



Cumulative Points Calculation (CPC) Judging System Clarifications

Communication 1445 – Update August 1, 2007

The following are questions and clarifications which have been requested since the release of ISU Communication 1445. Each paragraph of the communication has been quoted with a grey background and then the appropriate questions are addressed.

Please note that we have made every effort to clarify this information with the respective Technical Committee members at the ISU level. This information is subject to change however. We have recently received clarification on a variety of issues as were discussed at the Frankfurt seminar. Any changes to the original version of this document are noted in red text with underline. Please check the Skate Canada Members Login for updates.

If you have reviewed this document and still have a concern that needs to be clarified, please email **Rob Davison**, CPC Coordinator. rdavison@skatecanada.ca

1. Spiral Sequences (Single & Pair Skating, Short Program & Free Skating)

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

Pattern of the Spiral Sequence can be any combination of curves (on edges - spiral positions on a straight line are ignored and not counted in the number of positions). Only the first 3 attempted positions are to be considered for Level features.

If all these positions are executed with assistance of the hand/arm or in the Short Program (both Singles and Pairs) there is no change of foot, Level can not be more than 1 (but GOE is not restricted). Minimum of 3 seconds in each position. Unsupported spiral position with the free leg sideways or forward is no longer a Level feature by itself, it can be included in the number of executed positions, but considered a Level feature only when it is a difficult variation of position (affects the core body and balance).

IMPORTANT: For Pre-Novice and Novice singles and pairs, the minimum required hold to count a spiral position is now (3) three seconds as in Junior and Senior.

1) Question: Does a change of edge count as two spiral positions?

Answer: Yes. See next answer for explanation

2) Question: Does a change of free leg position from front, to side, to back count as two spiral positions?

Answer: Yes, spirals are identified using four characteristics. **(1)** The direction of travel (forward or backward), **(2)** the edge (inside or outside), **(3)** the skating foot (right or left) and **(4)** the position of the free leg (front, side, back). If any of the four characteristics change, then the skater has performed two spirals.

3) Question: Does the unsupported spiral position have to be one of the first three spirals?

Answer: Yes, only the first three spirals will be considered by the specialist. A 4th and subsequent spiral will be ignored by the technical panel, but considered for GOE. If there is no unsupported spiral in the first three positions in the singles or pairs short or free program, the level cannot be higher than 1.

4) Question: If a spiral is not held for three seconds, does the spiral position count as one of the three the specialist looks at for levels?

Answer: Yes, the first three **attempts** (free leg above hip) at spirals will be considered. A 4th and subsequent attempt will be ignored.

5) Question: Can a skater change into a difficult variation (such as a Biellmann position) at the same time as they change edge in a spiral sequence and still count the change of edge?

Answer: ~~Yes, a skater may change into a difficult variation and change edge at the same time so long as the basic free leg direction does not change (front, side, back). The skater may not move the free leg from front, to side, or to back or any combination thereof and change edge at the same time.~~ No, there may be no movement in the skaters body during the change of edge and no change in the basic spiral position (leg front, side, back) in the three seconds before or after the change edge.

6) Question: Can a skater repeat the same difficult variation in a spiral sequence?

Answer: Yes, the skater may perform the same variation twice, however it **must be done on the opposite foot** the second time to count as a feature for levels.

7) Question: What happens if the skater does not perform a spiral on both feet in the short program or if one or both of the partners in a pair do not do a spiral on both feet in the short program?

Answer: The spiral sequence cannot receive a level higher than 1.

8) Question: In Pairs, to count the feature for “free leg in total split by one or both partners,” do both partners need to be maintaining a spiral position?

Answer: ~~No.~~ If only one partner is performing a full split, the other partner must be performing a spiral, spread eagle, shoot the duck, or similar position.

9) Question: In the Women’s singles Short Program, if there is no change of foot in the spiral sequence what is the call?

Answer: The call will be “No Level” and the sequence will receive no value.

10) Question: In the Pairs Short Program, if there is no change of foot in the spiral sequence what is the call?

Answer: The element cannot be called higher than Level 1. The GOE is not restricted.

11) Question: If there are more than 3 spiral positions, how is the GOE awarded?

Answer: All spiral positions are considered for GOE.

2. Spins (Single & Pair Skating, Short Program & Free Skating)

Positions: There are 3 basic positions: camel (free leg backwards with the knee higher than the hip level, however Layback and Biellmann are still considered as upright spins), sit (buttocks not higher than the knee of the skating leg), upright (any position with extended skating leg which is not a camel position) and intermediate positions (all positions that according to the above definitions are not camel, sit or upright).

Spin combinations: the number of revolutions in intermediate positions is counted in the total number of revolutions; intermediate positions can be considered as difficult variations in cases the definition of such variations is fulfilled, but going to one of these positions is not considered as a change of position which can only be from one basic position to another basic position. Spin Combination in the Short Program must have at least 2 revolutions in every basic position.

Spin in one position and Flying Spin: intermediate positions are allowed, counted in the total number of revolutions required by the Rules, but are not valid for Level features.

