20th Annual

WINTER Open

A Gardens Competitive Series Competition

Presented by Gardens Sports Limited

&

Monday, January 18th, 2027

The Gardens Ice House
13800 Old Gunpowder Road, Laurel MD 20707
www.thegardensicehouse.com

I. COMPETITION OVERVIEW

The 2027 Winter Open will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, and/or current Compete USA handbook as well as any pertinent updates that have been posted on the U.S. Figure Skating website.

This competition is open to all eligible, restricted, reinstated or readmitted persons as defined by the Eligibility Rules.

Skaters must be a currently registered member of a U.S. Figure Skating member club, Learn to Skate USA® member, or an individual member in accordance with the current rulebook. For non-U.S. citizens, please refer to the rulebook for more information.

II. ELIGIBILITY

ELIGIBILITY & TEAM FORMATION

Compete USA Events
Skaters must meet the minimum test requirements for the event's level, but not exceed the maximum permissible test requirement.

High School & Middle School Team Events

All skaters must be enrolled as a full-time student as defined by the institution that they attend, grades 9-12 (High School) or grades 6-8 (Middle School), as per state guidelines. This includes traditional, online, and home-schooled students.

A minimum of two (2) skaters is required to form a team. Team members may include skaters of any gender. Skaters do not have to be at the same test or competitive level. Athletes may compete either for the high school they are attending, or as a high school collaborative, defined as follows:

- Athletes from a single school, representing that school, OR
- Athletes representing two or more area high schools combining to form a team.

TEAM REPRESENTATION

Competitors may not represent more than ONE high school skating team at one time.

TEAM MANEUVER EVENTS

Athletes may "skate up" one level but they may not compete on a team at a lower level than the highest Singles test they have passed.

EVENTS OFFERED:

- **U.S. Figure Skating Program Requirements:** usfigureskating.org --> Skate --> Compete --> Program Requirements
- **Compete USA Program Requirements:** learntoskateusa.com/competeusa
- **Skate United:** For any Skate United (S.U.) Athlete, please have them register for their appropriate level under the "standard" option. Once the registration is complete, the following form must be submitted to the competition chair via email at gregm@thegardensicehouse.com.
    - Click here for the Skate United Athlete Form.
- **Skating Accommodation Memorandum (S.A.M.):** Skaters using a S.A.M. must submit their S.A.M. to the competition chair via email at gregm@thegardensicehouse.com.
    - Click here for more information about S.A.Ms.

COMPETE USA EVENTS	JUDGING	1st Event Price	2nd Event Price
Snowplow Sam-Basic 6 Program w/ Music	CJS	$70	$38
Aspire 1–4 Program w/ Music	CJS	$70	$38
Well-Balanced Free Skate Program (Pre-Preliminary, Preliminary)	CJS	$70	$38
Excel (Pre-Preliminary, Preliminary, Preliminary Plus)	CJS	$70	$38
Adult 1–6 Program w/ Music	CJS	$70	$38
Adult Beginner – Bronze Freeskate Program w/ Music	CJS	$70	$38
Snowplow Sam–Basic 6 Elements	CJS	$70	$38
Aspire 1–4 Compulsory	CJS	$70	$38
Adult 1–6 Compulsory Moves	CJS	$70	$38
Compete USA–Spin Challenge (1–4)	CJS	$70	$38
Compete USA–Jump Challenge (1–4)	CJS	$70	$38
Compete USA–Compulsory Moves Level 1–4	CJS	$70	$38
Showcase Events (Emotional, Character, Comedic, & Lyrical)	CJS	$70	$38
Interpretive Events (Pre-Pre, Prelim, Adult, Basic 1-6, Aspire 1-4)	CJS	$70	$38
Solo Dance Events	CJS	$70	$38
Special Olympics	CJS	$70	$38
TEAM EVENTS	**JUDGING**	**1st Event Price per Team**	**Additional Cost per skater**
Aspire Synchro (1 – 4 & Adult)	CJS	$85	$5
Team Compulsory Challenge	CJS	$85	$5
Showcase Events (Duets/Trios, Mini Production Ensembles)	CJS	$70	$5

MIDDLE SCHOOL TEAM MANEUVERS	JUDGING	1st Event Price per Team	Additional Cost per skater
Level A Team Maneuvers	CJS	$98	$5
Level B Team Maneuvers	CJS	$98	$5
Level C Team Maneuvers	CJS	$98	$5
Level D Team Maneuvers	CJS	$98	$5
HIGH SCHOOL TEAM MANEUVERS	**JUDGING**	**1st Event Price per Team**	**Additional Cost per skater**
Level A Team Maneuvers	CJS	$98	$5
Level B Team Maneuvers	CJS	$98	$5
Level C Team Maneuvers	CJS	$98	$5
Level D Team Maneuvers	CJS	$98	$5
HIGH SCHOOL SHOWCASE THEME EVENT	**JUDGING**	**1st Event Price per Person**	**Additional Cost per skater**
Theme Event (SEASONS)	CJS	$85	

OUR COMMUNITY:

U.S. Figure Skating is dedicated to fostering a culture of belonging and community that is welcoming for all individuals. We are committed to championing diversity, equity and inclusion and understand its value in combating discrimination and challenging inequalities necessary to develop champions both on and off the ice. We are actively working toward developing equitable practices and policies that foster safety and empower all individuals to authentically pursue their unique path in all areas of our sport. We stand firmly on the belief that our members are the most important asset to our organization and that our differences are meaningful and strengthen our sport. We believe that skating is for everyone.

NON-DISCRIMINATION:

U.S. Figure Skating commits in policy, principle and practice to sustain a non-discriminatory approach on and off the ice for all members. We strive to provide equal opportunity for all despite their varied backgrounds, experiences and identities, and want all members to feel valued and respected at every level of organization. U.S. Figure Skating's SkateSafe® Program receives, investigates and addresses allegations of discrimination or harassment throughout its membership and the organization. Please refer to the SkateSafe® Program Handbook for further definition of harassment, discrimination and abuse.

By attending this event, all participants are willingly committing to upholding U.S. Figure Skating's Code of Ethics (*GR 1.01*) and Code of Conduct (*GR 1.02*), as detailed within the U.S. Figure Skating Rulebook.

To report a concern of discrimination or harassment to U.S. Figure Skating, please visit www.USFigureSkating.org/SkateSafe or email SkateSafe@USFigureSkating.org.

ATHLETE ASSISTANCE/ACCOMMODATIONS:

Should a skater with disabilities require any specific accommodations or assistance for their competitive event, please submit your approved S.A.M to the Competition Chair by the registration deadline at gregm@thegardensicehouse.com.

COMPLIANCE:

COACHES

To be an eligible coach at a nonqualifying competition, coaches must meet the applicable compliance requirements and verified by U.S. Figure Skating. Coach compliance falls into two categories, Coach Compliance (includes choreographers) and Learn to Skate USA® Instructor Compliance. Details regarding compliance requirements can be found in Members Only, click the blue "COACH" button. All compliance requirements must be met at the time of check-in to access the competition, no exceptions.

Coaches of foreign athletes: If you are a coach of a foreign athlete only, you are not subject to U.S. Figure Skating coach compliance and will only be asked to provide a letter of good standing for the federation your athlete represents.

