

**General event parameters:**

1. All events may be skated on half or full ice, dependent on the competition announcement.
2. Spins may be skated in any order. Spins may not be repeated. Only the listed elements will be judged – connecting steps will not be considered.
3. All spins may fly unless otherwise noted.
4. Minimum number of revolutions are noted.
5. Spins are called in a program-like fashion, therefore, spin variations may not be repeated, unless allowable by the calling specifications for that level.
6. Features will be awarded in accordance with ISU communications; for exceptions, see Domestic Singles Calling Clarifications for No Test - Intermediate.
7. Calling Procedures: Excel Beginner & High Beginner will follow Excel Program Technical Information; No Test - Intermediate will follow Domestic Singles Calling Clarifications; Novice-Senior will follow ISU communications.
8. Time Violations - for up to every 5 seconds in excess: Excel Beginner, Excel High Beginner and No Test - Intermediate = -0.5; Novice – Senior = -1.0

LEVEL	SPIN 1	SPIN 2	SPIN 3	LEVELS	NOTES
<b>Excel Beginner</b> 1:30 max.	One-foot Upright Spin <b>USp</b> Minimum 3 revolutions	One-foot Back Upright Spin <b>USp</b> Minimum 3 revolutions	Sit or Camel Spin <b>SSp or CSp</b> Minimum 3 revolutions	Max Level Base	No flying entry on any spin. No change of foot on any spin.
<b>Excel High Beginner</b> 1:30 max.	One Foot Upright Spin <b>USp</b> Minimum 4 revolutions	Sit Spin <b>SSp</b> Minimum 3 revolutions	Layback or Camel Spin <b>LSp or CSp</b> Minimum 3 revolutions	Max Level Base	No flying entry on any spin. No change of foot on any spin.
<b>No Test</b> 1:30 max.	Upright or Camel Spin <b>USp or CSp</b> Minimum 3 revolutions May not change feet	Sit Spin <b>SSp</b> Minimum 3 revolutions May not change feet	Upright Spin With change of foot <b>CUSp</b> Minimum 3 revs each foot	Max Level 1	
<b>Pre-Preliminary</b> 1:30 max.	Upright, Layback or Camel Spin <b>USp, LSp or CSp</b> Minimum 3 revolutions May not change feet	Sit Spin With or without change of foot <b>SSp or CSSp</b> Minimum 3 revolutions	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 3 revs each foot	Max Level 1	
<b>Preliminary</b> 1:30 max.	Upright, Layback or Camel Spin <b>USp, LSp or CSp</b> Minimum 3 revolutions May not change feet	Sit Spin With or without change of foot <b>SSp or CSSp</b> Minimum 3 revolutions	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 3 revs each foot	Max Level 2	

LEVEL	SPIN 1	SPIN 2	SPIN 3	LEVELS	NOTES
<b>Pre-Juvenile</b> 1:30 max.	Upright, Layback, Sit or Camel Spin <b>USp, LSp, SSp or CSp</b> Minimum 4 revolutions May not change feet	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 6 revs	Spin of choice Minimum 3 revolutions	Max Level 2	Spins must be of a different character
<b>Juvenile and Open Juvenile</b> 1:30 max.	Upright, Layback, Sit or Camel Spin <b>USp, LSp, SSp or CSp</b> Minimum 4 revolutions May not change feet	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 8 revs	Spin of choice Minimum 3 revolutions	Max Level 4	Spins must be of a different character 8 revolutions may be awarded as a feature in one, two or three spins.
<b>Intermediate</b> 1:45 max.	Camel Spin with or without a change of foot <b>CSp or CCSp</b> Minimum 4 revs each foot	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 8 revs	Spin of choice Must have a flying entry Minimum 3 revs	Max Level 4	Spins must be of a different character 8 revolutions may be awarded as a feature in one, two or three spins.
<b>Novice</b> 2:00 max.	Flying Spin of choice <b>FUSp, FLSp, FSSp or FCSp</b> May not change position or feet Minimum 6 revs	One-position Spin With or without a change of foot Must be different position than Flying Spin Minimum 6 revs or 5 revs each foot	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 10 revs	Max Level 4	Spins must be of a different character.
<b>Junior</b> 2:00 max.	Flying Spin of choice <b>FUSp, FLSp, FSSp or FCSp</b> May not change position or feet Minimum 6 revs	One-position Spin With or without a change of foot Must be different position than Flying Spin Minimum 6 revs or 5 revs each foot	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 10 revs	Max Level 4	Spins must be of a different character.
<b>Senior</b> 2:00 max.	Flying Spin of choice <b>FUSp, FLSp, FSSp or FCSp</b> May not change position or feet Minimum 6 revs	One-position Spin With or without a change of foot Must be different position than Flying Spin Minimum 6 revs or 5 revs each foot	Combination Spin With or without change of foot <b>CoSp or CCoSp</b> Minimum 10 revs	Max Level 4	Spins must be of a different character.