

## **PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)**

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

### **1. DRAWS & WARM-UP GROUPS**

- 1.1 Draws for starting order
  - 1.1.1 Draws are conducted by electronic draw in advance of the competition after the deadline of entries.
- 1.2 Warm-up time
  - 1.2.1 Warm-up periods must be allotted to all Competitors.
  - 1.2.2 The duration for warm-up times are:
    - 1.2.2.1 Single Skating:
      - 1.2.2.1.1 Level I-II: 3 minutes
      - 1.2.2.1.2 Level III-IV: 4 minutes
      - 1.2.2.1.3 Level V-VI: 5 minutes
    - 1.2.2.2 Pair Skating:
      - 1.2.2.2.1 Level I-II: 4 minutes
      - 1.2.2.2.2 Level III: 5 minutes
- 1.3 Warm-up groups
  - 1.3.1 Single Skating: There should not be more than six skaters in one warm-up group.
  - 1.3.2 Pair Skating: There should not be more than four pair teams in one warm-up group.

### **2. RULES: SINGLES COMPETITION**

- 2.1 Badge Program
  - 2.1.1 Badge 1
    - 2.1.1.1 Stand unassisted for 5 seconds
    - 2.1.1.2 Fall and stand up unassisted
    - 2.1.1.3 Knee dip standing still unassisted
    - 2.1.1.4 March forward 10 steps assisted
  - 2.1.2 Badge 2
    - 2.1.2.1 March forward 10 steps unassisted
    - 2.1.2.2 Swizzles, standing still (3 repetitions)
    - 2.1.2.3 Backward wiggle or march assisted
    - 2.1.2.4 2-foot glide forward for distance at least length of body
  - 2.1.3 Badge 3
    - 2.1.3.1 Backward wiggle or march
    - 2.1.3.2 5 forward swizzles covering at least 10 feet
    - 2.1.3.3 Forward skating across the rink
    - 2.1.3.4 Forward gliding dip covering at least length of body
  - 2.1.4 Badge 4
    - 2.1.4.1 Backward 2-foot glide covering at least length of body
    - 2.1.4.2 2-foot jump in place
    - 2.1.4.3 1-foot snowplow stop (left or right)
    - 2.1.4.4 Forward 1-foot glide covering at least length of body (left and right)
  - 2.1.5 Badge 5
    - 2.1.5.1 Forward stroking across the rink
    - 2.1.5.2 5 backward swizzles
    - 2.1.5.3 Forward 2-foot curves left and right across the rink
    - 2.1.5.4 2-foot turn front-to-back, on the spot
  - 2.1.6 Badge 6
    - 2.1.6.1 Gliding forward-to-backward 2-foot turn
    - 2.1.6.2 5 consecutive forward 1-foot swizzles on circle (left and right)
    - 2.1.6.3 Backward 1-foot glide length of body (left and right)
    - 2.1.6.4 Forward pivot

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

### 2.1.7 Badge 7

- 2.1.7.1 Backward stroking across the rink
- 2.1.7.2 Gliding backward-to-forward 2-foot turn
- 2.1.7.3 T-Stop left or right
- 2.1.7.4 Forward 2-foot turn on a circle (left and right)

### 2.1.8 Badge 8

- 2.1.8.1 5 consecutive forward crossovers (left and right)
- 2.1.8.2 Forward outside edge (left and right)
- 2.1.8.3 5 consecutive backward 1-foot swizzles on a circle (left and right)
- 2.1.8.4 2-foot spin

### 2.1.9 Badge 9

- 2.1.9.1 Forward outside 3-turn (left and right)
- 2.1.9.2 Forward inside edge (left and right)
- 2.1.9.3 Forward lunge or shoot the duck, at any depth
- 2.1.9.4 Bunny hop

### 2.1.10 Badge 10

- 2.1.10.1 Forward inside 3-turn (left and right)
- 2.1.10.2 5 consecutive backward crossovers (left and right)
- 2.1.10.3 Hockey stop
- 2.1.10.4 Forward spiral 3 times length of body

