

SENIOR/ SENIOR ELITE 12 (IJS) 4:00 +/- 10 secs	Two Different Intersection Elements Intersections may be executed in any order	One Creative Element –Lift	One Group Lift Element	One Move Element Maximum of four different types of fms are	One No Hold Element Must be in one closed or open block	One Twizzle Element	One Pivoting Element - Block Must be	One Pair Element	Artistic Element - Circle OR Artistic Element - Wheel
10 Elements	Intersection #1			permitted	NHE level will be called if Features are included		one closed		
Follows ISU Requirements Required Holds None	Additional Feature Point of Intersection (pi) will be called if included Intersection #2 Must include a movement executed at			Only two different types of fms are permitted at the same time If using a Group	Additional Feature will be called to a maximum of Step Sequence Base (sB) The NHE and TwE may be skated in any order. If two of	The NHE and TwE may be skated in any order. If two	block using a pyramid or diamond shape		
	the axis of Intersection other than the Additional Feature (pi rotation) (individual fe/fm, pair fe/fm, rotations). A maximum of Point of Intersection Base (piB) will be called			D Feature, the Block Feature is not permitted	these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next	of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next			
	Angled Intersection is not permitted as a choice for either Intersection Element				Element OR a Connection in- between the two Elements.	Element OR a Connection in- between the two Elements.			

JUNIOR (IJS) 3:30 +/- 10 secs 8 Elements Follows ISU Requirements Required Holds None	Two Different Intersection Elements Additional Feature (Point of Intersection) will be called if included Whip Intersection is not permitted as a choice for either Intersection Element	One Creative Element – Group Lift	One Move Element Maximum of four different types of fms are permitted Only two different types of fms are permitted at the same time OR One Pair Element	One Traveling Element	One No Hold Element Must be one closed block Features will not be called if included. A maximum of No Hold Base (NHEB) will be called Additional Feature Step Sequence will be called if included The NHE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR a Connection in-between the two Elements.	The NHE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR a Connection in-between the two Elements.	Artistic Element - Block OR Artistic Element - Line
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INTERMEDIATE (IJS) 3:00 +/- 10 secs	One Intersection Element Additional Feature (Point of Intersection)	One Move Element Maximum of four different types of	One Traveling Element	One No Hold Element Must be in one closed or open block	One Twizzle Element Teams may attempt any level but the highest	One Pivoting Element – Block	One Synchronized Spin Teams may attempt any level but the highest
7 Elements	is optional and will be called if included	fms are permitted	attempt any level but the	NHE level will be called if Features are included	call will be Level 3	Teams may attempt any	call will be Level 3
Required Holds <u>None</u>		Only two different types of fms are permitted at the same time	highest call will be Level 3	Additional Feature will be called to a maximum of Step Sequence Base (sB) The NHE, TwE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR a Connection in-between the two Elements.	The NHE, TwE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; • a different Element Shape is required at the start of the next Element OR • a Connection in-between the two Elements.	level but the highest call will be Level 3	The NHE, TwE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR a Connection inbetween the two Elements.



JUVENILE (IJS)	One Intersection Element	One Move Element	One Traveling Element	One No Hold Element Must be in one closed or open block	One Twizzle Element Teams may	One Pivoting Element – Block
2:30 +/- 10 secs	Additional Feature (Point of Intersection)	Maximum of four different types of	Teams may	NHE level will be called if Features are	attempt any level but the highest	Teams may attempt any level but the
6 Elements	is optional and will be called if included	fms are permitted	attempt any level but the	included	call will be Level 2	highest call will be Level 2
Required Holds <u>None</u>	Point of Intersection Features will be called if included Teams may attempt any intersection level but the highest called will be Level 2	Only two different types of fms are permitted at the same time	highest call will be Level 2	Additional Feature will be called to a maximum of Step Sequence Base (sB) The NHE and TwE may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR a Connection in-between the two Elements.	The NHE and TwE may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; • a different Element Shape is required at the start of the next Element OR • a Connection in-between the two Elements.	

