Requirer Must have at least	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)C ments: 3 revs on ent basic	over/no clear visible jum revs on one foot in a one H CHANGE OF FOOT d, Flying entry optional CoSp Penalty:	p in flying spins; 2. On position spin with a c FLYIN No change of f e.g. Minimum Required	Ily 2 basic hange of f G SPIN IN Foot, Diffic FSSp, FCS ments: 3 revs ere must the	positions in any foot. Maximum o I ONE POSITION cult variations per Sp, FUSp, FLSp Penalty:	f one "V" wi	Flying entr Minimum Red All spin codes	Multiple error SPIN OF A y optional, Dif quirements:	s will be NY NATI ficult va Penalt	e reflected in GOE. URE riations permitted ty:
our situations who pin; 4. Not reachin WBP	1S* 1 ere "V" sign is award ag a basic position for COMBINATIO Difficult variation Minimum Requirer Must have at least one foot At least two differe positions must have	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)C ments: 3 revs on ent basic re at least	over/no clear visible jum revs on one foot in a one H CHANGE OF FOOT d, Flying entry optional CoSp Penalty: No value	p in flying spins; 2. On position spin with a c FLYIN No change of f e.g. Minimum Requires Must have at least Of those 3 revs, the be at least 2 revs in	Ily 2 basic hange of f G SPIN IN Foot, Diffic FSSp, FCS ments: 3 revs ere must the	positions in any foot. Maximum o I ONE POSITION cult variations per Sp, FUSp, FLSp Penalty: No value	f one "V" wi	Flying entr Minimum Red All spin codes	Multiple error SPIN OF A Ty optional, Dif quirements:	s will be NY NATI ficult va Penalt No val	e reflected in GOE. URE riations permitted ty:
our situations wh pin; 4. Not reachin WBP Restrictions	1S* 1 ere "V" sign is award a basic position for COMBINATIO Difficult variation Must have at least one foot At least two differe positions must have 2 revs each Difficult variations permitted Minimum 4 revs on	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)Cr ments: 3 revs on ent basic re at least n each	over/no clear visible jum revs on one foot in a one TH CHANGE OF FOOT d, Flying entry optional CoSp Penalty: No value No value	 p in flying spins; 2. On position spin with a c FLYIN No change of f e.g. Minimum Requirer Must have at least Of those 3 revs, the be at least 2 revs in intended basic posi Difficult variations permitted Minimum 4 revs 	Ily 2 basic hange of f G SPIN IN Foot, Diffic FSSp, FCS ments: 3 revs ere must the	positions in any foot. Maximum o I ONE POSITION cult variations per Sp, FUSp, FLSp Penalty: No value No value	of one "V" wi	Flying entr Flying entr Minimum Red All spin codes different Difficult varia	Multiple error SPIN OF A ry optional, Dif quirements: must be	s will be NY NATI ficult va Penalt No val Maxin	e reflected in GOE. URE riations permitted ty: lue num Level B eduction for "Less
our situations wh pin; 4. Not reachin WBP Restrictions Limitations Grade of	1S* 1 ere "V" sign is award a basic position for COMBINATIO Difficult variation Must have at least one foot At least two differe positions must have 2 revs each Difficult variations permitted Minimum 4 revs on foot	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)Cr ments: 3 revs on ent basic re at least n each	over/no clear visible jum revs on one foot in a one TH CHANGE OF FOOT d, Flying entry optional CoSp Penalty: No value No value Maximum Level B GOE reduction for "Less than required revolutions'	 p in flying spins; 2. On position spin with a c FLYIN No change of f e.g. Minimum Requirer Must have at least Of those 3 revs, the be at least 2 revs in intended basic posi Difficult variations permitted Minimum 4 revs 	Ily 2 basic hange of 1 G SPIN IN Foot, Diffic FSSp, FCS ments: 3 revs ere must a the ition	positions in any foot. Maximum of ONE POSITION cult variations per 5p, FUSp, FLSp Penalty: No value No value Maximum Level GOE reduction f than required re	ef one "V" wi	Flying entr Flying entr Minimum Red All spin codes different Difficult varia permitted	Multiple error SPIN OF A ry optional, Dif quirements: must be	s will be NY NATI ficult va Penalt No val Maxin	e reflected in GOE. URE riations permitted ty: lue num Level B eduction for "Less
