

EUL KLASSIFIKATSIOON 2020/2021

HARRASTAJATE-KLASS

Pre-Young 2010 ja nooremad

Vabakava 2:00 min +/- 10 sek

1. max. **4 hüppelementi**, millest on
 - min. kaks (2) soolohüpet
 - max. kaks (2) hüpete kombinatsiooni. Kombinatsioonid võivad koosneda vaid kahest hüppest. Hüpete järjestused ei ole lubatud.
Axel ja 2x hüpped ei ole lubatud!
Ühtegi sama nimetusega hüpet ei või kavas sooritada rohkem kui kaks korda.
2. vähemalt üks (1) ja max. kaks (2) **erinevat piruetti**.
3. üks (1) **sammude järjestus**, mis katab 2/3 jääväljakut (sirge, ringis või serpentiin).

Pre-Young 2008/2009

Vabakava 2:00 min± 10 sec

1. max. **4 hüppelementi**, millest on
 - max. kaks (2) hüpete kombinatsiooni. Kombinatsioonid võivad koosneda vaid kahest hüppest. Hüpete järjestused ei ole lubatud.
Axel ja 2x hüpped ei ole lubatud.
Ühtegi sama nimetusega hüpet ei või kavas sooritada rohkem kui kaks korda.
2. vähemalt üks (1) ja max. kaks (2) **erinevat piruetti**.
3. üks (1) **sammude järjestus**, mis katab 2/3 jääväljakut (sirge, ringis või serpentiin).

Young 2006/2007

Vabakava 2:30 min ± 10 sec

1. max. **5 hüppelementi**, millest on
 - max. kolm (3) hüpete kombinatsioonid või järjestused. Kombinatsioonid võivad koosneda vaid kahest hüppest. Hüpete järjestus koosneb kahest vabalt valitud ringide arvuga hüppest. Järjestus algab vabalt valitud hüppega, millele järgneb Axel-tüüpi hüpe. Teise hüppesse minek on astumisega otse esimese hüppe maandumise kaarest Axeli äratõuke kaarele.
 - Lubatud on üks (1) Axel ja üks (1) 2x hüpe.
Ühtegi sama nimetusega hüppeid ei või kavas sooritada rohkem kui kaks korda.
2. min. üks (1) ja max. kaks (2) **erinevat piruetti** (min. 4 ringi).
3. üks (1) **sammude järjestus**, mis katab 2/3 jääväljakut (sirge, ringis või serpentiin).

Young 2001 - 2005

Vabakava 2:30 min ± 10 sec

SINGLE SKATING FOR ADULT AMATEUR SKATERS

Age categories for ladies and men free skating events:

Young adults skaters born between **July 1st, 1991 and June 30th, 2001**, Bronze, Silver, Gold, Masters

Class I skaters born between **July 1st, 1981 and June 30th, 1991**, Bronze, Silver, Gold, Masters

Class II skaters born between **July 1st, 1971 and June 30th, 1981**, Bronze, Silver, Gold, Masters

Class III skaters born between **July 1st, 1961 and June 30th, 1971**, Bronze, Silver, Gold, Masters

Class IV skaters born between **July 1st, 1951 and June 30th, 1961**, Bronze, Silver, Gold, Masters

Class V skaters born between **July 1st, 1941 and June 30th, 1951**, Bronze, Silver, Gold, Masters

Masters Free Skating Duration: the maximum time is 3 min. 10 sec., but may be less.

a) A maximum of six (6) jump elements, one of which must be an Axel type jump. Single, double and triple jumps are permitted. There may be up to three (3) jump combinations or jump sequences in the free program.

- One (1) jump combination may consist of up to three (3) listed jumps. Two (2) jump combinations may consist of two (2) listed jumps.
- A jump combination may consist of the same or another single, double or triple jump.
- 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.
- Each listed jump may be performed a maximum of two (2) times.
- Please note that the half-loop when used in combination, in between two listed jumps, is considered as a listed jump with the value of a single loop (1Lo).
- Non-listed jumps may be included in the program as part of connecting footwork

b) A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance.

