

## Compulsory Moves Challenge

### GENERAL EVENT PARAMETERS:

1. Will be skated on half ice
2. Elements may be skated in any order. They will be evaluated in a program format similar to a short program and may be performed only once. The skater may include connecting steps between the required elements.
3. Music is not allowed.
4. Applicable deductions:
  - a. Time Violations up to every 10 seconds in excess = -0.1
  - b. Fall Deductions in and out of elements: for each fall = -0.1
5. For events using IJS, click [HERE](#).

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO/STEP SEQUENCE
<b>LEVEL 1</b> 1:15 max	<ul style="list-style-type: none"> <li>• Half Flip or</li> <li>• Half Lutz</li> </ul>	Jump Sequence <ul style="list-style-type: none"> <li>• Waltz Jump + Waltz Jump (A direct step into the 2nd waltz jump from the landing of the 1st waltz jump)</li> </ul>	<ul style="list-style-type: none"> <li>• Forward One-Foot Upright Spin               <ul style="list-style-type: none"> <li>o No flying entry</li> <li>o No change of foot</li> <li>o Min. 3 revs.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Partial Choreographic Sequence (pChSq)               <ul style="list-style-type: none"> <li>o Must include a spiral on each foot (skated forward or backward) with fully extended free leg. Other skating movements may be performed.</li> </ul> </li> </ul>
<b>LEVEL 2</b> 1:15 max	<ul style="list-style-type: none"> <li>• Single Salchow or</li> <li>• Single Toe Loop</li> </ul>	Jump Combination <ul style="list-style-type: none"> <li>• Waltz Jump + Single Toe Loop (Only the above jump combination is allowed)</li> </ul>	<ul style="list-style-type: none"> <li>• Forward Sit Spin               <ul style="list-style-type: none"> <li>o No flying entry</li> <li>o No change of foot</li> <li>o Min. 3 revs.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Partial Choreographic Sequence (pChSq)               <ul style="list-style-type: none"> <li>o Must include one spiral with variation and one of the following:                   <ul style="list-style-type: none"> <li>• Split Jump</li> <li>• Stag Jump</li> <li>• Falling Leaf</li> </ul> </li> </ul> </li> </ul>
<b>LEVEL 3</b> 1:15 max	<ul style="list-style-type: none"> <li>• Single Loop</li> </ul>	Choice of one of the following jump combination options: <ul style="list-style-type: none"> <li>• Single Flip + Single Toe Loop</li> <li>• Single Lutz + Single Toe Loop</li> <li>• Single Flip + Single Loop</li> <li>• Single Lutz + Single Loop</li> </ul>	<ul style="list-style-type: none"> <li>• Forward Camel Spin               <ul style="list-style-type: none"> <li>o No flying entry</li> <li>o No change of foot</li> <li>o Min. 3 revs.</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Partial Choreographic Sequence (pChSq)               <ul style="list-style-type: none"> <li>o At least 2 different skating movements and clearly visible</li> </ul> </li> </ul>
<b>LEVEL 4</b> 1:15 max	<ul style="list-style-type: none"> <li>• Double Salchow or</li> <li>• Double Toe Loop</li> </ul>	Choice of one of the following jump combination options: <ul style="list-style-type: none"> <li>• Single Axel + Single Toe Loop</li> <li>• Single Axel + Single Loop</li> </ul>	<ul style="list-style-type: none"> <li>• Combination Spin               <ul style="list-style-type: none"> <li>o No flying entry</li> <li>o No change of foot</li> <li>o Min. 6 revs. total</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>• Partial Choreographic Sequence (pChSq)               <ul style="list-style-type: none"> <li>o At least 2 different skating movements and clearly visible</li> </ul> </li> </ul>

## Jumps Challenge

### GENERAL EVENT PARAMETERS:

1. Will be skated on half ice
2. Only the listed elements will be judged, and jumping passes may be skated in any order.
3. Each jumping pass may be attempted twice.
  - a. The second attempt will be the one judged and must immediately follow the first attempt.
  - b. The original jump type, jump combination, or jump sequence must be performed as a repeat attempt. If a different jump type, jump combination, or jump sequence is performed, it will receive no value.
  - c. All falls will be called and counted whether or not the jump is repeated immediately afterward. Falls that occur on connecting moves will not be counted.
5. Elements not according to requirements will receive no value.
6. Applicable deductions:
  - a. Time Violations up to every 10 seconds in excess = -0.1
  - b. Fall Deductions: for each fall = -0.1
7. For events using IJS, click [HERE](#).

LEVEL	JUMPING PASS 1	JUMPING PASS 2	JUMPING PASS 3
<b>LEVEL 1</b> 1:15 max	Half-Flip	Half-Lutz	Two-Jump Sequence Waltz Jump + Waltz Jump
<b>LEVEL 2</b> 1:15 max	Single Loop	Single Salchow	Two-Jump Combination Waltz Jump + Single Toe Loop (No Sequence)
<b>LEVEL 3</b> 1:15 max	Single Flip	Single Lutz	Two-Jump Combination Any Two Single Jumps May Include One Single Axel (No Sequence Allowed)
<b>LEVEL 4</b> 1:15 max	Single Axel	Double Salchow or Double Toe Loop	Three-Jump Combination Any Three Single Jumps May Include One Single Axel (No Sequence Allowed)

## Spins Challenge

### GENERAL EVENT PARAMETERS:

1. May be skated on half or full ice, depending on the competition announcement.
2. Spins may be skated in any order. Spins may not be repeated. Only the listed elements will be judged – connecting steps may be performed but will not be considered.
3. Layback spins are not permitted in Level 1 or Level 2.
4. Applicable deductions:
  - a. Time Violations up to every 10 seconds in excess = -0.1
  - b. Fall Deductions (only in elements performed): for each fall = -0.1
5. For events using IJS, click [HERE](#).

LEVEL	SPIN 1	SPIN 2	SPIN 3
<b>LEVEL 1</b> 1:30 max	Forward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp)	Backward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp)	Forward Upright Spin to Backward Upright Spin Min. 3 revs each foot NO Flying entry (CUSp)
<b>LEVEL 2</b> 1:30 max	Upright Spin Forward or Backward Min. 3 revs NO flying entry or change of foot (USp)	Forward Sit Spin Min. 3 revs NO flying entry or change of foot (SSp)	Forward Camel Spin Min. 3 revs NO flying entry or change of foot (CSp)
<b>LEVEL 3</b> 1:30 max	Combination Spin Without Change of Foot Forward or Backward Min. 6 revs NO flying entry (CoSp)	Sit Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (SSp)	Camel Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (CSp)
<b>LEVEL 4</b> 1:30 max	Combination Spin With Change of Foot Min. 6 revs. each foot NO flying entry (CCoSp)	Flying Spin Camel, Sit, Upright or Layback Min. 5 revs NO change of foot or position (FCSp, FSSp, FUSp, FLSp)	Spin in One Position Camel, Sit, Upright, or Layback Must be a different position than Flying spin (#2) Min. 5 revs NO flying entry or change of foot