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no Gelo 2023

*1st South American Open Interclub Figure Ice Skating Competition*

## **GENERAL MANUAL FOR TECHNICAL REQUIREMENTS, CALCULATIONS AND BEHAVIOR FOR ALL DISCIPLINES AND CATEGORIES**

### **Notice:**

The *1<sup>st</sup> South American Open Interclub Figure Skating Competition* is open to competitive athletes from any Latin American country registered to their respective *ISU* national member federation.

All competitors and coaches are expected to be familiar with these rules, to comply with them in full and to exemplify the highest standards of fairness, ethical behavior and genuine good sportsmanship in their relations with others.

Any person whose acts, statements or conduct is considered detrimental to the welfare of figure skating may be disqualified from the competition.

### **Requirements for the Audience, Parents and Relatives:**

During warm-ups and the presentation of athletes, the audience should remain quiet, except for reasonable clapping and cheering. Bullhorns, drums, whistles and other noise-making devices are strictly prohibited. Any individual or group of people who violate this rule will be invited by security or event organizers to exit the venue.

At the conclusion of each skater's performance, plush toys may be thrown onto the ice if they are completely enclosed in a plastic bag. No object that may deteriorate the quality of the ice or pose a risk of falling to subsequent skaters may be thrown on the ice. This includes flowers (even if properly wrapped). Individuals violating this rule will be asked to leave the premises permanently. Club delegations shall take every possible measure to ensure that this rule is followed. Failure to do so may lead to disciplinary action.

Skaters, coaches, parents and relatives are responsible for looking after all personal items. The Organizing Committee shall not be held liable for damage to or the disappearance of any property inside or on the premises of the establishment where the event is held.

### **Coaching Requirements – All Disciplines:**

- **Sideline coaching:** Skaters and synchro group skating teams may receive in-person coaching from the sidelines while on the ice during warm-up periods and may also leave the ice surface for that purpose, provided such coaching does not interfere with the judging of another skater. Remote coaching is not permitted nor is any form of coaching during the actual performance of the skater or team before the judges, nor may the coach be on the ice with the skater or team in the warm-up area. For the purpose of this rule, coaching shall be considered any communication between the skater or team and a coach, parent or any other person. The referee may bar from the rink anyone who disregards this rule and may disqualify any skater or team who receives coaching in violation thereof.
- **Planned program content sheets (PPCS):** PPCS are mandatory for all levels. PPCS must be presented at the time of accreditation for the event. Accreditations that are not accompanied by a planned content program sheet and/or the payment of the corresponding fee will be deemed incomplete and inadmissible.
- **Behavior of competitors during competitions – all disciplines:** Competitors shall, at all times, respect and obey the instructions of the official in charge of the competition, best practices for the sport and apply common sense. Competitors who directly or indirectly, verbally or in writing, express themselves in any improper manner regarding the officials or their decisions or the marking of the judges may be suspended or excluded from further competition.

### **Judging Systems:**

The *IJS (International Judging System)* will be used for judging and scoring this Competition.

- A. The Panel of Judges shall be composed of five judges and one Referee (that can also be a judge), all of whom shall be duly qualified and skilled in the judging systems used;
- B. The Technical panel shall be composed by at least one Technical Specialist (that can also be a judge) and two Data Operators.

### **Age Participation Regulations:**



The Organizing Committee for the *1<sup>st</sup> South American Open Interclub Figure Skating Competition* has agreed to use the Brazilian Ice Sports Federation Official Rules for Figure Skating. These rules can be found in the Federation's website: [www.cbdg.org.br/regulamentos](http://www.cbdg.org.br/regulamentos).

The competitor's age will be determined based on that **skater's age by JULY 1<sup>st</sup> 2023**. Should the competitor's birthday be on July 1<sup>st</sup>, the older age category shall apply.

### **Competition Schedule Draw:**

The skating order within each category will be defined by lottery, made via conference call with all or most of the coaches responsible or club representative for the foreign delegations participating in the event. The date of the draw will be made public through the usual means of communications for coaches or club representatives in sufficient time prior to the event.

### **Clothing and Equipment – Singles (non-artistic):**

- A.** Competitors' clothing must be modest, dignified, and appropriate for athletic competition, not garish or theatrical in design. Clothing may, however, reflect the character of the music chosen.
- B.** The skating clothing worn in actual competition may not bear any form of advertising. However, warm-up suits may bear the name of a sponsor when a skater is on the ice. The sponsor's name must not exceed 4.65 square inches (30 square centimeters);
- C.** Clothing may not give the appearance of excessive nudity. While a reasonable use of skin color fabrics is acceptable, athletes and coaches must consider the age, maturity and development of the skater and ensure that the use of such fabrics is appropriate, tasteful and respectful.
- D.** Props, feathers, and objects that may fall on the ice surface, are prohibited; any ornamentation attached to the clothing must be firmly fastened so as not to fall off while skating under normal competitive conditions.
- E.** Men must wear trousers; not tights. Ladies may wear skirts, trousers and tights (including unitards);
- F.** All competitors must maintain their equipment and clothing and store them with care. Boots shall be presented in the best fashion possible. Boot covers may be used. Blades must be sharpened to produce a flat to concave cross section without change to the width of the blade as measured between the two

edges. However, a slight tapering or narrowing of the cross section of the blade is permitted.

