



2024-25 Pairs Skating – Calling Clarifications for Juvenile, Intermediate, Novice and Junior

The information in this document supersedes the 2023-24 Pairs Skating Calling Clarifications for Juvenile, Intermediate and Novice.

For Novice and Junior Pairs Features for all elements will be evaluated in accordance with ISU Communication #2623

Solo Spins

Juvenile and Intermediate Solo Spins – The designation V, as described in ISU Communication #2623, will apply to solo spin combinations in which only 2 basic positions are achieved by one or both partners, to solo spins with a clear change of foot in which fewer than 3 revolutions are achieved by one or both partners on one foot, and to flying spins for stepping over or no visible jump.

Juvenile Solo Spin – Spin in one position, no change of foot:

- 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, and features will not be awarded.

Intermediate Solo Spin – Spin in one position, no change of foot:

- Spin must have at least two continuous revolutions in a basic position by both partners (at the same time, in the same basic position) to achieve a Level Base. If this requirement is not achieved, the spin will receive no level and no value.

Juvenile / Intermediate Solo Spin – Spin in one position with change of foot:

- 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 Level Base. If this requirement is not achieved, the spin will receive no level and no value.
- 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 both feet** to achieve Levels 1-4.

Juvenile / Intermediate Solo Spin – Combination Spin With/Without Change of Foot:

- The minimum requirement for a Level Base in a solo combination spin with or without a change of foot is only one basic position (two continuous revolutions in a basic position).
- 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 V (CoSpBV or CCoSpBV).

For spins with a change of foot:

- The basic position can be executed on either foot.
- A minimum of three revolutions on each foot is required by both partners. If this is not achieved, a V will be assigned.

Otherwise, the number of positions executed (two or three) does not limit the level of the spin.

Juvenile Pairs Solo Spins – maximum levels

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

Intermediate Pairs Solo Spins – maximum levels

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

Pair Spins

Juvenile / Intermediate Pairs Pair Spin (PSp) – For pair spins, the V does not apply. Three revolutions by both partners is required for the pair spin to receive a value.

Lifts

Juvenile and Intermediate Pairs

- Difficult variations of the woman's air position, carries, changes of rotational direction, and one-hand holds by the man are not permitted. If one of these is executed the lift in question will be called at a Level B and given the 2.0 points illegal element deduction.

Pivot Figure

Juvenile and Intermediate Pairs

- The Pivot Figure (PiF) must have a minimum of $\frac{1}{2}$ revolution in a pivot by the man, and he must grip the woman with a one-hand hold. If there is less than $\frac{1}{2}$ 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.

Jumps: Bonus

To be eligible for bonus points, jumps must be compliant with short program or free skating program requirements and repeat rules.

Juvenile Pairs

- **Free Skate:** 1.0 bonus for each double Axel achieved (fully rotated, landed on the quarter, or under-rotated) by **both** partners.

Intermediate Pairs

- **Free Skate:** 1.0 bonus for each double Axel achieved (fully rotated, landed on the quarter, or under-rotated) by **both** partners.

Novice Pairs

- **Short Program and Free Skate:** 1.0 bonus for each double Axel achieved (fully rotated, landed on the quarter, or under-rotated) by **both** partners.
- **Free Skate:** 2.0 bonus for each triple jump achieved (fully rotated, landed on the quarter, or under-rotated) by **both** partners. *Jumps that have an edge attention (!) or a wrong edge (e) are still eligible for the bonus.*

Junior Pairs

- **Free Skate:** 1.0 bonus for each triple jump achieved (fully rotated, landed on the quarter, or under-rotated) by **both** partners. Jumps that have an edge attention (!) or a wrong edge (e) are still eligible for the bonus.

Throws: Bonus

To be eligible for bonus points, throws must be compliant with short program or free skating program requirements and repeat rules.

Novice Pairs

- **Short Program and Free Skate:** 1.0 bonus for each throw double Axel or throw triple jump achieved (fully rotated, landed on the quarter, or under-rotated).

Twists: Bonus

To be eligible for bonus, twists must be compliant with short program or free skating program requirements.

Junior Pairs

- **Short Program and Free Skate:** 1.0 bonus for each triple twist achieved (fully rotated).

Levels of Difficulty, Juvenile and Intermediate Pairs

Number 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

Lifts	<ol style="list-style-type: none"> 1) Simple variation of take-off 2) Simple landing variety (landing on the opposite foot is not automatically considered a simple landing variety) 3) Coverage of the ice from red line to blue line or equivalent (25 feet) *Group 2 lifts only: Full extension of man's arms not required 4) Additional coverage of the ice from blue line to red line or equivalent (additional 25 feet) *Group 2 lifts only: Full extension of man's arms not required
Twist Lifts	<p>Intermediate Only – Maximum Level 2</p> <ol style="list-style-type: none"> 1) Difficult take-off <u>or difficult exit (may be executed before the landing of the woman or immediately after it)</u> 2) Catching the woman at the side of the waist without her hand(s)/arm(s)/any part of upper body touching the man
Death Spirals	<ol style="list-style-type: none"> 1) 1 full revolution of the man in pivot position with knees clearly bent 2) 1 full revolution of the woman in the low position 3) Additional full revolution(s) by the woman with both partners in the low position 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 both)
Solo Spins	<ol style="list-style-type: none"> 1) 3 revolutions in a basic camel 2) 3 revolutions in a basic sit 3) Difficult entrance <u>and/or</u> difficult exit 4) Difficult variation of a camel, sit or upright position 5) At least 6 revolutions without changes in positions/variation, foot and edge (camel, sit, layback, or difficult variation of any basic position) <p>In any spin with a change of foot, the maximum number of features attained on one foot is two (2).</p> <p>Juvenile and Intermediate: Combination spins with a change of foot</p> <ul style="list-style-type: none"> • One basic position for 2 revolutions is required to receive a maximum Level B • Non-basic positions will not be awarded as a feature <p>Juvenile and Intermediate: Spins in one position with a change of foot</p> <ul style="list-style-type: none"> • A basic position for 2 revolutions on one foot is required for a maximum Level B • Basic positions for 2 revolutions on both feet are required for Levels 1-4 <p>Juvenile: Spins in one position without a change of foot</p> <ul style="list-style-type: none"> • May be awarded a maximum Level B if there is no basic position <p><u>Features 1-5 may only be awarded once per spin</u></p>
Pair Spins	<ol style="list-style-type: none"> 1) 3 revolutions in basic camel (both partners at the same time) 2) 3 revolutions in basic sit (both partners at the same time) 3) 2 revolutions in all 3 basic positions (both partners, do not have to be at the same time) 4) 1 difficult variation of each partner (must be executed for 2 revolutions in basic position) 5) At least 6 revolutions without any changes in position/variation and foot (camel, sit or difficult upright) 6) Difficult <u>entrance or exit or lifting the woman while man on 1 foot for at least 2 revolutions</u>