In any spin change of edge can be counted only if done in a basic position.

12) Question: What is the cutoff for defining a sit spin position?

Answer: Definition of sit spin states that buttocks must be not higher than the knee of the skating leg. **This should be understood as the bottom of the buttocks not higher than the top of the skating knee.**

For the pair sit spin with the man's free leg position to the front, and the ladies free leg position to the back, the lady must attain at least a 90 degree bend in her knee to consider her position as a sit spin.

13) Question: What is the definition of a Biellmann position?

Answer: Biellmann position is a difficult variation of an upright spin when the skaters free leg is pulled from behind to a position higher than and towards the top of the head, close to the spinning axis of the skater.

14) Question: Can you give examples on intermediate positions?

Answer: An intermediate position is any spin position that does not meet the above noted definition for a camel, sit or upright. Examples are a sit position where the buttocks are higher than the skating knee, or an upright position with a significant bend in the skating knee. The purpose of intermediate positions is to eliminate the problem of required "spins in one position" being classified as a combination because of an error in execution. (a sit spin that raises too high in the knee for example). The intermediate position also requires the skater to maintain a quality position when attempting to spin on both edges.

15) Question: In a spin in one position, if the skater does not attain a basic position for at least two revolutions, what is the call?

Answer: The spin will be called as an upright spin with no level and will receive no value

16) Question: In a Spin in one position with change of foot if there are 2 rev. on one foot in a basic position, but less than 2 rev. in a basic position on the other foot, what is the call?

Answer: The spin will be called as level 1, but no higher. If there is no basic position on either foot, the spin will be called as "no level" and receive no points.

17) Question: Would an “A Frame” position be considered as an upright, or an intermediate position?

Answer: An “A Frame” position is an upright. An upright is classified as “any position with extended skating leg which is not a camel position.” Since the skating knee is extended in this position, it is considered as an upright.

18) Question: In an upright position, if the skater bends the knee slightly (for example, a “Thompson” spin) would this be considered as an intermediate position?

Answer: Although the wording says the skating knee must be extended, some bend in the knee is permitted. We are expecting further clarification from the ISU after the Frankfurt seminar in July in regards to what is acceptable as an upright position. Note: No further clarification has been received.

19) Question: What happens if the skater does not do at least (2) two rotations in each of the **basic** positions in the Junior and Senior Singles short program combination spin.

Answer: The spin cannot be called higher than level 1. If no position is held in the combination spin for (2) two rotations, then the spin receives no level but takes a spin box.

20) Question: In the Pairs Short Program, do the Solo Side By Side spin and Pair Combination spin have to have all three basic position?

Answer: No, the sentence “Spin Combination in the Short Program must have at least 2 revolutions in every basic position” refers to SINGLES skating only.

21) Question: Can a difficult variation performed in an intermediate position be counted for levels?

Answer: In a *combination spin*, a difficult variation can be counted in an intermediate position. In a *spin in one position*, a difficult variation **cannot** be counted in an intermediate position.

3. Spins, Single Free Skating

All Spins must be of a different character (must have different abbreviations). Any Spin with the same abbreviation as the one executed before will be deleted by computer (but will occupy a spinning box).

22) Question: How do I know if my spins are of a different character?

Answer: The codes for spins are determined using the basic defining characteristics of the element. The codes are broken down into the following basic parts.

Spin Component	Code
<u>Entry</u> : The first aspect that is noted is if the spin has a flying entry or not.	Flying Entry = F No Fly = Nothing listed
<u>Change of foot</u> : The next part of the code shows if the skater changed foot during the spin. A change of foot is listed with a "C".	Change Foot = C No Change = Nothing listed
<u>Change of position</u> : Spins are classified into either "Combinations" or "Spins in one position." A combination is when the skater changes from one basic position to another during the spin. This is noted with a "Co" in the spin code. A spin in one position is when the skater does not change basic positions. The code then identifies if the element is a Camel, Sit, Upright or Layback spin.	Combination Spin= Co Camel Spin = C Sit Spin = S Upright Spin = U Layback Spin = L
The last part of any spin code is "Sp." This denotes that a spin element has taken place. The level comes after this code, however the level of difficulty is not considered in relation to spins being a "different character."	All Spins = Sp

Each time there is a capital letter in an element code, it means you are looking at a different aspect of the spin. Spins are classified on their entry (flying or not), a change of foot or not, and a change of position or not.

If a skater does two combination spins without a flying entry, and both have a change of foot, but the order of positions is different, the codes (character) will read the same because both elements have the same basic components. The code for both would read CCoSp despite the fact that the spins "looked" different. In order for both spins to count, one would need a flying entry (FCCoSp) or one of them would need to stay on one foot (CoSp).

23) Question: What happens if two of my spins have the same code?

Answer: The second spin will not count for points but will take up a spin box.

24) Question: If two of my spins have the same basic codes but are different levels, will both count?

Answer: No, the level of a spin is not considered when comparing the codes of two spins.

