



Danish Skating Union Test Series

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/ DSU Technical Committee
Teknisk Udvalg

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Where and how to pass the different tests?

Approval of (partial) tests at competitions:

- An approved test panel must consist of a referee and at least one of two technical specialists, must be either on national championship, international or ISU level.
- All test panels in the championship groups (M) must consist of officials on with championship level (M) qualification.
- Competitions are held according to valid DSU rules¹.
- Only protocols from competitions held in Denmark can be used to validate tests.

Basic 1 test

- Basic 1 can be passed at private tests arranged in clubs, and no longer by video tests. Video tests are no longer possible as of April 15th 2018.
- At private tests the club invites a test judge (invited judges must either be on national championship, international or ISU level).
- The club is responsible for the judge's transport expenses plus a fee of DKK 200.
- The club prints the judge's sheets and registration form from DSU's Dropbox.
- The club sends registration form by e-mail to the DSU office (office@danskate.dk) with the names of participating skaters, independent of the test result.
- In addition, a fee of DKK 100 is paid for every passed partial test/test to DSU for registration. This fee also covers sending the diploma.
- If a pin (DKK 60) is desired, this is marked on the registration form (the pin can be received when a full test is approved). The cost is transferred at the same time as the registration fee.

Technical requirements

- Basic 1 test consists of 2 parts: an element and a basic skills part. It is possible to pass partial tests independently.
- The element part must be performed in **one** program with music.
- All elements are judged with GOE scores +5 to -5. A maximum of two required elements can get a GOE score of -1. The remaining elements must get a GOE of 0 or better. If more than two elements receive a GOE less than -1 or if three or more elements receive a GOE of -1, the test cannot be passed. Positive GOE's cannot make up for negative GOE's in the same element.
- A jump element cannot be passed with "<", "<<", "! " or "e".
- It is not allowed to repeat elements after the program.

¹ See Danish Skating Unions Rulebook in English 2018-2019 og Kunstløbsreglementet



Basic 2- to Gold tests

- From Basic 2 and until/including Gold can be passed by competing at either DSU competitions or private competitions, which can be approved by DSU Technical Committee, and by participating in the annual DSU tests.
- If a test or a partial test is presumed passed for a skater the club must e-mail the judge's and technical panel, judges scores, name and date of the competition, and which test (and partial test) presumed passed, to Teknisk Udvalg: tekniskudvalg@danskate.dk. The e-mail must contain all the above information and must be e-mailed no later than 14 days after the competition date to be valid. This implies that a skater will receive the test answer no later than one month after the competition.
- Teknisk Udvalg will replay the club and the DSU office no later than 14 days after receipt.
- It is not necessary to inform that a skater wants to try and pass a test.
- For each e-mailed protocol a fee of DKK 150 must be paid to DSU for registration and validation. If a skater passes a partial test/test the fee also covers sending the diploma.
- If a pin (DKK 60) is desired, this is marked on the registration form (the pin can be received when a full test is approved). The cost is transferred at the same time as the registration fee.

Technical requirements

- Basic 2 to the Gold test consists of two parts: an element and a component part.
- The protocol desired to be passed must be from the current season.
- All elements are judged with GOE scores +5 to -5. A maximum of two required elements can get a GOE score of -1. The remaining elements must get a GOE of 0 or better. If more than two elements receive a GOE less than -1 or if three or more elements receive a GOE of -1, the label cannot be passed. Positive GOE's cannot make up for negative GOE's in the same element.
- A jump element cannot be passed with "<", "<<", "!" or "e".
- A spin cannot be passed with "V".



How to activate a test

The skating season goes from July 1st – June 31st. During the season a skater can change maximum once between championship (M) group and competition (K) group

Skate in M or K group

If a skater with an activated required test for a M group wishes to skate in the K group, the skater is to participate in a group higher than required. When changing from Debs, Novice, Junior and Senior M groups the skater will enter competitions in the Novice 2, Junior 2 or Senior 2 group.

Exceptions from above

If a skater with required tests for Debs M wishes to skate in the K group, the skater can skate in Debs K if she/he has never competed in Debs M.

By the beginning of a new season the skater can continue to skate in the K group or skate in the required M group again.

Test activation

If a competition group skater passes a required test during the season, he/she can change to the related national championship group. Skaters who pass a required test or pass a higher test than the required during the season, can choose to continue in the group he/she was in at the beginning of the season, but must compete in the group, the test gives access to from the following season – independent of the skater's age.

Test order and program content

Tests must be passed in chronological order. This means skaters must pass the full test (both parts of it, as an example Bronze) before moving to the next partial test (in this example Silver)

The Three yearly DSU arranged tests should be seen as a competition simulation. This means the skater's program content must reflect a competition situation and must contain the mandatory elements in the group, the skater competes in. A skater in eg. Debs K can therefore not enter a test with 4 jump combinations and no Lutz.



Test

Basic 1

Elements:

- a) 1Lz (cannot receive e, !, < or <<)
- b) Jump combination consisting of two (2) different single jumps (no single Lutz (1Lz)) (cannot be a sequence and not receive e, !, < or <<)
- c) USp minimum level Basic

Basic skills:

- d) Exercise 1: Forwards and backwards cross overs, clock- and counter clockwise
- e) Exercise 2: Three turns (waltz steps) in a circle, clock- and counter clockwise
- f) Exercise 3: Inside mohawks, clock- and counter clockwise

Basic 2

Elements:

- a) Single Axel (1A) (cannot receive < or <<)
- b) Jump combination with single Lutz (1Lz) (can not be a sequence and not receive e, !, < or <<)
- c) SSp/CSSp or CSp/CCSp minimum level Basic

Components:

- d) Minimum 2,0 average in component Skating Skills
- e) Minimum 2,0 average in components Skating Skills and Performance

Bronze

Elements:

- a) One optional double jump (cannot receive e, !, < or <<)
- b) Single Axel (1A) in combination with a single or double jump (can not be a sequence and not receive e, !, < or <<)
- c) CoSp or CCoSp minimum level 1 (cannot receive V)

Components:

- d) Minimum 2,30 points in average in the component Skating Skills
- e) Minimum 2,30 points in average in the component Skating Skills and Performance



Silver

Elements:

- a) 2F or 2Lz (cannot receive e, !, < or <<)
- b) Jump combination consisting of 2 optional double jumps (cannot be a sequence and not receive e, !, < or <<)
- c) CCoSp on minimum level 2 (cannot receive V)
- d) Flying spin in one (1) position with or without change of foot minimum level 2 (cannot receive V) FSSp2, FCSp2, FCSSp2 or FCCSp2
- e) Step sequence (StSq) minimum level 1

Components:

- f) Minimum 3,0 points average in the component Skating Skills
- g) Minimum 3,0 point average in the components Skating Skills, Transitions, Performance and Interpretation

Gold

Elements:

- a) 2F or 2Lz in combination with another double jump (can not be a sequence and not receive e, !, < or <<)
- b) A jump combination consisting of two (2) double jumps, both different from a) (cannot be a sequence and not receive e, !, < or <<)
- c) CCoSp level 3 (cannot receive V)
- d) Flying spin in one (1) position with or without change of foot minimum level 3 (cannot receive V) FSSp3, FCSp3, FCSSp3 or FCCSp3
- e) Step sequence (StSq) minimum level 2 (at competitions) or simple variety at tests

Components:

- f) Minimum 3,30 points average in the component Skating Skills
- g) Minimum 3,30 points average in the components Skating Skills, Transitions, Performance and Interpretation

