## **2023-24 Jump Challenge —** This chart reflects the rules in place for the 2023-24 season, which begins July 1, 2023



## General event parameters for 6.0

- 1. Aspire through Pre-Juvenile events should be skated on half ice. Juvenile through Senior events 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.

## General event parameters for IJS

- 1. Aspire through Pre-Juvenile events should be skated on half ice. Juvenile through Senior events on full ice.
- 2. Jumps must be skated in the order listed. 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. Second attempt must immediately follow the first attempt.
- 5. Elements not according to requirements will receive no value.
- 5. Time Violations: For up to every 10 seconds in excess: all levels = 0.1 6. Time Violations: For up to every 5 seconds in excess: Aspire Low, Aspire High and no test through novice = -0.5; junior through senior = -1.0.

LEVEL	JUMP 1	JUMP 2	JUMP 3	NOTES
Aspire Low 1:15 max.  From Compete USA	Waltz Jump <b>1Wz</b>	Half-Flip or Half-Lutz <b>1HF or 1HLz</b>	Single Salchow 1 <b>S</b>	
Aspire High 1:15 max.  From Compete USA	<u>Waltz Jump</u> (from backward crossovers) <b>1Wz</b>	Single Salchow <u>1S</u>	Jump Combination: <u>Waltz Jump + Single Toe Loop</u> <u>1Wz+1T</u>	
No Test 1:15 max. From Compete USA	<u>Single Salchow</u> <u>1S</u>	Single Loop 1Lo	Jump Combination: <u>Any two half or single revolution</u> <u>jumps (no single Axel)</u>	
Pre-Preliminary 1:15 max. From Compete USA	<u>Single Toe Loop</u> <u><b>IT</b></u>	<u>Single Flip</u> <b>1F</b>	Jump Combination: <u>Any two half or single revolution</u> <u>jumps (no single Axel)</u>	
Preliminary 1:15 max.  From Compete USA	<u>Single Flip</u> <b>1F</b>	<u>Single Lutz</u> 1Lz	Jump Combination:  Any single jump + single loop  (single Axel is permitted)	

LEVEL	JUMP 1	JUMP 2	JUMP 3	NOTES
<b>Pre-Juvenile</b> 1:15 max.	Single Axel or Waltz Jump + Single Loop <b>1A or 1Wz+1Lo</b>	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.
Juvenile and Open Juvenile 1:30 max.	Single Axel <b>1A</b>	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.
<b>Novice</b> 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	
<b>Junior</b> 1:30 max.	Single, Double, Triple or Quadruple Axel <b>1A, 2A, 3A</b>	Any double, triple or quadruple jump May not repeat Axel jump or either jump in "COMBINATION JUMPS" column.	2-Jump or 3-Jump Combination	
<b>Senior</b> 1:30 max.	Single, Double, Triple or Quadruple Axel <b>1A, 2A, 3A</b>	Any double, triple or quadruple jump May not repeat Axel jump or either jump in "COMBINATION JUMPS" column.	2-Jump or 3-Jump Combination	