25) Question: Is a spin started with a back entry “different” from a spin started with a forward entry?

Answer: No.

4. Jumps, Flip and Lutz (Single & Pair Skating, Short Program & Free Skating)

In obvious cases of starting from the wrong edge the Technical Panel will indicate this error to the Judges who must reduce their GOE accordingly.

26) Question: How will the judges be notified of the decision of the technical panel?

Answer: The technical panel will signal the judges through a message on the touch panel/ laptop judging system screens that a wrong edge takeoff has happened. **The technical team will still call the intended jump. The technical team may only call the incorrect edge if all three officials are in agreement. If one technical official does not agree with the call then the message will not be sent to the judges.**

5. Jump Combination (Single and & Pair Skating, Short Program & Free Skating)

The element remains a Jump Combination even when there are 2 three turns in between the jumps with a slight touch down (without weight transfer).

6. Jump Sequence (Single and Pair Free Skating)

A jump sequence may consist of any number of jumps of any number of revolutions that must be linked by non-listed jumps and hops immediately following each other while maintaining the jump rhythm (knee); there can be no three turns/Mohawks during the sequence; there can be no crossovers or stroking during the sequence.

If this definition is not fulfilled, two solo jumps will be called.

27) Question: In the case where the second jump in a sequence is a flip, salchow or toe-loop jump, if the skater performs a three turn or mohawk as the entry to that jump, while meeting all other criteria of a sequence, would this now qualify as two separate jump elements?

In other words, does the three turn entry of a jump count as a three turn between the two jumps, thus causing two elements to be called?

Answer: In the situation described above, ~~the jumps would be considered as two different elements.~~ from the moment the jump sequence does not fulfill the requirements, the remainder of the jump sequence will be ignored and the element will be called the name of the first jump(s) plus the word “sequence.”

28) Question: If the skater “hopped” the last three turn into a jump in a jump sequence, would this be acceptable?

Answer: Assuming all other requirements of a jump sequence are met, this would be acceptable.

NOTE: We are expecting further clarification of this point at the Frankfurt seminar. This response may change. Note: no further clarification has been received, please consider the above answer as correct.

7. Jump Combinations and Sequences (Single and Pair Free Skating)

If a skater or one or both partners fall/step out of the first jump and immediately after that execute another jump, this continuation will be ignored by the Technical Panel (like in a Jump Combination of Singles Short Program). The element will be called “First Jump + Sequence” or “First Jump + Combo” in cases of one partner executing a Jump Combination. Judges will evaluate the quality of the element(s) really executed.

29) Question: What is the rationale for this? Can you provide examples?

Answer: In previous seasons, if a skater were to fall, then immediately perform what was intended to be the second jump of a combination or sequence, the second jump would take up an extra jump box. This would likely result in the last jump of the program being invalidated.

By making this change, the jump performed immediately after the fall will be ignored and an additional jump box will not be taken up. In most cases, this will result in a less severe penalty for the skater.

Example: In the free program, the skater intends to perform 2Lz+2T+C. The skater falls on the 2Lz, then immediately performs a 2T. The technical panel will

call 2Lz+S and ignore the 2T. If the same situation were to take place in the short program, the technical panel would call 2Lz+C.

8. Jumps, Single Free Skating

A Double Axel can not be included more than three times in total in a Single's Free Program (as a Solo Jump or a part of Combination/Sequence).

30) Question: What happens if a skater does a 4th Double Axel jump in a program?

Answer: If the skater performs a 4th Double Axel, the element will be invalidated. If the Double Axel is part of a jump combination or sequence, the entire jump element will be invalidated.

31) Question: Does this mean that in Novice Women, a skater can do three Double Axels?

Answer: No, for Novice, Pre-Novice, Juvenile and Pre-Juvenile singles, no jump can be included more than twice in a program and a maximum of three different jumps can be repeated. If a skater in one of these categories was to perform three Double Axel jumps, the third one would be invalidated.

9. Lifts, Pairs Short Program and Free Skating

Holds: Hand-to-Hand, Hand-to-Hip, Hand-to-Waist and Hand-to-Armpit. A change of hold means going from one of these holds to another or from one hand to another in a one hand hold (one full revolution with each hold).

Positions: Upright (lady's upper body vertical), Star (lady's position sideways with upper body parallel to the ice) and Platter (lady's position flat, facing up or down with upper body parallel to the ice). A change of position means going from one of these positions to another (one full revolution in each position).

If a change of hold and a change of lady's position are executed at the same time, only one Level feature will be awarded.

The Lift's Group is determined by the Hold at the moment the Lady passes the Man's shoulder. Full extension of the lifting arm(s) is not mandatory in Groups 1 and 2.

32) Question: Would a change from a basic overhead position (Hand to Hand grip, Lady and Man facing same direction) to a "helicopter position" (Lady's position horizontal with one arm extended forward) be considered as a change of position.

Answer: Yes, this would be considered a change of position. In the overhead position, the lady is upright. In the helicopter, she is considered to be in a platter position. So long as there was one rotation before, and one rotation after the change, this would be considered as a change of position

33) Question: What is the rationale for changing the moment the lift group is identified?

