NZIFSA – 2022 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 Components: CO/PR/SS	 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 - Marked on GOE only
Pre Elementary (All) Max 6 elements Time: Max 2:15 Falls: -0.5 Components: CO/PR/SS	 Optional Jump (selected from Loop, Flip or Lutz) Optional Jump (selected from Loop, Flip or Lutz); different to above Salchow Toe Loop 	 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 - Marked on GOE only
Elementary (All) Max 7 elements Time: Max 2:15 Falls: -0.5 Components: CO/PR/SS	 Loop Jump Flip or Lutz Optional Jump 1 – different from those above – solo jump; combo not permitted Optional Jump 2 – different from those above may be a jump combo of 2 jumps jumps performed solo may be repeated once in combination 	 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 - Marked on GOE only

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Grade	Jump Elements	Spin Elements	Choreo / Step Sequences
Juvenile (All) Max 7 elements Time: 2:15 (+/- 10 sec) Falls: -0.5 Components: CO/PR/SS	 Max 4 jump elements One must be an Axel type jump Max 2 jump combinations or sequences 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 7 elements Time: 2:30 (+/- 10 sec) Falls: -0.5 Components: CO/PR/SS	 Max 4 jump elements One must be an Axel type jump Max 2 jump combinations or sequences 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 or without a change of foot Min 8 revs in total (6 without change of foot) One spin with no change of position With or without a change of foot Min 8 revs in total (6 without change of foot) Min 8 revs in total (6 without change of foot) Flying entry is allowed 	 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 Components: CO/PR/SS	 Max 5 jump elements One must be an Axel type jump Max 2 jump combinations or sequences 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 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: CO/PR/SS Jump Bonuses Apply	 Max 6 jump elements One must be an Axel type jump Max 2 jump Combo or 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 Step Sequence Fully utilises the ice surface Maximum: Level 3
Junior (All) Max 11 elements Time: 3:30 (+/- 10 sec) Falls: -1.0 Components: CO/PR/SS 2 nd half last 3 jumps 1.1 multiplier	 Max 7 jump elements One must be an Axel type jump Max 3 jump Combo or Seq: One combo 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+ Components: CO/PR/SS 2 nd half last 3 jumps 1.1 multiplier	 Max 7 jump elements One must be an Axel type jump Max 3 jump Combo or Seq: One combo 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 	 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