

Division	Bonus Points for Jumps					
	Double Jumps	ANY Double/ Double Combo	Double Flip or Lutz/ Double Toe or Loop Combo	Double Lutz/ Double Loop Combo	Double Axel	Triple Jump
Preliminary	1.0	N/A	N/A	N/A	N/A	N/A
Elementary	N/A	1.0	N/A	N/A	N/A	N/A
Basic Novice	N/A	N/A	1.0	N/A	1.0	1.0
Intermediate Novice	N/A	N/A	N/A	1.0	1.0	1.0
Intermediate	N/A	N/A	N/A	1.0	1.0	1.0
Advanced Novice	N/A	N/A	N/A	N/A	1.0	1.0
Junior	N/A	N/A	N/A	N/A	N/A	1.0

Bonus points CANNOT be awarded to double jumps with under-rotated (<) applied by the Technical Panel. (Skater will be NOT allowed to fall at the end of the jump or combination)

Double Axel and Triple Jumps must be full rotated or under-rotated (<) to achieve the bonus. (Skater will NOT be allowed to fall at the end of the jump or combination)

Preliminary and Elementary are awarded a MAXIMUM of one (1) bonus point per program.

Basic Novice, Intermediate Novice, Intermediate, Advanced Novice and Junior are awarded a MAXIMUM of two (2) bonus points per program.

For all divisions except Junior, Bonus points CANNOT be achieved from the same column.

Wrong Edge calls (e) are NOT acceptable for Flip and Lutz jumps, however attention (!) calls are acceptable

Short Program, well balanced program and repeat rules apply.