## **2023-2024 Adult Singles Free Skating Requirements –** This chart has been updated with the changes from the U.S.

Figure Skating Governing Council that will go into effect July 1, 2023.



2023-2024	JUMP ELEMENTS	SPINS	STEP SEQUENCE
	Max 7 Jump Elements	Max 3 Spins	Max 1 Step Sequence
CHAMPIONSHIP MASTERS JUNIOR-SENIOR & MASTERS JUNIOR-SENIOR 3:40 maximum 2nd half bonus: 1:50 * means element is required	1 must be an Axel-type jump or a waltz jump*     Max 3 combinations or 2 jump combinations and 1 jump sequence     Jump combinations and jump sequences are limited to two jumps except that one jump combination or jump sequence may include 3 jumps     Jump sequence is any listed jump(s) immediately followed by an Axel-type jump  No Axels or multi-rotation jumps may be repeated more than once, and if repeated, those jumps must be in combination or sequence  If both executions (of the same Axel or multi-rotation jump) are as solo jumps, the second of these jumps will receive 70% of its original base value	Spins must be of different character (for definition, see U.S. Figure Skating rule 6103 <u>E</u> )  Min 5 revs total if no change of foot  Min 4 revs each foot if change of foot  Min 2 revs in each position	1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals)     Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.
	Max 6 Jump Elements	Max 3 Spins	Max 1 Step Sequence
CHAMPIONSHIP MASTERS INTERMEDIATE- NOVICE & MASTERS INTERMEDIATE- NOVICE 3:10 maximum 2nd half bonus: 1:35  * means element is required	<ul> <li>1 must be an Axel-type jump or a waltz jump*</li> <li>Max 3 combinations or 2 jump combinations and 1 sequence</li> <li>1 jump combination or sequence may contain 3 jumps; the remaining jump combinations are limited to 2 jumps</li> <li>Only 1 jump combination may include 2 double jumps</li> <li>Jump sequence is any listed jump(s) immediately followed by an Axel-type</li> <li>Each jump may be repeated only once, and only as part of a combination or sequence</li> <li>If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value</li> <li>All single jumps and the following double jumps are permitted: double toe loop, double Salchow, double loop</li> <li>Double flip, double Lutz, double Axel and triple jumps are not permitted</li> </ul>	Spins must be of different character (for definition, see U.S. Figure Skating rule 6103E) Min 5 revs total if no change of foot Min 4 revs each foot if change of foot Min 2 revs in each position	1 choreographic step sequence, fully utilizing the ice surface (may include moves in the field and spirals)     Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.

This chart highlights the elements in each program. It is not meant to replace the reading of the rules in the current version of the U.S. Figure Skating Rulebook. Should this chart disagree with the current U.S. Figure Skating Rulebook in any aspect, the rulebook takes precedence.

**6.0 System Penalties:** • 0.1 in each mark for each illegal element • 0.1 in 1st mark for insufficient revs.

• 0.2 in 1st mark for each jump and/or spin element exceeding max.

• 0.1 in each mark for time violation

• 0.1 in 1st mark for step seq. not utilizing the ice as prescribed. • 0.2 in 1st mark if a required element is omitted

NOTE: All times are MAXIMUM times. There is no +/- 10 second leeway for adult programs. All programs – IJS and 6.0 -- over the maximum time will receive a deduction.

