

**(1) Single Skating****Jumps:**

1T	Single Toeloop
1S	Single Salchow
1Lo	Single Loop
1Eu	Single Euler (only used in jump combinations)
1F	Single Flip
1Lz	Single Lutz
1A	Single Axel
2T	Double Toeloop
2S	Double Salchow
2Lo	Double Loop
2F	Double Flip
2Lz	Double Lutz
2A	Double Axel
3T	Triple Toeloop
3S	Triple Salchow
3Lo	Triple Loop
3F	Triple Flip
3Lz	Triple Lutz
3A	Triple Axel
4T	Quad. Toeloop
4S	Quad. Salchow
4Lo	Quad. Loop
4F	Quad. Flip
4Lz	Quad. Lutz
4A	Quad. Axel
5T	Quint. Toeloop
5S	Quint. Salchow
5Lo	Quint. Loop
5F	Quint. Flip
5Lz	Quint. Lutz

**Spins:**

USp	Upright Spin
LSp	Layback Spin
CSp	Camel Spin
SSp	Sit Spin
FUSp	Flying Upright Spin
FLSp	Flying Layback Spin
FCSp	Flying Camel Spin
FSSp	Flying Sit Spin
CUSp	Change Foot Upright Spin
CLSp	Change Foot Layback Spin
CCSp	Change Foot Camel Spin
CSSp	Change Foot Sit Spin
FCUSp	Flying Change Foot Upright Spin
FCLSp	Flying Change Foot Layback Spin
FCCSp	Flying Change Foot Camel Spin
FCSSp	Flying Change Foot Sit Spin
CoSp	Combination Spin no change of foot
CCoSp	Change Foot Combination Spin
FCCoSp	Flying Combination Spin no change of foot
FCCoSp	Flying Change Foot Comb. Spin

**Steps:**

StSq	Step Sequence
ChSq	Choreo Sequence

**(2) Pair Skating**

**Solo jumps:** see Single Skating

<b>Lifts:</b>	1Li	Group 1 Lift (Armpit Hold Position)
	2Li	Group 2 Lift (Waist Hold Position)
	3Li	Group 3 Lift (Hand to Hip Position)
	4Li	Group 4 Lift (Hand to Hand Position)
	5TLi	Group 5 Toe Lasso Lift
	5SLi	Group 5 Step in Lasso Lift
	5BLi	Group 5 Backward Lasso Lift
	5ALi	Group 5 Axel Lasso Lift
	5RLi	Group 5 Reverse Lasso Lift

<b>Twist Lifts:</b>	1Tw	Single Twist Lift
	2Tw	Double Twist Lift
	3Tw	Triple Twist Lift
	4Tw	Quad. Twist Lift

<b>Throw Jumps:</b>	1TTh	Throw Single Toe Loop
	1STh	Throw Single Salchow
	1LoTh	Throw Single Loop
	1FTh	Throw Single Flip
	1LzTh	Throw Single Lutz
	1ATh	Throw Single Axel
	2TTh	Throw Double Toeloop
	2STh	Throw Double Salchow
	2LoTh	Throw Double Loop
	2FTh	Throw Double Flip
	2LzTh	Throw Double Lutz
	2ATh	Throw Double Axel
	3TTh	Throw Triple Toeloop
	3STh	Throw Triple Salchow
	3LoTh	Throw Triple Loop
	3FTh	Throw Triple Flip
	3LzTh	Throw Triple Lutz
	3ATh	Throw Triple Axel
	4TTh	Throw Quad. Toe Loop
	4STh	Throw Quad. Salchow
	4LoTh	Throw Quad. Loop
	4FTh	Throw Quad. Flip
	4LzTh	Throw Quad. Lutz

<b>Death Spirals:</b>	FiDs	Forward Inside Death Spiral
	BiDs	Backward Inside Death Spiral
	FoDs	Forward Outside Death Spiral
	BoDs	Backward Outside Death Spiral
	PiF	Pivot Figure

**Solo Spins:** see Single Skating

<b>Pair Spins:</b>	PSp	Pair Spin
	PCoSp	Pair Combination Spin

**Steps:** see Single Skating

**(3) Ice Dance**

**Pattern Dances:**

FO	Fourteenstep
FT	Foxtrot
RF	Rocker Foxtrot
TTF	Tea-Time Foxtrot
TFO	Ten Fox
SD	Swing Dance
DW	Dutch Waltz
WiW	Willow Waltz
EW	European Waltz
AW	American Waltz
WW	Westminster Waltz
VW	Viennese Waltz
OW	Austrian Waltz
SW	Starlight Waltz
RW	Ravensburger Waltz
GW	Golden Waltz
HHO	Hickory Hoedown
KI	Kilian
YP	Yankee Polka
QS	Quickstep
FS	Finnstep
PD	Paso Doble
RH	Rhumba
CC	Cha Cha Congelado
SS	Silver Samba
TF	Tango Fiesta
TC	Tango Canasta
TA	Tango
AT	Argentine Tango
TR	Tango Romantica
RB	Rhythm Blues
BL	Blues
MB	Midnight Blues

