

2025-26	JUMP ELEMENTS	SPINS	SEQUENCE
CHAMPIONSHIP MASTERS JUNIOR-SENIOR & MASTERS JUNIOR-SENIOR 3:40 maximum Warmup: 6 minutes 2nd half bonus: 1:50 11 Elements * Means element is required	Max 7 Jump Elements • 1 must be an Axel-type jump or a waltz jump* • Axels and multi-rotation jumps may be repeated once, and if repeated, must be part of a jump 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 Max 3 combinations or 2 combinations and 1 sequence ○ 1 jump combination or sequence may contain 3 jumps; the remaining jump combinations or sequence are limited to 2 jumps ○ A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel or waltz type jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the Axel or waltz jump	Max 3 Spins – Max Level 4 • Spins must have different codes (for definition, see U.S. Figure Skating rule 6103 (E)) • Min 5 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position	Max 1 • 1 choreographic step sequence, fully utilizing the ice surface (may include skating movements such as spirals, inabauers, spread eagles, split jumps, etc...) • Must be clearly visible and identifiable

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

Calling Clarifications: The clarifications outlined here are intended to note calling standards that are different/vary from calling specifications outlined in **ISU Communication #2701**. Unless outlined here, Technical Panels should call programs based on the most current ISU Communication

Falls: 0.50 for each

Choreographic Step (ChSt):

- There is no required pattern, but the sequence must be clearly visible and identifiable and should be performed fully utilizing the ice surface. If these criteria are not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious Waltz jump attempts).

Jumps:

- Rotational and edge errors will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (Scale Of Values).
- A waltz jump (1Wz) will receive credit, if attempted as an obvious jump element

Spins: Max Level 4

- **Masters Junior /Senior are required to achieve a mandatory feature and limited to a maximum of 2 Difficult Variations per spin to achieve a Level 4**
- Windmill (illusion) feature can be awarded once per program as a difficult variation/change of position/entry/exit. It does **NOT** need to achieve a split (close to 135 degrees) position to be considered as difficult. This feature is awarded the first time it is successfully performed.
- Spin Feature #5 (Difficult entrance) and Spin Feature #6 (Difficult exit) are two different features. To get credit for both features they must be executed in two different spins and the movements must be of a different nature.
- Spin Feature # 8 ([ISU Communication #2701](#)) Both directions immediately following each other will count for a level in a basic **sit, camel, Layback or difficult variation of an upright position**
 - A minimum of 3 revolutions in each direction is required and the basic position must be held for at least 2 continuous rotations in each direction.
- Spin Feature #10 ([ISU Communication #2701](#)), can be awarded in a maximum of two spins (once per spin) if executed in a different basic position and/or in a different difficult variation
 - At least **EIGHT** revs. without changes in position/variation, foot or edge (**sit, camel, Layback, difficult variation of any basic position or for combinations only non-basic position**)
- **Spin in one position without change of foot:**
 - If a basic position is not achieved for two continuous revolutions but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base.
- **Spin in one position with change of foot:**
 - If a basic position is not achieved for two continuous revolutions on either foot but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base and a V will be assigned
 - A basic position achieved on 1 foot only may receive up to a maximum Level 4 and a V will be assigned
 - **Camel or Sit: Additional Level Feature** - two continuous revolutions in a basic position on both feet will count as a level feature **on the second foot**. This feature may be awarded twice per program if executed in different basic positions (once in a (F)CSSp and once in a (F)CCSp).
- **(F)CoSp and (F)CCoSp:**
 - If there is only one basic position for two continuous revolutions, the spin will receive a Level Base (B), and a V will be assigned.
 - Combination spins with no basic position for two continuous revolutions will receive no value.
 - **Additional Level Feature:** All three basic positions performed **on the second foot** of the combination spin, with each position held for at least two continuous revolutions will count as a level feature. This will count as a feature on the second foot.

