

2023-24 High School – Team Maneuvers

	Jumps	Spins	Step or Skating Skills Sequence
<p>BEGINNER</p> <p>(Skaters may not have passed <u>any</u> U.S. Figure Skating singles tests)</p>	<ul style="list-style-type: none"> a) 1/2 Jump (waltz, 1/2 flip, 1/2 lutz) b) Bunny hop c) Single toe-loop d) Waltz/toe-loop combination 	<ul style="list-style-type: none"> a) Two-foot spin (min 3 revs) b) Beginning back upright spin (max 2 revs) c) Forward upright one foot spin (min 3 revs) d) Sit spin (min 3 revs) 	<ul style="list-style-type: none"> a) Basic Consecutive Edges FO/FI (pre-preliminary skating skills test) b) Forward straight-line spiral – right or left foot c) Forward lunge – right or left foot d) Straight Line Step Sequence (1/2 ice)*
<p>LOW</p> <p>(Skaters may not have passed higher than pre-bronze singles skate test)</p>	<ul style="list-style-type: none"> a) Waltz Jump b) Mazurka c) Single loop jump d) Combination jump – consisting of any two single jumps (Axel is permitted) 	<ul style="list-style-type: none"> a) Forward upright spin (optional free foot position, min. 3 revs) b) Back upright spin (min 3 revolutions) c) Sit spin (min 3 revs) d) Combination spin – (only one change of position, may change feet, minimum of 6 revs total, no flying entry) 	<ul style="list-style-type: none"> a) Fwd and Bkwd Power Pulls (pre-bronze skating skills test) b) FO right and left foot spirals c) Forward shoot the duck – right or left foot d) Straight Line Step Sequence (full ice)*
<p>INTERMEDIATE</p> <p>(Skaters may not have passed higher than silver singles test)</p>	<ul style="list-style-type: none"> a) Single Axel b) Stag jump c) Any single or double jump d) Combination jump - consisting of a double jump and a single jump 	<ul style="list-style-type: none"> a) Upright front to back (min 4 revs each foot) b) Solo spin (sit, layback or cross foot spin (min. 5 revs; flying entry is permitted) c) Camel spin (min 4 revs) d) Combination spin (with only 1 change of foot, a min. of 1 change of position, a minimum of 5 revs per foot, may fly) 	<ul style="list-style-type: none"> a) 8 Step Mohawk sequence (bronze skating skills test) b) Ina Bauer, Back Spiral or Spread Eagle (one position only, may change edge; may not change feet or combine above). c) Twizzle Sequence - No more than 3 steps are allowed between twizzles. Max 3 twizzles. d) Circular Step Sequence*
<p>HIGH</p> <p>(no test restrictions)</p>	<ul style="list-style-type: none"> a) Single or double Axel b) Split Jump Sequence (No additional elements in-between split jumps.) c) Double jump – double loop, double flip or double Lutz d) Combination Jump – consisting of two double jumps or a triple jump and a double jump 	<ul style="list-style-type: none"> a) Upright front to back (min 4 revs each foot) b) Camel or Layback spin (min 8 revs in position; flying entry is not permitted.) c) Flying Spin (min 8 revs in position) d) Combination spin (with only 1 change of foot, all 3 basic positions required, min 6 revs per foot AND 2 revolutions in position, may change direction, may fly) 	<ul style="list-style-type: none"> a) Power Pulls (pre-gold skating skills test) b) Spiral Sequence – Only first 3 spirals will be counted by the judges. No more than 3 steps between spirals. Any direction, edge, variation, and foot permitted. c) Twizzle sequence - Must have a different entry edge and different direction for the 2 twizzles. No more than 3 steps are allowed between twizzles. Max 2 twizzles. d) Serpentine Step Sequence*

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

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General Event Parameters:

1. Team maneuver events consist of teams of at least 2 athletes (any mix of gender) from the same high school or combined schools with no one skater performing more than half of the total number of elements.

Note:

- *Teams must attempt all 4 listed elements in each category.*
 - *If a competitor performs an element higher than that listed, that element will receive no credit. For example, if the element specified is a single Salchow jump and the competitor performs a double Salchow jump, no credit is given for this element.*
2. Each high school may enter only one team in each competitive level (the only exception is for the Cyber Challenge where teams are able to enter more than one team at a given level).
 3. An athlete may compete for only one team.
 4. Athletes may “skate up” but they may not compete on a team at a lower level than the highest Singles test they have passed.
 5. Teams will have the option to use one retry, per team.

** Running a Team Maneuvers Event:

- Each level (Beginner, Low, Intermediate, High) listed above will be held as its own event. It is recommended to have no more than 4 teams on the ice at one time for the safety of the skaters. It is ultimately up to the discretion of the Chief Referee to limit the number of skaters.
 - For example, if 8 teams register for a Team Maneuver event, it is recommended to split the event into 2 warm up groups (this does not mean a group A and group B, but rather 2 separate warm ups within the same event).
- Events are conducted separately of each other (i.e. Low Team will be completed in its entirety before Intermediate Team, etc.).
- The event will be judged on a team basis. Team Maneuvers will be judged using the 6.0 Judging System. For team maneuvers, judges will give one mark per team.
- Athletes will have a general warm-up of stroking only for 1 minute. There will also be individual warm-ups for each element for 30 seconds.
- Teams will be assigned a place to line up along the barrier and should remain on the ice for their entire event, following the general warm up.
- There will be 30-second warm-ups for each element. For example, prior to the start of the first jump element, athletes who are performing that jump element will have 30 seconds to warm up their element and then return to their places at the boards.
- Elements will be skated one-at-a-time, and the announcer will call the representative from each team when it is the team’s turn to perform the prescribed element.
- Teams must attempt all the listed elements in each category. One retry, per team is allowed. Retries must be signaled properly to the event referee by raising one arm into the air for a retry.

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Timing Breakdown for Referees:

Allotment for Warm-Ups

1-minute stroking warm up

30-seconds per element (Jumps, Spins, and Step or Skating Skills Sequence)

Allotment for Performance Time

Est. 30 seconds per element

Example of timing for an event with 4 teams

	Minutes
Warm-Ups	
Combined Warm-Ups (1min stroking + 30s per element)	7
Performances	
One Team (30s x 12 elements = 6min) X Number of Teams (4)	24
Total Time Allotment	31