

Procedures for Applying the Bonus Points and Falls

Juvenile, Intermediate and Novice Singles and Pairs

Singles Jumps Eligible for the Bonus

Juvenile, Intermediate and Novice Singles

The following jumps when under-rotated (<) or full value will receive a 1.0 bonus point.

Juvenile Singles Free Skate

- **Each** double Axel regardless of whether it is achieved as a solo jump, or part of jump combination or sequence

Intermediate Singles Short Program and Free skate

- **One** double Axel regardless of whether it is achieved as a solo jump, or part of jump combination or sequence
- **Each** triple jump regardless of whether it is achieved as a solo jump, or part of jump combination or sequence

Novice Singles Short Program and Free Skate

- **Each** triple jump regardless of whether it is achieved as a solo jump, or part of jump combination or sequence

Pairs Jumps Eligible for the Bonus

Juvenile, Intermediate and Novice Pairs

The following jumps when under-rotated (<) or full value will receive a 1.0 bonus point.

Juvenile Pairs Free Skate

- **Each** double Axel achieved by both partners

Intermediate Pairs Short Program and Free Skate

- **Each** double Axel achieved by both partners

Novice Pairs Short Program and Free Skate

- **Each** double Axel achieved by both partners
- **Each** triple jump achieved by both partners

Singles and Pairs Procedure for Applying the Bonus

Technical Specialist (TS)

- The **TS** calls all executed jumps but does not verbalize “bonus”.

Technical Controller (TC) and Data Operator (DO)

- The **TC** identifies all jumps that are eligible for a bonus and directs the **DO** to assign the bonus.
- If the jump is a solo jump, the **TC** quietly states “bonus” after allowing time for a review to be called. The **DO** enters the bonus as directed.
- If the first jump of a combination or sequence may be eligible for a bonus, the **DO** enters the first jump. After allowing time for review, the **DO** enters all subsequent jumps and assigns the bonus as directed.
- If a review is requested, the bonus is not entered during the program and will be entered by the **DO** during the review as directed.
- If, during the review process, a bonus is assigned to jumps in a combination or sequence, the **DO** must clear the box and re-enter the element, applying the bonus to the appropriate jump(s) as directed.
- The sign for bonus is **b1** and is after the jump code (i.e. 3Fb1e <). In a jump combination or sequence, the sign **b1** is after each jump code (ie. 2Ab1+3Tb1+SEQ).
- The bonus button can be entered in any order of series for each jump (i.e. 3Lzb1e<).

Falls

The fall button automatically deducts 0.5 for **juvenile, intermediate and novice singles events**.
The fall button automatically deducts 0.5 for **juvenile, intermediate and novice pairs events**.