

Glossary of Terms from U. S. Figure Skating

ACCOUNTANT — An official at a figure skating competition who compiles and computes marks awarded by judges to determine the placement of competitors.

AXEL JUMP — One of the most difficult jumps which takes off from the forward outside edge and is landed on the back outside edge of the opposite foot. A single Axel consists of 1 1/2 revolutions, a double is 2 1/2 revolutions, and a triple is 3-1/2 revolutions. The jump is named for its inventor, Axel Paulsen. It is easily recognizable as it is the only jump that takes off from a forward position.

CAMEL SPIN — A spin which is done on one leg with the non-skating leg, or free leg, extended in the air in a position parallel to the ice. The body remains in this "spiral" position while spinning.

CHOCTAW — A turn from forward to backward (or backward to forward) from one foot to the other in which the curve of the exit edge is in the opposite direction to the curve of the entry edge. The change of foot is from outside edge to inside edge or from inside edge to outside edge.

COMBINATION SPIN — The combination of several spins where the skater changes feet and positions while maintaining speed throughout the entire spin.

COMPULSORY DANCE — A dance that has prescribed rhythms and specific steps that must be done in an exact manner with exact placement on the ice. All skaters do the same compulsory dance in an event. At most senior events nationally and internationally, only one compulsory dance is competed and it is worth 20 percent of the total score.

CROSSOVERS — A method of gaining speed and turning corners in which skaters cross one foot over the other. There are both forward and backward crossovers.

DEATH SPIRAL — A pairs move in which the man spins in a pivot position while holding one hand of his partner, who is spinning in a horizontal position with her body low and parallel to the ice.

DRAW — The process to determine the starting or skating order for each event. Either the referee or chair of the competition conducts the process in the presence of other judges (closed draw) or in an open setting where the athletes participate and actually draw a number from a pouch (open draw).

EDGES — The two sides of the skate blade on either side of the grooved center. There is an inside edge — the edge on the inner side of the leg — and an outside edge — that on the outer side of the leg. There is a forward and backward for each edge, equaling a total of four different edges.

EDGE JUMP — A jump where the skater takes off from the entry edge of the skating foot without bringing the free foot in contact with the ice to assist the take off. The Axel, loop and Salchow are common edge jumps.

ELIGIBLE — The term used to define skaters or competitions that meet the requirements and follow the rules of U.S. Figure Skating and/or the ISU. All eligible skaters, judges and officials are members of U.S. Figure Skating and have not participated in any activities, competitions or events that are not sanctioned by U.S. Figure Skating or the ISU.

ENVELOPE SYSTEM — In the U.S., the envelope system separates skaters for ASUPP funding levels. Based on prescribed criteria, U.S. athletes can be placed in Team A, B, C or the reserve team. The U.S. Figure Skating Athlete Support Fund (ASUPP) financially supports the U.S. Team envelope athletes by assisting them with their skating expenses.

FALLING LEAF — A jump taking off from a backward outside edge as in a loop jump takeoff, and projecting the free leg forward turning 1/2 revolution. The landing is forward on the toe of this lifting leg and either steps into a forward glide position on the opposite leg (original take-off leg) or steps into a forward inside three-turn.

FLIP JUMP — A toe-pick assisted jump taken off from the back inside edge of one foot and landed on the back outside edge of the opposite foot.

FOOTWORK — A sequence of step maneuvers carrying the skater across the ice in patterns — generally straight, circular or serpentine. Footwork is intended to show the precision and dexterity of the skater's movements.

FREE DANCE — The free dance, which reflects 50 percent of a dance team's total score, is relatively unrestricted, and skaters select the mood and tempo as long as it is danceable. Skaters are allowed 4 minutes to display their full range of technical skills, interpretation and inventiveness.

FREE SKATE (OR FREE SKATING) — In OBO scoring, the free skate counts for 66.7 percent of a skater's or team's final score in singles and pairs. It does not have required elements, so skaters select their own music and theme, and choreograph the many difficult jumps, spins and footwork to best display their technical and artistic skills. The free skate (for senior level) has a length of 4 1/2 minutes for men and pairs, and 4 minutes for ladies.

HAND-TO-HAND LOOP LIFT — A lift in which the man raises his partner, who is in front of him and facing the same direction, above his head. She remains facing the same direction, in the sitting position with her hands behind her, while her partner supports her by the hands.

HYDRANT LIFT — A lift in which the man throws his partner over his head while skating backwards, rotates one-half turn and catches his partner facing him.

LAYBACK SPIN — Generally performed by women, the layback spin involves an upright spin position where the head and shoulders are dropped backwards and the back arches.

LIFTS — Pair moves in which the man lifts his partner above his head with arm(s) fully extended. Lifts consist of precise ascending, rotational and descending movements.