Answer: The group is now identified at the moment the lady passes the mans shoulder to clarify the situation when a lift were to start with a dance lift, or something similar.

34) Question: How are the rotations of the man counted?

Answer: The rotation of the man will be determined by the position of his front foot at the moment the lady leaves the ice until **either**, the moment the lady touches the ice **or** the man lifts his free leg off the ice to exit the lift, which ever is first.

10. Death Spiral, Pairs Short Program and Free Skating

Lady's position: the lady's lowest hip and head position should be not higher than the lady's skating knee. Any part of the Death Spiral with a higher lady's position is not valid for Level features.

Man's position: for at least one full revolution the man should stay in a low pivot position (this is when his buttocks are not higher than the knee of the pivot foot). A Level of a Death spiral without one full revolution in the described man's position can not be more than 1.

35) Question: How can this definition of a death spiral position by the lady be workable? Won't this eliminate the majority of death spirals currently performed?

Answer: We are awaiting further clarification from the ISU on this particular issue. We expect a clarification to be issued after the Frankfurt seminar in July.

Note: The above definition of a death spiral has been maintained for the 2007-08 season.

36) Question: To count additional revolutions of the lady, or features performed while the man is in a pivot position, does the man need to be in the low pivot at all times for the features to count?

Answer: No, the requirement that at least one revolution be in the low pivot in order to achieve a level higher than 1, however the features them self (additional revolution(s) of the lady, change of hold, change of character) do not have to be done at all times in the low pivot.

11. Clarification on Short Program Pair Spin Combination (Rule 513, paragraph 5)

“The rotation must be continuous and no stop is permitted except a short stop when changing direction.”

37) Question: Does this mean that there can no longer be a pull out to change positions in a pair spin?

Answer: Not necessarily. Remember that this is **not a change to the existing rules for evaluating pair spins**. Rather, it is a clarification that if a pair changes the direction of rotation in a pair spin, they are allowed a short moment where they stop rotating. A pull out to change position is still allowed, and the criteria for assigning a GOE score to a pair spin has not changed. If when performing the pull out, the team clearly stops rotation, a GOE reduction will be applied.

LEVELS OF DIFFICULTY 2007-2008

SINGLES

Step Sequences	1) Variety (complexity for Level 4) of turns and steps throughout (compulsory) 2) <u>Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction</u> 3) Modest (full for Level 4) use of upper body movement 4) <u>Quick changes of rotational direction executed by rockers and/or counters, twizzles and/or quick rotational toe steps immediately following each other</u>
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38) Question (Feature #1): For variety of steps and turns, the definition (page #5 of the communication) requires four (4) different turns and two (2) different steps, and each turn and step has to be performed twice. Does this mean that is the skater performs a right forward outside rocker, that they must perform another right forward outside rocker?

Answer: No, the skater must repeat the same *type* of turn, but not necessarily the exact same turn. In the example given, the skater would need to perform two rockers, and credit would be given regardless of the specific edge and direction of the turn.

39) Question (Feature #1): The definition of complexity asks that the skater perform 5 different turns and 3 different steps executed once in **both directions**. Does the term “both directions” refer to rotational direction (clockwise and counter-clockwise) or does it refer to skating forwards and backwards? Can it mean both?

Answer: In this context, the term “both directions” refers to clockwise and counter-clockwise rotation only.

40) Question (Feature #2): How is this feature determined?

Answer: There are two ways that this feature can be awarded.

1. The skater can perform the first third of their sequence rotating one direction, then the second third of the sequence rotating the opposite direction. OR
2. The skater can alternate their rotations so that for at least one third of the sequence in total they rotate one direction, and one third of the sequence in total, they rotate the opposite direction. However the rotation does not have to be over a continuous third of the ice. When you combine the sections where the skater is rotating clockwise together, this should add up to one third, and when you combine the sections where the skater is rotating counter-clockwise, this should also add up to one third.

Full body rotation means that the skater is rotating 360 degrees in a given direction, a half turn back and forth does not meet the requirement.

41) Question (Feature #3): What is moderate, or full upper body movement.

Answer: The upper body is divided into three portions, the head, the arms and the torso. Modest upper body movement is the visible use of two of the three body parts. Full upper body movement is the visible use of all the parts of the upper body. The use of the different parts of the upper body **does not necessarily have to take place at the same time.**

Spiral Sequences	<ol style="list-style-type: none"> 1) 3 spiral pos. with change of foot (mandatory for SP), forward & backward, inside & outside (including backward inside) 2) 1 difficult variation of position 3) <u>Second difficult variation on a different foot than the first one</u> 4) Change of edge in a spiral (3 seconds hold before and after the change) 5) Unsupported change of free leg position or direction of skating maintaining the spiral (3 seconds hold before and after the change) 6) Free leg in a total split position sideways or forward, one or both arms hold possible
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42) Question (Feature #3): Does the second difficult variation have to be different from the first?