TEAM SERVICE PERSONNEL

Teams are permitted a maximum of two team service personnel. Team service personnel must have a current U.S. Figure Skating or Learn to Skate USA® membership, a green lighted background check and completed SafeSport™ Training. All compliance requirements must be met at the time of check-in to access the competition, no exceptions. Team service personnel is defined as those indicated as a team manager and/or team service personnel planning to attend the competition with the team.

MANDATORY ATHLETES

Athletes age 18+ as of the competition start date who will be competing on a team (i.e., synchro, ice dance, pairs, shadow dance, theatre, etc.) with at least one Minor Athlete must complete SafeSport™ Training.

Minor athletes who turn 18 mid-season are encouraged to seek parental consent to take the online SafeSport™ Training early to avoid any disruptions in their ability to participate as the training is required upon turning 18. The athlete will not be compliant until they have completed the training and their Members Only portal reflects completion. Please email skatesafe@usfigureskating.org for instructions or questions regarding parental consent.

III. REGISTRATION INFORMATION

Visit www.entryeeze.com to register.

Deadline Date: Entry deadline is **Dec 30th, 2026**. There will be **no refunds after the close of** entries except events canceled by the Local Organizing Committee (rule **#3235).**

Late entries may be accepted at the discretion of the competition committee and may require an additional $30.00 late fee. We reserve the right to combine groups when applicable and limit the number of entries on a first come, first served basis. Single entrants will be judged against the test standard. Walk in registration will not be accepted. Refunds will not be issued due to weather conditions.

Payment: Visa and MasterCard accepted

Entry Fees: $70.00 first event
$38.00 second event
$85.00 Team compulsory events, plus $5 per skater
$98.00 High School and Middle School Team event, plus $5 per skater
$85.00 High School and Middle School Showcase Theme Event

Please Note: There will also be a $30.00 change of event fee if you need to alter your event after the close of entries.

Applications may NOT be mailed. All entries must be made through our competition page at www.entryeeze.com.

MUSIC SUBMISSION/UPLOAD:

Music must be uploaded via Entryeeze 1 week prior to the competition. It is the responsibility of the skater to have a backup CD in your possession. Competition officials are not responsible for the condition of your CD.

All music must meet the following criteria. If you have questions about what format you have, please contact your coach and get a new version of your music that meets the criteria listed below.

MUSIC CRITERIA:

- File Format: MP3
- Bit Rate: 192 kbps or higher and Sample Rate: 44,100 kHz
    - This will be verified by the music chair and they may request you upload a corrected file.
- Leaders and trailers (the silence or "dead space" before and after the actual start and end of the program music) may not exceed two (2) seconds. We prefer that there be NO leaders or trailers at all. Excessive leaders and trailers may disrupt the playing of the music during competition.

IV. COMPETITION DETAILS

FACILITIES

The competition will be held at:

The Gardens Ice House
13800 Old Gunpowder Road, Laurel MD 20707
www.thegardensicehouse.com

LOCKER ROOMS AND CHANGING AREAS

Locker rooms and changing areas will not be available this competition. All athletes are expected to arrive at the arena ready (costumes, hair, make-up etc.). Athletes will be provided with a "ready room" area to put skates on, but changing will not be permitted in these spaces.

U.S. FIGURE SKATING TRAVEL POLICY

All travel must strictly adhere to Two-Deep Leadership requirements. An Adult Participant cannot transport a Minor Athlete one-on-one and Two-Deep Leadership requirements must be adhered to at all times during In-Program travel, by transporting at least two minors who are at least 8 years of age or a second Adult Participant. An Adult Participant cannot share a hotel room or other sleeping arrangement with a Minor Athlete(s). Full details of the SkateSafe® Travel Policy and any exceptions can be found starting on page 12 of the SkateSafe® Handbook.

SCHEDULE

Competitors may be scheduled on any day or time during the announced dates of the competition. The competition and practice ice schedule will be available after the close of entries. The competition schedule will be posted on our page at http://www.entryeeze.com and at www.thegardensicehouse.com as soon as possible after the close of entries. Schedules will not be mailed.

PRACTICE ICE

Practice ice will be provided, if time allows, and will be determined after the close of entries and announced on the website.

ONSITE CHECK-IN & REGISTRATION DESK

The registration desk will be open throughout the competition. Skaters MUST check in at least one hour prior to the event. It is not unusual for a warm-up for more than one event to be combined. In addition, events frequently run early, so BE READY with skates on before the event is called!

If you are participating in a role requiring compliance, please be sure to download or print your compliance card to verify your compliance status on-site, if requested. If you believe your compliance card does not accurately reflect your compliance status, please contact skatesafe@usfigureskating.org at least 2 business days prior to the competition for assistance.

PHOTO/VIDEO:
Live and on-demand streaming, and sales and distribution of U.S. Figure Skating sanctioned and approved events, programs, and activities that include the playback of music is strictly prohibited. This prohibition does not apply to the distribution of footage that does not include music. Questions about this can be directed to music@usfigureskating.org.

Only handheld (no tripod) battery operated cameras will be permitted. FLASH PHOTOGRAPHY IS NOT PERMITTED AT ANY TIME.
Note, per U.S. Figure Skating policy, photographing and/or recording of anyone other than your own skater is strictly prohibited.

AWARDS

All events will be final rounds. Medals will be awarded to the top 4 finishers. Awards Ceremonies will be held throughout the competition. Ceremony times will be posted on the competition schedule.

Team Points:
Team points will be calculated by the Competition Accountant utilizing the accounting software.

Gardens Competitive Series:
This competition is a part of the 2026-2027 Gardens Competitive series. All competitors will receive points for their respective placements which will be complied for their respective team/clubs. Point totals will be announced at the conclusion of each competition in our series with a Team Trophy being awarded at the end of the season to the team with the highest cumulative point totals for the series.

COMMUNICATIONS

Any adjustments, modifications, or changes must be communicated by the Team Coach and the Competition Chair.

Protest:
Any protest must be made in writing to the competition chair by a Team Coach prior to the posting of final scores. Upon receiving notice of protest the Competition Chair will make any appropriate considerations and render a final decision in accordance in the spirit of the Competition Series. All decisions will be final.

CONTACT INFORMATION

Competition website: www.thegardensicehouse.com

For questions, please contact the following individuals:

Competition Chair:	Greg Maddalone	gregm@thegardensicehouse.com	301-953-0100
Chief Referee:	Melissa Mahle	melissabmahle@gmail.com	
Additional Contact:	Candy Kriner	lntncnb@aol.com	(301) 502-1556

Snowplow Sam – Basic 6 Free Skate

GENERAL EVENT PARAMETERS:

- The skating order of the required elements is optional.
- The elements are not restricted as to the number of times each element is executed or the length of glides, number of revolutions, etc., unless otherwise stated.
- To be skated on full ice with music.
- Skaters must demonstrate the required elements and may use, but are not required to use, any additional elements from previous (lower) levels.
- *(CJS)* Judges will reduce their technical element score by 0.25 for each element performed from a higher level. Bonus skills from the same level or below are allowed but will not be judged elements.
- Divide Snowplow Sam skaters by level (1-4), if registrations warrant.
- Skaters with physical disabilities may register for standard track or Skate United track for events.

