# 2024-2025 Adult Calling Clarifications





#### For IJS Adult and Masters Singles Events

The information in this document supersedes the 2023-2024 Adult and Masters Calling Clarifications.

## **General Clarifications**

#### Falls

Adult Pre-Bronze & Bronze	
Adult Silver	0.25
Adult Gold	
Master Intermediate-Novice	0.50
Master Junior Senior	

#### Choreographic Steps

Must include gliding movement (eg: spirals, lunge, bauers) connected by steps/turns (eg: mohawks, three turns, etc) in a visible AND identifiable pattern.

#### Jumps

Pre-Bronze – Gold	A Waltz jump (1Wz) <u>is an Axel-type jump and</u> will receive credit if attempted as an obvious jump element.			
Masters	A Waltz jump (1Wz) will NOT receive credit			
Intermediate/Novice				
& Junior/Senior				
	<ul> <li>Rotational and edge errors will be assessed per ISU Communications <u>#2623</u> and <u>#2475</u></li> </ul>			
	<ul> <li>According to the jump repeat rules for specific levels, when two executions of a jump are allowed and one of those must be in combination or sequence, if both are executed as solo jumps, the second one performed will be marked with the sign "+REP".</li> </ul>			

#### Spins

Basic spin positions must meet the criteria set out in the current ISU Communications for
 features to be awarded.
Any associated V and base values will be applied (ISU Communication <u>#2623</u> ).
Per ISU #2623, all spins with a change of foot must have 3 revolutions on each foot. If this
requirement is not fulfilled, a V will be assigned.
The allowed positions for Feature 10 from ISU #2623 remain the same, with the addition
of a basic sit position.
The windmill (illusion) feature will still receive credit if it is determined to be a difficult
variation. It does not have to achieve the split or 135 degrees.
This can be used as a difficult entrance or a feature within a spin.
If in the opinion of the Technical Panel, the illusion is not considered "difficult", the feature
may be awarded if considered "difficult" in a later spin.
The number of Difficult variations is not capped for adult skaters
Adults are required to achieve a mandatory feature to receive a Level 4
Difficult entrance (feature 5) and Difficult exit (feature 6) are two different features. To get
credit for both features they must be executed in two different spins and movements
must be of a different nature.



#### For IJS Adult and Masters Singles Events

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If an execution error in one of the spins results in a call that causes the other spin to be asterisked (resulting in no value because it's not according to requirements), the procedure is as follows:
For example, if prior to review the two spins are listed as: CSp (no level) – due to an error on an intended CoSp or CCoSp SSp2* – not according to requirements The code should be changed to: CoSp or CCoSp (no level) – the required spin SSp2 – no asterisk
This procedure ensures that the skater is not penalized twice. However, if it is determined by the technical panel that the skater is clearly attempting a spin which is not according to specific level requirements (e.g. a second spin of the same character as the first) the technical specialist calls the spin that is actually performed and not the elements that are required. Any incorrect elements will receive an asterisk* that will result in <b>No Value</b> .

#### **Reference Documents**

- 2024-2025 Adult Singles Skating Well Balanced Program
- 2024-2025 Adult Pairs Skating Well Balanced Program
- 2024-2025 Adult Dance Well Balanced Program
- ISU Communication #2623
- ISU Communication #2630

For the most up-to-date version of these documents, make sure you are routinely reviewing the US Figure Skating website.

## **Technical Panel Notes**

The Technical Panel does not need to enter positions that are not achieved when recording spins. It is advisable to keep a note of these for non-qualifying competitions for skater feedback.



This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

## Adult Pre-Bronze & Bronze

Choreographic	Pre-Bronze: N/A
Step	Bronze: There is no required pattern, but the sequence must be visible and identifiable and
(ChSt)	should be performed using at least half of the ice surface. If these criteria are not fulfilled, the
	element will have NO VALUE. The sequence may include moves in the field and spirals. Listed
	jumps may be included within the sequence and will be called by the technical panel
	(including obvious Waltz jump attempts).
	If the choreographic step sequence meets the requirements, it will be confirmed (see well-
	balanced program chart).

Spins	Pre-Bronze: Maximum Level 1				
	Bronze: Maximum Level 1				
	U.S. Figure Skating will continue to award eight five revolutions (ISU Communication #2623,				
	spin feature #10) once per spin, if executed in a different basic position and/or in a different				
	difficult variation.				
	<ul> <li>This feature can also be awarded if <u>8 5</u> revolutions are executed in a basic sit spin</li> </ul>				
	position.				
	Both directions immediately following each other (spin feature #8) will count for a level in				
	a sit, camel OR upright.				
	<ul> <li>A minimum of 3 revolutions in each direction is required and the position before and</li> </ul>				
	after the change of direction must be held for at least 2 revolutions. A spin executed				
1	in both directions will be considered as one spin.				
	• A <b>Two-foot</b> spin [2FtUSp] will receive credit in Adult Pre-Bronze and Adult Bronze ONLY.				
	The spin will be CONFIRMED if it meets the requirements of 3 continuous revolutions or				
	NOT CONFIRMED if it does not.				
	• Spin in one position without change of foot: If a basic position is not achieved for two				
	continuous revolutions, but there is a recognizable position attempted the spin will receive				
	a level base.				
	Spin in one position with change of foot:				
	• If there are not two continuous revolutions in a <u>basic position</u> on both feet, the				
	spin will receive no value.				
	• If there are two continuous revolutions in a <u>basic position</u> on only one foot, the				
	spin may receive a minimum Level Base (B) and a maximum Level 1 depending on				
	features achieved and provided at least three revolutions in total are achieved on				
	both feet.				
	• If in a camel or a sit spin, two continuous revolutions in a <u>basic position</u> are achieved				
	on both feet, even with no other features achieved, the spin will receive a Level 1. <u>This</u>				
	feature may be awarded twice per program if executed in different basic positions				
	(once in a CSSp and once in a CCSp). This feature will be counted on the second foot.				
	If additional features are achieved, the criteria from ISU Communication #2623 will be				
	applied, i.e.:				
	<ul> <li>Basic position achieved on both feet + no feature = Level 1</li> </ul>				
	• <b>CoSp</b> and <b>CCoSp</b> : If there is only one <u>basic position</u> for two continuous revolutions, the				
	spin will receive a Level Base (B), and a V will be assigned. If there is only one basic				
<u> </u>	position for two continuous revolutions and less than three revolutions on each foot, the				



