

FRIENDSHIP TOURNAMENT

EVE Cup 2019

FOR C-CLASS, B-CLASS, BEGINNERS AND ADULTS

FIGURE SKATING COMPETITION FOR SINGLE SKATERS

Technical data

C-CLASS

Pre-Chicks C Girls and Boys (2012 and younger)

Free Program: 2 min., +/- 10 sec.

- a) maximum of four (4) jump elements minimum of two (2) jump elements
- b) maximum of two (2) jump combinations or sequences (jump combination can contain only two (2) jumps. A jump combination containing three (3) jumps is not allowed);
- c) maximum of two (2) spins, each in one position (spin in only one (1) position will be counted, minimum of 3 revolutions each);
- d) one (1) step sequence (2/3 ice covered).

Waltz jump is allowed in pre chicks C category and has a value 0.20

- Axel,Lutz,Flip and double jumps are not allowed in pre-chicks C category!!!

Please note that Pre-Chicks C category is for very beginner level skaters!

B-CLASS

PRE-CHICKS B Girls and Boys (born 2012 and younger)

Free Program: 2:00 min ± 10 sec

1. Maximum of four (4) and minimum of two (2) jump elements

- maximum of two (2) jump combinations. Jump combinations may consist of only two (2) jumps. **A jump sequence is not allowed.**

- 1A, 1F, 1Lz and double (2) jumps are not allowed

2. Max. two (2) spins of different nature.

3. One step sequence (2/3 ice covered)

CHICKS B Girls and Boys (born 2010/2011)

Free Program: 2 min., +/- 10 sec.

- a) maximum of four (4) jump elements
- b) maximum of two (2) jump combinations. NB! A jump combination can contain only two (2) jumps. A jump combination containing three (3) jumps is not permitted;
- c) maximum of two (2) spins, each spin in one position (spin in only one (1) position will be counted, minimum of 3 revolutions each);
- d) one (1) step sequence (2/3 ice covered).

- Axel, Lutz, Flip and double jumps are not allowed
- Waltz jump is allowed in Chicks B category and has a value 0.20

Please note that Chicks B category is for very beginner level skaters!

CUBS B Girls and Boys (born 2008/2009)

Free program: 2:30 min ± 10 sec

1. Maximum four (4) jump elements

- at least one (1) and maximum two (2) jump combinations or jump sequences

- only one (1) jump combination may consist of three (3) jumps
- A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed 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.

2. Maximum two (2) spins of different nature

3. One step sequence

Axel Paulsen and one (1) double jump are allowed no more than two (2) times.

2F and 2Lz - are not allowed in Cubs B category.

SPRINGS B Girls and Boys (born 2006/2007)

Free program: 2:30 min ± 10 sec

1. Maximum five (4) jump elements,

- one of which must be Axel type jump
- maximum two (2) jump combinations or jump sequences
- only one (1) jump combination may consist of three (3) jumps.
- A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed 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.

2. Three (3) spins of different nature minimum of three (3) revolutions.

3. One step sequence

Maximum 2 (two) different double jumps are allowed and they cannot be repeated more than twice. 2A and triple jumps are not allowed.

2F, 2Lz are not allowed in this category.

NB! Additional information

1. In categories Pre-Chicks B, Cubs B, Springs B the following two (2) components are judged in the second mark:

- skating skills
- performance/execution

The factor for the Program Components is 2.0

2. In categories Pre-Chicks C, Chicks B the following two (2) components are judged in the second mark:

- skating skills
- performance/execution

The factor for the Program Components is 1.8

2. The level of spins and step sequences cannot be higher than Level Base. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

3. Evaluation is in accordance with ISU Comm. 2186 and additions related to this document.

4. Any jump with the same name may be executed only twice including Axel type jumps.

5. Jump sequence may consist of any number of jumps, but only two (2) most difficult jumps will be counted.

6. Time violation - 0.5 point deduction for every 5 seconds in excess

7. Interruption - 0.5 point deduction

8. Falls:

- Pre-Chicks B, Pre-Chicks C, Chicks B — 0.25 point deduction for every fall;

- Cubs B, Springs B - 0.5 point deduction for every fall.

9. In the categories Pre-Chicks B, Cubs B and Springs B there will NOT be a higher coefficient for jumps on the second half of the program.

