

Spins Challenge

GENERAL EVENT PARAMETERS:

1. May be skated on half or full ice, depending on the competition announcement.
2. Spins may be skated in any order. Spins may not be repeated. Only the listed elements will be judged – connecting steps may be performed but will not be considered.
3. Layback spins are not permitted in Level 1 or Level 2.
4. Applicable deductions:
 - a. Time Violations up to every 10 seconds in excess = -0.1
 - b. Fall Deductions (only in elements performed): for each fall = -0.1
5. For events using IJS, click [HERE](#).

LEVEL	SPIN 1	SPIN 2	SPIN 3
LEVEL 1 1:30 max	Forward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp)	Backward Upright Spin Min. 3 revs NO Flying entry or change of foot (USp)	Forward Upright Spin to Backward Upright Spin Min. 3 revs each foot NO Flying entry (CUSp)
LEVEL 2 1:30 max	Upright Spin Forward or Backward Min. 3 revs NO flying entry or change of foot (USp)	Forward Sit Spin Min. 3 revs NO flying entry or change of foot (SSp)	Forward Camel Spin Min. 3 revs NO flying entry or change of foot (CSp)
LEVEL 3 1:30 max	Combination Spin Without Change of Foot Forward or Backward Min. 6 revs NO flying entry (CoSp)	Sit Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (SSp)	Camel Spin Forward or Backward Min. 4 revs NO flying entry or change of foot (CSp)
LEVEL 4 1:30 max	Combination Spin With Change of Foot Min. 6 revs. each foot NO flying entry (CCoSp)	Flying Spin Camel, Sit, Upright or Layback Min. 5 revs NO change of foot or position (FCSp, FSSp, FUSp, FLSp)	Spin in One Position Camel, Sit, Upright, or Layback Must be a different position than Flying spin (#2) Min. 5 revs NO flying entry or change of foot