## Spin Challenge

### GENERAL EVENT PARAMETERS:
- Spins may be skated in any order
- Connecting steps are allowed but will not be taken into consideration when scoring
- Spins may not be repeated; only required elements may be included
- All events are skated on half-ice
- Minimum number of revolutions are noted in parentheses

### BEGINNER — 1:30 MAX

**ELEMENTS**
- Upright one-foot spin (3)
- Upright back spin (3)
- Sit spin (3)

### HIGH BEGINNER — 1:30 MAX

**ELEMENTS**
- Upright one-foot spin (4)
- Upright spin with change of foot (3 each foot)
- Sit spin (3)

### NO TEST — 1:30 MAX

**ELEMENTS**
- Upright spin with change of foot (3 each foot)
- Sit spin (3)
- Camel spin (3)

### PRE-PRELIMINARY — 1:30 MAX

**ELEMENTS**
- Spin combo without change of foot - all 3 basic positions required (3 revs)
- Backward sit spin (3)
- Camel spin (4)

### PRELIMINARY — 1:30 MAX

**ELEMENTS**
- Spin with one change of foot and one change of position (min. 3 each foot)
- Sit spin with change of foot (min 3. each foot)
- One position spin, skater’s choice (upright, sit or camel) (4)

### ADULT BEGINNER — 1:30 MAX

**ELEMENTS**
- Pivot
- Upright two-foot spin (2)

### ADULT PRE-BRONZE — 1:30 MAX

**ELEMENTS**
- Upright one-foot spin (3)
- Upright two-foot spin (3)

### ADULT BRONZE — 1:30 MAX

**ELEMENTS**
- Upright one-foot spin (3 revs.)
- Solo spin with no change of foot (3 revs.), must be different from the upright spin – may not fly