

TALVEUNISTUS CUP 2024
INTERCLUB FIGURE SKATING COMPETITION

Technical data

Beginners Categories

Pre-Young Girls and Boys (born 2013 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
 - Axel and double jumps are not allowed.
 - Any jump with the same name may be executed only twice.
2. Minimum 1 (one) and maximum two (2) spins of different nature.
3. Maximum of one (1) Choreo Sequence consisting of at least two different movements.

Pre-Young Girls and Boys (born 2011/2012)

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
 - Axel and double jumps are not allowed.
 - Any jump with the same name may be executed only twice.
2. Minimum 1 (one) and maximum two (2) spins of different nature.
3. Maximum of one (1) Choreo Sequence consisting of at least two different movements.

Young Girls and Boys (born 2009/2010)

Free program 2:30 min ± 10 sec

1. Maximum five (5) jump elements

- maximum three (3) jump combinations or two (2) jump combinations and one (1)

jump sequence

- jump combination may consist of two (2) jumps;

A jump sequence consists of 2 (two) jumps, 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. Jumps in a jump sequence receive a full value.

- **Maximum one (1) Axel and one (1) double jump are allowed, which may be repeated once.**

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

2. Minimum 1 (one) and Maximum two (2) spins of different nature, min. four (4) revolutions.

3. Maximum of one (1) Choreo Sequence consisting of at least two different movements.

Young Girls and Boys (born 2004-2008)

Free program 2:30 min ± 10 sec

1. Maximum five (5) jump elements

- maximum three (3) jump combinations or two (2) jump combinations and one (1)

jump sequence

- jump combination may consist of two (2) jumps;

- A jump sequence consists of 2 (two) jump, 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. Jumps in a jump sequence receive a full value.

- **Maximum one (1) Axel and one (1) double jump are allowed, which may be repeated once.**

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

2. Minimum 1 (one) and Maximum two (2) spins of different nature, min. four (4) revolutions.

3. Maximum of one (1) Choreo Sequence consisting of at least two different movements.

Artistic Girls and Boys (born 2017 and younger)

Free program 1:30 min \pm 10 sec

A well-balanced Free Skating program may contain: any number of elements

1. any steps and figure skating movements.
2. any jump elements.
3. any spins

Additional Information:

• The Program Components are only judged in:

– Performance in categories:

- Good
- Very Good
- Excellent

NB! Additional information

1. In all beginner's categories except for the **Artistic** listed above the following Components that are judged

- Composition
- Presentation
- Skating skills

The factors for the Program Components are

Boys 2.0

Girls 1.7

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

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

5. Falls - 0.5 point deduction for every fall.

6. Interruption:

- 10 to 20 seconds - 0,5 point deduction
- 20 to 30 seconds - 1,0 point deduction
- 30 to 40 seconds - 1,5 points deduction

Interruption of the program with allowance of up to three (3) minutes to resume from the point of interruption: - 2.5 per program

7. Part of costume falls on the ice: -0.5

8. Violation of costume rules: -0.5

9. Late start: -0.5

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

11. Warm-up 4 min., warm-up groups up to 10 skaters.