For IJS Adult and Masters Pre-Bronze & Bronze Singles Events

This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

spin will receive a Level Base (B) and a V will be assigned. Combination spins with no basic position for two continuous revolutions will receive no value.

 Level feature: All three basic positions performed anywhere within the combination spin, with each position held for at least two continuous revolutions. This feature may be performed for a level increase up to the maximum allowed level for Adult Pre-Bronze, Bronze and Silver levels ONLY.

	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	Base	Any (B-1)				No Level
One position spin with change of foot	Base V	Upright (B-1) Camel/Sit (1) <sup>1</sup>			Any (B-1)	Any (B-1)V
CoSp	No Value	CoSpBV	CoSp(B-1)V	CoSp1		No level
ССоЅр	No Value	CCoSpBV	CCoSp(B-1)V	CCoSp1	CCoSp(B-1)	CCoSp(B-1)V

<sup>1</sup> If Basic position is achieved on both feet.



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## **Adult Silver**

Choreographic	There is no required pattern, but the sequence must be visible and identifiable and should be
Step	performed using at least half of the ice surface. If these criteria are not fulfilled, the element
(ChSt)	will have NO VALUE. The sequence may include moves in the field and spirals. Listed jumps
	may be included within the sequence and will be called by the technical panel (including
	obvious Waltz jump attempts).

Spins	Silver: Max Level 2					
	Both directions immediately following each other (spin feature #8) will count for a level in					
	a sit, camel OR upright.					
	A minimum of 3 revolutions in each direction is required and the position before and after					
	the change of direction must be held for at least 2 revolutions. A spin executed in both					
	directions will be considered as one spin.					
	U.S. Figure Skating will continue to award eight five revolutions (ISU Communication <u>#2623</u> ,					
	spin feature #10) once per spin, if executed in a different basic position and/or in a different					
	difficult variation.					
	<u>This feature can also be awarded if <del>8</del> 5 revolutions are executed in a basic sit spin</u>					
	position.					
	Spin in one position without change of foot: If there are not two continuous revolutions in a					
	basic position, the spin will receive Level Base (B) provided at least three revolutions in total					
	are achieved.					
	Spin in one position with change of foot:					
	<ul> <li>If there are not two continuous revolutions in a <u>basic position</u> on both feet, the spin will</li> </ul>					
	receive no value.					
	<ul> <li>If there are two continuous revolutions in a <u>basic position</u> on only one foot, the spin may</li> </ul>					
	receive a minimum Level Base (B) and a maximum Level 2 depending on features achieved					
	<ul> <li>(up to two) and provided at least three revolutions in total are achieved on both feet.</li> <li>If in a camel or a sit spin, two continuous revolutions in a <u>basic position</u> are achieved on</li> </ul>					
	both feet, even with no other features achieved, the spin will receive a Level 1. This feature					
	may be awarded <i>twice</i> per program if executed in different basic positions (once in a CSSp					
	or FCSSp and once in a CCSp or FCCSp). This feature will be counted on the second foot. If					
	additional features are achieved, the criteria from ISU Communication #2623 will be					
	applied, i.e.:					
	<ul> <li>Basic position achieved on both feet + no feature = Level 1</li> </ul>					
	<ul> <li>Basic position achieved on both feet + one feature = Level 2</li> </ul>					
	(F)CoSp and (F)CCoSp:					
	• If there is only one basic position for two continuous revolutions, the spin will receive a					
	Level Base (B), and a V will be assigned. If there is only one basic position for two					
	continuous revolutions and less than three revolutions on each foot, the spin will receive a					
	Level Base (B) and a V will be assigned.					
	• If there are only 2 basic positions for two continuous revolutions the spin will receive a V					
	and may receive up to the maximum level allowed. Combination spins with no basic					
	position for two continuous revolutions will receive no value.					
	• Level feature: All three basic positions performed anywhere within the combination					
	spin, with each position held for at least two continuous revolutions. This feature may					



#### For IJS Adult and Masters Silver Singles Events

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be performed for a level increase up to the maximum allowed level for Adult Silver levels ONLY.

	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	Base	Any (B-2)				No value
One position spin with change of foot	Base V	Upright (B-2) Camel/Sit (1-2) <sup>1</sup>				Any (B-2)V
CoSp	No Value	(F)CoSpBV	(F)CoSp(B-2)V	(F)CoSp(B-2)		No Value
ССоЅр	No Value	(F)CCoSpBV	(F)CCoSp(B-2)V	(F)CCoSp(B-2)	(F)CCoSp(B-2)	(F)CCoSp(B-2)V

<sup>1</sup> If Basic position is achieved on both feet.



This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

## Adult Gold

Choreographic	There is no required pattern, but the sequence must be visible and identifiable and should be
Step	performed using almost the full ice surface. If these criteria are not fulfilled, the element will
(ChSt)	have NO VALUE. The sequence may include moves in the field and spirals. Listed jumps may be
	included within the sequence and will be called by the technical panel (including obvious
	Waltz jump attempts).