Master Junior/Senior	Less than 3 revs total	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	No Value	Base	Any (B-4)				No Value
One position spin with change of foot	No Value	Base V	Upright (B-4) Camel/Sit (1-4)			Any (B-4)V	Any (B-4)V
(F)CoSp	No Value	No Value	(F)CoSpBV	(F)CoSp(B-4)V	(F)CoSp(B-4)	No Value	No Value
(F)CCoSp	No Value	No Value	(F)CCoSpBV	(F)CCoSp(B-4)V	(F)CCoSp(B-4)		(F)CCoSp(B-4)V

2025-26	JUMP ELEMENTS	SPINS	SEQUENCE
CHAMPIONSHIP MASTERS INTERMEDIATE- NOVICE & MASTERS INTERMEDIATE- NOVICE 3:10 maximum Warmup Time: 6 minutes 2nd half bonus: 1:35 10 elements	Max 6 Jump Elements • 1 must be an Axel-type jump or a waltz jump* • Each jump may be repeated once, and only as part of a combination or sequence ◦ 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 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 3 combinations or 2 combinations and 1 sequence ◦ 1 jump combination or sequence may contain 3 jumps; the remaining jump combinations or sequence are limited to 2 jumps ◦ Only 1 jump combination may include 2 double jumps ◦ A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel or waltz type jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the Axel or waltz jump * Means element is required	Max 3 Spins – Max Level 4 • Spins must have different codes (for definition, see U.S. Figure Skating rule 6103 (E)) • Min 5 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position	Max 1 • 1 choreographic step sequence, fully utilizing the ice surface (may include skating movements such as spirals, in a batters, spread eagles, split jumps, etc...) • Must be clearly visible and identifiable

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

Calling Clarifications: The clarifications outlined here are intended to note calling standards that are different/vary from calling specifications outlined in **ISU Communication #2701**. Unless outlined here, Technical Panels should call programs based on the most current ISU Communication

Falls: 0.50 for each

Choreographic Steps (ChSt):

- There is no required pattern, but the sequence must be clearly visible and identifiable and should be performed fully utilizing the ice surface. If these criteria are not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious Waltz jump attempts).

Jumps:

- Rotational and edge errors will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (Scale Of Values).
- A waltz jump (1Wz) will receive credit, if attempted as an obvious jump element

Spins: Max Level 4

- **Masters Intermediate/Novice are NOT required to achieve a mandatory feature to receive a Level 4 AND may achieve a Level 4 with 4 Difficult Variations**
- Windmill (illusion) feature can be awarded once per program as a difficult variation/change of position/entry/exit. It does **NOT** need to achieve a split (close to 135 degrees) position to be considered as difficult. This feature is awarded the first time it is successfully performed.
- Spin Feature #5 (Difficult entrance) and Spin Feature #6 (Difficult exit) are two different features. To get credit for both features they must be executed in two different spins and the movements must be of a different nature.
- Spin Feature # 8 (ISU Communication #2701) Both directions immediately following each other will count for a level in a basic **sit, camel, Layback or difficult variation of an upright position**
 - A minimum of 3 revolutions in each direction is required and the basic position must be held for at least 2 continuous rotations in each direction.
- Spin Feature #10 (ISU Communication #2701), can be awarded in a maximum of two spins (once per spin) if executed in a different basic position and/or in a different difficult variation
 - At least **EIGHT** revs. without changes in position/variation, foot or edge (**sit, camel, Layback**, difficult variation of any basic position or for combinations only non-basic position)
- **Spin in one position without change of foot:**
 - If a basic position is not achieved for two continuous revolutions but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base.
- **Spin in one position with change of foot:**
 - If a basic position is not achieved for two continuous revolutions on either foot but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base and a V will be assigned
 - A basic position achieved on 1 foot only may receive up to a maximum Level 4 and a V will be assigned
 - **Camel or Sit: Additional Level Feature** - two continuous revolutions in a basic position on both feet will count as a level feature **on the second foot**. This feature may be awarded *twice* per program if executed in different basic positions (once in a (F)CSSp and once in a (F)CCSp).
- **(F)CoSp and (F)CCoSp:**
 - If there is only one basic position for two continuous revolutions, the spin will receive a Level Base (B), and a V will be assigned.
 - Combination spins with no basic position for two continuous revolutions will receive no value.
 - **Additional Level Feature:** All three basic positions performed **on the second foot** of the combination spin, with each position held for at least two continuous revolutions will count as a level feature. This will count as a feature on the second foot.

