



**2015-2016 LEVELS OF DIFFICULTY- SINGLE SKATING**  
**EFFECTIVE JULY 1, 2015 – JUNE 30, 2016 (as of July 29, 2015)**

**Number of features for Levels: none for level basic (B), one for Level 1, two for Level 2, three for Level 3, four for Level 4**

<p align="center"><b>Step Sequences</b></p>	<ol style="list-style-type: none"> <li>1) Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of <u>difficult</u> turns and steps throughout (<b>compulsory</b>)</li> <li>2) Rotations in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction</li> <li>3) Use of body movements for at least 1/3 of the pattern</li> <li>4) Two different combinations of 3 difficult turns executed with a clear rhythm within the sequence <u>(for Level 4 the 2 combinations must be on different feet)</u>.</li> </ol> <p><b>Senior Bronze &amp; Junior Silver: All step sequences can be called no higher than Level B, regardless of features</b></p>
<p align="center"><b>Spiral Sequence</b></p>	<p><b>Pre-Juvenile and Juvenile events and Junior Bronze to Gold: All spiral sequences can be called no higher than Level B.</b></p>
<p align="center"><b>All Spins</b></p>	<ol style="list-style-type: none"> <li>1) Difficult variations (count as many times as performed with limitations specified below)</li> <li>2) Change of foot executed by jump</li> <li>3) Jump within a spin without changing feet</li> <li>4) Difficult change of position on the same foot</li> <li>5) Difficult entrance into a spin</li> <li>6) Clear change of edge in sit (only from backward inside to forward outside), camel, Layback and Biellmann position</li> <li>7) All 3 basic positions on the second foot</li> <li>8) Both directions immediately following each other in sit or camel spin</li> <li>9) Clear increase of speed in camel, sit, Layback or Biellman position</li> <li>10) At least 8 revolutions without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position)</li> <li>11) Difficult variation of flying entry in flying spins/spins with a flying entrance (see Clarifications)</li> </ol> <p><b>Additional features for the Layback spin:</b></p> <ol style="list-style-type: none"> <li>12) One clear change of position backwards-sideways or reverse, <u>at least 2 revolutions</u> in each position (counts also if the Layback spin is a part of any other spin)</li> <li>13) Biellmann position after layback spin (SP – after 8 revolutions for Junior and Senior, 6 revolutions for Novice and 5 revolutions for Pre-Novice in layback spin)</li> </ol> <p><b><u>Pre-Juvenile and Juvenile: Difficult variations may only be attempted in the combination spin</u></b></p> <p><b>Features 2-9, 11-13 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 8 revolutions are executed on both feet, any one of these executions can be taken in favor</b></p>

	<p>of the skater).</p> <p><b>Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).</b></p> <p><b><i>Pre-Juvenile, Juvenile, Senior Bronze &amp; Junior Silver: All spins can be called no higher than Level B, regardless of features.</i></b></p> <p><b><u>Pre-Novice: All spins can be called no higher than Level 3, regardless of features.</u></b></p> <p><b>In any spin with change of foot the maximum number of features attained on one foot is two.</b></p> <p><b>See Spin Clarifications below.</b></p>
--	---

**ELEMENTS REQUIREMENTS** (see also Clarifications below)

**Jumps**

- 1) Full rotation: signs < and << indicate an error. The base value of the jump with a sign < are listed as V in the SOV table. The jump with a sign << is evaluated with SOV for the same jump one revolution less.
- 2) Correct take-off edge in F/Lz: signs “e” and “!” indicate an error. The base value of the jumps with the sign “e” are listed in the column V of the SOV table. The sign “!” allows to keep full original base value of the jump. If both signs < and “e” are applied for the same jump, the base values are listed as V12 in the SOV table.

**Spins**

For flying spins (with no change of foot and only one position) and spins with flying entrance of both Short Program and Free Skating the following are required:

- a) a clear visible jump; for Junior Short Program only it’s also required for the skater to reach the prescribed air position.
- b) basic landing position reached within the first 2 revolutions after the landing and from the moment this position was initially reached it must be held for 2 revolutions after the landing.

The sign “V” indicates that one or both of these requirements is not fulfilled, ~~sign “V2” indicates that both these requirements are not fulfilled.~~

The base values of spins with the sign “V” are listed in the SOV table. The base values of spin combinations with two or three basic positions (at least two revolutions in each of these positions) are reflected in the SOV.

## CLARIFICATIONS: LEVELS OF DIFFICULTY SINGLES, season 2015-2016

### STEP SEQUENCES

**Types of difficult turns and steps:** ~~(executed on one foot)~~: three turns twizzles, brackets, loops, counters, rockers, choctaws.

**Minimum** variety must include at least **5 difficult** turns and steps, none of the types can be counted more than twice.

**Simple variety** must include at least **7 difficult** turns and **4** steps, none of the types can be counted more than twice.

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

**Complexity** includes at least **11 different difficult turns and steps, none of the types can be counted more than twice, 5 types must be executed in both directions.**

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

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

### SPINS

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

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

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

**“Both directions immediately following each other in sit or camel spin”**: execution of spins in both directions (clockwise and counter clockwise) that immediately follow each other will be counted as a Level feature for sit and camel basic positions. Long curves of exit after the first part or entry will be counted into the second part and are reflected in GOE. A minimum of 3 revolutions in each direction is required. A spin executed in both directions as above is considered as one Spin.

**“Difficult variation of flying position in flying spins/spins with a flying entry”**: is awarded only if the flying position is really difficult. Normal flying camel entry does not block a possibility of counting a difficult flying entry as a feature.

## JUMPS

**Flip** is taken-off from a backward inside edge, **Lutz** is taken-off from backward outside edge; Technical Panel decides on the take-off edge and indicates errors with signs “e” and “!”. In cases of serious errors (sign “e”) the base value of the jump and the GOE are reduced. In cases of smaller errors (sign “!”) the original base value stays, the GOE is reduced.

**In Short Program jumps which do not satisfy the requirements** (including wrong number of revolutions) will have no value but will block a jumping box, if one is empty. In Pre-Novice the solo jump must be a double loop or higher base value jump. ~~If this requirement is not met, it is considered a “less than required revolutions” and the jump will be invalidated.~~ In **Free Skating**, however, if any part of the combination is not according to the requirements, the whole combination will be deleted: ~~2Lz\*+2T\*, 2T\*+2Lo\*~~. If the same triple or quadruple jump is executed twice as a solo jump in Free Skating, the second execution will be marked with a sign “+REP” (the base value will be that of the original jump multiplied by a factor 0.7, rounded to two decimal places).