Spins	Max Level: 3
	• Both directions immediately following each other (spin feature #8) will count for a level in
	a sit, camel OR upright.
	• A minimum of 3 revolutions in each direction is required and the position before and after
	the change of direction must be held for at least 2 revolutions. A spin executed in both
	directions will be considered as one spin.
	U.S. Figure Skating will continue to award eight five revolutions (ISU Communication #2623,
	spin feature #10) once per spin, if executed in a different basic position and/or in a different
	difficult variation.
	• <u>This feature can also be awarded if <del>8</del> 5 revolutions are executed in a basic sit spin position</u> .
	Spin in one position without change of foot: If there are not two continuous revolutions in a
	basic position, the spin will receive Level Base (B) provided at least three revolutions in total
	are achieved.
	Spin in one position with change of foot:
	<ul> <li>If there are not two continuous revolutions in a <u>basic position</u> on both feet, the spin will receive no value.</li> </ul>
	<ul> <li>If there are two continuous revolutions in a <u>basic position</u> on only one foot, the spin may</li> </ul>
	receive a minimum Level Base (B) and a maximum Level 2 depending on features achieved
	(up to two) and provided at least three revolutions in total are achieved on both feet.
	<ul> <li>If in a camel or a sit spin, two continuous revolutions in a <u>basic position</u> are achieved on</li> </ul>
	both feet, even with no other features achieved, the spin will receive a Level 1. This feature
	may be awarded <i>twice</i> per program if executed in different basic positions (once in a CSSp
	or FCSSp and once in a CCSp or FCCSp). This feature will be counted on the second foot. If
	additional features are achieved, the criteria from ISU Communication #2623 will be
	applied, i.e.:
	<ul> <li>Basic position achieved on both feet + no feature = Level 1</li> </ul>
	<ul> <li>Basic position achieved on both feet + one feature = Level 2</li> </ul>
	<ul> <li>Basic position achieved on both feet + two features = Level 3</li> </ul>
	(F)CoSp and (F)CCoSp:
	• If there is only one basic position for two continuous revolutions, the spin will receive a
	Level Base (B), and a V will be assigned. If there is only one basic position for two
	continuous revolutions and less than three revolutions on each foot, the spin will receive a
	Level Base (B) and a V will be assigned.
	• If there are only 2 basic positions for two continuous revolutions the spin will receive a V
	and may receive up to the maximum level allowed. Combination spins with no basic
	position for two continuous revolutions will receive no value.
	Level feature: All three basic positions performed on the second foot will count as a level
	feature for Adult Gold, Intermediate-Novice, Junior-Senior levels up to the maximum allowed.
	This will count as a feature on the second foot



#### For IJS Adult and Masters Gold Singles Events

This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	Base	Any (B-3)				No Value
One position spin with change of foot	Base V	Upright (B-3) Camel/Sit (1-3) <sup>1</sup>				Any (B-3)V
(F)CoSp	No Value	(F)CoSpBV	(F)CoSp(B-3)V	(F)CoSp(B-3)	No Value	No Value
(F)CCoSp	No Value	(F)CCoSpBV	(F)CCoSp(B-3)V	(F)CCoSp(B-3)	No Value	(F)CCoSp(B-2)V

<sup>1</sup> If Basic position is achieved on both feet.



This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

## Adult Masters Intermediate/Novice

Choreographic	Adult Masters intermediate-novice
Step	There is no required pattern, but the sequence must be visible and identifiable
(ChSt)	and should be performed using almost the full ice surface. If these criteria are not
	fulfilled, the element will have NO VALUE. The sequence may include moves in
	the field and spirals. Listed jumps may be included within the sequence and will
	be called by the technical panel (including obvious Waltz jump attempts).
	If the choreographic step sequence meets the requirements, it will be confirmed (see well-
	balanced program chart).

Spins	Masters Intermediate-Novice – maximum Level 4					
-	Both directions immediately following each other (spin feature #8) will count for a level in					
	a sit and camel ONLY.					
	• A minimum of 3 revolutions in each direction is required and the position before and after					
	the change of direction must be held for at least 2 revolutions. A spin executed in both					
	directions will be considered as one spin.					
	U.S. Figure Skating will continue to award eight revolutions (ISU Communication <u>#2623</u> , spin					
	feature #10) once per spin, if executed in a different basic position and/or in a different					
	difficult variation.					
	<u>This feature can also be awarded if 8 revolutions are executed in a basic sit spin position</u> .					
	Spin in one position without change of foot:					
	If there are not two continuous revolutions in a basic position, the spin will receive Level Base					
	(B) provided at least three revolutions in total are achieved.					
	Spin in one position with change of foot:					
	<ul> <li>If there are not two continuous revolutions in a <u>basic position</u> on both feet, the spin will</li> </ul>					
	receive no value.					
	<ul> <li>If there are two continuous revolutions in a <u>basic position</u> on only one foot, the spin may</li> </ul>					
	receive a minimum Level Base (B) and a maximum Level 2 depending on features achieved					
	(up to two) and provided at least three revolutions in total are achieved on both feet.					
	• If in a camel or a sit spin, two continuous revolutions in a <u>basic position</u> are achieved on					
	both feet, even with no other features achieved, the spin will receive a Level 1. This feature					
	may be awarded <i>twice</i> per program if executed in different basic positions (once in a CSSp					
	or FCSSp and once in a CCSp or FCCSp). This feature will be counted on the second foot. If					
	additional features are achieved, the criteria from ISU Communication #2623 will be					
	applied, i.e.:					
	<ul> <li>Basic position achieved on both feet + no feature = Level 1</li> <li>Basic position achieved on both feet + one feature = Level 2</li> </ul>					
	<ul> <li>Basic position achieved on both feet + two features (two features on first foot, or one</li> </ul>					
	feature on first foot and one feature on second foot) = Level 3					
	<ul> <li>Basic position achieved on both feet + three features (two features on first foot and</li> </ul>					
	one feature on second foot) = Level 4					
	<ul> <li>Basic position achieved on both feet + four features = Level 4</li> </ul>					
	(F)CoSp and (F)CCoSp:					
	<ul> <li>If there is only one basic position for two continuous revolutions, the spin will receive a</li> </ul>					
	Level Base (B), and a V will be assigned. If there is only one basic position for two					



For IJS Adult and Masters Intermediate/Novice Singles Events

This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

continuous revolutions and less than three revolutions on each foot, the spin will receive a Level Base (B) and a V will be assigned.

