

(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
FCoSp	Flying Combination Spin no change of foot
FCCoSp	Flying Change Foot Comb. Spin

Steps:

StSq	Step Sequence
ChSq	Choreographic Sequence

(2) Pair Skating

Solo jumps: see Single Skating

Lifts:

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

Twist Lifts:

1Tw	Single Twist Lift
2Tw	Double Twist Lift
3Tw	Triple Twist Lift
4Tw	Quad. Twist Lift

Throw Jumps:

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

Death Spirals:

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

Pair Spins:

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	Not attempted(Keypoint)

Pattern Dance Elements:

1PD	Paso Doble Sequence 1 (Junior)
2PD	Paso Doble Sequence 2 (Junior)

Spin:

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 & Novice FD)
SqTwM	Set of Sequential Twizzles Man (RD & Novice FD)
SyTwW	Set of Synchronized Twizzles Woman (FD)
SyTwM	Set of Synchronized Twizzles Man (FD)

note: will be called as combination element (SqTwW + SqTwM, SyTwW + SyTwM)

One Foot Turns:

OFTW	One Foot Turns Sequence Woman (FD only)
OFTM	One Foot Turns Sequence Man (FD only)

Steps:

PSt	Pattern Dance Type Step Sequence Style D
MiStW	Midline Step Sequence in Hold/Not Touching Style B Woman
MiStM	Midline Step Sequence in Hold/Not Touching Style B Man
DiStW	Diagonal Step Sequence in Hold/Not Touching Style B Woman
DiStM	Diagonal Step Sequence in Hold/Not Touching Style B Man
CiStW	Circular Step Sequence in Hold/Not Touching Style B Woman
CiStM	Circular Step Sequence in Hold/Not Touching Style B Man
SeStW	Serpentine Step Sequence in Hold/Not Touching Style B Woman
SeStM	Serpentine Step Sequence in Hold/Not Touching Style B Man

note: Step Sequence in Hold/Not Touching Style B will be called as combination element (MiStW + MiStM)

Choreographic Elements:

ChLi	Choreographic Dance Lift
ChSp	Choreographic Spinning Movement
ChHy	Choreographic Hydroblading Movement
ChAJ	Choreographic Assisted Jumps
ChTw	Choreographic Twizzling Movement
ChSl	Choreographic Sliding Movement
ChSt	Choreographic Character Step Sequence
ChRS	Choreographic Rhythm Sequence

(4) Synchronized Skating

AB	Artistic Block
AC	Artistic Circle
AL	Artistic Line
AW	Artistic Wheel
Cr	Creative Element
GL	Group Lift Element
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
Connection	Connection
pi	point of intersection (additional feature)
s	step sequence (additional feature)

(5) Special Codes

*	asterisk/star (not according to verification rules)
F	Fall (in an element)

Single and Pair Skating

+ COMBO	Combination
+ SEQ	Sequence
+ REP	Jump Repetition
<	under-rotated jump
<<	downgraded jump
q	landed on the quarter
e	Take-off edge is definitely wrong (Lutz, Flip)
!	Take-off edge is not clear (Lutz, Flip)
V	reduced value on spins

Ice Dance

+ COMBO	Combination (lifts)
<	reduce by 1 level, interruption of 4or6 beats or less (PDE)
<<	reduce by 2 levels, Interruption of more than 4or6 beats (PDE)
!	Choreo Element does not fulfill all requirement
S	reduce by 1 level, In hold/contact/touch(separation must be done) or Not in hold/contact/touch(separation is not permitted)
>	extended dance lift
Fx	Multiple Falls(within an element)
ExEI	Extra element within an element)

Synchronized Skating

d	deduction
<	Downgrade1
<<	Downgrade2
!	Choreographic error