### **Music:**

#### **1. Music type:**

- 1.1.** The music in singles events shall be selected by the competitor; for all programs, vocals are permitted. Choreography must be appropriate for the music.
- 1.2.** No type of indication or signal (beep, bells, etc.) may precede the skater's music.

#### **2. Duration of skating:**

- 2.1.** Time starts from the moment the skater begins to move or skate. Timing stops when the skater comes to a complete stop at the end of the program.
  - 2.1.1.** Should the music end before the skater concludes the presentation, only the elements executed through the end of the music will be scored. A deduction of .1 will be applied as well to the artistic portion.
  - 2.1.2.** Should the skater conclude the presentation before the end of the music, a deduction of .1 will be applied to the artistic score.
- 2.2.** Time Allowance – All the levels:
  - 2.2.1.** The duration of Basic, Pre-Advanced, Advanced Levels and All Single Adult events must not exceed the maximum time allowed, but may be less, provided that all technical elements are included.
  - 2.2.2.** Any element started after the permissible time will be considered in the marking as omitted.
  - 2.2.3.** No extra marks are obtained by extending the program to the maximum time permitted if it is unnecessary to do so.

### **Ice Resurfacers Time:**

The timing of ice cuts for the maintenance of the ice surface shall be determined, initially, one month after the registration deadline and shall be released with the skating order. Nonetheless, the Referee will have the discretion to alter the schedule as needed.

### **Warm-Up Times and Group Sizes – All Singles (except Exhibition Events):**

A warm-up period must immediately precede a competitive skating group. In case of interruption in the competition of more than 10 minutes, due to unforeseen circumstances, the skaters concerned will be permitted a second warm-up period of six minutes in the case of singles.

#### **1. Time allotted:**

**1.1.** For singles, unless otherwise authorized by the referee, after an event segment (such as the free skate) has begun, as witnessed by the first warm-up group having taken the ice, no competitor in that event segment, regardless of their warm-up group, may practice for any length of time on the official ice surface or any other ice surface until the event segment has concluded. This rule does not affect the skater's official warm-up group or the time immediately preceding the call of their name by the announcer. A skater/team who violates this rule will be disqualified from the competition. Before the start of any part of any event, the referee shall allow a period of warm-up in groups. These warm up times will be presented ten days prior to the competition date.

#### **2. Delayed start or restart – singles:**

**2.1.** If the tempo or quality of the music is deficient, the competitor(s) must stop skating and notify the event referee. No restart may be made if the competitor fails to inform the event referee within 30 seconds of the start. If the interruption happens after the 30 second mark, the performance will continue from the point of interruption. Back-up music must be readily available at rink side. No deduction will be made by the event referee or judges.

**2.2.** If an interruption or stop in the music or any other adverse condition unrelated to the competitor(s) or the competitor's equipment, such as lighting, ice condition, etc., occurs, the competitor(s) must stop skating at the acoustic signal of the event referee and report to the event referee. Immediately after the problem has been resolved, the

competitor(s) will continue from the point of interruption. If, however, the interruption lasts longer than 10 minutes, there will be a second warm-up period according to the rule.

- 2.3.** If a competitor is injured during the performance, or another adverse condition related to the competitor (such as health problems or unexpected damage to the competitor's clothing or equipment) impedes the competitor's skating, the competitor must stop skating, or they will be directed to do so by an acoustic signal by the event referee.
- 2.3.1.** If the adverse conditions can be remedied without delay and the competitor(s) resumes the program without reporting to the event referee, the event referee will apply a deduction for the interruption for *IJS* events (see as per rule basic principles of calculation – all skating disciplines (B)) depending on the duration of the interruption. This time period commences immediately after the competitor stops performing the program or is directed to do so by the event referee, whichever occurs earlier. During this time period, the competitor's music will continue playing. If the competitor does not resume the program within 40 seconds, the competitor will be considered withdrawn;
- 2.3.2.** If the adverse conditions cannot be remedied without delay and the competitor(s) reports to the event referee within 40 seconds, the event referee will allow an additional period of up to three minutes for the competitor to resume skating. The additional time period commences at the moment the competitor reports to the event referee. The event referee will apply a deduction in *IJS* events (see as per rule basic principles of calculation – all skating disciplines (B)) for the whole interruption. If the competitor does not report to the event referee within 40 seconds or does not resume the program within the additional period of three minutes, the competitor will be considered withdrawn.
- 2.3.2.1.** In all the events, the referee will decide and indicate to the technical controller where the point of interruption is. If the technical panel decides that the interruption occurred at the entrance to or during an element, the technical panel will call the element according to the usual principles of calling, and the technical controller will inform the event referee of those decisions. The



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point from where the competitor has to continue the program will be decided and communicated to the competitor, the judges and the technical panel by the referee: it is either the point of interruption or, if the technical panel has decided that the interruption occurred at the entrance to or during an element, the point immediately following this element.

