

# **TECHNICAL REGULATIONS FOR COMPETITIONS**

## **FIGURE SKATING**

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Brazilian Ice Sports Federation

Confederação Brasileira de Desportos no Gelo - CBDG

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## REVISION CONTROL

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## 1. OBJECTIVE

To establish technical regulations for competitions to be held in Brazilian territory and the basic principles to be observed when classifying and technically evaluating figure skaters on ice in Brazil.

## 2. SCOPE

The guidelines in these technical regulations apply to all official CBDG or CBDG-sanctioned figure skating competitions to be held in Brazil.

Athletes, coaches, Sports Practice Entities (EPD) and Regional Sports Administration Entities (ERAD) affiliated to the Brazilian Ice Sports Federation (CBDG) must adopt the procedures of these technical regulations for figure skating competitions in Brazil.

The Ice Figure Skating Technical Committee is responsible for approving these technical regulations, and they must be in accordance with the laws in force in Brazil and the statutes and regulations of the Brazilian Olympic Committee and the International Skating Union (ISU - Access through the website: <https://www.isu.org/>).

## 3. OVERVIEW OF TECHNICAL LEVELS

This technical regulation is subdivided into 17 technical levels, as shown below:

### LEVELS OF COMPETITION

- “Pré-iniciante”;
- “Iniciante”;
- “Pré-básico”;
- “Básico”;
- “Juvenil”;
- “Intermediário”.

### HIGH PERFORMANCE LEVELS (according to ISU international regulations)

- “Novice Advanced”;
- “Junior”;
- “Senior”.

#### **ADULT COMPETITION LEVELS**

##### **No corresponding ISU category:**

- “Adulto Pré-iniciante” (there is no corresponding ISU category);
- “Adulto Iniciante (there is no corresponding ISU category);

##### **According to ISU international regulations:**

- “Adulto Bronze”;
- “Adulto Prata”;
- “Adulto Ouro”;
- “Adulto Master”;
- “Adulto Master Elite”.

#### **ARTISTIC LEVELS**

All athletes of all ages can take part, even if they also participate in the TECHNICAL LEVELS.

- “Artístico Showcase”;
- “Artístico de Competição”.

The maximum period per non-ISU level (Pré-iniciante, Iniciante, Pré-básico, Básico, Juvenil e Intermediário) will be 2 years, starting from the 2025 season.

## **4. MANDATORY ELEMENTS PER TECHNICAL LEVEL:**

## Glossary:

- Step Sequence: A sequence of steps where the ISU difficulty levels will be applied. The step sequence must cover the entire ice surface of the length of the rink and must include turns and steps, as well as body movements that use movements in the high, medium and low planes.
- Choreo Sequence: A choreographic sequence with a fixed value. It is compulsory to use at least 2 clearly visible choreographic elements, such as: Spirals, Ina Bauers, Hydroblading etc. These elements must be linked by steps and turns, using high, medium and low body movements.
- Combo Spin: A Combination, without Fly entry, with only one change of foot. All 3 spin positions are compulsory (upright, sit and Camel) in this combination. Remember that there must be at least 2 spins in each position.
- Fly Spin: A spin with a jumped entry, without changing feet or position. The name of the flying spin corresponds to its landing position.
- GOE (Grade of Execution).
- Combo Spin (CoSP) or Change Combo Spin (CCoSP): a combination of turns involving a change of position, feet or both;
- Jump Combination: In a combination jump, the landing foot of one jump is the impulsion foot of the next jump. A complete turn on the ice between jumps (the free foot can touch the ice, but no weight transfer) keeps the element within the framework of the definition of a jump combination.
- PROP: Any item used by a skater during their performance to enhance the artistic expression or narrative aspect of their routine.

## COMPETITION LEVELS

### **4.1.1 “PRÉ-INICIANTE” LEVEL**

Duration of the Free Program: Maximum 1:40 min

#### **ELEMENTS:**

The elements to make up the program must be chosen, and it is mandatory to perform 7 (seven) of the elements listed below, including a spiral, a pivot and a spin on one foot.

