

General event parameters:

- 1. Adult silver and lower should be skated on half ice; adult gold through masters junior-senior should be skated on full ice.
- 2. Jumps may be skated in any order. Only the listed elements will be judged.
- 3. No bonuses will be awarded during jump challenge events
- 4. Each jump may be attempted twice
 - a. For events judged under 6.0: the best attempt will be counted.
 - b. For events judged under IJS: If the skater chooses to repeat the jump, the second attempt will be the one judged, and must immediately follow the first attempt.
- 5. Elements not according to requirements will receive no value.
- 6. Time Violations:
 - c. For events judged under 6.0: for up to every 10 seconds in excess = 0.1
 - d. For events judged under IJS: for up to every 5 seconds in excess = -0.5

Level	Jump 1	Jump 2	Jump 3	Notes
Adult Beginner 1:15 max	Mazurka, or ballet jump	Waltz jump 1Wz	n/a	Should only be judged under 6.0
Adult Pre-Bronze 1:15 max	Single Toe loop jump 1T	Half flip, or half Lutz, or half-loop (Euler) 1HF or 1HLz or 1Eu	n/a	Should only be judged under 6.0
Adult Bronze 1:15 max	Single Salchow 1S	Single toe loop 1T	Jump combination consisting of a single jump of choice + a single toe loop No Axels allowed	Should only be judged under 6.0
Adult Silver 1:15 max	Single flip 1F	Single loop 1Lo	Jump combination consisting of two single jumps (Axel is permitted)	
Adult Gold 1:15 max	Single Axel, or waltz jump 1A or 1Wz	Single flip, or Single Lutz 1F or 1Lz	Jump combination consisting of two single jumps or a double jump + a single jump (in either order). Double jumps are limited to double toe loop or double Salchow.	
Masters Intermediate-Novice 1:30 max	Single Axel, or waltz jump 1A or 1Wz	Salchow (single or double), or Toe loop (single or double), or Loop (single or double) 1S or 2S or 1T or 2T or 1Lo or 2Lo	Jump combination consisting of two single jumps or a double jump + a single jump (in either order). Double jumps are limited to double toe loop, double Salchow or double loop	
Masters Junior-Senior 1:30 max	Loop (single or double), or Flip (single or double) 1Lo or 2Lo or 1F or 2F	Lutz or Flip(single or double) can not repeat flip if used as Jump 1 1Lz or 1F or 2F (no repeat of flip allowed)	Jump combination consisting of two single jumps, a double jump + a single jump (in either order) or two double jumps. May include any single or double jumps including double axel.	