our situations wh pin; 4. Not reachin WBP Restrictions Limitations Grade of execution (GOE)	1S* 1 ere "V" sign is aware ing a basic position for COMBINATIC Difficult variation Minimum Requirer Must have at least one foot At least two differe positions must have 2 revs each Difficult variations permitted Minimum 4 revs on foot C SEQUENCE ChSq – Sequence o	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)C ments: 3 revs on ent basic re at least n each	over/no clear visible jum revs on one foot in a one TH CHANGE OF FOOT d, Flying entry optional CoSp Penalty: No value No value Maximum Level B GOE reduction for "Less than required revolutions'	p in flying spins; 2. On position spin with a c FLYIN No change of f e.g. Minimum Required Must have at least Of those 3 revs, the be at least 2 revs in intended basic pos Difficult variations permitted Minimum 4 revs , aphic Sequence to b	Ily 2 basic hange of G SPIN IN foot, Diffic FSSp, FCS ments: 3 revs ere must the ition	positions in any foot. Maximum of ONE POSITION cult variations per Sp, FUSp, FLSp Penalty: No value No value Maximum Level GOE reduction f than required re to maximum Leve eagles, Ina Bauer	ef one "V" wi rmitted B For "Less evolutions" vel B s, etc. Patter	Flying entr Flying entr Minimum Red All spin codes different Difficult varia permitted Minimum 5 red	Multiple error SPIN OF A ry optional, Dif quirements: must be tions	s will be NY NATI ficult va Penalt No val Maxin GOE ro than ro	e reflected in GOE. URE riations permitted ty: lue num Level B eduction for "Less equired revolutions'
our situations wh pin; 4. Not reachin WBP Restrictions Limitations Grade of execution (GOE)	1S* 1 ere "V" sign is aware ing a basic position for COMBINATIC Difficult variation Minimum Requirer Must have at least one foot At least two differe positions must have 2 revs each Difficult variations permitted Minimum 4 revs on foot C SEQUENCE ChSq – Sequence o	ded: 1. Step or at least 2 ON SPIN WIT ons permitte e.g. (F)Co ments: 3 revs on ent basic re at least n each	over/no clear visible jum revs on one foot in a one TH CHANGE OF FOOT Id, Flying entry optional CoSp Penalty: No value No value Maximum Level B GOE reduction for "Less than required revolutions' Choreogr f movements like steps, tu	p in flying spins; 2. On position spin with a c FLYIN No change of f e.g. Minimum Required Must have at least Of those 3 revs, the be at least 2 revs in intended basic pos Difficult variations permitted Minimum 4 revs , aphic Sequence to b	Ily 2 basic hange of G SPIN IN foot, Diffic FSSp, FCS ments: 3 revs ere must the ition	positions in any foot. Maximum of ONE POSITION cult variations per Sp, FUSp, FLSp Penalty: No value No value Maximum Level GOE reduction f than required re to maximum Leve eagles, Ina Bauer	ef one "V" wi rmitted B For "Less evolutions" vel B s, etc. Patter	Flying entr Flying entr Minimum Red All spin codes different Difficult varia permitted Minimum 5 red	Multiple error SPIN OF A ry optional, Dif quirements: must be tions	s will be NY NATI ficult va Penalt No val Maxin GOE ro than ro	e reflected in GOE. URE riations permitted ty: lue num Level B eduction for "Less equired revolutions"



JUMPS										
Required Elements	One Axel (1A or 2A)	One Double Jur	np				•	Combination Doubles)		
Error	Wrong number of revs.	Wrong number of	revs.	Two solo jumps, r combination.	neither in	Wrong number of revs.	separate j	jump may not be r ump boxes. Single not be repeated.	epeated in two Axel and Solo Double	No second jump.
