

IV. LEVELS OF DIFFICULTY, SINGLE SKATING

Number of features for Levels: 2 for Level 2, 3 for Level 3, 4 for Level 4

Step Sequences	<ol style="list-style-type: none"> 1) Simple variety (Level 2), variety (Level 3), complexity (Level 4) of turns and steps throughout (compulsory) 2) Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction 3) Use of upper body movements <u>for at least ½ of the pattern</u> 4) At least half a pattern on one foot only 5) <u>Two different combinations of 3 difficult turns</u> (rockers, counters, brackets, twizzles, loops) quickly executed within the sequence
All Spins	<ol style="list-style-type: none"> 1) A difficult variation in a basic or (for spin combinations only) in an intermediate position 2) Another difficult variation in a basic position which must be significantly different from the first one and: <ul style="list-style-type: none"> • spin in one position with change of foot – on different foot than the first one • spin combination without change of foot – in different position than the first one • spin combination with change of foot – on different foot and in different position than the first one 3) Change of foot executed by jump 4) Backward entrance/Difficult variation of flying entrance/Landing on the same foot as take-off or changing foot on landing in a Flying Sit Spin 5) Clear change of edge in sit (only from backward inside to forward outside), camel, <u>Layback and Biellmann position</u> 6) All 3 basic positions on both feet 7) Both directions immediately following each other in sit or camel spin 8) At least 8 rev. without changes in pos./variation, foot or edge (camel, <u>difficult</u> sit, layback, difficult upright), counts <u>once per spin</u> <p>Additional features for the Layback spin:</p> <ol style="list-style-type: none"> 9) One <u>clear</u> change of position backwards-sideways or reverse, at least 3 rev. in each position (counts also if the Layback spin is a part of any other spin) 10) Biellmann position after Layback spin (SP – after 8 revolutions in layback spin) <p>Backward <u>and flying</u> entry, change of edge and any type of difficult spin variation count as features that can increase the Level only once per program (in the first spin they are attempted).</p> <p>For Spin Combinations with change of foot all 3 basic positions are mandatory for Levels 2 – 4 in both Short Program and Free Skating.</p> <p>For Spins with change of foot at least one basic position on each foot is mandatory for Levels 2 – 4 in Free Skating. In case this requirement is not fulfilled in Short Program, the spin will have no Level and consequently no value.</p> <p>In any spin with change of foot the maximum number of features attained on one foot is two (2).</p>

Clarifications

Clarifications published in the ISU Communication 1611 should be amended as follows:

Step Sequences (Singles and Pairs): Use of upper body movements means the visible use for a combined total of at least $\frac{1}{2}$ of the pattern of the step sequence any movements of the arms, head and torso that have an effect on the balance of the main body core.

Singles: Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order and on the same edges.

Spins (Singles): Backward and flying entry, change of edge and any type of difficult spin variation count as features that can increase the Level only once per program (in the first spin they are attempted). Normal flying camel entry does not count as a Level feature, but counts as such an attempt.

Lifts: Landing on the other foot is not automatically considered as a simple landing variety. Inside Axel take-off in 5ALi and 5SLi is considered as a difficult variation of the take-off.

Pair spins: execution of 4 difficult variations (each variation of each partner counted separately) will result in 2 Level features independent on the order of these variations if at least 2 of these variations are executed in basic positions and each partner has at least 1 variation.

Death Spirals: Difficult entry to a death spiral should be on the curve and on the leg of the death spiral and while acquiring the actual death spiral position there should be a continuous and not too prolonged movement to this position.

If during the Death Spiral Lady's head **never** reaches the level of her skating knee, the Death Spiral will have no value.

V. Additional remarks

1. The abbreviation LSp indicates not only the Layback, but also the Sideways Leaning Spin.
2. The Single and Pair Technical Committee reminds the Judges of the necessary GOE reduction in case steps and/or movements do not immediately precede the jump in the Short Program. In case of steps the take-off of the jump must be in the rhythm of these steps.

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