NZIFSA – 2025/26 Youth Interpretive

Grade	Jump Elements	Spin Elements	Details
INTERPRETIVE	Minimum of 1 & maximum of 2 jump elements	Minimum of 1 & maximum of 2 spins	Program will be judged only on the basis of the 3 Component marks.
All Grades (Women and Men) Time: Bronze/Silver 1:30	 Combination jumps maximum of three jumps In Bronze and Silver only single jumps, excluding Axel, are permitted. 		Violations of the below requirements will receive a 0.5 deduction:
Gold/Elite 2 mins			Program must be developed through skating skill and
Times are +/- 10 seconds	For the purposes of defining the number of jumps and or spin elements, a clear attempt of		quality, rather than through non-skating moves such as sliding on one knee or excessive use of toe steps.
Falls: No deduction	a jump/spin element will count as a jump/spi	Skater must not remain in one place for more than 5 seconds.	
Components: SS / PR / CH	reason and the skater immediately does another spin those spins will only count as one spin for the purposes of this rule.		
	Credit for jumps and spins are based solely on the ability of the movements to enhance the chosen theme and support the music. No credit will be given for technical difficulty.		Costumes must be simple, tasteful and selected to enhance the performance by appropriately reflecting the character of the music and theme.
	Elements exceeding the maximum number will be judged as illegal element & receive 0.5 deduction.		Props are not permitted – any item held in the hand or removed during the performance is considered a prop.
	 Elements lacking in number will receive a 0.5 deduction <i>Illegal Elements:</i> Somersault jumps 		Objects on the ice, thrown to the audience, placed on boards or on the judges tables are not permitted.
			Lying on the ice, prolonged and/or stationary kneeling on both knees on the ice.
	boas, excessive beading) are considered unsafe and are not permitted.		