

# ANNA BURWALL & LAILA DAVIDSSON

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Nya regler och  
programkomponenter

TILLSAMMANS ÄR  
VI SKATE SWEDEN





## NYA REGLER



## DURATION OF PROGRAMS 2018-2019 SINGLES

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<b><i>Kategori</i></b>	<b><i>Programtid</i></b>	<b><i>Innehåll</i></b>
Seniorer herrar (A och B)	4,5 min → 4,0 min	8 → 7 hoppelement
Juniorer herrar (A och B)	4,0 min → 3,5 min	8 → 7 hoppelement
Ungdom Pojkar A (Advanced)	3,5 min → 3,0 min	7 → 6 hoppelement
Ungdom Pojkar B	Oförändrat 3,0 min	7 → 6 hoppelement



UNGDOMAR/NOVICE

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NYA REGLER

ISU Com 2172

- new guidelines for international competitions



## UNGDOMAR → JUNIORER

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Ungdomsåkare som ingår i Landslaget får från och med säsongen 2018-2019 möjlighet att gå upp och tävla i Juniorklassen i samtliga svenska tävlingar ett år tidigare.



## CLOTHING

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Men must wear full length trousers.



## SCALE OF VALUE

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The SOV is based on a percentage (%) principle. Each step in GOE up/down results in increasing/decreasing the score for this element by 10% of the Base Value.



## CHOREO SEQUENCES

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For Choreographic Sequences (ChSq) this percentage is also consistent for all steps in GOE, but is higher than for other elements.





## REDUCED VALUE

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For elements indicated with signs “<”, “e”, “V”, the percentage is not taken from the full Base Value, but from the reduced Base Value.



## RULE 515

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- An interruption is defined as the period of time starting immediately when the Competitor stops performing the program or is ordered to do so by the Referee, whichever is earlier, and ending when the Competitor resumes the performance.
- If the tempo or quality of the music is deficient, the competitor/s may restart the program from its beginning, provided that the skater reports to the Referee within 20 seconds after the start.



## RULE 515

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- Adverse conditions unrelated to the skater and/or to his equipment => must stop and no deduction (for example lighting, ice condition, item thrown on ice etc)
- Adverse conditions related to the skater and/or to his equipment => must stop and deduction depending on how long the interruption is (health problems, nose bleeding, lace undone, damage to clothing or skate etc)



## ILLEGAL/ELEMENT MOVEMENTS

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- somersault type jumps
- lifts with wrong holds





## UNDER-ROTADED

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“Under-rotated” (<) if it has missing rotation of 1/4 revolution or more.



## JUMP SECUENCES

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A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any jump, immediately followed by an Axel type jump with a direct step from the landing curve of the first jump to the take-off curve of the Axel jump.



## SOLO JUMP IN SHORT

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The Solo jump no longer has the requirement of connecting steps and/or other comparable movements preceding this jump.





## FACTOR 1.1

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- only the last one jump element executed in the second half of the Short Program
- the last three jump elements executed in the second half of the Free Skating count for this factor.
- Juniors and seniors ONLY.



## REPETITIONS

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Of all triple and quadruple jumps only two (2) can be executed twice. Of the two repetitions only one (1) can be a quadruple jump.



## EULER

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Euler (half-loop) when used in combinations between two listed jumps is a listed jump with the value indicated in the SOV (1 Eu).

SPINS



## GENERAL

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All spins with change of foot must have 3 revolutions on each foot.

In Short Program, if this requirement is not fulfilled, the spin will get “No Value”.

In Free Skating the sign “V” indicates that this requirement is not fulfilled.



## "V" SIGN

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In Spin in one position with change of foot: if it is less than 2 revolutions in a basic position on one foot the spin will have a "V".



## "V" SIGN

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The "V" can be awarded only in **4 situations**:

- a) In Flying spin only: for stepping over and no clear visible jump
- b) In Spin Combination: for only two basic positions
- c) In any change of foot spin with less than 3 revolutions on one foot (Free Skating only)
- d) In Spin in one position with change of foot: less than 2 revolutions in a basic position on one foot (Free Skating only)



## "V" SIGN

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If in a CCoSp there are only 2 basic positions and less than 3 revolutions on one foot (e.g. more than one possibilities for "V") the element will have a "V". These cases of multiple errors will be reflected by the judges in GOE.





## SIT SIDE

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The Sit Side position must also include a difficult variation which is a movement of a body part/arm/leg/hand/head, which requires more physical strength or flexibility and has an effect on the balance of the main body core.



## WINDMILL

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Windmill (Illusion) can be considered as a Level feature for difficult variation of non-basic position of difficult entry or difficult change of position only the first time it's attempted.

This movement must show physical strength or flexibility and has an effect on the balance of the main body core.



# COMPONENTS





## GENERAL

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In a program containing a **Fall** or a **Serious** error the score ten (10) shall not be awarded for any of the Components.



## GENERAL

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In a program containing **Falls** or **Serious** errors the score nine-fifty (9.50) or higher should not be awarded for Skating Skills, Transitions and Composition and the score nine (9.0) or higher should not be awarded for Performance and Interpretation.



