# **COMPETITION MANUAL**



# Jumps Challenge

#### **GENERAL EVENT PARAMETERS:**

- · Each jump may be attempted twice; the best attempt will be counted
- · To be skated on half-ice
- Skaters with physical disabilities may register for standard track or Skate United Track for events

# ASPIRE LOW - 1:15 MAX

#### **ELEMENTS**

- Waltz jump (from backward crossovers)
- · Half flip or half Lutz
- · Single Salchow

# ASPIRE HIGH - 1:15 MAX

#### **ELEMENTS**

- Waltz jump (from backward crossovers)
- · Single Salchow
- Jump combination: waltz jump-toe loop

# NO TEST - 1:15 MAX

#### **ELEMENTS**

- Single Salchow
- · Single loop
- Jump combination: Any two half or single revolution jumps (no Axel)

# PRE-PRELIMINARY — 1:15 MAX

#### **ELEMENTS**

- Single toe loop
- Single flip
- Jump combination: Any two half or single revolution jumps (no Axel)

# PRELIMINARY — 1:15 MAX

#### **ELEMENTS**

- Single flip
- Single Lutz
- Jump combination: Any single jump + single loop (may be Axel)

# ADULT BEGINNER - 1:15 MAX

#### **ELEMENTS**

- · Mazurka or ballet jump
- Waltz jump

# ADULT PRE-BRONZE - 1:15 MAX

#### **ELEMENTS**

- Single Toe loop jump
- · Half flip, half Lutz or half loop

# ADULT BRONZE - 1:15 MAX

#### **ELEMENTS**

- Single Salchow
- Single Toe loop
- Any single jump plus a toe loop combination (no Axels allowed)