

NZISA Verification Rules Supplement

Information for Technical Controllers for Singles Grades

Version 1.3 (11 May 2009)

Manual verification for pre elementary to novice and adult Singles:

In Junior and Senior grades, ISU verification rules are used and this supplement does not apply*. For all other singles grades, the Technical Controller is responsible for performing the following **additional** manual verifications and asterisking elements (or adding +SEQ) as required. See the ISU First Aid manual for details on handling these and other situations.

* N.B.: the ISU Junior Short Programme verification rules will be incorrect during the first part of our season (see “Elements Incorrectly Asterisked by the Computer” below).

Short Programme:

Problem	Solution
More than one jump combination is performed	All jumps in the additional jump combinations are asterisked.
Solo jump is repeated in the combination jump (pre-primary and up)	The second instance of the jump is asterisked. If this occurs in a combination/sequence then all jumps in the combination/sequence are asterisked. Note that the jump may be repeated in the combination itself (3T+3T is OK as long as the skater doesn't do a 3T solo too).

Free Skating (all grades including (pre) elementary and adult):

Problem	Solution
A fourth jump is repeated.	The jump is asterisked. If the jump is included in a jump combination/sequence the entire combination/sequence is asterisked.
A jump is executed more than once as a solo jump	The second and higher instances will be automatically asterisked, however the second instance of a solo jump should have +SEQ added to it instead ¹ . If this creates more than 3 jump combinations/sequences then the 4 th and higher instances of jump combinations/sequences are asterisked (see next rule).
More than 3 jump combinations/sequences are performed	The fourth jump combination/sequence is asterisked (all jumps in the combination jump or sequence are asterisked).
A jump combination or sequence contains more than 3 jumps	The entire combination jump or sequence (all sub-elements) are asterisked.
<u>Required spins in Juvenile</u>	<u>The complexity of the Juvenile spin requirements means they need to be manually verified.</u>

¹ Data Operators should CLEAR and then re-enter the element with the +SEQ. Simply adding +SEQ will not remove the asterisk. Pressing the “Verify” button on the Data Operator’s screen to request the computer to re-verify the programme should fix any problems with asterisks incorrectly remaining after elements have been changed.

Automatic verification of Short Programme for juvenile through novice:

The following checks are automatically performed by the IJS software when applicable (and asterisks used as per ISU Rule verification):

- Maximum number of elements is not exceeded
- Maximum number of jumps is not exceeded
- Maximum number of spins is not exceeded
- At least one jump is a combination/sequence
- No extra footwork or spiral sequences are performed
- Required spins are performed
- Where jump type is specific, will check for required jump.

Automatic verification of Free Skating for pre elementary to novice and adult:

The following checks are automatically performed by the IJS software when applicable (and asterisks used as per ISU Rule Verification):

- Maximum number of elements is not exceeded
- Maximum number of jumps is not exceeded
- Maximum number of spins is not exceeded
- No extra footwork or spiral sequences are performed
- At least one jump is a combination/sequence
- Any required spins are executed (except in Juvenile)
- Any required jumps are executed
- No spin is repeated (i.e. has the same abbreviation when level is excluded)
- No jump is executed more than twice (and when repeated is included in a jump combination or sequence).

Elements Incorrectly Asterisked by the IJS Computer

In Junior Short Programme (only), if "ISU Rules" are used for verification then early in our season the verification rules will be from last season and generally two elements (one spin and one jump) will be asterisked for every skater because the jumps and spins in the Junior Short Programme change every season.

In all other cases there are no known situations where elements are incorrectly asterisked. It is more likely that they are correctly asterisked, some examples of correctly asterisked elements:

- An extra jump or spin, unless it is the last element, will cause both the jump or spin and the last (too many elements) element to be asterisked. This is correct.
- If the first Axel-type jump is performed after the maximum number of jump is performed, then it will be asterisked and the second to last jump will also be asterisked because it wasn't the required Axel-type jump. This is correct.
- If an additional step sequence was performed and asterisked because it was decided it wasn't a step sequence, then the last element will be an additional element and will be asterisked. This is correct. The asterisked step sequence needs to be removed (as per ISU rules).