LEVEL	TIME	ELEMENTS
SNOWPLOW SAM	**1:10 max**	• March followed by a two-foot glide and dip • Forward swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
BASIC 1	**1:10 max**	• Forward two-foot glide and dip • Forward swizzles, 6-8 in a row • Beginning snowplow stop on one or two feet • Backward wiggles, 6-8 in a row
BASIC 2	**1:10 max**	• Forward one-foot glide (no variations), either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward swizzles, 6-8 in a row
BASIC 3	**1:10 max**	• Beginning forward stroking showing correct use of blade • Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
BASIC 4	**1:10 max**	• Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, clockwise and counterclockwise, 4-6 consecutive • Backward half-swizzle pumps on a circle, clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
BASIC 5	**1:10 max**	• Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, clockwise and counterclockwise, 4-6 consecutive • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
BASIC 6	**1:10 max**	• Forward inside three-turn, right and left • C step, right to left and left to right • Bunny hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position • T-stop, right or left

US FIGURE SKATING
ASPIRE PROGRAM
Aim Higher With Aspire

ASPIRE FREE SKATE

	JUMPS	SPINS	CHOREOGRAPHIC ELEMENTS
Aspire 1 Free Skate 1:40 Max May not have passed any U.S. Figure Skating Test	**Maximum 4 jump elements:** *Permitted jumps:* • Waltz jump • ½ flip • ½ Lutz **Max 1 jump sequence** *Permitted sequence:* • Waltz jump+waltz jump with no turns or hops in between	**Maximum 2 spins:** *Required spins:* • Two-foot spin • Forward one foot spin (free foot optional)	**Maximum 2 Choreographic Elements with limited steps in between:** *Permitted elements:* • Spirals (forward) • Lunges (forward) • Shoot-the-Duck (forward) Must cover half the ice. No variation of position is allowed in elements
Aspire 2 Free Skate 1:40 Max Permitted tests include Pre-Preliminary Skating Skills and Preliminary Dances. Skaters may not have passed any Singles tests.	**Maximum 4 jump elements:** *Permitted jumps:* • Any jump from Aspire 1 • Single Salchow • Single toe loop **Max 2 jump combinations, or 1 jump combination and 1 jump sequence** *Permitted combinations:* • Waltz jump+toe loop • Salchow+toe loop *Permitted jump sequence:* • Waltz jump+waltz jump with no turns or hops in between	**Maximum 2 spins:** *Required spin:* • Forward sit spin *Permitted spins:* • Any spin from Aspire 1 • Back upright spin	**Maximum 2 Choreographic Elements with limited steps in between:** *Permitted elements:* • Spirals (forward or backward, variations of position permitted) • Lunges (forward or backward) • Shoot-the-Duck (forward or backward) • Forward Y or I spiral/glide • Spread Eagle • Ina Bauer Must cover half the ice. No variation of position is allowed in elements except spirals
Aspire 3 Free Skate 1:40 Max Permitted tests include all Aspire 2 permitted tests and Preliminary Skating Skills. Skaters may not have passed any Singles tests.	**Maximum 4 jump elements:** *Permitted jumps:* • Any jump from Aspire 1 and 2 • Single loop • Single flip **Max 2 jump combinations (no sequence allowed)** *Required combination:* • Any permitted listed jump+Euler+any permitted listed jump Only one combination may include an Euler.	**Maximum 2 spins:** *Required spin:* • Forward upright spin to backward upright spin *Permitted spins:* • Any spin from Aspire 1 and 2 • Forward camel spin	**Maximum 1 Sequence:** *Choreographic step sequence (ChSt)* • Cover one-half of the ice
Aspire 4 1:40 Max Permitted tests include all Aspire 3 permitted tests and Pre-Preliminary Singles.	**Maximum 4 jump elements:** *Permitted jumps:* • Any jump from Aspire 1, 2 and 3 • Single Lutz **Max 2 jump combinations, or 1 jump combination and 1 jump sequence** *Required combination:* • Lutz+toe loop or Lutz+loop	**Maximum 2 spins:** *Required spin:* • Forward camel to forward sit spin combination *Permitted spins:* • Any spin from Aspire 1, 2 and 3	**Maximum 1 Sequence:** *Choreographic step sequence (ChSt)* • Cover one-half of the ice

CLARIFICATIONS:

Jumps:
- Maximum 2 of any same jump

Jump Sequence:
- A jump sequence consists of two or three jumps in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump

Jump Combinations:
- Jump combinations are limited to two listed jumps. An Euler is not a listed jump but may be included between two listed jumps for one combination in Aspire 3 and 4.

Spins:
All Levels
- Minimum 3 revolutions
- No flying entry
- A spin may not be repeated
- Basic positions only (no variations)

Choreographic Elements:
Aspire 3 and 4
- Unlisted jumps may be included in the choreographic step sequence
- Edge and choreographic elements such as spiral sequences, spread eagles, Ina Bauers, etc., are allowed but will not be counted as elements

Excel Free Skate

GENERAL EVENT PARAMETERS:

- Skaters will skate to the music of their choice.
- Skaters may not enter both a Championship free skate event and an Excel free skate event at the same competition.
- Skaters may not have competed in a singles event at a National Qualifying Series competition or the Excel Series at a higher level. Skaters may compete up to one level above their highest singles test passed.
- Skaters with physical disabilities may register for standard track or Skate United track events.

2026 EXCEL PRE-PRELIMINARY — 1:40 MAX		
JUMPS	***SPINS***	***SEQUENCES***
Maximum 5 jump elements: • All single jumps allowed, except for the Axel o No single Axels, double, or higher jumps allowed o Maximum of two of any of the same jump, may be as solo jumps or part of jump combinations/sequence • Max 2 jump combinations, or 1 jump combination and 1 jump sequence o Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps	**Maximum 2 spins – Max Level 1:** • One spin must be in a single position with no change of foot* o No flying entry o Minimum 3 revolutions • One spin may be either a single position spin with no change of foot or a combination spin with or without a change of foot o No flying entry • Spins must be of a different character	**Maximum 1 sequence:** • One Choreographic Sequence (pChSq) o Must be clearly visible

**Denotes required element*

2026 EXCEL PRELIMINARY PLUS — 2:00 +/- 10 SECONDS		
JUMPS	***SPINS***	***SEQUENCES***
Maximum 5 jump elements: • All single jumps allowed, including single Axel o No double or higher jumps allowed o Single Axel and all other single jumps may be repeated one (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 of any same jump) • Max 2 jump combinations, or 1 jump combination and 1 jump sequence o Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps	**Maximum 2 spins – Max Level 1:** • One spin combination with or without change of foot* o No flying entry o Minimum 6 revolutions • One spin with only 1 position* o No change of foot o No flying entry o Minimum 3 revolutions	**Maximum 1 sequence:** • One Choreographic Sequence (pChSq) o Must be clearly visible

**Denotes required element*

Championship Free Skate

GENERAL EVENT PARAMETERS:

- Skaters will skate to the music of their choice.
- Skaters may not enter both a Championship free skate event and an Excel free skate event at the same competition.
- Skaters may not have competed in a singles event at a National Qualifying Series competition or the Excel Series at a higher level. Skaters may compete up to one level above their highest singles test passed.
- Skaters with physical disabilities may register for standard track or Skate United track events.

