

2023-24 Spins Challenge – This chart reflects the rules in place beginning July 1, 2024.

Note: The only change from the previous version was to remove the no test level.



General event parameters:

1. All events may be skated on half or full ice, dependent 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 will not be considered.
3. All spins may fly unless otherwise noted.
4. Minimum number of revolutions are noted.
5. Spins are called in a program-like fashion, therefore, spin variations may not be repeated, unless allowable by the calling specifications for that level.
6. If using IJS, features will be awarded in accordance with ISU communications; for exceptions, see Domestic Singles Calling Clarifications for pre-preliminary through intermediate.
7. Calling Procedures: pre-preliminary through intermediate will follow Domestic Singles Calling Clarifications; novice through senior will follow ISU communications.
8. Elements not according to requirements will receive no value.
9. Time Violations:
 - a. IJS – for up to every 5 seconds in excess: Aspire through novice = -0.5; junior through senior = -1.0
 - b. 6.0 – for up to every 10 seconds in excess: all levels = 0.1

LEVEL	SPIN 1	SPIN 2	SPIN 3	LEVELS	NOTES
Aspire Low 1:30 max. <i>From Compete USA</i>	One-foot Upright Spin USp Min. 3 revs.	One-foot Back Upright Spin USp Min. 3 revs.	Sit Spin SSp Min. 3 revs.	Max Level Base	No flying entry on any spin. No change of foot on any spin.
Aspire High 1:30 max. <i>From Compete USA</i>	One-foot Upright Spin USp Min. 4 revs.	Upright Spin with Change of Foot CUSp Min. 3 revs. each foot	Sit Spin SSp Min. 3 revs. May not change feet	Max Level Base	No flying entry on any spin.
Pre-Preliminary 1:30 max. <i>From Compete USA</i>	Spin Combination Without change of foot CoSp All 3 basic positions required Min. 3 revs.	Backward Sit Spin SSp Min. 3 revs. May not change feet	Camel Spin CSp Min. 4 revs. May not change feet	Max Level 1	
Preliminary 1:30 max. <i>From Compete USA</i>	Spin Combination With one change of foot CCoSp All 3 basic positions required Min. 3 revs. each foot	Sit Spin With change of foot CSSp Min. 3 revs. each foot	Spin in one position (skater's choice) Upright, Sit or Camel USp, SSp or CSp Min. 4 revs. May not change feet	Max Level 2	

LEVEL	SPIN 1	SPIN 2	SPIN 3	LEVELS	NOTES
Pre-Juvenile 1:30 max.	Upright, Layback, Sit or Camel Spin USp, LSp, SSp or CSp Min. 4 revs. May not change feet	Combination Spin With or without change of foot CoSp or CCoSp Min. 6 revs	Spin of choice Min. 3 revs.	Max Level 2	Spins must be of a different character
Juvenile and Open Juvenile 1:30 max.	Upright, Layback, Sit or Camel Spin USp, LSp, SSp or CSp Min. 4 revs. May not change feet	Combination Spin With or without change of foot CoSp or CCoSp Min. 8 revs	Spin of choice Min. 3 revs.	Max Level 4	Spins must be of a different character 8 revs. may be awarded as a feature in one, two or three spins.
Intermediate 1:45 max.	Camel Spin with or without a change of foot CSp or CCSp Min. 4 revs each foot	Combination Spin With or without change of foot CoSp or CCoSp Min. 8 revs	Spin of choice Must have a flying entry Min. 3 revs	Max Level 4	Spins must be of a different character 8 revs. may be awarded as a feature in one, two or three spins.
Novice 2:00 max.	Flying Spin of choice FUSp, FLSp, FSSp or FCSp May not change position or feet Min. 6 revs	One-position Spin With or without a change of foot Must be different position than Flying Spin Min. 6 revs or 5 revs each foot	Combination Spin With or without change of foot CoSp or CCoSp Min. 10 revs	Max Level 4	Spins must be of a different character.
Junior 2:00 max.	Flying Spin of choice FUSp, FLSp, FSSp or FCSp May not change position or feet Min. 6 revs	One-position Spin With or without a change of foot Must be different position than Flying Spin Min. 6 revs or 5 revs each foot	Combination Spin With or without change of foot CoSp or CCoSp Min. 10 revs	Max Level 4	Spins must be of a different character.
Senior 2:00 max.	Flying Spin of choice FUSp, FLSp, FSSp or FCSp May not change position or feet Min. 6 revs	One-position Spin With or without a change of foot Must be different position than Flying Spin Min. 6 revs or 5 revs each foot	Combination Spin With or without change of foot CoSp or CCoSp Min. 10 revs	Max Level 4	Spins must be of a different character.