CLARIFICATIONS: JUVENILE AND INTERMEDIATE PAIRS LEVELS OF DIFFICULTY

The juvenile and intermediate pairs levels of difficulty have been developed to create a better progression of skills from juvenile to elite level pairs. Basic fundamentals of skating will be stressed and rewarded. Unless otherwise specified, levels will not be limited, but only the juvenile and intermediate features will be awarded.

LIFTS

Group 1 lifts without full extension of the arms are eligible for all features. Group 2 lifts without full extension of the arms are only eligible for features 3 and 4. (Group 1 Lift – hold variations allowed in lift where woman’s head remains up and she is lower than the man’s shoulder. Possible grips are hand to armpit, hand to arm, hand to waist, or hand to hand.)

- 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. Variations MAY be repeated on each lift at juvenile and intermediate levels.
- 2) A simple landing variation may include: a change of hold on the descent, landing on the other foot with a change of direction or a difficult leg hold. Variations MAY be repeated on each lift at juvenile and intermediate levels.
- 3&4) Ice coverage will begin with the continuous ascent of the lift to the continuous descent of the lift. At no point can the man “carry” the woman to achieve these features. *Group 2 lifts only: Full extension of man’s arms not required

TWIST LIST

Maximum Level 2

- 1) Difficult take off or difficult exit: This feature is consistent with ISU Communication [#2623](#)
- 2) Catching the Woman at the waist: This feature is consistent with ISU Communication [#2623](#)

DEATH SPIRAL

Well-balanced program rules for intermediate pairs require that both the man and the woman execute a minimum of one-half revolution with the man’s knees clearly bent. Juvenile pairs must execute a pivot figure. A minimum of one-half revolution by the man in a pivot position is required for confirmation. Features do not apply to the pivot figure.

- 1) “Man in pivot position” means the man’s knees are clearly bent for one full revolution. (At the intermediate pairs level, the man’s buttocks are NOT required to be below his knee.)
- 2) “Woman’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. If during the death spiral the woman’s head never reaches the level of her skating knee, this feature is not achieved.
- 3) An additional level may be earned by the woman achieving an extra full revolution. “Low position” as defined for 1) and 2) above is required by both the woman and the man in the additional revolution.
- 4) The difficult entry and/or exit is one feature and only one of them will count as a level feature. This feature is consistent with ISU Communication [#2623](#)

SOLO SPINS

Only basic positions will be awarded as features. Feature 1 or 2 can be combined with features 4 and/or 5. Example: 6 revolutions in a difficult variation of a sit = Level 3. The skaters are awarded two features for the basic sit – one feature for the 6 revolutions without changes in position, one feature for at least three revolutions in a sit, and one feature for a difficult variation of a sit. **All features may only be used once**. If the same feature is executed on both feet, any one of these executions can be taken in favor of the skaters. Difficult variations must be in basic positions. The difficult entry and/or exit feature is consistent with ISU Communication [#2623](#).

PAIR SPINS

Only basic positions will be awarded as features. Difficult variations must be in basic positions. The difficult entrance or exit or lift within a spin feature is consistent with ISU Communication [#2623](#).

2024-2025 BONUS CHART

Domestic Pairs Skating Calling Clarifications Junior, Novice, Intermediate & Juvenile

Level	Double Axel	Triple Jump	Throw Double Axel	Throw Triple	Triple Twist
Juvenile	1.0 for each	n/a	n/a	n/a	n/a
Intermediate	1.0 for each	n/a	n/a	n/a	n/a
Novice	1.0 for each	2.0 for each	1.0 for one	1.0 for each	n/a
Junior	n/a	1.0 for each	n/a	n/a	1.0

General Notes

- To be eligible for a bonus, all elements must be in accordance with well-balanced program requirements.
- Bonus can be awarded in short program and/or freeski if in accordance with well-balanced program requirements.
- Jump bonuses:
 - Jumps must be fully rotated, on the quarter (q) or underrotated (<) by both partners.
 - Jumps are still eligible for the bonus with an attention (!) or wrong edge (e).
 - Jumps are eligible for bonus as solo jumps, jump sequences and/or jump combinations
 - Jumps are eligible for bonus with a +REP
- Throw bonuses
 - Throws must be fully rotated, on the quarter or underrotated.
- triple twist bonus
 - Triple twist must be fully rotated (not have a downgrade (<<)).