Masters Int./Novice	Less than 3 revs total	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	No Value	Base	Any (B-4)				No Value
One position spin with change of foot	No Value	Base V	Upright (B-4) Camel/Sit (1-4)			Any (B-4)V	Any (B-4)V
(F)CoSp	No Value	No Value	(F)CoSpBV	(F)CoSp(B-4)V	(F)CoSp(B-4)	No Value	No Value
(F)CCoSp	No Value	No Value	(F)CCoSpBV	(F)CCoSp(B-4)V	(F)CCoSp(B-4)		(F)CCoSp(B-4)V

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.

2025-26	JUMP ELEMENTS	SPINS	SEQUENCE
CHAMPIONSHIP ADULT GOLD & ADULT GOLD 2:40 maximum Warm Up: 5 minutes 2nd half bonus: 1:20 9 elements	Max 5 Jump Elements • 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 • Each jump may be repeated once, and only as part of a combination or sequence ◦ If both executions of the same jump are as solo jumps, the second of these jumps will receive 70% of its original base value • Max 3 combinations or 2 combinations and 1 sequence ◦ 1 jump combination or sequence may contain 3 jumps; the remaining jump combinations or sequence are limited to 2 jumps ◦ Each jump combination may include only 1 double jump ◦ A jump sequence consists of two or three jumps of any number of revolutions, in which the second and/or the third jump is an Axel or waltz type jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the Axel or waltz jump	Max 3 Spins – Max Level 3 • Spins must have different codes (for definition, see U.S. Figure Skating rule 6103 (E)) • Min 4 revs total if no change of foot • Min 4 revs each foot if change of foot • Min 2 revs in each position	Max 1 • 1 choreographic step sequence, fully utilizing the ice surface (may include skating movements such as spirals, in a batters, spread eagles, split jumps, etc...) • Must be clearly visible and identifiable

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

Calling Clarifications: The clarifications outlined here are intended to note calling standards that are different/vary from calling specifications outlined in **ISU Communication #2701**. Unless outlined here, Technical Panels should call programs based on the most current ISU Communication

Falls: 0.50 for each

Choreographic Steps (ChSt):

- There is no required pattern, but the sequence must be clearly visible and identifiable and should be performed fully utilizing the ice surface. If these criteria are not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious Waltz jump attempts).

Jumps:

- Rotational and edge errors will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (Scale Of Values).
- A waltz jump (1Wz) will receive credit, if attempted as an obvious jump element

Spins: Max Level 3

- **Skaters are NOT required to have a mandatory feature. Skaters can use 3 Difficult Variations to achieve a Level 3**
- Windmill (illusion) feature can be awarded once per program as a difficult variation/change of position/entry/exit. It does **NOT** need to achieve a split (close to 135 degrees) position to be considered as difficult. This feature is awarded the first time it is successfully performed.
- Spin Feature #5 (Difficult entrance) and Spin Feature #6 (Difficult exit) are two different features. To get credit for both features they must be executed in two different spins and the movements must be of a different nature.
- Spin Feature # 8 (ISU Communication #2701) Both directions immediately following each will count for a level in a basic **Sit, Camel, or Upright position only**.
 - A minimum of 3 revolutions in each direction is required and the basic position must be held for at least 2 continuous rotations in each direction.
- Spin Feature #10 (ISU Communication #2701), can be awarded in a maximum of two spins (once per spin) if executed in a different basic position and/or in a different difficult variation
 - At least **FIVE** revs. without changes in position/variation, foot or edge (**sit**, camel, Layback, difficult variation of any basic position or for combinations only non-basic position)
- **Spin in one position without change of foot:**
 - If a basic position is not achieved for two continuous revolutions but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base.
- **Spin in one position with change of foot:**
 - If a basic position is not achieved for two continuous revolutions on either foot but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base and a V will be assigned
 - A basic position achieved on 1 foot only may receive up to a maximum Level 3 and a V will be assigned
 - **Camel or Sit: Additional Level Feature** - two continuous revolutions in a basic position on both feet will count as a level feature **on the second foot**.
This feature may be awarded twice per program if executed in different basic positions (once in a (F)CSSp and once in a (F)CCSp).
- **(F)CoSp and (F)CCoSp:**
 - If there is only one basic position for two continuous revolutions, the spin will receive a Level Base (B), and a V will be assigned.
 - Combination spins with no basic position for two continuous revolutions will receive no value.
 - **Additional Level Feature:** All three basic positions performed **on the second foot** of the combination spin, with each position held for at least two continuous revolutions will count as a level feature. This will count as a feature on the second foot.

