## NZIFSA – 2021 Single Skating - FREE SKATING ELEMENTS -

Grade	Jump Elements	Spin Elements	Choreo / Step Sequences
KiwiSkate (All) Max 5 elements Time: Max 1:40  Falls: -0.5 Components: SS / PE	Optional Jump,     different from those below     may be a combination with only 2 jumps     jumps performed solo may be repeated once in combination     Salchow     Toe Loop	Upright Spin without change of foot (min 3 revs)  Maximum: Level 1	Simple Step Sequence     A least one half the length of the rink     Fixed Base value - <i>Marked on GOE only</i>
Pre Elementary (All) Max 6 elements Time: Max 2:15  Falls: -0.5 Components: SS/PE	<ul> <li>Optional Jump (selected from Loop, Flip or Lutz)</li> <li>Optional Jump (selected from Loop, Flip or Lutz); different to above</li> <li>Salchow</li> <li>Toe Loop</li> </ul>	Upright Spin without change of foot (min 3 revs)  Maximum: Level 1	Simple Step Sequence     At least one half the length of the rink     Fixed Base value - <i>Marked on GOE only</i>
Elementary (All) Max 7 elements Time: Max 2:15  Falls: -0.5 Components: SS/PE	<ul> <li>Loop Jump</li> <li>Flip or Lutz</li> <li>Optional Jump 1 – different from those above – solo jump; combo not permitted</li> <li>Optional Jump 2 – different from those above <ul> <li>may be a jump combo of 2 jumps</li> <li>jumps performed solo may be repeated once in combination</li> </ul> </li> </ul>	<ul> <li>One foot spin         <ul> <li>No change of position (choice of upright, sit or camel)</li> <li>Min 4 revs</li> </ul> </li> <li>Optional Spin - different to those above         <ul> <li>Without change of foot.</li> <li>Can be a Combo spin without a change of foot</li> <li>Min 4 revs</li> </ul> </li> <li>Maximum: Level 1</li> </ul>	Step Sequence     Fully utilises the ice surface     Fixed Base value - <i>Marked on GOE only</i>

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Juvenile (All) Max 7 elements Time: 2:15 (+/- 10 sec)  Falls: -0.5 Components: SS / PE	Max 4 jump elements  One must be an Axel type jump  Max 2 jump combinations or sequences  Jump combos can only contain 2 jumps  Sequences can have any number of jumps – only 2 most difficult will count  Any single and double jump cannot be executed more than twice in total  Triple jumps are not permitted	Max 2 different spins of a different abbreviation:  One must be a spin combination  With or without a change of foot  Min 6 revs in total  One spin with no change of position  With or without a change of foot  Min 6 revs in total  Flying entry is allowed  Maximum: Level 2	Max 1 Step Sequence     Fully utilises the ice surface  Maximum: Level 2
Basic Novice (All) Max 7 elements Time: 2:30 (+/- 10 sec)  Falls: -0.5 Components: SS / PE	<ul> <li>Max 4 jump elements</li> <li>One must be an Axel type jump</li> <li>Max 2 jump combinations or sequences         <ul> <li>Combo/sequence can only contain 2 jumps</li> </ul> </li> <li>Any single and double jump cannot be executed more than twice in total Triple &amp; Quad jumps are not permitted</li> </ul>	<ul> <li>Max 2 different spins of a different abbreviation:</li> <li>One must be a spin combination         <ul> <li>With or without a change of foot</li> <li>Min 8 revs in total (6 without change of foot)</li> </ul> </li> <li>One spin with no change of position         <ul> <li>With or without a change of foot</li> <li>Min 8 revs in total (6 without change of foot)</li> <li>Flying entry is allowed</li> </ul> </li> <li>Maximum: Level 2</li> </ul>	Max 1 Step Sequence     Fully utilises the ice surface  Maximum: Level 2
Intermediate Novice (AII) Max 8 elements Time: 3:00 (+/- 10 sec)  Falls: -0.5 Components: SS / PE / IN	Max 5 jump elements  One must be an Axel type jump  Max 2 jump combinations or sequences  Combo/sequence can only contain 2 jumps  Any single and double jump cannot be executed more than twice in total Triple & Quad jumps are not permitted	Max 2 different spins of a different abbreviation:  One must be a spin combination  With a change of foot  Min 8 revs in total  One spin with no change of position  With or without a change of foot  Min 8 revs in total (6 without change of foot)  Flying entry is allowed  Maximum: Level 2	Max 1 Step Sequence     Fully utilises the ice surface  Maximum: Level 2

