

## SPIN CHALLENGE

### GENERAL EVENT PARAMETERS

- All events may be skated on half or full ice, depending on the competition announcement.
- 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.
- Layback spins are not permitted in Level 1 or Level 2.
- If using IJS, please see bottom of page for spin calling clarifications.
- Applicable deductions:
  - Time Violations
    - IJS – for up to every 5 seconds in excess = -0.25
    - 6.0 – for up to every 10 seconds in excess = 0.1
  - Fall Deductions:
    - IJS – for each fall = -0.25
    - 6.0 – for each fall = -0.1

LEVEL	TIME	SKATING RULES/STANDARDS
LEVEL 1	1:30 max	<ul style="list-style-type: none"> <li>Forward upright spin (min. 3 revs)</li> <li>Backward upright spin (min. 3 revs)</li> <li>Forward upright spin to backward upright spin (min. 3 revs each foot)</li> </ul>
LEVEL 2	1:30 max	<ul style="list-style-type: none"> <li>Upright spin, forward or backward (min. 3 revs)</li> <li>Forward sit spin (min. 3 revs)</li> <li>Forward camel spin (min. 3 revs)</li> </ul>
LEVEL 3	1:30 max	<ul style="list-style-type: none"> <li>Combination spin, no change of foot, forward or backward (min. 6 revs)</li> <li>Sit spin, forward or backward (min. 4 revs)</li> <li>Camel spin, forward or backward (min. 4 revs)</li> </ul>
LEVEL 4	1:30 max	<ul style="list-style-type: none"> <li>Combination spin, with change of foot, forward or backward (min. 6 revs each foot)</li> <li>Spin in one position, flying entry: camel, sit, upright or layback (min. 5 revs)</li> <li>Spin in one position, forward or backward. Camel, sit, upright or layback. Must be different position than flying spin (min. 5 revs)</li> </ul>

### SPIN CALLING CLARIFICATIONS

Spins are called in a program-like fashion; therefore, spin variations may not be repeated. Except as noted below, all spins will be assessed per ISU Communications 2623 (Levels of Difficulty) and 2656 \*SOV), and ISU spin criteria and any associated “V” will be applied.

For competition events Levels 1-4:

Spin in one position: If a basic position is not achieved for two continuous revolutions, but there is a recognizable position attempted (CSp, SSp, LSp, USp, CCoSp, CSSp, CLSp, CUSp), the spin will receive a Level Base.

- Level Feature: Five continuous revolutions (no change in position, edge, variation; no loss of basic position) in camel, sit, layback or Biellmann; compulsory for higher than Level Base. (Note: Unlike ISU criteria, this feature does not require the basic sit position to be in a difficult variation.) This feature may be awarded once per spin, if executed in different basic positions and/or in different difficult variations.

Combination Spin (CoSp & CCoSp): If there are not two basic positions achieved for two continuous revolutions, the spin will receive No Value.

- Level Feature: All three basic positions performed anywhere within the combination spin, with each position held for at least two continuous revolutions; compulsory for Level 1.