

REQUIREMENTS 2018/2019

A class

PRE-CHICKS 2012 and younger

CHICKS 2010/2011 and younger

Free program: 2 min. (±10 sec.)

1. Maximum of 4 jump elements:
 - max. two(2) jump combinations.
 - A jump combination can contain only two (2) jumps. A jump combination containing three (3) jumps is not permitted); **A jump sequence is not allowed.**
2. Max. two (2) different spins
3. One (1) step sequence with full utilization of the ice surface. The sequence will receive a Level and will be evaluated in GOE

Axel and double jumps are not allowed!

CHICKS "AXEL" 2010/2011

Free program: 2 min. (±10 sec.)

1. Maximum of 4 jump elements:
 - One jump must be Axel (1A)
 - Max. two(2) jump combinations or sequences

Jump combinations can contain only two (2) jumps. Combination containing three (3) jumps is not permitted. A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.
2. Max. two (2) different spins (min. 4 revolutions)
3. One (1) step sequence with full utilization of the ice surface. The sequence will receive a Level and will be evaluated in GOE.

CUBS 2008/2009

Free program: 2:30. (±10 sec.)

1. Maximum of 4 jump elements:
 - One (1) jump must be an Axel-type jump
 - Max. two (2) jump combinations or sequences

Jump combinations can contain only two (2) jumps. Combination containing three (3) jumps is not permitted. A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump

-Triple jumps are not allowed
2. Max. two (2) different spins:
 - One (1) spin combination with change of foot (min.three (3) revolutions on each foot) or without change of foot (minimum five (6) revolutions in total).
 - One (1) spin with no change of position and with change of foot (min. three (3) rev. On each foot) or without change of foot (minimum six (6) revolutions in total). Flying entry is allowed.
3. One (1) Step sequence with full utilization of the ice surface. The sequence will receive a Level and will be evaluated in GOE.

Marking criteria in the abovementioned categories:

1. **The following 2 components are marked in the second mark:**
 - **Skating skills**
 - **Performance/Execution**

The Factor of the Program Components is 2,5
2. **Marking criteria in accordance with ISU Comm.2186 or any update of these Comm.**
3. **In all elements that are subject to Levels, only features up to Level 2 will be counted. Any additional features will not count for Level requirements and will be ignored by the Technical Panel..**
4. **Each jump with the same name (abbreviation) may be executed max. 2 times, including the Axel-type jump**
5. **Music time violation - 0.5 points for each extra 5 seconds**
6. **Falls: one fall = -0.5 points**

7. *Interruption = -0.5 points*
8. *There is no Bonus for jump elements, performed in the second half of a program.*
9. *Protests must be submitted not later than 24 hours after the publication of results. Protest can be filed against the incorrect determination of the executed element or any calculation error. In case of incorrect determination of the executed element, all technical panel members (TC, TS and assistant TS) must agree with the correction. The correction shall be determined on the basis of official recording only. Protest fee is EUR 50. The protest must be submitted to the Referee of the event in writing. In case the Referee cannot be reached, the protest can be submitted to the competition Office (ISU Rule 123).*
10. *Pre-chicks, Chicks and Chicks Axel category skaters are allowed to participate in a higher category (i.e. up to Cubs) if their skills meet the technical requirements of that category.*
11. *There can be up to 10 skaters in a war-up group.*
12. *Call to start is 30 sec. for all skaters.*

Basic Novice, Intermediate Novice and Advanced Novice requirements are available in the ISU communication 2172.

Juniors : in accordance with ISU Special Regulations and Technical Rules for Single and Pair Skating and Ice Dancing 2018. Rules 611, 612.

B-class REQUIREMENTS

CUBS B 2008/2009 and younger

Free program: 2:30. (±10 sec.)

1. Maximum of 4 jump elements:
 - at least one (1) and max. two(2) jump combinations or sequences
 - Jump combinations can contain only two (2) jumps. Combination containing three (3) jumps is not permitted. A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.
2. Min. one (1) and max. two (2) different spins min 3 revolutions.
3. One (1) Step sequence with full utilization of the ice surface. The sequence will receive a Level and will be evaluated in GOE.

Axel and one (1) double jump is allowed and it may be repeated no more than two (2) times

SPRINGS B 2006/2007

Free program: 2:30. (±10 sec.)