- The spins must have a required minimum number of revolutions: five (5) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled, the short part of the spin will be ignored including any features.

c) A maximum of one (1) step sequence, fully utilizing the ice surface. Only the first executed attempt of a step sequence will contribute to the technical score.

The points for each Program Component are multiplied by a factor of 1.6.

The warm-up duration is six (6) minutes.

Gold Free Skating Duration: 2 min. 40 sec. +/-10 sec

A competitor in the Gold Free Skating event must perform a well-balanced program that may contain:

a) A maximum of six (6) jump elements, consisting of single jumps (including the single Axel) or double jumps. **Double Flip, double Lutz, double Axel and Triple jumps are not permitted.**

There may be up to three (3) jump combinations or jump sequences in the free program.

- One (1) jump combination may consist of up to three (3) listed jumps. Two (2) jump combinations may consist of two (2) listed jumps.
- A jump combination may consist of the same or another single or double jump, with the exception of the jumps in **bold** above.
- 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. The jumps in bold above are not permitted.
- Each listed jump may be performed a maximum of two (2) times.
- Please note that the half-loop when used in combination, in between two listed jumps, is considered as a listed jump with the value of a single loop (1Lo).
- Non-listed jumps may be included in the program as part of connecting footwork.

b) A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance.

- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled, the short part of the spin will be ignored including any features.

c) A maximum of one (1) step sequence, fully utilizing the ice surface. Only the first executed attempt of a step sequence will contribute to the technical score.

VOCAL MUSIC MAY BE USED

The maximum time is 2 minutes and 50 seconds, but may be less.

The points for each Program Component are multiplied by a factor of 1.6.

Only features up to and including Level 3 will be counted for the spins and step sequence. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

The warm-up duration is six (6) minutes.

Each fall shall receive a deduction of 1.0.

Silver Free Skating Duration: the maximum time is 2 min. 10 sec., but may be less.

A competitor in the Silver Free Skating event must perform a well-balanced program that may contain:

a) A maximum of five (5) jump elements, consisting of any single jumps (including the single Axel). **Double jumps and triple jumps are not permitted.** There may be up to two (2) jump combinations or jump sequences in the free program.

- One (1) jump combination may consist of up to three (3) listed jumps. The other jump combination may consist of two (2) listed jumps.
- A jump combination may consist of the same or another single jump.
- 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.
- Each listed jump may be performed a maximum of two (2) times.
- Please note that the half-loop when used in combination, in between two listed jumps, is considered as a listed jump with the value of a single loop (1Lo).
- Non-listed jumps may be included in the program as part of connecting footwork.

b) A maximum of two (2) spins of a different abbreviation, one (1) of which must be a spin combination.

- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled, the short part of the spin will be ignored including any features.

c) A maximum of one (1) step sequence, utilizing at least half (1/2) of the ice surface. Only the first executed attempt of a step sequence will contribute to the technical score.

The points for each Program Component are multiplied by a factor of 1.6.

Only features up to and including Level 2 will be counted for the spins and step sequence. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

The warm-up duration is six (6) minutes.

Each fall shall receive a deduction of 1.0.

Bronze Free Skating Duration: the maximum time is 1 min. 50 sec., but may be less.

A competitor in the Bronze Free Skating event must perform a well-balanced program that may contain:

a) A maximum of four (4) jump elements, consisting only of single jumps. **Axel type jumps, double jumps and triple jumps are not permitted.** There may be up to two (2) jump combinations in the free program.

- Each jump combination may consist of two (2) listed jumps.
 - A jump combination may consist of the same or another single jump.
 - Each listed jump may be performed a maximum of two (2) times.
- b)** A maximum of two (2) spins of a different abbreviation one of which must be a spin in one position with no change of foot. **Flying spins are not permitted.**
- The spins must have a required minimum number of revolutions: three (3) for any spin with no change of foot, and six (6) for the spin combination with change of foot or the spin in one position with change of foot.
 - A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations is considered as a skating movement and not a spin.
 - Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
 - The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled, the short part of the spin will be ignored including any features.
 - Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.
- c)** A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface.
- A choreographic sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. The pattern is not restricted.
 - A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

The points for each Program Component are multiplied by a factor of 1.6.