Penalty	No value	No value		Benefit to skater v +COMBO	where to add	No value		jump receives no v epeated jump will i	value (in a jump combo, not be counted)	Final GOE must be -5
Examples	1W*	2T+2T 1S* 1A		1A 2Lo +COMBO 2S (fall on 2Lo)	1A 2Lo 2S+COMBO	2Lz+ 1Lo *	2Lo 2Lz+ 2Lo* 1A	2T+2Lo 1A 2T*	1A* +2T 1A 2Lo	2Lz+COMBO (GOE must be -5) 1A 2T
SPINS				All spins to b	e called to ma	ximum Level	3			
Required Elements		MBINATION SPIN W flying entry, Difficu e.g. C Only 2 basic p	lt varia CoSp	ations permitted		<u>Cha</u>	nge of foot o	optional, No flying	<u>NE POSITION</u> ; entry, Difficult variation _Sp, (C)CSp, (C)SSp	ns permitted
	Minimum Requirement	s:	Pena	lty:		Minimum R	equirement	s:	Penalty:	
	Must have at least 3 rev	s on each foot	No va	alue		Must have a	it least 3 rev	s	No value	
	At least two different ba have at least 2 revs each		No va	lue		There must intended bas <u>change of fo</u>	sic position	on both feet if	No value	
Limitations	Difficult variations are p	ermitted	Maxii	mum Level 3		Difficult vari	ations are p	ermitted	Maximum Level 3	
	Flying entry is NOT perm	nitted	No va	alue		Flying entry	is NOT perm	nitted	No value	
	Second change of foot is	NOT permitted	No va	lue		Second char	nge of foot is	NOT permitted	No value	
Grade of Execution (GOE)	Minimum 5 revs on each	n foot		reduction for "Less utions"	than required	Minimum 6 Minimum 5/	•	0 ,	GOE reduction for "Le revolutions"	ss than required
STEP SEQUENC	E		ç	Step Sequence t	o be called to	maximum Le	evel 3			
Required Element	Step Sequence – A seque serpentine, circle, oval, o	•	rns in	a pattern across th	e ice. Must be vis	ible and identifi	able and sho	ould use almost the	e full ice surface (e.g. stra	ight line,
Error	Step sequence is not vis	ble or identifiable.								
Penalty	No Value									



					cuted, only the inc	-						
WBP Restrictions		six jump eleme at least one A		ude at lea: Double J	st three different lumps		um three jump co lay not contain m		-	• •	•	t be in combination more than twice.
Error	Includes more elements.	than six jump	Less than thr attempted.	ee differe	nt double jumps are		s more than two n the jump	Includes fo combinations sequence.		Repeated jum in combinatio		Jump included more than twice.
Penalty		alid. If only Axe ment, the last	el marked as In two invalidations missing atter	valid. The will equal npted diff	e jump will be number of the number of erent doubles. If it will still count	combin	d jump of the ation will be as Invalid.	-	Imp of the bo is counted ed +REP.	Repeated jum be marked as		Jumps included more than twice will be marked as Invalid.
Examples	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2L0 2S *	2Lz+2T 2F+2T 2S 2Lz 2S+2Lo 2Lo* 1A*	1A 2 T +1T 2 F +1T 1S 1Lz+1L0 1Lz *	1F 1Lz 1F+1T 1A* 2S+1Lo ³ 2S	1A 1S 1F+1T 1Lo * 1S*+1Lo* 1Lz*	2S+2Lo-	+1Lo*	1A+1T 2Lo+2Lo 2S+2T 1Lz+ 2T*+F	REP	2S+2T 1A 2T 1A +REP 2Lo 2Lz+2Lo		1A 2T+2T 2S 1F+ 2T* 2Lz 2F+2Lo
SPINS												
	ng a basic posit COMBIN	ion for at least NATION SPIN W	2 revs on one foot /ITH CHANGE OF FC	ible jump in a one p IOT		ly 2 basic hange of G SPIN IN	positions in any s foot. Maximum o ONE POSITION	f one "V" w			s will be	reflected in GOE.