### 2.1.11 Badge 11

- 2.1.11.1 Consecutive forward outside edges (minimum 2 on each foot)
- 2.1.11.2 Consecutive forward inside edges (minimum 2 on each foot)
- 2.1.11.3 Forward inside Mohawk (left and right)
- 2.1.11.4 Consecutive backward outside edges (minimum 2 on each foot)
- 2.1.11.5 Consecutive backward inside edges (minimum 2 on each foot)

### 2.1.12 Badge 12

- 2.1.12.1 Waltz jump
- 2.1.12.2 1-foot spin (minimum of 3 revolutions)
- 2.1.12.3 Forward crossover, inside Mohawk, backward crossover, step forward (step sequence should be repeated clockwise and counter clockwise)
- 2.1.12.4 Combination of three moves chosen from badges 9 – 12

2.1.13 Level I = Badges 1 – 5

2.1.14 Level II = Badges 1 – 9

2.1.15 Level III = Badges 1 – 12

2.1.16 Level IV, V, VI = Badges 1 – 12 and Footwork and difficult jumps and spins and spirals

2.1.17 REFERENCE; Figure Skating Coaching Guide resources [specialolympics.org](http://specialolympics.org)

## 2.2 Level I

2.2.1 Eligibility: A skater competing in Level I must be able to complete the skills required in Badges 1-5 but no higher.

### 2.2.2 Level I Freeskate Program

2.2.2.1 Skater may start program at any spot on the ice surface.

2.2.2.2 Judging and timing will begin when skater commences to skate. The program will not exceed a time limit of **one minute**, plus or minus ten seconds.

2.2.2.3 The program must be performed to music, instrumental OR vocal music.

2.2.2.4 This is a Beginning program. The skaters will perform the selected **six elements** listed below from Badges 1-5 and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

be counted, but can be used as transitional moves as long as they are only from Badge 1-5. Elements can be performed in any order.

2.2.2.4.1 Forward swizzles (at least 5)

2.2.2.4.2 Backward swizzles (at least 5)

2.2.2.4.3 Forward one-foot glide left and right (length of the body)

2.2.2.4.4 Two-foot jump in place or moving (forward only)

2.2.2.4.5 One-foot forward snowplow stop (left or right)

2.2.2.4.6 Forward two-foot curves left and right (feet should be parallel and leaning on a curve)

2.2.2.5 No elements above Badge 5 are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

2.2.2.6 Deductions:

2.2.2.6.1 per Fall: -0.5

2.2.2.6.2 costume failure: -0.5

2.2.2.6.3 music failure: per 5 sec. -0.5

2.2.2.7 Program Components will be judged in

- Performance

### 2.3 Level II

2.3.1 Eligibility: A skater competing in Level II must be able to complete the skills required in Badges 1-9 but no higher.

2.3.2 Level II Freeskate Program

2.3.2.1 Skater may start program at any spot on the ice surface.

2.3.2.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **one minute and twenty seconds**, plus or minus ten seconds.

2.3.2.3 The program must be performed to music, instrumental OR vocal music.

2.3.2.4 This is an Advanced Beginner Freestyle program. The skaters will perform the selected **seven elements** listed below from Badges 1-9 and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-9. Elements can be performed in any order.

2.3.2.4.1 Bunny hop

2.3.2.4.2 T-stop left or right

2.3.2.4.3 Backward stroking (6-8 strokes alternating feet)

2.3.2.4.4 Forward two-foot spin (minimum of three revolutions)

2.3.2.4.5 Forward outside three-turn (left and right) (standing still or moving, both ways are permitted)

2.3.2.4.6 Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle)

2.3.2.4.7 Forward lunge or Shoot the Duck (at any depth)

2.3.2.5 No elements above Badge 9 are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

2.3.2.6 Deductions:

2.3.2.6.1 per Fall: -0.5

2.3.2.6.2 costume failure: -0.5

2.3.2.6.3 music failure: per 5 sec. -0.5

2.3.2.7 Program Components will be judged in

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

- Performance

### 2.4 Level III

2.4.1 Eligibility: A skater competing in Level III must be able to complete the skills required in Badges 1-12 but no higher.