10. Warm-up group up to 10 skaters.

NOVICE B Girls and Boys

Age requirements:

- has reached at least the age of ten (10) before July 1st preceding the event

- has not reached the age of fifteen (15) before July 1st preceding the event

Free program only: 3:00 min ± 10 sec

1. Maximum five (5) jump elements for girls and six (6) jump elements for boys

- at least one (1) Axel type jump

- maximum two (2) jump combinations or jump sequences
- a jump combinations may consist of only two (2) jumps
- A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed 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.
- any jump with the same name cannot be included more than two (2) times in total.

2. Three (3) spins of different nature

- one (1) spin combination (minimum of ten (10) revolutions)
- one flying spin or a spin with a flying entrance min. of five (5) revolutions
- one spin is optional with min. of five (5) revolutions

3. One step sequence.

2A and triple jumps are not allowed.

In this category the following three (3) components are judged in the second mark:

- skating skills
- interpretation
- performance/execution

The level of spins and step sequences cannot be higher than 2. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

The factor for the Program Components is

- for boys 2.5
- for girls 2.0

JUNIOR B Girls and Boys (age same as Junior A)

Free program only: 3:00 min ± 10 sec

1. Maximum five (5) jump elements

- at least one (1) Axel-type element
- maximum two (2) jump combinations or jump sequences. One jump combination may consist of three jumps, the other of two jumps.
- A jump sequence consists of 2 (two) jumps of any number of revolutions, beginning with any listed 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.

2. Three (3) spins of different nature

- one must be a spin combination with minimum of ten (10) revolutions
- one must be a flying spin with minimum of six (6) revolutions
- one spin is optional with minimum of six (6) revolutions

3. One step sequence

The Program Components are judged in

- Skating skills
- Transition
- Performance/execution
- Music interpretation

The Factor of the Program Components is

- for boys 2.0
- for girls 1.7

The level of spins and step sequences cannot be higher than 3. Any additional features will not count for Level requirements and will be ignored by the Technical

Panel.

SENIOR B Girls and Boys (age same as Senior A)

Free program only: max 3:40 min

1. Maximum seven (7) jump elements

- at least one (1) Axel-type element
- maximum three (3) jump combinations or jump sequences. One jump combination may consist of three jumps, the other of two jumps.

2. Three (3) spins of different nature

- one must be a spin combination with minimum of ten (10) revolutions
- one must be a flying spin with minimum of six (6) revolutions
- one spin is optional with minimum of six (6) revolutions

3. One Step sequence

The Program Components are judged in

- Skating skills
- Transition
- Performance/execution
- Music interpretation

The Factor of the Program Components is

- for boys 2.0
- for girls 1.7

The level of spins and step sequences cannot be higher than 3. Any additional features will not count for Level requirements and will be ignored by the Technical

Panel.

NB! Additional information concerning Novice B, Junior B and Senior B categories

1. Any jump with the same name may be executed only twice including Axel type jumps.
2. Jump sequence may consist of any number of jumps, but only two (2) most difficult jumps will be counted.
3. Falls
 - 0.5 point deduction for every fall in category Novice B
 - 1.0 point deduction for every fall in categories Junior B and Senior B.
4. In the categories Novice B, Junior B and Senior B there will NOT be a higher coefficient for jumps on the second half of the program.
5. Warm-up group up to 8 skaters in Novice B, up to 6 skaters in Junior B and Senior B.

Beginners

Pre-Young Girls and Boys (born 2009/2010 and younger)

Free program 2:00 min ± 10 sec

1. Maximum four (4) jump elements
 - maximum two (2) jump combinations. **Jump sequences are not allowed**
 - **a jump combination may consist of only two (2) jumps**
2. maximum of two (2) spins, each spin in one position (**spin in only one (1) position will be counted**, minimum of 3 revolutions each)
3. One step sequence (2/3 cover of the ice).

Axel and double jumps are not allowed.

Any jump with the same name may be executed only twice.

F, Lz are not allowed in this category

Pre-Young Girls and Boys (born 2007/2008)

Free program 2:00 min ± 10 sec

1. Maximum four (4) jump elements

- maximum two (2) jump combinations. **Jump sequences are not allowed.**

- **a jump combination may consist of only two (2) jumps**

2. Maximum two (2) spins of different nature.

3. One step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Axel and double jumps are not allowed.

Any jump with the same name may be executed only twice.

Young Girls and Boys (born 2003-2006)

Free program 2:30 min ± 10 sec

1. Maximum five (5) jump elements

- maximum three (3) jump combinations, **Jump sequences are not allowed.**

- **a jump combination may consist of only two (2) jumps**

2. Maximum two (2) spins of different nature.

3. One step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Axel and one (1) double jump are allowed.

Any jump with the same name may be executed only twice.