pin; 4. Not reachi	ng a basic posit COMBIN	ion for at least IATION SPIN W riations permit	2 revs on one foot	ible jump in a one p IOT	in flying spins; 2. On osition spin with a cl FLYIN No change of f	ly 2 basic hange of f G SPIN IN oot, Diffic	positions in any s foot. Maximum o	f one "V" w	ill be awarded.	Multiple errors	s will be NY NATU	reflected in GOE.
pin; 4. Not reachiı WBP	ng a basic posit COMBIN	ion for at least NATION SPIN W riations permit e.g. (F)	2 revs on one foot VITH CHANGE OF FC tted, Flying entry op	ible jump in a one p IOT	in flying spins; 2. On osition spin with a cl FLYIN No change of f	ly 2 basic hange of f G SPIN IN oot, Diffic FSSp, FCS	positions in any s foot. Maximum o ONE POSITION cult variations per	f one "V" w	ill be awarded.	Multiple errors SPIN OF AN y optional, Diff	s will be NY NATU	reflected in GOE. JRE riations permitted
pin; 4. Not reachiı WBP	ng a basic posit COMBIN Difficult va	ion for at least NATION SPIN W riations permit e.g. (F Juirements:	2 revs on one foot /ITH CHANGE OF FC tted, Flying entry op /CCoSp	ible jump in a one p IOT	in flying spins; 2. On osition spin with a cl FLYIN No change of f e.g.	ly 2 basic hange of G SPIN IN oot, Diffic FSSp, FCS ments:	positions in any s foot. Maximum o I ONE POSITION cult variations per Sp, FUSp, FLSp	f one "V" w	ill be awarded. Flying entr	Multiple errors SPIN OF AI y optional, Diff quirements:	s will be NY NATU ficult var	reflected in GOE. JRE riations permitted y:
pin; 4. Not reachiı WBP	ng a basic posit COMBIN Difficult va Minimum Rec Must have at	ion for at least NATION SPIN W riations permit e.g. (F. puirements: least 3 revs ifferent basic t have at	2 revs on one foot VITH CHANGE OF FC tted, Flying entry op OCCOSp Penalty:	ible jump in a one p IOT	in flying spins; 2. On osition spin with a c FLYIN No change of f e.g. Minimum Require	ly 2 basic hange of f G SPIN IN oot, Diffic FSSp, FCS ments: 3 revs ere must the	positions in any s foot. Maximum o ONE POSITION cult variations per Sp, FUSp, FLSp Penalty:	f one "V" w	Ill be awarded. Flying entr Minimum Red All spin codes different Spin in one po	Multiple errors SPIN OF AN y optional, Diff quirements: must be ssition with t, no basic for	s will be NY NATU ficult var Penalty	reflected in GOE. JRE riations permitted y: ue
pin; 4. Not reachin WBP Restrictions Grade of	ng a basic posit COMBIN Difficult va Minimum Rec Must have at l on one foot At least two d positions mus	ion for at least NATION SPIN W riations permit e.g. (F juirements: least 3 revs ifferent basic t have at ch	2 revs on one foot VITH CHANGE OF FC tted, Flying entry op OCCoSp Penalty: No value	ible jump in a one p OT otional	in flying spins; 2. On osition spin with a cl FLYIN No change of f e.g. Minimum Required Must have at least Of those 3 revs, the be at least 2 revs in	ly 2 basic hange of f G SPIN IN oot, Diffic FSSp, FCS ments: 3 revs ere must the	positions in any s foot. Maximum o ONE POSITION cult variations per Sp, FUSp, FLSp Penalty: No value	f one "V" wi	Flying entr Flying entr Minimum Red All spin codes different Spin in one po change of foo	Multiple errors SPIN OF AN y optional, Diff quirements: must be sition with t, no basic for on one foot	s will be NY NATU ficult var Penalt No valu "V" aw GOE re	reflected in GOE. URE riations permitted y: ue varded eduction for "Less