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## Max 5 Jump Elements Max 3 Spins Max 1 Step Sequence • Max 3 combinations or 2 jump combinations and 1 jump sequences Max Level 3 1 choreographic step sequence, fully utilizing the ice surface (may Spins must be of different character (for Jump combinations and jump sequences are limited to two jumps definition, see U.S. Figure Skating rule include moves in the field and except that one jump combination or jump sequence may include 3 jumps spirals) **CHAMPIONSHIP** Jump sequence is any listed jump(s) immediately followed by an Axel- Min 4 revs total if no change of foot Additional moves in the field. **ADULT GOLD &** Min 4 revs each foot if change of foot spiral and step sequences will not type jump **ADULT GOLD** Each jump combination may include only 1 double jump be counted as elements but will · Min 2 revs in each position be counted as transitions and Each jump may be repeated only once, and only as part of a 2:40 maximum combination or sequence marked as such. If both executions of the same jump are as solo jumps, the second of 2nd half bonus: 1:20 these jumps will receive 70% of its original base value All single jumps, including the single Axel, and the following double jumps are permitted: double toe loop, double Salchow. Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted Max 5 Jump Elements Max 2 Spins Max 1 Sequence 1 choreographic step sequence, Max 2 combinations or 1 combination and 1 sequence Max Level 2 fully utilizing at least 1/2 of the ice • o Jump combinations and jump sequences are limited to two jumps except that · Spins must be of different character (for surface (may include moves in the one jump combination or jump sequence may include 3 jumps definition, see U.S. Figure Skating rule field and spirals) **CHAMPIONSHIP** o Jump sequence is any listed jump(s) immediately followed by an Axel-type · Additional moves in the field, **ADULT SILVER AND** Min 3 revs total if no change of foot spiral and step sequences will not **ADULT SILVER** Non-listed jumps of not more than 1 revolution performed as part of connecting · Min 3 revs each foot if change of foot be counted as elements but will footwork preceding single jumps are permitted · Min 2 revs in each position be counted as transitions and 2:10 maximum • Each jump may be repeated only once, and only as part of a combination or marked as such. sequence (maximum of 2 of any jump). 2nd half bonus: 1:05 If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value · All single jumps, including single Axel, are permitted • No double or triple jumps are permitted

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• 0.2 in 1st mark for each jump and/or spin element exceeding max.

• 0.1 in each mark for time violation

• 0.1 in 1st mark for step seq. not utilizing the ice as prescribed. • 0.2 in 1st mark if a required element is omitted

NOTE: All times are MAXIMUM times. There is no +/- 10 second leeway for adult programs. All programs – IJS and 6.0 -- over the maximum time will receive a deduction.

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	Max 4 Jump Elements	Max 2 Spins	Max 1 Sequence
ADULT BRONZE 1:50 maximum	Max 2 combinations or 1 jump combination and 1 jump sequence     ○ 1 combination or sequence may contain 3 jumps, and the other may contain only 2 jumps     ○ Jump sequence is any listed jump(s) immediately followed by a waltz-type jump     Each jump may be repeated only once, and only as part of a combination or sequence (maximum of 2 of any jump)     If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value     All single jumps are permitted (except single Axel)     No single Axel, double or triple jumps are permitted	Max Level 1     Spins must be of different character (for definition, see U.S. Figure Skating rule 6103 <u>E</u> )     Min 3 revs total if no change of foot     Min 3 revs each foot if change of foot     Min 2 revs in each position     Spins with a flying entry are not permitted	<ul> <li>1 choreographic step sequence, fully utilizing at least ½ of the ice surface (may include moves in the field and spirals)</li> <li>Additional moves in the field, spiral and step sequences will not be counted as elements but will be counted as transitions and marked as such.</li> </ul>
ADULT PRE BRONZE 1:40 maximum	<ul> <li>Max 4 Jump Elements</li> <li>Max 2 combinations or 1 jump combination and 1 jump sequence</li> <li>○ 1 jump combination or jump sequence may contain 3 jumps, and the other may contain only 2 jumps         <ul> <li>Jump sequence is any listed jump(s) immediately followed by a waltz-type jump and/or the third jump is a waltz-type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the waltz type jump.</li> </ul> </li> <li>Each jump may be repeated only once and only as part of a combination or sequence (maximum of 2 of any jump)</li> <li>Only single and half-revolution jumps are permitted (half flip and half lutz are permitted)</li> <li>No single Lutz, single Axel or double or triple jumps are permitted</li> </ul>	Max 2 Spins  Max Level 1 Spins must be of different character (for definition, see U.S. Figure Skating rule 6103 <u>E</u> ) Min 3 revs Spins with a flying entry are not permitted A two-foot spin is permitted as one of the spins at this level and is of a different character than a one-foot spin	Connecting steps throughout the program are required

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• 0.2 in 1st mark for each jump and/or spin element exceeding max.

• 0.1 in each mark for time violation

• 0.1 in 1st mark for step seq. not utilizing the ice as prescribed. • 0.2 in 1st mark if a required element is omitted

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