Answer: No, the difficult variations only need to be on different feet.

43) Question (Feature #4): If the skater changes edge in a spiral sequence, does this count as one or two spiral positions?

Answer: This counts as two spiral positions. Please see page 1 and 2 for explanation. (Question #2)

44) Question (Feature #4): May a skater change into a difficult variation at the same time as they are changing edge?

Answer: ~~Yes, the skater may change into a difficult variation of position at the same time as they change edge so long as the basic free leg direction (front, side, back) does not change.~~ No, the skater may not change into a difficult variation at the same moment as a change of edge. They may do so before, or after the change, but not during. (See page 2, question #5)

45) Question (Feature #5): If the skater changes free leg position (front, side, back) in a spiral, does this count as one or two spiral positions?

Answer: This counts as two spiral positions. Please see page one and two for explanation. (Question #2)

46) Question (Feature #6): Does the skater have to be holding the free leg to count the full split feature?

Answer: No, this feature states that assistance from one or both arms is allowed in order to reach the full split.

NOTE: The full split may now be done with the free leg in any direction. This means that if a skater is able to achieve a full split in a “regular” spiral position with the free leg to the back, the feature for a full split will be awarded.

Spin in one position without change of foot (upright including layback, camel or sit)	1) 1 difficult variation
	2) Second difficult variation different from the first one
	3) Backward entrance
	4) Spinning on both edges
	5) <u>At least 8 revolutions without any changes in position/variation and edge (camel, sit, layback)</u>
	Additional features for the Layback spin
	6) 1 change of position backwards-sideways or reverse, at least 3 rev. in each position
7) Biellmann position after layback spin (SP – after 8 revolutions in layback spin)	

47) Question (Features #1 & #2): Can a difficult variation be performed in an intermediate position in this spin?

Answer: No, all difficult variations must be performed in the basic position.

48) Question: Are features #6 & #7 the only ones which can be counted in a layback spin?

Answer: No, features #1 through #7 can be counted in a layback spin. Features #6 & #7 can only be counted in the layback and not in the camel, sit or upright.

49) Question (Feature #5): Can this feature also be counted for an upright position?

Answer: This feature can also be counted if the skater is in a difficult variation of an upright position.

Spin in one position with change of foot	1) 1 difficult variation
	2) Second difficult variation (counts only if these two variations are on different feet)
	3) Difficult change of foot
	4) Backward entrance or variation of flying entrance (not regular flying camel)
	5) Spinning on both edges (on both feet counts twice)
	6) Both directions immediately following each other
	7) <u>At least 8 revolutions without any changes in position/variation, foot and edge (camel, sit, layback), counts twice if repeated on another foot</u>

50) Question (Features #1 & #2): Can a difficult variation be performed in an intermediate position in this spin?

Answer: No, all difficult variations must be performed in the basic position.

51) Question (Feature #2): Do the difficult variations have to be different?

Answer: No, the difficult variations must be on *different feet*, however the variations may be the same.

52) Question (Feature #3): What is a difficult change of foot?

Answer: A difficult change of foot is defined as a change of foot that “requires significant strength and skill, e.g. a clear jump over or a toe-Arabian or any form of a “butterfly” from sit or camel position directly into sit or camel position.”

53) Question (Feature #7): Can this feature also be counted for an upright position?

Answer: This feature can also be counted if the skater is in a difficult variation of an upright position.

Spin Combo without change of foot	1) 1 difficult variation (counts as many times as the number of executed difficult variations in different positions <u>one of which can be an intermediate position</u>) 2) Backward entrance or variation of flying entrance (not regular flying camel) 3) All 3 <u>basic</u> positions 4) Spinning on both edges in one <u>basic</u> position
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54) Question (Feature #1): Can a difficult variation be counted in an intermediate position?

Answer: Yes, a maximum of one difficult variation of position can be counted in an intermediate position.

55) Question (Feature #1): Can two features be awarded if the skater does two different variations in the same basic position?

Answer: No, the variations must be in different positions.

56) Question (Feature #1): What is the maximum number of features a skater can attain in this bullet?

Answer: Three, either three variations in basic positions, or two variations in basic positions and a third in an intermediate position.

Spin Combo with change of foot	<p>All 3 basic positions mandatory for Level 4</p> <ol style="list-style-type: none">1) 1 difficult variation2) Second difficult variation (counts only if these two variations are on different feet and in different positions – <u>at least one of them in a basic position</u>)3) Difficult change of foot4) Spinning on both edges in one <u>basic</u> position (counts twice if executed on both feet <u>and in different basic positions</u>)5) All 3 <u>basic positions on each foot</u>6) Backward entrance or variation of flying entrance (not regular flying camel)7) Both directions immediately following each other
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57) Question: Is the skater required to do all 3 basic positions on each foot for a level 4?

Answer: No, the skater is required to do all three basic positions during the spin for a level 4, however they do not have to do all three positions on each foot. Performing all 3 positions on each foot is however a feature that could be counted towards a level 4 spin (Feature #5).

