

JUMPS							
Maximum Five Required (5) Jump Elements							
Required Jump Elements	Single Salchow	Single Toe Loop	Single Loop	Single Flip OR Single Lutz	Waltz Jump + Single Toe Loop Combination		
STAR 2 WBP Restrictions	Count all required jump elements that have been completed, <b>regardless of the order of execution</b>						
Error	Includes more than five jump elements.	Required jump element is repeated.	Incorrect element is included.	Second jump combination included.	Single Axel or Double Jump included.	Jump sequence included.	Less than required five jump elements.
Penalty	Additional elements will be marked as Invalid Element.	The second executed element will be marked as Invalid Element.	Incorrect element is marked as Invalid Element.	The element not meeting the requirements is marked as Invalid Element.	Single Axel or Double Jump is marked as Invalid Element.	The sequence is marked as Invalid Element.	No penalty.
Examples	1Lo 1T 1Lz 1W+1T <b>1F – Invalid Element</b> 1S	1S 1T 1F 1W+1T <b>1S – Invalid Element</b>	1S 1T <b>1W – Invalid Element</b> 1F 1Lo	1F 1W+1T 1T <b>1Lo+1Lo – Invalid Element</b> 1S	1S <b>1A – Invalid Element</b> 1Lz 1W+1T 1T	<b>1W+1T – Invalid Element</b> (executed as +SEQ) 1Lo 1S 1F 1T	1Lo 1S 1T 1F

SPINS						
Maximum Two (2) Spin Elements						
Required Spin Elements	BACKWARD UPRIGHT SPIN e.g. BUSp			SIT SPIN or CAMEL SPIN e.g. SSp or CSp		
STAR 2 WBP Restrictions	<b>Consider the first executed spin:</b> 1. Check for BUSp 2. If no BUSp, check for CSp or SSp 3. If spin does not meet either criteria, spin element is marked as Invalid Element			<b>Consider the second executed spin:</b> 1. Check for BUSp 2. If no BUSp, check for CSp or SSp 3. If spin does not meet either criteria, spin element is marked as Invalid Element		
Error	Skater includes more than two spin elements.	Skater repeats a required spin element (i.e. same code).	Skater includes an incorrect spin element within program	Skater includes a spin element with a flying entry, difficult variations or a backward entry.	Skater includes less than the required spin elements	
Penalty	Any additional spin elements will be marked as Invalid Element.	The second executed element will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.	No penalty.	
Examples	BUSp CSp <b>FUSp – Invalid Element</b>	SSp BUSp <b>BUSp – Invalid Element</b>	BUSp <b>CoSp – Invalid Element</b>	BUSp <b>FCSp – Invalid Element</b>	BUSp	

FORWARD SPIRAL SEQUENCE & FORWARD TURN SEQUENCE						
Required Elements	<b>Forward Spiral Sequence</b> – Two forward spirals with no more than 8 steps in between (not including step into 2 <sup>nd</sup> spiral); one spiral on each foot, unsupported position; on either inside or outside edge.			<b>Forward Turn Sequence</b> – Forward Outside Three-Turn + Backward Crosscut + Backward Inside Choctaw (i.e. step forward); executed four times.		
Error	Skater includes additional Turn Sequence or Forward Spiral Sequence element.	Skater includes less than the required Turn Sequence or Spiral Sequence element.	Skater performs 9 or more steps in between the two spirals.	Forward Spiral Sequence contains a supported or backwards spiral.	Skater performs less than 4 executions of forward turn sequence.	
Penalty	Additional elements will be marked as Invalid Element.	No penalty.	Judges reduce assessment by one level (i.e. from a Gold to a Silver).	Forward Spiral Sequence will be marked as an Invalid Element.	Judges reduce assessment by one level (i.e. from a Gold to a Silver).	