Young adults Girls and Boys (born 1993-2002)

Free program 2:30 min \pm 10 sec

1. Maximum five (5) jump elements

- maximum three (3) jump combinations. **Jump sequences are not allowed.**
- one jump combination may consist of three (3) jumps, the other of two (2) jumps

2. Maximum two (2) spins of different nature.

3. One step sequence (2/3 cover of the ice), (straight line, circular or serpentine).

Axel and one (1) double jump are allowed.

Any jump with the same name may be executed only twice.

NB! Additional information

1. In all beginner's categories listed above the following two (2) components are judged in the second mark:
 - skating skills
 - performance, program composition, music interpretation

The factor for the Program Components is

- for boys 1.8

- for girls 1.6

2. The level of spins and step sequences cannot be higher than Level Base. Any additional features will not count for Level requirements and will be ignored by the Technical Panel.

3. Time violation - 0.5 point deduction for every 5 seconds in excess.

4. Falls - 0.5 point deduction for every fall.

5. There will NOT be a higher coefficient for jumps on the second half of the

program.

6. Warm-up groups up to 10 skaters.

Adults Ladies and Men (born 1992 and earlier)

Masters Free Skating

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

a) A maximum of seven (7) jump elements, one of which must be an Axel type jump. Single, double and triple jumps are permitted.

A jump combination may consist of the same or another single, double or triple jump. There may be up to three jump combinations or jump sequences in the Free Program. One jump combination could consist of up to three (3) listed jumps, the other two up to two (2) listed jumps.

A jump sequence may consist of any number of jumps of any number of revolutions that may be linked by non - listed jumps like mazurkas, etc. and/or hops immediately following each other while maintaining the jump rhythm (knee); there can be no steps/turns, crossovers or stroking during the sequence. However, only the two jumps with the highest value will count. **Please note that a half - loop in combination or in a sequence with any other listed jump will be called as a listed jump (1 Lo).**

Any jump can be repeated only once and this repetition must be done either in a jump combination or in a jump sequence.

b) A maximum of three (3) spins of a different abbreviation, one of which must be a spin combination with a change of foot and one must be a flying spin. The spins must have a required minimum number of revolutions: five (5) for the flying spin with no change of foot after landing, five (5) for the spin with only one position and no change of foot and five (5) for the spin combination with no change of foot and eight (4 + 4) for the spin combination with change of foot or spin in one position with a change of foot. There must be a minimum of two (2) revolutions in each position or the position will not be counted.

c) A maximum of one (1) choreographic - sequence (ChSq). A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. A Choreographic Sequence for Ladies must include at least one spiral (not a kick) of any

length. The Sequence commences with the first move and is concluded with the last move of the Skater. The pattern is not restricted, but must fully utilize the ice surface. A choreographic Sequence has to be skated to the music. A Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.

The first visible attempt to execute a choreographic sequence will contribute to the technical score. Additional spiral sequences and step sequences will not be counted in the technical score but will be counted as moves - in - the field (transitions) and marked as such.

Duration The maximum time is 3 min 10 sec., but may be less.

Factor: The panels points for each Program Component are multiplied by a factor of 1.6.

Gold Free Skating

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

a) A maximum of six (6) jump elements, consisting of any single or double jumps (including a single Axel). **Triple jumps, 2F, 2Lz are not permitted.**

A jump combination may consist of the same or another single or double jump. There may be up to three jump combinations or jump sequences in the Free Program. One jump combination could consist of up to three (3) listed jumps, the other two up to two (2) listed jumps.

A jump sequence may consist of any number of single and double jumps, that may be linked by non - listed jumps like mazurkas, etc. and/or hops immediately following each other while maintaining the jump rhythm (knee); there can be no turns/steps, crossovers or stroking during the sequence. However, only the two jumps with the highest value will count. Please note that a half - loop in combination or in a sequence with any other listed jump will be called as a listed jump (1Lo.)

Any jump can be repeated only once and this repetition must be done either in a jump combination or in a jump sequence.

Non - listed jumps may be included in the program as part of connecting footwork, preceding single or double jumps.

b) A maximum of three (3) spins of a different abbreviation, one of which must be a spin combination with a change of foot and one must be a flying spin. The spins must have a required minimum number of revolutions: four (4) for the flying spin with no change of foot after landing, four (4) for the spin with only one position and no change of foot and four (4) for the spin combination with no change of foot and eight (4 + 4) for the spin combination with change of foot or spin in one position with a change of foot. There must be a minimum of two (2) revolutions in each position or the position will not be counted.

c) A maximum of one (1) choreographic sequence (ChSq). A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. A Choreographic Sequence for Ladies must include at least one spiral (not a kick) of any length. The Sequence commences with the first move and is concluded with the last move of the Skater. The pattern is not restricted, but must fully utilize the ice surface. A choreographic sequence has to be skated to the music. A Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.

