EVENT: Adult Spins Challenge

General event parameters:
1. Spins may be skated in any order. Connecting steps are allowed, but will not be taken into consideration in scoring. Spins may not be repeated. Only required elements may be included.
2. All events are skated on ½ ice.
3. Minimum number of revolutions are noted in parentheses.

Level	Time	Skating rules / standards
Adult Beginner	1:30 max.	1. Pivot 2. Upright two-foot spin (2 revs) *Spins **may not** have a flying entry. If judged with IJS, max Level 1.*
Adult Pre-Bronze	1:30 max.	1. Upright one-foot spin (3 revs) 2. Upright two-foot spin (3 revs) *Spins **may not** have a flying entry. If judged with IJS, max Level 1.*
Adult Bronze	1:30 max.	1. Upright one-foot spin (3 revs) 2. Solo spin with no change of foot (3 revs) - must be different from the upright spin *Spins **may not** have a flying entry. If judged with IJS, max Level 1.*
Adult Silver	1:30 max.	1. Solo spin with no change of foot (3 revs) 2. Seconds solo spin, different from the first; change of foot optional (3 revs per foot) 3. Combination spin - with at least one change of position* and no change of foot (2 revs in each position) *If judged with IJS, max Level 2.*
Adult Gold	1:30 max.	1. Solo spin with no change of foot (4 revs) 2. Second solo spin, different from the first; change of foot optional (4 revs per foot) 3. Combination spin - with change of foot and at least one change of position* (2 revs in each position and 4 revs per foot) *If judged with IJS, max Level 3.*
Masters Intermediate/Novice	1:30 max.	1. Solo spin (5 revs if one foot, 4 revs per foot if change of foot) 2. Second solo spin, different from the first (5 revs if one foot, 4 revs per foot if change of foot) 3. Combination spin - with change of foot and at least one change of position* (2 revs in each position and 4 revs per foot)

Masters Junior/Senior	1:30 max.	1. Solo spin (5 revs if one foot, 4 revs per foot if change of foot) 2. Second solo spin, different from the first (5 revs if one foot, 4 revs per foot if change of foot) 3. Combination spin - with change of foot and at least one change of position* (2 revs in each position and 4 revs per foot)

There are 3 basic spin positions: Upright, Sit and Camel. Any variation of these positions is still considered the same position (i.e. a broken leg spin is still a sit position. A camel-sit-broken leg spin has one change of position).