Jumps Challenge

GENERAL EVENT PARAMETERS:

1. Will be skated on half ice
2. Only the listed elements will be judged, and jumping passes may be skated in any order.
3. Each jumping pass may be attempted twice.
   a. The second attempt will be the one judged and must immediately follow the first attempt.
   b. The original jump type, jump combination, or jump sequence must be performed as a repeat attempt. If a different jump type, jump combination, or jump sequence is performed, it will receive no value.
   c. All falls will be called and counted whether or not the jump is repeated immediately afterward. Falls that occur on connecting moves will not be counted.
5. Elements not according to requirements will receive no value.
6. Applicable deductions:
   a. Time Violations up to every 10 seconds in excess = -0.1
   b. Fall Deductions: for each fall = -0.1
7. For events using IJS, click HERE.

LEVEL	JUMPING PASS 1	JUMPING PASS 2	JUMPING PASS 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 (No Sequence)
LEVEL 3 1:15 max	Single Flip	Single Lutz	Two-Jump Combination Any Two Single Jumps May Include One Single Axel (No Sequence Allowed)
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 (No Sequence Allowed)