<b>JUMPS</b>									
<b>STAR 3 WBP Restrictions</b>	<b>Maximum of five jump elements. Must include at least one Axel type jump.</b>		<b>Must include five different types of single jumps.</b>	<b>No Double Jumps permitted</b>	<b>Maximum two jump combinations. One jump combination must be 1Lo+1Lo.</b>			<b>Repeated jumps must be in combination. No jump included more than twice.</b>	
Error	Includes more than five jump elements.	Waltz Jump or Single Axel jump not included.	Less than five different types of jump are included.	Double jump included.	Jump sequence included; planned or result of jump error (i.e. fall and execute 2 <sup>nd</sup> jump)		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 <sup>th</sup> 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 Invalid Element. Waltz and Axel are considered same type.	Jump element is marked as Invalid Element.	The sequence is marked as Invalid Element. If skater falls on first jump and executes 2 <sup>nd</sup> jump, the 2 <sup>nd</sup> jump is ignored.		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	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 <sup>nd</sup> jump) 1S	1A+1T 1F+1T** 1Lo+1Lo	1A 1S+1T 1A* 1Lo+1Lo 1F <i>*Reduce element assessment one level</i>	1A 1F+1Lo** 1S 1Lo+1Lo 1T
Elements noted with ** in examples are to be marked as "Invalid Element" on Judging Sheets.									

<b>SPINS</b>							
<b>Maximum Two (2) Spin Elements</b>							
<b>Required Spin Elements</b>	<b>BACKWARD UPRIGHT SPIN</b> e.g. BUSp			<b>COMBINATION SPIN</b> <b>Must include at least one camel and one sit position</b> <b>Forward Entry Only, Change of Foot Optional, No Difficult Variations</b> e.g. CoSp or CCoSp			
STAR 3 WBP Restrictions	<b>Consider the first executed spin:</b> 1. Check for BUSp 2. If no BUSp, check for CoSp or CCoSp 3. If spin does not meet either criteria, spin element is marked as Invalid Element			<b>Consider the second executed spin:</b> 1. Check for BUSp 2. If no BUSp, check for CoSp or CCoSp 3. If spin does not meet either criteria, spin element is marked as Invalid Element			
Error	Skater includes more than two spin elements.	Skater repeats a required spin element (i.e. same code).	Skater includes an incorrect spin element within program.	Skater includes a flying entry, difficult variations or a backward entry.	CCoSp is missing either the camel or sit position, or skater changes feet twice.	Less than 3 revs on one foot in CCoSp.	Skater includes less than the required spin elements
Penalty	Any additional spin elements will be marked as Invalid Element.	The second executed element with same code will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.	The spin element will be marked as Invalid Element.	The element will be marked as Invalid Element.	Foot with less than 3 revs is ignored	No penalty.
Examples	BUSp CoSp FUSp – Invalid Element	CCoSp BUSp BUSp – Invalid Element	BUSp CSp – Invalid Element	BUSp FCCoSp – Invalid Element	BUSp CCoSp – Invalid Element	CoSp	BUSp

<b>FORWARD SPIRAL SEQUENCE</b>				
Two forward spirals with no more than 4 steps in between (not including step into 2 <sup>nd</sup> spiral); one spiral on each foot, unsupported position; on either inside or outside edge.				
Error	Skater includes additional Forward Spiral Sequence element.	Skater does not include required Forward Spiral Sequence element.	Skater performs 5 or more steps in between the two spirals.	The Forward Spiral Sequence contains a supported or backwards spiral.
Penalty	Additional elements will be marked as Invalid Element.	No penalty.	The judges reduce their assessment by one level (i.e. from a Gold to a Silver).	The Forward Spiral Sequence element will be marked as Invalid Element.

BONUS: Each 1A (maximum 2)										
JUMPS										
STAR 4 WBP Restrictions	Maximum of five jump elements. Must include at least one Axel (1A).		Must include five different types of single jumps.	No Double Jumps permitted	Maximum two jump combinations. One jump combination must be 1Lo+1Lo.			Repeated jumps must be in combination. No jump included more than twice.		
<b>Error</b>	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.	Jump sequence included; planned or result of jump error (i.e. fall and execute 2 <sup>nd</sup> jump)		Includes third combination.	Repeated jump not in combination.	Jump included more than twice.	
<b>Penalty</b>	Extra jump elements will be marked as Invalid Element. If only Axel type jump is 6 <sup>th</sup> 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 Invalid Element. Waltz and Axel are considered same type.	Jump element is marked as Invalid Element.	The sequence is marked as Invalid Element. If skater falls on first jump and executes 2 <sup>nd</sup> jump, the 2 <sup>nd</sup> jump is ignored.		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.	
<b>Examples</b> <small>Elements noted with ** in examples are to be marked as "Invalid Element" on Judging Sheets.</small>	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) 1Lz 1A 1Lo+1Lo 1W 1F 1T		1Lz 1A 1Lo+1Lo 1F (fall, ignore 2 <sup>nd</sup> jump) 1S	1A+1T 1F+1T** 1Lo+1Lo	1A 1S+1T 1A* 1Lo+1Lo 1F <i>*Reduce element assessment one level</i>	1A 1F+1Lo** 1S 1Lo+1Lo 1T

