



FEDERACION ECUATORIANA DE PATINAJE

REGLAMENTO GENERAL 2023-24

MODALIDAD

PATINAJE ARTÍSTICO SOBRE HIELO



Ministerio del Deporte





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1. NORMAS GENERALES

- 1.1. Se solicita a entrenadores, dirigentes de clubes y patinadores leer detenidamente los reglamentos y comunicados con el fin de que se encuentren informados de las disposiciones y normativas para el correcto funcionamiento y desarrollo de la disciplina del patinaje artístico sobre hielo.
- 1.2. Los clubes conformados por entrenadores, patinadores, directivos y padres de familia deben respetar y dirigirse siempre de manera amable a jueces, oficiales, organizadores, patinadores y público en general en cualquier evento público o privado en el que intervenga la FEP, ya que cualquier mal comportamiento de cualquier integrante de los clubes, podrá ser sancionado por la FEP con la no participación en el evento o la suspensión de su afiliación en esta modalidad.
- 1.3. Se solicita revisar fechas límites de inscripción a eventos de la FEP, con el fin de que se respete estas fechas tanto de inscripciones de patinadores como entrega de documentación al oficial encargado, ya que, pasada la fecha indicada como límite, NO se aceptará la información y al no cumplir con los requerimientos de participación quedarán fuera del evento.
- 1.4. Todas las personas que participen en los eventos de la FEP lo hacen bajo su propia responsabilidad, en consecuencia, sus organizadores o encargados no se responsabilizarán en caso de que los participantes sufrieran algún tipo de accidente dentro de las instalaciones de pistas de patinaje, así como tampoco por pérdidas, deterioro o extravío de objetos personales dentro o fuera de las instalaciones.
- 1.5. Para los reglamentos técnicos se tomará en cuenta el ciclo de julio a junio del año siguiente, que la comisión técnica realizará la actualización respectiva posterior a los comunicados ISU.

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2. AFILIACION DE PATINADORES A LA FEP

- 2.1. Anualmente el patinador deberá afiliarse a la FEP, cumpliendo con los pagos respectivos, accediendo al descuento aplicable por fecha de pago de acuerdo con el comunicado de la FEP.
- 2.2. El deportista deberá afiliarse mediante su club respectivo cumpliendo con los requisitos (pago, ficha de inscripción, fotografía y copia de cédula).
- 2.3. Los clubes serán los únicos encargados de hacer llegar los listados de patinadores afiliados (en el formato oficial) a la FEP, adjuntando la documentación requerida, deberán enviar las listas de inscripción y la información del pago al correo de la Federación Ecuatoriana de Patinaje, ecuadoriceskating@gmail.com.
- 2.4. Para el envío de listas de inscripciones, se usarán las planillas de inscripción 2023-24 provistas por el Comité Técnico de la F.E.P., en el formato respectivo, firmadas debidamente por las autoridades habilitadas de cada club o provincia según sea el caso. Los clubes o provincias tendrán que solicitar el formato 2023-24 a la FEP.
- 2.5. Los clubes podrán afiliar a sus patinadores en cualquier momento durante el año en curso de enero a diciembre bajo el mismo procedimiento del punto anterior.
- 2.6. El patinador que se encuentre afiliado mediante un club a la FEP puede realizar el cambio de club en el transcurso del año sin embargo seguirá compitiendo bajo el mismo club hasta que se termine el año de afiliación.
- 2.7. Los deportistas deben contar con un seguro que les cubra accidentes para los eventos en los que van a participar.
- 2.8. Los clubes o equipos deberán estar al día con la FEP para poder competir en los eventos nacionales.



3. NORMAS DE COMPETENCIA PARA CLUBES Y ENTRENADORES:

- 3.1. Cada Club tendrá por obligación que registrar a un Entrenador (Coach) titular y responsable que podrá únicamente estar en representación de cada deportista en los eventos realizados por la FEP.
- 3.2. Todos los Entrenadores tendrán que estar certificados y avalados por la FEP. Es de carácter obligatorio que todos los Entrenadores se certifiquen ante la FEP, de no hacerlo no podrán representar a ningún deportista en las competencias.
- 3.3. Cumpliendo la regla ISU Sobre el juego limpio (Fair Play), queda estrictamente prohibido que los Entrenadores griten en las competencias OFICIALES de la FEP o hagan algún tipo de ruido que pueda molestar o interrumpir la concentración de las y los deportistas dentro y fuera del hielo. Quedan prohibidos: golpes a la Baranda, Aplausos Fuertes, Silbidos, o cualquier instrumento que pueda interrumpir la concentración de los patinadores. De igual manera es permitido que los padres de familia y público en general alienten a los deportistas y al club, sin embargo, cualquier instrumento que genere ruido excesivo (silbatos, tambores, cornetas, gritos en exceso, entre otros) no será permitido. El cumplimiento de esta regla quedará a cargo del Referee del evento y en caso de ser necesario ser sancionados por el reglamento vigente de la FEP
- 3.4. Los clubes se encuentran en libertad de establecer en su reglamento interno si un deportista puede o no tomar clases con otro entrenador que no sea el titular de su club. La Federación no tiene injerencia dentro de dichos estatutos por lo que deja en libertad que el deportista pueda escoger a su entrenador o equipo de trabajo para el mejor desempeño y avance dentro de la práctica deportiva.
- 3.5. Los entrenadores deberán rendir un examen anual para acreditarse como técnicos de la FEP y serán los únicos autorizados para dirigir deportistas en eventos oficiales. Esto incluye que serán los únicos autorizados para estar en las pruebas de pista oficiales y en las áreas designadas para los deportistas.
- 3.6. Esta acreditación se realizará por niveles según la calificación obtenida y se clasificarán según los siguientes parámetros:

NIVEL	EFICIENCIAS	TIEMPO DE EXPERIENCIA*
MONITOR	Hasta Promocional	no requerida
LEVEL 1	Hasta Básico	1 año
LEVEL 2	Hasta Intermedio A	2 años
LEVEL 3	Hasta Avanzado	3 años
LEVEL 4	Hasta Advanced Novice	4 años
LEVEL 5	Hasta Junior - Senior	5 años

- 3.7. Los cursos nacionales o internacionales para entrenadores, o capacitaciones ya sea en línea o presenciales, que no sean organizados por la FEP pero consten con el aval de la misma, o de la ISU o algún otro organismo reconocido podrían ser tomados en cuenta para mantener el nivel o ascender dependiendo del contenido y duración de los mismos, los certificados de participación, los contenidos y resultados deben ser presentados en un informe por el aplicante para que la mesa técnica y/o un representante del directorio tome la decisión según sea el caso; esto aplica



para entrenadores nacionales o extranjeros. Toda la documentación nombrada deberá ser enviada al correo mesa_tecnica_hielo@ecuatorianadepatinaje.com

3.8. ESPECIFICACIONES POR NIVEL

3.8.1. Para Nivel 1 es obligatorio tener aprobado el curso nivel 1 para entrenadores del e-learning de ISU. Para mantenerlo debe asistir a los seminarios anuales organizados por la FEP.

3.8.2. Para Nivel 2 es obligatorio tener aprobado el curso nivel 2 de entrenadores del e-learning de ISU, más aprobar el examen respectivo por parte de la FEP. Para mantener el nivel debe asistir a los seminarios anuales organizados por la FEP.

3.8.3. Para Nivel 3 es recomendable tener aprobado el nivel 3 de ISU, pero no es obligatorio, más aprobar el examen teórico práctico respectivo y tener un certificado emitido por un ente ecuatoriano que conste como entrenador deportivo; dicho certificado debe ser homologado por el Ministerio de Trabajo, Senecyt o Ministerio de Deporte. Para mantener el nivel debe asistir a los seminarios anuales organizados por la FEP

3.8.4. Ningún entrenador puede acreditarse en nivel 4 o 5 en esta temporada.

3.9. *El tiempo de experiencia se tomará en cuenta siempre que el entrenador se mantenga activo en sus funciones, caso contrario podrá recuperar su nivel posterior a un análisis de la mesa técnica.

3.10. Todos los deportistas, entrenadores y jueces afiliados a la FEP, deberán solicitar aval de manera escrita dirigido a la FEP para poder participar en competencias o capacitaciones internacionales, ya sea recibéndolas o dictándolas.

3.11. Así mismo, los jueces de la FEP deberán solicitar permiso a la FEP para participar en eventos internos de competencias o capacitaciones no organizadas por esta institución, poniendo siempre como prioridad los eventos de la FEP.

3.12. La FEP tiene el derecho de sancionar o multar a cualquier Club o Entrenador que incumpla alguna regla antes mencionada, así como prohibir se participe de competencias por el periodo que la FEP lo demande según el reglamento vigente.

4. NORMATIVA PARA SELECTIVOS NACIONALES

4.1. REQUISITOS:

4.1.1. Estar afiliado a la federación ecuatoriana de patinaje del año en curso de enero a diciembre.

4.1.2. Formar parte de un club afiliado a la FEP.

4.1.3. Haber competido en las fechas establecidas de certificaciones, ranking o competencias nacionales.

4.1.4. Se analizará los puntajes obtenidos en las competencias oficiales (selectivos) y se determinará si ingresa a la selección nacional, esta selección será aprobada por la MESA TÉCNICA ECUATORIANA.

4.1.5. Se enviará un comunicado oficial por parte de la FEP, al club al que pertenece el patinador para informar que ha sido escogido como parte de la selección nacional del año en curso. Dicho documento es el único respaldo que reconoce al patinador como parte de la selección nacional.

4.1.6. Para participar en cualquier competencia internacional (oficial o abierta) es necesario que participen en la última competencia organizada por la federación.

5. NORMATIVAS PARA CAMPEONATOS NACIONALES



Ministerio del Deporte





5.1. GENERALIDADES

Si durante los campeonatos ocurre cualquier evento imprevisto que no esté contemplado en el presente reglamento o en las normas de la ISU, el asunto será resuelto por el juez árbitro en el buen interés del deporte, de los deportistas, entrenadores y jueces de la Federación Ecuatoriana de Patinaje.

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5.2. NIVELES

Se podrá competir en los siguientes niveles:

NIVELES NACIONALES

- DEBUTANTE B
- DEBUTANTE A
- PRINCIPIANTE
- PROMOCIONAL
- PRE BASICO
- BASICO
- INTERMEDIO B
- INTERMEDIO A
- AVANZADO

NIVELES ISU

- BASIC NOVICE
- INTERMEDIATE NOVICE
- ADVANCED NOVICE
- JUNIOR
- SENIOR

5.2.1. En el NIVEL DEBUTANTE B, por la misma condición de esta categoría, SOLO SE PUEDE DEBUTAR UNA VEZ.

5.2.2. SE APELA A LA ÉTICA DE LOS ENTRENADORES PARA UBICAR A SUS DEPORTISTAS EN LOS NIVELES Y CATEGORÍAS DONDE SE LOGRE UNA COMPETENCIA JUSTA PARA TODOS.

5.2.3. En los niveles DEBUTANTE A, PRINCIPIANTE y PROMOCIONAL, el deportista solo puede competir una temporada (de julio a junio del siguiente año) y deberá ascender al siguiente nivel en la siguiente temporada, en caso de no cumplir esto puede repetir el nivel, pero será ubicado al final de la tabla.

5.2.4. En los niveles desde PRE BASICO hasta AVANZADO, si el deportista queda en primer lugar y **con puntaje mayor al mínimo requerido para sacar medalla de oro** puede competir una vez más en el mismo nivel y en caso de volver a sacar un puntaje mayor al mínimo requerido deberá rendir el examen del siguiente nivel previa a la próxima competencia y competir en este nuevo nivel de forma obligatoria.