- Spin on one foot (min 3 turns);
- *Bunny Hop*;
- *Lunge*;

- *FORWARD SPIRAL WITH A EDGE* (only counts when the free leg is above hip level and the edge must be run clearly and visibly);
- Backwards spiral with an edge (counts only when the free leg is above hip level and the edge must be executed clearly and visibly).
- *Mazurka*;
- *Shoot the duck* (only counts when the skating leg is parallel to the ice);
- Squat with both feet on the ice (minimum 90° knees);
- *Ballet Jump*;
- *Half Flip*;
- *Forward Inside Pivot* (minimum 1 turn);
- *Backward Outside Pivot* (minimum 1 turn);
- *Inna-Bauer*;
- *Spread Eagle*.

## SEQUENCE OF STEPS

**The execution of a Step Sequence is mandatory:**

- It is mandatory to include a sequence of forward outside or inside three turns with landing (minimum of three continuous).

### **Observations for this level:**

- At the “Pré-Iniciante” level, all elements, including the step sequence, have a fixed value of 0.5. This can increase or decrease depending on the GOE (Grade of Execution).
- At the “Pré-Iniciante” level, 7 (seven) elements must be performed, to be chosen from those allowed, plus a sequence of steps.
- For “Pré-Iniciante” level:
  - a) No element may be repeated. Any repeated element will be ignored and have no value.
  - b) One turn’s jumps are not allowed.
  - c) Elements from higher levels are not allowed. Crossovers, inside three turns, mohawks, etc., are allowed at this level and are considered transitions and not elements.

Competitors in this category will also be judged by the following components of the program:

- *Skating Skills, Presentation e Composition*.

### **4.1.2 “INICIANTE” LEVEL**

Duration of the free program: Maximum 2:00.

## JUMPS:

The execution of 5 jump elements is mandatory:

- Only two jump combinations with only 2 jumps in each.
- Each combination is equivalent to one element.
- Each jump can only be repeated twice: once alone and once in a combo. Jump sequences are allowed (Only one jump sequence is allowed). Two combos or a combo + a sequence are allowed.

### Allowed jumps:

- *Euler;*
- *½ Lutz;*
- *Waltz;*
- *Stag;*
- *Salchow;*
- *Toe Loop;*
- *Split Jump* (Element validated above 90 degrees of opening and with back landing).

## SPINS:

It is mandatory to perform 2 UPRIGHT SPIN:

- The two spins must have a minimum of 3 turns. It is not allowed to repeat a spins of the same nomenclature.
- *Upright Spin:* the base leg is at the skater's choice (the back spin can be performed). *Change of foot is allowed. The current ISU difficulty levels apply.*
- *Layback* (In combo is not allowed).
- *Biellmann Spin is a difficult upright variation, but it is allowed.*

Note: After 8 laps, a difficulty level will be added. Other difficulty levels may be added according to ISU criteria.

## CHOREOGRAPHIC SEQUENCE:

The execution of a Choreographic Sequence is mandatory:

- A choreographic sequence with a fixed value.
- It is mandatory to use, at least, 02 CLEARLY VISIBLE choreographic elements, such as: Spirals, Ina Bauers, Hydroblading etc. These elements must be linked by steps and turns.
- It is mandatory to use body movements from at least 2 of the planes: high (above 90° relative to the body), medium (at 90° relative to the body) and/or low (below 90° relative to the body).



Observations for this level:

The elements of the “Pré-Iniciante” level will be considered transitions, WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL, AND THEREFORE WILL NOT BE SCORED AS SUCH.

Within the Choreo Sequence, if the two (2) mandatory choreographic elements are performed in different planes (high, medium and low), this will receive a bonus of 1.0 point.

#### 4.1.3 “PRÉ-BÁSICO” LEVEL:

Duration of the Free Program: Maximum 2:20.