LOBE — The pattern made on the ice by an edge or steps, forming an arc of a circle that starts and finishes on an axis.

LONG PROGRAM — Old term for the free skate portion of the singles and pairs competitions.

LOOP JUMP — An edge jump, taken off from a back outside edge and landed on the same back outside edge.

LUTZ JUMP — A toe-pick assisted jump taken off from a back outside edge and landed on the back outside edge of the opposite foot. The skater glides backward on a wide curve, taps his toe pick into the ice, and rotates in the opposite direction of the curve. The jump is named for its inventor, Alois Lutz.

MOHAWK — A turn from forward to backward (or backward to forward), from one foot to the other, each edge forming parts of the same curve.

MOVES IN THE FIELD — One of three test structures in U.S. Figure Skating (including free skating and dance). Moves in the field tests help develop all basic fundamental edges and turns while emphasizing edge quality, extension, quickness and power.

NONQUALIFYING COMPETITION — Also referred to as a club competition, nonqualifying events are those that are not part of the U.S. qualifying structure leading up to the U.S. Championships.

OBO SYSTEM — The one-by-one system is the scoring system currently used in international competitions including the World Championships.

ORDINAL — In the 6.0 scoring system, each skater or team is given a score that is converted into an ordinal or "place." The skater or team that receives the highest marks from a judge is awarded the first-place mark or ordinal from that judge.

ORIGINAL DANCE — The second competition phase in ice dancing which counts for 30 percent of the team's total score. Skaters are given a prescribed rhythm (such as the paso doble or rumba) with a defined tempo range and must create a completely original version of the dance. It has a time limit of 2 minutes.

OVERHEAD LIFTS — The group of pair lifts in which one or both of the man's arms are fully extended as he holds his partner overhead. The man does not let go of his

partner during the lift, except momentarily during changes in her position or during the dismount.

PLATTER LIFT — A lift in which the man raises his partner overhead with his hands resting on her hips. She is horizontal to the ice, facing the back of the man, in a platter position.

PRESENTATION MARK — The second of two marks awarded when judging the singles and pairs short program and free skate, and the original and free dance. Judges consider the program's relationship to the music, the speed, utilization of the ice surface, carriage and style, originality and unison.

QUALIFYING COMPETITION — In the U.S., qualifying competitions are those that are part of the competition structure leading to the U.S. Championships, U.S. Adult Championships, U.S. Synchronized Team Skating Championships, and U.S. Junior Championships. Qualifying competitions are all regional and sectional events.

REFEREE — The official at a competition who has full authority over all aspects of the event and is the chairperson for the panel of judges. It is the referee's responsibility to ensure that all rules are observed, that a high standard of judging is maintained and that all technical aspects of the competition are satisfactory.

REGIONALS — The regional championships are the first step in the U.S. qualifying competition structure that leads to the U.S. Championships. U.S. Figure Skating currently breaks down the U.S. into nine regional areas and competitions. Skaters must place in the top four at their regional event to advance to sectionals (the second step in the qualifying competition structure). Juvenile and intermediate skaters go directly from regionals to the U.S. Junior Championships (top four places only).

REQUIRED ELEMENTS MARK — The first mark given by the judges in the singles and pairs short program evaluating how well each element is performed. There are defined deductions that are made due to errors skaters make when executing the required elements.

ROCKER — A turn made on one foot from a forward to backward (or backward to forward) edge maintaining the same character, i.e., outside to inside or inside to outside.

SALCHOW — Another edge jump taken off from the back inside edge of one foot and landed on the back outside edge of the opposite foot. Created by Ulrich Salchow.

SANCTION — Permission or approval given by U.S. Figure Skating or the ISU to member clubs, competition organizers, individuals or national federations to conduct competitions, shows or events featuring eligible athletes. Registered U.S. Figure Skating athletes can only participate in sanctioned activities to remain eligible.

SECTIONALS — The sectional championships are the second and final step in the U.S. qualifying competition structure that leads to the U.S. Championships. The top four finishers from each sectional advance to the U.S. Championships. There are currently three sectionals - Eastern, Midwestern and Pacific Coast - within U.S. Figure Skating competition structure.

SCRATCH SPIN — Also known as an upright spin. After entering from a controlled forward outside edge, the spin begins on a back inside edge. Gradual acceleration begins by moving and placing the free foot toward the top of the skating knee and drawing the arms close to the body. The spin exits into a backward outside edge.

SHADOW SKATING — Any movement in pairs skating performed by both partners simultaneously while skating in close proximity.

SHORT PROGRAM — Official name for a 2 minute, 40 second program in singles and pairs that consists of eight required elements and is set to music of the skater's choice. No more than eight required elements can be done. Failure to complete, or elimination of any element is penalized in the scoring.

SIT SPIN — A spin which is done in a "sitting" position. The body is low to the ice with the skating (spinning) knee bent and the non-skating, or "free" leg, extended beside it.

