



Level Two

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Level 2 Figure – Free Skating program

- a) Well balanced free skating programme with emphasis on glide on one foot and beginning basic forward edges and turns.
- b) Duration 1 minute 30 seconds +/- 10 sec.
- c) The skater should be of an ability level where they perform elements mostly on 1 foot. The planned program content can contain only the Level 1 elements permitted (see entry form and below) and at least 3 of the following specified Level 2 elements. 5 elements are to be selected by the skater as technical elements to be called and identified on the marking sheet. Maximum of 2 single jumps (2-foot jump in place or movement and bunny hop) are permitted as called elements. Added elements above Level 2 are not called by the Judging Panel and are not taken into account in the Technical Skills and Artistic Performance and Execution score by the judging panel. Additional and transitional elements appropriate to level 2 are permitted.

Level 1 Permitted Technical Element	Technical Value of Element
Forward swizzles 2 feet (5 metres)	0.1
Backward swizzles 2 foot (5 metres)	0.1
Forward gliding dip (length of the body)	0.1
Backward gliding dip (length of body)	0.1
Forward one foot glide for length of body (left & right).	0.1
Two-foot jump or beginner bunny hop in place or moving	0.1
One foot forward snowplow stop (left or right).	0.1
Forward two foot curves left and right (length of body)	0.1
Two foot turn front to back, on spot	0.1

Level 2 Technical Element (at least 3 must be selected)	Technical Value of Element
Consecutive forward one-foot swizzles (left foot and right foot, each for a distance of 5 metres)	0.133
Consecutive backward one-foot swizzles (left foot and right foot, each for a distance of 5 metres)	0.133
Backward one-foot glide (left foot + right foot, each length of body)	0.133
Bunny Hop	0.133
T-stop (left or right).	0.133
Backward stroking for a distance of 5 metres	0.133
Two-foot turn gliding forward to backward (length of the body)	0.133
Two-foot turn gliding backwards to forward (length of the body)	0.133
Forward pivot (one circle)	0.133
Forward two-foot spin (at least 3 revolutions)	0.133
Forward two-foot turn on a circle (two-foot three turn)(clockwise and counter-clockwise, edges length of body)	0.133
Forward outside one foot three-turn (left and right, edges 1 metre)	0.133
Consecutive forward crossovers (left and right in a semi-circle)	0.133
Forward outside edge (left and right both edges on a semi circle)	0.133
Forward inside edge (left and right both edges on a semi circle)	0.133
Forward Lunge or drag (at any depth for length of body)	0.133
Shoot the Duck (at any depth for length of body)	0.133

d) All Level 1 elements are valued at 0.1 and have a technical score of 0.3 if given a base GOE of 3.0. All Level 2 elements are valued at 0.133 and have a technical score of 0.4 if given a base GOE of 3.0

e) The factor for the Programme Components Score is 1.5

f) The average hypothetical score is 4.25. Skaters who are classified will have their whole person impairment percentage (WPI%) of the average hypothetical score added to their skating score as follows.

$$WPI\% \times 4.25 = \text{Impairment Compensation}$$

$$\text{Impairment Compensation} + \text{Skating score} = \text{Skaters Total Score}$$

Level 2 Figure – Compulsory Elements Group

The skater should perform the following Compulsory Elements in succession in the order specified. The skater has two opportunities to perform the elements.

Skaters shall skate the first three elements in succession. After completion of the first three elements the skater will perform the fourth element. The Skater starts at one end of the rink (or on the red goal line) and begins when so instructed by the referee.

- Skater skates forward using stroking motion (not swizzles, the element will not be called if swizzles are performed) to the first blue line, or a point approximately one-third the length of the skating area. At the first blue line (or one-third the length of the ice), skater performs a forward to backward two-foot turn.
- Upon completion of the turn, the skater skates backward stroking (not swizzles, the element will not be called if swizzles are performed) to the second blue line or a point approximately two-thirds the length of the skating area. At second blue line (or two thirds the length of the ice), skater performs a backward to forward two-foot turn.
- Upon completion of the turn, the skater skates forward "using stroking motion" to the finish line (red goal line at the end of the rink) where the skater performs a T-Stop.
- Forward crossovers around the hockey circles in figure eight pattern. One pattern clockwise and one pattern counter clockwise (with no stop between) should be skated with a minimum of five crossovers per circle.

The average hypothetical score is 2.75. Skaters who are classified will have their whole person impairment percentage (WPI%) of the average hypothetical score added to their skating score as follows.

$$WPI\% \times 2.75 = \text{Impairment Compensation}$$

$$\text{Impairment Compensation} + \text{IJS Skating Score} = \text{Skaters Total Score}$$

LEVEL 2 ELIGIBILITY :

A skater competing in Level 2 must be able to complete the skills specified but should not demonstrate a higher overall standard. The skater and their coach should enter the skater at the level that most closely matches their ability. There are no test entry requirements. Any skater who progresses and develops their skills beyond the level entered during the season will be expected to move up to the next level in the next following season.

Skaters may have a facilitator present at all times who will assist the skater to commence the performance and where necessary to leave the ice surface after the performance. During the performance the assistance provided by the facilitator should be kept to a minimum and if deemed excessive will result in sanction by the Referee. Skaters may request adjustments to the volume of the music where necessary to facilitate their performance. The facilitator may skate on to the ice with the skater where necessary. The presumption will be in favour of the facilitator skating on the ice with visually impaired skaters. At all times it will only be the performance of the skater that is judged and the facilitator is ignored for the purposes of judging.

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