

## 4570 Championship Adult Gold and Adult Gold Singles

Test Qualifications as of the closing date for entries:

A. Skaters must have passed at least one of the following:

1. The adult gold free skate test
2. The standard juvenile free skate test and:
  - a. Prior to Oct. 1, 1991, no higher than the standard intermediate free skate test;
  - b. On or after Oct. 1, 1991, no higher than the standard juvenile free skate test;
3. Prior to Oct. 1, 1977, the 3rd figure test and no higher than the 5th figure test

B. Skaters may have passed:

1. Any figure tests or moves-in-the-field tests on or after Oct. 1, 1977, and prior to Oct. 1, 1979, except for the 8th figure test;
2. Any figure tests or moves-in-the-field tests on or after Oct. 1, 1979.

If a skater has previously qualified to compete at the U.S. Adult Figure Skating Championships in Championship Masters Intermediate-Novice, said skater cannot compete in Championship Adult Gold.

<b>CHAMPIONSHIP ADULT GOLD AND ADULT GOLD WELL-BALANCED FREE SKATE</b> <b>2:40 maximum time</b>		
<b>PROGRAM</b>	<b>Competition:</b> Must contain the following elements in any order.	<u>Effective starting November 1, 2017.</u> <b>Test:</b> Must follow competition requirements, in addition to the minimum requirements below.
<b>JUMPS</b>	<p>Maximum of five jump elements</p> <ul style="list-style-type: none"> <li>• Up to three jump elements may be jump combinations or jump sequences</li> <li>• One jump combination/sequence may contain three jumps; the remaining jump combinations/sequences are limited to two jumps</li> <li>• Each jump combination or sequence may include only one double jump</li> <li>• Each jump may be repeated only once and only in combination and/or sequence. If at least one of these executions is in a jump combination or a jump sequence, both executions (of the same single or double jump) are evaluated in a regular way. If both executions (of the same single or double jump) are as solo jumps, the second of these solo jumps will receive 70 percent of its original base value.</li> <li>• All single jumps (including single Axel) and the following double jumps may be performed: double toe loop and double Salchow</li> <li>• Double loop, double flip, double Lutz, double Axel and triple jumps are not permitted</li> </ul>	<p>Five jump elements, which must include:</p> <ul style="list-style-type: none"> <li>• <u>Four different single or allowable double jumps, two of which must be chosen from single Lutz, single Axel, double toeloop or double Salchow*</u></li> <li>• <u>One two-jump or three-jump combination including two jumps with at least one rotation</u></li> </ul> <p><u>*Required jumps may be performed as solo jumps, or as part of the permitted jump combinations and sequences</u></p>
<b>SPINS</b>	<p>Maximum of three spins of a different character</p> <ul style="list-style-type: none"> <li>• If a spin includes a change of foot, it must have a minimum of four revolutions on each foot. All other spins must have a minimum of four revolutions.</li> <li>• There must be a minimum of two revolutions in each position, or the position will not be counted</li> <li>• The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed</li> </ul>	<p>Three spins: <u>Same as competition program requirements</u></p>
<b>STEP SEQUENCE</b>	<p>Maximum of one choreographic step sequence (may include moves in the field and spirals)</p> <ul style="list-style-type: none"> <li>• <u>Must be visible and identifiable and should be performed using almost the full ice surface</u></li> <li>• A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE</li> <li>• A sequence that does not meet the minimum requirements above will receive no value</li> <li>• Jumps may be included in the step sequence</li> <li>• Sequences that are too short and barely visible cannot be considered as meeting the requirements</li> <li>• Additional moves in the field sequences, spiral sequences and step sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such</li> </ul>	<p><u>Same as competition program requirements</u></p>
<b>REMARKS</b>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> <li>• If an extra jump(s) is executed, only the individual jump(s) which is not according to the requirements will have no value. The jumps are considered in the order of execution.</li> </ul>	<ul style="list-style-type: none"> <li>• <u>Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</u></li> <li>• Extra elements may be added without penalty.</li> <li>• Two different elements may be retried, if necessary</li> </ul>

## 4580 Championship Adult Silver and Adult Silver Singles

Test Qualifications as of the closing date for entries:

A. Skaters must have passed at least one of the following:

1. The adult silver free skate test and no higher adult free skate tests.
2. Before Oct. 1, 1994, the standard juvenile free skate test and no higher standard free skate tests.
3. On or after Oct. 1, 1994, the standard pre-juvenile free skate test and no higher free skate tests;
4. Prior to Oct. 1, 1977, the 3rd figure test and no higher figure tests.