pin; 4. Not reachin WBP Restrictions Grade of xecution (GOE)	Minimum Rec Must have at l on one foot At least two d positions muss least 2 revs ea Minimum 5 re foot	ion for at least NATION SPIN W riations permit e.g. (F) puirements: least 3 revs ifferent basic t have at ch vs on each	2 revs on one foot /ITH CHANGE OF FC tted, Flying entry op OCCoSp Penalty: No value No value GOE reduction for than required revo	ible jump in a one p OT otional	in flying spins; 2. On osition spin with a cl FLYIN No change of f e.g. Minimum Required Must have at least Of those 3 revs, the be at least 2 revs in intended basic posi	ly 2 basic hange of 1 G SPIN IN oot, Diffic FSSp, FCS ments: 3 revs 3 revs ere must the the tion	positions in any s foot. Maximum o ONE POSITION cult variations per 5p, FUSp, FLSp Penalty: No value No value GOE reduction for than required re	f one "V" wi rmitted or "Less evolutions"	Ill be awarded. Flying entr Minimum Red All spin codes different Spin in one po change of foo at least 3 revs	Multiple errors SPIN OF AN y optional, Diff quirements: must be sition with t, no basic for on one foot	s will be NY NATU ficult var Penalt No valu "V" aw GOE re	reflected in GOE. URE riations permitted y: ue varded
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-							jump that is not according			
WBP Restrictions		of <u>seven</u> jump nents. It least one A	Must incl	ude at least	four different	Double Jumps	Maximum 3 jump combir or sequences. One jump combo may have			s must be in combination. uded more than twice.
Error	Includes more t elements.	han <u>seven</u> jui	np Less than attempted		t double jumps	s are	Includes fourth jump combin sequence.	ation or	Repeated jump no combination	t in Jump included more than twice.
Penalty	Additional elem marked as Inval jump is 8 th elem elements will be	id. If only Axe ent, the last	l Invalid. Th wo number o	e number of f missing atte	e jump will be invalidations v mpted differe d, it will still co	will equal the nt doubles.	The first jump of the extra co counted and marked +REP.	ombo is	Repeated jump wi marked as +REP.	l be Jumps included mor than twice will be marked as Invalid.
Examples	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2Lo 2Lo 2S*	2Lz+2T 2F+2T 2S 2Lz 2S+2L0 1S 2Lo* 2A*	1A 2F 1F+2T 1Lo 1S+1Lo 1Lz* 2Lo	1Lz 1Lo 2F 2S< 1F 2F+1T* 1A*	1A 1S 1F 1F+1T* 2Lo+1Lo* 2Lo 1Lz*	1A 1F 1S 1F+1T 1Lo* 1S*+1Lo* 1Lz*	1A+1Eu+2S 2Lo+2Lo 2S+2T 1Lz+ 2T*+REP		2S+2T 1A 2T 1A+ REP 2Lo 2Lz+2Lo	1A 2T+2T 2S 1F+ 2T* 2Lz 2F+2Lo
our situations wh				visible jump	in flying spins	; 2. Only 2 basic	imum Level 4 c positions in any spin combin			
our situations wh	ng a basic positio COMBINA	n for at least TION SPIN W ations permit	2 revs on one fo /ITH CHANGE OF ted, Flying entry	visible jump oot in a one p FOOT	in flying spins position spin w F	; 2. Only 2 basic rith a change of LYING CAMEL O ge of foot, Diffi	c positions in any spin combin foot. Maximum of one "V" wi PR FLYING SIT SPIN cult variations permitted	ill be awar	ded. Multiple errors SPIN OF AI	will be reflected in GOE.
our situations wh pin; 4. Not reachiı WBP	ng a basic positio COMBINA	n for at least TION SPIN W ations permit e.g. (F)	2 revs on one fo /ITH CHANGE OF ted, Flying entry	visible jump oot in a one p FOOT	in flying spins position spin w F No chan	; 2. Only 2 basic rith a change of LYING CAMEL O ge of foot, Diffi	c positions in any spin combin foot. Maximum of one "V" wi DR FLYING SIT SPIN	ill be awar Flying	ded. Multiple errors SPIN OF AI	will be reflected in GOE.
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