5.3. CATEGORIAS

5.3.1. Las categorías de edad serán tomadas de acuerdo con la reglamentación ISU REGLA 108 PARRAFO 3 que se refiere a cumplir los requisitos de edad antes del 1 de julio anterior a la competencia.



RANGO DE EDAD	CATEGORIA
5 años o menos	TOTS
6 – 8 años	MINORS
9 – 11 años	CHILDREN
12 – 15 años	PRE TEENS
16 – 18 años	TEENS
19 – 21 años	YOUTH
22 – 27 años	ADULTS

5.3.2. Subcategorías de adultos

- ✓ Class I patinadores nacidos entre 1 de Julio 1985 y 30 de junio 1995
- ✓ Class II patinadores nacidos entre 1 de Julio 1975 y 30 de junio 1985
- ✓ Class III patinadores nacidos entre 1 de Julio 1965 y 30 de junio 1975
- ✓ Class IV patinadores nacidos entre 1 de Julio 1955 y 30 de junio 1965
- ✓ Class V patinadores nacidos en o antes del 30 de junio 1955

5.3.3. CATEGORIAS DESIERTAS

Es potestad de la Federación Ecuatoriana de Patinaje separar y agrupar las categorías en favor de la competencia para no dejar categorías desiertas y se premiará contra puntaje técnico desde el nivel Pre Básico teniendo en cuenta la tabla de puntajes establecidas en el anexo.

5.3.4. DESCENSOS

Los deportistas que hayan competido en un nivel determinado y por causa de fuerza mayor justificada y avalada por el comité nacional de arbitraje, podrá bajar solo hasta un nivel anterior a la actual, siempre y cuando las dificultades de los dos niveles sean diferentes.

5.3.5. RECATEGORIZACIONES

Se podrá por una sola vez, solicitar la recategorización de un deportista. Para este efecto se deberá presentar por escrito a la FEP en el plazo previsto el motivo del cambio, la categoría saliente y la categoría nueva con todas las pruebas de descargo para que sea aprobado por el Comité Técnico de la FEP.

5.4. INSCRIPCIONES A COMPETENCIAS

5.4.1. Para que un deportista pueda inscribirse en un evento de competencia, ranking o selectivo es OBLIGATORIO presentar el certificado otorgado por la FEP.

5.4.2. El club deberá inscribir a sus deportistas dentro de las fechas establecidas, hasta las 17:00 de la fecha límite; pasada esta fecha no se aceptará ninguna inscripción adicional.

5.4.3. Para que una inscripción sea completa, debe presentar los siguientes documentos.

- Listado de patinadores (formato oficial) con su nivel y categoría respectivos.
- Respaldo de pago realizado a la FEP por concepto de evento.



- Envío de hojas de elementos al drive de la competencia correctamente llenos bajo el formato y nomenclatura oficial. (En la fecha que conste en la convocatoria)
 - Envío de música al drive de la competencia. (En la fecha que conste en la convocatoria)
- 5.4.4. El valor de la inscripción no es reembolsable. Si un deportista no pudiera participar, ese dinero no será devuelto ni reutilizable.
- 5.4.5. La inscripción equivocada es responsabilidad del club y por lo tanto será sancionada con una multa de \$50.00 (cincuenta dólares USA) al club **y puede ser corregida hasta el cierre de las inscripciones extraordinarias**
- 5.4.6. En el drive de la competencia solo un mail por club, el que conste en la planilla de inscripción será el que tenga acceso y desde el cual se subirá las músicas y hojas de elementos, una vez terminado este periodo el enlace al drive será público solo en modo observador.

5.5. MÚSICA Y VESTUARIO

- 5.5.1. Cada club debe enviar la música de su delegación al Drive que la FEP creará para cada evento respectivamente en formato mp3.
- 5.5.2. El nombre de cada archivo debe ser:
- Nombre_Apellido_Nivel_Categoría_Modalidad (Libre, Danza, Sincronizado)_Programa (Corto / Largo).
- 5.5.3. Está permitido usar música vocalizada.
- 5.5.4. Para el tiempo de duración de la música revisar el manual técnico de competencias de acuerdo con el nivel (se seguirá la REGLA 502 de la ISU).
- 5.5.5. El vestuario deberá seguir el lineamiento de la REGLA 501 de la ISU.
- 5.5.6. EN LA INSCRIPCIÓN, EN LA MÚSICA Y EN LAS HOJAS DE CONTENIDO DE PROGRAMAS SE DEBERÁ PONER UN (1) NOMBRE Y UN (1) APELLIDO DE LOS DEPORTISTAS. **ESTE DEBE SER IGUAL EN LOS TRES ARCHIVOS.**
- 5.5.7. El deportista que esté mal inscrito (nivel o categoría erróneo, sin música y/o hoja de elementos) o que sus programas tengan mal los nombres, tendrá una penalidad de 0.5 en la nota de su programa.

5.6. PROCEDIMIENTOS DE PUNTUACIÓN

- 5.6.1. Para todos los niveles se usará el sistema de Juzgamiento de la IJS, que es el sistema oficial de la ISU, para todos los niveles que no constan con los elementos listados dentro del sistema IJS, se realizará una adaptación al mismo, manteniendo los mismos lineamientos establecidos, aplicándolos a la realidad nacional.
- 5.6.2. En todos los niveles se usará 3 componentes del programa para la parte artística.
- 5.6.3. **Los resultados presentados por el anunciador no son oficiales hasta que hayan sido aprobados y revisados por el juez árbitro, el controlador técnico y subidos a la web de la FEP.**

5.7. ATENCIÓN DE RECLAMOS Y SOLICITUDES AL JUEZ ÁRBITRO

- 5.7.1. En caso de una solicitud al juez árbitro, deberá acercarse el técnico o delegado del club o equipo a la persona de la FEP encargada del evento, para explicar el caso y proceder a hablar con el juez árbitro **siguiendo los tiempos permitidos de acuerdo con la regla 123 párrafo 3.**



5.7.2. En caso de existir algún reclamo, el mismo se deberá presentar por escrito hasta 30 minutos después de publicados los resultados en el drive (regla 123 párrafo 3) con el soporte respectivo y previa cancelación de \$50.00 (CINCUENTA 00/100 DOLARES USA). Cualquier tipo de reclamo será en base a la regla 123, párrafo 4 del reglamento de la ISU.

5.7.3. Bajo ningún concepto se podrá acercar un técnico o padre de familia a los jueces por este motivo. Deberá acercarse el delegado del club o quien haga sus veces con el técnico acreditado por la FEP responsable del reclamo.

5.8. PODIOS Y EQUIPO CAMPEON

Los podios premiados serán del 1ro al 3er puesto, salvo disposición de la F.E.P. Equipo campeón: se premiará como provincia o club campeón dependiendo la modalidad del campeonato al equipo que haya conseguido el mayor número de medallas de oro en las categorías validas, es decir, las categorías que tengan tres o más clubes/provincias participando. En caso de existir un empate se contarán las medallas de plata y si el empate continúa, se contarán las de bronce y si aun así el empate persiste, se compartirá el podio quedando desierto el siguiente lugar. Así mismo se premiará al segundo y tercer lugar. En caso de ser campeonato interclubes, solo sumarán puntos por medalla los clubes reconocidos por el Ministerio de Deporte.

5.9. CASOS NO ESPECIFICADOS EN ESTE REGLAMENTO

Para cualquier caso particular no contemplado en el reglamento se aplicarán las reglas del Reglamento internacional de la ISU "SPECIAL REGULATIONS & TECHNICAL RULES SINGLE & PAIR SKATING and ICE DANCE"

6. NORMATIVAS PARA CERTIFICACION DE NIVEL

6.1. GENERALIDADES

6.1.1. El presente documento detallará el procedimiento al que un patinador debe regirse para poder certificar su nivel de patinaje. Se certificará niveles a partir de PRE BÁSICO de manera obligatoria.

6.1.2. Para los niveles de Debutante B a Promocional cada escuela o club puede realizar la certificación de sus niveles de la manera que crea conveniente en las fechas que desee de acuerdo con su planificación.

6.1.3. Para la respectiva certificación el club debe presentar la planilla de inscripción con el comprobante del respectivo pago.

6.1.4. En caso de certificar varios niveles solo se tomará del último nivel a rendir, pero se debe cancelar el valor correspondiente por el número de test presentados de acuerdo a la convocatoria respectiva.

6.2. PROCEDIMIENTOS PARA CERTIFICACIÓN DE NIVEL

6.2.1. En planificación anual se convocará al EVENTO DE CERTIFICACIÓN en fechas previstas de acuerdo con el plan de competencias, dicho evento será avalado por la FEP.

6.2.2. Todo patinador desde nivel PRE BÁSICO afiliado a la FEP deberá presentar su certificado de nivel como requisito para poder participar en competencias avaladas por la misma.



- 6.2.3. EN LOS NIVELES QUE TENGAN PROGRAMA CORTO Y LARGO, EL TEST SERÁ ÚNICAMENTE CON LOS ELEMENTOS DEL PROGRAMA CORTO.
- 6.2.4. La mecánica será según lo determine la convocatoria a la CERTIFICACION y al manual de certificaciones que **consta como al final de este documento**.
- 6.2.5. ELEMENTOS DICTADOS: El patinador se presentará a órdenes del juez y deberá ejecutar los elementos obligatorios en el orden que el juez determine, el juez determinará si es necesario la repetición de algún elemento (no más de dos) terminada la presentación.
- 6.2.6. COMPULSORY/PROGRAMA CORTO. - El patinador deberá presentar su recorrido técnico respetando el tiempo de acuerdo con su nivel a evaluar, el juez determinará si es necesario la repetición de algún elemento (no más de dos) terminada la presentación.
- 6.2.7. Una vez culminada la participación de todos los patinadores se procederá a dar resultados de evaluaciones en el que se determinará el paso o no paso de nivel.
- 6.2.8. En caso de no aprobación de nivel, el patinador no obtendrá su certificado, sin embargo, queda a responsabilidad del patinador y entrenador el presentarse a competencia en el nivel no aprobado (máximo un nivel superior al último test aprobado). Una vez que el patinador compita en dicho nivel, no podrá presentarse en el nivel inferior en una próxima competencia.
- 6.2.9. Culminado el evento de certificación el patinador que haya aprobado el nivel recibirá por parte del panel de juzgamiento el PARCHE del nivel correspondiente, como respaldo de haber aprobado el nivel, así como también se enviará el certificado de aprobación de manera virtual a cada club.
- 6.2.10. NO van a existir fechas extraordinarias para certificación de nivel bajo ningún concepto.

6.3. PROCEDIMIENTOS DE PUNTUACIÓN

- 6.3.1. El panel de juzgamiento estará integrado por un mínimo de 2 jueces para niveles nacionales y 3 jueces para niveles ISU (siempre que sea posible), dicho panel será aprobado por el comité nacional de arbitraje.
- 6.3.2. El procedimiento específico de calificación para determinar si un patinador aprueba o no será publicado en el manual de certificación **que consta al final de este documento**.
- 6.3.3. Todos los resultados se entregan inmediatamente y las hojas de calificación se subirán al drive que la FEP ha preparado para cada club.

6.3.4. CASOS NO ESPECIFICADOS EN ESTE REGLAMENTO

- 6.3.4.1. Para cualquier caso particular no contemplado en el reglamento se someterá a revisión del comité técnico nacional y al comité de arbitraje.