##### JUMPS:

The execution of 5 jump elements is mandatory:

- *AXEL IS NOT ALLOWED.*
- Only 2 Combos Allowed, with two jumps in each.
- Each combination is equivalent to one element.
- Each jump can only be repeated twice: once alone and once in a combo. Jump sequences are allowed. Two combos or a combo plus a sequence are allowed.

Jumps allowed:

- *Waltz;*
- *Salchow;*
- *Toe Loop;*
- *Loop;*
- *Flip;*
- *Lutz.*

##### SPINS:

2 spins are mandatory.

- Spins in one position WITH OR WITHOUT a foot change are allowed.
- Combos are allowed, but WITHOUT EXCHANGING FEET.
- A minimum of 2 laps in each position is required for the combo to be validated.

The two spins must be of different nomenclature (you can't repeat the same spin):

- *Layback and Biellman are allowed at this level.*
- Only one (1) and no more than one (1) can have a fly entry.
- Within a combo the Layback is considered an upright spin.

- Spins, from the same position with or without a change of foot, must have at least 3 turns on each foot.

#### **CHOREOGRAPHIC SEQUENCE:**

The execution of a Choreographic Sequence is mandatory:

- A choreographic sequence with a fixed value. It is mandatory to use at least 2 choreographic elements that are CLEARLY VISIBLE, such as: Spirals, Ina Bauers, Hydroblading etc. These elements must be linked by steps and turns, using high, medium and low body movements.

#### **Observations for this level:**

- Elements from previous levels that are not listed will be considered transitions, WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- *Half Loop (except when performed between jumps in a combo), Half Flip and Half Lutz, split, stag will be considered transitions, not elements.*

#### **4.1.4 “BÁSICO” LEVEL:**

Duration of the Free Program: Maximum 2:40 minutes.

#### **JUMPS:**

The execution of 5 jump elements is mandatory:

- ALL SINGLES, WITH A SINGLE AXEL BEING MANDATORY. Failure to perform at least one axel will result in a penalty of 2 (two) points less in total. Waltz Jump is not allowed.
- Only 3 Combos Allowed, one of which can be a three-jump combo. Each combo is equivalent to one element.
- Each jump can only be repeated twice: once alone and once in a combo. Jump sequences are allowed.
- Three combos or two combos plus a sequence are allowed.

#### **Jumps allowed:**

- *Salchow;*
- *Toe Loop;*
- *Loop;*
- *Flip;*
- *Lutz;*
- *Axel.*

### **SPINS:**

2 spins are mandatory:

- Spins in one position with or without a change of foot are allowed.
- Combos with or without foot changes are allowed.
- A minimum of 2 laps in each position is required for the combo to be validated.
- The two spins must be of different nomenclature (i.e. they must not repeat the same spin).
- Only one (1) and no more than one (1) can have a fly entry
- Spins from just one position must have a minimum of 6 turns.
- Spins from the same position with a change of foot must have at least 3 turns on each foot.
- *Layback and Biellman are allowed at this level. According to the ISU rule, the Biellmann spin is only validated if it is performed after 8 turns of the Layback spin.*

### **The execution of a Step Sequence is mandatory:**

- A sequence of steps where the ISU difficulty levels will be applied.
- The sequence of steps must cover the entire surface of the ice THE LENGTH OF THE RINK, must include turns and steps to both sides (turns and steps), and may include body movements that use movements in the high, medium and low planes.

### **Observations for this level:**

- The elements of the previous levels will be considered transitions and WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- *Half Loop (except when performed between jumps in a combo), half Flip and half Lutz, split, stag will be considered transitions, not elements.*

## **4.1.5 “JUVENIL” LEVEL**

Duration of the Free Program: Maximum 2:50 minutes.

### **JUMPS**

The execution of 5 jump elements is mandatory:

- TWO double jumps to choose from: Double Salchow, Double Toe Loop or Double Loop. If, at least, one double jump is not performed, 2.0 (two) points of deduction will be applied in total.

