

Note: For Categories Bronze, Silver, Gold, Masters and Masters Elite refer ISU International Adult Figure Skating Competition Technical Announcement 24/25 Season – 27 June 2024

WARM-UP TIMES	GENERAL COMMENTS – JUMP ELEMENTS	GENERAL COMMENTS - SPINS
<p><b><u>Pewter to Silver</u></b>  <b>5 mins</b>  <b>As Per ISA By-Law</b>  <b>502</b>  <b><u>Gold to Masters</u></b>  <b>Elite</b>  <b>6 mins</b>  <b>As per ISA By-Law</b>  <b>502</b></p>	<ul style="list-style-type: none"> <li>Steps, turns, crossovers and stroking are not permitted during a jump sequence.</li> <li>Each listed jump may be performed a maximum of 2 times.</li> <li>Where applicable Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.</li> <li>Non-listed jumps may be included as part of connecting footwork.</li> </ul>	<ul style="list-style-type: none"> <li>A spin that has no basic position with 2 revs will receive no level and no value.</li> <li>A spin with less than 3 revs is considered a skating movement and not a spin.</li> <li>Spin combo must have a minimum of 2 different basic positions with 2 revs in each of these positions anywhere in the spin.</li> <li>All spins with change of foot must have at least 3 revs on each foot. If not fulfilled, the spin will be marked with a “V”.</li> </ul>

PEWTER	JUMP ELEMENTS (NIL)	SPINS (Max 1)	STEP SEQUENCE (Max 1) & CHOREOGRAPHIC SEQUENCE (Max 1)
<p><u>Max 1:30</u></p> <p>IJS Level –            Adult Pewter            Components            factor <u>2.0</u></p> <p>Maximum level of            difficulty is Basic  <b>Fall 0.5</b></p>	<p>Jumps are optional and restricted to a maximum of ½ revolution for example; Bunny Hop, Tap Toe Jump, Ballet Jump, Waltz Jump, Half Flip, Half Loop. These are not evaluated as an element but may be included in any part of the program including within the sequences.</p>	<p><b>b)</b> Maximum of <u>one (1) upright spin element</u>. This must have a <u>minimum of 3 revolutions</u> on one or two feet in any upright position. <i>(Choreographic Sequence to begin immediately after the exit of the spin)</i></p>	<p><b>a)</b> The Step Sequence <u>must be visible and identifiable</u> and must cover at least one third of the ice surface. Step Sequence should contain simple steps and turns for example; held edges, chasses, 3-turns, mohawks, etc. <b>There must be a clear beginning and the element will end with the preparation into the spin.</b></p> <p><b>c)</b> Choreographic Sequence must cover at least one third of the ice surface <u>and clearly visible</u>. It should contain <u>at least two (2) different simple free skating movements</u> for example; one or two foot glides, pivots, moving dips, swizzles, etc. The element will begin immediately after the exit of the spin.</p>
<p><b>PLEASE NOTE:</b>  <b>There are three (3) required elements. <u>Elements must be skated in the order a), b), c)</u></b></p>			

COPPER	JUMP ELEMENTS (Max 4)	SPINS (Max 2)	CONNECTING STEPS
<p>Max 1:40</p> <p>IJS Level – Adult Copper Components factor 2.0</p> <p>Maximum level of difficulty is 1 <b>Fall 0.5</b></p>	<ul style="list-style-type: none"> <li>• Single and half revolution jumps only permitted.</li> <li>• Lutz, Axel type jumps, double or triple jumps NOT permitted.</li> <li>• <u>Maximum one (1) jump combination.</u> The jump combination may consist of two (2) listed jumps.</li> <li>• Each listed jump may be performed a maximum of two (2) times</li> <li>• Waltz jumps will be ignored.</li> </ul>	<ul style="list-style-type: none"> <li>• Maximum 2 spins of a different abbreviation.</li> <li>• Flying Spins and Combination Spins are NOT permitted.</li> <li>• All spins must have a minimum of 3 revolutions.</li> <li>• Minimum of 2 revs in each position to be counted.</li> </ul>	<p>Connecting steps throughout the program are required and marked as Transitions</p>

BRONZE	JUMP ELEMENTS (Max 4)	SPINS (Max 2)	CHOREOGRAPHIC SEQUENCE (Max 1)
<p>Max 1:40 +/-10</p> <p>IJS Level – Adult Bronze Components factor 2.0</p> <p>Features for technical elements is up to and including Level 1 <b>Fall 0.5</b></p>	<ul style="list-style-type: none"> <li>• Single Jumps only permitted.</li> <li>• Axel type jumps, double or triple jumps NOT permitted.</li> <li>• <u>Maximum one (1) jump combination.</u> The jump combination may consist of two (2) listed jumps.</li> <li>• Each listed jump may be performed a maximum of two (2) times</li> <li>• Waltz jumps will be ignored.</li> </ul>	<ul style="list-style-type: none"> <li>• Max 2 spins of a different abbreviation, which must be spins in one position with or without a change of foot.</li> <li>• Flying Spins are NOT permitted.</li> <li>• Combination Spins NOT permitted.</li> <li>• Spins must have the required minimum number of revs: 3 for spins with no change of foot, 6 with a change of foot.</li> </ul>	<ul style="list-style-type: none"> <li>• Utilising at least ½ of the ice surface.</li> <li>• Consists of at least two different skating movements: spirals, arabesques, spread eagles, Ina Bauers, hydro-blading, transitional (unlisted) jumps. Steps and turns may be used to link two or more different movements together.</li> <li>• Base value and evaluated by judges in GOE only.</li> </ul>