Gold	Less than 3 revs total	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	No Value	Base	Any (B-3)				No Value
One position spin with change of foot	No Value	Base V	Upright (B-3) Camel/Sit (1-3)			Any (B-3)V	Any (B-3)V
(F)CoSp	No Value	No Value	(F)CoSpBV	(F)CoSp(B-3)V	(F)CoSp(B-3)	No Value	No Value
(F)CCoSp	No Value	No Value	(F)CCoSpBV	(F)CCoSp(B-3)V	(F)CCoSp(B-3)		(F)CCoSp(B-3)V

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.

2025-26	JUMP ELEMENTS	SPINS	SEQUENCE
CHAMPIONSHIP ADULT SILVER AND ADULT SILVER 2:10 maximum Warm Up: 5 minutes 2nd half bonus: 1:05 8 elements	Max 5 Jump Elements • All single jumps, including single Axel, are permitted • Double and triple jumps are NOT permitted • 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 the jumps will receive 70% of its original base value • Max 2 combinations or 1 combination and 1 sequence ◦ 1 combination or sequence may contain 3 jumps, and the other may contain only 2 jumps ◦ A jump sequence consists of two or three single revolution jumps, in which the second and/or the third jump is an Axel or waltz type jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the Axel or waltz jump	Max 2 Spins – Max Level 2 • Spins must have different codes (for definition, see U.S. Figure Skating rule 6103 (E)) • Min 3 revs total if no change of foot • Min 3 revs each foot if change of foot • Min 2 revs in each position	Max 1 • 1 choreographic step sequence (ChSt), utilizing at least ½ the ice surface (may include skating movements such as spirals, inabauers, spread eagles, split jumps, etc...) • Must be clearly visible and identifiable

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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

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Falls: 0.25 for each

Choreographic Steps (ChSt):

- There is no required pattern, but the sequence must be clearly visible and identifiable and should be performed using at least half of the ice surface. If these criteria are not fulfilled, the element will have NO VALUE. . Listed jumps may be included within the sequence and will be called by the technical panel (including obvious Waltz jump attempts).

Jumps:

- Rotational and edge errors will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (Scale Of Values).
- A waltz jump (1Wz) will receive credit, if attempted as an obvious jump element

Spins: Max Level 2

- Windmill (illusion) feature can be awarded once per program as a difficult variation/change of position/entry/exit. It does **NOT** need to achieve a split (close to 135 degrees) position to be considered as difficult. This feature is awarded the first time it is successfully performed.
- Spin Feature #5 (Difficult entrance) and Spin Feature #6 (Difficult exit) are two different features. To get credit for both features they must be executed in two different spins and the movements must be of a different nature.
- Spin Feature # 8 ([ISU Communication #2701](#)) Both directions immediately following each will count for a level in a basic **Sit, Camel, or Upright only**.
 - A minimum of 3 revolutions in each direction is required and the basic position must be held for at least 2 continuous rotations in each direction.
- Spin Feature #10 ([ISU Communication #2701](#)), can be awarded in a maximum of two spins (once per spin) if executed in a different basic position and/or in a different difficult variation
 - At least **FIVE** revs. without changes in position/variation, foot or edge (**sit**, camel, Layback, difficult variation of any basic position or for combinations only non-basic position)
- **Spin in one position without change of foot:**
 - If a basic position is not achieved for two continuous revolutions but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base.

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.