## Marks 10 and 9

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10 - outstanding

9 – 9.75 excellent

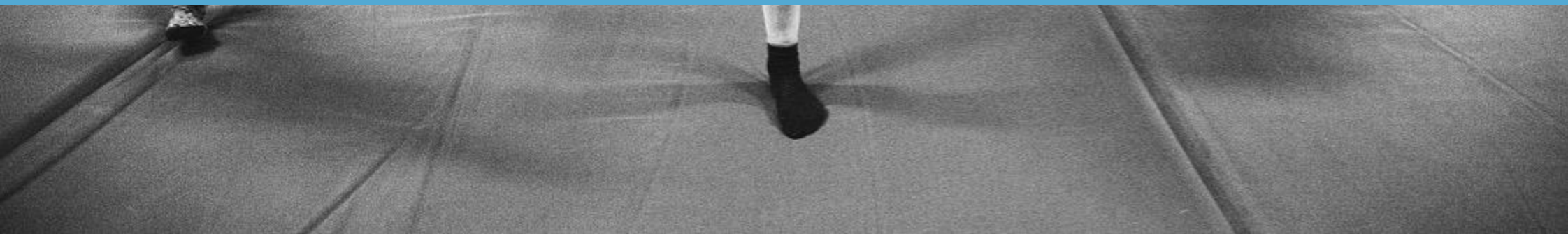
Updated: July 2018

## Categories of Program Components

Category	Mark range	Definition	NEW - If there is a / are...	Impact for Ice Dance	Impact for Singles & Pairs
Platinum	10	Outstanding	Fall or Serious Error	10 shall not be awarded for any component	
Diamond	9.0-9.75	Excellent	Falls or Serious Errors	9.0 or higher cannot be awarded for <u>any</u> component	9.5 or higher should not be awarded for SS, TR, CO. 9.0 or higher should not be awarded for PE, IN.
Gold	8.0-8.75	Very Good			
	7.0-8.75	Good			
Green	6.0-6.75	Above Average			
	5.0-5.75	Average			
Orange	4.0-4.75	Fair			
	3.0-3.75	Weak			
Red	2.0-2.75	Poor			
	1.0-1.75	Very Poor			
	0.25-0.75	Extremely Poor			



## REVIDERING AV B-ÅKARE







## ANLEDNINGEN TILL REVIDERING

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- Säsong 2019/2020 sista året av Club Comp på Svenska tävlingar
- Säsong 2020/2021 kommer vi använda oss endast av ISUCalcFS.

Vi behöver därför anpassa de program som i dag inte följer ISU regler efter dessa så vi på ett smidigt sätt kan använda oss av ISUCalcFS



# PLANERING

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## Sommar

- förslag arbetas fram
- anpassa innehållet till ISU

## Höst

- presenteras på **Convention**
- revidering av förslag med tränar-referensgruppen

## SM

- Färdigt förslag presenteras
- Förslag lämnas till Styrelsen



# FÖRSLAG

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Endast "A-åkare" kommer tävla med både kort- och lång program

- Fler åkare kommer få plats på klubbävlingarna.
- Alla får möjlighet att tävla
- breddtävlingar



# MINIOR A

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## *ISU NOVICE INTERMEDIATE*

Programtid: 2 minuter och 30 sekunder (+/- 10 sekunder)

- Max fem (5) hoppelement varav ett måste vara en Axel. Max två (2) hoppkombinationer eller –sekvenser. Hoppkombinationer får endast innehålla två (2) hopp.
- Max två (2) piruetter varav en piruettkombination med ett fotbyte (8 varv) och en hopp-piruet (utan positionsbyte) med fotbyte (8 varv) eller utan fotbyte (6 varv)
- Max en (1) stegsekvens

För Miniorer kan element med Levels erhålla högst Level 2.



# MINIOR B

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## *ISU NOVICE BASIC*

Programtid: 2 minuter och 30 sekunder (+/- 10 sekunder)

- Max fyra (4) hoppelement varav max två (2) hoppkombinationer eller –sekvenser. Axel ska ingå. Hoppkombinationer får endast innehålla två (2) hopp.
- Max två (2) piruetter varav en piruettkombination och en piruett med endast en position. Båda piruetterna kan ha hoppingång och fotbyte. Utan fotbyte (6 varv) och med fotbyte (8 varv)
- Max en (1) stegsekvens

För Miniorer kan element med Levels erhålla högst Level 2.



## ÖVRIGA B-KLASSER

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### *ISU NOVICE ADVANCE*

- Ungdom B 13 & 15
- Junior B
- Senior B



## ÖVRIGA B-KLASSER

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### *ISU NOVICE ADVANCE*

Programtid: 3 minuter (+/- 10 sekunder)

- Max sex (6) hoppelement varav max två (2) hoppkombinationer eller –sekvenser. Axel ska ingå. Hoppkombinationer får endast innehålla två (2) hopp.
- Max två (2) piruetter varav en piruettkombination med ett fotbyte (8 varv) och en hopp-piruet (utan positionsbyte) med fotbyte (8 varv) eller utan fotbyte (6 varv)
- Max en (1) stegsekvens

För "B-klasser" kan element med Levels erhålla högst Level 3.



## FÖRVÄNTNINGAR

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- Förenkla för åkare, tränare och tekniska funktionärer





FÅGOR?!

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TACK!