The warm-up duration is six (6) minutes.

Each fall shall receive a deduction of 0.5.

Pre-Bronze Free Skating Duration: the maximum time is 1 min. 50 sec., but may be less.

- a)** A maximum of two (2) jump elements. **Only single jumps are permitted**, no Axel type jump, no double or triple jumps can be included.
- A jump combination may consist of the same or another single jump. There may be up to one jump combination in the Free Program.
 - **Any solo jump can be repeated only once and this repetition must be done either in a jump combination.** Non-listed jumps may be included in the program as part of connecting footwork preceding single jumps.
- b)** A maximum of one (1) spin;
- The spin must have a required minimum number of revolutions: three (3) for the spin with only one position and no change of foot and four (4) for the spin combination with no change of foot and six(3 + 3) for the spin combination with change of foot.
 - **Flying spins are not permitted.**
 - There must be a minimum of two (2) revolutions in each position or the position will not be counted.
- c)** A maximum of one choreographic step sequence (ChSq), covering the full ice surface.

- A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc.
- The Sequence commences with the first move and is concluded with the last move of the Skater. The pattern is not restricted.
- A Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.

Program Component factor is 1.6

The warm-up duration is six (6) minutes.

Each fall shall receive a deduction of 0.5.

Artistic Free Skating (Bronze, Silver, Gold, Masters)

The program duration for Bronze, Silver and Gold Free Skating is 1:30 minutes, +/-10 seconds.

The program duration for Masters Artistic Free Skating is 2 minutes +/- 10 seconds.

The Artistic Free Skate is a competitive program that must include elements of the sport of figure skating. At least one (1) and a maximum of two (2) single jumps MUST be included. At least one (1) and a maximum of two (2) spins MUST be included. No Axel type jumps, double or triple jumps are allowed. No combination jumps are allowed.

The artistic event will be judged **only** on the basis of Presentation Components (program components):

- Skating skills
- Transitions
- Performance/Execution
- Choreography/Composition
- Interpretation/Timing

(See ISU Special Regulations and Technical Rules 2016, Singles & Pair Skating, Rule 504, paragraph 3 for a detailed description of Program Components. The respective Rules can be found on the ISU website.) There will be no technical panel and no technical mark given. The points for each Program Component are multiplied by a factor of 1.0.

The artistic program consists of a variety of skating moves selected for their value in demonstrating skating ability and enhancing the skater's interpretation of the music. Skaters will be judged on their ability to interpret the music and develop a theme through their skating. Credit for technical elements is based solely on the ability of such movements to enhance the chosen theme and support the music. Credit will not be given for their technical difficulty.

The program must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee or excessive use of toe steps, which should be used only to reflect the character of the program and to underline the rhythm and nuances of the chosen music. The skater/pair must not remain in one place for more than five (5) seconds.

Any element exceeding the maximum number as set forth below will be judged as an illegal element (1.0 deduction). If there is no jump or no spin element included or only a jump and no spin or vice versa a deduction for a "missing element" of 1.0 will be made. The Referee is responsible for such deductions.

Clothing and make-up 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. Clothing must not give the effect of excessive nudity. The theme of the program should be

recognizable from the skating movements and choreography – regardless of what the skater is wearing.

Props and accessories may not be used in any part of the artistic programs. Any item that is held in the hand or removed during the performance is considered a prop. Thus, for example, a hat worn throughout the program is not considered to be a prop, but if it is intentionally removed during the performance it is considered a prop. Objects on the ice, thrown in the audience, placed on the boards or on the judges table are not permitted. Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted.

The deduction for inappropriate clothing or make-up props and accessories (1.0) will be determined by a majority of the judges and the referee.

Illegal elements:

- Somersault type jumps

- Lying on the ice and prolonged and/or stationary kneeling on both knees on the ice

The warm-up duration is five (5) minutes for all artistic free skating events.