- If there are only 2 basic positions for two continuous revolutions the spin will receive a V and may receive up to the maximum level allowed. Combination spins with no basic position for two continuous revolutions will receive no value.
- Level feature: All three basic positions performed on the second foot will count as a level feature for Adult Intermediate-Novice up to the maximum allowed. This will count as a feature on the second foot.

	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	Base	Any (B-4)				No Value
One position spin with change of foot	No Value	Upright (B-4) Camel/Sit (1-4) <sup>1</sup>			Any (B-2) <sup>2</sup>	Any (B-2)V
(F)CoSp	No Value	(F)CoSpBV	(F)CoSp(B-4)V	(F)CoSp(B-4)	No Value	No Value
(F)CCoSp	No Value	(F)CCoSpBV	(F)CCoSp(B-4)V	(F)CCoSp(B-4)	No Value	(F)CCoSp(B-2)V

<sup>1</sup> If basic position is achieved on both feet.

<sup>2</sup> If at least 3 revs are achieved on both feet.



This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

## Adult Masters Junior/Senior

Choreographic	Adult Masters junior-senior
Step	There is no required pattern, but the sequence must be visible and identifiable
(ChSt)	and should be performed using almost the full ice surface. If these criteria are not
	fulfilled, the element will have NO VALUE. The sequence may include moves in
	the field and spirals. Listed jumps may be included within the sequence and will
	be called by the technical panel (including obvious Waltz jump attempts).
	If the choreographic step sequence meets the requirements, it will be confirmed (see well-
	balanced program chart).

Spins	Masters Junior-Senior – maximum Level 4			
	Both directions immediately following each other (spin feature #8) will count for a level in			
	a sit and camel ONLY.			
	• A minimum of 3 revolutions in each direction is required and the position before and after			
	the change of direction must be held for at least 2 revolutions. A spin executed in both			
	directions will be considered as one spin.			
	U.S. Figure Skating will continue to award eight revolutions (ISU Communication <u>#2623</u> , spin			
	feature #10) once per spin, if executed in a different basic position and/or in a different			
	difficult variation.			
	• This feature can also be awarded if 8 revolutions are executed in a basic sit spin position.			
	Adults at Masters Junior/Senior are required to achieve a mandatory feature to receive a Level			
	4			
	Spin in one position without change of foot:			
	If there are not two continuous revolutions in a <u>basic position</u> , the spin will receive Level Base			
	(B) provided at least three revolutions in total are achieved.			
	Spin in one position with change of foot:			
	• If there are not two continuous revolutions in a <u>basic position</u> on both feet, the spin will			
	receive no value.			
	<ul> <li>If there are two continuous revolutions in a <u>basic position</u> on only one foot, the spin may</li> </ul>			
	receive a minimum Level Base (B) and a maximum Level 2 depending on features achieved			
	(up to two) and provided at least three revolutions in total are achieved on both feet.			
	<ul> <li>If in a camel or a sit spin, two continuous revolutions in a <u>basic position</u> are achieved on</li> </ul>			
	both feet, even with no other features achieved, the spin will receive a Level 1. This feature			
	may be awarded twice per program if executed in different basic positions (once in a CSSp			
	or FCSSp and once in a CCSp or FCCSp). This feature will be counted on the second foot. If			
	additional features are achieved, the criteria from ISU Communication #2623 will be			
	applied, i.e.:			
	<ul> <li>Basic position achieved on both feet + no feature = Level 1</li> </ul>			
	• Basic position achieved on both feet + one feature = Level 2			
	<ul> <li>Basic position achieved on both feet + two features (two features on first foot, or one feature on first feat and one feature on second feat). I could 2</li> </ul>			
	feature on first foot and one feature on second foot) = Level 3			
	<ul> <li>Basic position achieved on both feet + three features (two features on first foot and and feature an exceed feet) - Level 4</li> </ul>			
	<u>one feature on second foot</u> = Level 4			
	<ul> <li>Basic position achieved on both feet + four features = Level 4</li> </ul>			



For IJS Adult and Masters Junior/Senior Singles Events

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(F)CoSp and (F)CCoSp:
<ul> <li>If there is only one basic position for two continuous revolutions, the spin will receive a Level Base (B), and a V will be assigned. If there is only one basic position for two continuous revolutions and less than three revolutions on each foot, the spin will receive a Level Base (B) and a V will be assigned.</li> </ul>
<ul> <li>If there are only 2 basic positions for two continuous revolutions the spin will receive a V and may receive up to the maximum level allowed. Combination spins with no basic position for two continuous revolutions will receive no value.</li> </ul>
• Level feature: All three basic positions performed on the second foot will count as a level feature for Adult Junior-Senior up to the maximum allowed. This will count as a feature on the second foot.

	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	Base	Any (B-4)				No Value
One position spin with change of foot	No Value	Upright (B-4) Camel/Sit (B-4) <sup>1</sup>			Any (B-2)	Any (B-2)V
(F)CoSp	No Value	(F)CoSpBV	(F)CoSp(B-4)V	(F)CoSp(B-4)	No Value	No Value
(F)CCoSp	No Value	(F)CCoSpBV	(F)CCoSp(B-4)V	(F)CCoSp(B-4)	No Value	(F)CCoSp(B-2)V

<sup>1</sup> If Basic position is achieved on both feet.