- A Single Axel is mandatory. Failure to perform at least one axel will result in a 2 (two) point penalty. Waltz Jump is not allowed.
- Only 3 Combos allowed, of which one can be a three-jump combo. In the case of 3 combinations, the combination with the 3 jumps can be exclusively singles (1+1+1).
- Jump sequences with 2 or 3 jumps are allowed.
- COMBO WITH 2 DOUBLES IN A ROW IS NOT ALLOWED, regardless of whether it's a combo with 2 or 3 jumps.
- In the three-jump combo, only one double jump can be performed, the others must be simple jumps.
- Each jump can only be repeated twice: once alone and once as a combo.

#### Jumps allowed:

- 1 *Salchow*;
- 1 *Toe Loop*;
- 1 Eu (only scored when used in combinations between two listed jumps);
- 1 *Loop*;
- 1 *Flip*;
- 1 *Lutz*;
- 1 *Axel*;
- 2 *Salchow*;
- 2 *Toe loop*;
- 2 *Loop*.

#### **SPINS:**

2 spins are mandatory:

- Combination spins with or without foot changes are allowed. Remember that a valid combination of spins must have 3 positions.
- A minimum of 2 laps in each position is required for the combo to be validated.
- Only one spin can start with a Fly entry. Remember that the Fly Spin in a single position must have at least 3 turns.
- Spins must be of a different abbreviation and may not repeat the same spin. Current ISU difficulty levels will apply.
- *Layback and Biellmann Spin are allowed. According to the ISU rule, the Biellmann spin is only validated if performed after 8 laps of the Layback spin.*
- Spins, from the same position with a change of foot, must have at least 3 turns on each foot.
- Spins, from the same position without changing feet, must have a minimum of 3 turns.

#### **The execution of a Step Sequence is mandatory:**

- A sequence of steps where the ISU difficulty levels will be applied.

- The sequence of steps must cover the entire ice surface OF THE LENGTH OF THE RINK and must include turns and steps, as well as body movements that use movements in the high, medium and low planes.

**Observations for this level:**

- The elements of the previous levels level will be considered transitions or choreography, they WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.
- *Euler (except when performed between jumps of a combo), half Flip and half Lutz, split, Stag will be considered as transitions, not elements.*

#### **4.1.6 “INTERMEDIÁRIO” LEVEL – Short and Long Program**

**SHORT PROGRAM:**

Duration of the Short Program: 2:20 min (+-/10 sec).

**JUMPS:**

It is mandatory to perform elements of 3 jumps:

- One must be a Single Axel or a Double Axel. A Single Axel is mandatory. Failure to perform at least one axel will result in a 2 (two) point penalty. Waltz Jump is not allowed.
- One must be a double jump OR a triple jump (except Triple Axel). If one of these is NOT performed, you will be penalized 2 (two) points less in total.
- A combination of two double jumps OR a combination of a double jump and a triple jump.
- Each jump can only be performed once, either solo or in combination.

**SPINS:**

**Two spins are mandatory:**

- A spin should be Fly Sit or Fly Change Sit, with just one change of foot.
- A Combination, without Fly entry, with only one change of foot. All 3 spins positions are mandatory (upright, sit and Camel) in this combination. Remember that you must have at least 2 turns in the 3 positions (each of the 3 positions).
- Spins must be of a different abbreviation and the same spin may not be repeated.
- Current ISU difficulty levels will be applied.
- *Layback and Biellmann Spin are permitted. According to the ISU rule, the Biellmann spin is only validated if performed after 8 laps of the Layback spin.*

- Spins, from the same position with a change of foot, must have at least 3 turns on each foot.

**The execution of a Step Sequence is mandatory:**

- A sequence of steps where the ISU difficulty levels will be applied.
- The sequence of steps must cover the entire ice surface OF THE LENGTH OF THE RINK and must include turns and steps, as well as body movements that use movements in the high, medium and low planes.

**FREE PROGRAM:**

Duration of free program: 3:00 min (+- 10 sec).