7. MANUAL TECNICO DE COMPETENCIAS ECUADOR

7.1. GENERALIDADES

- 7.1.1. Los niveles que no constan con elementos de la tabla de valores oficiales de la ISU los valores se encuentran en el anexo 6 del presente reglamento.
- 7.1.2. Forward y Backward elements no pueden ser estáticos.
- 7.1.3. Siempre se llamarán los elementos según el orden en el que son ejecutados, tomando en cuenta el número de elementos permitidos y sus repeticiones. Hasta el nivel PROMOCIONAL todos los elementos son llamados individualmente, no existen combinaciones o secuencias. Si se excede el número total de elementos permitidos por nivel estos serán llamados, pero no tendrán valor. (en la hoja de protocolos aparecerán con asterisco)
- 7.1.4. Si uno de los elementos obligatorios de una de las categorías no es ejecutado, se penalizará por “Missing Mandatory Element”; sin embargo, si el elemento al menos es intentado, pero recibe No Value por la ejecución, no habrá penalización.
- 7.1.5. Los valores de las deducciones están especificados en el anexo 7 del presente reglamento.
- 7.1.6. En todas las categorías se juzgarán los 3 componentes, y se usarán los factores especificados en ISU; sin embargo, los niveles nacionales contarán con factores adaptados de acuerdo con el nivel técnico. Los factores se encuentran en el anexo 7 del presente reglamento.
- 7.1.7. La definición técnica de elementos se basará de acuerdo con el Technical Handbook de la ISU. La definición de los elementos de niveles nacionales se encontrará en el anexo 1 del presente reglamento.
- 7.1.8. En caso de que en un nivel compitan uno o dos patinadores, desde PRE BÁSICO en adelante, el puntaje mínimo para sacar medalla de ORO y de PLATA será de aproximadamente 80% y 70% respectivamente del máximo valor técnico posible, caso contrario recibirá medalla de BRONCE. Los valores exactos se encuentran en los anexos al final del documento. Si ningún patinador llega al puntaje la posición queda desierta y se premia de acuerdo con el puntaje que se obtenga con los porcentajes establecidos en la tabla en el anexo 7 del presente reglamento.
- 7.1.9. En los niveles desde DEBUTANTE B hasta PROMOCIONAL se otorgará medio punto de bonus (0.5) si los elementos son todos de diferente código y al menos uno de cada tipo (Forward, Backward, Turns/steps, Stops y Beginning Free Skate Skills). **Este bonus aparecerá como un elemento extra con medio punto de valor.**
- 7.1.10. **Los niveles que se pueden obtener en los giros hasta básico van a estar especificados en cada nivel.**
- 7.1.11. **Todos los giros dentro del reglamento nacional de Básico en adelante van a regirse bajo las normas de SP de ISU.**
- 7.1.12. Ningún oficial que vaya a ser juez o panel técnico en la competencia puede realizar test o chequeos de rutinas una vez pasada la fecha de cierre de inscripciones ordinarias de la competencia a los patinadores que vayan a competir; cualquier chequeo de rutinas debe ser coordinado directamente con el juez que el club desee realizar los chequeos. Los honorarios por el chequeo deben ser coordinados directamente con el juez seleccionado.
- 7.1.13. Todo lo que no se contemple en este reglamento se tomará en base al reglamento ISU, y en caso de duda el Referee tomará la decisión final en pro de los deportistas.



7.2. NIVEL: DEBUTANTE B

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults, Class I - V

TIEMPO: 1 minuto con 30 segundos +/- 10 segundos

WARM UP: 3 min

7.2.1. CURRICULUM

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FORWARD ELEMENTS

- Swizzles, minimum 4.
- Dip, hold position (ISU sit position requirement) for 3 seconds.

BACKWARD ELEMENTS

- 2-foot glide on a straight line, at least for 3 seconds (if is not a straight line the starting GOE cannot be higher than +2)
- Wiggles, minimum 4.

TURNS

- 2-foot turn, **NO** movement **OR** on a straight line, clockwise or counterclockwise. Only forward to backward will be called. (If is not a straight line the starting GOE cannot be higher than +2)

STOPS

- Snowplow stop forward.

BEGINNING FREE SKATE SKILLS

- Forward inside Pivot, one revolution minimum, clockwise, or counterclockwise.
- Two-foot hop stand still or in movement.

7.2.2. COMPETENCIA

- Maximum 6 elements to choose.
- Each direction and/or foot will be counted.
- A maximum of 2 elements can be repeated. Only the first two attempts will be called. If there are more elements repeated, there will be no deduction, and the repeated elements will be called but have NO VALUE.
- **One SNOWPLOW STOP** is mandatory.
- **At least one BEGINNING FREE SKATE SKILLS** is mandatory.
- Any element from a higher level is not allowed and will have a mandatory deduction for illegal element.

7.3. NIVEL: DEBUTANTE A

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults, Class I - V

TIEMPO: 1 minuto con 40 segundos +/- 10 segundos

WARM UP: 3 min

7.3.1. CURRICULUM



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FORWARD ELEMENTS

- Half swizzle pumps, minimum 4 on a circle performed continuously, clockwise, or counterclockwise. (If the element is not executed on a circle, it will be called but the starting GOE cannot be higher than +2)
- 1 foot glide on a straight line, either foot, hold position for 3 seconds. (the glide will be called when the skater reaches a steady position, if is not a straight line the starting GOE cannot be higher than +2)

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BACKWARD ELEMENTS

- Swizzles, minimum 4.
- Dip, hold position (ISU sit position requirement) for 3 seconds.

TURNS

- 2-foot turn, from forward to backward on a circle, clockwise or counterclockwise. Turns from backward to forward will not be called. (If the element is not executed on a circle, it will be called but the starting GOE cannot be higher than +2)

STOPS

- Snowplow Stop Backward.

BEGINNING FREE SKATE SKILLS

- Lunge, either leg, hold position for 3 seconds, hip must be at least knee level to be called.
- Side toe hop, either direction.

7.3.2. COMPETENCIA

- Maximum 6 elements to choose.
- Each direction and/or foot will be counted.
- A maximum of 2 elements can be repeated. Only the first two attempts will be counted. If there are more elements repeated, there will be no deduction, and the repeated elements will be called but have NO VALUE.
- **One SNOWPLOW STOP is mandatory.**
- **At least one BEGINNING FREE SKATE SKILLS is mandatory.**
- Any element from a higher level is not allowed and will have a mandatory deduction for illegal element.

7.4. NIVEL: PRINCIPIANTE

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults, Class I - V

TIEMPO: 1 minuto 40 segundos +/- 10 segundos

WARM UP: 3 min

7.4.1. CURRICULUM

FORWARD ELEMENT



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- Forward crossovers in “S” figure, must have at least 3 confirmed crossovers in each curve to be called.

BACKWARD ELEMENT

- Half swizzle pumps, minimum 4 on a circle performed continuously, clockwise or counterclockwise. (If the element is not executed on a circle, it will be called but the starting GOE cannot be higher than +2)
- 1 foot glide on a straight line, either foot, hold position for 3 seconds. (the glide will be called when the skater reaches a steady position, if is not a straight line the starting GOE cannot be higher than +2)

TURNS

- Forward outside and inside 3 turns right and left.

STOPS

- T stop.

BEGINNING FREE SKATE SKILLS

- 2-foot spin, minimum 3 revolutions to be called.
- Mazurka, either foot.
- Bunny hop, either foot.
- Shoot the duck, hold position (ISU sit position requirement) for 3 seconds. It can be executed either on a circle or straight line, the base value will be the same.
- Forward spiral (ISU camel position requirement) for 3 seconds. It can be executed either on a circle or straight line, the base value will be the same.

7.4.2. COMPETENCIA

- Maximum 8 elements to choose.
 - The **FORWARD ELEMENT** is mandatory. Only can be executed once. (XSF)
 - **One** Choreographic Sequence Base. (ChSqB)
 - The **TURNS** will only be called if are included in the Choreographic sequence.
 - **One T STOP** is mandatory, the execution of the T stop will break the Choreographic Sequence, however the stops from the lower levels can be used.
- Each direction and/or foot will be counted.
- A maximum of 2 elements can be repeated. Only the first two attempts will be counted. If there are more elements repeated, there will be no deduction, and the repeated elements will not be counted.
- The 2-foot spin will receive a **level 1** if 6 or more revolutions are executed, this **level** can be awarded only once in the program, the first time **achieved**.
- Any element from a higher level is not allowed and will have a mandatory deduction for illegal element.

7.5. NIVEL: PROMOCIONAL

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults, Class I - V



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TIEMPO: 1 minuto 50 segundos +/- 10 segundos

WARM UP: 3:15 min

7.5.1. CURRICULUM

FORWARD ELEMENT

- Spiral Sequence (at least two consecutive positions and no more than three) each position must be held for at least two seconds in a steady position. Could be in any direction, edge (even flat) and or feet to be called. A Maximum of three steps will be allowed between each position, if there are more steps the sequence will be broken. This element has levels.

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BACKWARD ELEMENT

- Backward crossovers in "S", must have at least 3 confirmed crossovers in each curve to be called.

URNS

- Backward outside and inside 3 turns right and left.

STOPS

- Hockey Stop.

BEGINNING FREE SKATE SKILLS

- Beginning 1 foot spin (upright position; no change of foot), minimum 2 revolutions to be called. ONLY Level B will be awarded (either foot, back inside or back outside). (BUSp)
- ½ Flip.
- ½ Lutz
- Ballet jump.
- Waltz jump.

7.5.2. COMPETENCIA

- Maximum 8 elements to choose.
 - The **FORWARD** and **BACKWARD ELEMENT** are mandatory. Only can be executed once. (XSBk and SpSq)
 - **One HOCHEY STOP** is mandatory.
 - One Step Sequence, max level B1. (2 Backward edges, 1 forward 3 turn and one backward 3 turn)
 - The TURNS only will be called if included in the step sequence.
 - **One** spin is mandatory, must be an upright position and no change of foot (Spins from a lower level are allowed and will be called).
 - The 1-foot spin and the 2-foot spin will receive a level 1 if 6 or more revolutions are executed, this feature can be awarded only once in the program, the first time achieved.
 - **One** jump is mandatory. (No more than half rotation jumps, jumps from lower levels will NOT be called if performed)



- A maximum of 2 elements can be repeated. Only the first two attempts will be counted. If there are more elements repeated, there will be no deduction, and the repeated elements will not be counted.
- Any element from a higher level is not allowed and will have a mandatory deduction for illegal element.

7.6. NIVEL: PRE BÁSICO

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults, Class I - V

TIEMPO: 1 minuto 50 segundos +/- 10 segundos

WARM UP: 3:15 min

7.6.1. CURRÍCULUM

JUMPS

- Single Toeloop
- Single Salchow
- Jump Combo/sequence of two jumps.

