

Off-ice programme					Level: 1		
Competition:							
First name:		Last name:		Sex:			
Age Jan 1st:		Age category:		Country:			
Classification:		Support needed:		Club:			
Elements Permitted		Technical Official Use Only	Element order Nbr. Elements: 4 max 1 jump Skater to fill in	Element Called (Y)	Grade of Execution Official Use Only	Mark awarded	
Level 1							
Forward march, wiggle or stroking (5 metres)	0,1					0,000	
Backward wiggle or march (5 metres)	0,1					0,000	
Forward swizzles 2 foot (aka lemons or fishes) (5 metres)	0,1					0,000	
Backward swizzles 2 foot (aka lemons or fishes) (5 metres)	0,1					0,000	
Forward two-foot glide (length of body)	0,1					0,000	
Backward two-foot glide (length of body)	0,1					0,000	
Forward gliding dip (length of body)	0,1					0,000	
Backward gliding dip (length of body)	0,1					0,000	
Forward one foot glide for length of body (L & R)	0,1					0,000	
Two-foot jump or beginner bunny hop in place or moving	0,1					0,000	
One foot forward snowplow stop (L or R)	0,1					0,000	
Forward two foot curves left and right (length of body)	0,1					0,000	
Rotate one circle or more with marching feet in place	0,1					0,000	
		Number of elements called:		0			
Total Technical Elements				Total judges score for elements:		0,000	
		Factor	WPI	WPI incl age			
Impairment Compensation (1,3 x WPI)		1,3	0,00%	0,00%	0,000		
Artistic performance & Execution (Factor x Score)		1,0			0,000		
Deductions						0,00	
Total Score for Performance						0,00	

Off-ice programme				Level: 2					
Competition:									
First name:		Last name:		Sex:					
Age Jan 1st:		Age category:		Country:					
Classification:		Support needed:		Club:					
Elements Permitted		Technical	Element order Nbr. Elements: 5 max 2 jumps Skater to fill in	Element Called (Y)	Grade of Execution	Mark awarded			
		Official Use Only			Official Use Only				
Level 1									
Forward swizzles 2 feet (5m)		0,1				0,000			
Backward swizzles 2 feet (5m)		0,1				0,000			
Forward gliding dip (length of body)		0,1				0,000			
Backward gliding dip (length of body)		0,1				0,000			
Forward one foot glide for length of body (L & R)		0,1				0,000			
Two-foot jump or beginner bunny hop in place or moving		0,1				0,000			
One foot forward snowplow stop (L or R)		0,1				0,000			
Forward 2 foot curves left and right (length of body)		0,1				0,000			
Rotate one circle or more with marching feet in place		0,1				0,000			
Level 2									
Consecutive forward one-foot swizzles (L & R each 5m)		0,133				0,000			
Consecutive backward one-foot swizzles (L & R each 5 m)		0,133				0,000			
Backward one-foot glide (L & R, each length of body)		0,133				0,000			
Bunny Hop		0,133				0,000			
T-stop (left or right)		0,133				0,000			
Backward stroking for a distance of 5 metres		0,133				0,000			
Two-foot turn gliding forward to backward (length of body)		0,133				0,000			
Two-foot turn gliding backwards to forward (length of body)		0,133				0,000			
Forward pivot (one circle)		0,133				0,000			
Forward two-foot spin (min 3 revs)		0,133				0,000			
Forward two-foot turn on a circle (c + cc, edges length of body)		0,133				0,000			
Forward outside one foot three-turn (L & R, 1 metre edges)		0,133				0,000			
Consecutive forward crossovers (L & R in semi-circle)		0,133				0,000			
Forward outside edge (L & R, edges on a semi-circle)		0,133				0,000			
Forward inside edge (L & R, edges on a semi-circle)		0,133				0,000			
Forward Lunge or drag (at any depth for length of body)		0,133				0,000			
Shoot the Duck (at any depth for length of body)		0,133				0,000			
		Number of elements called:		0					
Total Technical Elements				Total judges score for elements:		0,000			
		Factor	WPI	WPI incl age					
Impairment Compensation (1,4 x WPI)		1,4	0,00%	0,00%	0,000				
Artistic performance & Execution (Factor x Score)		1,5				0,000			
Deductions						0,00			
Total Score for Performance						0,00			