SPINS							
Maximum Two (2) Spin Elements							
Required Spin Elements	BACKWARD UPRIGHT SPIN e.g. BUSp			COMBINATION SPIN Must include at least one camel and one sit position Forward Entry Only, Change of Foot Optional, No Difficult Variations e.g. CoSp or CCoSp			
<b>STAR 4 WBP Restrictions</b>	<b>Consider the first executed spin:</b> 4. Check for BUSp 5. If no BUSp, check for CoSp or CCoSp 6. If spin does not meet either criteria, spin element is marked as Invalid Element			<b>Consider the second executed spin:</b> 4. Check for BUSp 5. If no BUSp, check for CoSp or CCoSp 6. If spin does not meet either criteria, spin element is marked as Invalid Element			
<b>Error</b>	Skater includes more than two spin elements.	Skater repeats a required spin element (i.e. same code).	Skater includes an incorrect spin element within program.	Skater includes a flying entry, difficult variations or a backward entry.	CCoSp is missing either the camel or sit position, or skater changes feet twice.	Less than 3 revs on one foot in CCoSp.	Skater includes less than the required spin elements
<b>Penalty</b>	Any additional spin elements will be marked as Invalid Element.	The second executed element with same code will be marked as Invalid Element.	The incorrect element will be marked as Invalid Element.	The spin element will be marked as Invalid Element.	The element will be marked as Invalid Element.	Foot with less than 3 revs is ignored	No penalty.
<b>Examples</b>	BUSp CoSp FUSp – Invalid Element	CCoSp BUSp BUSp – Invalid Element	BUSp CSp – Invalid Element	BUSp FCCoSp – Invalid Element	BUSp CCoSp – Invalid Element	CoSp	BUSp

FORWARD SPIRAL SEQUENCE				
Two forward spirals with no more than 4 steps in between (not including step into 2 <sup>nd</sup> spiral); one spiral on each foot, unsupported position; on either inside or outside edge.				
<b>Error</b>	Skater includes additional Forward Spiral Sequence element.	Skater does not include required Forward Spiral Sequence element.	Skater performs 5 or more steps in between the two spirals.	The Forward Spiral Sequence contains a supported or backwards spiral.
<b>Penalty</b>	Additional elements will be marked as Invalid Element.	No penalty.	The judges reduce their assessment by one level (i.e. from a Gold to a Silver).	The Forward Spiral Sequence element will be marked as Invalid Element.

<b>JUMPS</b>										
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.										
WBP Restrictions	Maximum of five jump elements	Must include at least one Axel (1A)		Maximum two double jumps. Cannot be in combination or repeated.		Maximum two jump combinations		Repeated jumps must be in combination. No jump included more than twice.		
<b>Error</b>	Includes more than five jump elements.	Axel jump not included. A waltz jump does NOT meet the requirement, 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.	
<b>Penalty</b>	Additional elements will be marked as Invalid. If only Axel jump is 6 <sup>th</sup> element, the last two elements will be Invalid.	The last executed element will be marked 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 <sup>nd</sup> jump invalid	The first jump of the extra combo is counted and marked +REP.	Jump will be marked as +REP.	Jumps included more than twice will be Invalid.	
<b>Examples</b>	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*	2S 1Lo+1Lo 2S* 1A 1Lz	1F 1A+1T 1S 2T*+1T 1Lz	1Lz+SEQ+1A* (done as +SEQ)  2T+SEQ+1T* (step out 1 <sup>st</sup> jump, execute 2 <sup>nd</sup> )	1A+1T 1Lo+1Lo 1F+1T*+REP	2S 1A 2T 1A+REP 1Lo+1T	1A 1Lo+1Lo 2S 1F+1Lo* 2T