- 2.4.** If, in the opinion of the referee, medical attention is required, the referee must stop the performance. The referee, after consulting with medical personnel, if available, will decide if the competitor(s) is fit to continue their program with no further risk to themselves or their partner/teammates, if applicable. There will be a maximum of a three-minute allowance for evaluation before the referee will be required to make their decision. If the referee determines the competitor is not fit to continue, the competitor will be considered withdrawn.
- 2.5.** If a competitor with the first starting number in the group is injured, or any other adverse condition related to the competitor or the competitor's equipment impeding the competitor's skating occurs during the warm-up period, and time before the start of the program is not sufficient to remedy the adverse condition, the referee will allow the competitor up to three additional minutes before the competitor is called to the start. No deduction applies.
- 2.6.** If any competitor between entering the ice and being called to the start is injured, or any other adverse condition related to the competitor or the competitor's equipment impeding the competitor's skating occurs, and time before the start of the program is not sufficient to remedy the adverse condition, the referee will allow the competitor up to three additional minutes before the competitor is called to the start. The event referee will apply a deduction as per rule allowance of a delayed start or restart – singles (B.3.1.).
- 2.7.** If any competitor between being called to the start and taking the starting position is injured or any other adverse condition related to the competitor or the competitor's equipment impeding the competitor's skating occurs, rule call to start applies. If sixty (60) seconds are not enough to remedy the adverse condition, the referee will allow the competitor up to three additional minutes, applying a deduction for the

whole interruption as per rule allowance of a delayed start or restart – singles (B.3.1.).

- 2.8. No restarts of the whole program are allowed, except for deficient music; see rule allowance of a delayed start or restart – singles (B).
  - 2.9. If a competitor is unable to complete the program, no marks are to be awarded, and the competitor will be considered as withdrawn. The same applies to the situation when a competitor has been given the opportunity to continue the program from the point of interruption and once more is unable to complete the program.
- 3. Call to Start:**
- 3.1. Before each performance, the name of the competitor/team and club will be called. The country of origin of the club will also be announced.
  - 3.2. For all the events:
    - 3.2.1. Every singles (artistic and non-artistic levels), artistic pairs and artistic groups must take the starting position of each segment of the competition (pattern dance, short program, short dance, free skate or free dance) no later than 30 seconds after the competitor's/team's name has been announced. If the competitor/team has not taken their starting position within 30 seconds after their name is announced, the referee will deduct 1.00. If the competitor/team has not taken their starting position within 60 seconds after their name is announced, the competitor/team will be considered withdrawn.

#### **Composition of Singles Events:**

- A. For this competition only the following technical levels: intermediate, advanced novice, junior and senior will perform both short program and free skate.
- B. All the other technical levels and artistic levels will perform only free skate.
- C. Planned program content sheets shall be presented for all entries. The organizers are not responsible for errors by coaches/or athletes.

#### **Illegal Elements/Movements:**

Somersault-type jumps, lying on the ice, and prolonged and/or stationary kneeling on both knees or placing both legs flat on the ice (including splits) at any time are illegal.



## **Singles Technical Requirements:**

### **General Requirements:**

- The skating order of the required elements is optional;
- Vocal music is allowed;
- To be skated on full ice surface;
- The skater may use elements from a previous level;
- A 0.5 deduction will be taken for each element performed from a higher level;
- Skaters must come to a complete stop when a stop or standstill position is indicated;
- All glides must be executed for at least a count of three;
- All three-turn and related movements must be clearly perceivable;
- All spirals must be executed with the free leg at least parallel to the ice surface and the position held for at least a count of four to ensure that the spiral is readily visible and identifiable;
- When performing a dip, the upper part of the skating leg is at least parallel to the ice. When performing a shoot the duck movement, the upper part of the leg must be at least parallel to the ice surface. The skater must return to the standing position on one leg. In both cases, the position will be held for a count of four to ensure that the position is readily visible and identifiable;
- All steps must be visible and identifiable in order to be judged;
- To be valid, three-turns, mohawks and step sequences must be clearly visible and identifiable by the judges;
- Connecting steps or movements between elements are highly recommended;
- All the required jumps must be executed as solo jumps or as indicated. Solo jumps could be repeated in the combination or sequence but only once;
- Spins will only be considered if performed correctly: in the sit spin, the flexed leg must be at least parallel to the surface of the ice; in the camel spin, the free leg should be at an angle of at least 90 degrees from the ice. Spin rotations will

be counted from the moment the skater takes the correct position. If the skater exits this position and returns to the proper position the lap count will restart;

- Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted;
- If an extra jump is executed, only the individual jump in violation will be scored as no value. Jumps are considered in the order of execution;
- These events are scored with both element and program components scores;
- The panel's points for each program component are multiplied by a factor such that the program component score is as equivalent as possible to the technical score;
- **IMPORTANT:** All steps and sequence of steps required must be appropriate to the size of the track on which the championship will be held without prejudice to the quality of the performance, or the number of steps or repetitions (if applicable);
- The organizing committee has the freedom to join contiguous age categories if, after registration, there were 1 or 2 athletes in a competition group, this in order to stimulate competition.

### **Artistic Competition:**

#### **A. Judging and marking:**

- a. Performances will be judged from an entertainment standpoint, for theatrical and artistic qualities.
- b. This category will be judged using the program components marks only. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements.
- c. Unintended falls, poorly executed skating elements and obvious losses of control will negatively affect the competitor's/team's marks.
- d. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence.
- e. Theatrical elements evaluated will include are but not limited to:
  - i. Reflection of the musicality as it pertains to the concept of the program;
  - ii. Projection;

- iii. Energy;
  - iv. Timing;
  - v. Acting;
  - vi. Skating skills that relate to the music;
  - vii. Age appropriateness to skater;
  - viii. Use of props and scenery;
  - ix. Interaction (duets and ensembles only);
  - x. **Note:** Prolonged pauses to express lyrics are discouraged. They will be considered for composition and presentation marks.
- f. Deductions will apply for negligence relating to: costumes, props, program times. If there is more than one infraction, each will be deducted from the single mark.
- i. Deduction description:
    - **-0.5:** Hair or accessory falls to ice;
    - **-1.0:** No use of props;
    - **-0.5:** For each 10 second over maximum time.
- g. Skaters participating in the Artistic competition may enter up to THREE Artistic competition events (singles, pairs and groups).