SILVER	JUMP ELEMENTS (Max 4)	SPINS (Max 2)	CHOREOGRAPHIC SEQUENCE (Max 1)
<p>Max 2:00 +/-10</p> <p>IJS Level - Adult Silver Components factor 2.0</p> <p>Features for technical elements is up to and including Level 2 <b>Fall 0.5</b></p>	<ul style="list-style-type: none"> <li>• Single jumps only permitted, including single Axel.</li> <li>• Double or triple jumps NOT permitted.</li> <li>• May include up to two (2) jump combinations, or one (1) jump combination and one (1) jump sequence. <ul style="list-style-type: none"> <li>– 1 jump combo or 1 jump sequence may have 3 listed jumps.</li> <li>– The other may have 2 listed jumps.</li> </ul> </li> <li>• A jump sequence consists of two (2) or three (3) listed jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.</li> <li>• Each listed jump may be performed a maximum of two (2) times.</li> </ul>	<ul style="list-style-type: none"> <li>• Max 2 spins of a different abbreviation.</li> <li>• Spins must have the required number of revs: 4 for spins with no change of foot, 6 for any spin with a change of foot.</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Fully utilising the ice surface.</u></li> <li>• Consist of at least two different skating movements: spirals, arabesques, spread eagles, Ina Bauers, hydro-blading, transitional (unlisted) jumps. Steps and turns may be used to link two or more different movements together.</li> <li>• Base value and evaluated by judges in GOE only.</li> </ul>
GOLD	JUMP ELEMENTS (Max 5)	SPINS (Max 3)	STEP SEQUENCE (Max 1)
<p>Max 2:50 +/-10</p> <p>IJS Level – Adult Gold Components factor 2.67</p> <p>Features for technical elements is up to and including Level 3 <b>Fall 1.0</b></p>	<ul style="list-style-type: none"> <li>• Single or Double Jumps only permitted, including single Axel.</li> <li>• <b>Double Flip, Double Lutz, Double Axel</b> and Triple Jumps are NOT permitted.</li> <li>• May be up to <u>two (2)</u> jump combinations, or <u>one (1)</u> jump combination and one (1) jump sequence. <ul style="list-style-type: none"> <li>– 1 jump combo or 1 jump sequence may have 3 listed jumps. <u>The other may have two (2) listed jumps.</u></li> </ul> </li> <li>• A jump sequence consists of two (2) or three (3) listed jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.</li> <li>• Each listed jump may be performed a maximum of two (2) times.</li> </ul>	<ul style="list-style-type: none"> <li>• Max 3 spins of a different abbreviation</li> <li>• One must be a spin combination with change of foot.</li> <li>• One must be flying spin or spin with a flying entrance.</li> <li>• Spins must have the required number of revs: 4 for spins with no change of foot, 8 for any spin with a change of foot.</li> </ul>	<ul style="list-style-type: none"> <li>• Fully utilising the ice surface.</li> </ul>

MASTERS and MASTERS ELITE	JUMP ELEMENTS (Max 5)	SPINS (Max 3)	STEP SEQUENCE (Max 1)
<p>Max 3:00 +/-10</p> <p>IJS Level – Adult Masters/Elite Components factor 2.67</p> <p>Features for technical elements is up to and including Level 4 <b>Fall 1.0</b></p>	<ul style="list-style-type: none"> <li>• One of which must be an Axel type jump</li> <li>• <b>Masters:</b> <u>Single and Double Jumps are permitted.</u> <u>Triple or Quad Jumps are NOT permitted.</u></li> <li>• <b>Masters Elite:</b> Single, Double and Triple Jumps are permitted. Quad Jumps are not permitted</li> <li>• May be up to <u>two (2)</u> jump combinations, or <u>one (1)</u> jump combination and one (1) jump sequence. <ul style="list-style-type: none"> <li>– 1 jump combo or 1 jump sequence may have 3 listed jumps. <u>The other may have two (2) listed jumps.</u></li> </ul> </li> <li>• A jump sequence consists of two (2) or three (3) listed jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.</li> <li>• Each listed jump may be performed a maximum of two (2) times.</li> </ul>	<ul style="list-style-type: none"> <li>• Max 3 spins of a different abbreviation</li> <li>• One must be spin combination with change of foot.</li> <li>• One must be flying spin or spin with a flying entrance.</li> <li>• Spins must have the required number of revs: 5 for spins with no change of foot, 8 for any spin with a change of foot.</li> </ul>	<ul style="list-style-type: none"> <li>• Fully utilising the ice surface.</li> </ul>