<b>SPINS</b>					
All spins to be called to maximum Level B					
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 foot 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.					
WBP Restrictions	COMBINATION SPIN No flying entry, No difficult variations, Change of foot optional e.g. CoSp or CCoSp			SIT SPIN or CAMEL SPIN Flying entry optional, No change of foot, No difficult variations e.g. SSp, FSSp or CSp, FCSp	
	<b>Minimum Requirements:</b>	<b>Penalty:</b>		<b>Minimum Requirements:</b>	<b>Penalty:</b>
	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
<b>Limitations</b>	Flying entry is NOT permitted	Flying entry attempted – No value		Change of foot is NOT permitted	Change of foot attempted – No value
	Difficult variations are NOT permitted	Difficult variations attempted – No value		Difficult variations are NOT permitted	Difficult variations attempted – No value
<b>Grade of Execution (GOE)</b>	CoSp – Minimum 5 revs CCoSp – Minimum 3 revs on each foot	GOE reduction for "Less than required revolutions"		Minimum 4 revs	GOE reduction for "Less than required revolutions"

<b>SPIRAL SEQUENCE</b>				
Spiral Sequence to be called to maximum Level B				
Spiral Sequence – 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.				
<b>Error</b>	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
<b>Penalty</b>	No value	No Value	No Value	No value

\*All falls, both during and between elements will be identified and have a value.

<b>JUMPS</b>										
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.										
WBP Restrictions	Maximum of five jump elements. Must include at least one Axel.	Must include at least one Double Jump	Maximum two jump combinations. One combo must include Toe Loop as 2 <sup>nd</sup> jump, and one combo must include Loop as 2 <sup>nd</sup> jump.				Repeated jumps must be in combination. No jump included more than twice.			
<b>Error</b>	Includes more than five jump elements.	No double jump attempted.	Includes a jump sequence or result of error.	Includes third combination.	Both jump combos with the same type of 2 <sup>nd</sup> jump.	Only one jump combination executed.	Repeated jump not in combination.	Jump included more than twice.		
<b>Penalty</b>	Additional elements will be marked as Invalid. If only Axel jump is 6 <sup>th</sup> element, the last two elements will be Invalid.	The last executed single jump will be marked as Invalid. If the Axel is invalidated, it will still count for WBP.	Element marked +SEQ at error and 2 <sup>nd</sup> jump invalid	The first jump of the extra combo is counted and marked +REP.	Repeated 2nd jump from the combo will receive no value.	No penalty.	Jump will be marked as +REP.	Jumps included more than twice will be Invalid.		
<b>Examples</b>	1Lo+1Lo 2T 1Lz 1A+1T 1F 1S*	1Lo+1Lo 2T 1Lz 1F+1T 1S* 1A*	1A 1F 1S 1Lo+1Lo 1Lz+1T*	1F 1S+1T 1Lz 1Lo+1Lo 1A*	1Lz+SEQ+1A* (done as +SEQ) 2T+SEQ+1T* (step out 1 <sup>st</sup> jump, execute 2 <sup>nd</sup> )	1A+1T 1Lo+1Lo 1F+1T*+REP	2Lo+2T 2F 2Lz+1T* 1A 2S	1A 2Lo+2T 2F 2S 1F	2S+1T 1A 2T 1A+REP 1Lo	1A 1Lo+1Lo 2S 1F+1Lo* 2T

<b>SPINS</b>					
All spins to be called to maximum Level B					
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 foot 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.					
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		
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>	
	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	
<b>Limitations</b>	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	
<b>Grade of Execution (GOE)</b>	Minimum 3 revs on each foot	GOE reduction for "Less than required revolutions"	Minimum 4 revs	GOE reduction for "Less than required revolutions"	

<b>SPIRAL OR STEP SEQUENCE</b>						
All SpSq or StSq to be called to maximum Level B						
	<b>SpSq</b> – 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.			<b>StSq</b> – 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).		
<b>Error</b>	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	
<b>Penalty</b>	No value	No Value	No Value	No value	No Value	

\*All falls, both during and between elements will be identified and have a value.