**B. Costumes:**

- a. Costuming and make-up for showcase/theatrical/interpretive skating programs should enhance the feeling created by the performance and reflect the meaning of the story or theme.
- b. Costume rules for competition free skate programs do not apply for showcase/theatrical/interpretive skating. Ornaments and hair accessories must be secure.
- c. No bobby pins, feathers, hair accessories, or anything else that may fall to the ice and be hazardous to the skaters are allowed. A 0.1 deduction will be taken.
- d. Figure skating blades must be used, no hockey or other blades. The blades must be sharpened to produce a flat to concave cross section without change to the width of the blade as measured between the two edges. However, a slight tapering or narrowing of the cross section of the blade is permitted.

- C. Event regulations:** Skaters may enter and compete in up to THREE events (single, pairs, groups). Only one inscription in each event. One as a single, one as a pair and one as a group. The same skater cannot be part of two pairs or two groups.

- D. Warm up times:** Artistic events will warm up groups times will be released ten days prior to the competition date.
- E. Performance times and event age:** According to the Brazilian Ice Sports Federation Official Rules for figure skating. These rules can be found on the federation's website: [www.cbdg.org.br/regulamentos](http://www.cbdg.org.br/regulamentos).
- F. Timing:** Timing of the program will begin with the first purposeful movement of any competitor or member of a team. For performances that are over the time allotment, standard time deductions will apply according to previously announced rules for Singles events. Timing will cease when the last skater comes to a complete stop.
- G. Scenery/props rules:**
- a. Props and scenery must be placed and removed:
    - i. Unaided, by the singles and duets competitors within one-minute total on and off;
    - ii. Unaided, by the ensemble teams within two minutes maximum for setup and two minutes maximum for removal. Anyone not skating is not allowed to step on the ice.
  - b. General:
    - i. The inclusion of scenery is not mandatory;
    - ii. All scenery will be portable and not require any mechanical means for transportation (i.e. forklift, etc.). Its movement will be the responsibility of the skater or teams;
    - iii. A mandatory deduction of 1.0 may be applied by each judge as instructed by the referee for the following violations:
      - Scenery may not exceed 7'6" in height;
      - For insurance reasons no propulsion devices will be permitted. This includes items such as cannons and trampolines. Apparatus such as these, which could be used to assist skaters with jumping into the air, are NOT permitted;
      - The use of smoke, fire, dry ice, liquids, live animals, feathers, bubble machines or any substance that may harm the ice surface and/or skaters is not permitted;
      - No projectiles;
      - All props must be under the control of the skater; for example, remotely controlled images or objects;
      - No mirrors or glass of any kind is allowed on the ice;
      - People may not be used as props;



be given to choreography, expression, interpretation of the music, intricate footwork and transitions between elements.

Jumps:

- A. Missing rotation:** signs “q” and “<<” signs are listed in the SOV table. The jump with a sign “<<” is evaluated with SOV for the same jump one revolution less. SOV is in *ISU Communication* nº 2475.
- B. Correct take-off edge in F/Lz:** signs “e” and “!” indicate an error. The base values of the jumps with the sign “e” are listed in the SOV table. The sign “!” allows to keep full original base value of the jump. If both signs < and “e” are applied for the same jump, the base values are listed in the SOV table.
- a. Jump elements:** An individual jump, a jump combination or a jump sequence. (Example: An individual jump is counted as one jump element; a jump combination is counted as one jump element; a jump sequence is counted as one jump element.)
- i. Individual jump:** A jump performed by itself (e.g. not as a jump combination or sequence). Individual jumps are also referred to as solo jumps.
  - ii. Jump combination:** In a jump combination, the landing foot of a jump is the take-off foot of the next jump. One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element in the frame of the definition of a jump combination (but with an error). A jump combination may consist of the same or different jumps.
    - If the jumps are connected with a non-listed jump, the element is called a jump sequence, regardless of how many listed jumps are done consecutively;
    - A half-loop (euler) is considered as a listed jump with the value of a single loop when used in combinations/sequences for all levels;
    - If the first jump of a two-jump combination fails to succeed and turns into a non-listed jump, the unit will still be considered as a jump combination.
- b. Jump sequence:** A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an axel type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the axel jump. One full revolution on the ice between the jumps (free foot can touch the ice,



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but without weight transfer) keeps the element in the frame of the definition of a jump sequence. Jumps executed in a jump sequence receive their full value.