**JUMPS:**

The execution of 5 jump elements is mandatory:

- All singles and doubles are allowed;
- An Axel jump is mandatory. If you do NOT perform at least one axel, you will be penalized 2 (two) points less in total. Waltz Jump is not allowed. A maximum of 3 Combos are allowed, with two jumps each. A maximum of 3 (three) combinations of jumps is allowed, of which ONLY 1 (one) sequence of jumps is allowed;
- Combinations of jumps can be 2 + 1; 1 + 2 and/or 2 + 2. COMBOS WITH TWO SINGLE JUMPS ARE NOT ALLOWED. Combinations of 3 jumps are allowed;
- Combinations with 3 jumps must have at least 1 (one) double jump;
- Jumps can only be repeated twice; the second time must be in a combination of jumps.

**Jumps allowed:**

- 1 e/ou 2 *Salchow*
- 1 e/ou 2 *Toe Loop*
- 1 e/ou 2 *Loop*
- 1 e/ou 2 *Flip*
- 1 e/ou 2 *Lutz*
- 1 *Axel* e ou 2 *Axel*
- Skaters can receive a “BONUS” for performing the Double Axel jump. This BONUS will have a value of 1 (one) point and, in order to earn it, the jump must have its full rotation achieved (i.e. jumps performed as “undergraded (<)”, “downgraded (<<)” or “quarter” (q) will not be awarded). The jump can be performed as a solo jump (alone), or in combination or sequence.

## **SPINS:**

3 spins are mandatory:

- A Combo Spin (combination of spins) with or without a fly, and with or without a change of foot.
- A 1-position spin with a change of foot without a jump entry (“fly”).
- A 1-position spin without a change of foot with a “fly” entry.
- Spins from 1 basic position: without a foot change, there must be at least 3 turns in total; with a foot change, there must be at least 2 turns on each foot and in each variation.

Current difficulty levels and ISU rules will apply.

## **CHOREOGRAPHIC SEQUENCE:**

**The execution of a Choreographic Sequence is mandatory:**

- A choreographic sequence with a fixed value;
- It is mandatory to use at least 2 choreographic elements that are CLEARLY VISIBLE, such as: Spirals, Ina Bauers, Hydroblading etc. These elements must be linked by steps and turns, using high, medium and low body movements.

### **Observations for this level:**

- The elements of the previous levels will be considered transitions or choreography, they WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.

### **4.1.7 LEVELS WITH ISU REGULATION**

For the levels that follow the ISU regulations (Novice, Junior and Senior), you can consult the mandatory elements of the levels directly on the official website, on the page: [Inside ISU](#), in their respective categories and most recent communications.

We would also like to emphasize that complementary documents, such as Special Regulations, can be consulted directly on the website for further clarification on the programs.

## **4.2 ADULT COMPETITION LEVELS**

### **4.2.1 “ADULTO PRÉ-INICIANTE” LEVEL**

Duration of the Free Program: Maximum 1:40 min.

## **ELEMENTS:**

The elements to make up the program must be chosen, and it is mandatory to perform 7 (seven) of the elements listed below, including a spiral, a pivot and a pirouette on one foot, without being able to repeat elements.

- Spin on one foot (min 3 turns);
- *Bunny Hop*;
- *Lunge*;
- *FRONT SPIRAL WITH EDGE* (only counts when the free leg is above hip level and the wire must be run clearly and visibly);
- *BACK SPIRAL WITH EDGE* (only counts when the free leg is above hip level and the yarn must be run clearly and visibly);
- *Mazurka*;
- Cart on 1 foot/Shoot the duck (only counts when the skating leg is parallel to the ice);
- *Ballet Jump*;
- *Half Flip*;
- *Forward Pivot* (Min 1 turn);
- *Backward Pivot* (Min 1 turn);

## **SEQUENCE OF STEPS**

**The execution of a Step Sequence is mandatory:**

- It is mandatory to include a sequence of forward outside or inside three turns with landing (minimum of three).