SPINS

- Upright Spin (3 revolutions)
- Change Upright Spin (6 revolutions in total, at least 3 revolutions in each foot)

STEP SEQUENCE

- Level **B2**

7.6.2. COMPETENCIA

- Maximum 7 elements to choose.
 - Maximum 4 jump elements, only Waltz jump, single Toeloop and single Salchow are allowed, NO multiple rotations jumps are allowed.
 - 3 solo jumps.
 - 1 Jump combo/sequence of two jumps.
 - Jumps may be repeated one as solo jump and a second time in combination or sequence.
 - Maximum 2 spin elements. Only Upright position is allowed. **The max level allowed is 1, the only feature awarded will be more than 6 revolutions, the first time achieved. If any other feature is performed it will be ignored by the technical panel.**
 - One must be a solo spin. (Upright position)
 - If a change of foot is executed there must be 3 revolutions in each foot.
 - Flying entry is not allowed.
 - One Step Sequence, Max Level **B2 (level B1 plus 2 different Mohawks)**

7.7. NIVEL: BÁSICO

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults

TIEMPO: 1 minuto 50 segundos +/- 10 segundos

WARM UP: 3:15 min



7.7.1. CURRICULUM

JUMPS

- Single Loop
- Single Flip
- Single Lutz
- Jump Combo/sequence of two or three jumps (waltz jump is allowed)

SPINS

- Sit Spin (3 revolutions)

STEP SEQUENCE

- Max Level **B3**

7.7.2. COMPETENCIA

- Maximum 7 elements to choose.
 - Maximum 4 jump elements, all singles including Waltz Jump are allowed except axel, NO multiple rotations jumps are allowed.
 - 3 different solo jumps.
 - 1 jump combo/sequence of a maximum of three jumps.
 - Jumps may be repeated one as solo jump and a second time in combination.
 - Maximum 2 spin elements. **The max level allowed is 1, the features for the level 1 will be according to the following rules:**
 - a) A **solo** spin will receive a **level 1** if 8 or more revolutions are executed (**unlike ISU criteria, this feature does not require the upright or sit to be in a difficult position**), this **feature** can be awarded only once in the program, the first time **achieved**.
 - b) A spin (**Solo, change or combo**) will receive a **level 1** if any difficult variation of position is performed in upright or sit, this **feature** can be awarded only once in the program, the first time attempted.
 - Any spin can only be awarded with **max level 1**, if the two **features** are executed in one spin, only the first one will be counted, the second one will be ignored but it will not be awarded if performed again.
 - One must be a solo spin. (Sit 3 revolutions)
 - Spins with **ONE** change of position and/or foot are allowed (6 revolutions total, camel position is **NOT ALLOWED**)
 - Flying entry is not allowed.
 - **Spins must be of a different character.**
 - One Step Sequence, Max Level **B3** (level B2 plus 2 different types of difficult turns or steps)

Spin Quick reference Chart BASICO					
# of basic positions achieved	0	1	2	3	No basic on one foot
One position, no	No Value	B – 1	N/A	N/A	N/A



change of foot					
One position with Change of foot	No Value	B – 1	N/A	N/A	No Value
CoSp	No value	No Value	CoSpBV (1)	N/A	N/A
CCoSp	No Value	No Value	CCoSpBV (1)	N/A	CCoSpBV (1)

7.8. NIVEL: INTERMEDIO B

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults

TIEMPO: 2 minutos +/- 10 segundos

WARM UP: 3:30 min

7.8.1. CURRICULUM

JUMPS

- Single Axel
- Jump Combo/sequence of three different jumps.

SPINS

- Camel Spin (4 revolutions)
- Change Combo Spin (6 revolutions total, at least 3 revolutions in each foot, only one change of foot is allowed)
- Change Spin (sit or camel – 6 revolutions in total, at least 3 revolutions in each foot)

STEP SEQUENCE

- At least 4 difficult turns or steps.

7.8.2. COMPETENCIA

- Maximum 8 elements to choose.
 - o Maximum 5 jump elements, all singles are allowed including axel, NO multiple rotations jumps are allowed.
 - 1 must be an axel type jump. (If repeated it must be in a combo/sequence)
 - 2 jump combos or one sequence and one combo are allowed, from which one may be a three jump combo/sequence of single jumps.
 - Maximum 2 repetitions of the same jump and must be in a combo or a sequence.
 - o Maximum 2 spin elements. (Max level allowed is 1)
 - One must be a solo spin 4 revolutions (Camel, it may start with a fly entry 4 revolutions)
 - Spins may change feet and/or position.
 - In any change spin, or change combo, or combo spin the total revolutions will be at least 6 in position.
 - Spins must be of a different character.
 - Spins may start with a flying.
 - o One Step Sequence, (Max Level Allowed is 1)



7.9. NIVEL: INTERMEDIO A

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults

TIEMPO: 2 minutos +/- 10 segundos

WARM UP: 3:30 min

7.9.1. CURRICULUM

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JUMPS

- Single Axel
- 2 different double jumps, to choose from: Double Toeloop, Salchow and Loop.

SPINS

- Flying Spin (any position, at least 4 revolutions)
- Change Combo Spin (6 revolutions total, at least 3 revolutions in each foot) at least Level 1
- Combo Spin (5 revolutions total in position) at least Level 1.

STEP SEQUENCE

- At least 6 difficult turns or steps

7.9.2. COMPETENCIA

- Maximum 8 elements to choose.
 - o Maximum 5 jump elements, all singles are allowed including axel and 2 double jumps, to choose from: Double Toeloop, Double Salchow and Double Loop.
 - 1 must be an axel type jump. (If repeated it must be in a jump combo/sequence)
 - 2 jump combos or one sequence and one combo are allowed, from which one may be a three jump combo/sequence of 2 double jumps or Axels and 1 single jump.
 - The double jumps may be executed twice, one as a solo jump and one in a combo/sequence.
 - The repetitions of singles are not restricted.
 - o Maximum 2 spin elements. (Max level allowed is 2)
 - Spins may change feet and/or position.
 - Spins must be of a different character.
 - Spins may start with a flying.
 - A spin in one position a minimum number of 5 revolutions, any Spin combination a minimum of 6 revolutions.
 - o One Step Sequence, (Max Level Allowed is 2)

7.10. NIVEL: AVANZADO

CATEGORÍAS: Tots, Minors, Children, Pre Teens, Youth, Adults

TIEMPO: 2 minutos 15 segundos +/- 10 segundos

WARM UP: 3:45 min

7.10.1. CURRICULUM

JUMPS

- Single Axel + any single jump



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- Double Flip or Double Lutz

SPINS

- Flying Spin (any position, at least 4 revolutions)
- Layback/sideways leaning Spin, at least 4 revolutions or Sit/Camel Spin at least 6 revolutions in position. **Must be different of the fly.**
- Change Combo Spin 8 revolutions total, at least 3 revolutions in each foot) at least Level 1; or Combo Spin (6 revolutions total in position) at least Level 1.

STEP SEQUENCE

- At least 7 difficult turns or steps.

7.10.2. COMPETENCIA

- Maximum 8 elements to choose.
 - o Maximum 5 jump elements, all singles are allowed including axel, all double jumps are allowed, except double axel.
 - 1 must be an axel type jump. (If repeated it must be in a jump combo/sequence)
 - 2 jump combos or one sequence and one combo are allowed, from which one may be a three jump combo/sequence.
 - The repetitions of singles are not restricted.
 - The double jumps may be executed twice, one as a solo jump and one in a combo/sequence or two in a combo/sequence.
 - o Maximum 2 spin elements. (Max level allowed is 2)
 - Spins may change feet and/or position.
 - Spins must be of a different character.
 - Spins may start with a flying.
 - A spin in one position a minimum number of 6 revolutions, any Spin combination a minimum of 7 revolutions.
 - o One Step Sequence, (Max Level Allowed is 2)

7.11. ISU LEVELS

The next level will be Basic Novice according to the current ISU Rules.

Rule 108, paragraph 3) c) In International Novice Competitions a Novice is a Skater who has met the following requirements before July 1st preceding the competition.

If the skater does not fulfil the age requirements for Basic Novice (has not reached the age of thirteen (13)), Intermediate Novice (has not reached the age of fifteen (15)), Advanced Novice (has reached the age of ten (10) and has not reached the age of fifteen (15) for girls (Singles/Pair Skating/Ice Dance) and boys (Single Skating) and seventeen (17) for boys (Pair Skating/Ice Dance)) and Junior (skaters must be at least 14 years old but not yet 19 before the previous 1 July) and is not eligible for the adults competitions Class I - V (28 years old); the same elements requirements will apply and the skaters will NOT be segregated by the age categories in the national regulations.



7.12. ADULT COMPETITIONS

7.12.1. All Adults competitions will follow the ISU current rules. Figure Skating Competitions is open only to competitors who have reached at least the age of twenty-eight (28) before 1st July 2022.

7.12.2. Age categories for Women and Men Free Skating events:

- Class I skaters born between 1st July 1985 and 30th June 1995
- Class II skaters born between 1st July 1975 and 30th June 1985
- Class III skaters born between 1st July 1965 and 30th June 1975
- Class IV skaters born between 1st July 1955 and 30th June 1965
- Class V skaters born on or before 30th June 1954

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7.12.3. ADDITIONAL INFORMATION

7.12.3.1. It is expected that competitors will enter at a level appropriate to their current skating ability.

7.12.3.2. The Masters Elite category is intended for those skaters who competed previously at the junior or senior level in national or international competition but is not mandatory for such skaters.

7.12.3.3. Any program violating the time limit set out in this document will receive a deduction of 1.0 for every 5 seconds or part thereof lacking or in excess of the permitted time.

7.12.3.4. Skaters have 30 seconds from the time their name is called to take their starting position.

7.12.3.5. When fewer than 3 skaters register for a singles Free Skating or Artistic Free Skating segment, age categories may be combined wherever possible to ensure competition.

7.12.4. NIVEL: FREE SKATING ELITE MASTERS

CATEGORÍAS: Class I - V

TIEMPO: 3 minutos +/- 10 segundos

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 2.67.

FALLS: Each fall shall receive a deduction of 1.0.

WARM UP: 6 minutos

Skaters entering this category will compete against other Elite Masters Free Skaters. The technical requirements are the same as those for the category "Masters Free Skating."

7.12.5. NIVEL: FREE SKATING MASTERS

CATEGORÍAS: Class I - V

TIEMPO: 3 minutos +/- 10 segundos

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 2.67.

FALLS: Each fall shall receive a deduction of 1.0.

WARM UP: 6 minutos

A competitor in the Masters Free Skating event must perform a well-balanced program that may contain:



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Jumps: A maximum of six (6) jump elements, one of which must be an Axel type jump. Single, double and triple jumps are permitted. There may be up to three (3) jump combinations or two jump combinations and one (1) jump sequence in the free program.

- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The others may have two (2) jumps each.
- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.
- Each listed jump may be performed a maximum of two (2) times.
- Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
- Non-listed jumps may be included in the program as part of connecting footwork.

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Spins: A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance.

- The spins must have a required minimum number of revolutions: five (5) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no level and no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.

Steps: A maximum of one (1) step sequence, fully utilizing the ice surface.

Features up to and including Level 4 will be counted for the technical elements.

7.12.6. NIVEL: FREE SKATING GOLD

CATEGORÍAS: Class I - V

TIEMPO: 2 minutos 50 segundos +/- 10 segundos.

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 1.6.

FALLS: Each fall shall receive a deduction of 2.67.

WARM UP: 6 minutos

A competitor in the Gold Free Skating event must perform a well-balanced program that may contain:

Jumps: A maximum of five (5) jump elements, consisting of single jumps (including the single Axel) or double jumps. Double flip, double Lutz, double Axel and triple jumps are not permitted. There may be up to three (3) jump combinations or two jump combinations and one (1) jump sequence in the free program.



- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The others may have two (2) jumps each.
- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.
- Each listed jump may be performed a maximum of two (2) times.
- Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
- Non-listed jumps may be included in the program as part of connecting footwork.

Spins: A maximum of three (3) spins of a different abbreviation, one (1) of which must be a spin combination with a change of foot and one (1) of which must be a flying spin or a spin with a flying entrance.

- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and eight (8) for any spin with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.

Steps: A maximum of one (1) step sequence, fully utilizing the ice surface.

Only features up to and including Level 3 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

7.12.7. NIVEL: FREE SKATING SILVER

CATEGORÍAS: Class I – V

TIEMPO: 2 minutos +/- 10 segundos.

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 2.0.

FALLS: Each fall shall receive a deduction of 0.5.

WARM UP: 5 minutos

A competitor in the Silver Free Skating event must perform a well-balanced program that may contain:

Jumps: A maximum of five (5) jump elements, consisting of any single jumps (including the single Axel). Double jumps and triple jumps are not permitted. There may be up to two (2) jump combinations or one (1) jump combination and one (1) jump sequence in the free program.