2.4.2 Level III Freskate Program

2.4.2.1 Skater may start program at any spot on the ice surface.

2.4.2.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **one minute and forty seconds**, plus or minus ten seconds.

2.4.2.3 The program must be performed to music, instrumental OR vocal music.

2.4.2.4 This is an Intermediate Level Freestyle program. The skaters will perform the selected **seven elements** listed below from Badges 1-12 and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-12. Elements can be performed in any order.

2.4.2.4.1 Forward spiral

2.4.2.4.2 One foot upright spin (USp) (minimum of three revolutions)

2.4.2.4.3 Waltz Jump (W) in place or moving

2.4.2.4.4 Consecutive backwards crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle)

2.4.2.4.5 Consecutive forward inside edges (set of four edges alternating feet)

2.4.2.4.6 Forward inside three-turn (left and right)

2.4.2.4.7 Step Sequence A (StSqA) consisting of steps and turns from Badge 9-12 (covering at least half of the ice surface, straight line or circular pattern can be used)

2.4.2.5 No elements above Badge 12 are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

2.4.2.6 Deductions:

2.4.2.6.1 per Fall: -0.5

2.4.2.6.2 costume failure: -0.5

2.4.2.6.3 music failure: per 5 sec. -0.5

2.4.2.7 Program Components will be judged in

- Performance
- Interpretation

### 2.5 Level IV

2.5.1 Level IV Short-Program

2.5.1.1 Skater may start program at any spot on the ice surface.

2.5.1.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **one minute and fifteen seconds**, plus or minus ten seconds.

2.5.1.3 The program must be performed to music, instrumental OR vocal music.

2.5.1.4 The skaters will perform the **selected three elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level. Elements can be performed in any order.

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

### 2.5.1.4.1 Single Salchow (1S)

### 2.5.1.4.2 Solo sit spin without change of foot (SSp) (minimum of 3 revolutions in sit position)

### 2.5.1.4.3 Skating Skills Sequence A: Waltz three step sequence: Performed in a figure eight pattern. A two-step introduction may be added.

#### 2.5.1.4.3.1. Right forward outside three turn

#### 2.5.1.4.3.2. Left back outside edge

#### 2.5.1.4.3.3. Right forward outside three turn

#### 2.5.1.4.3.4. Left back outside edge

#### 2.5.1.4.3.5. Right forward outside three turn

#### 2.5.1.4.3.6. Left backward outside edge

#### 2.5.1.4.3.7. Step forward to RFO edge

#### 2.5.1.4.3.8. Glide on two feet back to center

#### 2.5.1.4.3.9. Left forward outside three turn

#### 2.5.1.4.3.10. Right back outside edge

#### 2.5.1.4.3.11. Left forward outside three turn

#### 2.5.1.4.3.12. Right back outside edge

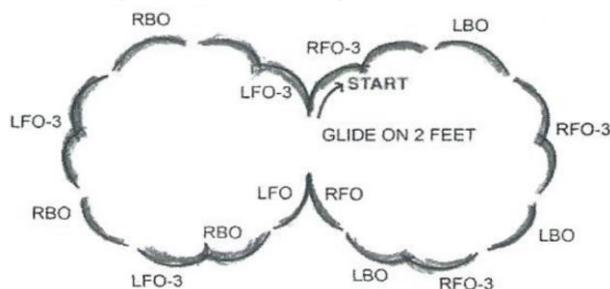
#### 2.5.1.4.3.13. Left forward outside three turn

#### 2.5.1.4.3.14. Right back outside edge

#### 2.5.1.4.3.15. Step forward to LFO edge

#### 2.5.1.4.3.16. Glide on two feet back to center

#### 2.5.1.4.3.17. A minimum of three, three-turn/back edge sequence per circle must be performed.



## 2.5.2 Level IV Freestyle Program

2.5.2.1 Skater may start program at any spot on the ice surface.

2.5.2.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **two minutes**, plus or minus ten seconds.