Sq	Sequence
Se	Section
Y	Yes (Keypoint)
N	No (Keypoint)
T	Timing (Keypoint)
X	Keypoint not executed

**Pattern Dance Elements:**

1PD	PD Element Paso Doble 1st Sequence (Juniors)
2PD	PD Element Paso Doble 2nd Sequence (Juniors)
PSt	Pattern Dance Type Step Sequence Style D (Seniors)

*note: PSt will be evaluated as one unit with a combined Level for both partners*

**Spins:**

DSp	Dance Spin
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**Lifts:**

StaLi	Stationary Lift
SILi	Straight Line Lift
CuLi	Curve Lift
RoLi	Rotational Lift

**Twizzles:**

SqTwW	Set of Sequential Twizzles Woman (RD Jun./Sen., FD Novice)
SqTwM	Set of Sequential Twizzles Man (RD Jun./Sen., FD Novice)
SyTwW	Set of Synchronized Twizzles Woman (FD Jun./Sen.)
SyTwM	Set of Synchronized Twizzles Man (FD Jun./Sen.)

*note: will be called as combination element with separate levels (SqTwW + SqTwM resp. SyTwW + SyTwM)*

**Steps:**

OFTW	One Foot Turn Sequence Woman
OFTM	One Foot Turn Sequence Man
MiStW	Midline Step Sequence Woman
MiStM	Midline Step Sequence Man
DiStW	Diagonal Step Sequence Woman
DiStM	Diagonal Step Sequence Man
CiStW	Circular Step Sequence Woman
CiStM	Circular Step Sequence Man
SeStW	Serpentine Step Sequence Woman
SeStM	Serpentine Step Sequence Man

*note: will be called as combination element*

**Choreographic Elements:**

ChAJ1	Choreographic Assisted Jumps
ChHy1	Choreographic Hydroblading Movement
ChLi1	Choreographic Lift
ChRS1	Choreographic Rhythm Sequence (RD only)
ChSl1	Choreographic Sliding Movement
ChSp1	Choreographic Spinning Movement
ChSt1	Choreographic Character Step Sequence
ChTw1	Choreographic Twizzling Movement

**(4) Synchronized Skating**

AB	Artistic Block
AC	Artistic Circle
AL	Artistic Line
AW	Artistic Wheel
Cr	Creative Element
GL	Group Lift
I	Intersection
B	Linear Block
L	Linear Line
C	Circle
W	Wheel
Mi	Mixed Element
ME	Move Element
NHE	No Hold Element
Pa	Pair Element
PB	Pivoting Block
PL	Pivoting Line
SySp	Synchronized Spin Element
TrE	Traveling Element
TwE	Twizzle Element
TRANS	Transition
fm	free skating moves (feature)
pi	point of intersection (feature)
s	step sequence (feature)

**(5) Special Codes**

Single and Pair Skating

+ COMBO	Combination
+ SEQ	Sequence
+ REP	Jump Repetition
q	jump landed on the quarter
b	bonus (only in Advanced Novice)
<	under-rotated jump
<<	downgraded jump / downgraded twist lift
e	wrong edge (Lutz, Flip)
!	not clear edge (Lutz, Flip)
*	asterisk/star (not according to verification rules)
V	reduced value on spins
F	Fall (in an element)
Fx	Multiple Falls (in an element)

Ice Dance

+ COMBO	Combination (lifts)
<	= reduce by 1 level (PD)
<<	= reduce by 2 levels (PD)
!	= Choreo Element is identified and does not fulfill all requirements
S	= reduce by 1 level, separation/contact (PSt, SyTw, SqTw, OFT)
>	extended lift
ExEl	Extra element
*	asterisk/star (not according to verification rules)
F	Fall (in an element)
Fx	Multiple Falls (in an element)

Synchronized Skating

d	deduction
*	asterisk/star (not according to verification rules)
<	downgrade 1
<<	downgrade 2
F	Fall (in an element)
Fx	Multiple Falls (in an element)