Off-ice programme				Level: 3					
Competition:									
First name:		Last name:		Sex:					
Age Jan 1st:		Age category:		Country:					
Classification:		Support needed:		Club:					
Elements Permitted		Technical	Element order Nbr. Elements: 6 max 3 jumps Skater to fill in	Element Called (Y)	Grade of Execution	Mark awarded			
		Official Use Only			Official Use Only				
Level 2									
Consecutive forward one-foot swizzles (L & R each 5 metres)	0,133					0,000			
Consecutive backward one-foot swizzles (L & R each 5 metres)	0,133					0,000			
Backward one-foot glide (L & R, each length of body)	0,133					0,000			
Bunny Hop	0,133					0,000			
T-stop (left or right)	0,133					0,000			
Forward pivot (one circle)	0,133					0,000			
Forward two-foot spin (3 revs)	0,133					0,000			
Forward outside one foot three-turn (L & R for 1 metre)	0,133					0,000			
Consecutive forward crossovers (L & R in semi-circle)	0,133					0,000			
Forward outside edge (L & R in a semi-circle)	0,133					0,000			
Forward inside edge (L & R in a semi-circle)	0,133					0,000			
Forward Lunge or drag (at any depth for length of body)	0,133					0,000			
F Duck (at any depth for length of body)	0,133					0,000			
Level 3 (at least 3 elements)									
Waltz Jump	0,133					0,000			
Salchow	0,133					0,000			
Toe Loop	0,133					0,000			
Forward spiral - 5 metres	0,133					0,000			
Backward spiral - length of body	0,133					0,000			
Hockey Stop	0,133					0,000			
Five consecutive backward crossovers (L & R)	0,133					0,000			
Consecutive forward outside edges (L & R on semi-circle)	0,133					0,000			
Consecutive forward inside edges (L & R on semi-circle)	0,133					0,000			
Consecutive backward outside edges (L & R on semi-circle)	0,167					0,000			
Consecutive backward inside edges (L & R on semi-circle)	0,167					0,000			
Forward inside one foot three turn (L & R) edges for 1 metre	0,167					0,000			
Forward inside Mohawk (L & R for 1m free leg extended)	0,167					0,000			
Simple footwork for distance of 5m or more	0,167					0,000			
Field moves (spirals, lunges etc.) for distance of 5+metres	0,167					0,000			
One foot Upright spin - minimum of 3 revolutions	0,2					0,000			
		Number of elements called:		0					
Total Technical Elements				Total judges score for elements:		0,000			
		Factor	WPI	WPI incl age					
Impairment Compensation (2,5 x WPI)		2,5	0,00%	0,00%	0,000				
Artistic performance & Execution (Factor x Score)		2,0				0,000			
Deductions						0,00			
Total Score for Performance						0,00			

Off-ice programme				Level: 4		IS™ INCLUSIVE SKATING	
Competition:							
First name:		Last name:		Sex:			
Age Jan 1st:		Age category:		Country:			
Classification:		Support needed:		Club:			
		Technical	Element order Nbr. Elements: 7 max 4 jumps Skater to fill in	Element Called (Y)	Grade of Execution	Mark awarded	
Elements Permitted		Official Use Only			Official Use Only		
Level 2 and 3							
Bunny Hop	0,133					0,000	
Forward pivot (one circle)	0,133					0,000	
Forward two-foot spin (3 revs)	0,133					0,000	
Waltz Jump	0,133					0,000	
Salchow	0,133					0,000	
Toe Loop	0,133					0,000	
Forward spiral - 5 metres	0,133					0,000	
Backward spiral - length of body	0,133					0,000	
Hockey Stop	0,133					0,000	
Five consecutive backward crossovers (L & R)	0,133					0,000	
Consecutive forward outside edges (L & R on semi-circle)	0,133					0,000	
Consecutive forward inside edges (L & R on semi-circle)	0,133					0,000	
Consecutive backward outside edges (L & R on semi-circle)	0,167					0,000	
Consecutive backward inside edges (L & R on semi-circle)	0,167					0,000	
Forward inside one foot three turn (L & R) edges for 1 metre	0,167					0,000	
Forward inside Mohawk (L & R for 1m free leg extended)	0,167					0,000	
Simple footwork for distance of 5m or more	0,167					0,000	
Field moves choreo sequence (spirals, lunges etc.) for distance of 5+metres	0,167					0,000	
One foot Upright spin - minimum of 3 revolutions	0,2					0,000	
Level 4 (at least 4 elements)							
1/2 revolution jumps (split jump etc.)	0,133					0,000	
Single Salchow	0,133					0,000	
Single Toe loop	0,133					0,000	
Loop	0,167					0,000	
Single Waltz + Single Toe loop Combination	0,267					0,000	
Single Salchow + Single Toe loop Combination	0,267					0,000	
One foot spin - min 3 revs. and max of 2 positions - no change of foot	0,2					0,000	
Upright Back spin - any entry allowed 1 foot or 2 foot	0,3					0,000	
Attempt at sitspin or camel spin	0,3					0,000	
Upright spin	0,333					0,000	
Sitspin	0,367					0,000	
Camel Spin	0,367					0,000	
Layback Spin	0,4					0,000	
Spin Combination with change of pos. and no change of foot (2 pos. including attempts at sitspin and/or camel spin)	0,5					0,000	
		Number of elements called:		0			
Total Technical Elements				Total judges score for elements:		0,000	
		Factor	WPI	WPI incl age			
Impairment Compensation (4 x WPI)		4,0	0,00%	0,00%	0,000		
Artistic performance & Execution (Factor x Score)		2,5				0,000	
Deductions						0,00	
Total Score for Performance						0,00	