2.5.2.3 The program must be performed to music, instrumental OR vocal music.

2.5.2.4 This is a more Advanced Freeskate program. The skaters will perform the selected **nine elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Level I-IV Elements can be performed in any order.

### 2.5.2.4.1 Five jumps

- out of which two can be jump combinations or sequences (with a maximum of two jumps),
- allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toe Loop (1T), Single Loop (1Lo).
- Non-listed jumps can be included in the program, but will be considered as transitional movements and will not receive a mark (GOE).
- Each single jump can be executed two times with a maximum of five jump elements in total.
- A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toe Loop combination (1S+1T) (=1 jump element)

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

### 2.5.2.4.2 Three spins

- One spin in one position without change of foot (upright or sit or camel or layback) (Usp/SSp/CSp) with a minimum of three revolutions
- One upright back spin without change of foot (Usp) (any entry allowed) with a minimum of three revolutions
- One spin with one change of position without change of foot (CoSp) with a minimum of three revolutions in each position

### 2.5.2.4.3 One Choreographic Sequence (ChSq) (covering the whole ice surface including steps and turns and at least one spiral position)

2.5.2.5 No elements above Level IV are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Level.

### 2.5.2.6 Deductions:

2.5.2.6.1 per Fall: -1.0

2.5.2.6.2 costume failure: -1.0

2.5.2.6.3 music failure: per 5 sec. -1.0

### 2.5.2.7 Program Components will be judged in

- Skating Skills
- Performance
- Interpretation

## 2.6 Level V

### 2.6.1 Level V Short Program

2.6.1.1 Skater may start program at any spot on the ice surface.

2.6.1.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **one minute and thirty seconds**, plus or minus ten seconds.

2.6.1.3 The program must be performed to music, instrumental OR vocal music.

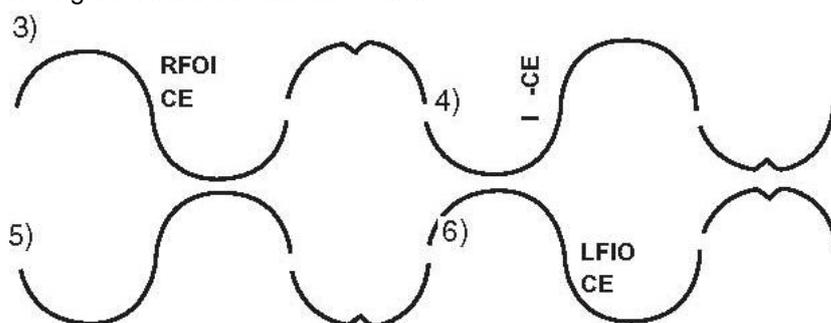
2.6.1.4 The skaters will perform the selected **four elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level. Elements can be performed in any order.

2.6.1.4.1 Single Loop (1Lo)

2.6.1.4.2 Jump combination Single Salchow + Single Toe Loop (1S+1T)

2.6.1.4.3 Solo Camel spin without change of foot (CSp) (minimum of 3 revolutions in camel position)

2.6.1.4.4 Skating Skills Sequence B: Left forward inside to outside change edge into right forward outside three turn.



## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

### 2.6.2 Level V Freeskate Program

2.6.2.1 Skater may start program at any spot on the ice surface.

2.6.2.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **two minutes and thirty seconds**, plus or minus ten seconds.

2.6.2.3 The program must be performed to music, instrumental OR vocal music.

2.6.2.4 This is an Advanced Freeskate program. The skaters will perform the selected **ten elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Level I-V Elements can be performed in any order.

