

# Crystal Skate Spring 2024

Technical Data Details for

Youngsters

&

Hobby Class



## **Crystal Skate Spring 2024**

March 09 to 10, 2024

Tallinn, Estonia

organised by:

The Figure Skating Club "Kristalluisk"  
(MTÜ Iluuisutamisklubi "Kristalluisk")

and

The Figure Skating School of Tallinn  
(MTÜ Tallinna Iluuisutamiskool)



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### Additional Information:

- Any skater who has not met the lower age limit (is younger) of the category, but their skills meet the technical requirements of the category can be allowed to skate in higher category.
- Any protests can be filed in accordance to the ISU Rule 123. Protest fee of 50 EUR or other convertible currency to the same value must be deposited with the Referee. The protest must be submitted to the Referee of the event in writing. In case the Referee cannot be reached, the protest can be submitted to the Competition Office. All protests must be submitted no later than 24h after the announcement of the segment results.



# 1 Youngsters Class "A"

## 1.1 Cubs A Boys/Girls

**Age Restrictions:**  
Born in 2013 or 2014.

**Free Skating only**  
Duration: 2 min., 30 sec. +/- 10 sec.

**A well-balanced Free Skating program must contain:** 7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. one of which must be an Axel-type jump
  - 1.2. maximum of two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
    - 1.2.1. jump combinations and the jump sequence consist of two (2) jumps.
    - 1.2.2. in the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump in to the take- off curve of the Axel jump.
    - 1.2.3. all jumps executed in a jump sequence receive their full value.
2. Maximum of two (2) spins of a different nature:
  - 2.1. one of which must be a spin combination with change of foot (minimum of three (3) revolutions on each foot) or without change of foot (minimum of six (6) revolutions in total). Flying entry is allowed.
  - 2.2. one a spin in one position with change of foot (minimum of three (3) revolutions on each foot) or without change of foot (minimum of six (6) revolutions in total). Flying entry is allowed.
3. One (1) Step Sequence fully utilizing the ice surface.



### Additional Information:

- The Factor of the Program Components is 1.67. The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the Technical Panel.
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 8 skaters in a warm-up group.



## 1.2 Chicks A Boys/Girls

**Age Restrictions:**  
Born in 2015 or 2016.

**Free Skating only**  
Duration: 2 min. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. one of which must be an Axel-type jump
  - 1.2. maximum of two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
    - 1.2.1. jump combinations and the jump sequence consist of two (2) jumps.
    - 1.2.2. in the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump in to the take- off curve of the Axel jump.
    - 1.2.3. all jumps executed in a jump sequence receive their full value.
2. Maximum of two (2) spins of a different nature (minimum of four (4) revolutions each).
3. One (1) Choreographic Sequence that consist of at least two (2) different moovements.



### **Additional Information:**

- The Factor of the Program Components is 1.67. The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the Technical Panel.
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 8 skaters in a warm-up group.



### 1.3 Pre-Chicks A Boys/Girls

**Age Restrictions:**  
Born in 2017 and later.

**Free Skating only**  
Duration: 2 min. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. maximum of two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
    - 1.1.1. jump combinations and the jump sequence consist of two (2) jumps.
    - 1.1.2. in the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump in to the take-off curve of the Axel jump.
    - 1.1.3. all jumps executed in a jump sequence receive their full value.
  2. Maximum of two (2) spins of a different nature.
  3. One (1) Choreographic Sequence that consist of at least two (2) different movements.



#### **Additional Information:**

- The Factor of the Program Components is 1.67. The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the Technical Panel.
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 8 skaters in a warm-up group.



