



NATIONAL ICE SKATING ASSOCIATION

GENERIC CRITERIA 2009/2010 and Programme Content Clarifications For RJS Singles and Pairs Competitions and National Tests

The generic criteria for the forthcoming season fit with the National Test Structure requirements despite there being specification of elements in the test structure. As with the current test structure, all elements performed are as per ISU current regulations. This therefore allows skaters to perform RJS test and competition elements as per the established criteria (ISU regulations 2008) and indeed as per the IJS criteria and clarifications. (Communication 1504)

The Generic Criteria must be read in conjunction with the ISU Regulations 2008, and any subsequent ISU communications.

This document will be updated to start on 1st July each year, in line with the ISU calendar year.

This document incorporates changes from ISU Congress in July 2008. Programme criteria follows ISU Regulations 2008 and any subsequent communications published by the ISU will be used with immediate effect.

The Generic Criteria now state the maximum number of elements allowed and there are no minimums in most cases. However, for skaters wishing to take tests, the pass marks and scores are based on completion of the maximum number of elements to a satisfactory standard. In RJS competitions, skaters performing the maximum number of elements to a satisfactory standard would obviously obtain a higher technical mark than those skating less elements to the same standard.

LISTED ELEMENTS

For a comprehensive summary of listed jumps and spin abbreviations please refer to ISU communication 1445 and the scale of values chart. Any jump not listed, such as inside axel, wally, split jump, 3 (waltz) jump or half loop is now seen by the judges as a transition or linkage within a sequence of jumps or steps.

Spiral Sequences

The spiral sequence should show adequate depth of edge and flow across the ice. The minimum number of different spiral positions will remain as per ISU – ie 2 for Novice and 3 for Junior and Senior and therefore some skaters may not necessarily skate a full completed serpentine/circular pattern. It is however perfectly acceptable in RJS competitions and tests to perform more than the required number of spirals and to complete the full pattern.

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Step Sequences

To allow skaters to fit in the required number of different steps and turns, the straight line step sequence may deviate from a perfectly straight line. This step sequence may begin at any point on the short barrier and finish anywhere on the opposite short barrier – allowing the skater to show depth of edges.

NOTE

As the shorthand for the step sequence (St) and the spiral sequence (SpSq) is now different, skaters may only perform the sequence specific to the section in which they are skating. For example, where men are asked to skate 2 different step (St) sequences at level 9 and 10, one can no longer be a spiral sequence (SpSq).

Spins

The ISU have clarified the criteria for the 3 basic spin positions.

1. Camel

A spin with the free leg backwards, with the knee and foot of the free leg higher than hip level. (With the exception of Biellman and layback spins which are considered as upright spins.

2. Sit

A spin with the lowest part of the buttocks not higher than the top of the knee of the skating leg. The skating leg must be parallel to the ice for the correct position to be achieved.

3. Upright

Any position with the skating leg extended which is not a camel position. A slight bend of the knee is allowed.

There will be no IJS “*intermediate positions*” in RJS open competitions and National Tests. Judges will identify the intention of the skater and failure to reach the intended position will be marked as poor quality.

Revolutions in Spins

- A spin must have a minimum of 3 revolutions to be considered as a spin.
- All spins have a minimum number of revolutions as outlined in the generic criteria for each level.
- The minimum number of revolutions in each spin position is 2 without interruption.

In RJS competitions and National tests the judges will identify the intended position and any lacking revolutions in position will be marked as poor quality.

Any lack in revolutions performed per foot or position will result in a deduction from the judges.

Spin Wind Up

The spin wind up should not intentionally exceed 2 revolutions. More revolutions than this may change the spin from the intended spin into a combination spin by the change of position. This may not fit with the technical generic criteria and result in a deduction.

Jumps

JUMP ELEMENT

A jump element is defined as an individual listed solo jump or a jump combination consisting of listed jumps or a jump sequence (see below for definition). For example, a jump combination or sequence consisting of 2 listed jumps is considered as **1 jump element**.

Jump Combination

A jump combination may consist of the same listed jumps or different listed jumps. The landing edge of the first jump is the take off edge of the second jump. (Before weight transfer to the toe if a toe jump is performed). The same would apply to a third jump if allowed.

Jump Sequences

NOTE - MAJOR CHANGE

A jump sequence may consist of a minimum of 2 listed jumps (maximum number of jumps allowed as per generic criteria) that may be linked by non listed jumps and/or hops immediately following each other while maintaining the jump rhythm (knee): there can be NO turns/steps (not even as an entry into a jump) during the sequence: there can be NO crossovers or stroking. For example, lutz- half loop- salchow is classed as a jump sequence as half loop is a non listed jump. Lutz- mazurka- flip involves a turn to backwards before the flip, and hence is NOT classed as a jump sequence. NOTE – If the half loop is performed and under-rotated with a forward landing, this causes a turn into the next jump and because of this error is therefore not classed as a jump sequence. In these circumstances, or where a sequence contains turns or steps, judges will stop marking at the point of the turn or step, and the remainder of the sequence will be ignored. (See chart below for deductions.)

