2024-25 INTERCOLLEGIATE 2024-2025 Excel Program Requirements These charts are only for use at the 2024-2025 Intercollegiate Competition Series. IJS references may be ignored if the event is judged under the 6.0 system.

Asnira 3	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
Aspire 3 1:40 Max	Maximum 5 jump elements: Permitted jumps: Waltz jump '½ flip '½ lutz Single salchow Single toe loop Euler (half-loop) Single loop Max 2 jump combinations, or 1 jump combination and 1 jump sequence Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps 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_into the take-off curve of the waltz jump Maximum 2 of any same jump	Maximum Z spins: Required spin: Forward upright spin to back upright spin Permitted spins: Two-foot spin Forward one foot spin (free foot optional) Back upright spin Forward sit spin Forward camel spin Minimum 3 revolutions No flying entry A spin may not be repeated Basic positions only One spin must be the required spin Second spin must be a spin in one position	• Choreographic Step Sequence (ChSt) ○ One ½ of the ice
Excel Pre-Preliminary 1:40 Max	Maximum 5 jump elements: • All single jumps allowed, except for the Axel ○ No single Axels, double, or higher jumps allowed ○ 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 ○ Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps ○ 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_into the take-off curve of the waltz jump	Maximum 2 spins: One spin must be in a single position with no change of foot* No flying entry 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 No flying entry Spins must be of a different character	Maximum 1 Sequence: • One Choreographic Sequence (pChSq) • Must be clearly visible

^{*}Denotes required element

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Excel Preliminary	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
2:00 +/- 10 sec	 All single jumps allowed, except for the Axel	One spin must be a camel or layback spin with no change of foot and no change of position* No flying entry Minimum 3 revolutions 1 spin combination, with or without change of foot* Minimum 6 revolutions No flying entry Max Level: 1	 One Choreographic Sequence (pChSq) Must be clearly visible
Excel Preliminary Plus	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
2:00 +/- 10 sec	All single jumps allowed, including single Axel No double, or higher jumps allowed Single Axel and all other single jumps may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 of any same jump) Number of remaining single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 2 jump combinations, or 1 jump combination and 1 jump sequence Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type jump with a direct step from the landing curve of the first/second jump_into the take-off curve of the Axel-type jump	1 spin combination, with or without change of foot*	One Choreographic Sequence (pChSq)
Excel Juvenile	Maximum 5 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
2:30 +/- 10 sec	1 must be an Axel-type jump* All gigels jumps allowed including Axel	1 spin combination, with or without change of foot*	• Choreographic Step Sequence* (ChSt)
2 nd half bonus: 1:15	 All single jumps allowed, including Axel No double or higher jumps allowed Axel and all other singles may be repeated once (but not more) as a solo jump or part of a jump sequence or jump combination (maximum 2 of any single jump) Max 2 jump combinations, or 1 jump combination and 1 jump sequence Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps. A jump sequence consists of two or three jumps in which the second and/or the third jump is a single Axel with a direct step from the landing curve of the first/second jump into the take-off curve of the single Axel jump. 	change of root* O Minimum 8 revolutions O Minimum 2 revolutions in each position 1 spin with only 1 position* O May change feet O Minimum 5 revolutions Both Spins may start with a flying entry	o Must fully utilize the ice surface

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Excel Intermediate	Maximum 6 jump elements:	Maximum 2 spins:	Maximum 1 Sequence:
3:00 +/- 10 sec 2 nd half bonus: 1:30	 1 must be an Axel-type jump* All single jumps, including the single Axel, allowed. Only 2 different double jumps may be attempted (limited to double Salchow and double toe loop) Double loop, double flip, double Lutz, double Axel and higher jumps not allowed. Single Axel and double jumps may be repeated once (but not more), and if repeated, must be part of a jump sequence or jump combination. Number of single jumps, excluding single Axel, is not limited provided the maximum number of jump elements allowed is not exceeded. Max 3 jump combinations, or 2 jump combinations and 1 jump sequence. Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps. A jump sequence consists of two or three jumps in which the second and/or the third jump is a single Axel with a direct step from the landing curve of the first/second jump <u>into the take-</u>off curve of the single Axel jump. 	1 spin combination, with or without change of foot*	Choreographic Step Sequence* (ChSt)
Excel Novice	Maximum 7 jump elements:	Maximum 3 spins:	Maximum 1 Sequence:
3:30 +/- 10 sec 2 nd half bonus: 1:45	 1 must be an Axel-type jump* All single jumps, including the single Axel, allowed. Only 4 different double jumps may be attempted (limited to double Salchow, double toe loop, double loop, double flip and double lutz) Double Axel and higher jumps not allowed Only 3 different double jumps may be repeated once (but not more), and if repeated, must be part of a jump sequence or jump combination Number of single jumps is not limited provided the maximum number of jump elements allowed is not exceeded Max 3 jump combinations, or 2 jump combinations and 1 jump sequence. Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps. A jump sequence consists of two or three jumps in which the second and/or the third jump is a single Axel with a direct step from the landing curve of the first/second jump into the take-off curve of the single Axel jump. 	1 spin combination, with or without change of foot*	One Choreographic Sequence (ChSq) O Must be clearly visible

^{*}Denotes required element

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Excel Junior	Maximum 7 jump elements	Maximum 3 spins:	Maximum 1 Sequence:
3:30 +/- 10 sec 2 nd half bonus: 1:45	 1 must be an Axel-type jump* All single and double jumps allowed, except the double Axel. Double Axel and higher jumps not allowed No double jump can be included more than twice, and if repeated, at least 1 attempt must be as part of a jump combination or sequence Max 3 jump combinations, or 2 jump combinations and 1 jump sequence. Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps. A jump sequence consists of two or three jumps in which the second and/or the third jump is a single Axel jump with a direct step from the landing curve of the first/second jump into the take-off curve of the single Axel jump. 	1 spin combination, with or without change of foot*	One Choreographic Sequence (ChSq)
Excel Senior 4:00 +/- 10 sec 2 nd half bonus: 2:00	 Maximum 7 jump elements 1 must be an Axel-type jump* All single and double jumps allowed, including the double Axel. Triple and higher jumps not allowed No double jump can be included more than twice, and if repeated, at least 1 attempt must be as part of a jump combination or sequence Max 3 jump combinations, or 2 jump combinations and 1 jump sequence. Jump combinations and jump sequences are limited to two jumps except that one jump combination or one jump sequence may include three jumps. A jump sequence consists of two or three jumps in which the second and/or the third jump is an Axel-type jump with a direct step from the landing curve of the first/second jump into the take-off curve of the Axel-type jump. 	Maximum 3 spins: 1 spin combination, with or without change of foot* Minimum 10 revolutions All 3 basic positions with minimum 2 revs in each position for highest base value 1 spin with a flying entry* Minimum 6 revolutions 1 spin with only one position* Minimum 6 revolutions All spins may change feet and start with a flying entry Spins must be of a different character	Maximum 2 Sequences: One leveled step sequence* Must fully utilize the ice surface Max Level: 4 One Choreographic Sequence* (ChSq) Must be clearly visible
	· , , .	Max Level: 4	

^{*}Denotes required element