## 2 Youngsters "B" Class

### 2.1 Novice B Boys/Girls

#### Age Restrictions:

Born between: 01.07.2008 - 30.06.2013

#### Free Skating only

Duration: 3 min. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

8 elements in total

1. Maximum of five (5) jump elements:
  - 1.1. one of which must be an Axel-type jump
  - 1.2. maximum of two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
    - 1.2.1. jump combinations and the jump sequence consist of two (2) jumps.
    - 1.2.2. in the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump in to the take-off curve of the Axel jump.
    - 1.2.3. all jumps executed in a jump sequence receive their full value.
      - 1.2.3.1. 2A and triple (3X) jumps are not allowed.
      - 1.2.3.2. all other double jumps are allowed;
      - 1.2.3.3. any jump with the same name cannot be included more than two (2) times in total.
2. Maximum of two (2) spins of a different nature:
  - 2.1. one (1) spin combination with a change of foot (minimum of eight (8) revolutions) or without a change of foot (minimum of six (6) revolutions).
  - 2.2. one (1) spin in one position with a change of foot (minimum of eight (8) revolutions) or without a change of foot (minimum of six (6) revolutions).
  - 2.3. in both spins flying entries are allowed.
3. One (1) Choreographic Sequence that consist of at least two (2) movements.



#### Additional Information:

- The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- The factor for the Program Components is: 2.40 for boys; 2.13 for girls.
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the TP.
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- Warm-up time is 5 min and there can be up to 8 skaters in a warm-up group.



## 2.2 Springs B Boys/Girls

**Age Restrictions:**  
Born in 2011 or 2012.

**Free Skating only**  
Duration: 2 min., 30 sec. +/- 10 sec.

**A well-balanced Free Skating program must contain:** 7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. one of which must be an Axel-type jump
  - 1.2. maximum of two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
    - 1.2.1. jump combinations and the jump sequence consist of two (2) jumps.
    - 1.2.2. in the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump in to the take-off curve of the Axel jump.
    - 1.2.3. all jumps executed in a jump sequence receive their full value.
  - 1.3. maximum of two (2) different double jumps are permitted (2S, 2T or 2Lo).
  - 1.4. 2F, 2Lz and 2A are not allowed.
  - 1.5. triple (3X) jumps are not allowed.
  - 1.6. any jump with the same name cannot be included more than two (2) times in total.
2. Maximum of two (2) spins of a different nature:
  - one (1) spin combination (minimum of eight (8) revolutions in total)
  - one (1) spin is optional (minimum of four (4) revolutions).
  - in both spins flying entries are allowed.
3. One (1) Choreographic Sequence that consist of at least two (2) movements.



### Additional Information:

- The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- The factor for the Program Components is: 1.67.
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the Technical Panel.
- Any single or double jump (including 1A) may be executed only twice (2).
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 10 skaters in a warm-up group.



## 2.3 Cubs B Boys/Girls

### Age Restrictions:

Born in 2013 or 2014.

### Free Skating only

Duration: 2 min., 30 sec. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. one of which must be an Axel-type jump
  - 1.2. maximum of two (2) jump combinations or one (1) jump combination and one (1) jump sequence.
    - 1.2.1. jump combinations and the jump sequence consist of two (2) jumps.
    - 1.2.2. in the jump sequence the second jump must be an Axel type jump with a direct step from the landing curve of the first jump in to the take- off curve of the Axel jump.
    - 1.2.3. all jumps executed in a jump sequence receive their full value.
  - 1.3. 1A and one (1) double jump are permitted and cannot be included more than two (2) times in total.
  - 1.4. 2F and 2Lz are not allowed.
  - 1.5. triple (3X) jumps are not allowed.
2. Maximum of two (2) spins of a different nature:
  - one (1) spin combination with change of foot (minimum three (3) revolutions on each foot) or without change of foot (min. six (6) revolutions in total)
  - one spin in one position and with a change of foot (minimum three (3) revolutions on each foot) or without a change of foot (min. six (6) revolutions in total).
  - in both spins flying entries are allowed.
3. One (1) Choreographic Sequence that consist of at least two (2) movements.



### Additional Information:

- The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- The factor for the Program Components is: 1.67.
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the Technical Panel.
- Any single or double jump (including 1A) may be executed only twice (2).
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 10 skaters in a warm-up group.





## 2.4 Chicks B Boys/Girls

**Age Restrictions:**  
Born in 2015 or 2016.

**Free Skating only**  
Duration: 2 min. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. single Axel (1A) and double (2X) jumps are not permitted.
  - 1.2. maximum of two (2) jump combinations:
    - 1.2.1. a jump combination can contain only two (2) jumps.
    - 1.2.2. a jump sequence is not allowed.
2. Maximum of two (2) spins of a different nature.
3. One (1) Choreographic Sequence that consist of at least two (2) movements.