- One (1) jump combination or one (1) jump sequence may consist of up to three (3) jumps. The other may have two (2) jumps.
- A jump sequence consists of two (2) or three (3) jumps of any number of revolutions, in which the second and/or the third jump is an Axel type jump with a direct step from the landing curve of the first/second jump into the take off curve of the Axel jump.



- Each listed jump may be performed a maximum of two (2) times.
- Please note that the Euler (half-loop) is considered a listed jump only when used in combination in between two other listed jumps.
- Non-listed jumps may be included in the program as part of connecting footwork.

Spins: A maximum of two (2) spins of a different abbreviation, one (1) of which must be a spin combination. Page | 25

- The spins must have a required minimum number of revolutions: four (4) for any spin with no change of foot, and six (6) for any spin with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.

Steps: A maximum of one (1) choreographic sequence, utilizing at least half (1/2) of the ice surface.

- A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
- The pattern is not restricted but the sequence must be clearly visible.
- A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

Only features up to and including Level 2 will be counted for the technical elements. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

7.12.8. NIVEL: FREE SKATING BRONZE

CATEGORÍAS: Class I - V

TIEMPO: 1 minuto 40 segundos +/- 10 segundos.

PROGRAM COMPONENTS: The points for each Program Component are multiplied by a factor of 2.0.

FALLS: Each fall shall receive a deduction of 0.5.

WARM UP: 5 minutos

A competitor in the Bronze Free Skating event must perform a well-balanced program that may contain:

Jumps: A maximum of four (4) jump elements, consisting only of single jumps. Axel type jumps, double jumps and triple jumps are not permitted. There may be up to two (2) jump combinations in the free program.

- Each jump combination may consist of two (2) listed jumps.
- Each listed jump may be performed a maximum of two (2) times.

Spins: A maximum of two (2) spins of a different abbreviation, each of which must be a spin in one position with or without no change of foot. Flying spins are not permitted.



- The spins must have a required minimum number of revolutions: three (3) for any spin with no change of foot, and six (6) with a change of foot.
- A spin that has no basic position with 2 revolutions will receive no value, however a spin with less than three rotations in total is considered as a skating movement and not a spin.
- Spin combinations must include a minimum of two (2) different basic positions with two (2) revolutions in each of these positions anywhere within the spin. To receive full value, a spin combination must include all three (3) basic positions.
- All spins with change of foot must have at least 3 revolutions on each foot. If this requirement is not fulfilled, the spin will be marked with a V.
- Only features up to and including Level 1 will be counted. Any additional features will not count for level requirements and will be ignored by the Technical Panel.

Steps: A maximum of one (1) choreographic sequence utilizing at least half (1/2) of the ice surface.

- A choreographic sequence consists of at least two different movements like spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps. Steps and turns may be used to link the two or more different movements together.
- The pattern is not restricted but the sequence must be clearly visible.
- A choreographic sequence has a base value and will be evaluated by the judges in GOE only.

7.13. EVENTOS DE SHOWCASE

7.13.1. Showcase events are open to skaters all the national levels of competition. Groups will be divided by number of entries and ages if possible. Skaters must enter at the same level as their free skate event or highest test level of skater's in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher.

7.13.2. Show costumes are permitted if they do not touch or drag on the ice. Costuming and make up for showcase programs should enhance the feeling created by the performance and reflect the meaning of the story or theme. Ornaments and hair accessories must be secure. No bobby pins, feathers, hair accessories or anything else that may fall to the ice and be hazardous to the skaters are allowed. (a 1 point deduction will be taken). Props and scenery must be placed and removed by unaided singles and duet competitors within one minute on and off and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.5 point deduction will be assessed by the referee for every 10 seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

7.13.3. Performances will be judged from an entertainment standpoint for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements and obvious loss of control will reduce contestant's marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice. The IJS judging system will be used only in the components mark with 3 components for this event. Deductions will be made for skaters including technical elements not permitted in the event description.



7.13.4. Showcase categories may include Levels and can be subdivided or combined, if necessary, depending on entry numbers and event set up to ensure performances are contested as per the guidelines.

7.13.4.1. **Dramatic entertainment:** Programs should express intense emotional connection and investment in the music, choreography and theme concept through related skating movements, gestures and physical actions. The entire gamut of emotions may be expressed including intense joy and/or introspectiveness. Dramatic programs should not be depressing. Even if the emotion is sadness, there should be an enlivened feeling given to the audience.

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7.13.4.2. **Light entertainment:** Programs should express a carefree concept or storyline designed to uplift and entertain the audience through related skating movements, gestures and physical actions.

7.13.4.3. **Duets:** Theatrical/artistic performances by any competitors.

7.13.4.4. **Mini production ensembles:** Theatrical performances by three to seven competitors.

7.13.4.5. **Production ensembles:** Theatrical performances by eight to 30 skaters. Theatre On Ice teams are eligible as production ensembles. NOTE: Skaters may enter only one each duet, mini production, or production event.

LEVEL	ELEMENTS	QUALIFICATIONS	PROGRAM LENGTH
DEBUTANTE A Y B	Elements only form Debutante A, B curriculum	Must not have passed any higher than Debutante A level	1 min 30 seg máx.
PRINCIPIANTE Y PROMOCIONAL	3 jump maximum. Only half rotation Jumps	Must not have passed any higher than Promocional level	1 min 30 seg máx.
PRE BÁSICO Y BÁSICO	3 jump maximum. Only single jumps: toeloop, Salchow and loop are allowed	Must not have passed any higher than Básico level	1 min 40 seg máx.
INTERMEDIO A, B Y AVANZADO	3 jump maximum. Only one axel jump and one double is allowed, the singles are not restricted.	Must not have passed any higher than Avanzado level	1 min 50 seg máx.
ADULTOS BRONZE	No prescribed ore restricted elements	Must not have passed any higher than Avanzado level	1 min 30 seg máx.
ADULTOS SILVER	No prescribed ore restricted elements	Must not have passed any higher than Avanzado level	1 min 40 seg máx.
ADULTOS GOLD	No prescribed ore restricted elements	Must not have passed any higher than Avanzado level	1 min 50 seg máx.



8. ANEXO 1: DEFINITIONS

Forward two-foot swizzles (minimum 6):

Skaters should touch their heels together in a 'V' position, and then reverse the position to touch their toes in an upside down 'V' position. Once they are able to move back and forth a few times, the skater should turn the toes outward and bend the knees.

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The skater should then push the feet apart and lean forward slightly to initiate forward movement. Once the push is complete and the legs have straightened, the skater should turn the toes inward to bring the feet together.

However, it is important for the instructor to make sure that the toes do not touch, and to explain to the skater that the end position of the feet should be parallel to each other. This will help the skater glide between swizzles.

The skater should continue to glide while they bend their knees to repeat the sequence.

Dip (forward or backward):

After marching or skating forward and using the two-foot glide technique, the skater should bend the knees for the dip.

The upper body will be held straight with the head held slightly in front of and over knees. The arms should be extended forward and parallel to the ice. The hip must be at least at knee level.

Backward two-foot glide:

The skater should create speed to move backward, holding arms parallel to the ice and slightly forward in a standard skating position. When enough speed is attained, the skater should attempt to glide with the feet parallel such that the feet are under the hips and the balance is over the ball of the foot.

The glide should be held for at least one time the skater's height (3 seconds). The instructor should review backward wiggles and remind students to push against the ice. Skaters should not push away from the wall to begin backward skating.

Backward wiggles (minimum 4):

The skater should stand with the feet held in a parallel position, hip-width apart. As the hips turn side to side, the arms should move against this hip action to create a backward motion.

The instructor should note that the body weight must move in the direction of travel for the skater to be able to move.

Two-foot turn from forward to backward in place:

The skater should stand with the feet held parallel and relatively close together. The shoulders must wind up against the hips to prepare for the turn action.

The skater should then release the hips allowing the feet to complete a 180 degree turn. Knees should



be soft (bending) and balance is over the middle to front of the blade during the turn.

Same technique should be applied while skating forward on a straight line.

Snowplow stop:

The skater should attempt a stop by turning the heels of the feet slightly out do a two-foot or one-foot stop movement in which both feet (or one foot) create a skidding action (making snow) on the ice, **creating a complete stop.**

Forward inside pivots (R & L):
To begin, the skater should place the toe pick of one foot into the ice such that the knee of this leg is bent. Next, the opposite leg pushes or pumps on a forward inside edge around the picking toe for at least one revolution.

To help initiate this action the skater should turn out the pumping foot at a right angle to the skate involving the toe pick. The arms are extended and rotate with the head and shoulders over the bent knee.

It is helpful for beginners to wind up the torso against the direction of the turn first. The torso is held in an upright and balanced position during this action.

Two-foot hop on a spot or movement:

From a standstill position or movement, the skater should begin upright with the arms in front. To prepare for the hop, the skater should bend the knees and move the arms slightly behind the hips, such that they can be brought up to assist with the height of the jump.

The hop is only a small jump in place, landed on two feet (toe pick to on a spot). The skater should maintain balance with arms held out and slightly to the front, parallel to the ice when landing.

Forward 1/2 swizzle pumps on a circle, clockwise and counterclockwise (minimum 4):

The swizzle (pushing) foot will not leave the ice. The skater should keep the body weight over the skating side so the non-swizzle foot will be on as close to a forward outside edge as possible.

Arms are held level and parallel to the ice with the arm on the outside of the circle held slightly in front, and the arm on the inside of the circle is slightly behind, (i.e. over the skating print). The skater's head faces in the direction of travel.

Forward one-foot glide, right and left:

After a moving start, the skater should glide on two feet and then raise one foot and balance for a count of three.

The foot should be held next to the skating leg, and the height of the knee can vary, although lifting higher is usually more difficult. Lifting the free leg behind the skating leg can cause beginner skaters to open the free hip too much and lose balance.

Backward swizzles (minimum 4):



Each swizzle begins as the toes of both feet are turned in in a reverse 'V' position. The skater should bend both knees and apply pressure on the inside edges as the feet move backward initiating a glide.

The start is optional with a minimum of 4 to 6 continuous swizzles, demonstrating a backward gliding action.

Moving forward to backward two-foot turns, clockwise and counterclockwise:

These turns are done while gliding forward on a circle on two feet. The skater should rotate the arms and shoulders in the direction of travel such that they are parallel with the circle.

The turn is created by releasing the hips, allowing the feet to reverse to a backward 2-foot glide. Knees should be kept slightly bent and the balance of the feet is on the forward part of the blade during the turn.

T-stop:

The stopping foot will be held behind perpendicular to the skating foot, such that the instep of free foot is placed to the heel skating foot. Once gliding, the skater should place the free foot on the ice at a slight angle and apply pressure to the outside edge of the blade.

Increased pressure is applied to the ice creating a skid. Stops made by scraping the inner edge of the blade are not permitted. **At the completion of the stop, the skater should remain still and balanced for approximately three seconds.**

Forward/Backward lunge (R and L):

Once gliding with good posture, the skater should bend the skating knee while turning out and extending the free leg (the free foot is held at a right angle to the skating foot). The skating kneed should continue bending until the inside of the free foot boot is on the ice.

The move ends after balancing in this position and then rising up on the skating leg to a balanced extended free skating position, leaving the free leg in an extended and turned-out position behind the body.

Side toe hop, both directions:

The skater should stand with the feet shoulder width apart and arms extended to the sides. The toe pick of the free foot should be placed into the ice such that the skater can push off and bring the feet together in midair. If is performed while skating the direction of start must be backward.

The skater should land on the opposite toe from which they took off. The skater should then step immediately into a glide on the opposite foot holding for two times the skater's height.