The first visible attempt to execute a choreographic sequence will contribute to the technical score. Additional choreographic sequences and step sequences will not be counted in the technical score but will be counted as moves - in - the field (transitions) and marked as such.

Duration: The maximum time is 2 min 50 sec., but may be less.

Factor: The panels points for each Program Component are multiplied by a factor of 1.6.

Silver Free Skating

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

a) A maximum of five (5) jump elements. The single Axel and all other single jumps are permitted. No double jumps or triple jumps are permitted.

A jump combination may consist of the same or another single jump. There may be up to three jump combinations or jump sequences in the Free Program. One jump combination could consist of up to three (3) listed jumps, the other two up to two (2) listed jumps.

A jump sequence may consist of any number of single jumps that may be linked by non-listed jumps like mazurkas, etc. and/or hops immediately following each other while maintaining the jump rhythm (knee); there can be no turns/steps, crossovers or stroking during the sequence. However, only the two jumps with the highest value will count. Please note that a half-loop in combination or in a sequence with any other listed jump will be called as a listed jump (1Lo.)

Any jump can be repeated only once and this repetition must be done either in a jump combination or in a jump sequence.

Non-listed jumps may be included in the program as part of connecting footwork, preceding single jumps or an axel type jump.

b) A maximum of three (3) spins of different abbreviations, one of which must be a spin combination. The spins must have a required minimum number of revolutions: three (3) for the flying spin with no change of foot after landing, three (3) for the spin with only one position and no change of foot and four (4) for the spin combination with no change of foot and eight (4 + 4) for the spin combination with change of foot or spin in one position with a change of foot.

There must be a minimum of two (2) revolutions in each position or the position will not be counted.

c) A maximum of one (1) choreographic sequence (ChSq). A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. A Choreographic Sequence for Ladies must include at least one spiral (not a kick) of any length. The Sequence commences with the first move and is concluded with the last move of the Skater. The pattern is not restricted, but must utilize at least half of the ice surface. A Choreographic Sequence has to be skated to the music. A Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.

The first visible attempt to execute a choreographic sequence will contribute to the

technical score. Additional choreographic sequences and step sequences will not be counted in the technical score but will be counted as moves-in-the-field (transitions) and marked as such.

Duration: The maximum time is 2 min 10 sec., but may be less.

Factor: The panel points for each Program Component are multiplied by a factor of 1.6.

Bronze Free Skating

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

a) A maximum of four (4) jump elements. Only single jumps are permitted, no Axel type jump, no double or triple jumps can be included.

A jump combination may consist of the same or another single jump. There may be up to three jump combinations or jump sequences in the Free Program. One jump combination could consist of up to three (3) listed jumps, the other two up to two (2) listed jumps.

A jump sequence may consist of any number of single jumps that may be linked by non - listed jumps like mazurkas, etc. and/or hops immediately following each other while maintaining the jump rhythm (knee); there can be no turns/steps, crossovers or stroking during the sequence. However, only the two jumps with the highest value will count. Please note that a half - loop in combination or in a sequence with any other listed jump will be called as a listed jump (1Lo.)

Any jump can be repeated only once and this repetition must be done either in a jump combination or in a jump sequence.

Non - listed jumps may be included in the program as part of connecting footwork preceding single jumps.

b) A maximum of two (2) spins of a different abbreviation; The spins must have a required minimum number of revolutions: three (3) for the spin with only one position and no change of foot and four (4) for the spin combination with no change of foot and six (3 + 3) for the spin combination with change of foot. Flying spins are not permitted.

There must be a minimum of two (2) revolutions in each position or the position will not be counted.

c) A maximum of one (1) choreographic sequence (ChSq). A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. A Choreographic Sequence for Ladies must include at least one spiral (not a kick) of any length. The Sequence commences with the first move and is concluded with the last move of the Skater. The pattern is not restricted, but must utilize at least half of the ice surface. A Choreographic Sequence has to be skated to the music. A Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.

The first visible attempt to execute a choreographic sequence will contribute to the technical score.

Additional choreographic sequences and step sequences will not be counted in the technical score but will be counted as moves - in - the field (transitions) and marked as such.

Duration: The maximum time is 1 min 50 sec., but may be less.