JUMPS									
Required Elements	One Axel (1A)	One Double Jump	One Jump Combination (One Double and One Single / Two Doubles)						
<b>Error</b>	Wrong number of revs.	Wrong number of revs.	Two solo jumps, neither in combo.	Wrong number of revs.	The same jump may not be repeated in two separate jump boxes. Single Axel and Solo Double Jump may not be repeated.			No second jump.	
<b>Penalty</b>	No value	No value	Benefit to skater where to add +COMBO	No value	Repeated jump receives no value (in a jump combo, only the repeated jump will not be counted)			Final GOE must be -5	
<b>Examples</b>	1W*  2A*	2T+1T 1S* 1A	1A 2Lo+COMBO 2S (fall on 2Lo)	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

SPINS						All spins to be called to maximum Level B			
Required Elements	COMBINATION SPIN WITH CHANGE OF FOOT No flying entry, Difficult variations permitted e.g. CCoSp Only 2 basic positions = "V"			FLYING SIT SPIN or FLYING CAMEL SPIN No change of foot, <del>No death drop in FSSp</del> , Difficult variations permitted e.g. FSSp or FCSp Stepping over/no clear 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				
<b>Limitations</b>	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		<del>Death drop performed in Flying Sit</del>	No value				
<b>Grade of Execution (GOE)</b>	Minimum 4 revs on each foot	GOE reduction for "Less than required revolutions"		Minimum 5 revs	GOE reduction for "Less than required revolutions"				

STEP SEQUENCE		Step Sequence to be called to maximum Level B
<b>Required Element</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).	
<b>Error</b>	Step sequence is not visible or identifiable	
<b>Penalty</b>	No Value	

\*All falls, both during and between elements will be identified and have a value.

<b>JUMPS</b>								
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.								
WBP Restrictions	Maximum of six jump elements. Must include at least one Axel.		Must include at least two different Double Jumps		Maximum three jump combinations or sequences. May not contain more than two jumps.		Repeated jumps must be in combination. No jump included more than twice.	
<b>Error</b>	Includes more than six jump elements.		Less than two different double jumps are attempted.		Includes more than 2 jumps in the jump combination.		Includes fourth jump combination. Repeated jump not in combination. Jump included more than twice.	
<b>Penalty</b>	Additional elements will be marked as Invalid. If only Axel jump is 7 <sup>th</sup> element, the last two elements will be Invalid.		The last executed single jump will be marked as Invalid. The number of invalidations will equal the number of missing attempted different doubles. If the Axel is invalidated, it will still count for WBP.		The third jump of the combination will be marked as Invalid.		The first jump of the extra combo is counted and marked +REP. Repeated jump will be marked as +REP. Jumps included more than twice will be marked as Invalid.	
<b>Examples</b>	1Lo+2Lo 2T+1T 2Lz 1A+1T 1F 2S 1S*	1Lo+2Lo 2T+1T 1Lz 1F+1T 2Lo 1S* 1A*	1A 2T+1T 1F+2T 1S 1Lz+1Lo 1Lz*	1S 1Lz 1F+1T 1F 1Lz+1Lo* 1A*	2S+1Lo+1Lo*	1A+1T 1Lo+2Lo 2S+2T 1Lz+2T*+REP	2S+1T 1A 2T 1A+REP 2Lo 1Lz+1T	1A 2T+2T 2S 1F+2T* 1Lz 1F+1T
<b>SPINS</b>								
All spins to be called to maximum Level B								
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 foot 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.								
WBP Restrictions	COMBINATION SPIN WITH CHANGE OF FOOT Difficult variations permitted, Flying entry optional e.g. (F)CCoSp		FLYING SPIN IN ONE POSITION No change of foot, Difficult variations permitted e.g. FSSp, FCSp, FUSp, FLSp		SPIN OF ANY NATURE Flying entry optional, Difficult variations permitted			
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>		
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	All spin codes must be different	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				
<b>Limitations</b>	Difficult variations permitted	Maximum Level B	Difficult variations permitted	Maximum Level B	Difficult variations permitted	Maximum Level B		
<b>Grade of Execution (GOE)</b>	Minimum 4 revs on each foot	GOE reduction for "Less than required revolutions"	Minimum 4 revs	GOE reduction for "Less than required revolutions"	Minimum 5 revs	GOE reduction for "Less than required revolutions"		
<b>CHOREOGRAPHIC SEQUENCE</b>								
Choreographic Sequence to be called to maximum Level B								
	<b>ChSq</b> – Sequence of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with first skating movement and concludes with preparation to next element (if not last element of program).							
	<b>Minimum Requirements:</b>			<b>Penalty:</b>				
	Sequence must be clearly visible			No value				

\*All falls, both during and between elements will be identified and have a value.