### **Additional Information:**

- The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- The factor for the Program Components is: 1.67.
- In all elements, which are subject to Levels, only features up to Level 2 will be counted. All additional features will not count for Level requirements and will be ignored by the TP.
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 10 skaters in a warm-up group.



## 2.5 Pre-Chicks B Boys/Girls

**Age Restrictions:**  
Born in 2017 or later.

**Free Skating only**  
Duration: 2 min. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

7 elements in total

1. Maximum of four (4) jump elements:
  - 1.1. 1A, 1Lz, 1F and double (2) jumps are not permitted.
  - 1.2. maximum of two (2) jump combinations:
    - 1.2.1. a jump combination can contain only two (2) jumps.
    - 1.2.2. a jump sequence is not allowed.
2. Maximum of two (2) spins of a different nature.
3. One (1) Choreographic Sequence that consist of at least two (2) movements.



### **Additional Information:**

- The Program Components are only judged in:
  - Composition (CO)
  - Presentation (PR)
  - Skating Skills (SS)
- The factor for the Program Components is: 1.67.
- The level of spins and step sequence cannot be higher than Base.
- Evaluation is in accordance with ISU Communication No.2558 (or any update).
- No jump with the same name can be executed more than twice including Axel type jumps.
- Time violation: 0.5 point deduction for up to every 5 seconds in excess.
- Interruption of performance will be deducted as follows:
  - more than 10 sec. up to 20 sec. – 0.5 point
  - more than 20 sec. up to 30 sec. – 1.0 point
  - more than 30 sec. up to 40 sec. – 1.5 points
- Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption – 2.5 point deduction per program.
- Falls: 0.5 point deduction per fall.
- Late Start: 0.5 point deduction.
- Costume Failure and Costume/Prop Violation: 0.5 point deduction.
- There will be no special factor of 1.1 for jump elements performed in the second half of the program.
- Warm-up time is 4 min and there can be up to 10 skaters in a warm-up group.



## 3 Solo Dance

### 3.1 Advanced Novice Solo Dance

**Age Restrictions:**

Born between 01.07.2007 and 01.07.2009

**Free Skating only**

Duration: 2 min., 30 sec. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

6 elements in total

1. One (1) Type of Short Pose
2. One (1) Dance Spin (Spin or Combination Spin). In accordance with Specifications for Season 2023/23.
3. One (1) Step Sequence (Style B). Specifications to Style B, Free Dance 2021/22. One (1) Retrogression permitted, must not exceed two measures of music. Stops and Loops are not permitted. The pattern of the Step Sequence (Style B) must maintain the integrity or basic shape of the chosen pattern.
4. One (1) Set of "Solo" Twizzles (FD Variation). In accordance with Specifications for Season 2021/22. At least 2 Twizzles, with a minimum 2 steps and up to 4 steps between 1st and 2nd Twizzles. (Each push and/or transfer of body weight on two feet between Twizzles is considered as a step).
5. Two (2) Choreographic Elements, one of which must be a Choreographic Character Step Sequence, chosen from:
  - 5.1. Choreographic Spinning Movement
  - 5.2. Choreographic Twizzling Movement
  - 5.3. Choreographic Sliding Movement
  - 5.4. Choreographic Character Step Sequence
  - 5.5. Choreographic Jump Sequence



### 3.2 Basic Novice Solo Dance

**Age Restrictions:**

Born between 01.07.2010 and 01.07.2012

**Free Skating only**

Duration: 1 min., 30 sec. +/- 10 sec.

