

JUMP CHALLENGE

GENERAL EVENT PARAMETERS

1. Level 1 through Level 4 events should be skated on half ice.
2. Only the listed elements will be judged.
3. No bonuses will be awarded during jump challenge events using IJS.
4. Each jump may be attempted twice. If the skater chooses to repeat the jump, the second attempt will be the one judged. The second attempt must immediately follow the first attempt.
5. Elements not according to requirements will receive no value.
6. Applicable deductions:
 - a. Time Violations
 1. IJS – for up to every 5 seconds in excess = -0.25
 2. 6.0 – for up to every 10 seconds in excess = 0.1
 - b. Fall Deductions:
 1. IJS – for each fall = -0.25
 2. 6.0 – for each fall = -0.1

LEVEL	TIME	SKATING RULES/STANDARDS
LEVEL 1	1:15 max	<ul style="list-style-type: none"> • Half Flip • Half Lutz • Waltz Jump + Waltz Jump Sequence
LEVEL 2	1:15 max	<ul style="list-style-type: none"> • Single Loop • Single Salchow • Waltz Jump + Single Toe Loop Combination
LEVEL 3	1:15 max	<ul style="list-style-type: none"> • Single Flip • Single Lutz • Two Jump Combination: Any two single jumps, may include one single axel
LEVEL 4	1:15 max	<ul style="list-style-type: none"> • Single Axel • Double Salchow or Double Toe Loop • Three Jump Combination: Any three single jumps, may include one single axel