SPIRAL — A move in which a skater demonstrates flexibility and a fluid line by extending his or her non-skating leg behind them into the air during a long glide.

SPIRAL SEQUENCE — A sequence of steps which incorporates various spirals in a pattern across the ice. Spirals in a spiral sequence may be done going forward, backwards, in a straight line or on a curve, or on an inside or an outside edge.

STAR LIFT — A lift in which the man raises his partner by her hip, from his side into the air. She is in the scissor position, with either one hand touching his shoulder, or in a hands-free position.

STARTING ORDER — The result of the draw which lists the order the athletes will compete and the group each athlete will warm up in prior to competition.

STEP SEQUENCE — A sequence of steps that immediately follow one another, executed in time to the music and are choreographically related to each other.

STROKING — Fluid movement used to gain speed in which a skater pushes off back and forth from the inside edge of one skate to the inside edge of the other skate.

SWIZZLE — A method of two-foot progression, either forward or backward, by an in-and-out movement of the feet on inside edges.

TECHNICAL MERIT MARK — The first of two marks awarded when judging the free skate (singles and pairs) and the free dance (ice dancing), which measures the difficulty of the performance, variety and cleanness.

TECHNICAL PROGRAM — Former term for the short program.

TECHNIQUE MARK — The first of two marks awarded when judging the compulsory dance, based on the conformity of the dance steps, accuracy, style, form and carriage.

THROW JUMP — A pairs move in which the male partner assists the woman into the air, she then executes one, two, or three revolutions and lands skating backwards.

TIMING/EXPRESSION MARK — The second of two marks awarded when judging the compulsory dance, based on the steps being to the beat of the music, correct timing and a clear expression of the nature of the dance.

TOE LOOP — A toe-pick assisted jump that takes off and lands on the same back outside edge.

TOE OVERHEAD LIFT — A lift in which the man swings his partner from one side of his body, around behind his head and into a raised position. She is facing the same direction as the man in a split position.

TOE PICKS — The teeth at the front of the blade used primarily for jumping and spinning.

TWIST LIFTS — The group of pairs lifts where both partners begin skating backwards and the man lifts his partner over his head and tosses her in the air. While airborne, she will rotate full or half rotations. The man catches his partner and places her back on the ice.

TWIZZLE – A traveling turn on one foot with one or more rotations, which is quickly rotated with a continuous (uninterrupted) action. The weight remains on the skating foot with the free foot in any position during the turn, and then placed beside the skating foot to skate the next steps.

WALTZ JUMP – A jump involving a half-turn in the air in which the skater takes off from a forward outside edge on one foot and lands on the backward outside edge of the other.

TERMS APPLYING TO ISU NEW JUDGING SYSTEM

SKATING SKILLS — Methods used by a skater/couple to create movement over the ice surface.

TRANSITIONS — Skating steps/elements linking program highlights.

PERFORMANCE/EXECUTION - The evaluation of the skater's/couple's ability to exhibit a pleasing appearance through body awareness and projection.

CHOREOGRAPHY — The evaluation of the program layout in relationship to elements and their linking steps. Program highlights should be evenly distributed over the ice surface demonstrating the skater's/couple's skills.

INTERPRETATION — The use of the body and skating elements to express outwardly the mood and character of the chosen music.

TECHNICAL CONTROLLER — The person who supervises the call and the input of performed elements.

TECHNICAL SPECIALIST (CALLER) — The person who identifies and calls performed elements. This person has the highest knowledge of figure skating or ice dancing.

SCALE OF VALUE — The Scale of Value determines how much each performed element is worth.

GRADE OF EXECUTION — The grade of execution, ranging from -3 to +3 is given for every element per the judge's discretion.

PROGRAM COMPONENT SCORE — The sum of scores for the five program components – skating skills, transitions, performance/execution, choreography and interpretation.

TOTAL ELEMENTS SCORE — The sum of scores for the technical portion of a skater's program.

SYNCHRONIZED TEAM SKATING TERMS

BLOCK — A formation in which skaters line up one behind the other in more than two straight lines forming a block or formation. The block moves on the ice utilizing the entire surface.

CIRCLE — A maneuver in which skaters are linked and rotate with step combinations in a circular motion. Skaters can skate forward or backward trying to hold form for a perfect circle.

INTERSECTION — An intersection is a required element for the synchronized team skating short program and a common synchronized team skating formation. It is any type of maneuver that incorporates movement of one part of the team through the other part of the team.

LINE — A formation in which the skaters are arranged in a single line, side by side. For the synchronized team skating short program, the line must extend across the ice surface width and travel the full length of the ice.

WHEEL — A formation in which skaters form lines that are connected and rotating from one central point, similar to the spokes on a bicycle wheel.