- c. Jump repetitions:** Each free skate has different limitations on which jumps can be repeated; however, the following rules are consistently applied at each level:
- i.** Jumps with the same name but different numbers of revolutions are considered as different jumps. For example, a double loop is considered a different jump than a triple loop;
  - ii.** If a jump that is only allowed to be repeated as part of a jump combination or jump sequence is executed twice as a solo jump, the second execution will only receive 70 percent of the base value in this open competition and will be scored according to the description below:
    - A program is not considered well-balanced when it contains an extra number or less than the required minimum number of an element, or when it lacks connecting steps between the elements. When a program is not well-balanced, a deduction will be applied for each extra or lacking element.
  - iii.** If a jump is executed more times than allowed, the additional attempt will be treated as an additional element and will not be considered but will count toward the maximum number of jump elements. If the additional jump is executed in a combination or sequence, only the individual jump which is not according to requirements will have no value. The jumps are considered in the order of execution.
  - iv.** Because the triple toe loop and the triple toe walley jumps are very similar in nature and equal in value, the skater may execute only one or the other of them but not both.
- d. Non-listed jump:** Jumps that are not listed in the *SOV* (e.g. walley, split jump, inside axel with any number of revolutions taking off from the forward inside edge etc.) will not count as a jump element but might be used as a special entrance to the jump to be considered in the mark for Transitions.
- e. Downgraded Jumps:** jump will be considered as “downgraded” if it has “missing rotation of 1/2 revolutions or more”. A downgraded jump will



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be indicated by the Technical Panel to the Judges and in the protocols with a “<<” symbol after the element code.

- f. **Under rotated (<):** Missing rotation of more than a quarter revolution but less than half a revolution. The jump will receive 80% of the base value and Judges will reduce *GOE*.
- g. **Landed on the quarter (q):** Technical panel will indicate this with a sign “q”. The jump will receive full base value and Judges will reduce *GOE*. Less than a quarter missing: No sign will indicate this. The jump will receive full base value and Judges will reduce *GOE*.
- h. **Attempted jump:** What is an attempt? In principle, a clear preparation for a takeoff for a jump, stepping to the entry edge or placing the toe pick into the ice and leaving the ice with or without a turn is considered an attempt of a jump and receives no value.
- i. **Taking off from the wrong edge (flip/lutz):** Flip take-off is from a backward inside edge; Lutz take-off is from a backward outside edge. If the take-off edge is not clean and correct, the TP indicates the error to the Judges using the signs “e” (edge) and “!” (attention).
- j. **Extra jumps:** If an extra jump is executed, only the individual jump which is not according to the requirements will have no value. All extra jumps are called and marked with an “\*”. The jumps are considered in the order of execution.
- k. Considering that the entire single competition for this open competition will be judged as Free Skating, the following rules apply to repetitions:
  - i. **First repetition of a triple/quad jump:** First repetition of a triple or quad jump of the same name and the same number of revolutions without one of them being in a jump combination/sequence: both jumps will be counted as solo jumps, but the second of these jumps will be marked with the sign “+REP” and will receive 70% of the base value with result rounded to two decimal places.
  - ii. **First repetition of a double jump:** First repetition of a double jump as a solo jump or in a jump combination/sequence: both jumps will receive full base value.
  - iii. **Second/third repetition of a double/triple/quad jump:** Second/third repetition of a double or triple or quad jump of the same name and the same number of revolutions as a solo jump or in a jump combination/sequence: only the jumps not



- according to the requirements will receive no value, but the rest of the jumps of the combination/sequence will be counted.
- iv. **Second jump combo with 3 jumps:** Only the jumps not according to requirements will receive no value.
  - v. **More than 3 jump combinations/sequences:** If the number of jump combinations or sequences are more than three, only the first jump of the extra jump combinations/sequences is counted. This jump will be marked with the sign “+REP” and receive full of the base value (as a repetition of a jump combination/sequence), e.g. 3Lo+3T\*+REP, 3Lo+3T\*+2A\*+REP etc.
  - vi. **Executions of a jump not counted in jump combination or sequence:** If in a jump combination or sequence a skater falls or steps out of a jump and immediately executes another jump, the jump after the mistake are not counted, and the call will be the executed jump before the mistake + combo/sequence + the executed jump. The jumps after the mistake are marked with an “\*”.

### Spins:

A spin must have the minimum number of revolutions; however, a spin with less than three revolutions, unless otherwise noted in the corresponding required elements, is considered a skating movement and not a spin. For any spin with a change of foot, the change must be preceded and followed by a spin position with at least three revolutions. The minimum number of required revolutions must be counted from the entry of the spin until its exit (except the final wind-up in spins in one position and flying spins).

1. **For flying spins (with no change of foot and only one position) of both Short Program and Free Skating the following is required:** a clear visible jump. The sign “V” indicates that this requirement is not fulfilled. The base values of spins with the sign “V” are listed in the *SOV* table.
2. The base values of spin combinations with only 2 basic positions (at least 2 revolutions in each of these positions) are also listed in the *SOV* table.
3. All spins with change of foot must have 3 revolutions on each foot. In the Short Program, if this requirement is not fulfilled, the spin will get “No Value”. In Free Skating the sign “V” indicates that this requirement

is not fulfilled. The base values of spins with the sign “V” are listed in the *SOV* table.

4. Spin in one position with change of foot must have 2 revolutions in basic position on each foot. In the Short Program, if this requirement is not fulfilled, the spin will get “No Value”. In Free Skating the sign “V” indicates that this requirement is not fulfilled. The base values of spins with the sign “V” are listed in the *SOV* table.