#### 2.6.2.4.1 *Six jumps*

- out of which three can be jump combinations or sequences (with a maximum of two jumps),
- allowed jumps: Waltz jump (W), Single Salchow (1S), Single Toe Loop (1T), Single Loop (1Lo), Single Flip (1F), Single Lutz (1Lz).
- Non-listed jumps can be included in the program, but will be considered as transitional movements and will not receive a mark (GOE).
- Each single jump can be executed two times with a maximum of five jump elements in total.
- A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toe Loop combination (=1 jump element)

#### 2.6.2.4.2 *Three spins* (flying entrance or flying spins are not allowed)

- One spin in one position with or without change of foot (upright or sit or camel or layback) (Usp/CUSp/SSp/CSSp/CSp/CCSp) with a minimum of three revolutions on each foot
- Two spins with at least one change of position with or without change of foot with a minimum of three revolutions in each position and on each foot

#### 2.6.2.4.3 *One Choreographic Sequence* (ChSq) (covering the whole ice surface including steps and turns and at least one spiral position)

2.6.2.5 No elements above Level V are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

2.6.2.6 Deductions:

2.6.2.6.1 per Fall: -1.0

2.6.2.6.2 costume failure: -1.0

2.6.2.6.3 music failure: per 5 sec. -1.0

2.6.2.7 Program Components will be judged in

- Skating Skills
- Transitions
- Performance
- Interpretation

## 2.7 Level VI

### 2.7.1 Level VI Short Program

2.7.1.1 Skater may start program at any spot on the ice surface.

2.7.1.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **one minute and forty-five seconds**, plus or minus ten seconds.

2.7.1.3 The program must be performed to music, instrumental OR vocal music.

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

2.7.1.4 The skaters will perform the selected **five elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves. Elements can be performed in any order.

2.7.1.4.1 Single Axel (1A)

2.7.1.4.2 Single Flip + Single Loop + Single Toe Loop Combination (1F+1Lo+1T)

2.7.1.4.3 Combination spin with one change of position and one change of foot (CcoSp) with a minimum of three revolutions on each foot and a minimum of three revolutions in each position

2.7.1.4.4 Flying sit (FSSp) or flying camel spin (FCSp) without change of position and without change of foot and a minimum of three revolutions

2.7.1.4.5 Skating Skills Sequence C: Brackets:

2.7.1.4.5.1. Right forward outside bracket; push backwards into a left backwards inside bracket stop (closing the circle) left forward outside bracket; push backward into a right back inside bracket stop (closing up circle).

2.7.1.4.5.2. Right forward inside bracket...push backwards into left backwards outside bracket stop (closing up the circle) left forward inside bracket...push backwards into right back outside stop (closing up circle).

FIGURE 1

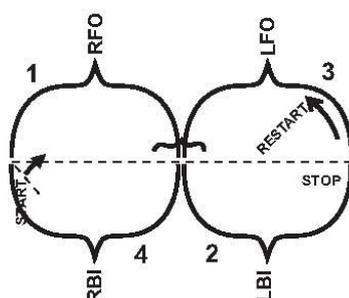
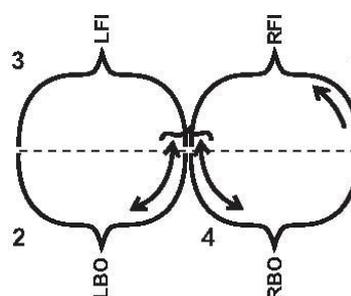


FIGURE 2



### 2.7.2 Level VI Freeskate Program

2.7.2.1 Skater may start program at any spot on the ice surface.

2.7.2.2 Judging and timing will begin when skater commences skating. The program will not exceed a time limit of **three minutes**, plus or minus ten seconds.

2.7.2.3 The program must be performed to music, instrumental OR vocal music.

2.7.2.4 This is the Most Advanced Freeskate program. The skaters will perform the selected **eleven elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves. Elements can be performed in any order.

2.7.2.4.1 *Seven jumps*

- out of which three can be jump combinations or sequences (with a maximum of three jumps),
- allowed jumps: All single and double jumps (excluding Waltz Jump and Double Axel). Non-listed jumps can be included in the program, but will be considered as transitional movements and will not receive a mark (GOE).
- Each single jump can be executed two times with a maximum of five jump elements in total.