Off-ice programme				Level: 5					
Competition:									
First name:		Last name:		Sex:					
Age Jan 1st:		Age category:		Country:					
Classification:		Support needed:		Club:					
Elements Permitted		Technical	Element order Nbr. Elements: 8 max 4 jumps Skater to fill in	Element Called (Y)	Grade of Execution	Mark awarded			
		Official Use Only			Official Use Only				
Level 3 and 4									
1/2 revolution jumps (split jump etc.)	0,133					0,000			
Waltz jump	0,133					0,000			
Single Waltz + Single Toe Loop Combination	0,267					0,000			
Single Salchow + Single Toe loop Combination	0,267					0,000			
Forward spiral - 5 metres	0,133					0,000			
Backward Spiral - length of body	0,133					0,000			
Simple footwork for distance of 5m+	0,167					0,000			
Field moves (Spirals, lunges etc.) 5m+	0,167					0,000			
One foot spin - min 3 revs. and max of 2 positions - no change of foot	0,2					0,000			
Upright Back Spin, any entry, 1 or 2 foot	0,3					0,000			
Attempt sitspin or camel spin	0,3					0,000			
Upright Spin	0,333					0,000			
Sitspin	0,367					0,000			
Camel Spin	0,367					0,000			
Layback Spin	0,4					0,000			
Spin Combination with change of pos and no change of foot (two pos incl attempts at sitspin and/or camel spin)	0,5					0,000			
Level 5 (at least 4 elements)									
Single Salchow	0,133					0,000			
Single Toe loop	0,133					0,000			
Loop	0,167					0,000			
Single Flip Jump	0,167					0,000			
Single Lutz	0,2					0,000			
Single Loop, Flip or Lutz + Single Toe loop combination	0,3					0,000			
Single Loop, Flip or Lutz + Single Loop combination	0,35					0,000			
Upright Spin, one change of foot, no pos change	0,5					0,000			
Sit Spin, one change of foot, no pos change incl. attempts at sitspin (aka intermediate position)	0,533					0,000			
Camel Spin, one change of foot, no pos change incl. attempts at camel (aka intermediate position)	0,533					0,000			
Layback Spin, one change of foot, no pos change incl. attempts at layback (aka intermediate position)	0,567					0,000			
Spin Combination 2 position + one foot change incl. attempts at sit, camel or layback (aka intermediate position)	0,567					0,000			
Spin Combination 3 position + no foot change incl. attempts at sit, camel or layback (aka intermediate position)	0,567					0,000			
Spin Combination 3 position + one foot change incl. attempts at sit, camel or layback (aka intermediate position)	0,6					0,000			
Step (full length of rink or full circle)	0,5					0,000			
Choreographic Sequences (2 or more field moves, jumps and artistic movements covering full ice)	0,667					0,000			
		Number of elements called:		0					
Total Technical Elements				Total judges score for elements:		0,000			
		Factor	WPI	WPI incl age					
Impairment Compensation (6,5 x WPI)		6,5	0,00%	0,00%	0,000				
Artistic performance & Execution (Factor x Score)		2,5				0,000			
Deductions					0,00				
Total Score for Performance						0,00			