Spins (cont.): Max Level 2

- **Spin in one position with change of foot:**
 - If a basic position is not achieved for two continuous revolutions on either foot but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base and a V will be assigned
 - A basic position achieved on 1 foot only may receive up to a maximum Level 2 and a V will be assigned
 - **Camel or Sit: Additional Level Feature** - two continuous revolutions in a basic position on both feet will count as a level feature. This feature may be awarded twice per program if executed in different basic positions (once in a (F)CSSp and once in a (F)CCSp).
- **(F)CoSp and (F)CCoSp:**
 - If there is only one basic position for two continuous revolutions, the spin will receive a Level Base (B), and a V will be assigned.
 - Combination spins with no basic position for two continuous revolutions will receive no value.
 - **Additional Level Feature:** All three basic positions performed anywhere within the combination spin, with each position held for at least two continuous revolutions. This feature may be performed for a level increase up to the maximum allowed level for Adult Pre-Bronze, Bronze and Silver levels ONLY.
- If an execution error in one of the spins results in a call that causes the other spin to be asterisked (resulting in no value because it's not according to requirements), the procedure is as follows:

Example: if prior to review the two spins are listed as:
 CSp (no level) – due to an error on an intended CoSp or CCoSp
 SSp2* – not according to requirements

The code should be changed to:
 CoSp or CCoSp (no level) – the required spin
 SSp2 – no asterisk

 - This procedure ensures that the skater is not penalized twice. However, if it is determined by the technical panel that the skater is clearly attempting a spin which is not according to specific level requirements (e.g. a second spin of the same character as the first) the technical specialist calls the spin that is actually performed and not the elements that are required. Any incorrect elements will receive an asterisk* that will result in **No Value**.

Silver	Less than 3 revs total	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
One position spin, no change of foot	No Value	Base	Any (B-2)				No Value
One position spin with change of foot	No Value	Base V	Upright (B-2) Camel/Sit (1-2)			Any (B-2)V	Any (B-2)V
(F)CoSp	No Value	No Value	(F)CoSpBV	(F)CoSp(B-2)V	(F)CoSp(B-2)	No Value	No Value
(F)CCoSp	No Value	No Value	(F)CCoSpBV	(F)CCoSp(B-2)V	(F)CCoSp(B-2)		(F)CCoSp(B-2)V

2025-26	JUMP ELEMENTS	SPINS	SEQUENCE
ADULT BRONZE 1:50 maximum Warm Up: 4 minutes 7 elements	Max 4 Jump Elements - All single jumps are permitted (except single Axel) - Single Axel, double or triple jumps are NOT permitted - 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 the jumps will receive 70% of its original base value Max 2 combinations or sequences 1 combination or sequence may contain 3 jumps, and the other may contain only 2 jumps - A jump sequence consists of two or three single revolution jumps, in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the waltz jump	Max 2 Spins – Max Level 1 - Spins must have different codes (for definition, see U.S. Figure Skating rule 6103 (E)) - 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	Max 1 1 choreographic step sequence (ChSt), utilizing at least ½ the ice surface (may include skating movements such as spirals, inabauers, spread eagles, split jumps, etc...) - Must be clearly visible and identifiable
ADULT PRE BRONZE 1:40 maximum Warm Up: 4 minutes 6 elements	Max 4 Jump Elements - Only single and half-revolution jumps are permitted (half flip and half lutz are permitted) - Single Lutz, single Axel, double or triple jumps are NOT permitted - 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 the jumps will receive 70% of its original base value Max 2 combinations or sequences 1 combination may contain 3 jumps, and the other may contain only 2 jumps - A jump sequence consists of two or three single revolution jumps, in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the waltz jump	Max 2 Spins – Max Level 1 - Spins must have different codes (for definition, see U.S. Figure Skating rule 6103 (E)) - Min 3 revs - A two-foot spin (2FtUSp) is permitted - Spins with a flying entry are NOT permitted	Connecting steps throughout the program are required

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

Calling Clarifications: The clarifications outlined here are intended to note calling standards that are different/vary from calling specifications outlined in **ISU Communication #2701**. Unless outlined here, Technical Panels should call programs based on the most current ISU Communication

Falls: 0.25 for each

Choreographic Steps (ChSt):

- Pre- Bronze: N/A
- Bronze:** There is no required pattern, but the sequence must be clearly visible and identifiable and should be performed using at least half of the ice surface. If these criteria are not fulfilled, the element will have NO VALUE. Listed jumps may be included within the sequence and will be called by the technical panel (including obvious Waltz jump attempts).