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

- A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toe Loop combination (=1 jump element)
- 2.7.2.4.2 *Three spins*
- One spin with change of foot and change of position (CCoSp) with a minimum of five revolutions on each foot and a minimum of three revolutions in each position
  - One spin with a flying entrance with or without change of foot and with or without change of position, but with a minimum of 6 revolutions in total
  - One spin free of choice
- 2.7.2.4.3 *One Choreographic Sequence (ChSq)* (covering the whole ice surface including steps and turns and at least one spiral position)
- 2.7.2.5 No elements above Level V are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.
- 2.7.2.6 Deductions:
- 2.7.2.6.1 per Fall: -1.0
  - 2.7.2.6.2 costume failure: -1.0
  - 2.7.2.6.3 music failure: per 5 sec. -1.0
- 2.7.2.7 Program Components will be judged in
- Skating Skills
  - Transitions
  - Performance
  - Composition
  - Interpretation

## 3. RULES: PAIR SKATING

### 3.1 Badge Program

#### 3.1.1 Badge 1

- 3.1.1.1 Forward stroking in unison, hand in hand, clockwise and counterclockwise
- 3.1.1.2 Forward crossovers in unison, hand in hand, clockwise and counterclockwise
- 3.1.1.3 Synchronized two-foot spin (side by side, minimum of three revolutions)
- 3.1.1.4 Backward swizzles (at least 5), hand in hand
- 3.1.1.5 Forward one-foot glide left and right (length of the body), hand in hand
- 3.1.1.6 Two-foot jump in place or moving (forward only), hand in hand, facing each other

#### 3.1.2 Badge 2

- 3.1.2.1 One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand
- 3.1.2.2 Synchronized forward pivots (side by side)
- 3.1.2.3 Synchronized bunny hops (hand in hand)
- 3.1.2.4 Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions)
- 3.1.2.5 Lunge in holding position (side by side)
- 3.1.2.6 T-Stop, hand in hand, left or right

#### 3.1.3 Badge 3

- 3.1.3.1 Backward crossovers in unison (position optional, clockwise and counterclockwise)
- 3.1.3.2 Bunny hop lift (cross arm handhold or armpit handhold)
- 3.1.3.3 Step sequence (utilizing at least half of the ice surface, pattern optional)
- 3.1.3.4 Kilian hold pair spin (minimum three revolutions)

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

- 3.1.3.5 One foot upright spin (Usp) (minimum of three revolutions), side by side
- 3.1.3.6 Synchronized waltz jump (side by side)
- 3.1.3.7 Synchronized Single Salchow (1S) (side by side)
- 3.1.3.8 Spirals in a holding pattern (position optional)
- 3.1.4 Badge 4
  - 3.1.4.1 Pivot spiral or death spiral: Two-hand hold and pivot not required, can stay on two feet, forward inside only
  - 3.1.4.2 Waltz jump lift
  - 3.1.4.3 Synchronized sit spin without change of foot (SSp) (side by side)
  - 3.1.4.4 Step sequence (utilizing the full ice surface, pattern optional)
  - 3.1.4.5 Synchronized Single Toeloop (1T) (side by side)
  - 3.1.4.6 Synchronized Single Loop (1Lo) (side by side)
  - 3.1.4.7 Synchronized Jump combination Single Salchow + Single Toeloop (1S+1T) (side by side)
  - 3.1.4.8 Throw Waltz Jump
- 3.1.5 Pairs Level I = Pairs Badges 1-2 (Singles Level I-II)
- 3.1.6 Pairs Level II = Pairs Badges 1-3 (Singles Level III-IV)
- 3.1.7 Pairs Level III = Pairs Badges 1-4 (Singles Level V-VI)
- 3.1.8 REFERENCE; Figure Skating Coaching Guide resources [specialolympics.org](http://specialolympics.org)

