

APPENDIX 5

REGULATIONS FOR JUDGING FREE SKATING SHORT PROGRAM SET ELEMENTS

The score should not merely be the result of a figures sum, it should rather reflect the total performance including both its good and bad aspects.

Set Element	Score	"A"MARK	Total Maximum Score
Axel	from 0.5 to 1.8)	10.0
Toe Assisted Jump	0.3 to 1.6)	
Combination of Jumps	0.6 to 1.8)	
Class "A" Spin	0.7 to 1.6)	
Combination Spin	0.4 to 1.6)	
Step Sequence	0.5 to 1.6)	

Note: Each element attempted but not performed will not be scored. Each element not attempted will be given a penalty of 0.5.

Any single position spin with more than one (1) position will be given a deduction of 0.5 from the A mark.

AXEL

Single	from 0.5 to 0.9
Double	from 1.0 to 1.6
Triple	from 1.7 to 1.8

1. Each rotation in the air must be complete. In case of under rotation the jump will be considered of lower degree (double instead of triple, single instead of double). An under-rotated single Axel will not receive credit at all.

2. The score inside each class (single, double, triple) will depend on the quality of the jump. To be considered: momentum, height, travel, take-off and landing edges, body position, sureness and control.

TOE ASSISTED JUMP

Single	Mapes/ToeWalley	from 0.3 to 0.5
	Flip/Lutz	from 0.4 to 0.6
Double	Mapes/ToeWalley	from 0.7 to 0.8
	Flip/Lutz	from 0.9 to 1.0
Triple	Mapes/ToeWalley	from 1.1 to 1.3
	Flip/Lutz	from 1.4 to 1.6

1. Each rotation in the air must be complete. In case of under rotation the jump will be considered of lower degree (double instead of triple, single instead of double). An under-rotated single jump will not receive credit at all.

2. The score inside each class (single, double, triple) will depend on the quality of the jump. To be considered: momentum, height and travel, take-off and landing edges, body position, sureness and control.

COMBINATION OF JUMPS (Minimum 3, Maximum 5)

Including only one double (Axel excepted)	from 0.6 to 0.9
Including more than one double (Axel excepted)	from 1.0 to 1.2
Including one Double Axel or one Triple	from 1.3 to 1.6
Including two Triples or one Double Axel and one Triple	from 1.7 to 1.8

Combination of jumps is a succession of jumps in which the landing edge and foot are the take-off edge and foot of the subsequent jump, without intermediate turns, changes of edge or footwork.

1. Each rotation in the air must be complete. In case of under rotation the jump will be considered of lower degree.

2. The score inside each class will depend on the quality of the jumps and their degree of difficulty, as listed below.

3. List of the jumps in decreasing order of difficulty:

Axel
Loop
Lutz
Flip
Salchow
Toe Walley, Mapes (Toe Loop)

4. Any combination of jumps with more than five jumps shall be given a deduction of 0.5 from the "A" mark.

CLASS "A" SPIN

Jump Sit/Jump Camel	from 0.7 to 1.0
Lay over Camel/Broken Ankle Camel	from 1.0 to 1.3
Heel Camel/Inverted Camel	from 1.3 to 1.6

SPIN COMBINATION

Upright Spins Combination	from 0.4 to 0.7
Camel/Sit Spins Combination	from 0.8 to 1.2
Class "A" Spins Combination	from 1.2 to 1.6

To be given credit, a spin must be a combination of two or three positions with or without change of foot. At least three revolutions in each position. The entry and exit are optional.

The score inside each class depends on the quality of the spin and on its degree of difficulty, as listed in SR 3.56.01.

STEP SEQUENCE

One Footwork Sequence - Advanced footwork to comply with the new prescribed footwork regulation. See page 50.

Score from 0.5 to 1.6

Difficulty, originality, virtuosity and harmony with the music are the essentials to be considered when scoring footwork.

"B"MARK

Owing to the unusual features of the Content of Programme in a Set Element Short Programme, the score of Artistic Impression may in some cases be less linked than usual to the Technical Merit evaluation.

However, since it is impossible to evaluate form without referring to its content, the difference between the "A" and the "B" mark should normally not exceed 1.0.

Each fall will receive a penalty of 0.3.

Each additional element not listed will receive a penalty of 0.5.

Kneeling or laying on the floor is only allowed at the beginning and/or end of the performance. This may be done for a maximum of 5 (five) seconds at the beginning or at the end. The penalty will be .03 for each violation.

NOTE: A fall is the complete loss of balance involving body contact with the skating surface.