## NZIFSA – 2020 Single Skating - SHORT PROGRAMME ELEMENTS – V3

Grade	Jump Elements	Spin Elements	Step Sequences
Adv. Novice U12/Ladies  Time: 2:20 (+/- 10 sec)  Falls: -0.5  Components: SS/TR/PE/IN Jump Bonuses Apply	a) 1A or 2A b) One double or triple jump - May not repeat jump in a) c) One jump combination - Consisting of 2 double jumps, or 1 double and 1 triple jump - Jumps must be different from a) & b)	<ul> <li>One layback/sideways leaning spin or spin in one basic position with no change of foot         <ul> <li>Min 6 revs in total</li> </ul> </li> <li>One spin combination:         <ul> <li>Flying entry is permitted</li> <li>With only 1 change of foot</li> <li>Min 5 revs on each foot</li> </ul> </li> <li>Level 3 maximum on spins.</li> </ul>	One step sequence     Fully utilises the ice surface  Level 3 maximum on steps
Adv. Novice Men  Time: 2:20 (+/- 10 sec)  Falls: -0.5  Components: SS / TR / PE / IN  Jump Bonuses Apply	a) 1A or 2A b) One double or triple jump - May not repeat jump in a) c) One jump combination - Consisting of 2 double jumps, or 1 double and 1 triple jump - Jumps must be different from a) & b)	One camel, sit or upright spin     No flying entrance     With change of foot     Min 5 revs on each foot     One spin combination:     Flying entry is permitted     With only 1 change of foot     Min 5 revs on each foot Level 3 maximum on spins.	One step sequence     Fully utilises the ice surface  Level 3 maximum on steps
Junior U12/Ladies  Time: 2:40 (+/- 10 sec)  Falls: -1.0  Components:     SS / TR / PE / CH / IN  2nd half last jump 1.1 multiplier	a) 2A b) 2Lz or 3Lz c) One jump combination - Consisting of 2 double jumps, or 1 double and 1 triple jump, or 2 triple jumps - Jumps must be different from a) & b)	<ul> <li>One flying camel spin         <ul> <li>Min 8 revs in landing position (may be different from flying position)</li> </ul> </li> <li>One Layback/sideways leaning spin or sit spin without change of foot         <ul> <li>Min 8 revs</li> </ul> </li> <li>One spin combination         <ul> <li>With only 1 change of foot</li> <li>Min 6 revs on each foot</li> </ul> </li> </ul>	One step sequence     Fully utilises the ice surface

<sup>\*\*</sup>Jumps with less than required revolutions are given no value

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Junior Men  Time: 2:40 (+/- 10 sec)  Falls: -1.0  Components: SS / TR / PE / CH / IN  2nd half last jump 1.1 multiplier	a) 2A or 3A b) 2Lz or 3Lz c) One jump combination - Consisting of 1 double and 1 triple jump, or 2 triple jumps - Jumps must be different from a) & b)	One flying camel spin     Min 8 revs in landing position (may be different from flying position)     One sit spin     With only 1 change of foot     Min 6 revs on each foot     With only 1 change of foot     Min 6 revs on each foot	One step sequence     Fully utilises the ice surface
Senior Ladies  Time: 2:40 (+/- 10 sec)  Falls: -1.0 1st & 2nd, -2.0 3rd & 4th, -3.0 5+  Components: SS / TR / PE / CH / IN  2nd half last jump 1.1 multiplier	a) 2A or 3A b) One triple jump - May not repeat jump in a) c) One jump combination - Consisting of 1 double and 1 triple jump, or 2 triple jumps - Jumps must be different from a) & b)	One flying spin     Landing position different than spin in one position     Min 8 revs     One Layback/sideways leaning spin or sit/camel spin without change of foot     Min 8 revs     One spin combination:     With only 1 change of foot     Min 6 revs on each foot	One step sequence     Fully utilises the ice surface
Senior Men  Time: 2:40 (+/- 10 sec)  Falls: -1.0 1st & 2nd, -2.0 3rd & 4th, -3.0 5+  Components: SS / TR / PE / CH / IN  2nd half last jump 1.1 multiplier	a) 2A or 3A b) One triple or quad jump c) One jump combination - 1 double and 1 triple jump, or 2 triple jumps, or a quad and a double or triple jump - Jumps must be different from a) & b)	One flying spin     Landing position different than spin in one position     Min 8 revs     One Camel or Sit spin     With only 1 change of foot     Min 6 revs on each foot     One spin combination:     With only 1 change of foot     Min 6 revs on each foot	One step sequence    Fully utilises the ice surface

<sup>\*\*</sup>Jumps with less than required revolutions are given no value