

General event parameters:

1. Level 1 through Level 4 events should be skated on half ice. Level 5 through Level 9 events should be skated on full ice.
2. Only the listed elements will be judged.
3. No bonuses will be awarded during jump challenge events using IJS.
4. Each jump may be attempted twice. If the skater chooses to repeat the jump, the second attempt will be the one judged. The second attempt must immediately follow the first attempt.
5. Elements not according to requirements will receive no value.
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	JUMP 1	JUMP 2	JUMP 3
Level 1 1:15 max.	Half-Flip	Half-Lutz	Two-Jump Sequence: Waltz Jump + Waltz Jump
Level 2 1:15 max.	Single Loop	Single Salchow	Two-Jump Combination: Waltz Jump + Single Toe Loop
Level 3 1:15 max.	Single Flip	Single Lutz	Two-Jump Combination: Any two single jumps May include one single Axel
Level 4 1:15 max.	Single Axel	Double Salchow or Double Toe Loop	Three-Jump Combination: Any three single jumps May include one single Axel
Level 5 1:30 max.	Double Loop	Double Flip or Double Lutz	Two-Jump Combination Choose from: Single + Double* Double* + Single Double* + Double* *Double Axel not permitted
Level 6 1:30 max.	Double Axel	Two-Jump Combination Any two double jumps May include one double Axel	Three-Jump Combination or Sequence Any three double jumps May include one double Axel
Level 7 1:30 max.	Triple Salchow	Triple Toe Loop	Three-Jump Combination or Sequence All three doubles, or one triple and two doubles in any order
Level 8 2:00 max.	Triple Loop	Triple Flip or Triple Lutz	Three-Jump Combination or Sequence One triple and two doubles in any order, or two triples and one double in any order
Level 9 2:00 max.	Triple Axel	Any Triple or Quadruple Jump	Three-Jump Combination or Sequence Any combination of triples