2026-27 CHAMPIONSHIP PRE-PRELIMINARY — 1:40 MAX		
JUMPS	***SPINS***	***SEQUENCES***
Maximum 5 jump elements: • All single jumps allowed, including the single Axel • Only single jumps allowed. • Jumps may be repeated once (but not more) as solo jumps or as part of a jump combination or jump sequence. • Max 2 jump combinations, or 1 jump combination and 1 jump sequence • 1 jump combination or 1 jump sequence may consist of up to 3 jumps, the other may have 2 jumps • In pre-preliminary, a waltz jump counts as the Axel-type jump as defined in a jump sequence. Somerault type jumps are not permitted	**Maximum 2 spins – Max Level 1:** Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may NOT start with a flying entry • One spin MUST be a spin in ONE position* • One spin may MAY change positions *If two one-position spins are performed, they must be executed in different basic positions.*	**Maximum 1 choreographic sequence (pChSq):** • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

**Denotes required element*

2026-27 CHAMPIONSHIP PRELIMINARY — 2:00 +/- 10 SECONDS		
JUMPS	***SPINS***	***SEQUENCES***
Maximum 5 jump elements: • 1 must be an Axel-type jump or a waltz jump* • All single jumps allowed, including the single Axel. Only two different double jumps may be attempted (limited to double Salchow, double toe loop, and double loop) • No double flip, double Lutz, double Axel, triple, or quadruple jumps allowed • A single Axel plus up to two different, allowable double jumps may be repeated once (but not more) as solo jumps or part of a jump combination or jump sequence . • Max 2 jump combinations, or 1 jump combination and 1 jump sequence • 1 jump combination or 1 jump sequence may consist of up to 3 jumps, the other may have 2 jumps. • In preliminary, a waltz jump counts as the Axel-type jump as defined in a jump sequence. Somerault type jumps are not permitted	**Maximum 2 spins – Max Level 2:** Spins must have different codes Minimum 3 revolutions Spins may change feet Spins may NOT start with a flying entry • One spin MUST be a spin in ONE position* • One spin MAY change positions *If two one-position spins are performed, they must be executed in different basic positions.*	**Maximum 1 choreographic sequence (pChSq):** • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

**Denotes required element*

Adult Beginner – Bronze Free Skate

GENERAL EVENT PARAMETERS:

- Skaters will skate to the music of their choice; vocal music is allowed.
- To be skated on full ice.
- The minimum number or required spin revolutions is indicated in parentheses following the spin description. Revolutions must be in position.

ADULT BEGINNER — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements • Jumps limited to bunny hop, mazurka, ballet, and waltz jump • Max. 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same jump	**Maximum 2 Spins** • Two forward upright spins, no change of foot, no flying entry, min. 3 revolutions.	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed any U.S. Figure Skating singles tests.

ADULT HIGH BEGINNER — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements • Jumps limited to bunny hop, mazurka, ballet, stag, split, waltz, half flip, half Lutz, Euler, single toe loop, and single Salchow • Max. 1 combination or sequence consisting of only the allowed listed jumps • Max. 2 of any same type jump	**Maximum 2 Spins** • Two upright spins, change of foot optional, no flying entry, min. 3 revolutions	Connecting moves and steps should be demonstrated throughout the program.	Skaters may not have passed any U.S. Figure Skating singles tests.

ADULT PRE-BRONZE — 1:40 MAX

JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements • Only single and half-revolution jumps are permitted (half flip and half Lutz are permitted) • Single Lutz, single Axel, double, triple, and quadruple jumps are not permitted. • Each jump may be repeated only once and only as part of a combination or sequence. Max. 2 of any same jump. • Max. 2 combinations or sequences. o 1 jump combination or 1 sequence may contain 3 jumps, and the other may contain only 2 jumps. o A jump sequence consists of two or three single revolution jumps, in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the waltz jump.	**Maximum 2 Spins - Max Level 1** • Spins must have different codes. • Min. 3 revs. • Spins with a flying entry are not permitted. • A two-foot spin is permitted as one of the spins at this level and has a different code than a one-foot spin.	Connecting steps throughout the program are required.	Skaters may not have passed tests higher than U.S. Figure Skating adult pre-bronze or pre-preliminary singles.

ADULT BRONZE — 1:50 MAX

JUMPS	SPINS	STEP SEQUENCES	QUALIFICATIONS
Maximum 4 Jump Elements • All single jumps permitted except single Axel. • Single Axel, double, triple, and quadruple jumps are not permitted. • Each jump may be repeated only once and only as part of a combination or sequence. Max. 2 of any same jump. • Max. 2 combinations or sequences. o 1 jump combination or 1 sequence may contain 3 jumps, and the other may contain only 2 jumps. o A jump sequence consists of two or three single revolution jumps, in which the second and/or the third jump is a waltz jump with a direct step from the landing curve of the first/second jump on to the take-off curve of the waltz jump.	**Maximum 2 Spins - Max Level 1** • Spins must have different codes. • Min. 3 revs. total if no change of foot • Min. 3 revs. each foot if change of foot. • Min. 2 revs. in each position. • Spins with a flying entry are not permitted.	**Maximum 1 Sequence** • 1 choreographic step sequence (ChSt) utilizing at least one half the ice surface (may include skating movements such as spirals, ina bauers, spread eagles, split jumps, etc.) • Must be clearly visible and identifiable	Skaters may not have passed tests higher than U.S. Figure Skating adult bronze or preliminary singles.

Snowplow Sam – Basic 6 Elements

THERE ARE TWO FORMAT OPTIONS FOR THE ELEMENTS EVENT:

1. Each skater will perform each element when directed by a judge/referee (i.e. each skater performs first element before moving on to the next and so on) OR
2. Skater will perform one element at a time **in the order listed below** (no excessive connecting steps or choreography) (i.e. each skater performs all required elements before moving on to the next skater).
   - To be skated on 1/3 to 1/2 ice (determined by LOC)
   - No music
   - **All elements must be skated in the order listed.**

- Divide Snowplow Sam skaters by level (1-4), if registrations warrant.
- Skaters with physical disabilities may register for standard track or Skate United track for events.