Forward crossovers (C & CC):

While skating forward on a circle counterclockwise, the skater should stroke onto a left forward outside edge, then cross the right foot over the skating foot to wind up gliding onto a right forward inside edge.



As the foot is crossing over, the inside foot begins pushes to a full extension under the body. Once the skater's leg is fully extended, the free leg should be drawn back to the skating foot in order to return to the starting position.

The right arm will be held in front of the body over the circle and the left arm is held slightly behind. Arms to be held parallel to the ice. A minimum of five consecutive crossovers are required.

The element should then be performed in the clockwise direction, with all positions reversed from counterclockwise.

Backward 1/2 swizzle pumps on a circle (C & CC) (minimum 4):

The swizzle (pushing) foot will not leave the ice. The skater should keep the body weight over the skating side so the non-swizzle foot will be on as close to a backward outside edge as possible.

Arms are held level and parallel to the ice with the arm on the outside of the circle held slightly in front of the body, and the arm on the inside of the circle is slightly behind the body, (i.e. over the skating print). The skater's head faces into the circle and in the direction of travel.

Gliding backward on one foot (R & L):

With an optional start, the skater should create speed to move backward. After achieving a two-foot glide position, the skater should pick up one foot, holding the free foot firmly next to the skating leg for a count of three.

This will help the skater go straight. The balance of the body is over the skating side, skate on the middle front of the blade, and the arms should be held slightly in front of the body and parallel to the ice.

Forward outside three-turn (R & L):

To begin, the skater should stand still with the feet in a T-position (it can be done on movement). The arm position is optional, as it is possible to begin with the skating arm in front and rotate into turning position (method 1), or begin with the free arm in front and already be in position to turn (method 2).

The skater should begin the three-turn by stepping onto a forward outside edge with the free foot held perpendicular to the skating heel, balancing over the skating side. If using method 1, the arms and shoulders should rotate into the circle after balance has been achieved.

The hips reverse creating the turn, and the exit glides on a backward inside edge. During and after the turn, balance is on the middle front of the blade. The edges into and out of the three-turn must each be held for a distance equal to the skater's height. Repeat on the opposite foot.

Forward inside three-turns from a stand still position (R & L):

The skater should stand with the feet in a T-position with the future skating side arm in front (it can be done on movement). Next the skater should step onto a forward inside edge, in the one-foot glide position.



The arms and shoulders should rotate into the circle and then the hips are reversed to create the turn. The skater's balance will be on the middle-front part of the blade for the turn.

The exit of the turn glides backward onto the outside edge in the one-foot glide position. The edges into and out of the three-turn must each be held for a distance equal to the skater's height. Repeat on the opposite foot.

Hockey Stop:

The skater should begin with a forward two-foot glide, with feet held 4-6 inches apart, knees bent, shoulders in line with hips and arms held out and slightly in front of body. Without moving shoulders and arms, the skater should turn the hips and feet to the side.

The feet will be on an angle to the ice as the edges of the blade create a skid. **At the completion of the stop, the skater should remain still and balanced for approximately three seconds.**

Two-foot spin, three revolutions:

Entry is optional. Once the momentum for rotation is created, the skater should spin on two feet such that the leading foot (which is leading the path around the circle) is on a slight backward inside edge, and the trailing foot (which is following the leading foot around the circle) is on a slight forward inside edge.

Shoulders and body are held in an upright and balanced position.

Mazurka:

A simple half turn jump beginning from a back outside edge with the body facing outside the circle. The skater will tap the toe of the extended free leg to rise off the ice while pushing the skating leg through and forward in a **scissor action**.

The jump is landed on the toe pick of this pressed through leg. After landing, the skaters should push forward into a glide on the opposite foot. The instructor should review the bunny hop and compare the mazurka as a 'sideways bunny hop.'

The skater should be reminded that the hips do not twist until after the free foot passes in front of the skating foot.

Bunny hop:

While gliding forward and balancing over the skating side, the skater should 'scissor' the free leg with a backward to forward action.

The skating leg will spring off the toe-pick as the free leg passes in front and lifts into the air. The landing will be on the toe pick of the free leg. After landing, the skater should push forward into a glide on the flat of the blade of the jumping foot.

The free leg can be bent or straight when being 'scissored.'

Shoot the Duck (R or L):



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Skaters will perform a shoot the duck on either right or left feet. The position requires that the skating leg knee bend will be at least 90 degrees, and the free leg should be extended in front of the skater, parallel to the ice.

Skaters should have their hips equal to or lower than their knee bend.

Forward arabesque/spiral on a straight line (R or L):

While gliding forward, the skater should balance over the skating side with the free leg lifted in an extended and turned out position. The torso is lifted and stretched; the body then extends over the skating leg.

A spiral is a position with one blade on the ice and the free leg included knee and foot higher than the hip level.

The final position will be held with the free foot lifted at hip level or higher and held for a count of 3.

Backward crossovers (C & CC):

Moving in a clockwise direction on a circle with head facing slightly inside the circle and the arms held over the circle print, the skater should do a backward one-foot swizzle action with the right leg and cross over the left foot (the right foot remains on the ice during the push and crossover).

Next the left leg pushes to the outside of the circle. This should be repeated several times to complete the consecutive crossovers. This element should be repeated in the counterclockwise direction with the left foot using swizzle action and the right leg stroking under.

Backward outside three-turn, RBO and LBO:

After moving on a circle, the backward three-turn will be executed with the free leg held in front throughout the turn, stressing shoulder against hip rotation before the turn and shoulder against hip after the turn to control body rotation.

Entry and exit edges will each be held the length of the skater's height.

Backward inside three-turn (C & CC):

After moving in a circle, the backward inside three-turn is made on one foot from a back inside edge to a forward outside edge. The edge before and after the turn are on the same lobe.

Free foot placement after the turn is optional.

Forward inside open Mohawk (R & L):

To begin, the feet should be placed in a T-position with the future skating arm forward and the future free arm held slightly behind. The skater should step onto a forward inside edge, and prior to the turn, hold the heel of the free foot in a turned out and angular position and move it toward the instep of the skating foot, stepping hip-width apart.

This is known as an 'open' mohawk. After changing feet, the skater should balance on a backward



inside edge with the arms and free foot held in a firm position to control rotation and balance. The edges into and out of the Mohawk will each be held for a distance equal to the skater's height.

Half flip:

Skater should enter the half flip from either a forward inside Mohawk, or a forward outside three-turn. The half flip is done from a straight backward inside edge.

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The skating arm is held in front prior to take off, and the free arm is held behind the skater as the free leg extends back and reaches to tap into the ice. The skating leg straightens and free leg vaults, beginning lift into the air.

After rotating a 1/2 turn, the skater will land on the opposite toe from the take off toe, stepping immediately into a glide on the opposite foot holding for two times the skater's height.

Half Lutz:

The jump will be executed from a proper back outside edge take off. This jump is done in the same manner as the half flip.

There must be a clear difference between the Lutz and the Flip jump and emphasize that the Lutz must have an OUTSIDE edge take off.

Waltz jump from backward crossovers:

The skater should enter the waltz jump after 2–3 back crossovers, controlling rotation of the entry edge to create a coordinated effort into the air between jumping leg, free leg, and arms. There will be a floating arc as body rotates a half revolution, landing with balanced body alignment over the skating side in an extended position.

The landing position will be held for a distance equal to two times the skater's height.



9. ANEXO 2: UPDATED GUIDELINES FOR MARKING +GOE OF LOWER LEVELS

These guidelines are tools to be used together with the minus GOE charts. The final GOE of a performed element is based on the combination of both positive and negative aspects. It is important that the final GOE of an element reflects the positive aspects, as well as any possible reductions that may apply.

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The final GOE of an element is calculated considering first the positive aspects of the element that result in a starting GOE for the evaluation. Following that a Judge reduces the GOE according to the guidelines of possible errors and the result is the final GOE of the element.

To establish the starting GOE Judges must take into consideration the bullets for each element.

General recommendations are as follows:

FOR + 1: 1 bullet

FOR + 2: 2 bullets

FOR + 3: 3 bullets

FOR + 4: 4 bullets

FOR + 5: 5 or more bullets

FOR + 4 and +5 THE FIRST THREE bullets highlighted in bold must be present

Elements from Debutante A, B and Promocional	1 Very good height and length / Speed
	2 Good Controlled / Clear position(s)
	3 Effortless throughout
	4 Creativity and/or originality
	5 Element matches the music
	6 Good ice coverage
Crossovers in "S" figure	1 Very good speed
	2 Good Controlled edges, knee bend, clean steps and body position
	3 Effortless throughout
	4 Creativity and/or originality in the transition between the curves
	5 Element matches the music
	6 Good ice coverage
Spiral Sequence	1 Very good speed, deep edges, clear position(s)
	2 Good ice coverage
	3 Effortless throughout with good energy, flow and execution
	4 Creativity and/or originality in the position(s)
	5 Element matches the music
	6 Excellent commitment and control of the whole body

For jump elements, spins, and step sequences the current guidelines of the ISU will be used.



10. ANEXO 3: UPDATED GUIDELINES IN ESTABLISHING GOE FOR ERRORS

Elements with no Value are indicated to the Panel of Judges. GOE of such elements does not influence the result.

In case of multiple errors, the corresponding reductions are added.

REDUCTION FOR ERRORS			
Elements from Debutante A, B and Promocional			
Fall	-5	Loss of balance	-1 to -3
Use of toe picks	-3	Poor/awkward, unaesthetic position(s)	-1 to -3
Wrong pattern / Incorrect edge	-3	Poor, slow or reduction of speed	-1 to -3
		Touch down with one hand	-1 to -3
		Stumble	-1 to -3
Crossovers in "S" figure along the long axis			
Fall	-5	Loss of control, lack of energy	-1 to -3
Use of toe picks	-3	Loss of control, lack of energy	-1 to -3
Stumble	-1 to -3	Poor, slow or reduction of speed	-1 to -3
		Touch down with one hand with loss of balance	-1 to -3
		Stiff Knees	-1 to -3
Spiral Sequence			
Fall	-5	Loss of control, lack of energy	-1 to -3
Less than half of the pattern in spiral position	-2 to -3	Poor quality of body positions	-1 to -3
Stumble	-1 to -3	Lack of creativity/originality	-1 to -3
		Poor ice coverage	-1 to -3
		Poor edge quality	-1 to -3
		Poor, slow or reduction of speed	-1 to -3



11. ANEXO 4: SPIRAL SEQUENCES, CHOREGRAPHIC SEQUENCES AND STEP SEQUENCES

SPIRAL SEQUENCES

RULES

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A Spiral Sequence must have at least two consecutive spiral positions and no more than three, each position must be held for at least two seconds in a steady position. Could be in any direction, edge (even flat) and or feet to be called. A Maximum of three steps will be allowed between each position, if there are more steps the sequence will be broken.

There is not a required pattern, but the sequence must be clearly visible; the beginning of the pattern stars with the first spiral and ends with the second or third one.

If there are three spirals in the sequence, in order to be called at least two spirals must be confirmed consecutively, if the first and the third spirals are confirmed, the sequence will have NO VALUE.

LEVEL FEATURES

All the features can be executed in any order to count for the level.

1. **Different Direction:** At least one spiral must be executed forward, and one backward.
2. **Different Feet:** At least one must be on the right foot and one on the left foot.
3. **Difficult Variation:** One spiral must be executed with a difficult variation of position.
4. **Third Spiral:** A third spiral must be executed and confirmed.

CLARIFICATIONS

Difficult Variation: A difficult variation is a movement of a body part/leg/arm/head, which requires more physical strength or flexibility and has an effect on the balance of the main body core.

Any difficult variation must be held for two (2) seconds to be counted.

Only these variations can increase the Level.

