

Jump Challenge – This chart reflects the rules in place beginning July 1, 2024

Note: This version reflects the removal of the no test level and makes one update to the general event parameters for IJS.



General event parameters for 6.0:

1. Aspire through pre-juvenile should be skated on half ice. Juvenile through senior events should be skated on full ice.
2. Jumps may be skated in any order. Only the listed elements will be judged.
3. Each jump may be attempted twice; the best attempt will be counted.
4. Elements not according to requirements will receive no value.
5. Time Violations: For up to every 10 seconds in excess: all levels = 0.1

General event parameters for IJS:

1. Aspire through pre-juvenile events should be skated on half ice. Juvenile through senior events should be skated on full ice.
2. Jumps may be skated in any order. Only the listed elements will be judged.
3. No bonuses will be awarded during jump challenge events.
4. Each jump may be attempted twice. If the skater chooses to repeat the jump, the second attempt will be the one judged. The second attempt must immediately follow the first attempt.
5. Elements not according to requirements will receive no value.
6. Time Violations: For up to every 5 seconds in excess: Aspire low through novice = -0.5; junior through senior = -1.0

LEVEL	JUMP 1	JUMP 2	JUMP 3	NOTES
Aspire Low 1:15 max. <i>From Compete USA</i>	Waltz Jump 1Wz	Half-Flip or Half-Lutz 1HF or 1HLz	Single Salchow 1S	
Aspire High 1:15 max. <i>From Compete USA</i>	Waltz Jump (from backward crossovers) 1Wz	Single Salchow 1S	Jump Combination: Waltz Jump + Single Toe Loop 1Wz+1T	
Pre-Preliminary 1:15 max. <i>From Compete USA</i>	Single Toe Loop 1T	Single Flip 1F	Jump Combination: Any two half or single revolution jumps (no single Axel)	
Preliminary 1:15 max. <i>From Compete USA</i>	Single Flip 1F	Single Lutz 1Lz	Jump Combination: Any single jump + single loop (single Axel is permitted)	
Pre-Juvenile 1:15 max.	Single Axel or Waltz Jump + Single Loop 1A or 1Wz+1Lo	Any double jump (may not include Double Axel) or Jump Combo: any 2 single jumps (may NOT include Single Axel)	2-Jump or 3-Jump Combination Max 2 double jumps	All single and double jumps permitted. No Double Axel.

LEVEL	JUMP 1	JUMP 2	JUMP 3	NOTES
Juvenile and Open Juvenile 1:30 max.	Single Axel 1A	Any double or triple jump or Jump Combo: any 2 single jumps (may NOT include Single Axel)	2-Jump or 3-Jump Combination	Max. one triple jump.
Intermediate 1:30 max.	Single or Double Axel or Single Axel + Double Loop 1A or 2A or 1A+2Lo	Any double or triple jump May not repeat Axel jump or either jump in "COMBINATION JUMPS" column.	2-Jump or 3-Jump Combination	No quadruple jumps permitted.
Novice 1:30 max.	Single, Double or Triple Axel 1A, 2A or 3A	Any double, triple or quadruple jump May not repeat Axel jump or either jump in "COMBINATION JUMPS" column.	2-Jump or 3-Jump Combination	
Junior 1:30 max.	Single, Double, Triple or Quadruple Axel 1A, 2A, 3A or 4A	Any double, triple or quadruple jump May not repeat Axel jump or either jump in "COMBINATION JUMPS" column.	2-Jump or 3-Jump Combination	
Senior 1:30 max.	Single, Double, Triple or Quadruple Axel 1A, 2A, 3A or 4A	Any double, triple or quadruple jump May not repeat Axel jump or either jump in "COMBINATION JUMPS" column.	2-Jump or 3-Jump Combination	