

LEVEL	LIFTS	TWIST LIFT	THROW JUMP	SOLO JUMP	JUMP SEQUENCE/ COMBINATION	SOLO SPIN/ COMBINATION	PAIR SPIN/ COMBINATION	DEATH SPIRAL/ PIVOT FIGURE	STEP SEQUENCE
JUVENILE PAIRS 2:30 +/- 10 sec	Max 1 Lift Lift may be chosen from Group 1 or Group 2 Variations of the lady's position, no-handed and one-handed lifts, combo lifts, lifts that include a carry feature, carry lifts and lifts that turn in both directions are NOT permitted Min 1 rev by man (no max)	N/A	Max 1 Throw Jump Any throw single jump OR Throw double Salchow OR Throw double loop	Max 1 Solo Jump Single or double	Max 1 Jump Sequence or Jump Combination Max 2 jumps in jump combination Jump sequence is any listed jump immediately followed by an Axel-type jump (Max 2 jumps in jump sequence) Single or double jumps only	Max 1 Solo Spin or Solo Spin Combination Min 5 revs Change of foot, change of position, and flying entry are optional If combination, must have all 3 basic positions to receive full value.	Max 1 Pair Spin Min 3 revs No change of foot Optional change of position May not be commenced with a jump	Max 1 Pivot Figure Regular 1-hand- to-1-hand hold required Pivot figure not eligible for features When the position is attained, both partners must execute min ½ rev with the man clearly in pivot position	Max 1 Choreographic Sequence Must be clearly visible
INTERMEDIATE PAIRS 3:15 +/- 10 sec	Max 2 Lifts Lifts can be selected from Groups 1-4 and must be from different groups. One must be from Group 1 or Group 2 Variations of the lady's position, no-handed and one-handed lifts, combo lifts, lifts that include a carry feature, carry lifts and lifts that turn in both directions are NOT permitted; however, if a pair executes a platter lift, the release of the lady's hands after the lift extension has been achieved is not a violation of this rule. Min 1 rev by man (no max)	Max 1 Twist Lift Single only Take off must be flip or Lutz max level 2	Max 1 Throw Jump Single or double	Max 1 Solo Jump Single or double	Max 1 Jump Sequence or Jump Combination Max 2 jumps in jump combination Jump sequence is any listed jump immediately followed by an Axel-type jump (Max 2 jumps in jump sequence) Single or double jumps only	Max 1 Solo Spin or Solo Spin Combination Min 5 revs Change of foot, change of position, and flying entry are optional If combination, must have all 3 basic positions to receive full value.	Max 1 Pair Spin Min 5 revs No change of foot Optional change of position May not be commenced with a jump	Max 1 Death Spiral or Pivot Figure Regular 1-hand-to-1-hand hold required Pivot figure not eligible for features When the position is attained, both partners must execute min ½ rev with the knees of the man clearly in pivot position	Max 1 Choreographic Sequence Must be clearly visible



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NOVICE PAIRS 3:30 +/- 10 sec	Max 2 Overhead Lifts Lifts must be from different groups, and 1 must be from Group 4 Variations of lady's position, no-handed, 1-handed, combo lifts and lifts that turn in both directions ARE permitted Carry lifts and carry features are NOT permitted Min 1 rev by man (no max)	Max 1 Twist Lift Single or double Take off must be flip or Lutz	Max 2 Throw Jumps Single, double or triple Must be different	Max 1 Solo Jump Single, double or triple If double Axel or triple, must be different from jumps executed in the jump sequence / combination	Max 1 Jump Sequence or Jump Combination Jump combination may consist of 2 or 3 jumps A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel-type jump. Both may include jumps with same name Single, double or triple jumps permitted	N/A	Max 1 Pair Spin Combination Must be combination Min 8 revs With a least one change of foot by each partner, not necessarily at the same time (min 3 revs before and after change of foot) At least 2 different basic positions or their variations by each partner with at least 2 revs. each. Must have all 3 basic positions to receive full value.	Max 1 Death Spiral Regular 1-hand- to-1-hand hold required When the death spiral position is attained, both partners must execute min 1 rev with man in full pivot position Lady's head must reach the level of her skating knee	Max 1 Choreographic Sequence Must be clearly visible
JUNIOR PAIRS 3:30 +/- 10 sec	Max 2 Overhead Lifts Not all from the same group Full extension of the lifting arms required Both lifts may include a carry, but will not count for level Carry lifts (1/2 rotation entry/exit) are permitted, but are not included in the allowed number of lifts Min 1 rev by man (no max)	Max 1 Twist Lift No limit to the number of revs Take off may be toe loop, flip, Lutz or Axel	Max 2 Throw Jumps Must be different No limit to the number of revs	Max 1 Solo Jump No limit to the number of revs If double Axel, triple or quad, must be different from jumps executed in the jump sequence / combination	Max 1 Jump Sequence or Jump Combination Jump combination may consist of 2 or 3 jumps A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel-type jump. Both may include jumps with same name No limit to the number of revs	N/A	Max 1 Pair Spin Combination Must be combination Min 8 revs With a least one change of foot by each partner, not necessarily at the same time (min 3 revs before and after change of foot) At least 2 different basic positions or their variations by each partner with at least 2 revs. each. Must have all 3 basic positions to receive full value.	Max 1 Death Spiral When the death spiral position is attained, both partners must execute min 1 rev with man in full pivot position Lady's head must reach the level of her skating knee Variations of arm holds and pivot positions are allowed	Max 1 Choreographic Sequence Must be clearly visible



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SENIOR PAIRS 4:00 +/- 10 sec	Max 3 Overhead Lifts All lifts must have different abbreviations Full extension of the lifting arms required If 2 Group 5 lifts are executed, each must have a different take off (toe, step, reverse, backward or Axel) All lifts may include a carry feature, but only first attempt counts for level Carry lifts (1/2 rotation entry/exit) are permitted, but are not included in the allowed number of lifts Min 1 rev by man (no max)	Max 1 Twist Lift No limit to the number of revs Take off may be toe loop, flip, Lutz or Axel	Max 2 Throw Jumps Must be different No limit to the number of revs	Max 1 Solo Jump No limit to the number of revs If double Axel, triple or quad, must be different from jumps executed in the jump sequence / combination	Max 1 Jump Sequence or Jump Combination Jump combination may consist of 2 or 3 jumps A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel- type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel-type jump. Both may include jumps with same name No limit to the number of revs	N/A	Max 1 Pair Spin Combination Must be combination Min 8 revs With at least one change of foot by each partner, not necessarily at the same time (min 3 revs before and after change of foot) At least 2 different basic positions or their variations by each partner with at least 2 revs. each. Must have all 3 basic positions to receive full value.	Max 1 Death Spiral Must be different from the death spiral in the short program When the death spiral position is attained, both partners must execute min 1 rev with man in full pivot position Lady's head must reach the level of her skating knee Variations of arm holds and pivot positions are allowed	Max 1 Choreographic Sequence Must be clearly visible