<b>JUMPS</b>									
Required Elements	One Axel (1A or 2A)	One Double Jump	One Jump Combination (Two Doubles)						
<b>Error</b>	Wrong number of revs.	Wrong number of revs.	Two solo jumps, neither in combination.		Wrong number of revs.	The same jump may not be repeated in two separate jump boxes. Single Axel and Solo Double Jump may not be repeated.			No second jump.
<b>Penalty</b>	No value	No value	Benefit to skater where to add +COMBO		No value	Repeated jump receives no value (in a jump combo, only the repeated jump will not be counted)			Final GOE must be -5
<b>Examples</b>	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

<b>SPINS</b> All spins to be called to maximum Level 3					
Required Elements	COMBINATION SPIN WITH CHANGE OF FOOT No flying entry, Difficult variations permitted e.g. CCoSp Only 2 basic positions = "V"			SPIN IN ONE POSITION Change of foot optional, No flying entry, Difficult variations permitted e.g. (C)USp, (C)LSp, (C)CSp, (C)SSp	
	<b>Minimum Requirements:</b>	<b>Penalty:</b>		<b>Minimum Requirements:</b>	<b>Penalty:</b>
	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		There must be at least 2 revs in the intended basic position ( <u>on both feet if change of foot is included</u> )	No value
<b>Limitations</b>	Difficult variations are permitted	Maximum Level 3		Difficult variations are permitted	Maximum Level 3
	Flying entry is NOT permitted	No value		Flying entry is NOT permitted	No value
	Second change of foot is NOT permitted	No value		<u>Second change of foot is NOT permitted</u>	No value
<b>Grade of Execution (GOE)</b>	Minimum 5 revs on each foot	GOE reduction for "Less than required revolutions"		Minimum 6 revs (no change of foot) Minimum 5/5 revs (change of foot)	GOE reduction for "Less than required revolutions"

<b>STEP SEQUENCE</b> Step Sequence to be called to maximum Level 3	
<b>Required Element</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).
<b>Error</b>	Step sequence is not visible or identifiable.
<b>Penalty</b>	No Value

\*All falls, both during and between elements will be identified and have a value.



<b>JUMPS</b>									
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.									
WBP Restrictions	Maximum of six jump elements. Must include at least one Axel.	Must include at least three different Double Jumps			Maximum three jump combinations or sequences. May not contain more than two jumps.	Repeated jumps must be in combination. No jump included more than twice.			
<b>Error</b>	Includes more than six jump elements.	Less than three different double jumps are attempted.			Includes more than two jumps in the jump combo.	Includes fourth jump combination or sequence.	Repeated jump not in combination.	Jump included more than twice.	
<b>Penalty</b>	Additional elements will be marked as Invalid. If only Axel jump is 7 <sup>th</sup> element, the last two elements will be Invalid.	The last executed single jump will be marked as Invalid. The number of invalidations will equal the number of missing attempted different doubles. If the Axel is invalidated, it will still count for WBP.			The third jump of the combination will be marked as Invalid.	The first jump of the extra combo is counted and marked +REP.	Repeated jump will be marked as +REP.	Jumps included more than twice will be marked as Invalid.	
<b>Examples</b>	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2Lo 2S*	2Lz+2T 2F+2T 2S 2Lz 2S+2Lo 2Lo* 1A*	1A 2T+1T 2F+1T 1S 1Lz+1Lo 1Lz*	1F 1Lz 1F+1T 1A* 2S+1Lo* 2S	1A 1S 1F+1T 1Lo 1S*+1Lo* 1Lz*	2S+2Lo+1Lo*      	1A+1T 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

<b>SPINS</b>						
All spins to be called to maximum Level 4						
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 foot 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.						
WBP Restrictions	COMBINATION SPIN WITH CHANGE OF FOOT Difficult variations permitted, Flying entry optional e.g. (F)CCoSp		FLYING SPIN IN ONE POSITION No change of foot, Difficult variations permitted e.g. FSSp, FCSp, FUSp, FLSp		SPIN OF ANY NATURE Flying entry optional, Difficult variations permitted	
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	All spin codes must be different	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	Spin in one position with change of foot, no basic for at least 3 revs on one foot	"V" awarded
<b>Grade of Execution (GOE)</b>	Minimum 5 revs on each foot	GOE reduction for "Less than required revolutions"	Minimum 5 revs	GOE reduction for "Less than required revolutions"	Minimum 5 revs	GOE reduction for "Less than required revolutions"