<sup>2</sup> If at least 3 revs are achieved on both feet.



For IJS Adult and Masters Pairs Events

This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

# PAIRS: Adult Bronze, Adult Silver, Centennial, Adult Gold, Masters (including Championship events)

Fall Deduction	All levels: The deduction for each fall is 0.5			
Twist Lifts and Lifts	<ul> <li>Adult Bronze, Adult Silver and Centennial:         <ul> <li>Twist lifts and lifts will be evaluated in accordance with the U.S. Figure Skating well-balanced program requirements for Adult pairs and the current Juvenile/Intermediate lift features.</li> <li>Variation of the lady's position, no-handed, one-handed, overhead, carry and combination lifts and lifts that include a carry feature are not permitted. If one of</li> </ul> </li> </ul>			
	<ul> <li>these is executed the lift in question will be called at a Level Base (B) and given the 2.0 points illegal element deduction. If a pair executes a Group 1 lift, the release of the lady's hands after the lift extension has been achieved is not a violation of this rule.</li> <li>Adult Gold and Masters:</li> </ul>			
	<ul> <li>Twist lifts and lifts will be evaluated in accordance with the U.S. Figure Skating well-balanced program requirements for Adult pairs. Levels of Difficulty for Adult features 1-4 will be evaluated in accordance with the current juvenile/intermediate lift features. Levels of Difficulty for Adult features 5-9 will be evaluated in accordance with the criteria for junior pairs in ISU Communication #2623.</li> <li>Carry and lifts that include a carry feature are not permitted. If one of these is executed the lift in question will be called at a Level Base (B) and given the 2.0 points illegal element deduction. If a pair executes a Group 1 lift, the release of the</li> </ul>			
Twist Lifts	<ul> <li><u>lady's hands after the lift extension has been achieved is not a violation of this rule.</u></li> <li>2) Both of the man's hands must be on the sides of the lady's waist (catching the lady by one or both hands on the stomach is a different catch; no feature is given if there is no proper catch); and the lady is not touching the man at any point on the landing phase by any part of her arm(s), hand(s) or upper body.</li> </ul>			
	<ul><li>5) After the man releases the lady, his arms must change position going to the side of his body at least as low as his shoulders before he catches the lady. The arms of the man must be straight or almost straight.</li></ul>			
Lifts	<ul> <li>For Adult Bronze, Adult Silver, and Centennial pairs features 1 and 2 may be repeated.</li> <li>For Adult Gold and Adult Masters pairs features 1, 2, 5 and 6 must be significantly different from lift to lift and if similar will only count the first time attempted.</li> <li>Group 1 lifts without full extension of the arms are eligible for features 1-4 only. Group 2 lifts without full extension of the arms are only eligible for features 3 and 4.</li> <li>1) A simple variation of the take-off may include: a change of hold on the ascent, a position that is different than the required group hold, for example: the man skating forward on the take-off of a Group 2 or Group 4 lift.</li> <li>2) A simple landing variety may include: a change of hold on the descent, landing on the other foot with a change of direction or a difficult leg hold.</li> <li>3 &amp; 4) Ice coverage will begin with the continuous ascent of the lift to the continuous</li> </ul>			
	descent of the lift. At no point can the man "carry" the lady to achieve these features. *Group 2 lifts only: Full extension of man's arms not required			



Death Spiral and	The current Juvenile/Intermediate features will apply.
Pivot Figure	<ul> <li>Adult Bronze, Adult Silver and Centennial:</li> </ul>
invotinguic	
	• Regular one-hand to one-hand hold and at least ½ revolution with man in full pivot
	position is required.
	Features do not apply to the pivot figure.
	1) "Man's low pivot position" means the man's knees are clearly bent for one full
	revolution. (At Adult Silver, Adult Bronze and Centennial, the man's buttocks are NOT
	required to be below his knee.)
	2) "Lady's low position" means for inside death spirals the lowest hip or buttock and head
	should not be higher than her skating knee; for outside death spirals the head should
	not be higher than her skating knee and bodyline between knee of skating leg and
	head should be flat or shallow arch. If during the death spiral lady's head never reaches
	the level of her skating knee, this feature is not achieved.
	3) An additional level may be earned by the lady achieving an extra full revolution. "Low
	position" as defined for 1) and 2) above is required by both the lady and the man in the additional revolution.
	<ul><li>4) Difficult entry to a death spiral should be on the curve and on the leg of the death</li></ul>
	spiral, and while acquiring the actual death spiral position there should be a continuous
	and not too prolonged movement to this position. Entry commences at the beginning of the entry curve when one or both partners are already on one foot on the edge of
	the death spiral. Exit starts when the man starts bending his "holding" arm in the
	elbow and ends when the lady comes to the vertical position. Only one feature can be
	achieved, entry or exit.
Pivot Figure	The Pivot Figure (PiF) must have a minimum of ½ revolution in a pivot by the man, and he
Thornguic	must grip the woman with a one-hand hold. If there is less than ½ revolution in a pivot, or if
	the man holds the woman with two hands, the PiF will have no value.
	The woman can be in a spiral, spread eagle or have an extended leg position.
Death Spiral	If the full pivot is not reached, but there is a minimum of ½ revolution in a pivot position
Death Spiral	where the man's skating knee is clearly bent, then the Death Spiral will receive no higher
	than Level Base

