

NZIFSA – 2025/26 ADULT – Free Skate & Interpretive v2

Grade	Jump Elements	Spin Elements	Choreo / Step Sequences
BRONZE (Women and Men) Max 7 elements Time: 1:40 (+/- 10 seconds) Falls outside element: -0.5 Component factor: 2.00	Max 4 jump elements - Only single jumps are permitted - No Axel type jumps - No double or triple jumps - Any listed jump may be performed 2x max - May have up to <u>1</u> combo - Combo must only have 2 jumps Waltz jumps are ignored	Max 2 different spin elements - Each must be a spin in 1 position with or without a change of foot - Min 3 revs for spins with no change of foot - Min 6 revs for spins with change of foot Flying spins are not permitted Maximum: Level 1	- Max 1 choreographic sequence - A least half of the ice surface - Fixed Base value - Marked on GOE only
SILVER (Women and Men) Max <u>7</u> elements Time: 2:00 (+/- 10 seconds) Falls outside element: -0.5 Component factor: 2.00	Max 4 jump elements - Only single jumps are permitted (incl Axel) - No double or triple jumps - Any listed jump may be performed 2x max - May have up to 2 combos or 1 combo and 1 sequence - One may have up to 3 jumps - The other must only have 2 jumps	Max 2 different spin elements <u>One must be a spin in one position with or without change of foot</u> - Min 4 revs for spins with no change of foot - Min 6 revs for spins with change of foot Maximum: Level 2	- Max 1 choreographic sequence - Fully utilizing the ice surface - Fixed Base value - Marked on GOE only

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Grade	Jump Elements	Spin Elements	Choreo / Step Sequences
GOLD (Women and Men) Max 9 elements Time: 2:50 (+/- 10 seconds) Falls: -1.0 Component factor: 2.67	Max 5 jump elements • Single and double jumps are permitted (excluding 2F, 2Lz & 2A). No triples • Any listed jump may be performed 2x max • May have up to 2 combos or 1 combo and 1 sequence - One may have up to 3 jumps - The other must only have 2 jumps	Max 3 different spin elements • One must be a spin combination with a change of foot • One must be a flying spin or spin with flying entrance - Min 4 revs for spins with no change of foot - Min 8 revs for spins with change of foot Maximum: Level 3	• Max 1 step sequence - Fully utilizing the ice surface Maximum: Level 3
ELITE (Women and Men) Max 9 elements Time: 3:00 (+/- 10 seconds) Falls: -1.0 Component factor: 2.67	Max 5 jump elements • One must be an Axel type jump • Single, double & triple jumps are permitted • Any listed jump may be performed 2x max • May have up to 2 combos or 1 combo and 1 sequence - One may have up to 3 jumps - The other must only have 2 jumps	Max 3 different spin elements • One must be a spin combination with a change of foot • One must be a flying spin or spin with flying entrance • <u>One must be a spin with only 1 position</u> - Min 5 revs for spins with no change of foot - Min 8 revs for spins with change of foot	• Max 1 step sequence - Fully utilizing the ice surface

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Grade	Jump Elements	Spin Elements	Details
INTERPRETIVE All Grades (Women and Men) Time: 1:30 +/- 10 seconds (except Gold - 2:10 max) Falls: No deduction Component factor: 1.67	Minimum of 1 & maximum of 2 single jumps - No Axel type jump - No double jumps - No combination jumps	Minimum of 1 & maximum of 2 spins	Program will be judged only on the basis of the 3 Component marks. Violations of the following receive 0.5 deduction: Program must be developed through skating skill and quality, rather than through non-skating moves such as sliding on one knee or excessive use of toe steps. Skater must not remain in one place for more than 5 seconds. Costumes must be simple, tasteful and selected to enhance the performance by appropriately reflecting the character of the music and theme. Props are not permitted – any item held in the hand or removed during the performance is considered a prop. Objects on the ice, thrown to the audience, placed on boards or on the judges tables are not permitted. Costumes that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted.
	For the purposes of defining the number of jumps and or spin elements, a clear attempt of a jump/spin element will count as a jump/spin element. Where a spin fails for some 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. Elements exceeding the maximum number will be judged as illegal element & receive 0.5 deduction. Elements lacking in number will receive a 0.5 deduction Illegal Elements (0.5 deduction): - Somersault jumps - Lying on the ice, prolonged and/or stationary kneeling on both knees on the ice.		