<b>CHOREOGRAPHIC SEQUENCE</b>	
Choreographic Sequence to be called to maximum Level B	
	<b>ChSq</b> – Sequence of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, etc. Pattern is unrestricted but sequence must be clearly visible. Sequence commences with first skating movement and concludes with preparation to next element (if not last element of program).
	<b>Minimum Requirements:</b>
	Sequence must be clearly visible
	<b>Penalty:</b>
	No value

\*All falls, both during and between elements will be identified and have a value.

<b>JUMPS</b>										
Jumps are considered in order of execution. If an extra jump(s) is executed, only the individual jump that is not according to requirements will have no value.										
WBP Restrictions	Maximum of <u>seven</u> jump elements. Must include at least one Axel.	Must include at least four different Double Jumps	Maximum 3 jump combinations or sequences. One jump combo may have 3 jumps.				Repeated jumps must be in combination. No jump included more than twice.			
<b>Error</b>	Includes more than <u>seven</u> jump elements.	Less than four different double jumps are attempted.	Includes fourth jump combination or sequence.				Repeated jump not in combination	Jump included more than twice.		
<b>Penalty</b>	Additional elements will be marked as Invalid. If only Axel jump is 8 <sup>th</sup> element, the last two elements will be Invalid.	The last executed single jump will be marked as Invalid. The number of invalidations will equal the number of missing attempted different doubles. If the Axel is invalidated, it will still count for WBP.	The first jump of the extra combo is counted and marked +REP.				Repeated jump will be marked as +REP.	Jumps included more than twice will be marked as Invalid.		
<b>Examples</b>	2Lz+2T 2F+2T 1A 2Lz 2F 2S+2Lo 2Lo 2S*	2Lz+2T 2F+2T 2S 2Lz 2S+2Lo 1S 2Lo* 2A*	1A <b>2F</b> 1F+2T 1Lo 1S+1Lo <b>1Lz*</b> 2Lo	1Lz 1Lo <b>2F</b> <b>2S&lt;</b> 1F <b>2F+1T*</b> <b>1A*</b>	1A 1S 1F <b>1F+1T*</b> <b>2Lo+1Lo*</b> <b>2Lo</b> <b>1Lz*</b>	1A 1F 1S 1F+1T <b>1Lo*</b> <b>1S*+1Lo*</b> <b>1Lz*</b>	1A+1Eu+2S 2Lo+2Lo 2S+2T <b>1Lz+2T*+REP</b>	2S+2T 1A 2T <b>1A+REP</b> 2Lo 2Lz+2Lo	1A 2T+2T 2S <b>1F+2T*</b> 2Lz 2F+2Lo	

<b>SPINS</b> All spins to be called to maximum Level 4						
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 foot 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.						
WBP Restrictions	COMBINATION SPIN WITH CHANGE OF FOOT Difficult variations permitted, Flying entry optional e.g. (F)CCoSp		FLYING CAMEL OR FLYING SIT SPIN No change of foot, Difficult variations permitted e.g. FSSp or FCSp		SPIN OF ANY NATURE Flying entry optional, Difficult variations permitted	
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>	<b>Minimum Requirements:</b>	<b>Penalty:</b>
	Must have at least 3 revs on one foot	No value	Must have at least 3 revs	No value	All spin codes must be different	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	Spin in one position with change of foot, no basic for at least 3 revs on one foot	"V" awarded
<b>Limitations</b>			Flying Upright or Flying Layback performed	No value		
<b>Grade of Execution (GOE)</b>	Minimum 5 revs on each foot	GOE reduction for "Less than required revolutions"	Minimum 6 revs	GOE reduction for "Less than required revolutions"	Minimum 6 revs	GOE reduction for "Less than required revolutions"

<b>STEP SEQUENCE</b> Step Sequence to be called to maximum Level 4		
	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).	
		<b>Minimum Requirements:</b> Step sequence is not visible or identifiable
		<b>Penalty:</b> No value

\*All falls, both during and between elements will be identified and have a value.