58) Question: Can a skater be credited for 4 features on one foot and receive level 4?

Answer: Yes, the skater could perform 4 features on one foot, so long as they then change foot. The skater must still incorporate all three basic positions in the spin, though not all three positions on each foot.

59) Question (Feature #1): Can a difficult variation be counted in an intermediate position?

Answer: Yes, a maximum of one difficult variation of position can be counted in an intermediate position.

60) Question (Feature #3): What is a difficult change of foot?

Answer: A difficult change of foot is defined as a change of foot that “requires significant strength and skill, e.g. a clear jump over or a toe-Arabian or any form of a “butterfly” from sit or camel position directly into sit or camel position.”

61) Question (Feature #4): Can a skater count a second feature for spinning on both edges if they execute the feature both times in an upright?

Answer: No, in order to count a second feature for spinning on both edges in the same basic position, the skater must perform the edge change on the other foot, and in a different basic position from the first.

Flying Spin, no change of foot and no change of position	<ol style="list-style-type: none">1) 1 difficult variation2) Second difficult variation different from the first one3) Spinning on both edges4) Landing on the same foot as take off <u>or changing foot on landing in a Flying Sit Spin (sit position attained in the air)</u>5) Difficult variation of air or landing position6) <u>At least 8 revolutions without any changes in position/variation and edge (camel, sit, layback)</u>
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62) Question (Features #1 & #2): Can a difficult variation be performed in an intermediate position in this spin?

Answer: No, all difficult variations must be performed in the basic position.

63) Question (Feature #4): If the skater does not attain the required sit position in the air, what is the call?

Answer: In the case where the skater performs an obvious step over, or barely leaves the ice, the spin cannot be higher than Level 1. If a flying sit spin is a required element in the short program, the sit position in the air must be attempted. If there is no attempt at a sit position in the air (i.e. death drop entrance) the spin cannot be higher than Level 1.

64) Question (Feature #6): Can this feature also be counted for an upright position?

Answer: This feature can also be counted if the skater is in a difficult variation of an upright position.

LEVELS OF DIFFICULTY 2007-2008

PAIRS

Twist Lift	1) Lady's split position (each leg at least 45° from the body axis) 2) Catching the lady at the side of the waist without her hand (s) <u>and/or arm(s)</u> touching the man 3) Ladies' position in the air with arm(s) above the head (<u>minimum one full revolution</u>) 4) Difficult take-off (steps or skating moves <u>executed by both partners</u> immediately preceding take-off etc.)
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65) Question (Feature #2): Does this mean that if only one of the lady's arms or hands touches the man, credit can be given for this feature?

Answer: No, this means that if one or both of the hands or arms touch, the feature will *not* be given

66) Question (Feature #3): Do both of the lady's arms have to be over her head?

Answer: No, only one arm must be over her head, however it must be over the head for at least one full rotation.

67) Question (Feature #4): How is this feature determined?

Answer: The pair must both execute either skating moves or steps before the twist with no visible pause before the takeoff. If the motion of the last step, turn or move leads directly into the takeoff then the criteria of this feature have been met. If you can see the team reset their position before the takeoff then the feature cannot be awarded.

Lift	1) Difficult (simple for juniors) variation of the take-off 2) <u>1 change of hold and/or lady's position (one rev. before and after the change, counts twice if repeated)</u> 3) <u>Two difficult variations of lady in different positions (one full revolution for each variation)</u> 4) <u>Difficult (simple for juniors) carry (not for SP)</u> 5) <u>Difficult one-hand-hold of the man (see Clarifications for repetitions)</u> 6) Difficult (simple for juniors) landing variety 7) Change of rotational direction by the man
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68) Question (Feature #4): How long does a difficult carry have to be held for?

Answer: A difficult carry now only needs to be held for three (3) seconds. The additional requirements for a difficult carry can now include holding the partner on one arm as an option. (See page #7 of the communication)

69) Question (Feature #5): How many times can I count a one hand hold in a lift?

Answer: In the short program, the pair may only count 2 one hand hold features. In the free program, one of the lifts may count 3 one hand features, the remaining lift(s) may only count 2.

70) Question (Feature #6): While performing a one hand dismount, if the lady touches the man on the shoulder with her hand or arm, is this still considered as a difficult landing variety?

Answer: ~~Yes, so long as the man maintains his one hand hold through the dismount, it is considered as a difficult landing variety.~~ A one hand dismount counts only when the lady is not supported by any part of either partners body other than the holding hand.

Step Sequence	<p>1) Variety of turns and steps of both partners throughout (compulsory)</p> <p>2) <u>Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least 1/3 of the pattern in total for each rotational direction)</u></p> <p>3) Moderate (full for Level 4) use of upper body movement</p> <p>4) Changes of pos. (crossing <u>at least twice while doing steps and turns</u>) of the pair for at least 1/3 of the seq.</p> <p>5) <u>Not separating from each other all the time (staying in the same position, changes of holds are allowed)</u></p>
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71) Question (Feature #1): Is complexity of steps and turns required for level 4 as in singles?