**A well-balanced Free Skating program must contain:**

5 elements in total

1. One (1) Type of Short Pose
2. One (1) Dance Spin (Spin or Combination Spin). In accordance with Specifications for Season 2023/23.
3. One (1) Set of "Solo" Twizzles (FD Variation). In accordance with Specifications for Season 2023/23. At least 2 Twizzles, with a minimum 2 steps and up to 4 steps between 1st and 2nd Twizzles. (Each push and/or transfer of body weight on two feet between Twizzles is considered as a step).
4. Two (2) Choreographic Elements, one of which must be a Choreographic Character Step Sequence, chosen from:
  - 4.1. Choreographic Spinning Movement
  - 4.2. Choreographic Twizzling Movement
  - 4.3. Choreographic Sliding Movement
  - 4.4. Choreographic Character Step Sequence
  - 4.5. Choreographic Jump Sequence



## 4 Elements

### 4.1 Class I

**Age Restrictions:**  
Born in 2013 or later

**3 Segments (programs) in total**  
Jump, Jump Combo/Sequence, Spin

#### (JP) Jump

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Solo Jump** of any number of revolutions.
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.

#### (JC) Jump Combo/Sequence

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Jump Combination or Jump Sequence** consisting of maximum two jumps of any number of revolutions.
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.
- If the skater attempts Solo Jump instead of a Jump combination or Jump Sequence, the Jump will be called and will receive +COMBO.
- If the skater attempts a Jump Combination or Jump Sequence consisting of more than allowed number of Jumps, excessive jumps will receive '\*' (asterisk), and the element will receive +REP penalty.

#### (SP) Spin

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Combination Spin** (with or without change of foot and/or with or without flying entrance).
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.
- If skater attempts any other spin, it will be called as CoSp No Value and will count as an attempt.



#### Additional Information:

- Late Start deduction has value of 0.5 points.
- All other deductions are ignored by Technical Panel, Referee and Judges
- Warm-up time is 3 min for each Segment (program) and there can be up to 10 skaters in a warm-up group.



## 4.2 Class II

**Age Restrictions:**  
Born between 2011 and 2012

**3 Segments (programs) in total**  
Jump, Jump Combo/Sequence, Spin

### (JP) Jump

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Solo Jump** of any number of revolutions.
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.

### (JC) Jump Combo/Sequence

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Jump Combination or Jump Sequence** consisting of maximum two jumps of any number of revolutions.
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.
- If the skater attempts Solo Jump instead of a Jump combination or Jump Sequence, the Jump will be called and will receive +COMBO.
- If the skater attempts a Jump Combination or Jump Sequence consisting of more than allowed number of Jumps, excessive jumps will receive '\*' (asterisk), and the element will receive +REP penalty.

### (SP) Spin

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Combination Spin** (with or without change of foot and/or with or without flying entrance).
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.
- If skater attempts any other spin, it will be called as CoSp No Value and will count as an attempt.



#### Additional Information:

- Late Start deduction has value of 0.5 points.
- All other deductions are ignored by Technical Panel, Referee and Judges
- Warm-up time is 3 min for each Segment (program) and there can be up to 10 skaters in a warm-up group.



### 4.3 Class III

**Age Restrictions:**  
Born between 2008 and 2010

**3 Segments (programs) in total**  
Jump, Jump Combo/Sequence, Spin

#### (JP) Jump

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Solo Jump** of any number of revolutions.
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.

#### (JC) Jump Combo/Sequence

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Jump Combination or Jump Sequence** consisting of maximum two jumps of any number of revolutions.
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.
- If the skater attempts Solo Jump instead of a Jump combination or Jump Sequence, the Jump will be called and will receive +COMBO.
- If the skater attempts a Jump Combination or Jump Sequence consisting of more than allowed number of Jumps, excessive jumps will receive '\*' (asterisk), and the element will receive +REP penalty.

#### (SP) Spin

1 element in total / 2 attempts

- Skaters can perform up to **2 attempts** of any **Combination Spin** (with or without change of foot and/or with or without flying entrance).
- Technical Panel and Judges will judge both attempts (if executed).
- The attempt with the highest Total Points will be counted.
- If both attempts have identical Total Points values, the one with less severe mistakes will be counted. Uncounted attempts will stay enlisted but receive '\*' (asterisk) and have a value of 0.00 points.
- If skater attempts any other spin, it will be called as CoSp No Value and will count as an attempt.



#### Additional Information:

- Late Start deduction has value of 0.5 points.
- All other deductions are ignored by Technical Panel, Referee and Judges
- Warm-up time is 3 min for each Segment (program) and there can be up to 10 skaters in a warm-up group.