**A. There are three basic spin positions:**

- a. **Camel:** Free leg backwards with the knee higher than the hip level; however, layback, biellmann and similar variations are still considered as upright spins;
- b. **Sit:** The upper part of the skating leg at least parallel to the ice;
- c. **Upright:** Any position with the skating leg extended or slightly bent which is not a camel position:
  - i. **Layback spin:** An upright spin in which head and shoulders are leaning backward with the back arched. The position of the free leg is optional;
  - ii. **Sideways leaning spin:** An upright spin in which head and shoulders are leaning sideways and the upper body is arched. The position of the free leg is optional.
- d. All spin positions not according to the above definitions are considered non-basic positions.
- e. If a skater falls when entering a spin, a spin or spinning movement is allowed immediately after this fall for the purpose of filling time. This additional spin/spinning movement will not be counted as an element.

**B. Types of spins:**

- a. **Spin combination:** Must have a minimum of two different basic positions with two revolutions in each of these positions anywhere within the spin. Must consist of changes of foot and/or position as specified. A change of foot and a change of position may be made either at the same time or separately. To receive full value, a spin combination must include all three basic positions.
  - i. If the spinning centers before and after a change of foot are too far apart, and the criteria for two spins are fulfilled, only the part before the change of foot will be counted and considered for level features;
  - ii. The number of revolutions in positions that are non-basic is counted in the total number of revolutions but changing to a



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non-basic position is not considered as a change of position, which can only be from one basic position to another basic position.

- b. Spin in one position:** May change feet (if allowed) but may not change position. Non-basic positions are allowed and counted in the total number of revolutions but, in ASAJ events, are not eligible for features to increase the level.
  - i.** The concluding upright position at the end of the spin (final wind-up) is not considered to be another position, regardless of the number of revolutions, as long as no additional feature (change of edge, variation of position, etc.) is attempted in the final wind-up.
- c. Flying spin:** A spin with a flying entrance, no change of foot and no change of position. Non-basic positions are allowed and counted in the total number of revolutions but, in ASAJ events, are not eligible for features to increase the level.
  - i.** The concluding upright position at the end of the spin (final wind-up) is not considered to be another position, regardless of the number of revolutions, as long as no additional feature (change of edge, variation of position, etc.) is attempted in the final wind-up.
  - ii.** A spin that begins with a jump and also changes feet and/or position is considered a spin with a flying entry, not a flying spin.
  - iii.** When a spin is commenced with a jump, no rotation is permitted on the ice before the take-off.
- d. Character:** In a well-balanced free skate, each spin performed must have a different character (abbreviation). Abbreviations can be found in the *ISU Scale of Values for singles (SOV)*. Character is also referred to as "nature".
  - i.** A spin that begins with a backward entry and a spin that begins with a forward entry are considered to have the same character if they are otherwise the same type of spin. For example: a sit spin with a forward entry has the same character as a sit spin with a backward entry, and a spin combination with a change of foot and a forward entry has the same character as a spin combination with a change of foot and a backward entry.
  - ii.** A spin with a flying entry has a different character than a spin without a flying entry.



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- iii. A spin with a change of foot has a different character than a spin without a change of foot.
  - iv. All spin combinations without a change of foot and no flying entry are considered to have the same character, regardless of the number or types of positions. (The same is true for spin combinations with a flying entry).
  - v. All spin combinations with a change of foot and no flying entry are considered to have the same character, regardless of the number or types of positions and the number of changes of foot. (The same is true for spin combinations with a flying entry).
- e. Levels of difficulty:** Difficult variations (count as many times as performed with limitations specified below):
- i. Change of foot executed by jump;
  - ii. Jump within a spin without changing feet;
  - iii. Difficult change of position on the same foot;
  - iv. Difficult entrance;
  - v. Difficult exit;
  - vi. Clear change of edge in sit (only from backward inside to forward outside), camel, layback, biellmann or difficult variation of an upright position;
  - vii. Both directions immediately following each other in sit or camel spin;
  - viii. Clear increase of speed in camel, sit, layback, biellmann or difficult variation of an upright position (except in crossfoot spin);
  - ix. At least 8 rev. without changes in position/variation, foot or edge (camel, layback, difficult variation of any basic position or for combinations only non-basic position);
  - x. Difficult variation of flying entry in flying spins/spins with a flying entrance;
  - xi. Additional features for the Layback spin:
    - One clear change of position backwards-sideways or reverse, at least 2 rev. in each position (counts also if the layback position is a part of any other spin);
    - Biellmann position after layback spin (SP – after 8 revolutions in layback spin for Junior/Senior and after 6 revolutions for Advanced Novice).