Answer: No, for pairs, only variety of steps and turns is required. Complexity is not necessary for level 4.

72) Question (Feature #2): How is this feature determined?

Answer: There are two ways that this feature can be awarded.

1. The skater can do the first third of their sequence rotating one direction, then the second third of the sequence rotating the opposite direction. OR
2. The skater can alternate their rotations so that for at least one third of the sequence in total they rotate one direction, and one third of the sequence in total, they rotate the opposite direction. However the rotation does not have to be over a continuous third of the ice. When you combine the sections where the skater is rotating clockwise together, this should add up to at least one third, and when you combine the sections where the skater is rotating counter-clockwise, this should also add up to at least one third.

Full body rotation means that the skater is rotating 360 degrees in a given direction, a half turn back and forth does not meet the requirement.

73) Question (Feature #3): What is moderate, or full upper body movement.

Answer: The upper body is divided into three portions, the head, the arms and the torso. Modest upper body movement is the visible use of two of the three body parts. Full upper body movement is the visible use of all the parts of the upper body. The use of the different parts of the upper body **does not necessarily have to take place at the same time.**

74) Question (Feature #4): Do the changes of position (crossing) have to take place within one third of the ice?

Answer: No, the specialist will add the portions of the step sequence where the partners are crossing to see if the team has covered at least one third of the ice in total while changing positions. Skaters must cross at least twice as a minimum

75) Question (Feature #5): If a team skated hand in hand for the duration of the step sequence, would this meet the criteria of this feature?

Answer: Yes.

Spiral Sequence	<ul style="list-style-type: none"> 1) <u>2 or more pos. of both with change of feet (mandatory for SP), forward and backward, inside and outside</u> 2) 1 difficult variation of positions of both partners 3) <u>Another difficult variation on different feet than the first one executed by both partners</u> 4) Change of edge by both partners in a spiral (3 sec. hold before and after the change) 5) Unsupported change of free leg pos. or direction by both in spiral pos. (3 sec. before and after the change) 6) <u>Free leg in a total split position by one or both partners, one or both arms hold possible</u>
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Question (Feature #2 & #3): Does the difficult variation have to be done

76) Question (Feature #3): Does the second difficult variation have to be different from the first?

Answer: No, the difficult variations only need to be on different feet.

77) Question (Feature #4): If the pair changes edge in a spiral sequence, does this count as one or two spiral positions?

Answer: This counts as two spiral positions. Please see page one and two for explanation.

78) Question (Feature #4): May a pair change into a difficult variation at the same time as they are changing edge?

Answer: ~~Yes, the pair may change into a difficult variation of position at the same time as they change edge so long as the basic free leg direction (front, side, back) does not change.~~ No, the pair may not change into a difficult variation at the same moment as a change of edge. They may do so before, or after the change, but not during. (See page 2)

79) Question (Feature #5): If the pair changes free leg position in a spiral, does this count as one or two spiral positions?

Answer: This counts as two spiral positions. Please see page one and two for explanation.

80) Question (Feature #6): Does the skater have to be holding the free leg to count the full split feature?

Answer: No, this feature states that assistance from one or both arms is allowed in order to reach the full split.

NOTE: The full split may now be done with the free leg in any direction. This means that if a skater is able to achieve a full split in a “regular” spiral position with the free leg to the back, the feature for a full split will be awarded.

81) Question (Feature #6): If only one partner is performing a full split, does the other partner have to be in a spiral position to count the feature?

Answer: ~~No, the other partner does not need to be in a full split position to count the feature.~~ If only one partner is performing a full split, the other partner must be performing a spiral, spread eagle, shoot the duck, or similar position.

Death Spiral	<ul style="list-style-type: none"> 1) Difficult entry (counts when both partners are on one foot and already on the entry curve) and/or exit 2) Change of lady’s arm hold (1 rev. with each hold) 3) Change of man’s arm hold (1 rev. with each hold) 4) Change of lady’s pos. in death spiral (change of death spiral character; 1 rev. in each pos.; not for SP) 5) Additional rev. of the lady after the first rev. (each full rev. after the first rev. counts separately)
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82) Question (Feature #1): If a pair executes a difficult entry and a difficult exit, can they receive credit twice?

Answer: No. If the pair executes a difficult entry and a difficult exit, they will only receive credit for one feature.

83) Question (Feature #2 & #3): If the lady and man both change hands at the same moment, can two features be counted?

Answer: No, only one feature can be counted (Page 7 of the communication under “Death Spiral/Change of hold”)

84) Question (Feature #4): What counts as a change of position in a death spiral?

Answer: Only a change of character will count. An example of this would be changing from a back outside death spiral to a forward inside death spiral while the man maintains a pivot position.

<p>Solo Spin in one pos. with/ without change of foot</p>	<p>1) 1 difficult variation 2) Another difficult variation (counts only if these two variations are on different feet) 3) Flying or backward entrance 4) Spinning on both edges in one <u>basic</u> position (each foot counts separate) 5) Both directions immediately following each other 6) <u>At least 6 rev. without any changes in position/variation, foot and edge (camel, sit, layback)</u></p>
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85) Question (Features #1 & #2): Can a difficult variation be performed in an intermediate position in this spin?