### 3.2 Level I Pairs (this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)

- 3.2.1 Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and should be at least single skaters of Level I, but not higher than Level II.
- 3.2.2 Skaters may start program at any spot on the ice surface.
- 3.2.3 Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of **one minute and thirty seconds**, plus or minus ten seconds.
- 3.2.4 The program must be performed to music, instrumental OR vocal music.
- 3.2.5 This is a Beginning program. The skaters will perform the selected **six elements** listed below from Badges 1-2 and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-2. Elements can be performed in any order.
  - 3.2.5.1 Consecutive forward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) in unison, hand in hand
  - 3.2.5.2 Synchronized two-foot spin (side by side, minimum of three revolutions)
  - 3.2.5.3 Two-foot jump in place or moving (forward only), hand in hand, facing each other
  - 3.2.5.4 One partner forward one-foot glide and one partner backward one-foot glide (length of the body), hand in hand
  - 3.2.5.5 Two-foot pair spin (position optional with both skaters on two feet, minimum of three revolutions)
  - 3.2.5.6 Lunge in holding position (side by side)
- 3.2.6 No elements above Badge 2 (Pairs) are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.
- 3.2.7 Deductions:
  - 3.2.7.1 per Fall per person: -0.5
  - 3.2.7.2 costume failure: -0.5

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

3.2.7.3 music failure: per 5 sec. -0.5

3.2.8 Program Components will be judged in

- Skating Skills
- Performance
- Composition
- Interpretation

### 3.3 Level II Pairs (this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)

3.3.1 Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two males or two females. Both skaters should have similar skating ability and should be at least single skaters of Level III, but not higher than Level IV.

3.3.2 Skaters may start program at any spot on the ice surface.

3.3.3 Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of **two minutes**, plus or minus ten seconds.

3.3.4 The program must be performed to music, instrumental OR vocal music.

3.3.5 This is an Intermediate program. The skaters will perform the selected **seven elements** listed below from Badges 1-3 and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-3. Elements can be performed in any order.

3.3.5.1 Consecutive backward crossovers (left and right) in one figure eight pattern (4-6 crossovers per circle) in unison, hand in hand

3.3.5.2 Bunny hop lift (cross arm handhold or armpit handhold)

3.3.5.3 Step Sequence (StSq) consisting of steps and turns from Badge 9-12 (Singles) (covering at least half of the ice surface, straight line or circular pattern can be used)

3.3.5.4 Kilian hold pair spin (minimum three revolutions, on one or two feet)

3.3.5.5 One foot upright spin (Usp) (minimum of three revolutions, side by side)

3.3.5.6 Synchronized waltz jump (side by side)

3.3.5.7 Spirals in a holding pattern (position optional)

3.3.6 No elements above Badge 3 (Pairs) are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

3.3.7 Deductions:

3.3.7.1 per Fall per person: -0.5

3.3.7.2 costume failure: -0.5

3.3.7.3 music failure: per 5 sec. -0.5

3.3.8 Program Components will be judged in

- Skating Skills
- Transitions
- Performance
- Composition
- Interpretation

### 3.4 Level III Pairs (this will apply to Special Olympics pair skaters and Unified Sports® pair skaters)

3.4.1 Eligibility: Team shall consist of two Special Olympics athletes or one Special Olympics athlete and one Unified Sports® pair skater: one male and one female, two

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

males or two females. Both skaters should have similar skating ability and should be at least single skaters of Level V, but not higher than Level VI.

3.4.2 Skaters may start program at any spot on the ice surface.

3.4.3 Judging and timing will begin when skaters commences to skate. The program will not exceed a time limit of **two minutes and thirty seconds**, plus or minus ten seconds.

3.4.4 The program must be performed to music, instrumental OR vocal music.

3.4.5 This is an Advanced program. The skaters will perform the selected **eight elements** listed below from Badges 1-4 and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are only from Badge 1-4. Elements can be performed in any order.