- C. Features 2-9, 11-13 count only once per program (first time they are attempted). Feature 10 counts only once per program (in the first spin it is successfully performed; if in this spin 8 revs are executed on both feet, any one of these executions can be taken in favor of the skater).
- D. Any category of difficult spin variation in a basic position counts only once per program (first time it is attempted). A difficult variation in a non-basic position counts once per program in spin combination only (first time it is attempted).
- E. In any spin with change of foot the maximum number of features obtained on one foot is two (2).
- F. **To receive level 4 in any spin, one of these features must be counted:**
  - a. Difficult change of position on the same foot;
  - b. Difficult exit;
  - c. Clear change of edge;
  - d. Both directions immediately following each other in sit or camel spin;
  - e. Clear increase of speed;
  - f. Difficult variation of flying entry;
  - g. Difficult entrance and difficult exit are two different features. To get credit for both features they must be executed in two different spins and the movements must be of different nature.
- G. **Exit:**
  - a. The exit out of the spin is defined as the last phase of the spin and includes the phase immediately following the spin.
  - b. **Difficult exit:** Any movement or jump that makes the exit significantly more difficult. The exit must have a significant impact on the balance, control and execution of the spin.
  - c. Windmill (illusion) is considered as a difficult movement for a feature only if it reaches close to a split position. It can be awarded as a feature for spins only once in a program.
  - d. Feature “3 basic positions on the second foot” is no longer a level feature. Clear increase of speed is counted in camel, sit, layback, Biellmann or difficult variation of an upright position (except in crossfoot spin).

Spirals:

A position with one blade on the ice and free leg (including knee and foot) higher than the hip level with both legs stretched. Spiral positions are classified according to the skating leg (right, left), edge (outside, inside), direction of

skating (forward, backward) or position of the free leg (backward, forward, sideways).

#### Step Sequences:

A series of unprescribed steps, turns and/or movements. All step sequences should be executed according to the character of the music. Short stops in accordance with the music are permitted. Non-listed jumps and retrogression are also permitted. Turns and steps must be balanced in their distribution throughout the sequence. Turns are three-turns, twizzles, brackets, loops, counters and rockers. Steps are toe steps, chassés, mohawks, choctaws, changes of edge, cross rolls and running steps.

Patterns are not restricted.

#### **A. Levels of difficulty:**

- a. Minimum variety (Level 1), simple variety (Level 2), variety (Level 3), complexity (Level 4) of difficult turns and steps throughout (compulsory);
- b. Rotations in either direction (left and right) with full body rotation covering at least  $\frac{1}{3}$  of the pattern in total for each rotational direction;
- c. Use of body movements for at least  $\frac{1}{3}$  of the pattern;
- d. Two combinations of 3 difficult turns on different feet executed with continuous flow within the sequence. Only one difficult turn may be repeated in the two combinations. Only the first combination attempted on each foot can be counted;

**IMPORTANT:** Types of difficult turns and steps: twizzles, brackets, loops, counters, rockers, choctaws.

- Minimum variety includes at least 5 difficult turns and steps, none of the types can be counted more than twice;
- Simple variety includes at least 7 difficult turns and steps, none of the types can be counted more than twice;
- Variety includes at least 9 difficult turns and steps, none of the types can be counted more than twice;
- Complexity includes at least 11 difficult turns and steps, none of the types can be counted more than twice, 5 types must be executed in both directions;

- Use of body movements means the visible use for a combined total of at least  $\frac{1}{3}$  of the pattern of any movements of arms, head, torso, hips and legs that have an effect on the balance of the main body core;
- Two combinations of difficult turns are considered to be the same if they consist of the same turns done in the same order, on the same edge and on the same foot;
- Two combinations of 3 difficult turns on different feet executed with continuous flow within the sequence: Only one difficult turn may be repeated once in the 2 combinations. Example of correct combinations of turns: First combination: bracket, counter, loop. Second combination: rocker, counter, twizzle. In this example only counter is repeated;
- **Example of incorrect combinations of turns:** First combination: rocker, counter, twizzle; Second combination: bracket, counter, twizzle. In this example 2 different turns are repeated (counter and twizzle) and loop is not used at all.

#### Choreographic Sequence:

A choreographic sequence consists of at least two different movements like steps, turns, spirals, arabesques, spread eagles, in a bauer, hydroblading, any jumps with maximum of 2 revolutions, spins, etc. Steps and turns may be used to link the two or more different movements together. The choreographic sequence commences with the first skating movement and is concluded with the preparation to the next element (if the choreographic sequence is not the last element of the program). It can be performed before or after the step sequence. If this requirement is not fulfilled, the sequence will have no value. In this competition, if the choreographic sequence meets these requirements, it will be awarded a fixed base value and will be evaluated by the judges in *GOE*.

**IMPORTANT:** The Technical Panel will determine the corresponding level for all spins and step sequences. PPCS should therefore only indicate the element, not the intended level.

## II. Marking of singles:

### Technical Score – Singles:

- A. Scale of values:** The scale of values contains base values of all the elements and adjustments for the quality of their execution.

- B. Base values:** Base values of elements are measured in points and increase with the increasing difficulty of the elements. An element's difficulty depends:
- For jumps:** On the names of the jumps listed in the order of their difficulty (toe loop, salchow, loop, flip, lutz and axel) and the number of revolutions;
  - Judges should reward well-executed added difficulty in their *GOEs* marks.
- C. Levels of elements:** The technical panel will determine the name and level of difficulty (when necessary) of elements.
- Spins and step sequences (except choreographic sequences) are divided depending on their difficulty into five levels according to the number of features achieved: Basic Level (B) in case of no features, Level 1 in case of one feature, Level 2 in case of two features, Level 3 in case of three features and Level 4 in case of four features;
  - Judges should reward well-executed added difficulty in their *GOEs* marks.
- D. Grade of execution (*GOE*):**
- Each judge must mark the quality of execution of every element depending on the positive features of the element's execution and any errors present;
  - The *GOE* is marked from +5, +4, +3, +2, +1, 0 (base value), -1, -2, -3, -4, -5.