B. Skaters may have passed:

1. Any figure tests or moves-in-the-field test on or after Oct. 1, 1977, and prior to Oct. 1, 1979, except for the 8th figure test;
2. Any figure tests or moves-in-the-field tests on or after Oct. 1, 1979.

If a skater has previously qualified to compete at the U.S. Adult Figure Skating Championships in Championship Adult Gold, said skater cannot compete in Championship Adult Silver.

<b>CHAMPIONSHIP ADULT SILVER AND ADULT SILVER WELL-BALANCED FREE SKATE</b> <b>2:10 maximum time</b>		
<b>PROGRAM</b>	<b>Competition:</b> Must contain the following elements in any order.	<b>Test:</b> The following elements are required.
<b>JUMPS</b>	Maximum of five jump elements <ul style="list-style-type: none"> <li>• Up to two jump elements may be jump combinations or jump sequences</li> <li>• One jump combination/sequence may contain three jumps, and the other may contain only two jumps</li> <li>• Additional jump sequences which contain non-listed jumps of not more than one revolution performed as part of connecting footwork preceding single jumps are permitted</li> <li>• Each jump may be repeated only once and only in combination or sequence</li> <li>• All single jumps, including single Axel, are permitted</li> <li>• No double or triple jumps are permitted</li> </ul>	<ul style="list-style-type: none"> <li>• At least three different single jumps, each performed as a solo jump, not in combination or sequence. One must be a single loop, one must be a single flip, and one must be chosen from single Salchow, single toe loop, single Lutz or single Axel</li> <li>• One jump combination consisting of two single jumps (no turn or change of foot between jumps). Single jumps are single Salchow, single toe loop, single loop, single flip, single Lutz and single Axel.</li> <li>• One jump sequence consisting of jumps of one-half or one full revolution.</li> </ul>
<b>SPINS</b>	Maximum of two spins of a different character <ul style="list-style-type: none"> <li>• If a spin includes a change of foot, it must have a minimum of three revolutions on each foot. A spin without a change of foot must have a minimum of three revolutions.</li> <li>• There must be a minimum of two revolutions in each position, or the position will not be counted.</li> <li>• The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed.</li> </ul>	Two spins which must include the following: <ul style="list-style-type: none"> <li>• One camel spin (minimum three revolutions in position)</li> <li>• One spin combination with only one change of position (minimum two revolutions in each position and six revolutions combined). Must include two of the following positions: camel, sit or upright. Change of foot is optional and, if performed, must include a minimum of three revolutions on each foot.</li> </ul>
<b>STEP SEQUENCE</b>	Maximum of one <u>choreographic</u> step sequence ( <u>may include moves in the field and spirals</u> ) utilizing at least one-half of the ice surface <ul style="list-style-type: none"> <li>• Jumps may be included in the step sequence</li> <li>• <u>Sequences that are too short and barely visible cannot be considered as meeting the requirements</u></li> <li>• Additional moves in the field sequences, spiral sequences and step sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such</li> </ul> <p><b><u>When judged with IJS:</u></b></p> <ul style="list-style-type: none"> <li>• <u>A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE</u></li> <li>• <u>A sequence that does not meet the minimum requirements above will receive no value</u></li> </ul>	Connecting moves and steps should be demonstrated throughout the program
<b>REMARKS</b>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> <li>• If an extra jump(s) is executed, only the individual jump(s) which is not according to the requirements will have no value. The jumps are considered in the order of execution.</li> </ul>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> <li>• Extra elements may be added without penalty.</li> <li>• Two different elements may be retried, if necessary</li> </ul>

#### 4590 Adult Bronze Singles

Test Qualifications as of the closing date for entries:

A. Skaters must have passed at least one of the following:

1. The adult bronze free skate test and no higher adult free skate tests.
2. The standard preliminary free skate test and no higher standard free skate tests.

B. Skaters may have passed:

1. The 2nd figure test, and no higher, before Oct. 1, 1977;
2. Any figure tests or moves-in-the-field tests on or after Oct. 1, 1977, and prior to Oct. 1, 1979, except for the 8th figure test;
3. Any figure tests or moves-in-the-field tests on or after Oct. 1, 1979.