It is possible to change feet as part of the sequence as long as the rhythm of the sequence is maintained. For example, double flip – half loop – double loop is perfectly acceptable as a jump sequence *as long as the rhythm is maintained*.

AXELS IN COMBINATION OR SEQUENCE

Axel type jump element

This may be an axel of any value (ie single, double or triple) performed either as a solo jump, or as part of a jump sequence or jump combination which contains an axel of any value.

An axel type jump followed by or after any other jump that is linked by hops, makurkas and listed jumps is considered a jump sequence. An axel type jump *immediately* following

any other jump (even without hops or mazurka's) is now also considered to be a jump sequence, *as long as the rhythm is maintained.*

If the axel type jump element is skated in combination or sequence this will count towards the overall number of combinations and/or sequences allowed within the programme – it is not extra to these.

The IJS “*downgrade*” rule will not apply to under-rotated jumps in RJS competitions and National tests. Any amount of under-rotation will be marked by the judges as the intended jump skated with varying degrees of poor quality.

Double Axel

To incorporate IJS skaters into RJS events, the double axel may not be attempted more than 3 times in a programme. A deduction will be taken for further attempts.

DEDUCTIONS

In order to emphasize the rules of the IJS programme content, the following RJS deductions will be used by the judging panel when assessing the skaters’ performance:

COMPETITION RESTART EXAMPLES

<u>REASON FOR DEDUCTION</u>	<u>IS ELEMENT INITIALLY MARKED</u>	<u>AMOUNT OF DEDUCTION</u>	
		<u>TECHNICAL MERIT</u>	<u>PRESENTATION</u>
Extra element	NO	0.2 per extra element	
Lack of revolutions in spins	YES	0.1 per revolution	
Turns within jump sequence	Sequence ends at turn – remainder ignored	0.1 per element	
Incorrect/Illegal Spins or Spins with incorrect abbreviation	NO	0.2 per incorrect spin	
Illegal element	NO	0.1 per element	0.1 per element
Illegal Props		0.1	0.1
Timing of music outwith allowed time		0.1 for every 10 seconds over or under allowed time (5 secs progs 2mins and less)	0.1 for every 10 seconds over or under allowed time(5 secs progs 2mins and less)
Lyrics in music (any language)		0.1	0.1
Costume Violation		0.1	0.1

RESTARTS AND INTERRUPTIONS
As per ISU Special Regulations & Technical Rules
Single & Pair Skating and Ice Dance 2008

Rule 551 (4) Page 118

No complete Restarts are allowed

Rule 350 (2) Page 18

1. Skater does not commence programme within 1 minute of end of announcing name. Skater is completely withdrawn.

Rule 551 (1) Page 118

2. Music problems within 30 seconds:

Skater advises referee – Restart/pick-up – No deduction

OR

Referees implement restart - No deduction

Rule 551 (1) Page 117

3. Music stops after 30 seconds (CD problem or switched off):

Skater should continue until Referee signals to stop – use copy of CD if necessary.

Restart from point of music stop (play from start and skater picks up where appropriate) - No deduction. If same thing occurs with 2nd CD, skater must continue without music to end of performance.

*Referees to use limited discretion if stop very near end of programme, just allow to finish.

Rule 501 (2) Page 86

4. Skater finishes 30 seconds or more under the required time range.
e.g. 2 mins 20 secs of a 3 min programme (or less) – no marks awarded
2 mins 21 secs of a 3 min programme **is** marked. Time deduction taken for every 5 secs under time range.
Presentation/Components marks should be adjusted to reflect length skated where relevant.

Rule 551 (1) (no interruption category)

5. Skater forgets programme.
 - If skater leaves ice, then programme is finished. No option to return to ice to restart.
 - If skater comes to Referee – music still playing – skater must continue and pick up.
 - Interruption in skating should be reflected by Timekeepers using interruption rule.

Rule 551 (1) and (6)

6. Skater has skate/clothing damage problems. Comes to referee or Referee stops skater.
 - 3 minutes to correct
 - Pick up from point of interruption
 - Deduction applied (2.0 under IJS, 0.2 under RJS)

Rule 551 (2) and (6)

7. Skater is injured - As above
If injured in warm up and no time for medical attention, then referee may allow 3 minutes.

NISA Figure Technical Committee



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