Jumps:

- Rotational and edge errors will be assessed per ISU Communications #2701 (Levels of Difficulty) and #2707 (Scale Of Values).
- A waltz jump (1Wz) will receive credit, if attempted as an obvious jump element

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.

Spins: Max Level 1

- Windmill (illusion) feature can be awarded once per program as a difficult variation/change of position/entry/exit. It does **NOT** need to achieve a split (close to 135 degrees) position to be considered difficult. This feature is awarded the first time it is successfully performed.
- Spin Feature # 8 ([ISU Communication #2701](#)) Both directions immediately following each will count for a level in a basic **Sit, Camel, or Upright position only.**
 - A minimum of 3 revolutions in each direction is required and the basic position must be held for at least 2 continuous rotations in each direction.
- Spin Feature #10 ([ISU Communication #2701](#)), can be awarded in a maximum of two spins (once per spin) if executed in a different basic position and/or in a different difficult variation
 - At least **FIVE** revs. without changes in position/variation, foot or edge (**sit**, camel, Layback, difficult variation of any basic position or for combinations only non-basic position)
- A **Two-foot** spin [2FtUSp] will receive credit in Adult Pre-Bronze and Adult Bronze ONLY. The spin will be CONFIRMED if it meets the requirements of 3 continuous revolutions or NOT CONFIRMED if it does not.
- **Spin in one position without change of foot:**
 - If a basic position is not achieved for two continuous revolutions but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base.
- **Spin in one position with change of foot:**
 - If a basic position is not achieved for two continuous revolutions on either foot but there is a recognizable position attempted and a minimum of 3 total revolutions, the spin will receive a Level Base and a V will be assigned
 - A basic position achieved on 1 foot only may receive up to a maximum Level 1 and a V will be assigned
 - **Camel or Sit: Additional Level Feature** - two continuous revolutions in a basic position on both feet will count as a level feature. This feature may be awarded twice per program if executed in different basic positions (once in a CSSp and once in a CCSp).
- **CoSp and CCoSp:**
 - **Level Feature:** All three basic positions performed anywhere within the CoSp/CCoSp with each position held for at least two continuous revolutions is the only feature that will be assessed by the Tech Panel for Adult Pre-Bronze & Bronze.
 - Difficult variations (DV) may be attempted but will not count towards the spin level. DVs will be evaluated only by the judges for potential increase in GOE if performed well.
 - If there is only one basic position achieved for two continuous revolutions, the spin will receive a Level Base and a V will be assigned.
 - A spin with only two basic positions achieved for two continuous revolutions will receive a Level Base and a V will **NOT** be assigned in these event levels.
- If an execution error in one of the spins results in a call that causes the other spin to be asterisked (resulting in no value because it's not according to requirements), the procedure is as follows:

Example: if prior to review the two spins are listed as:
 CSp (no level) – due to an error on an intended CoSp or CCoSp
 SSp2* – not according to requirements

The code should be changed to:
 CoSp or CCoSp (no level) – the required spin
 SSp2 – no asterisk

 - This ensures that the skater is not penalized twice. However, if it is determined by the technical panel that the skater is clearly attempting a spin which is not according to specific level requirements (e.g. a second spin of the same character as the first) the technical specialist calls the spin that is actually performed and not the elements that are required. Any incorrect elements will receive an asterisk* that will result in **No Value**.

Bronze/ Pre-Bronze	Less than 3 revs total	0 Basic Positions	1 Basic Positions	2 Basic Positions	3 Basic Positions	No Basic Position on one foot	Less than 3 revs on one foot
Two Foot Spin	Not Confirmed						
One position spin, no change of foot	No Value	Base	Any (B-1)				No Value
One position spin with change of foot	No Value	Base V	Upright (B-1) Camel/Sit (1)			Any (B-1)V	Any (B-1)V
CoSp	No Value	No Value	CoSpBV	CoSpB	CoSp1	No Value	No Value
CCoSp	No Value	No Value	CCoSpBV	CCoSpB	CCoSp1		CCoSp(B-1)V

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.