



Ice Skating Australia Incorporated

Affiliated to the International Skating Union

ISA Bonuses Policy

Date Approved:	July 2022	Effective Start Date:	1 July 2022
Communication No:	142	Version Number:	1.0
Review Date:	31 December 2022		
Related Policies/ Procedures/ Forms	ISU Novice Communication 2489		

1. Purpose of the Communication

To update ISA communications 134 and 128 and the bonus system for ISA Singles divisions.

The Bonus system will be applied at all ISA Sanctioned events.

2. Application of the Communication

From 1 July 2022

3. Communication Statement

Preliminary

Bonus points to be awarded for the following:

- Any double jump will be awarded 1.0 points bonus per jump
- MAXIMUM of 2 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for Preliminary division apply

Elementary

Bonus points to be awarded for the following:

- Any double/double combination jump will be awarded 1.0 points bonus per jump combination (refer to the whole element)
- MAXIMUM of 2 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for Elementary division apply

Basic Novice

Bonus points to be awarded for the following:

- Any double axel and the following combination jumps will be awarded 1.0 points bonus per jump/combination (refer to the whole element):
Double lutz/double loop; double lutz/double toe; double flip/double loop; double flip/double toe.
- MAXIMUM of 3 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for Basic Novice division apply

Intermediate Novice

Bonus points to be awarded for the following:

- Any double axel and the following combination jumps will be awarded 1.0 points bonus per jump/combination (refer to the whole element):
Double lutz/double loop; double lutz/double toe; double flip/double loop; double flip/double toe.
- MAXIMUM of 3 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for Intermediate Novice division apply

ISA Intermediate

Bonus points to be awarded for the following:

- Any double axel and the following combination jumps will be awarded 1.0 points bonus per jump/combination (refer to the whole element):
Double lutz/double loop; double lutz/double toe; double flip/double loop; double flip/double toe.
- MAXIMUM of 3 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for ISA Intermediate division apply

Advanced Novice

Bonus points to be awarded for the following:

- **Short Program-** 1 bonus point for a double axel and 1 for any triple with a MAXIMUM of 2 bonus points per program
- **Free Skating-** Any double axel and any two different triples will be awarded 1.0 points bonus per jump with a MAXIMUM of 3 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for ISA Intermediate division apply

Junior

Bonus points to be awarded for the following:

- **Women** - Any triple will be awarded 1.0 points bonus per jump
- **Men** – 1.0 bonus point for any triple/triple combination and triple axel, triple flip, triple lutz
- MAXIMUM of 3 bonus points per program

Conditions

- All jumps must be fully rotated or landed on the quarter (q) to achieve the bonus.
- Jumps that are identified by the technical panel as underrotated (<), downgraded (<<), with wrong edge or have a fall or not being identified as a valid element (*) are not eligible to receive the bonus points
- Maximum number of jumps and jump combinations for ISA Intermediate division apply

The bonuses will be called by the technical panel and the controller will ask the accountant to add it after the elements are authorized.

Version	Approval Date	Change
1.0	TBA	Communication 128, 134