Factor: The panels points for each Program Component are multiplied by a factor of 1.6.

Pre-Bronze Free Skating

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

a) A maximum of two (2) jump elements. Only single jumps are permitted, no Axel type jump, no double or triple jumps can be included.

A jump combination may consist of the same or another single jump. There may be up to one jump combination or jump sequence in the Free Program. A jump sequence may consist of any number of single jumps that may be linked by non - listed jumps like mazurkas, etc. and/or hops immediately following each other while maintaining the jump rhythm (knee); there can be no turns/steps, crossovers or stroking during the sequence. However, only the two jumps with the highest value will count. Please note that a half - loop in combination or in a sequence with any other listed jump will be called as a listed jump (1Lo.)

Any jump can be repeated only once and this repetition must be done either in a jump combination or in a jump sequence.

Non - listed jumps may be included in the program as part of connecting footwork preceding single jumps.

b) A maximum of one (1) spin. The spin must have a required minimum number of revolutions: three (3) for the spin with only one position and no change of foot and four (4) for the spin combination with no change of foot and six (3 + 3) for the spin combination with change of foot. Flying spins are not permitted.

There must be a minimum of two (2) revolutions in each position or the position will not be counted.

c) A maximum of one (1) choreographic sequence (ChSq). A Choreographic Sequence consists of any kind of movements like steps, turns, spirals, arabesques, spread eagles, Ina Bauers, hydroblading, transitional (unlisted) jumps, spinning movements etc. A Choreographic Sequence for Ladies must include at least one spiral (not a kick) of any length. The Sequence commences with the first move and is concluded with the last move of the Skater. The pattern is not restricted, but must utilize at least half of the ice surface. A Choreographic Sequence has to be skated to the music. A Choreographic Sequence has a base value and will be evaluated by the judges in GOE only.

The first visible attempt to execute a choreographic sequence will contribute to the technical score.

Additional choreographic sequences and step sequences will not be counted in the technical score but will be counted as moves - in - the field (transitions) and marked as such.

Duration: The maximum time is 1 min 50 sec., but may be less.

Factor: The panels points for each Program Component are multiplied by a factor of 1.6.

Artistic Free Skating (Pre-Bronze, Bronze, Silver, Gold, Masters)

Duration: Music not to exceed **1 min 40 sec**, but may be less. Vocal music is permitted.

Axels, double jumps and combination jumps will not be permitted.

The artistic event will be judged **only** on the basis of Presentation Components (program components):

- Skating skills
- Transitions
- Performance/Execution
- Choreography/Composition
- Interpretation/Timing

There will be no technical panel and no technical mark given. (See ISU Special Regulations and Technical Rules 2008, Singles & Pair Skating, Rule 522, paragraph 2 for a detailed description of Program Components.) The respective Rules can be found on the ISU website.

The artistic program consists of a variety of skating moves selected for their value in enhancing the skater's interpretation of the music rather than for their technical difficulty. Skaters will be judged on their ability to interpret the music and develop a theme by using their skating skills.

The artistic free skate is a competitive program which must include elements of the sport of figure skating.

At least one (1) but a maximum of two (2) single jumps

At least one (1) but a maximum of two (2) spins **MUST** be included.

Credit for jumps and spins is based solely on the ability of such movements to enhance the chosen theme and support the music. Credit will not be given for their technical difficulty.

The program must be developed through skating skill and quality rather than through non-skating actions such as sliding on one knee or excessive use of toe steps which should be used only to reflect the character of the program and to underline the rhythm and nuances of the chosen music. **The skater must not remain in one place for more than five (5) seconds.**

Any element exceeding the maximum number as set forth above will be judged as an illegal element (2.0 deduction); if there is no jump or no spin element included or only a jump and no spin or vice versa a deduction for a "missing element" of 2.0 will be made. The Referee is responsible for such deductions.

Costumes should be tasteful and selected to enhance the performance by appropriately reflecting the character of the music and theme.

Props may not be used in any part of the artistic programs. Any item that is held in the hand or removed during the performance is considered a prop. Thus, for example, a hat worn throughout the program is not considered to be a prop, but if it is intentionally removed during the performance it is considered a prop. Objects on the ice, thrown in the audience, placed on the boards or on the judges table are **not permitted**. Costumes

that contain particles that may mar or leave anything on the ice surface (feathers, boas, excessive beading) are considered unsafe and are not permitted.

The Referee is responsible for prop deductions. Illegal elements:

- Somersault type jumps
- lying on the ice and prolonged and/or stationary kneeling on both knees on the ice.