



# Ice Skating Australia Incorporated

Affiliated to the International Skating Union

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## ISA Communication 153

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### ISA Bonus System and Additional Level of Difficulty for Preliminary Singles Australian Skating Season

**1 February 2023 to 31 January 2024**

(This replaces ISA Communications 108, 117, 128, 134, 137, 142)

**Date Approved:** August 2023

**Effective Start Date:** 28 August 2023

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#### 1 Purpose of the Communication

1.1. To provide all information on ISA Bonus System for the following Single Skating categories.

- Preliminary
- Elementary
- Basic Novice
- Intermediate Novice
- Intermediate
- Advanced Novice
- Junior

1.2. To provide information on ISA additional Level of Difficulty for **Preliminary Single skating only. Basic Sit Spin position held for 6 continuous revolutions in any spin will be awarded a level feature.**

#### 2 Application of the Communication

2.1 The Bonus System and ISA additional Level of Difficulty for Preliminary Singles will be applied to all Single Skating competition events held under ISA By-Law Section 6 - Championships and Competitions hosted in the current Australian skating season from 1 February 2023 to 31 January 2024.

#### 3 Communication Details

3.1 Except for Advanced Novice, the bonus points will be allocated at the conclusion of the program, after elements are authorised by the Technical Controller who will communicate with the Accountant to apply the bonus manually into the International Judging System (IJS).

3.2 For Advanced Novice events, the IJS ISUScore2FS Expert Advanced Novice program should be used which contains a bonus button on the Data Operator's screen used by Technical Panel. The Technical Controller will advise the Data Operator to add the bonus point at the end of the jump during the review process. Please note this bonus button only works for IJS Advanced Novice category.

## Preliminary

### Bonus points to be awarded for the following:

- Any double jump will be awarded 1.0 point bonus per jump
- **Basic Camel Spin position held for 6 continuous revolutions in any spin will be awarded 1.0 bonus point**
- maximum of 2 bonus points per program
  - ISA Additional Level of Difficulty for **Preliminary Single skating only.**  
**Basic Sit Spin position held for 6 continuous revolutions in any spin will be awarded a level feature.**

### Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Preliminary category apply.

## Elementary

### Bonus points to be awarded for the following:

- Any double/double combination jump will be awarded 1.0 points bonus per jump combination (refer to the whole element)
- maximum of 2 bonus points per program

### Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Elementary category apply.

## Basic Novice

### Bonus points to be awarded for the following:

- Any double axel and the following combination jumps will be awarded 1.0 points bonus per jump/combination (refer to the whole element):  
Double lutz/double loop; double lutz/double toe; double flip/double loop; double flip/double toe.
- Any triple will be awarded 1.0 points bonus per jump
- maximum of 3 bonus points per program

## Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Basic Novice category apply

## Intermediate Novice

### Bonus points to be awarded for the following:

- Any double axel and the following combination jumps will be awarded 1.0 points bonus per jump/combination (refer to the whole element):  
Double lutz/double loop; double lutz/double toe; double flip/double loop; double flip/double toe.
- Any triple will be awarded 1.0 points bonus per jump
- maximum of 3 bonus points per program

## Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Intermediate Novice category apply

## Intermediate

### Bonus points to be awarded for the following:

- Any double axel and the following combination jumps will be awarded 1.0 points bonus per jump/combination (refer to the whole element):  
Double lutz/double loop; double lutz/double toe; double flip/double loop; double flip/double toe.
- Any triple will be awarded 1.0 points bonus per jump
- maximum of 3 bonus points per program

## Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Intermediate Novice category apply

## Advanced Novice

### Bonus points to be awarded for the following:

- **Short Program**- 1 bonus point for one (1) double axel and 1 bonus point for one (1) triple with a maximum of 2 bonus points per program
- **Free Skating**- 1 bonus point for one (1) double axel and 1 bonus point each for any two different triples.
- maximum of 3 bonus points per program

### Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Advanced Novice category apply

## Junior

### Bonus points to be awarded for the following:

- **Women (Short and Free Programs)** - Any triple will be awarded 1.0 points bonus per jump
- **Men (Short Program)** – 1.0 bonus point for any triple/triple combination, triple axel or season prescribed triple solo jump element
- **Men (Free Program)** – 1.0 bonus point for any triple/triple combination or 1.0 bonus point for triple axel, triple lutz, triple flip, triple loop
- maximum of 3 bonus points per program

### Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (\*) are not eligible to receive the bonus points. However, attention (!) calls are acceptable.
- Maximum number of jumps and jump combinations for Junior category apply