LEVEL	TIME	ELEMENTS
SNOWPLOW SAM	**1:00 max**	• March followed by a two-foot glide and dip • Forward swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
BASIC 1	**1:00 max**	• Forward two-foot glide and dip • Forward swizzles, 6-8 in a row • Beginning snowplow stop on one or two feet • Backward wiggles, 6-8 in a row
BASIC 2	**1:00 max**	• Forward one-foot glide (no variations), either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward swizzles, 6-8 in a row
BASIC 3	**1:00 max**	• Beginning forward stroking showing correct use of blade • Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
BASIC 4	**1:00 max**	• Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, clockwise and counterclockwise, 4-6 consecutive • Backward half-swizzle pumps on a circle, clockwise or counterclockwise, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
BASIC 5	**1:00 max**	• Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, clockwise and counterclockwise, 4-6 consecutive • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
BASIC 6	**1:00 max**	• Forward inside three-turn, right and left • C step, right to left and left to right • Bunny hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position • T-stop, right or left

Adult 1-6 Elements

- The skating order of the elements is optional; elements may only be attempted once
- To be skated on half ice in simple program format with limited connecting steps
- *(CJS)* Judges will reduce their technical element mark by 0.25 for each element missing, repeated or from a higher level

LEVEL	TIME	ELEMENTS
ADULT 1	**1:30 max**	• Forward marching • Forward two-foot glide • Forward swizzles (4-6 in a row) • Forward snowplow stop – two feet or one foot
ADULT 2	**1:30 max**	• Forward skating across the width of the ice • Forward one-foot glides • Forward slalom • Backward skating • Backward swizzles, 4-6 in a row
ADULT 3	**1:30 max**	• Forward stroking using the blade properly • Forward half-swizzle pumps on the circle, 6 to 8 in a row, clockwise and counterclockwise • Backward skating to a long two-foot glide • Forward chassés on a circle, clockwise and counterclockwise • Backward snowplow stop, right and left
ADULT 4	**1:30 max**	• Forward outside edge on a circle, right and left • Forward inside edge on a circle, right and left • Forward crossovers, clockwise and counterclockwise • Backward one-foot glides, right and left • Hockey stop, both directions
ADULT 5	**1:30 max**	• Backward outside edge on a circle, right and left • Backward inside edge on a circle, right and left • Backward crossovers, clockwise and counterclockwise • Forward outside three-turn, right and left • Beginning two-foot spin (minimum 2 revolutions)
ADULT 6	**1:30 max**	• Forward stroking with crossover end patterns • Backward stroking with crossover end patterns • Forward inside three-turn, right and left • T-stop • Lunge • Two-foot spin into one-foot spin (minimum 2 revolutions on 1 foot)

Compulsory Moves Challenge

GENERAL EVENT PARAMETERS:

1. Will be skated on half ice
2. Elements may be skated in any order. They will be evaluated in a progam format similar to a short program and may be performed only once. The skater may include connecting steps between the required elements.
3. Music is not allowed.
4. Applicable deductions:
   a. Time Violations up to every 10 seconds in excess = -0.1
   b. Fall Deductions in and out of elements: for each fall = -0.1
5. For events using IJS, click HERE.

LEVEL	SOLO JUMP	JUMP COMBINATION/SEQUENCE	SPIN	CHOREO/STEP SEQUENCE
LEVEL 1 1:15 max	• Half Flip or • Half Lutz	Jump Sequence • Waltz Jump + Waltz Jump (A direct step into the 2nd waltz jump from the landing of the 1st waltz jump)	• Forward One-Foot Upright Spin o No flying entry o No change of foot o Min. 3 revs.	• Partial Choreographic Sequence (pChSq) o Must include a spiral on each foot (skated forward or backward) with fully extended free leg. Other skating movements may be performed.
LEVEL 2 1:15 max	• Single Salchow or • Single Toe Loop	Jump Combination • Waltz Jump + Single Toe Loop (Only the above jump combination is allowed)	• Forward Sit Spin o No flying entry o No change of foot o Min. 3 revs.	• Partial Choreographic Sequence (pChSq) o Must include one spiral with variation and one of the following: • Split Jump • Stag Jump • Falling Leaf
LEVEL 3 1:15 max	• Single Loop	Choice of one of the following jump combination options: • Single Flip + Single Toe Loop • Single Lutz + Single Toe Loop • Single Flip + Single Loop • Single Lutz + Single Loop	• Forward Camel Spin o No flying entry o No change of foot o Min. 3 revs.	• Partial Choreographic Sequence (pChSq) o At least 2 different skating movements and clearly visible
LEVEL 4 1:15 max	• Double Salchow or • Double Toe Loop	Choice of one of the following jump combination options: • Single Axel + Single Toe Loop • Single Axel + Single Loop	• Combination Spin o No flying entry o No change of foot o Min. 6 revs. total	• Partial Choreographic Sequence (pChSq) o At least 2 different skating movements and clearly visible

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)

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

TEAM COMPULSORY

FORMAT: The designated skater from each team will perform their chosen element in sequence on full ice with no music and will follow this format:

1. Minimum of three to four skaters on a team; each skater will do at least one required element
2. Teams will be directed to find a "base" for their team along the boards on the ice where they will stay for the remainder of the event
3. The announcer, referee or judge-in-charge will call the first element (e.g. jump or stop) to be performed
4. The team member performing the element will step forward and execute the skill, with the element first being performed by the skater on team one, then team two, then team three and so on
5. Once all the teams have had their skaters complete the element, the next element will be called
6. Judging is done with one mark for each element (skater) for total team points

LEVEL	JUMPS/STOPS	SPINS/TURNS/GLIDES	SKATING SKILLS
SNOWPLOW SAM – BASIC 3, HOCKEY 1-4	Wiggles, two-foot swizzles forward or backward (4-8 in a row) Snowplow stop (one or both feet) or hockey stop (with skid)	Curves, glide turns or hockey turns (right and left, forward) March then glide on two feet or forward one-foot glide on left and right foot (one-time skater's height, forward)	Forward half-swizzle pumps or forward C-cuts on a circle (right and left, 6-8 consecutive)
BASIC 4 – BASIC 6	Side toe hop, bunny hop, ballet jump or mazurka -Waltz jump	Forward inside pivot or two-foot spin (min. 3 revs.) One-foot upright spin, optional entry and free foot position (min. 3 revs.)	Moving forward to backward two-foot turns on a circle, clockwise and counterclockwise (from Basic 3)
ASPIRE 1-2	Single jump (limited to waltz jump, 1/2 flip, 1/2 lutz, salchow, toe loop) Combination jump or jump sequence: waltz jump/toe loop, salchow/toe loop, or waltz jump/waltz jumps with no turns or hops in between	Forward solo spin (2 foot spin, forward 1 foot spin) Backward solo spin	Choreographic step sequence 1/2 Ice (ChSt)
ASPIRE 3-4	Single jump (no Axel) Jump combination or jump sequence (no Axel allowed)	Solo spin (scratch spin, layback, camel or sit, min. 3 revs., no flying entry) -Combo spin: one change of foot, change of position optional (min. 3 revs. on each foot)	Choreographic Step sequence (ChSt)
ADULT 1-6	Forward snowplow stop Lunge	Forward swizzles, 4-6 in a row Backward one-foot glide, right and left	Forward chasses on a circle, clockwise and counterclockwise
ADULT BEGINNER/ ADULT HIGH BEGINNER	Bunny hop Waltz jump	Beginning one-foot spin from backward crossovers Backward inside three-turn, right and left	Alternating right and left forward outside edges across width of the rink
ADULT PRE-BRONZE/ ADULT BRONZE	Half Flip Salchow jump	Forward upright spin Backward upright spin	Two forward crossovers into a forward inside mohawk, step down and cross behind, one backward crossover and step to a forward inside edge, clockwise and counterclockwise

Showcase Events

Showcase events are open to skaters in the levels listed below. Groups will be divided by number of entries and ages if possible. Skaters with physical disabilities may register for standard track or Skate United track. Skaters with intellectual disabilities may register for Special Olympics events. Skaters must enter at the same level as their free skate event or highest test level of skaters in the group ensemble or production number. If a free skate event is not being entered, skaters must enter at their current test level or one level higher.

