## NZIFSA – 2023 Single Skating - FREE SKATING ELEMENTS – V3

Grade	Jump Elements	Spin Elements	Choreo / Step Sequences
KiwiSkate (All) Max 5 elements Time: Max 1:40  Falls: -0.5 Component factor: 1.67	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 Component factor: 1.67	<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 Component factor: 1.67	<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>	One foot spin     No change of position (choice of upright, sit or camel)     Min 4 revs     Optional Spin - different to those above     Without change of foot.     Can be a Combo spin without a change of foot     Min 4 revs  Maximum: Level 1	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 Component factor: 1.67	Max 4 jump elements  One must be an Axel type jump  Max 2 jump combinations or 1 combination and 1 sequence  Combo/sequence can only contain 2 jumps  Only one single and one double jump may be repeated once (each)  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 8 elements Time: 2:30 (+/- 10 sec)  Falls: -0.5 Component factor: 1.67	<ul> <li>Max 5 jump elements</li> <li>One must be an Axel type jump</li> <li>Max 2 jump combinations or 1 combination and 1 sequence <ul> <li>Combo/sequence can only contain 2 jumps</li> </ul> </li> <li>Only one single and one double jump may be repeated once (each) <ul> <li>Triple &amp; Quad jumps are not permitted</li> </ul> </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 (All) Max 8 elements Time: 3:00 (+/- 10 sec)  Falls: -0.5 Component factor: U12 & Girls - 1.7 Boys - 2.0	Max 5 jump elements  One must be an Axel type jump  Max 2 jump combinations or 1 combination and 1 sequence  Combo/sequence can only contain 2 jumps  Only one single and one double jump may be repeated once (each)  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 Choreographic Sequence

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Adv. Novice (All) Max 9 elements Time: 3:00 (+/- 10 sec) Falls: -0.5 Component factor: U12 & Girls - 2.13 Boys - 2.40 Jump Bonuses Apply	Max 6 jump elements  One must be an Axel type jump  Max 2 jump Combo or 1 Combo and 1 Seq:  One may contain 3 jumps, the other must only have 2 jumps  Only 2 triple jumps can be repeated, must in Combo or Seq  Any jump cannot be executed more than twice in total. No Quad jumps.	Max 2 different spins of a different abbreviation:  One must be a spin combination with change of foot:  Min 8 revs in total  No flying entrance  One must be a flying spin (6 revs), or a change foot spin in one position with a flying entrance (8 revs)  Maximum: Level 3	Max 1 Choreographic Sequence
Junior (All) Max 11 elements Time: 3:30 (+/- 10 sec) Falls: -1.0 Component factor: U12 & Women – 2.67 Men – 3.33  2nd half last 3 jumps 1.1 multiplier	Max 7 jump elements  One must be an Axel type jump  Max 3 jump Combo or 2 Combo and 1 Seq: One may contain 3 jumps The other 2 can only contain 2 jumps  Any double, triple or quad jump cannot be executed more than twice in total  If both triple or quad jumps are executed as solo jumps, SOV reduction is applied to the second solo jump	Max 3 different spins of a different abbreviation:  One must be a spin in one position  Min 6 revs in total  Optional change of foot  One must be a flying spin or spin with a flying entrance  Min 6 revs in total  One must be a combination spin  Min 10 revs in total  Optional change of foot	Max 1 Choreographic Sequence
Senior (All) Max 12 elements Time: 4:00 (+/- 10 sec) Falls: -1.0 1st & 2nd, -2.0 3rd & 4th, -3.0 5+ Component factor: Women – 2.67 Men – 3.33 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 2 Combo and 1 Seq: <ul> <li>One 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 <ul> <li>Min 6 revs in total</li> <li>Optional change of foot</li> </ul> </li> <li>One must be a flying spin or spin with a flying entrance <ul> <li>Min 6 revs in total</li> </ul> </li> <li>One must be a combination spin <ul> <li>Min 10 revs in total</li> </ul> </li> </ul> <li>Optional change of foot</li>	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