Off-ice programme				Level: 6		
Competition:						
First name:		Last name:		Sex:		
Age Jan 1st:		Age category:		Country:		
Classification:		Support needed:		Club:		
		Technical	Element order Nbr. Elements: 9 max 5 jumps Skater to fill in	Element Called (Y)	Grade of Execution	Mark awarded
Elements Permitted		Official Use Only			Official Use Only	
Level 4 and 5						
Salchow	0,133					0,000
Toe Loop	0,133					0,000
Single Flip Jump	0,167					0,000
Loop	0,167					0,000
Single Lutz	0,2					0,000
Upright Spin	0,333					0,000
Sit spin	0,367					0,000
Camel Spin	0,367					0,000
Layback Spin	0,4					0,000
Upright Spin, one change of foot, no pos change	0,5					0,000
Sit Spin, one change of foot, no pos change	0,533					0,000
Camel Spin, one change of foot, no pos change	0,567					0,000
Layback Spin, one change of foot, no pos change	0,567					0,000
Spin combination, 2 pos + no foot change	0,5					0,000
Spin Combination 3 position + no foot change	0,567					0,000
Spin Combination 2 position + one foot change	0,533					0,000
Spin Combination 3 position + foot change	0,6					0,000
Step (full surface of rink)	0,5					0,000
Choreographic Seq (2 or more field moves, jumps etc)	0,667					0,000
Level 6 (at least 4 elements)						
Axle	0,367					0,000
Double Salchow	0,433					0,000
Double Toe loop	0,433					0,000
Flying spin – (all permitted) Technical: Or use above/ as advised + 0.2	0,533					0,000
Single Loop, Flip or Lutz + Single Toe loop combination	0,3					0,000
Single Loop, Flip or Lutz + Single Loop combination	0,35					0,000
Single Axle + Single Toe loop Combination	0,5					0,000
Single Axle + Single Loop combination	0,567					0,000
2 jump combination with single Euler as transitional jump (all single jumps permitted) Technical: Use above/ as advised + 0.17 added for Euler						0,000
2 jump combination (all permitted - at least one level 6 jump including axle as first or second jump) Technical: Use above/ as advised and calculate pro rata						0,000
3 jump combination (all permitted - at least one level 6 jump or jump combination) Technical: Use above/ as advised and calculate pro rata						0,000
		Number of elements called:		0		
Total Technical Elements		Total judges score for elements:				0,000
	Factor	WPI	WPI incl age			
Impairment Compensation (8 x WPI)	8,0	0,00%	0,00%	0,000		
Artistic performance & Execution (Factor x Score)	3,0				0,000	
Deductions					0,00	
Total Score for Performance					0,00	

Off-ice programme				Level: 7		IS TM INCLUSIVE SKATING	
Competition:							
First name:		Last name:		Sex:			
Age Jan 1st:		Age category:		Country:			
Classification:		Support needed:		Club:			
		Technical	Element order Nbr. Elements: 9 max 5 jumps Skater to fill in	Element Called (Y)	Grade of Execution	Mark awarded	
Elements Permitted		Official Use Only			Official Use Only		
Level 4, 5 and 6							
Salchow	0,133					0,000	
Toe Loop	0,133					0,000	
Single Flip Jump	0,167					0,000	
Loop	0,167					0,000	
Single Lutz	0,2					0,000	
2 jump combination with single Euler as transitional jump (all single jumps permitted) Technical: Use above/ as advised + 0.17 added for Euler						0,000	
2 jump combination (all permitted - at least one level 6 jump including axle as first or second jump) Technical: Use above/ as advised and calculate pro rata						0,000	
3 jump combination (all permitted - at least one level 6 jump or jump combination) Technical: Use above/ as advised and calculate pro rata						0,000	
Upright Spin	0,333					0,000	
Sit spin	0,367					0,000	
Camel Spin	0,367					0,000	
Layback Spin	0,4					0,000	
Upright Spin, one change of foot, no pos change	0,5					0,000	
Sit Spin, one change of foot, no pos change	0,533					0,000	
Camel Spin, one change of foot, no pos change	0,567					0,000	
Layback Spin, one change of foot, no pos change	0,567					0,000	
Spin combination, 2 pos, no foot change	0,5					0,000	
Spin Combination 3 position + no foot change	0,567					0,000	
Spin Combination 2 position + one foot change	0,533					0,000	
Spin Combination 3 position + one foot change	0,6					0,000	
Step (full surface of rink)	0,5					0,000	
Choreographic Seq (2 or more field moves, jumps etc)	0,667					0,000	
Level 7 (at least 4 elements)							
Axle	0,367					0,000	
Double Salchow	0,433					0,000	
Double Toe loop	0,433					0,000	
Flying spin – (all permitted) Technical: Or use above/ as advised + 0.2	0,533					0,000	
Double Loop	0,6					0,000	
Double Flip	0,633					0,000	
Double Lutz	0,7					0,000	
Double Axle	1,1					0,000	
Triple or Quad (all permitted) Technical: Use above/ as advised and calculate pro rata						0,000	
2 jump combination with Euler as transitional jump (all permitted - at least one level 7 jump) Technical: Use above/ as advised + 0.17 added for Euler						0,000	
2 jump combination (all permitted - at least one level 7 jump) Technical: Use above/ as advised and calculate pro rata						0,000	
3 jump combination (all permitted at least one level 7 jump) Technical: Use above/ as advised and calculate pro rata						0,000	
Number of elements called:				0			
Total Technical Elements		Total judges score for elements:				0,000	
Factor		WPI		WPI incl age			
Impairment Compensation (10 x WPI)		10,0		0,00%		0,00%	
Artistic performance & Execution (Factor x Score)		3,0				0,000	
Deductions						0,00	
Total Score for Performance						0,00	