Technical Communication # 13

Singles

Re: Pre-Juvenile & Juvenile - REQUIRED JUMP TYPES
(Effective July 1, 2017)

The Technical Coordinating Committee has approved a change in the application of the Well Balanced Program rules for the Pre-Juvenile and Juvenile Singles events. These events require that skaters include a number of different jump types (5 for Pre-Juvenile and 6 for Juvenile). This was established based on feedback from Skate Canada coaches to ensure well-rounded development of skaters at this level.

The committee has received feedback that when errors occur during Pre-Juvenile and Juvenile programs, the penalties being applied for lacking a jump type were unduly harsh. Therefore, the following updated Well Balanced Program procedures will be in place starting July 1st, 2017.

*For both Pre-Juvenile and Juvenile Singles events, if skaters have an **'empty jump box or empty jump combo box'** (i.e. only one combination was executed) there is no penalty applied if missing **one** jump type. However, if skaters are missing more than one jump type, the last repeated jump type will receive no value.*

This updated procedure is more reflective of the developmental stage of skaters at this level and will avoid over-penalizing for a missing jump type caused by an error or fall. This does not impact the Program Requirements for these levels, which will remain the same.

There are many possible scenarios that might occur with this new application of Well Balanced Program rules. Some examples of these scenarios and the outcomes are included on the following pages for reference and explanation.

Pre-Juvenile – Scenario #1

Skater falls on the 2Lz of the intended 2Lz+2Lo combo

1A
2Lz (fall) (2Lo not executed)
2Lz +REP
2F+2T
2F

In this scenario, there are only 4 jump types executed but there is an 'empty jump combo box' as only one combination was executed. The empty jump combo box would be used as the missing 5th jump type and therefore no penalty would be applied.

Pre-Juvenile – Scenario #2

1A
1A+1Lo
2F
2F+2T
2Lo* Invalidated

In this scenario, there are only 4 jump types executed and the skater has used all of the available jump boxes and jump combos. A penalty would be applied. The last repeated jump type, which is the 2Lo, would be invalidated.

Pre-Juvenile – Scenario #3

1A
1A+1T
2T
2S
2S*+REP Invalidated

In this scenario, there are only 3 jump types executed but there is an 'empty jump combo box' as only one combination was executed. The empty jump combo box would be used as the 4th jump type; however, this means that the skater is still missing a 5th jump type. The last repeated jump type, which is the 2S, would be invalidated.

Juvenile – Scenario #1

Skater falls on the 2Lz of the intended 2Lz+2Lo combo and therefore does not have a Loop type jump in the program.

1A
2Lz (fall) (2Lo not executed)
2F
2F+2T
2S

In this scenario, there are only 5 jump types executed but there is an 'empty jump combo box' as only one combination was executed. The empty jump combo box would be used as the missing 6th jump type and therefore, no penalty would be applied.

Juvenile – Scenario #2

1A
2Lz (fall)
2F (fall)
2F*+REP Invalidated
2S

In this scenario, there are only 4 jump types executed but there are 2 'empty jump combo boxes' as no combinations were executed. One of these empty jump combo boxes would be used as the 5th jump type; however, the skater is still missing a 6th jump type. In this scenario, the last repeated jump type, which is the 2F, would be invalidated.

Juvenile – Scenario #3

1A
2Lz+1T
2F+2Lo
2T
2Lz* Invalidated

In this scenario, there are only 5 jump types executed with no "empty jump box or empty jump combo box" as both combinations were executed. Therefore, the last repeated jump type, which is the 2Lz, would be invalidated.