



IJS Checklist for Coaches & Athletes - Singles Skating

**JUVENILE BOYS & GIRLS
FREE SKATE**

2016-17

IJS CHECKLIST FOR COACHES & ATHLETES—SINGLES SKATING

INTRODUCTION / HOW TO USE THE IJS PROGRAM CHECKLIST

The IJS checklist is a tool for coaches and athletes in designing and checking their programs, to ensure that they have met all of the rules, and are maximizing their points.

This checklist does not contain all of the rules and specific requirements. Coaches still must refer to [U.S. Figure Skating Rulebook](#), [ISU Technical Panel Handbook](#), [Technical Notifications](#) and [ISU Communications](#).

It is the responsibility of the coach to read and understand all rules when constructing programs.

The checklist is designed to enable coaches and athletes to record their chosen elements in great detail, and verify their compliance.

There is a separate booklet for each level. This one is for **JUVENILE SINGLES**

The following format applies:

Spin and Jump Elements for the Free Skating program

- *All of the spin and jump requirements for the selected level and the repeat rules are listed.*
- *The user should record each feature used in the required spins and jumps.*

Description of Features

- *Features with criteria if needed for reference.*

Final Checklist

- *The final checklist is the overall tally of the features that can be executed only once per program.*

JUVENILE BOYS & GIRLS FREE SKATING

DURATION; 2:15 +/- 10 SEC. FOR BOYS & GIRLS

Spin Combination With or without change of foot Entry may fly

- ✓ Minimum eight (8) revolutions (for GOE)
- ✓ Minimum two (2) revolutions in each position
- ✓ All three (3) basic positions needed for highest base value. Two (2) basic positions will be assigned a “v”.
- ✓ A maximum of two (2) features on each foot

First Feature_____

Second Feature_____

Third Feature_____

Fourth Feature_____

Spin in One Position May not change feet Entry may fly

- ✓ Minimum five (5) revolutions (for GOE)
- ✓ **First Feature**_____
- ✓ **Second Feature**_____
- ✓ **Third Feature**_____
- ✓ **Fourth Feature**_____
- ✓ *If eight (8) revolutions are repeated it must be executed in a different basic position and/or difficult variation from first achieved, or a non-basic position in combination spin only.*
- ✓ *If a difficult flying entry is chosen (Feature #11), the fly must satisfy the ISU spin requirements. **See details on the Spin Feature Checklist page.***

Choreographic Step Sequence

- ✓ Full utilization of ice surface

Jump Elements: Max 5 Jumps, No Triples, 2 Jump Combinations or Sequences

1. Axel type jump_____ May be included in a jump combination or sequence
2. _____
3. _____
4. _____
5. _____

Jump Restrictions

- ✓ Jump combinations are limited to 2 jumps except one 3-jump combination with a maximum of 2 double jumps and 1 single jump is permitted.
- ✓ No more than 3 different double jumps may be repeated. If repeated, at least one attempt must be in combination or sequence. The number of jumps in a sequence is not limited.
- ✓ No double jump can be repeated more than once.
- ✓ Half-loop is considered a listed jump with the value of a single loop when used in a combination/seq.

Bonus 1.0 for each Double Axel (fully rotated or under rotated <)

JUVENILE Spin Feature Checklist

1. **Difficult Variations** Any category of difficult spin variation in a basic position counts once per program, first time attempted. A difficult variation in a non-basic position counts once per program in spin combination only.
2. **Change of foot executed by a jump** Such change of foot can be counted as a feature only if the skater reaches the basic position within the first 2 revolutions after the landing. This jump has no requirements to the air position, but there must be a clear jump. The jump is considered as a Level feature only when it “requires significant strength”.
3. **Jump within a spin without changing feet** Must reach a basic position within the first 2 revolutions and have a clear jump.
4. **Difficult change of position on the same foot** Changing from a basic position to a different basic position without establishing a non-basic position that requires significant strength, skill, and control. May not include a jump to execute the change. The basic positions before and after the change must be held for 2 revolutions.
5. **Difficult entrance into a spin** Includes the preparation and/or the beginning phase of a spin. The entrance must have significant impact on the balance, control, and execution of the spin and a basic position (non basic for spin combination only) reached without hesitation within the first 2 revolutions.
6. **Clear change of edge** In sit (only from backward inside to forward outside), camel, layback, and Biellmann. Must be held for 2 revolutions before and after the change.
7. **All 3 basic positions on second foot** Each position must be held for 2 revolutions. The execution cannot be interrupted by a second change of foot.
8. **Both directions immediately following each other** Must be executed in sit or camel positions. A minimum of 3 revolutions in each direction is required. Must not have long exit or entry edges.
9. **Clear increase of speed** In sit, camel, layback, or Biellmann position. Once the position has been established, a clear increase in speed will be considered a feature.
10. **At least 8 revolutions** without changes in position/variation, foot, or edge in camel, layback, difficult variation of any basic position, or for combination only, a non-basic. May be repeated in another spin in a different position or different difficult variation.
11. **Difficult variation of flying spins/spins with flying entry** Flying position must be really difficult, e.g.: total sit position in the air, open butterfly, almost a split position on flying camel entrance and reach the basic position within 2 revolutions.
12. **One clear change of position backwards/sideways or reverse** At least 2 revolutions in each position. Also counts if the layback is part of any other spin.
13. **Biellmann position** Must be held for a minimum of 2 revolutions.

JUVENILE FINAL CHECK

No Repeat of:

- ✓ Any (same type) difficult variation
- ✓ Change of foot executed by a jump
- ✓ Jump (clearly visible) within a spin without changing feet
- ✓ Difficult change of position on the same foot
- ✓ Difficult entrance into a spin
- ✓ Clear change of edge in sit, camel, or layback
- ✓ All 3 basic positions on second foot
- ✓ Both directions immediately following each other
- ✓ Clear increase of speed in camel, sit, layback or Biellmann
- ✓ 8 revolutions, max of 2 times per program
- ✓ Difficult flying entry
- ✓ Side to back or reverse in layback or part of any other spin
- ✓ Only 1 illusion will be considered as a Level feature only the first time it is attempted as a difficult entry, difficult change of position, or a non basic position.

Other Important Reminders

1. Difficult variation of a non-basic position **cannot** be similar to another attempted variation
2. All spins must be of a different nature

Choreographic Step Sequence

- ✓ Pattern and steps/turns are optional, but sequence must fully utilize the ice surface
- ✓ May include listed and unlisted jumps
- ✓ If sequence meets minimum standards, it receives a fixed value and is evaluated by judges
- ✓ Must meet minimum standards or will receive no value

**FOR ADDITIONAL INFORMATION REGARDING THE LEVELS OF DIFFICULTY
FEATURE CRITERIA AND SCALE OF VALUES, PLEASE REFERENCE**

**ISU TECHNICAL HANDBOOK
ISU COMMUNICATION #2000
ISU COMMUNICATION #2014**

Check current TN