Show costumes are permitted if they do not touch or drag on the ice. Costuming and make up for showcase programs should enhance the feeling created by the performance and reflect the meaning of the story or theme. Ornaments and hair accessories must be secure. No bobby pins, feathers, hair accessories, or anything else that may fall to the ice and be hazardous to the skaters are allowed. (A 0.1 deduction will be taken.) Props and scenery must be placed and removed by unaided singles and duet competitors within one minute on and off and by unaided ensemble contestants within two minutes for setup and two minutes for removal. A 0.1 deduction will be assessed by the referee against each judge's mark for every 10 seconds in excess of the time allowed for the performance, for handling props and scenery and for scenery assistance.

Performances will be judged from an entertainment standpoint for theatrical qualities. Technical skating skills and difficulty will not be rewarded as such; however, skating must be the major element of the performance and be of sufficient quality to support the selected theatrical elements. Unintended falls, poorly executed skating elements, and obvious loss of control will reduce contestants' marks. Jump difficulty is not rewarded in showcase; therefore jumps, if choreographed, should be performed with style, flow and confidence. Theatrical elements evaluated will include energy, poise, acting, pantomime, eye contact, choreography, form/extension and the use of props and ice. Deductions will be made for skaters including technical elements not permitted in the event description.

** For specific guidelines regarding the conduct of showcase competitions, refer to the showcase guidelines posted on usfigureskating.org. In order to qualify for National Showcase, skaters competing in preliminary and above must compete in events using the Component Judging System (CJS).*

Showcase categories may include:

- **Character Performance:** Skaters will impersonate a character, original or adapted, on the ice. Performances as a character from a movie, musical, book, original idea, original adaptation are all welcome here.
  - Lip syncing is required
  - Props and scenery are permitted
  - Technical limitations: maximum of two jumps, jump combinations or jump sequences
- **Lyrical Pop:** Skaters will perform to a vocal song with lyrics, allowing them to express themselves through the content and narrative of the music.
  - Lip syncing is not permitted
  - Props and scenery are not permitted
  - Technical limitations: maximum of two jumps, jump combinations or jump sequences
- **Duets/Trios:** Theatrical/artistic performances by two to three skaters.
- **Mini production ensembles:** Theatrical performances by four to eight competitors. 2:00 maximum length.
- **Production ensembles:** Theatrical performances by nine to 30 skaters. 2:30 maximum length.

  NOTE: Skaters may only enter one duet, one mini production, and one production ensemble.

**Levels can be subdivided or combined, if necessary, depending on entry numbers and event set up to ensure performances are contested as per the guidelines.*

Showcase Events

LEVEL	TIME	ELEMENTS	QUALIFICATIONS
SNOWPLOW SAM	**1:00 max**	Elements only from Snowplow Sam 1-4 curriculum	Must not have passed any official U.S. Figure Skating tests
BASIC 1-6	**1:00 max**	Elements only from Basic 1-6 curriculum	Must not have passed any official U.S. Figure Skating tests
ASPIRE 1-4 & ADULT	**1:20 max**	No prescribed or restricted elements	Open event - no test restrictions
PRE-PRELIMINARY	**1:20 max**	No prescribed or restricted elements	Open event - no test restrictions
PRELIMINARY	**1:30 max**	No prescribed or restricted elements	Must have passed at least pre-bronze skating skills, preliminary singles, or one pre-bronze pattern dance
ADULT PRE-BRONZE	**1:40 max**	No prescribed or restricted elements	Must have passed adult pre-bronze singles or pre-preliminary singles. Must not have passed adult bronze singles, preliminary singles, or bronze solo free dance.

** It is the responsibility of the skater, instructor, coach, or skating director to determine the correct competitive level. This decision should be based upon skill proficiency, athlete development, and fairness.*

Interpretive Events

COMPETITION FORMAT:

The local organizing committee (LOC) must pre-select and edit musical choices appropriate for these events. During the warm-up, skaters will hear the selection of music twice. Following the warm-up, all skaters except for the first skater will be escorted to a soundproof locker room or another area of the arena. The first skater will hear the music one more time and then perform a program to the music. As each skater performs, the next skater in line will be allowed to hear the music for the third time before they perform to the music. The listening skater will not be allowed to view the performing skater.

Levels: Levels should be divided by ability with ages divided appropriately.

Judging Rules: Skaters are judged on originality, pattern, technical (the ability to include jumps and spins) and music interpretation/expression. Spins and jumps performed must be appropriate to competition level.

Time: Music duration for all levels: Up to 1:30 max

Coaching: There is to be no instruction allowed during this event from coaches, parents, or fellow skaters. Staging area must be kept clear except for ice monitor and listening competitor.

Solo Pattern Dance

GENERAL EVENT PARAMETERS:

- Levels are based upon the skater's highest pattern dance test passed.
- A solo pattern dance competition event will consist of the skater performing two solo pattern dances.
- The patterns to be skated depend upon which quarter of the year the competition is held. The skater will perform the two pattern dances listed for the level, based upon the date of the competition. If the competition falls over two quarters (for example, June 30–July 2), the dance will be selected based on the start date of the competition listed in the announcement (in this example, the second quarter).
- Skaters will complete both dances at each level. Dances will be scheduled at the discretion of the chief referee for each competition and may be competed consecutively or with a break between pattern dance groupings.
- Skaters with physical disabilities may register for standard track or Skate United Track for events.

PRELIMINARY			
JANUARY 1–MARCH 31	***APRIL 1–JUNE 30***	***JULY 1–SEPTEMBER 30***	***OCTOBER 1–DECEMBER 31***
1. Dutch Waltz 2. Tango Canasta	1. Rhythm Blues 2. Dutch Waltz	1. Tango Canasta 2. Rhythm Blues	1. Rhythm Blues 2. Dutch Waltz

PRE-BRONZE			
JANUARY 1–MARCH 31	***APRIL 1–JUNE 30***	***JULY 1–SEPTEMBER 30***	***OCTOBER 1–DECEMBER 31***
1. Swing Dance 2. Cha Cha	1 Tango Fiesta 2 Swing Dance	1. Cha Cha 2. Tango Fiesta	1. Swing Dance 2. Cha Cha

ADULT PRELIMINARY
Qualifications: No higher than one pre-bronze dance test (partnered, solo, standard, adult/adult 21+ or masters/adult 50+)
SELECTED DANCES FOR THE 2025-26 SEASON (NUMBER OF SEQUENCES TO BE DANCED IN PARENTHESES)
Dutch Waltz (2) Tango Canasta (2)

ADULT PRE-BRONZE
Qualifications: The complete preliminary dance test and no higher than one bronze dance test (partnered, solo, standard, adult/adult 21+ or masters/adult 50+)
SELECTED DANCES FOR THE 2025-26 SEASON (NUMBER OF SEQUENCES TO BE DANCED IN PARENTHESES)
Dutch Waltz (2) Cha Cha (2)

ASPIRE SYNCHRO

ELIGIBILITY RULES

The Compete USA competition program is for Learn to Skate USA skaters who are interested in a first competition experience while taking the Synchro 1-4 badges to the next level.

