



**2011-2012 LEVELS OF DIFFICULTY - PAIR SKATING
EFFECTIVE JULY 1, 2011 – JUNE 30, 2012**

Number of features for Levels: 2 for Level 2, 3 for Level 3, 4 for Level 4

See ISU Communication 1672 for Junior and Senior Levels of Difficulty.

Twist Lift	1) Lady's split position (each leg at least 45° from the body axis) 2) Catching the lady at the side of the waist without her hand(s), arm(s) or any part of upper body touching the man 3) Lady's position in the air with arm(s) above the head (minimum one full revolution) 4) Difficult take-off (steps/skating moves executed by both partners immediately preceding take-off) Juvenile: All twists can be called no higher than Level 1, regardless of features
Lift	1) <u>Seniors: Difficult variation of the take-off and/or difficult landing variety</u> <u>Junior and STARSkate: Simple variation of the take-off and/or simple landing variety (each counts as a feature)</u> 2) One change of hold and/or lady's position (One revolution before and after the change, counts twice if repeated) 3) Difficult variation of the lady (one full revolution) 4) Difficult (simple for juniors and STARSkate) carry (not for SP) 5) One-hand-hold of the man (two revolutions in total <u>not counting parts shorter than one revolution</u>) 6) Additional revolutions of the man with one-hand-hold after two revolutions in five) (only in FS and only in one lift) 7) Change of rotational direction by the man (one revolution before and after the change) Pre-Juvenile, Juvenile & STARSkate Open Pair: All lifts can be called no higher than Level 1, regardless of features
Step Sequence	1) Simple variety (Level 2), variety (Levels 3–4) of turns and steps of both partners throughout (compulsory) 2) Rotations (turns, steps) in either direction (left and right) with full body rotation covering at least one-third of the pattern in total for each rotational direction) 3) Use of upper body movements <u>for at least half of the pattern</u> 4) Changes of position (crossing at least twice while doing steps and turns) for at least one-third of the sequence 5) Not separating at least half of the pattern (changes of holds are allowed) Pre-Juvenile, Juvenile & STARSkate Open Pair: All step sequences can be called no higher than Level 1, regardless of features.
Death Spiral	1) Difficult entry (immediately preceding the death spiral) and/or exit 2) Change of man's pivot position (not for SP) 3) Change of lady's and/or man's arm hold (one revolution with each hold) 4) Additional revolution(s) of the lady after the first revolution (counts as many times as repeated) Features 3 and 4 are counted only if both partners are in "low" positions (see Clarifications in 1611) Pre-Juvenile, Juvenile & STARSkate Open Pair: All Death Spirals can be called no higher than Level 1, regardless of features
Solo Spins	1) One difficult variation in a basic or (for spin combinations only) in an intermediate position 2) Another difficult variation in a basic position which must be significantly different from the first one and: <ul style="list-style-type: none"> ● spin in one position with change of foot – on different foot than the first one ● spin in one position without change of foot – different position than the first one ● spin combination with change of foot – on different foot and in different position than the first one 3) Flying or backward entrance 4) Clear change of edge in sit (only from backward inside to forward outside) , camel, <u>Layback and Biellmann position</u> 5) All three basic positions on one foot (counts twice if executed on both feet) 6) Two changes of foot (not for short program) 7) Both directions immediately following each other 8) At least six revolutions without changes in position/variation, foot and edge (camel, sit, layback, difficult upright) In any spin with change of foot the maximum number of features attained on one foot is 2. For spins with change of foot at least one basic position on each foot is mandatory for Levels 2 - 4 both in Short Program and in Free Program. <u>For spin combinations all three basic positions are mandatory for Levels 3-4 both in short program and in free skating</u> Pre-Juvenile, Juvenile & Open Pair: All spins can be called no higher than Level 1, regardless of features



Pair Spins	<ol style="list-style-type: none">1) Two changes of basic positions of both partners2) Additional change(s) of basic positions of both partners after the two changes required above3) Three difficult variations of positions of partners, only one of which can be in intermediate position (each variation of each partner counts separately)4) Any other difficult variation(s) of positions of partners in addition to the three variations required above <u>each partner must have at least one difficult variation</u>5) Entrance from backward outside or inside edge6) Both directions immediately following each other7) At least six revolutions without any changes in position/variation and foot (camel, sit, difficult upright) <p><i>Pre-Juvenile, Juvenile & Open Pair: All Pair Spins can be called no higher than Level 1, regardless of features</i></p>
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Clarifications:

Step Sequences (Singles and Pair): Use of upper body movements means the visible use for a combined total of at least half of the pattern of the step sequence any movements of the arms, head and torso that have an effect on the balance of the main body core.

Lifts: Landing on the other foot is not automatically considered as a simple landing variety. Inside Axel take-off in 5ALi and 5SLi is considered as a difficult variation of the take-off.

Pair spins: execution of four difficult variations (each variation of each partner counted separately) will result in two Level features independent on the order of these variations if at least two of these variations are executed in basic positions and each partner has at least one variation.

Death Spirals: Difficult entry to a death spiral should be on the curve and on the leg of the death spiral and while acquiring the actual death spiral position there should be a continuous and not too prolonged movement to this position.

If during the Death Spiral the Lady's head **never** reaches the level of her skating knee, the Death Spiral will have no value.