OPEN JUV (IJS) 2:30 +/- 10)	One Intersection Element Additional Feature	One Traveling Element Teams may attempt any level but the highest call will be Level 2	One Rotating Element – Circle OR One Rotating Element – Wheel	One No Hold Element Must be in one	One Linear Element – Line	One Pivoting Element – Block
6 Eleme Required I	ents Holds	(Point of Intersection) is optional and may be attempted but no level will be awarded Teams may attempt any intersection level but the highest called will be Level 2	The TrE and Rotating element may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as: a different Element Shape is required at the start of the next Element OR a Connection in-between the two Elements.	The TrE and Rotating element may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; • a different Element Shape is required at the start of the next Element OR • a Connection in-between the two Elements.	closed block NHE level will be called if Features are included Additional Feature will be called to a maximum of Step Sequence Base (sB)		Teams may attempt any level but the highest call will be Level 2



PRE-JUVENILE (IJS)	One Intersection Element	One Traveling Element	One Rotating Element – Circle OR	One No Hold Element	One Linear	One Pivoting Element –
(100)		Teams may attempt any level but the highest call	One Rotating Element – Wheel	Must be in one closed	Element	Block
2:30 +/- 10 secs	Additional Feature	will be Level 1		block	– Line	
	(Point of Intersection)					Teams may
6 Elements	is optional and <u>may be</u>	The TrE and Rotating element may be skated in	The TrE and Rotating element may	NHE level will be called		attempt any level
	attempted but no level	any order. If two of these Elements follow one	be skated in any order. If two of	if Features are included		but the highest
Required Holds	will be awarded	another, there must be a clear difference between	these Elements follow one another,			call will be Level
None	_	the two Elements such as;	there must be a clear difference	Additional Feature will		1
	<u>Teams may</u>	 a different Element Shape is required at the 	between the two Elements such as;	be called to a		
	attempt any intersection	start of the next Element	 a different Element Shape is 	maximum of Step		
	level but the highest	<u>OR</u>	required at the start of the next	Sequence Base (sB)		
	called will be Level 2	 a Connection in-between the two Elements. 	<u>Element</u>			
			<u>OR</u>			
			 a Connection in-between the 			
			two Elements.			

PRELIMINARY (IJS)	One Intersection Element Additional Feature	One Traveling Element Teams may attempt any level but the highest call will be Level 1	One Rotating Element – Circle OR One Rotating Element – Wheel	One Linear Element – Line	One Pivoting Element – Block Teams may attempt any
2:00 +/- 10 secs	(Point of Intersection) is optional and may be	odii Wiii bo Eovoi 1			level but the highest call will be Level 1
5 Elements	attempted but no level will be awarded	The TrE and Rotating element may be skated in any order. If two of these Elements	The TrE and Rotating element may be skated in any order. If two of these Elements follow one		20 2010. 1
Required Holds None	_	follow one another, there must be a clear	another, there must be a clear difference between		
	Teams may attempt any intersection	difference between the two Elements such as:	the two Elements such as; a different Element Shape is required at the		
	level but the highest called will be Level 1	a different Element Shape is required at the start of the next Element	start of the next Element OR		
		OR a Connection in-between the two	a Connection in-between the two Elements.		
		Elements.			



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COLLEGIATE (IJS)	Required:	Required:	Required:	Choice of 5 Additional Elements from the Following List:
3:30 +/- 10 secs	One Intersection Element	One Traveling Element	One Pivoting Element - Block	One Intersection Element
8 Elements			- Block	Additional Feature (Point of Intersection) is optional and will be called if included
Required Holds None	Additional Feature (Point of Intersection) is optional and will be called if included			If selected, teams may not repeat the same shape used in the required Intersection Element
	called if included			One Artistic Element – Line
				One Creative Element – Lift
				One Group Lift Element
				One Move Element
				Maximum of four different types of fms are permitted
				Only two different types of fms are permitted at the same time
				One No Hold Element
				Must be in one closed or open block
				NHE level will be called if Features are included. Additional Feature will be called to a maximum of Step Sequence Base (sB)
				If selected, the NHE, TwE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR
				a Connection in-between the two Elements.
				One Pair Element
				One Twizzle Element
				If selected, the NHE, TwE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element OR
				a Connection in-between the two Elements.
				One Synchronized Spin Element
				If selected, the NHE, TwE and SySp may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; • a different Element Shape is required at the start of the next Element OR
				a Connection in-between the two Elements.