Answer: No, all difficult variations must be performed in the basic position.

86) Question (Feature #2): Do the difficult variations have to be different?

Answer: No, the difficult variations must be on *different feet*, however the variations may be the same. **CLARIFICATION FROM FRANKFURT SEMINAR:** If the pair executes a spin in one position without a change of foot, two variations can be counted if they are different while spinning on the same foot. If the pair changes foot, then two variations may be counted only if they are on different feet, however they do not need to be different.

87) Question: In the Pre-Novice Pair short program, can the solo spin in one position start with a fly? May the spin have a change of foot?

Answer: In the Pre-Novice Pair short program, skaters may start the solo spin with a fly, they may not change foot.

88) Question (Feature #6): Can this feature also be counted for an upright position?

Answer: This feature can also be counted if the skater is in a difficult variation of an upright position.

Solo Spin Combo without foot change	<ul style="list-style-type: none"> 1) 1 difficult variation (counts as many times as executed) 2) Flying or backward entrance 3) <u>All 3 basic positions</u> 4) Spinning on both edges in one <u>basic</u> position
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89) Question (Feature #1): If the pair performs more than one difficult variation, do the variations have to be in different basic positions?

Answer: No, in pairs the variations do not have to be in different positions for this type of spin.

90) Question (Feature #1): Can a difficult variation be counted in an intermediate position?

Answer: Yes.

Solo Spin Combo with change of foot	<ul style="list-style-type: none"> 1) 1 difficult variation 2) Another difficult variation (counts if these 2 variations are on different feet <u>and in different basic positions</u>) 3) Flying or backward entrance 4) All 3 <u>basic</u> positions <u>on each foot</u> 5) Spinning on both edges in one <u>basic</u> position (counts twice if on both feet <u>and in different basic positions</u>) 6) <u>2 changes of foot (not for SP)</u> 7) Both directions immediately following each other
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91) Question: Are pairs required to perform all three basic positions to achieve a level 4 spin?

Answer: No.

92) Question (Feature #1 & #2): Can a difficult variation be counted in an intermediate position?

Answer: ~~We are seeking clarification from the ISU to determine whether there is an intended difference between the requirements in pairs and in singles. Yes, the wording should be considered to have the same meaning as in singles skating.~~

93) Question (Feature #5): Can a skater count a second feature for spinning on both edges if they execute the feature both times in an upright?

Answer: No, in order to count a second feature for spinning on both edges in the same basic position, the skater must perform the edge change on the other foot, and in a different basic position from the first.

94) Question (Feature #6): Would a third change of foot count as an additional feature?

Answer: No, only the second change of foot would count as a feature. Any additional changes of foot would not count for features.

Pair Spin	<ol style="list-style-type: none"> 1) 1 difficult variation of pos. (each variation of each partner counts separately as many times as executed) 2) <u>Entrance from backward outside edge</u> 3) 2 changes of positions of both partners 4) <u>At least 6 revolutions without any changes in position/variation and foot</u>
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95) Question (Feature #1): If both partners perform the same difficult variation at the same time, is this one or two features?

Answer: In the pair spin, each difficult variation counts as a feature. The partners variations are counted individually and may be the same. If both partners do the same variation, this would count for two features. If both partners do different variations, this would also count as two features.

96) Question (Feature #2): Does the entrance from a forward inside three turn still count for this feature?

Answer: No.

97) Question (Feature #3): In the Pre-Novice Pair short program, it says the spin may not be a combination. How can the skaters achieve this feature in the short?

Answer: To be considered as a combination, a pair spin must have a change of foot AND a change of position. If the skaters only change position, and do not change foot, they are still within the requirements of the pair spin for the Pre-Novice Pair short program.

Pair Spin Combo (with change of foot and position)	<ol style="list-style-type: none"> 1) 2 changes of positions of both partners 2) Additional change(s) of positions of both partners after the 2 changes required above 3) 3 difficult variations of positions of partners (each variation of each partner counts separately) 4) Additional difficult variation(s) of positions of partners after the 3 variations required above 5) <u>Entrance from backward outside edge</u> 6) Both directions immediately following each other
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98) Question (Feature #2): Will a pair receive additional features for each change of position after the first 2?

Answer: No, only one additional feature can be awarded for a third change of position by both partners. Additional changes after that will not be rewarded.

99) Question (Feature #3): If both partners perform the same difficult variation, then one partner performs an additional variation, have they met the requirement for this feature?

Answer: Yes, difficult variations are counted individually by each partner. Partners may perform the same variation and both will be counted separately.

100) Question (Feature #4): Will a pair receive additional features for each additional variation after the first 3?

Answer: No, only one additional feature can be awarded for a 4th variation after the first 3. Any additional variations after that will not be awarded.

101) Question (Feature #5): Does the entrance from a forward inside three turn still count for this feature?

Answer: No.