Solo Spins	• The current calling clarifications for Juvenile pairs and Juvenile/Intermediate features will apply. The designation V, as described in ISU Communication <u>#2623</u> , will apply only
	to solo spin combinations and not to flying spins.
	• Both directions immediately following each other (spin feature #8) will count for a level in a sit, camel OR upright.
	<ul> <li>A minimum of 3 revolutions in each direction is required and the position before and after the change of direction must be held for at least 2 revolutions. A spin executed in both directions will be considered as one spin.</li> </ul>
	Spin in one position, no change of foot:
	<ul> <li>Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position). If this requirement is not achieved, the spin will receive no higher than a Level Base (B), and features will not be awarded.</li> </ul>
	Spin in one position with change of foot
	<ul> <li>Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) on one foot to achieve a</li> </ul>



#### For IJS Adult and Masters Pairs Events

	Level Base (B). If this requirement is not achieved, the spin will receive no level and
	no value.
	<ul> <li>Spin must have at least two continuous revolutions in a basic position by both</li> </ul>
	partners (at the same time, in the same basic position) on both feet to achieve
	Levels 1-4.
	<ul> <li>If in a camel, sit or (Adult Bronze only) in an upright spin, two continuous</li> </ul>
	revolutions in a basic position are achieved on both feet, even with no other
	features achieved, the spin will receive a Level 1. This feature will be counted on the
	second foot. If additional features are achieved, the criteria from ISU
	Communication <u>#2623</u> will be applied, i.e.:
	<ul> <li>Basic position achieved on both feet + no feature = Level 1</li> </ul>
	<ul> <li>Basic position achieved on both feet + one feature = Level 2</li> </ul>
	<ul> <li>Basic position achieved on both feet + two features (two features on first foot,</li> </ul>
	or one feature on first foot and one feature on second foot) = Level 3
	<ul> <li>Basic position achieved on both feet + three features (two features on first foot)</li> </ul>
	and one feature on second foot) = Level 4
•	Combination spin with/without change of foot
	• The minimum requirement for a Level Base (B) in a solo combination spin with or
	without a change of foot is only one basic position (two continuous revolutions in a
	basic position).
	$\circ$ In the case that two or more positions are clearly attempted, but only one basic
	position is achieved, the call will be Combination Spin (with a change of foot) Level
	Base (B) (CoSpBV or CCoSpBV).
	<ul> <li>For spins with a change of foot:</li> </ul>
	<ul> <li>The basic position can be executed on either foot.</li> </ul>
	<ul> <li>A minimum of three revolutions on each foot is required by both partners.</li> </ul>
	<ul> <li>Otherwise, the number of positions executed (two or three) does not limit the</li> </ul>
	level of the spin.
	eature 1 or 2 can be combined with feature 4. Example: 6 revolutions in a basic sit = Level
	. The skaters are awarded two features for the basic sit – one feature for the 6 revolutions
	vithout changes in position and one feature for at least three revolutions in a basic sit. <u>All</u>
	eatures may be used only once, the first time they are attempted. The difficult entry
	eature is consistent with ISU Communication #2623. Regular backward entry and regular
	ying camel will not be awarded as features. Features 1 & 2 may only be used once. The
	esignation V will be applied to Adult/Masters pairs for combination spins but not for flying
sp	pins.

Number of basic positions achieved	0	1	2	3	No basic on one foot
One position spin no change of foot	Base	Any (B-4)	N/A	N/A	N/A
One position spin with change of foot	No Value	Any (B-4)	N/A	N/A	Base
СоЅр	No Value	CoSpBV	CoSp(B-4)V	CoSp(B-4)	N/A
ССоЅр	No Value	CCoSpBV	CCoSp(B-4)V	CCoSp(B-4)	CCoSp(B-4)



#### For IJS Adult and Masters Pairs Events

Pair Spins	The current Juvenile/Intermediate features will apply.					
(PSp)/Pair	Pair Spin: If a team elects to perform a pair spin, the V does not apply. One basic					
Combination	position for two continuous revolutions by each partner is required for the pair spin to					
Spin (PCoSp)	receive a value.					
	Pair Combination Spin: At least one change of foot and one basic position (two					
	continuous rotations) by each partner is required for the pair combination spin to					
	receive a value.					
	If only one basic position is executed by both partners, the spin will receive no higher					
	than a Level Base (B), the designation V will apply and features will not be awarded.					
	If only two basic positions are executed by both partners, the designation V will apply.					
	The level of the spin is not limited if two basic positions are executed by both partners. A					
	change of position directly from basic to basic is not required.					
	A basic position on both feet must be achieved or the designation V will apply.					
	If the team attempts a PCoSp but, due to an error, fails to achieve 3 revolutions before					
	or after the change of foot, the attempted change of foot can be disregarded by the					
	technical panel. The element is identified as a PSp, and leveled according to the					
	features achieved on the foot with at least 3 revolutions. However, if a PSp has already					
	been attempted, no value will be given to the second PSp per the WBP requirements.					
	Only basic positions will be awarded as features. Difficult variations must be in basic					
	positions. Any basic sit with the 90-degree angle, any basic camel with the knee higher					
	than the hip will be awarded.					

Number of basic positions achieved	0	1	2	3	No basic on one foot
PSp	No Value	PSp (B-4)	PSp (B-4)	PSp (B-4)	N/A
PCoSp	No Value	PCoSpBV	PCoSp(B-4)V	PCoSp( <u>1</u> -4)	PCoSp(B-4)V

Choreographic	Adult Bronze, Adult Silver and Centennial:
Sequence (ChSq)	<ul> <li>The sequence must be clearly visible. If this criterion is not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious Waltz jump attempts in Adult Bronze).</li> <li>Adult Gold and Masters:</li> </ul>
	• The sequence must be clearly visible. If this criterion is not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel.

