



Level Six

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Level 6 Figure – Free Skating program

- a) Well balanced free skating programme of an advanced nature including axles and multi rotation jumps.
- b) Duration 3 minutes +/- 10 seconds
- c) The programme can contain the specified elements and at least 4 of the following free skating Level 6 elements. A maximum of 5 and no more than 2 two jump combinations are permitted and triple and double jumps can be repeated once in combination.
- d) 9 elements are to be selected by the skater as technical elements to be called and identified on the marking sheet. All Jumps, spins and step sequences may be called. If the skater plans an element that is not on the list then the value of the element will be determined prior to the event on a pro rata basis and referring to customary practice and knowledge.
- e) No element of an identical nature may be repeated.
- f) All elements are permitted (providing they are safe) and may be called by the Judging Panel to the maximum permitted.
- g) All technical elements specified below, including spins and steps, have the technical values specified below. If the skater plans an element that is not on the list then the value of the element will be determined prior to the event on a pro rata basis and by reference to customary practice and knowledge.

Level 4 and 5 Permitted Technical Element	Technical Value of Element
½ revolution jumps (split jump etc.)	0.133
Salchow	0.133
Toe Loop	0.133
Single Flip Jump	0.17
Loop	0.17
Single Lutz	0.2
One foot spin – 3 revolutions & max of 2 positions – no change of foot	0.2
Waltz + Single Toe loop combination	0.27
Single Salchow + Single Toe loop Combination	0.27
Upright Back spin –	0.3
Attempt at sitspin or camel spin	0.3
Upright Spin	0.33
Sitspin	0.37
Camel Spin	0.37
Spin Combination with change of position and no change of foot (two positions including attempts at sitspin and/or camel spin)	0.37
Layback Spin	0.4
Step (full surface of rink)	0.5
Spin Combination with position change +no foot change (2p)	0.5
Upright Spin – 1 change of foot & no change of position	0.5
Attempt at Sitspin or Camel spin with one change of foot + no change of position (Intermediate position)	0.5
Sit Spin with 1 foot change & no change of position	0.533
Layback Spin – 1 change of foot & no change of position	0.57
Camel Spin with 1 change of foot & no change of position	0.57
Spin Combination 3p position & no change of foot (3p)	0.57
Choreographic Seq (2 or more field moves, jumps etc)	0.67

Level 6 Technical Element (at least 4 required)	Technical Value of Element
Axle	0.37
Double Salchow	0.433
Double toe loop	0.433
Flying spin – (all permitted)	0.53
Double loop	0.6
Double Flip	0.633
Double Lutz	0.7
Double Axle	1.1
Triple or Quad (all permitted)	Use above from levels 4,5 and 6 or as advised by IS + calculated pro rata
2 jump combination (all permitted)	Use above from levels 4,5 and 6 or as advised by IS + calculated pro rata
2 jump combination (all permitted)	Use above from levels 4,5 and 6 or as advised by IS + calculated pro rata

h) All elements have a technical value that depends on their relative difficulty. The base value of the element is the technical value multiplied by 3. The technical element score is calculated by multiplying the technical value of the element by the GOE.

i) The factor for the programme component score is 2.5

j) The average hypothetical score is 15.20. 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% x 15.20 = Impairment Compensation

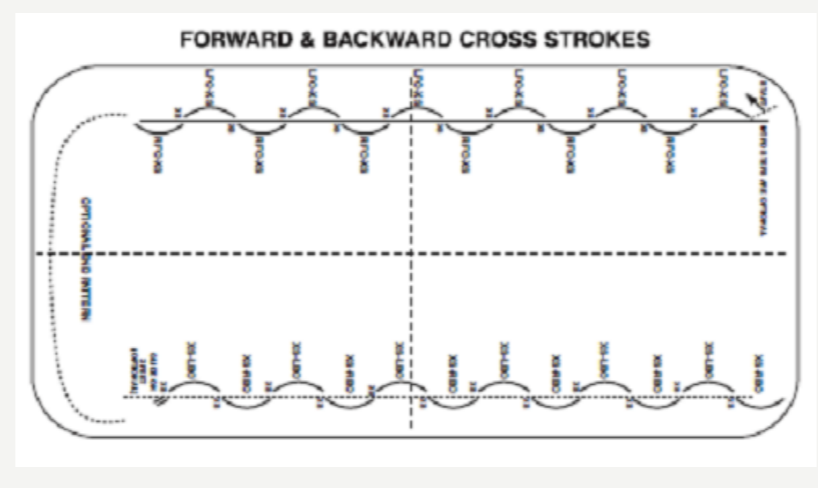
Impairment Compensation + Skating score = Skaters Total Score

Level 6 Figure – Compulsory Elements Group

The skater has two opportunities to perform the following elements. Skater starts elements at a point designated by the referee and begins elements when so instructed by the referee.

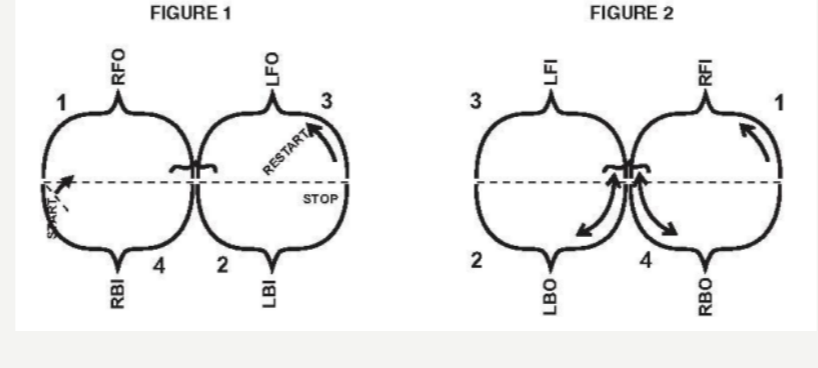
- Forward cross--strokes down the entire length of the rink. Introduction steps are optional at the beginning of the element and an optional end pattern may be used between the forward and backward cross-strokes.

Backward cross-strokes down the entire length of the rink.



Brackets

- Beginning at the top of the circle Right forward outside bracket ... At centre of figure eight push backwards into a left backward inside bracket stop (Beginning at the top of the circle and closing up the circle) left forward outside bracket ... at centre push backward into a right back inside bracket stop (closing up circle). See Figure 1
- Beginning at the top of the circle Right forward inside bracket ... At centre of figure eight push backwards into a left backward outside bracket stop (Beginning at the top of the circle and closing up the circle) left forward inside bracket ... at centre push backward into a right back outside bracket stop (closing up circle). See Figure 2



The average hypothetical score is 5.00. 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% x 5.00 = Impairment Compensation

Impairment Compensation + IJS Skating Score = Skaters Total Score

Level 6 ELIGIBILITY

Level 6 is an advanced skating technical level and the skater and their coach should enter at the level that most closely matches their ability. Skaters who cannot master the intensity of the ISU requirements may remain at Level 6. 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 should be ignored for the purposes of judging.

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