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Grade	Jump Elements	Spin Elements	Choreo / Step Sequences
Adv. Novice (All) Max 9 elements Time: 3:00 (+/- 10 sec)  Falls: -0.5 Components: SS / TR / PE / IN Jump Bonuses Apply	<ul> <li>Max 6 jump elements</li> <li>One must be an Axel type jump</li> <li>Max 2 jump Combo or Seq: <ul> <li>One Combo may contain 3 jumps, the other must only have 2 jumps</li> <li>Only 2 triple jumps can be repeated, must in Combo or Seq</li> </ul> </li> <li>Any jump cannot be executed more than twice in total. No Quad jumps.</li> </ul>	<ul> <li>Max 2 different spins of a different abbreviation:</li> <li>One must be a spin combination with change of foot: <ul> <li>Min 8 revs in total</li> <li>No flying entrance</li> </ul> </li> <li>One must be a flying spin (6 revs), or a change foot spin in one position with a flying entrance (8 revs)</li> <li>Maximum: Level 3</li> </ul>	Max 1 Step Sequence     Fully utilises the ice surface  Maximum: Level 3
Junior (All)  Max 11 elements Time: 3:30 (+/- 10 sec) Falls: -1.0 Components: SS / TR / PE / CH / IN 2nd half last 3 jumps 1.1 multiplier	<ul> <li>Max 7 jump elements</li> <li>One must be an Axel type jump</li> <li>Max 3 jump Combo or Seq: <ul> <li>One combo may contain 3 jumps</li> <li>The other 2 can only contain 2 jumps</li> </ul> </li> <li>Any double, triple or quad jump cannot be executed more than twice in total</li> <li>If both triple or quad jumps are executed as solo jumps, SOV reduction is applied to the second solo jump</li> </ul>	<ul> <li>Max 3 different spins of a different abbreviation:</li> <li>One must be a spin in one position</li> <li>Min 6 revs in total</li> <li>Optional change of foot</li> <li>One must be a flying spin or spin with a flying entrance</li> <li>Min 6 revs in total</li> <li>One must be a combination spin</li> <li>Min 10 revs in total</li> <li>Optional change of foot</li> </ul>	Max 1 Step Sequence Fully utilises the ice surface
Senior (AII) Max 12 elements Time: 4:00 (+/- 10 sec) Falls: -1.0 1st & 2nd, -2.0 3rd & 4th, -3.0 5+ Components: SS / TR / PE / CH / IN 2nd half last 3 jumps 1.1 multiplier	<ul> <li>Max 7 jump elements</li> <li>One must be an Axel type jump</li> <li>Max 3 jump Combo or Seq: <ul> <li>One combo may contain 3 jumps</li> <li>The other 2 can only contain 2 jumps</li> </ul> </li> <li>Any double, triple or quad jump cannot be executed more than twice in total</li> <li>If both triple or quad jumps are executed as solo jumps, SOV reduction is applied to the second solo jump</li> </ul>	<ul> <li>Max 3 different spins of a different abbreviation:</li> <li>One must be a spin in one position</li> <li>Min 6 revs in total</li> <li>Optional change of foot</li> <li>One must be a flying spin or spin with a flying entrance</li> <li>Min 6 revs in total</li> <li>One must be a combination spin</li> <li>Min 10 revs in total</li> <li>Optional change of foot</li> </ul>	Max 1 Step Sequence     Fully utilises the ice surface      Max 1 Choreographic Sequence     Sequence must be clearly visible     Fixed Base value - Marked on GOE only