Categories of difficult variations: There are 6 categories of difficult variations:

- **CAMEL POSITION** there are 3 categories based on direction of the shoulder line:
 - **Camel Forward:** shoulder line parallel to the ice
 - **Camel Sideways:** shoulder line twisted to a vertical position.
 - **Camel Upward:** shoulder line twisted more than to a vertical position.
- **OTHER POSITIONS** there are 3 categories based on position of torso and leg:
 - **Charlotte:** torso leaning forward close to the skating leg and free leg close to a split position (at least 135°).
 - **Split:** torso straight up or sideways and free foot must be at least at chest level.
 - **Biellmann:** Biellmann position is when the skater's free leg is pulled from behind to a position higher than and towards the top of the head, close to the spinning axis of the skater.



CHOREGRAPHIC SEQUENCES

RULES

A Choreographic Sequence BASE consists of at least 2 different FORWARD 3 TURNS, one inside and one outside. Other steps and turns may be used to link the 2 or more different FORWARD 3 TURNS together. Listed elements included in the Choreographic Sequence of the lower levels will not be called and will not occupy a box. Any listed element of the level will be called and occupy a box. The pattern is not restricted, but the sequence must be clearly visible.

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The Technical Panel identifies the Choreographic Sequence BASE which commences with the first skating movement and is concluded with the preparation to the next element (if the Choreographic Sequence is not the last element of the program).

STEP SEQUENCES

RULES

All step sequences should be executed according to the character of the music. Short stops in accordance with the music are permitted. Step Sequences must utilize at least $\frac{3}{4}$ of the ice surface.

Turns and steps must be balanced in their distribution throughout the sequence.

There is no longer a required pattern as long as the step sequence covers at least $\frac{3}{4}$ of the ice surface. The Step Sequence must be visible and identifiable (e.g., straight line, serpentine, circle, oval or similar shape). Failure to achieve the above description will result in no value.

The Beginning and the end of the pattern is when the skater actually starts or concludes the sequence.

LEVEL FEATURES FOR NON ISU LEVELS

1. Promotional variety (Level **B1**), Pre-Basic variety (Level **B2**), Basic variety (Level **B3**).
2. Use of at least 3 different body movements.

LEVEL BASE 0

If a skater does not perform at least a promotional variety, the level will be called **BASE 0**

LEVEL **B1**

Only the first feature is required.

Promotional variety: To be called the level of the Step Sequence it must have at least 2 backward edges and 1 forward 3 turn and 1 backward 3 turn. The edges must be different, and the turns must be on different feet and must be clearly visible.

LEVEL **B2**

Only the first feature is required.



Pre-Basic variety: To be called the level of the Step Sequence it must have, the same steps of the level **B1** sequence, plus at least 2 different mohawks (forward or backward).

LEVEL **B3**

The first and second feature are required.

Basic variety: To be called the level of the Step Sequence it must have, the same steps of the level **B2** sequence, plus at least 2 difficult turns or steps (twizzles, brackets, loops, counters, rockers, Choctaws). The turns and steps must be of a different type and must be clearly visible.

CLARIFICATIONS

Definition of Choctaw: Choctaw is a step from one foot to the other in which the curve of the exit edge is opposite to that of the entry edge. The change of foot is directly from outside edge to inside edge or vice versa and from forward to backward or vice versa.

Turns and steps: Must be executed on clean edges; If a turn is “jumped”, it is not counted as performed.

Use of body movements: Use of body movements means the visible use for a combined total of at least 1/3 of the pattern of the step sequence any movements of the arms, and/or head and/or torso and/or hips and/or legs that have an effect on the balance of the main body core. (at least 3 body movements in a small rink)

Having an effect on the balance of main body core can also be understood as having an effect on the balance of the body as a whole and influencing the balance on the blade.



12. ANEXO 5: CALLING PROCEDURES, RULES, AND DEFINITIONS

Whenever possible we should call the elements really performed and not the elements that are required.

Any wrong elements will receive an “*” that will result in “No Value”

Any element performed after the required time (plus the ten seconds allowed) must not be identified by the Technical Panel and will have no value.

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Falls in elements and in any part of the program must be reviewed with normal speed.

SPINS

A spin that has no basic position with 2 revolutions will receive no Level and no Value, however a spin with less than three rotations is considered as a skating movement and not a spin.

The minimum number of revolutions required in a position is two (2) without interruption. In case this requirement is not fulfilled, the position is not counted.

Variations of positions of the head, arms or free leg, as well as fluctuations of speed are permitted.

Positions: There are 3 basic positions:

- camel (free leg backwards with the knee higher than the hip level, however Layback, Biellmann and similar variations are still considered as upright spins),
- sit (the upper part of the skating leg at least parallel to the ice),
- upright (any position with skating leg extended or slightly bent which is not a camel position).

Any position which is not basic is a non-basic position.

The change of foot in any spin must be preceded and followed by a spin position with at least three (3) revolutions. If this requirement is not fulfilled the spin will be marked with a “V” in Free Skating.

If the skater falls when entering a spin, a spin or a spinning movement is allowed immediately after this fall (for filling time purpose) with this spin/movement not being counted as an element.

If there is a clear weight transfer during a spin, this ends the spin and only the first part before the weight transfer is called.

If the spinning centers (before and after the change of foot) are too far apart and the criteria of “two spins” is fulfilled (there is a curve of exit after the first part and the curve of entry into the second part), only the part before the change of foot will be called and considered for Levels features.

Spin combinations: Must include a minimum of two different basic positions with 2 revolutions in each of these positions anywhere within the spin: the number of revolutions in positions that are non-basic is counted in the total number of revolutions. Changing to a non-basic position is not considered as a change of position. A change of foot may be executed in the form of a step over or a jump. The change of foot and the change of position may be made either at the same time or separately.



Spin in one position and Flying spin (means a spin with a flying entrance and no change of foot and position): positions that are not basic are allowed, counted in the total number of revolutions required by the Rules, but are not valid for Level features.

JUMPS

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Jumping elements are, solo jumps, jump combinations and jump sequences.

If a jump is repeated and called by the technical Panel, the second jump will be marked with the sign "+REP" and will have "No Value"

In a **jump combination** the landing foot of a jump is the take-off foot of the next jump.

One full revolution on the ice between the jumps (free foot can touch the ice, but no weight transfer) keeps the element in the frame of the definition of a jump combination.

An Euler, when used in combinations between two listed jumps, becomes a listed jump (1Eu) with the value indicated in the SOV.

Single Euler (1Eu) missing half a revolution or more will be considered as downgraded. In this case the judges will apply the reduction for a downgraded jump (<<).

If the Single Euler is missing less than half a revolution, it will not be considered as under-rotated (<) or as landed on the quarter (q) by the Technical panel. If the Single Euler is not clearly jumped or it is executed as a step over, the judges will apply a reduction in GOE.

If in the opinion of the TP the intended Waltz jump (Axel) is used only as the preparation to the next jump, this Waltz jump will not be called.

What is an attempt? In principle, a clear preparation for a take-off for a jump, stepping to the entry edge or placing the toe pick into the ice and leaving the ice with or without a turn is considered an attempt of a jump, receives no value and blocks a box.

In case of a jump combination is broken (touch down the free leg with weight transfer, more than a full rotation on the ice, step out or a fall), the jumps after the mistake are not counted, and the call will be:

JUMP (BREAK JUMP) +JUMP*+JUMP* → 2T + + SEQ + 2Lo* + 1T*



13. ANEXO 6 : SOV 2023 ECUADOR

ELEMENT	CODE	-5	-4	-3	-2	-1	BASE	+1	+2	+3	+4	+5
		-50%	-40%	-30%	-20%	-10%	0	+10%	+20%	+30%	+40%	+50%

DEBUTANTE B													Page 42
1	Swizzles Forward	SF1	-0.08	-0.06	-0.05	-0.03	-0.02	0.15	0.02	0.03	0.05	0.06	0.08
2	Dip Forward	DipF1	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10
3	2 foot glide Backward	2ftBk1	-0.08	-0.06	-0.05	-0.03	-0.02	0.15	0.02	0.03	0.05	0.06	0.08
4	Wiggles Backward	WgBk1	-0.08	-0.06	-0.05	-0.03	-0.02	0.15	0.02	0.03	0.05	0.06	0.08
5	2 foot turn	2ftB	-0.08	-0.06	-0.05	-0.03	-0.02	0.15	0.02	0.03	0.05	0.06	0.08
6	Snow Plow Stop Forward	SPSB	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10
7	Pivot	Piv1	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10
8	Two foot hop	2ftH1	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10

DEBUTANTE A													
1	Half Swizzles Pump Forward	HSF1	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10
2	1 foot glide Forward	1ftF1	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10
3	Dip Backward	DipBk1	-0.11	-0.09	-0.07	-0.04	-0.02	0.22	0.02	0.04	0.07	0.09	0.11
4	Swizzles Backward	SBk1	-0.11	-0.09	-0.07	-0.04	-0.02	0.22	0.02	0.04	0.07	0.09	0.11
5	2 foot turn on circle	2ft1	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10
6	Snow Plow Stop Backward	SPS1	-0.13	-0.10	-0.08	-0.05	-0.03	0.25	0.03	0.05	0.08	0.10	0.13
7	Lunge	L1	-0.11	-0.09	-0.07	-0.04	-0.02	0.22	0.02	0.04	0.07	0.09	0.11
8	Side toe Hop	1SH	-0.10	-0.08	-0.06	-0.04	-0.02	0.20	0.02	0.04	0.06	0.08	0.10

PRINCIPIANTE													
1	Forward Crossovers S	FXS1	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
2	Half Swizzles Pump Backward	HSBk1	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15
3	1 foot glide Backward	1ftBk1	-0.13	-0.10	-0.08	-0.05	-0.03	0.25	0.03	0.05	0.08	0.10	0.13
4	Choreographic Sequence Base	ChSqB	-0.35	-0.28	-0.21	-0.14	-0.07	0.70	0.07	0.14	0.21	0.28	0.35
5	T Stop	TS1	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15
6	2 foot spin Base	2ftSpB	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
	2 foot spin Level 1	2ftSp1	-0.30	-0.24	-0.18	-0.12	-0.06	0.60	0.06	0.12	0.18	0.24	0.30
7	Mazurka	1Mz	-0.13	-0.10	-0.08	-0.05	-0.03	0.25	0.03	0.05	0.08	0.10	0.13
8	Bunny Hop	1BH	-0.13	-0.10	-0.08	-0.05	-0.03	0.25	0.03	0.05	0.08	0.10	0.13
9	Shoot the duck	SDk1	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15
10	Forward Spiral	SprF1	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15

PROMOCIONAL													
1	Spiral Sequence Base	SpSqB	-0.35	-0.28	-0.21	-0.14	-0.07	0.70	0.07	0.14	0.21	0.28	0.35
	Spiral Sequence Level 1	SpSq1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40
	Spiral Sequence Level 2	SpSq2	-0.45	-0.36	-0.27	-0.18	-0.09	0.90	0.09	0.18	0.27	0.36	0.45
	Spiral Sequence Level 3	SpSq3	-0.50	-0.40	-0.30	-0.20	-0.10	1.00	0.10	0.20	0.30	0.40	0.50
	Spiral Sequence Level 4	SpSq4	-0.60	-0.48	-0.36	-0.24	-0.12	1.20	0.12	0.24	0.36	0.48	0.60
2	Backward Crossovers S	BXS1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40
3	Step Sequence Level Base 1	StSqB1	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40
4	Hockey Stop	HS1	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
5	Beginning 1 ft Spin Base	BUSpB	-0.40	-0.32	-0.24	-0.16	-0.08	0.80	0.08	0.16	0.24	0.32	0.40
	Beginning 1 ft Spin Level 1	BUSp1	-0.48	-0.38	-0.29	-0.19	-0.10	0.96	0.10	0.19	0.29	0.38	0.48