Jumps	• Adult Bronze only: A Waltz jump (1Wz) will receive credit if attempted as an		
	obvious jump element.		
Jump	Rotational and edge errors and any associated V and base values will be applied		
Clarifications	(ISU Communication <u>#2623</u> ).		

Throw Jumps	• Adult Bronze only: A throw Waltz jump (1WzTh) will receive credit if attempted as
	an obvious jump element.



Throw Jump	Rotational and edge errors and any associated V and base values will be applied
Clarifications	(ISU Communication <u>#2623</u> ).



#### For IJS Adult and Masters Pairs Events

This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

	Levels of Difficulty, Adult/Masters Pairs				
	of features for Levels: No features for Level Base (B), 1 for Level 1, 2 for Level 2, 3 for Level 3, 4 or more for Level 4				
Twist Lifts	<ol> <li>Woman's split position (each leg at least 45° from the body axis and woman's legs are straight or almost straight)</li> </ol>				
	<ol> <li>Catching the woman at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man</li> </ol>				
	3. Woman's position in the air with arm(s) above the head (minimum one full revolution)				
	<ol> <li><u>Difficult take-off</u></li> <li>Man's arms sideways reaching at least shoulder level after release of Woman</li> </ol>				
Lifts	Adult Bronze, Adult Silver, Centennial, Gold & Masters Pairs:				
	<ol> <li>Simple variation of take-off *Group 1 lifts only: Full extension of man's arms not required</li> <li>Simple landing variety (landing on the opposite foot is not automatically considered a simple landing variety *Group 1 lifts only: Full extension of man's arms not required</li> <li>Coverage of the ice from red line to blue line or equivalent (25 feet) *Group 1 &amp; 2 lifts only: Full extension</li> </ol>				
	of man's arms not required				
	<ol> <li>Additional coverage of the ice from blue line to red line or equivalent (25 feet) *Group 1 &amp; 2 lifts only: Full extension of man's arms not required</li> </ol>				
	Adult Gold & Masters Pairs ONLY:				
	<ol> <li>1 change of hold and/or woman's position (1 rev. of the man before and after the change, counts twice if repeated)</li> </ol>				
	6. Difficult variation of the woman (one full revolution)				
	7. One-hand-hold of the man (2 full revolutions in total not counting parts shorter than 1 rev.)				
	8. Additional revolutions of the man with one-hand-hold after 2 revs in Feature 7 (only in one lift)				
	<ol> <li>Change of rotational direction by the man (one rev. before and after the change, counts only once per program)</li> </ol>				
	For Adult Bronze, Adult Silver, and Centennial pairs features 1 and 2 may be repeated. For Adult Gold and Adult Masters pairs features 1, 2, 5 and 6 must be significantly different from lift to lift and if				
	similar will only count the first time attempted.				
Step	Choreographic Sequence (ChSq), must be clearly visible				
Sequences					
Death	1. 1 full revolution of the man in the low pivot position with knees clearly bent.				
Spirals	2. 1 full revolution of the Woman in the low position				
	3. Additional full revolution(s) by both after first revolution (counts only if pair achieves features 1 and 2)				
	4. Difficult entry (immediately preceding the death spiral) and/or exit (only one feature can be achieved for this regardless of whether the team does a difficult entry a difficult exit or beth)				
Colo Caino	regardless of whether the team does a difficult entry, a difficult exit, or both)				
Solo Spins	1. 3 revolutions in a basic camel				
	<ol> <li>3 revolutions in a basic sit</li> <li>Difficult entrance <u>and/or difficult exit</u> into a spin</li> </ol>				
	3. Difficult entrance and/or difficult exit into a spin				
	4. Difficult variation of a camel, sit or upright position				
	<ol> <li>Difficult variation of a camel, sit or upright position</li> <li>At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult</li> </ol>				
	<ol> <li>Difficult variation of a camel, sit or upright position</li> <li>At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> </ol>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> </ul>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> </ul>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> </ul>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic positions will not be awarded as a feature</li> <li>Spin in one position with a change of foot</li> </ul>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> </ul>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic positions will not be awarded as a feature</li> <li>Spin in one position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> </ul>				
	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic positions will not be awarded as a feature</li> <li>Spin in one position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> <li>Spin in one position without a change of foot</li> </ul>				
Pair Spine	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic positions will not be awarded as a feature</li> <li>Spin in one position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> <li>Spin in one position without a change of foot</li> <li>May be awarded a maximum Level B if there is no basic position</li> </ul>				
Pair Spins	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic position will not be awarded as a feature</li> <li>Spin in one position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> <li>Spin in one position without a change of foot</li> <li>May be awarded a maximum Level B if there is no basic position</li> <li>1. 3 revolutions in basic camel (both partners at the same time)</li> </ul>				
Pair Spins	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic position will not be awarded as a feature</li> <li>Spin in one position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> <li>Spin in one position without a change of foot</li> <li>May be awarded a maximum Level B if there is no basic position</li> <li>1. 3 revolutions in basic camel (both partners at the same time)</li> <li>2. 3 revolutions in basic sit (both partners at the same time)</li> </ul>				
Pair Spins	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot <ul> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic position with a change of foot</li> <li>Spin in one position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> <li>Spin in one position without a change of foot</li> <li>May be awarded a maximum Level B if there is no basic position</li> </ul> </li> <li>1. 3 revolutions in basic camel (both partners at the same time)</li> <li>2. revolutions in all 3 basic positions (both partners, do not have to be at the same time)</li> </ul>				
Pair Spins	<ul> <li>4. Difficult variation of a camel, sit or upright position</li> <li>5. At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback or difficult variation of any basic position)</li> <li>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</li> <li>Spin combination with a change of foot</li> <li>One basic position for 2 revolutions is required to receive a maximum Level B</li> <li>Non-basic position will not be awarded as a feature</li> <li>Spin in one position with a change of foot</li> <li>A basic position for 2 revolutions on one foot is required for a maximum Level B</li> <li>Basic positions for 2 revolutions on both feet are required for Levels 1-4</li> <li>Spin in one position without a change of foot</li> <li>May be awarded a maximum Level B if there is no basic position</li> <li>1. 3 revolutions in basic camel (both partners at the same time)</li> <li>2. 3 revolutions in basic sit (both partners at the same time)</li> </ul>				

#### Levels of Difficulty, Adult/Masters Pairs



For IJS Adult and Masters Dance Events

This information replaces the 2023-2024 Adult and Masters Calling Clarifications.