1. Maximum five (5) jump elements,
 - one of which must be Axel type jump
 - at least one and maximum two (2) jump combinations or jump sequences
 - Jump combinations may consist of 2 jumps only. Combinations of 3 jumps are not allowed
 - A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.
 2. Three (3) spins of different nature minimum of three (3) revolutions.
 3. Step sequence with full utilization of the ice surface. The sequence will receive a Level and will be evaluated in GOE
- Maximum 2 (two) different double jumps are allowed and they may be repeated two (2) times

Marking criteria in the abovementioned categories:

1. The following 2 components are marked in the second mark:

- **Skating skills**

- **Performance/Execution**

The Factor of the Program Components is 2,0 for boys and 1,7 for girls

2. In spins, steps and spirals the maximum level shall be Base level

3. Marking criteria in accordance with ISU Comm.2186 or any update of these Comm.

4. Each jump with the same name (abbreviation) may be executed max. 2 times,

including the Axel-type jump

5. Music time violation - 0.5 points for each extra 5 seconds

6. Falls: one fall = -0.5 points

7. Interruption: -0,5 points

8. There is no Bonus for jump elements, performed in the second half of a program.

9. Music with vocals is allowed

10. There can be up to 10 skaters in a warm-up group.

NOVICE B

Age requirements:

has reached at least the age of ten (10)

has not reached the age of fifteen (15) before July 1 st preceding the event

Free program only: 3 minutes (±10 sec.).

1. Maximum 5 jump elements for girls and 6 jump elements for boys,

-one of which must be Axel type jump.

-There may be up to two (2) jump combinations or sequences. A jump combination can contain only two (2) jumps. A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.

-Maximum 2 (two) double jumps are allowed and they may be repeated two (2) times.

-Any jump with the same name cannot be included more than two (2) times in total.

- 2A and triple jumps are not allowed

2. Maximum three (3) spins of different nature

- one (1) spin combination (minimum of ten (10) revolutions in total)

- one (1) flying spin (minimum of 5 revolutions)

- one (1) spin is optional (minimum of 5 revolutions)

3. There must be one (1) Step sequence with full utilization of the ice surface. The sequence will receive a Level and will be evaluated in GOE

The following 3 components are marked in the second mark:

-Skating skills

- **Performance/execution**

- **Interpretation**

The factor for the Program Components is for boys 2.0, for girls 1.7

The level of spins cannot be higher than level 2. Extra features do not increase the level

Additional Information for Novice B :

1. Any jump with the same name may be executed only twice including Axel type jumps.

2. Falls: -1 point deduction for every fall

3. Time violation: -0.5 point deduction for every 5 seconds in excess

4. Interruption: -0,5 point deduction

5. No bonus shall be applied for jumps in the second half of the program.

6. There can be up to 8 skaters in a warm-up group.

Pre-YOUNG (born 2009 and younger)

Free program 2:00 min .(+/-10 sek.)

1. Maximum four (4) jump elements
 - at least two (2) of them are solo jumps
 - at least one (1) and no more than two (2) are jump combinations.
 - Jump combinations may consist of 2 jumps only. Combinations of 3 jumps are not allowed .
- Jump sequences are not allowed.
2. At least one (1) but not more than two different (2) spins min. three (3) revolutions.
3. Step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Axel and double jumps are not allowed!

Any jump with the same name may be executed only twice.

Pre-YOUNG (born 2007/2008)

Free program 2:00 min .(+/-10 sek.)

1. Maximum five (5) jump elements
 - at least one (1) and no more than three (3) are jump combinations. Jump combinations may consist of 2 jumps only. Combinations of 3 jumps are not allowed. Jump sequences are not allowed
2. At least one (1) but not more than two different (2) spins min. three (3) revolutions.
3. Step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Axel and double jumps are not allowed!

Any jump with the same name may be executed only twice.

YOUNG Girls and Boys (born 2004-2006)

Free program 2:30 min ± 10 sec

1. Maximum five (5) jump elements
 - at least one (1) and no more than three (3) are jump combinations or sequences. Jump combinations may consist of 2 jumps only. Combinations of 3 jumps are not allowed. A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.
2. At least one (1) but not more than two (2) spins of different nature min. four (4) revolutions.
3. Step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Maximum one (1) Axel and one (1) double jump are allowed, which may be repeated only once in a jump combination/sequence!

Any jump with the same name may be executed only twice including Axel-type jumps.

YOUNG Girls and Boys (born after July 1st 2000 - 2003)

Free program 2:30 min ± 10 sec

1. Maximum five (5) jump elements
 - at least one (1) and no more than three (3) are jump combinations or sequences. Jump combinations may consist of 2 jumps only. Combinations of 3 jumps are not allowed.
 - A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.
2. At least one (1) but not more than two (2) spins of different nature min. four (4) revolutions.
3. Step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Maximum one (1) Axel and one (1) double jump are allowed, which may be repeated only once in a jump combination/sequence!

Any jump with the same name may be executed only twice including Axel-type jumps.

Marking criteria in the abovementioned beginners categories:

1. The following 2 components are marked in the second mark:

- **Skating skills**
- **Performance/Execution**

The Factor of the Program Components is

1,6 for girls and

1,8 for boys.

2. The level of spins and step sequences cannot be higher than Level Base. Any additional features will not count for Level features and will be ignored by the Technical Panel.

3. Music time violation - 0.5 points for each extra 5 seconds

4. Falls: one fall = -0.5 points

5. Interruption: -0,5 points

6. There is no Bonus for jump elements, performed in the second half of a program.

7. There can be up to 10 skaters in a warm-up group.