ADULT (IJS)	Required:	Required:	Required:	Choice of 3 Additional Elements from the Following List:
2:30 +/- 10 secs	One Intersection Element	One Traveling Element	One Pivoting Element – Block	One Intersection Element
6 Elements	Additional Feature		2.00.1	Must include a movement at the axis of intersection other than the Addition Feature (pi rotation). A maximum of Point of Intersection Base (piB) will be called
Required Holds None	(Point of Intersection) is optional and will be called if included			If selected, teams may not repeat the same shape used in the required Intersection Element
				One Artistic Element – Line
				If selected, the Artistic Line and Linear Line may be skated in any order. If two of these elements follow one another, there must be a clear difference between the two Elements. Such as: a different Element shape is required at the start of the next Element OR
				a Connection in-between the two Elements
				One Move Element
				Maximum of four different types of fms are permitted
				Only two different types of fms are permitted at the same time
				One Mixed Element
				One Pair Element
				One Linear Element
				If selected, the Artistic Line and Linear Line may be skated in any order. If two of these elements follow one another, there must be a clear difference between the two Elements. Such as: a different Element shape is required at the start of the next Element
				a Connection in-between the two Elements a Connection in-between the two Elements
				One Rotating Element
				If selected, the TrE and Rotating element may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two Elements such as; a different Element Shape is required at the start of the next Element
				OR a Connection in-between the two Elements.



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MASTERS (IJS)	Required:	Required:	Required:	Choice of 3 Additional Elements from the Following List:
	One Intersection	One Traveling Element	One Pivoting Element –	One Intersection Element
2:30 +/- 10 secs	Element	Tables was statement and lavel but	Block	Additional Fasture (Daint of Internation) is autismal and many be attenuated by the
6 Elements	Additional Feature (Point of Intersection)	Teams may attempt any level but the highest call will be Level 2	Teams may attempt any level but the highest call	Additional Feature (Point of Intersection) is optional and may be attempted but no level will be awarded
Required Holds None	is optional and may be attempted but no level	The TrE and Artistic element may	will be Level 2	If selected, teams may not repeat the same shape used in the required
None	will be awarded	be skated in any order. If two of these Elements follow one another.		One Artistic Element – Circle
		there must be a clear difference		OR
		between the two Elements such		One Artistic Element – Wheel
		as; a different Element Shape is required at the start of the		The TrE and Artistic Element may be skated in any order. If two of these Elements follow one another, there must be a clear difference between the two
		next Element		Elements such as:
		OR		a different Element Shape is required at the start of the next Element
		a Connection in-between the two		<u>OR</u>
		Elements.		A Connection in-between the two Elements
				One Artistic Element – Line
				One Mixed Element
				One No Hold Element
				Must be in one closed or open block
				NHE level will be called if Features are included
				Additional Feature will be called to a maximum of Step Sequence Base (sB)



OPEN COLLEGIATE (6.0) 2:30 +/- 10 secs 6 Elements Required Holds None	One Intersection Element Additional Feature (Point of Intersection) is optional	One Traveling Element Any recognizable travel is required	One Rotating Element – Circle OR One Rotating Element – Wheel Teams may not repeat the same shape used in the Traveling Element Features are optional	One No Hold Element Additional Feature (Step Sequence) is optional	One Linear Element – Line Features are optional	One Pivoting Element – Block Any recognizable pivot is required
OPEN ADULT (6.0) 2:00 +/- 10 secs 5 Elements Required Holds None	One Pivoting Element - Block Any recognizable pivot is required	One Traveling Element Any recognizable travel is required	One Intersection Element Additional Feature (Point of Intersection) is optional	One Linear Element – Line Features are optional	Elemen One F Elemen Teams may not repeather	Rotating It - Circle OR Rotating It - Wheel It the same shape used in ling Element are optional
OPEN MASTERS (6.0) 2:00 +/- 10 secs 5 Elements Required Holds None	One Pivoting Element - Block Any recognizable pivot is required	One Traveling Element Any recognizable travel is required	One Intersection Element Additional Feature (Point of Intersection) is optional	One Linear Element – Line Features are optional	Elemen One I Elemen Teams may not repea the Trave	Rotating It - Circle OR Rotating It - Wheel It the same shape used in ling Element are optional