

U.S. FIGURE SKATING COMPULSORY MOVES



General event parameters:

1. Levels 1-4 will be skated on half ice; Levels 5-8 will be skated on full ice.
2. Elements may be performed only once.
3. The skater may include connecting steps between the required elements.
4. Music is not allowed.
5. If using IJS, please see page 2 for spin calling clarifications.
6. Applicable deductions:
 - a. Time Violations
 1. IJS - for up to every 5 seconds in excess = -0.25
 2. 6.0 - for up to every 10 seconds in excess = 0.1
 - b. Fall Deductions:
 1. IJS - for each fall = -0.25
 2. 6.0 - for each fall = -0.1

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO/ STEP SEQUENCE
Level 1 1:15 max	<ul style="list-style-type: none"> • Half Flip or • Half Lutz 	<ul style="list-style-type: none"> • Waltz Jump + Waltz Jump + SEQ 	<ul style="list-style-type: none"> • Forward One-Foot Upright Spin <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ Min. 3 revs. 	<ul style="list-style-type: none"> • Spiral on Both Legs <ul style="list-style-type: none"> ○ No Variations ○ Forward (FSpr1) or Backwards (BSpr1) ○ Leg must be hip level or higher for min. 3 secs.
Level 2 1:15 max	<ul style="list-style-type: none"> • Single Salchow or • Single Toe Loop 	<ul style="list-style-type: none"> • Waltz Jump + Single Toe Loop 	<ul style="list-style-type: none"> • Forward Sit Spin <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ Min. 3 revs. 	<ul style="list-style-type: none"> • Choreographic Sequence (pChSq) that must be one spiral with variation and one of the following: <ul style="list-style-type: none"> ○ Split Jump ○ Stag Jump ○ Falling Leaf
Level 3 1:15 max	<ul style="list-style-type: none"> • Single Loop 	Choice of one of the following options: <ul style="list-style-type: none"> • Single Flip + Single Toe Loop • Single Lutz + Single Toe Loop • Single Flip + Single Loop • Single Lutz + Single Loop 	<ul style="list-style-type: none"> • Forward Camel Spin <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ Min. 3 revs. 	<ul style="list-style-type: none"> • Choreographic Sequence (pChSq) <ul style="list-style-type: none"> ○ Must be 2 different skating movements and clearly visible
Level 4 1:15 max	<ul style="list-style-type: none"> • Double Salchow or • Double Toe Loop 	Choice of one of the following options: <ul style="list-style-type: none"> • Single Axel + Single Toe Loop • Single Axel + Single Loop 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ No flying entry ○ No change of foot ○ Min. 6 revs. total 	<ul style="list-style-type: none"> • Choreographic Sequence (pChSq) <ul style="list-style-type: none"> ○ Must be 2 different skating movements and clearly visible
Level 5 1:30 max	<ul style="list-style-type: none"> • Double Loop 	Choice of one of the following options: <ul style="list-style-type: none"> • Double Flip + Double Toe Loop • Double Lutz + Double Toe Loop • Double Flip + Double Loop • Double Lutz + Double Loop 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ No flying entry ○ With change of foot ○ Min. 3 revs. on each foot 	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Level 1 (max)
Level 6 1:30 max	<ul style="list-style-type: none"> • Double Axel 	Three-Jump Combination <ul style="list-style-type: none"> • All three jumps must be double jumps • No double Axel 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ With flying entry ○ With change of foot ○ Min. 3 revs on each foot 	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Level 2 (max)

<p>Level 7 1:30 max</p>	<ul style="list-style-type: none"> • Triple Salchow or • Triple Toe Loop 	<p>Three-Jump Combination or Sequence</p> <ul style="list-style-type: none"> • All three jumps must be double or triple jumps • May contain double Axel • May not repeat performed solo jump. 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ With or without flying entry ○ With or without change of foot ○ Min. 3 revs. each foot if change of foot; min. 6 revs. total 	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Level 4
<p>Level 8 1:30 max</p>	<ul style="list-style-type: none"> • Triple Loop 	<p>Choice of one of the following options:</p> <ul style="list-style-type: none"> • Triple Flip + Double or Triple Toe Loop • Triple Lutz + Double or Triple Toe Loop • Triple Flip + Double or Triple Loop • Triple Lutz + Double or Triple Loop 	<ul style="list-style-type: none"> • Combination Spin <ul style="list-style-type: none"> ○ With or without flying entry ○ With or without change of foot ○ Min. 3 revs. each foot if change of foot; min. 6 revs. total 	<ul style="list-style-type: none"> • Step Sequence (StSq) <ul style="list-style-type: none"> ○ Must utilize the full ice surface ○ Level 4

Spin Calling Clarifications

Except as noted below, all spins will be assessed per ISU Communications 2623 (Levels of Difficulty) and 2656 *SOV), and ISU spin criteria and any associated “V” will be applied.

For competition events Levels 1-4:

Spin in one position: If a basic position is not achieved for two continuous revolutions, but there is a recognizable position attempted (CSp, SSp, LSp, USp, CCSp, CSSp, CLSp, CUSp), the spin will receive a Level Base.

- **Level Feature:** Five continuous revolutions (no change in position, edge, variation; no loss of basic position) in camel, sit, layback or Biellmann; compulsory for higher than Level Base. (Note: Unlike ISU criteria, this feature does not require the basic sit position to be in a difficult variation.)