Illegal Elements/Movements:

Every illegal element/movement performed in the program will be penalized by a deduction (see rule Basic Principles of Calculation – All Skating Disciplines). If an illegal element/movement is performed during the execution of any element, the deduction for an illegal element/movement will apply, and the element will be called Basic Level if the requirements for at least Basic Level are fulfilled. These are considered illegal elements/movements: somersault-type jumps, lying on the ice, and prolonged and/or stationary kneeling on both knees on the ice at any moment.

Program Component Score – Singles:

In addition to the technical score, the skater's whole performance is evaluated by program components.

- **All levels:** Composition, presentation and skating skills.



Definitions and criteria for analyzing program components:

- A. Composition:** Defined by the intentional, developed and/or original arrangement of the repertoire of all types of movements into a meaningful whole according to the principles of proportion, unity, space, pattern and musical structure.
- a. Unity;
  - b. Connections between and within the elements;
  - c. Pattern and ice coverage;
  - d. Multidimensional movements and use of space;
  - e. Choreography reflecting musical phrase and form;
- B. Presentation:** The demonstration of engagement, commitment and involvement based on an understanding of the music and composition:
- a. Expressiveness & projection;
  - b. Variety and contrast of energy and of movements;
  - c. Musical sensitivity and timing;
  - d. Unison, oneness and awareness of space (pair skating, ice dance, synchronized skating).
- C. Skating skills:** The ability of the skater to execute the skating repertoire of steps, turns and skating movements with blade and body control:
- a. Variety of edges, steps, turns, movements and directions;
  - b. Clarity of edges, steps, turns, movements and body control;
  - c. Balance and glide;
  - d. Flow;
  - e. Power and speed.

Marks for Program Components:

- A.** Program components are marked on a scale of 0.25 to 10.00 in increments of 0.25, with a separate mark given for each program component, of which:
- **0.25 – 0.75:** Extremamente Ruim;
  - **1.00 – 1.75:** Muito Ruim;
  - **2.00 – 2.75:** Ruim;
  - **3.00 – 3.75:** Fraco;
  - **4.00 – 4.75:** Razoável;
  - **5.00 – 5.75:** Médio;
  - **6.00 – 6.75:** Acima da média;
  - **7.00 – 7.75:** Bom;
  - **8.00 – 8.75:** Muito Bom;
  - **9.00 – 9.75:** Superior;

- **10.00:** Excelente

**B.** Increments are used for evaluation of performances containing some features of one degree and some of the next degree.

Basic Principles of *IJS* Calculation- All Skating Disciplines:

**A. Total technical score for each segment (free skate):**

- a. Scale of Values (SOV):** Every section of every element (i.e. required element of a free skate) has a certain base value indicated in the Scale of Values (SOV);
  - i.** The Scale of Values (SOV) will be used for all categories judged in this competition;
  - ii.** This regulation is updated according to the review supplements released up to 2 months before the official disclosure of the same through the usual means of communication.
  - iii.** Non-Listed Elements. Elements not in the Scale of Values (SOV) are considered as non-listed elements and do not have point values if performed. Non-listed elements that are not otherwise illegal, must be evaluated as transitions/linking movements by the judges.
- b.** The panel's scores for all sections/elements are added together to determine the skater's/team's total technical score for the segment (TES);
- c. In singles:**
  - i.** Jump combinations are evaluated as one unit by adding the base values of the jumps included and applying the grade of execution with the numerical value of the most difficult jump;
  - ii.** Jump sequences are evaluated as one unit by adding the base values of the two jumps included and applying the grade of execution with the numerical value of the most difficult jump;
  - iii.** Any additional element(s) exceeding the prescribed numbers will not be counted in the result of a participant and have no value;
  - iv.** Only the first attempt (or allowed number of attempts) of an element will be considered;
  - v.** Each factored base value will be rounded to two decimal places.

Determination of the Final Results:

- A. The total segment score for each segment is multiplied by the current segment factor and then added. The result constitutes the final score of a skater/team in an event.
- B. The skater/team with the highest final score is first, etc.
- C. In case of a tie in total segment score for any combined result or final result, the skater/team with the highest place for the last segment skated will prevail.
- D. If there is a tie for the last skated segment, the placement of the next previously skated segment will determine the better place, etc. If there is no previous segment, the skaters/teams are tied.
- E. No final placements shall be recorded for competitors or teams who do not complete an event. The only placement recorded for such competitors will be the placement earned for the part of the event they completed and for which placements were determined.
- F. **Determination of the Final Results for just one competitor at the event/category:**
  - a. If there is one skater in an event, this skater will earn first place.

Scale of Values (SOV):

- *ELEMENT NAME CODE -5 -4 -3 -2 -1 BASE +1 +2 +3 +4 +5.*

Guidelines for marking +GOE of Single Skating Elements:

The Guidelines for marking GOEs for basic elements are:

- **FOR +1:** 1 bullet;
- **FOR + 2:** 2 bullets;
- **FOR + 3:** 3 Bullets;
- **FOR + 4:** 4 bullets;
- **FOR +5:** 5 or more bullets.
- **FOR +4** and **+5** THE FIRST THREE bullets highlighted in bold must be present;
- Please see *ISU Communication nº 2474* for all the GOE positive and negative bullets.