6	1/2 Flip	1HF	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15
7	1/2 Lutz	1HLz	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15
8	Ballet Jump	1BJ	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15
9	Waltz Jump	1Wz	-0.15	-0.12	-0.09	-0.06	-0.03	0.30	0.03	0.06	0.09	0.12	0.15

PRE BASICO													Page 43
1	Singe Toeloop	1T	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
2	Single Salchow	1S	-0.20	-0.16	-0.12	-0.08	-0.04	0.40	0.04	0.08	0.12	0.16	0.20
3	Upright Spin Base	USpB	-0.50	-0.40	-0.30	-0.20	-0.10	1.00	0.10	0.20	0.30	0.40	0.50
	Upright Spin Level 1	USp1	-0.60	-0.48	-0.36	-0.24	-0.12	1.20	0.12	0.24	0.36	0.48	0.60
4	Change Upright	CUSpB	-0.75	-0.60	-0.45	-0.30	-0.15	1.50	0.15	0.30	0.45	0.60	0.75
5	Step Sequence Level Base 2	StSqB2	-0.50	-0.40	-0.30	-0.20	-0.10	1.00	0.10	0.20	0.30	0.40	0.50

BASICO													
1	Step Sequence Level Base 3	StSqB3	-0.60	-0.48	-0.36	-0.24	-0.12	1.20	0.12	0.24	0.36	0.48	0.60
	Step Sequence Level Base 0	StSqB0	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
2	Single Loop	1Lo	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
3	Single Flip	1F	-0.25	-0.20	-0.15	-0.10	-0.05	0.50	0.05	0.10	0.15	0.20	0.25
4	Single Lutz	1Lz	-0.30	-0.24	-0.18	-0.12	-0.06	0.60	0.06	0.12	0.18	0.24	0.30
5	Upright Spin Base	USpB	-0.50	-0.40	-0.30	-0.20	-0.10	1.00	0.10	0.20	0.30	0.40	0.50
	Upright Spin Level 1	USp1	-0.60	-0.48	-0.36	-0.24	-0.12	1.20	0.12	0.24	0.36	0.48	0.60
6	Sit Spin Base	SSpB	-0.55	-0.44	-0.33	-0.22	-0.11	1.10	0.11	0.22	0.33	0.44	0.55
	Sit Spin Level 1	SSpR8	-0.65	-0.52	-0.39	-0.26	-0.13	1.30	0.13	0.26	0.39	0.52	0.65
7	Change Combo Spin Base V	CCoSpBV	-0.64	-0.51	-0.38	-0.26	-0.13	1.28	0.13	0.26	0.38	0.51	0.64
	Change Combo Spin Level 1 V	CCoSp1V	-0.75	-0.60	-0.45	-0.30	-0.15	1.50	0.15	0.30	0.45	0.60	0.75
8	Combo Spin Base V	CoSpBV	-0.57	-0.45	-0.34	-0.23	-0.11	1.13	0.11	0.23	0.34	0.45	0.57
	Combo Spin Base Level 1 V	CoSp1V	-0.64	-0.51	-0.38	-0.26	-0.13	1.28	0.13	0.26	0.38	0.51	0.64
9	Change Sit Base	CSSpB	-0.80	-0.64	-0.48	-0.32	-0.16	1.60	0.16	0.32	0.48	0.64	0.80
	Change Sit Level 1	CSSpDv	-0.95	-0.76	-0.57	-0.38	-0.19	1.90	0.19	0.38	0.57	0.76	0.95



14. ANEXO 7: COMPONENTS FACTORS, MEDAL TABLES AND DEDUCTIONS

NIVEL	TOTAL aprox	FACTORES			MEDALLAS		DEDUCTIONS	
		COMPOSITION	PRESENTATION	SKATIG SKILLS	ORO (80%)	PLATA (70%)	FALLS	OTHER
DEBUTANTE B	1.10	0.66	0.66	0.88	0.88	0.77	0.20	0.15
DEBUTANTE A	1.31	0.79	0.79	1.05	1.05	0.92	0.20	0.15
PRINCIPIANTE	3.15	1.26	1.26	1.68	2.52	2.21	0.20	0.15
PROMOCIONAL	4.50	1.35	1.35	1.80	3.60	3.15	0.20	0.15
PRE BASICO	5.40	1.14	1.14	1.32	4.32	3.78	0.30	0.20
BASICO	6.84	1.24	1.24	1.43	5.47	4.79	0.30	0.20
INTERMEDIO B	9.40	1.49	1.49	1.72	7.52	6.58	0.50	0.50
INTERMEDIO A	11.12	1.48	1.48	1.48	8.90	7.78	0.50	0.50
AVANZADO	13.42	1.63	1.63	1.63	10.74	9.39	0.50	0.50

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- Este documento ha sido revisado por la **MESA TÉCNICA ECUATORIANA 2022**.

CORREOS OFICIAL MODALIDAD PATINAJE ARTISTICO SOBRE HIELO:

ecuadoriceskating@gmail.com



REGLAMENTO GENERAL PARA TEST

A. NORMAS GENERALES PARA TEST

- A.1. Para que un deportista pueda rendir un test debe estar debidamente afiliado a la Federación Ecuatoriana de Patinaje en la temporada respectiva.
- A.2. El entrenador del club o del deportista será el encargado de mandar la planilla y los pagos correspondientes.
- A.3. Si se rinden varios test en una sola sesión solo se debe rendir el de más alto nivel, en caso de reprobado ese, se tomará el anterior, y así sucesivamente.
- A.4. Todos los test deberán rendirse en las fechas oficiales organizadas por la FEP y con jueces avalados por la misma.
- A.5. Se tomarán los test desde el nivel prebásico, y siguiendo el mismo esquema de un programa corto: Un salto tipo Waltz/Axel, un salto solo, una combinación de saltos, dos o tres giros según el nivel y la secuencia de pasos.
- A.6. Los elementos por evaluar son los del curriculum del Reglamento General de Patinaje sobre Hielo 2023-24.
- A.7. Casos especiales deberán analizarse con la comisión técnica.

B. PROCEDIMIENTO GENERAL DE EVALUACIÓN

- B.1. El panel de calificación estará conformado por al menos dos personas para niveles nacionales y 3 para niveles ISU.
- B.2. Cada test de acuerdo con el nivel tendrá 6 o 7 elementos, cada uno será evaluado sobre 10 puntos.
- B.3. Todos los elementos serán ejecutados **una sola vez**, al final del test se puede reintentar hasta 2 elementos una vez, o 1 elemento 2 veces. Se tomará en cuenta el mejor intento.
- B.4. La nota mínimo total para aprobar el test será de **42** puntos si tiene 6 elementos y de **49** si tiene 7 elementos.
- B.5. Si un elemento lleva la calificación de **0** el test será reprobado sin importar la nota total.
- B.6. Si uno de los evaluadores lo tiene como aprobado y otro como reprobado el resultado será el promedio de ambos puntajes. Si el número de evaluadores es impar, el resultado es por mayoría.
- B.7. La nota base de todos los elementos será de **8** puntos si es ejecutado de manera satisfactoria.
- B.8. Sobre la nota base se aplicará tanto deducciones por errores como bonificaciones por bullets positivos o niveles según sea el caso. La sumatoria total de ambos da la nota final.

B.9. PROCEDIMIENTO ESPECÍFICO PARA SALTOS

- B.9.1. Cada error específico tendrá una deducción sobre el valor base del elemento de acuerdo con la tabla de deducciones.
- B.9.2. Por cada 2 bullets positivos puede aumentarse un punto a la nota.
- B.9.3. Se aplicará siempre la reducción del error mayor, el agregar varias reducciones por acumulación de errores queda a discreción del evaluador.
- B.9.4. Tabla de deducciones para saltos.



JUMPS		
TYPE	MISTAKES	DED
Light	Landed on the quarter (sign q)	-1
Light	Poor speed, height, distance, or air position	-1
Light	Loss of flow/direction/rhythm between jumps (combo)	-1
Light	Weak landing (bad pos./wrong edge/scratching etc.)	-1
Light	Touch down with one hand or free foot (including in between jumps)	-1
Light	Long preparation	-1
Light	Poor take-off	-1
Minor	Touch down with both hands in a jump	-2
Minor	Under-rotated (sign <)	-2
Minor	Landing on two feet in a jump	-2
Minor	Stepping out of landing in a jump	-2
Minor	2 three turns in between (jump combo)	-2
Minor	Unclear edge take off F/Lz (sign “!”)	-2
Medium	Wrong edge take off F/Lz (sign “e”)	-3
Medium	Downgraded (sign <<)	-3
Severe	Fall	-4

B.10. PROCEDIMIENTO ESPECÍFICO PARA GIROS

- B.10.1. Cada error específico tendrá una deducción sobre el valor base del elemento de acuerdo con la tabla de deducciones.
- B.10.2. En los niveles nacionales donde se cuentan los features para obtener niveles, por cada feature ejecutado correctamente puede subir un punto, adicional a eso se aplica la regla de los 2 bullets positivos para un punto extra.
- B.10.3. En los niveles ISU por un Spin nivel 2 y al menos un bullet positivo sube un punto y por un nivel 3 y al menos un bullets positivo puede subir 2 puntos, y por un nivel 4 sin bullets positivos podría subir 2 puntos.
- B.10.4. Se aplicará siempre la reducción del error mayor, el agregar varias reducciones por acumulación de errores queda a discreción del evaluador.
- B.10.5. Tabla de deducciones para giros.

SPINS		
TYPE	MISTAKES	DED
Light	Poor/awkward, unaesthetic position(s)	-1
Light	Slow or reduction of speed	-1
Light	Unbalanced number of revolutions in change foot spin	-1
Light	Less than required revolutions	-1
Light	Incorrect take-off or landing in a flying spin	-1
Light	Loss of balance	-1
Minor	Poor fly (flying spin/entry)	-2
Minor	Touch down with free foot or hand(s)	-2



Minor	Traveling	-2
Medium	Change of foot poorly done (including curve of entry/exit except when changing direction)	-3
Severe	Fall	-4

B.11. PROCEDIMIENTO ESPECIFICO PARA SECUENCIAS DE PASOS

- B.11.1. Cada error específico tendrá una deducción sobre el valor base del elemento de acuerdo con la tabla de deducciones.
- B.11.2. En los niveles nacionales de steps que no son ISU debe cumplir con al menos la mitad de los pasos requeridos para tener la nota base de 8, caso contrario tendrá una nota de 7, si tiene todos los pasos requeridos su nota base será de 9, en todos los casos tener 2 bullets positivos o más acredita un punto extra.
- B.11.3. En los niveles nacionales de steps que siguen reglas ISU cada nivel ejecutado correctamente puede subir un punto, adicional a eso se aplica la regla de los 2 bullets positivos para un punto extra.
- B.11.4. En los niveles ISU por un step nivel 2 y al menos un bullet positivo sube un punto y por un nivel 3 y al menos un bullet positivo puede subir 2 puntos, y por un nivel 4 sin bullets positivos podría subir 2 puntos.
- B.11.5. Se aplicará siempre la reducción del error mayor, el agregar varias reducciones por acumulación de errores queda a discreción del evaluador.
- B.11.6. Tabla de deducciones para Steps.

STEPS		
TYPE	MISTAKES	DED
Light	Poor quality of steps and turns	-1
Light	Poor quality of body positions	-1
Light	Lack of flow and energy	-1
Light	Stumble	-1
Minor	Small pattern	-2
Medium	Does not correspond to the music (If applicable)	-3
Severe	Fall	-4

Srta. Ámbar Fuentes
PRESIDENTE F.E.P