Level IV – Program

The skaters will perform the selected **three elements** listed below and will receive a value and a GOE mark for each element. Elements can be performed in any order.

<table>
<thead>
<tr>
<th>Mandatory Elements</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>1S or 1T</strong></td>
</tr>
<tr>
<td><strong>SSp</strong></td>
</tr>
<tr>
<td><strong>SSkSqA</strong></td>
</tr>
</tbody>
</table>

- Right forward outside three turn
- Left back outside edge
- Right forward outside three turn
- Left backward outside edge
- Step forward to RFO edge
- Glide on two feet back to center
- Left forward outside three turn
- Right back outside edge
- Left forward outside three turn
- Right back outside edge
- Left forward outside three turn
- Right back outside edge
- Step forward to LFO edge
- One or two foot glide back to center

A minimum of three, three-turn/back edge sequence per circle must be performed.

No elements above Level IV are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Level.
The skaters will perform the selected **nine elements** listed below and will receive a value and a GOE mark for each element. Elements can be performed in any order.

### Mandatory Elements

**Five (5) jump elements**

- Waltz jump (W), Single Salchow (1S), Single Toe Loop (1T), Single Loop (1Lo)
  - Each single jump can be executed two times with a maximum of five jump elements in total.
  - There can be two jump combinations or sequences (with a maximum of two jumps).
  - A jump combination is considered as one jump element. For example: 1 Waltz jump (=1 jump element), Single Salchow + Single Toeloop combination (1S+1T) (=1 jump element)

<table>
<thead>
<tr>
<th>Allowed jumps:</th>
</tr>
</thead>
<tbody>
<tr>
<td>Waltz jump (W), Single Salchow (1S), Single Toe Loop (1T), Single Loop (1Lo)</td>
</tr>
</tbody>
</table>

**Three (3) spins**

1. One spin in one position without change of foot (USp/CUSp/SSp/CSp/CSp/CCSp)
2. One upright back spin without change of foot (UBSp) any entry allowed with min 3 revolutions
3. One spin with one change of position without change of foot (CoSp) with a minimum of 2 revolutions in each position

<table>
<thead>
<tr>
<th>UBSp</th>
<th>CoSp</th>
</tr>
</thead>
<tbody>
<tr>
<td>One Choreographic Sequence (CHSq) covering the whole ice surface including steps and turns and at least one spiral position.</td>
<td></td>
</tr>
<tr>
<td>CHSq</td>
<td></td>
</tr>
</tbody>
</table>

No elements above Level IV are to be included in the program. A mandatory 1.0 point deduction will be made for each added element from a higher Level.