

2024-2025 BONUS CHART – Domestic Single Skating Calling Clarifications
Junior, Novice, Intermediate & Juvenile. Implementation begins March 5, 2024

	Bonus Categories								
	Individual Jump Bonuses				Combination/Sequence Bonuses			Repertoire	Step Sequence
Level	Quad	Triple Axel	Triple Jumps	Double Axel	Triple Jump Followed by a Triple Jump	Double Jump* Followed by a Triple Jump	Double Axel or Triple jump followed by a Single Jump followed by a Triple Jump	Repertoire Bonus	<u>StSq4</u>
Junior	1.0 for each	1.0 for each	N/A	NA	1.0 for one each <u>must be different</u> (Women & Men)	N/A	N/A	N/A	N/A
Novice	N/A	1.0 for each	N/A	N/A	1.0 for one each <u>must be different</u>	<u>1.0 for one</u> <u>*must be</u> <u>2A + triple</u>	1.0 for one	2.0	<u>0.5</u>
Intermediate	N/A	NA	1.0 for each (maximum 2, triples must be different)	N/A	N/A	1.0 for one	1.0 for one	N/A	N/A
Juvenile	N/A	N/A	1.0 for one	1.0 for each	N/A	N/A	N/A	N/A	N/A

General notes:

- Jump elements (individual jump or jump combination/sequence) are eligible for a maximum 1.0 bonus if the jump element meets the criteria for bonus application.
- Individual jump bonuses shall be applied to an eligible jump executed in combination/sequence **only** if the entire element is not eligible for a **Combination/Sequence Bonus**.
- Bonuses noted "for one" in the chart above may be applied only once per program.
- **The first jump element that meets the requirements is eligible for the bonus in that category.**
- +REP does not block a bonus application.
- When bonuses are applied to jump elements, the repeat rule verifications in the software may fail and must be manually checked by the technical controller.
- Bonuses apply only to jump elements that meet SP or FS well-balanced program requirements and repeat rules.
- **Juvenile & Intermediate:** To be eligible for any bonus, jumps must be fully rotated, landed on the quarter (q) or under-rotated (<). Jumps with an edge attention (!) are eligible. Jump elements that include a wrong edge (e) or downgrade (<<) are **not eligible** for a bonus.
- **Novice & Junior:** To be eligible for any bonus, jumps must be fully rotated or landed on the quarter (q). Jump elements that include an attention (!), wrong edge (e), under-rotation (<) or downgrade (<<) are **not eligible** for a bonus.
- Repertoire Bonus may be awarded in **Novice only**, once per program for 4 different triple or quad jumps. This bonus may be added by the DO at the direction of the TC.

Combination/Sequence Bonuses:

- Executing a jump to achieve a **Combination/Sequence Bonus** (green columns) does not block an **Individual Jump Bonus** (gold columns) for said jump **in a different jump element**.
- **Juvenile & Intermediate:** If ANY jump in a jump combo/sequence has a wrong edge or downgrade, the element is not eligible for a **Combination/Sequence Bonus**.
- **Novice & Junior:** If ANY jump in a jump combo/sequence has a wrong edge, edge attention, under-rotation or downgrade, the element is not eligible for a **Combination/Sequence Bonus**.
- **Novice & Junior:** Triple triple jump combinations must be different but may contain ONE of the same jumps. Eg. 3F+3T and 3Lz+ 3T or 3Lo+3T and 3F+3Lo