### **Observations for this level:**

- At “Adulto Pré-Iniciante” level, all elements, including the step sequence, have a fixed value of 0.5. This can increase or decrease depending on the GOE (Grade of Execution);
- At “Adulto Pré-Iniciante” level, 7 (seven) elements must be performed, to be chosen from those allowed, plus a sequence of steps;
- For the “Adulto Pré-Iniciante”:
- No element may be repeated. Any repeated element will be ignored and have no value;
- One-turn jumps are not allowed;
- Elements from higher levels are not allowed. Crossovers, inside three turns, mohawks, etc., are allowed at this level and are considered transitions and not elements.



Competitors in this category will also be judged by the following components of the program:

- *Skating Skills, Presentation e Composition.*

#### **4.2.2 “ADULTO INICIANTE” LEVEL**

Duration of the free program: Maximum 2:00 min.

##### **JUMPS:**

The execution of 5 jump elements is mandatory:

- Only two jump combinations with only 2 jumps in each.
- Each combination equals one element.
- Each jump can only be repeated twice: once alone and once in a combo or sequence.

Allowed jumps:

- $\frac{1}{2}$  Loop (*Euler*)
- $\frac{1}{2}$  Lutz
- *Waltz*
- *Stag*
- *Salchow*
- *Toe Loop*
- *Split Jump* (Scores above 90 degrees of openness)

##### **2 SPINS:**

It is mandatory to perform 2 UPRIGHT SPIN:

- The two spins must have a minimum of 3 turns.
- Upright Spin: the base leg is of the skater's choice (the back spin can be performed)
- Upright Spin: the position of the free leg is the skater's choice.
- Upright Spin: Current ISU levels of difficulty apply.
- Layback is NOT permitted.
- Biellmann Spin is a difficult variation of the upright, but is permitted.

##### **CHOREOGRAPHIC SEQUENCE:**

**The execution of 1 choreographic sequence is mandatory:**

- A choreographic sequence with a fixed value.
- To be scored it must be CLEARLY VISIBLE.
- A minimum of two choreographic elements must be used, which can be linked by steps and turns.

- You can use steps, turns, spiral, Ina Bauers and other skating movements.

#### **Note for this level:**

The elements of the "Adulto Pré-Iniciante" level will be considered transitions or choreography, they WILL NOT BE CONSIDERED ELEMENTS FOR THIS LEVEL AND THEREFORE WILL NOT BE SCORED AS SUCH.

Within the Choreo Sequence, if the two (2) compulsory choreographic elements are performed in different planes (high, medium and low), this will receive a bonus.

#### **4.2.3 "ADULTO BRONZE, PRATA, OURO, MASTER AND MASTER ELITE" LEVELS**

For the "Adulto" levels that follow ISU regulations (Bronze, Prata, Ouro, Master e Master Elite), the mandatory elements of the levels must be consulted directly on the official website: [Adult Skating ISU](http://Adult Skating ISU), in their respective categories and most recent communications.

Complementary documents, such as Special Regulations, can be consulted directly on the website for further clarification on the programs.

## **4.3 ARTISTIC LEVEL**

### **4.3.1 "ARTÍSTICO SHOWCASE" LEVEL**

Program duration: Maximum 2:30 min.

Divided into:

- Individual: must follow the Artistic Level age category detailed below.
- Duo (two people): no age category.
- Group (3 to 6 skaters): no age category.

#### **SPECIFICATIONS FOR THE "ARTISTICO SHOWCASE" LEVEL:**

Artistic events consist of free skate programs, judged solely on the basis of the components of the program, but the "Artistic Free Skate" is a competitive program that must focus on Performance.

Clothing, theatrical make-up and the use of PROPS will be allowed.