<b>ADULT BRONZE WELL-BALANCED FREE SKATE</b> <b>1:50 maximum time</b>		
<b>PROGRAM</b>	<b>Competition:</b> Must contain the following elements in any order.	<b>Test:</b> The following elements are required.
<b>JUMPS</b>	Maximum of four jump elements <ul style="list-style-type: none"> <li>• Up to two jump elements may be jump combinations or jump sequences</li> <li>• One jump combination/sequence may contain three jumps, and the other may contain only two jumps</li> <li>• Each jump may be repeated only once and only in combination or in sequence</li> <li>• All single jumps, except single Axel, are permitted</li> <li>• No single Axel, double or triple jumps are permitted</li> </ul>	<ul style="list-style-type: none"> <li>• At least three different single jumps, each performed as a solo jump, not in combination or sequence. One must be a single Salchow, one must be a single toe loop, and one must be chosen from single loop, single flip, single Lutz or single Axel</li> <li>• One jump combination consisting of a waltz jump and a single toe loop (no turn or change of foot between jumps)</li> </ul>
<b>SPINS</b>	Maximum of two spins of a different character <ul style="list-style-type: none"> <li>• If a spin includes a change of foot, it must have a minimum of three revolutions on each foot. All other spins must have a minimum of three revolutions.</li> <li>• There must be a minimum of two revolutions in each position or the position will not be counted</li> <li>• Spins with a flying entry are not permitted</li> <li>• The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed</li> </ul>	<ul style="list-style-type: none"> <li>• One one-foot backspin, entry optional (minimum three revolutions in position)</li> <li>• One sit spin in recognizable sit position (minimum three revolutions in position)</li> </ul>
<b>STEP SEQUENCE</b>	Maximum of one <u>choreographic</u> step sequence ( <u>may include moves in the field and spirals</u> ) utilizing at least one-half of the ice surface <ul style="list-style-type: none"> <li>• Jumps may be included in the step sequence</li> <li>• <u>Sequences that are too short and barely visible cannot be considered as meeting the requirements</u></li> <li>• Additional moves in the field sequences, spiral sequences and step sequences are permitted but will not be counted as elements; instead they will be counted as transitions and marked as such</li> </ul> <p><b><u>When judged with IJS:</u></b></p> <ul style="list-style-type: none"> <li>• <u>A sequence that meets the minimum requirements above will be awarded a fixed base value and evaluated by the judges in GOE</u></li> <li>• <u>A sequence that does not meet the minimum requirements above will receive no value</u></li> </ul>	<ul style="list-style-type: none"> <li>• Connecting moves and steps should be demonstrated throughout the program</li> </ul>
<b>REMARKS</b>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> </ul>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> <li>• Extra elements may be added without penalty.</li> <li>• Two different elements may be retried, if necessary</li> </ul>

#### 4600 Adult Pre-Bronze Singles

A. Test qualifications as of the closing date for entries: Passed no higher than the adult pre-bronze free skate test, or the pre-preliminary free skate test.

<b>ADULT PRE-BRONZE WELL-BALANCED FREE SKATE</b> 1:40 maximum time		
<b>PROGRAM</b>	<b>Competition:</b> Must contain the following elements in any order.	<b>Test:</b> The following elements are required. <u>Note: Effective starting November 1, 2017, the skater may choose to complete the elements in a program, or as isolated elements.</u>
<b>JUMPS</b>	Maximum of four jump elements <ul style="list-style-type: none"> <li>• Up to two jump elements may be jump combinations or jump sequences</li> <li>• One jump combination/sequence may contain three jumps, and the other may contain only two jumps</li> <li>• Each jump may be repeated only once and only in combination or sequence</li> <li>• Only single and half-revolution jumps are permitted</li> <li>• No single Lutz, single Axel or double jumps are permitted</li> </ul>	<ul style="list-style-type: none"> <li>• Two different jumps, either one-half or one full revolution</li> </ul>
<b>SPINS</b>	A maximum of two spins <ul style="list-style-type: none"> <li>• Spins with a flying entry are not permitted</li> <li>• Spins must have a minimum of three revolutions</li> <li>• The skaters have freedom to select the kinds of spins they intend to execute within the spin types allowed</li> </ul>	<ul style="list-style-type: none"> <li>• One one-foot upright spin (minimum three revolutions in position)</li> <li>• One two-foot upright spin (minimum three revolutions in position)</li> </ul>
<b>STEPS</b>	Connecting steps throughout the program are required	<ul style="list-style-type: none"> <li>• Forward and backward crossovers (either direction)</li> <li>• Lunge or spiral</li> </ul>
<b>REMARKS</b>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> </ul>	<ul style="list-style-type: none"> <li>• Unless otherwise stated, all elements must meet the general criteria and basic requirements in order to be counted (see rule section 4100).</li> <li>• <u>If performed as a program, extra elements may be added without penalty.</u></li> <li>• Two different elements may be retried, if necessary</li> </ul>