# DANCE: Adult Pre-Bronze, Bronze, Silver, Centennial, Pre-Gold, Gold, Masters Open and Championship Adult

Fall Deduction	Adult Pre-Bronze: The deduction for each fall is 0.25.
	Adult Bronze and higher: The deduction for each fall is 0.5

#### Pattern Dance

Pattern Dance	<ul> <li>For a sequence/segment to be called, at least 75% of the steps by both partners must be completed         <ul> <li>There are NO Key points.</li> <li>There is NO Level Base.</li> </ul> </li> <li>Required Number of Sequences – U.S. Figure Skating Rule 8075</li> </ul>
	<ul> <li><u>Adults dance a reduced number of sequences for the following dances: Canasta</u> <u>Tango, Cha Cha, Fiesta Tango, Fourteenstep, Foxtrot, Hickory Hoedown, Kilian, Paso</u> <u>Doble, Quickstep, Rhumba, Rhythm Blues, Rocker Foxtrot, Ten-Fox, and Viennese</u> <u>Waltz.</u></li> <li>Required Number of Sequences Not Skated – U.S. Figure Skating Rule 8075</li> <li>Side to Start Error Calling Specifications – U.S. Figure Skating Rule 8076</li> </ul>

#### Free Dance

Free Dance	All elements will be called in accordance with ISU Communications <u>#2646 (Level Base, 1, 2</u> 3, 4) with the following exceptions.			
Lifts	Two different group (B) difficult entries for lifts are permitted, and the full doughnut/ring position for the lifted partner will continue to be considered a difficult position on its own (difficult hold/interaction between partners not necessary).			
Choreographic Step Sequence	The choreographic sequence must be chosen from circular, midline or diagonal. It must utilize the full ice surface and must be clearly recognizable.			
Step Sequence				
Spins and Combination Spins	Spins and combination spins will be called in accordance with ISU Communication #2646 ( <i>without</i> difficult entries/exits).			



#### For IJS Adult and Masters Dance Events

Level Base	Level 1	Level 2	Level 3	Level 4
DSp – 3 rotations				
Dance Spin: at least 3	1 Difficult Variation	2 different Difficult	3 different Difficult	4 different Difficult
rotations continuously	from any Basic	Variations from 2	Variations from 2	Variations from 2
on one foot by both	Positions	different Basic	different Basic	different Basic
partners	OR	Positions	Positions	Positions
simultaneously in any	Different direction of	OR	OR	OR
part of the Spin	spinning rotation	1 Difficult Variation	2 Difficult Variations	2 Difficult Variations
		from the same Basic	from the same Basic	from the same Basic
		Position	Position	Position
		AND	AND	AND
		Different direction of	Different direction of	2 Different changes in
		spinning rotation	spinning rotation	direction of spinning
				rotation

Synchronized	Synchronized Twizzle Calling Specifications and Basic Requirements (No Level Base):			
Twizzles	• <b>Basic Requirements</b> : Both partners complete at least one full rotation for the twizzle. The synchronized twizzle will be identified but given no level when one or both partner skate less than one full rotation each.			
	Calling Specifications:			
	<ol> <li>If one or both partners touch(es) the free foot down during the execution of the turn, the level will be assessed in accordance with the number of clean rotations before the touchdown.</li> </ol>			
	<ol> <li>If the skaters perform a three-turn, check rotation and then start a twizzle, the entry edge and the number of rotations of that twizzle will be counted after the three-turn from the starting edge of the proper twizzle.</li> </ol>			
	<ol> <li>If there is a full stop before the twizzle, the level of the twizzle will be reduced by one level.</li> </ol>			
	4. Synchronized twizzle executed as a spin or checked three-turns:			
	<ul> <li>If up to one rotation becomes a spin or checked three-turn, the Synchronized</li> </ul>			
	Twizzles will be reduced by 1 Level (considered separately for each partner)			
	<ul> <li>If more than one rotation becomes a spin or checked three-turn, the</li> </ul>			
	Synchronized Twizzles will be called by Level 1			



#### For IJS Adult and Masters Dance Events

Level 1	Level 2	Level 3	Level 4
Synchronized Twizzles that	Option 1	Option 1	Option 1
do not meet the criteria for	Twizzles at least 2 full	Twizzles at least 3 full	Twizzles at least 4 full
Level 2, 3 or 4 requirements	rotations (for both partners)	rotations (for both partners)	rotations (for both partners)
but meet the basic			
requirements for the	AND	AND	AND
Juvenile and Adult Free	Started with a forward edge	Started with a forward edge	Started with a forward edge
Dance Synchronized Twizzle.	(for both partners)	(for both partners)	(for both partners)
	Option 2	Option 2	Option 2
	Twizzles at least 1 full	Twizzles at least 2 full	Twizzles at least 3 full
	rotation (for both partners)	rotations (for both partners)	rotations (for both partners)
	AND	AND	AND
	Started with a backward edge	Started with a backward edge	Started with a backward edge
	(for both partners)	(for both partners)	(for both partners)