- At least one prop must be used. PROPS MUST BE SEPARATE FROM THE COSTUME (CHARACTERIZATION) AND MUST NOT BE PART OF THE SCENERY, CLOTHING, OR THE SCENERY ITSELF. PROPs must be part of the integration of the choreography, and must be used in such a way as to form part of the movements. Failure to use a PROP will result in a penalty of -5 points.
- It is compulsory to use the PROP. for at least 30 consecutive seconds during the execution of the choreography. Failure to use it during this time will result in a penalty of -2.0 points.
- Prohibited for use as PROPS:
  - Trampolines or any instrument that allows assistance during jumps;
  - weapons (real or not) and equipment that produces weapon sounds;
  - use of cigarettes, dry ice, liquids, animals, soap bubble machines, or substances that could contaminate the ice;
  - mirrors or glass and/or sharp objects that could break and affect the integrity of the ice;
  - light and/or flashing elements;
- Music with or without vocals is allowed.

**Note for this level:**

THE SHOWCASE LEVEL IS NOT PART OF THE ISU ADULT LEVEL. It is a completely separate level, with its own rules and different age categories.

Each fall will deduct 1 point.

**ON THE SHOWCASE LEVEL only the following program components will be judged:**

- *Skating Skills;*
- *Performance;*
- *Composition.*

### **4.3.2 “ARTÍSTICO DE COMPETIÇÃO” LEVEL**

Program duration: Maximum 2:30 min

Divided into:

- Individual: must follow the Artistic Level age category detailed below;
- Duo (two people): no age category;
- Group (3 to 6 skaters): no age category.

#### **SPECIFICATIONS FOR THE ARTISTIC LEVEL OF COMPETITION:**

Artistic events consist of free skate programs, judged solely on the basis of the components of the program, but the “Artistic Free Skate” is a competitive program that must focus on Performance.

Clothing, theatrical make-up and the use of PROPS will be allowed.

- At least one prop must be used. PROPS MUST BE SEPARATE FROM THE COSTUME (CHARACTERIZATION) AND MUST NOT BE PART OF THE SCENERY, CLOTHING OR THE SCENERY ITSELF. PROPs Must be part of the integration of the choreography, and must be used in such a way as to form part of the movements.
- Failure to use the PROP will result in a penalty of -5 points;
- It is mandatory to use the PROP. for at least 30 consecutive seconds during the execution of the choreography. Failure to use it during this time will result in a penalty of -2.0 points.
- Forbidden to be used as PROPS:

Trampolines or any instrument that allows assistance during jumps;  
weapons (real or not) and equipment that produces weapon sounds;  
use of cigarettes, dry ice, liquids, animals, soap bubble machines, or  
substances that could contaminate the ice;

mirrors or glass and/or sharp objects that could break and hit the  
integrity of the ice;

light and/or flashing elements;

- Music with or without vocals is allowed.

#### **Mandatory elements:**

- Mandatory execution of 2 to 5 jump elements. All singles + Waltz jump are permitted,
- 2 to 3 spin elements must be performed, executed with 1 or 2 feet and containing at least 3 complete turns;

- Failure to perform the minimum number of compulsory elements will result in a deduction of -3.0 points.

**Note for this level:**

THE “ARTÍSTICO DE COMPETIÇÃO” LEVEL IS NOT PART OF THE ISU ADULT LEVEL. It is a completely separate level, with its own rules and different age categories.

Each fall will deduct 1 point.

**In the Artistic Level, only the following components of the program will be judged:**

- *Skating Skills;*
- *Performance;*
- *Composition.*

## **5. AGE CATEGORIES BY TECHNICAL LEVEL**

### **5.1 “PRÉ-INICIANTE” LEVEL**

- C = 7 years or less
- B = 8 - 12 years
- A = 13 - 19 years

***Age completed by July 1st of the competition year.***

### **5.2 “INICIANTE” TO “INTERMEDIÁRIO” LEVELS**

- C = 7 years or less
- B = 8 - 12 years
- A = 13 - 19 years

***Age completed by July 1st of the competition year.***

## 5.3 NOVICE ADVANCED, JUNIOR AND SENIOR LEVELS

**ISU rule: birthday must be before July 1, 2025.**

- Advanced Novice: has reached the age of 10 and has not reached the age of 15. Birthday must be before July 1st of the competition year.
- Junior: has reached the age of 13 and has not reached the age of 19. Birthday must be before July 1st of the competition year.
- Senior: aged 17 and over, as long as their birthday is before the first of July in the year of the competition.