In order to safely practice and compete, it is strongly recommended that skaters have mastered the elements of the division in which they are competing (see program requirements).

- All skaters on the team must be either full U.S. Figure Skating members, Aspire members, or members of Learn to Skate USA.
- All Aspire synchronized skating teams must be registered with U.S. Figure Skating and have a team number.
- Skater's test level is **recommended** to be the following:
    - ◊ Skaters competing in the Aspire 1 through Aspire 3 divisions and Aspire Adult may have passed the preliminary skating skills, singles, and/or pattern dance test, but no higher.
    - ◊ Skaters competing in the Aspire 4 division may have passed the pre-bronze skating skills, singles, and/or pattern dance test, but no higher.
    - ◊ Teams may have one skater per five skaters with more than the maximum test level recommended for their division. For example, if a team has 12 skaters on an Aspire 2 team, two skaters may have higher than the preliminary skating skills, singles, and/or pattern dance test.
- No skater may compete on multiple Aspire synchronized skating teams or cross skate to any of the U.S. Figure Skating competitive divisions.

AGE/NUMBER OF SKATERS

- The ages for Learn to Skate USA synchronized skating teams are as of the preceding July 1.
- Each team must have between 5-20 skaters. Teams may have a maximum of four alternates listed on their roster, in addition to the maximum number permitted on the ice for their respective divisions.

COSTUME RULES/ILLEGAL ELEMENTS

- Aspire synchronized skating teams should follow the costume rules outlined in the U.S. Figure Skating Rulebook.
- Illegal elements outlined in the U.S. Figure Skating Rulebook apply to all Aspire synchronized skating divisions.

COMPLIANCE FOR INSTRUCTORS/COACHES:

- To be credential as a coach at a Compete USA event, individuals coaching a synchronized skating team are required to have: Learn to Skate USA instructor compliance OR U.S. Figure Skating coach compliance. Coach compliance requirements can be found HERE.

US FIGURE SKATING
ASPIRE PROGRAM
Aim Higher With Aspire

ASPIRE SYNCHRO

BASIC REQUIREMENTS FOR ELEMENTS		
BLOCK	**WHEEL**	**CIRCLE**
Must have a minimum of 3 lines	Must have at least 3 skaters in each spoke	Must have a minimum of 4 skaters

ASPIRE 1 SYNCHRO

SKATERS: 5-20 13 years of age and younger | **MAXIMUM TIME:** 2:10 | 5 elements | Any types of holds are permitted |
REQUIRED HOLDS: None

ONE CIRCLE ELEMENT
- Forward and backward skating permitted
- **Must contain:** a forward glide on an inside or outside edge on one or two feet
- **NOT** permitted:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE LINE ELEMENT
- Forward skating only
- **NOT** permitted:
  - Change of axis
  - Change of configuration

ONE BLOCK ELEMENT
- Forward skating only
- **NOT** permitted:
  - Change of configuration
  - Pivoting

ONE WHEEL ELEMENT
- Forward skating only
- **NOT** permitted:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE INTERSECTION ELEMENT
- **Must** be two lines facing each other
- Forward skating through the point of intersection
- **Choice of:**
  - Upright two foot glide
  - Upright one foot glide

ADDITIONAL ITEMS FOR ASPIRE 1 SYNCHRO
- Additional well-balanced SYS elements permitted.
- Judges will evaluate first element type presented.
- Elements higher than Basic 6 **not** permitted

ASPIRE 2 SYNCHRO

SKATERS: 5-20 16 years of age and younger | **MAXIMUM TIME:** 2:10 | 5 elements | Any types of holds are permitted |
REQUIRED HOLDS: None

ONE CIRCLE ELEMENT
- Forward and backward skating permitted
- **Must contain:** a forward glide on an inside or outside edge on one foot
- **NOT** permitted:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE LINE ELEMENT
- Forward and backward skating permitted
- **NOT** permitted:
  - Change of axis
  - Change of configuration

ONE BLOCK ELEMENT
- Forward and backward skating permitted
- **NOT** permitted:
  - Change of configuration
  - Pivoting

ONE WHEEL ELEMENT
- Forward and backward skating permitted
- **NOT** permitted:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE INTERSECTION ELEMENT
- **Must** be two lines facing each other
- Forward skating through the point of intersection
- **Choice of:**
  - Upright two foot glide
  - Upright one foot glide

ADDITIONAL ITEMS FOR ASPIRE 2 SYNCHRO
- Additional well-balanced SYS elements permitted.
- Judges will evaluate first element type presented.
- Elements higher than Basic 6 **not** permitted

US FIGURE SKATING
ASPIRE PROGRAM
Aim Higher With Aspire

ASPIRE SYNCHRO

ASPIRE 3 SYNCHRO

SKATERS: 5-20 17 years of age and younger | **MAXIMUM TIME:** 2:10 | 5 elements | Any types of holds are permitted |
REQUIRED HOLDS: 2 different holds shown by the whole team for any length of time

ONE CIRCLE ELEMENT

- Forward and backward skating permitted
- **Must contain:** a backward glide on an inside or outside edge on one foot
- **May contain** any of the below features*, choice of:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE LINE ELEMENT

- Forward and backward skating permitted
- **May contain** any of the below features*, choice of:
  - Change of configuration
  - Pivoting

ONE BLOCK ELEMENT

- Forward and backward skating permitted
- **May contain** any of the below features*, choice of:
  - Change of configuration
  - Pivoting

ONE WHEEL ELEMENT

- Forward and backward skating permitted
- **May contain** any of the below features*, choice of:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE INTERSECTION ELEMENT

- **Must** be two lines facing each other
- Forward skating through the point of intersection
- **Choice of:**
  - Upright two foot glide
  - Upright one foot glide
  - Forward lunge

ADDITIONAL ITEMS FOR ASPIRE 3 SYNCHRO

- Additional well-balanced SYS elements permitted.
- Judges will evaluate first element type presented.

Teams may attempt any number of the listed features; however, teams may also elect to not attempt any of the listed features.

ASPIRE 4 SYNCHRO

SKATERS: 5-20 17 years of age and younger | **MAXIMUM TIME:** 2:10 | 5 elements | Any types of holds are permitted |
REQUIRED HOLDS: 2 different holds shown by the whole team for any length of time

ONE CIRCLE ELEMENT

- Forward and backward skating permitted
- **Must contain** at least one of the below features**, choice of:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE LINE ELEMENT

- Forward and backward skating permitted
- **Must contain** at least one of the below features**, choice of:
  - Change of configuration
  - Pivoting

ONE BLOCK ELEMENT

- Forward and backward skating permitted
- **Must contain** at least one of the below features**, choice of:
  - Change of Configuration
  - Pivoting

ONE WHEEL ELEMENT

- Backward skating only
- **Must contain** at least one of the below features**, choice of:
  - Change of rotational direction
  - Change of configuration
  - Travel

ONE INTERSECTION ELEMENT

ADDITIONAL ITEMS FOR ASPIRE 4 SYNCHRO

- Additional well-balanced SYS elements permitted.
- Judges will evaluate first element type presented.