3.4.5.1 Modified Death Spiral: One partner pivot, one partner in spiral position; pivot and spiral

3.4.5.2 Waltz jump lift

3.4.5.3 Pairspin in sit position or camel position without change of foot (PSp) (side by side)

3.4.5.4 Step sequence (utilizing the full ice surface, pattern optional)

3.4.5.5 Synchronized Single Toeloop (1T) (side by side)

3.4.5.6 Synchronized Single Loop (1Lo) (side by side)

3.4.5.7 Synchronized Jump combination Single Salchow + Single Toeloop (1S+1T) (side by side)

3.4.5.8 Throw Single Waltz Jump (1WTh) or Throw Single Salchow (1STh)

3.4.6 No elements above Badge 4 (Pairs) are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Badge.

3.4.7 Deductions:

3.4.7.1 per Fall per person: -0.5

3.4.7.2 costume failure: -0.5

3.4.7.3 music failure: per 5 sec. -0.5

3.4.8 Program Components will be judged in

- Skating Skills
- Transitions
- Performance
- Composition
- Interpretation

## 4. Unified Synchronized Skating

### 4.1 Level I

4.1.1 Eligibility: Team shall consist of a minimum of six and a maximum of sixteen athletes, a maximum of 50% of the team can be Unified Sports® skaters. The team can consist of male and female athletes.

4.1.2 Skaters may start program at any spot on the ice surface.

4.1.3 Judging and timing will begin when skaters commence to skate. The program will not exceed a time limit of **three minutes and thirty seconds**, plus or minus ten seconds.

4.1.4 The program must be performed to music, instrumental OR vocal music.

4.1.5 The skaters will perform the **selected five elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level. Elements can be performed in any order.

4.1.5.1 Line (only forward)

## PROVISIONAL RULES FOR SO FIGURE SKATING TEST EVENT (VIENNA, FEBRUARY 2018)

This competition will be used as a test event for a new competition format with the ISU judging system. Rules are still to be approved and are provisional and can still be changed.

---

- 4.1.5.2 Circle (only forward; clockwise and counterclockwise)
- 4.1.5.3 Bloc (only forward)
- 4.1.5.4 Wheel (only forward)
- 4.1.5.5 Intersection (only forward)
- 4.1.6 The hand holding is optional.
- 4.1.7 Allowed skills to be used as transitional movements:
  - 4.1.7.1 Forward skating
  - 4.1.7.2 Swizzels forward
  - 4.1.7.3 Half-swizzels forward
  - 4.1.7.4 Forward one-foot-glide
  - 4.1.7.5 Swizzels backward (maximum of 2 consecutive swizzels)

### 4.2 Level II

- 4.2.1 Eligibility: Team shall consist of a minimum of six and a maximum of sixteen athletes, a maximum of 50% of the team can be Unified Sports® skaters. The team can consist of male and female athletes.
- 4.2.2 Skaters may start program at any spot on the ice surface.
- 4.2.3 Judging and timing will begin when skaters commence to skate. The program will not exceed a time limit of **three minutes and thirty seconds**, plus or minus ten seconds.
- 4.2.4 The program must be performed to music, instrumental OR vocal music.
- 4.2.5 The skaters will perform the **selected five elements** listed below and will receive a value and a GOE mark for each element. Additional elements will receive no value and will not be counted, but can be used as transitional moves as long as they are not from a higher level. Elements can be performed in any order.
  - 4.2.5.1 Line (can be diagonal)
  - 4.2.5.2 Circle (forward or backward; must have a change of direction)
  - 4.2.5.3 Bloc (including a change of axis)
  - 4.2.5.4 Wheel (including backward skating)
  - 4.2.5.5 Intersection (direction optional)
- 4.2.6 The hand holding is optional.
- 4.2.7 Allowed skills to be used as transitional movements:
  - 4.2.7.1 Forward and backward skating
  - 4.2.7.2 Swizzels forward and backward
  - 4.2.7.3 Half-swizzels forward
  - 4.2.7.4 Forward and backward one-foot-glide
  - 4.2.7.5 Threeturns
  - 4.2.7.6 Mohawks