## 5.4 “ADULTO – PRÉ-INICIANTE, INICIANTE, BRONZE, PRATA, OURO”, “MASTER” AND “MASTER ELITE” LEVELS

- Brasil: 20 - 28 years
- Class I: 29 - 38 years (in accordance with ISU international regulations)
- Class II: 39 - 49 years (in accordance with ISU international regulations)
- Class III: 50 - 60 years (in accordance with ISU international regulations)
- Class IV: 61 - 71 years (in accordance with ISU international regulations)
- Class V: 72 - 79 years (in accordance with ISU international regulations)

***Age completed by July 1st of the competition year.***

## 5.5 ARTISTIC LEVEL

- E = 8 years or less
- D = 9 - 12 years
- C = 13 - 19 years
- B = 20 - 29 years
- A = 30 years or older

***Age completed by July 1st of the competition year.***

## 6. JUDGMENT SYSTEM

Technical levels and elements will be judged according to the new ISU judging system - IJS (International Judging System).

SOLE PARAGRAPH: THE ARTISTIC SHOWCASE LEVEL WILL BE JUDGED ON COMPONENTS ONLY (Skating Skills, Performance and Composition). THE "ARTÍSTICO COMPETIÇÃO" LEVEL WILL BE JUDGED ONLY BY COMPONENTS AS WELL, HOWEVER, IT MUST ALSO FOLLOW THE CHAMPIONSHIP GUIDELINES IN TERMS OF DRESS, MAKE-UP AND CHOREOGRAPHY.

All values can be found in the ISU SOV table - WITH THE EXCEPTION OF THE "PRÉ-INICIANTE" AND "PRÉ-INICIANTE ADULTO" LEVEL, WHOSE ELEMENTS DO NOT EXIST IN THE ISU SOV TABLE.

FOR THESE ELEMENTS, A NATIONAL SCALE OF VALUES IS USED, WHICH ESTABLISHES THE BASE VALUE FOR EACH ELEMENT.

The judging panel must contain at least three judges, a technical expert (preferably two), a referee (who can also be a judge) and a date operator, all registered with the CBDG or the ISU.

Deductions will be judged as follows:

#### **DEDUCTIONS FOR FALLS:**

- Deductions for falls from "Pré-iniciante" to "Advanced Novice": - 1.0 per fall;
- Deductions for Falls for "Junior": -1.0 per fall;
- Deductions for falls for Senior: ISU Rule;
  - From one to two falls: - 1.0 per fall;
  - In the third and fourth fall: - 2.0 per fall;
  - From the fifth fall: - 3.0 per fall.
- Deductions for falls at Adult level: ISU rule;
  - "Ouro", "Master" and "Master Elite": -1.0 per fall
  - "Prata" and "Bronze": -0.5 per fall
- Deductions per fall Artistic Showcase and Competition Level: -1.0 per fall

## **7. JUDGING THE ARTISTIC LEVEL**

- Artistic events consist of skating programs, judged on the basis only of the program components:
  - *Skating Skills;*

- *Performance;*
- *Composition.*
- The points for each component are multiplied by a factor of 2.5;
- The artistic program consists of a variety of skating moves selected for their value in demonstrating skating skill and quality;
- Skaters will be judged on their ability to interpret the music and develop a theme through their skating and the use of at least one PROP;
- At both Artistic Levels (Showcase and Competition), there will be no technical score. However, at Competition level, compulsory technical elements are listed.

## **8. LEVELING TESTS AND TECHNICAL CLASSIFICATION OF ATHLETES**

The leveling tests and technical classification of athletes will be established in a specific document for each season, published on the CBDG website.