*** Teams must attempt at least one of the listed features; however, teams may include more then one of the listed features.***

ASPIRE ADULT SYNCHRO

SKATERS: 5-20 18 years of age and older | **MAXIMUM TIME:** 2:10 | 5 elements | Any types of holds are permitted |
REQUIRED HOLDS: 2 different holds shown by the whole team for any length of time

ONE CIRCLE ELEMENT

ONE LINE ELEMENT

ONE BLOCK ELEMENT

ONE WHEEL ELEMENT

ONE INTERSECTION ELEMENT

ADDITIONAL ITEMS FOR ASPIRE ADULT SYNCHRO

- Additional well-balanced SYS elements permitted.
- Judges will evaluate first element type presented.

US FIGURE SKATING
ASPIRE PROGRAM
Aim Higher With Aspire

ASPIRE SYNCHRO

JUDGES' DEDUCTIONS (APPLIES TO ALL ASPIRE SYNCHRO DIVISIONS)	
DESCRIPTION	**DEDUCTION**
Costume violation (as outlined in U.S. Figure Skating Rulebook)	0.1 from the component mark
Costume failure	0.1 from the component mark
Program time violation: every 5 seconds in excess (referee to inform judges)	0.1 from both marks for every 5 seconds in excess
Fall, 1 skater (each time)	0.1 from the technical mark
Element not according to requirements	0.2 from the technical mark
Omission of an element (not attempted)	0.6 from the technical mark
Illegal element (see U.S. Figure Skating Rulebook)	1.0 from both marks
Holds (incorrect number and not shown by whole team)	0.2 from the technical mark per missing hold

ASPIRE WARM UP AND CALL TO START	
WARM UP TIME	**CALL TO START**
Each team will be allowed a warm up of one minute in duration (without music) on the competition ice surface. If a team does not use their full minute, they may take their starting position and signal for the music to begin. If their name has not been announced, it will be announced after the signal, prior to their music beginning.	Every team must take the starting position and make a signal to the referee of each segment of the competition no later than 30 seconds after the team's name has been announced. If the team takes more than 30 seconds to take the starting position and make a signal to the referee, the referee will inform the judges to take a 0.1 deduction from both marks. If a team has not registered, turned in music or shown up for the warm-up, such team will be considered officially withdrawn, and the team's name will not be announced.

THE GARDENS COMPETITIVE SERIES

US FIGURE SKATING HIGH SCHOOL PROGRAMS

2026 WINTER Open

High & Middle School Team Events:

Showcase Theme Event

A high school team may have unlimited entries in all levels of Showcase Theme Event.

This competition will offer the following levels for the Showcase Theme Event: Pre-Preliminary, Preliminary, Pre-Juvenile, Open Juvenile, Intermediate, Novice, Junior, & Senior.

Showcase Theme: Seasons (Winter, Spring, Summer, Fall)

Judging System The Components Judging System (CJS) will be used for all events. Test Level For both team maneuvers and Showcase Theme Event, athletes must enter at the highest test level passed at date of entry or may skate up one test level.

A skater cannot enter multiple levels for a team's Showcase Theme Event.

Please review the Showcase Program Handbook and the 26-27 High School Team Maneuvers Requirements resources to determine your skater's eligibility.

Team Maneuvers

High & Middle School Team Maneuvers events will be held according to the 26-27 High School Team Maneuvers Requirements included in this announcement. Teams will only be asked to perform the first 3 movements. Optional Maneuvers will not be performed during this event.

A skater cannot enter multiple levels for a maneuvers team.

2026-2027 High School Team Maneuvers Requirements

	Jumps	Spins	Edge or Skating Skill Sequence
Level A *Skaters may not have passed higher than Preliminary Singles* *(This level is best suited for skaters that compete Aspire through Excel Pre-Preliminary)*	1. Single Toe Loop 2. Bunny Hop 3. Waltz jump/Single Loop combination 4. Optional - Single Salchow	1. Two-foot spin (min 3 revs) 2. Forward upright one-foot spin (min 3 revs; NO variations) 3. Forward sit spin - sit position must be a recognizable attempt (min 3 revs; NO variations; NO fly) 4. Optional - Back upright spin (min 3 revs)	1. Waltz Eight (as performed on Pre-Preliminary Skating Skills) 2. Basic forward spiral on a straight line (NO variations), right or left 3. Backward one-foot glides, both feet 4. Optional - Basic consecutive edges - backward outside only (as performed on the Pre-Preliminary Skating Skills)
Level B *Skaters may not have passed higher than Pre-Silver Singles* *(This level is best suited for skaters that compete Excel Preliminary Plus through Juvenile Plus)*	1. Single Axel 2. Single Lutz/Single Loop/Single Loop combination 3. Split jump 4. Optional - Double Toe Loop	1. Forward upright spin (variations permitted, NO change of foot, min 5 revs) 2. Forward camel spin (variations permitted, NO change of foot, min 5 revs) 3. Combination spin, at least one change of position (NO fly, NO change of foot, min 6 revs total) 4. Optional - Flying camel spin (min 5 revs, variations permitted, NO change of foot)	1. Backward Power Circle (as performed on Bronze Skating Skills) 2. Catch foot forward spiral on a curve - inside edge 3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105)* 4. Optional - Forward twizzles - inside only (as performed for the Pre-Silver Skating Skills)

*Step/choreographic sequences should be distinct from the step sequence elements found on skating skills test.

Level C *No test restrictions* *(This level is best suited for skaters that compete Excel Intermediate Plus through Senior)*	1. Double Loop 2. Double Flip/Double Toe Loop combination 3. Single Axel/Double Toe Loop/Euler/Double Salchow sequence 4. Optional - Double Lutz	1. Layback spin (NO change of foot, variations permitted, min 5 revs) 2. Flying forward sit spin (min 5 revs, variations permitted, NO change of foot) 3. Combination spin with all 3 basic positions, one change of foot required (NO fly) 4. Optional - Choreographic spin (min 3 revolutions)	1. Spiral Sequence - one direction only (as performed for Pre-Silver Skating Skills) 2. Combination edge element (as defined in Rule 8375) 3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105)* 4. Optional - Backward Rocker Choctaw Sequence (as performed for Silver Skating Skills)
Level D *No test restrictions* *(This level is best suited for skaters that compete Championship Intermediate through Senior)*	1. Double Axel 2. Double Lutz/Double Loop combination 3. Double Flip immediately PRECEDED by 2 connecting turns/steps 4. Optional - Double Toe Loop with one or two arms above head	1. Back camel spin w/ difficult exit (fly permitted, NO change of foot, variations permitted, min 6 revs) 2. Flying forward sit spin (min 5 revs, variations permitted, NO change of foot) 3. Choreographic spin (min 3 revolutions) 4. Optional - Combination spin with all 3 basic positions, one change of foot required (fly permitted)	1. Spiral Sequence - one direction only (as performed for Gold Skating Skills) 2. Twizzle sequence - use of full ice not required (max 3 twizzles, change of direction REQUIRED, change of foot REQUIRED, optional free foot position, no more than 3 steps between twizzles) 3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105)* 4. Optional - Sustained Edge Step - one direction only (as performed for Gold Skating Skills)

*Step/choreographic sequences should be distinct from the step sequence elements found on skating skills test.