COMPETITION MANUAL



Adult 1-6, Beginner-Bronze Compulsory

- · The skating order of the elements is optional; elements may only be attempted once
- To be skated on half ice in simple program format with limited connecting steps
- A 0.2 deduction will be taken for each element missing, repeated or from a higher level

ADULT 1 - 1:30 MAX

ELEMENTS

- Forward marching
- · Forward two-foot glide
- Forward swizzle (4-6 in a row)
- · Forward snowplow stop on one or two feet

ADULT 2 — 1:30 MAX

ELEMENTS

- · Forward skating across the width of the ice
- Forward one-foot glides
- · Forward slalom
- Backward skating
- Backward swizzles, 4-6 in a row

ADULT 3 - 1:30 MAX

ELEMENTS

- · Forward stroking using the blade properly
- Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise
- Forward chasses on a circle, clockwise and counterclockwise
- Backward skating to a long two-foot glide
- Backward snowplow stop, right and left

ADULT 4 - 1:30 MAX

ELEMENTS

- Forward outside edge on a circle, right and left
- · Forward inside edge on a circle, right and left
- · Forward crossovers, clockwise and counterclockwise
- · Hockey stop, both directions
- · Backward one-foot glides, right and left

ADULT 5 - 1:30 MAX

ELEMENTS

- Backward outside edge and backward inside edge on a circle, right and left
- Backward crossovers, clockwise and counterclockwise
- Forward outside three-turn, right and left
- Beginning two-foot spin (min 2 revs)

ADULT 6 - 1:30 MAX

ELEMENTS

- Forward stroking with crossover end patterns
- · Backward stroking with crossover end patterns
- · Forward inside three-turn, right and left
- T-stop
- Lunge
- Two-foot spin into one-foot spin (min 2 revs on 1 foot)

ADULT BEGINNER - 1:30 MAX

ELEMENTS

- Mazurka
- Waltz iump
- Forward beginning one-foot spin from backward crossovers (min 2 revs)
- Forward moving inside open mohawk (right and left) heel to instep
- Alternating right and left forward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)

ADULT HIGH BEGINNER - 1:30 MAX

ELEMENTS

- Waltz jump
- ½ flip
- Forward upright spin minimum 2 revolutions
- · Backward outside three- turn, right and left
- Alternating right and left backward outside and inside edges across the width of the ice (one outside edge, right and left, one inside edge, right and left)

ADULT PRE-BRONZE - 1:30 MAX

ELEMENTS

- · Single toe loop
- Jump combination or sequence consisting of half revolution jumps (½ flip, ½ Lutz, ½ loop, waltz), toe loop, or Salchow

 maximum of 2 jumps in combination and 3 jumps in a sequence
- Forward upright spin minimum 3 revolutions
- Two forward crossovers into a forward inside mohawk, step down, cross behind, step into one backward crossover and step to a forward inside edge, clockwise and counterclockwise
- Forward spiral (any edge)

ADULT BRONZE - 1:30 MAX

ELEMENTS

- · Single Salchow
- Jump combination or sequence consisting of ½ revolution jumps and/or full revolution jumps (no Lutz or Axel) – maximum 2 jumps in combination and 3 jumps in a sequence
- Solo spin with no change of foot (min. 3 revolutions)
- · Backward inside three-turn, right and left
- Spiral sequence (Minimum 2 spirals)