A skater’s test level determines which events they can enter at a nonqualifying competition. The information below outlines the elements required to compete at each level within the U.S. Figure Skating competition structure. Please review this document to confirm which events meet your skill set and select the highest level for all disciplines that apply.

**REMINDER:** the information below is designed to be a resource for foreign skaters and coaches unfamiliar with the U.S. Figure Skating competition structure. All competitors are required to review the competition announcement prior to registration to confirm event requirements and eligibility. For additional information on the event types offered within U.S. Figure Skating, please follow the links below:

- **Singles/Pairs**
- **Ice Dance**
- **Adult Skating**
- **Solo Dance**
- **Test Track**
- **Showcase**
- **Learn to Skate/Compete USA**
- **Special Olympics/Adaptive**
No Test Singles
Jumps – all single jumps except the axel are permitted, max. two (2) jump combos. or sequences
Spins – change foot spin: flying entry permitted, min. three (3) revs.
Step Sequence – must utilize half of the ice surface

Pre-Preliminary Singles
Jumps – all single jumps including the axel are permitted, max. two (2) jump combos. or sequences
Spins – change foot spin: flying entry permitted, min. three (3) revs.
Step Sequence – must utilize half of the ice surface

Preliminary Singles
Jumps – axel is required, all single jumps permitted; double salchow, toe loop, and loop.
   max. two (2) jump combos. or sequences
Spins – change foot spin: flying entry permitted, min. three (3) revs.
Step Sequence – must utilize half of the ice surface

Pre-Juvenile Singles
Jumps – axel required, all single/double jumps permitted, max. two (2) jump combos. or sequences
Spins – spin combo.: min. of six (6) revs., change of foot permitted – solo spin: min. four (4) revs.
Step Sequence – must utilize the full ice surface
Juvenile (under 13 years of age) & Open Juvenile (13 years of age and older) Singles

**Jumps** – axel and/or double axel is required, all single/double jumps, max. two (2) jump combos. or sequences

**Spins** – spin combo.: min. of eight (8) revs., change of foot permitted, solo spin: min. five (5) revs.

**Step Sequence** – one (1) choreo. step sequence utilizing the full ice surface

Intermediate Singles

**Jumps** – axel and/or double axel is required, all single, double and triple jumps permitted

  - max. three (3) jump combos. or sequences

**Spins** – spin combo.: min. of eight (8) revs. total & min. two (2) revs. in each position, solo spin: min. five (5) revs.

**Step Sequence** – one (1) leveled step sequence covering entire ice surface

Novice Singles

**Jumps** – axel and/or double axel is required, all single/double jumps, max. three (3) jump combos. or sequences

**Spins** – spin combo.: min. of ten (10) revs. total & min. two (2) revs. in each position

  - flying Spin: no change of foot or position; min. six (6) revs., third spin is the option of the skater

**Step Sequence** – one (1) leveled step sequence covering entire ice surface

Junior Singles

**Jumps** – one axel type jump, jumps can contain any number of revs., max. three (3) jump combos. or sequences

**Spins** – spin combo.: min. of ten (10) revs. total & min. two (2) revs. in each position

  - flying spin: no change of foot or position; min. six (6) revs., third spin is the option of the skater

**Step Sequence** – one (1) leveled step sequence covering entire ice surface
**U.S. FIGURE SKATING – TEST EQUIVALENCY**

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**Senior Singles**

*Jumps* – one axel type jump, jumps can contain any number of revs., max. three (3) jump combos. or sequences

*Spins* – spin combo.: min. of ten (10) revs. total & min. two (2) revs. in each position
  - flying spin: no change of foot or position; min. six (6) revs.
  - third spin is the option of the skater

*Step Sequence* – one (1) leveled step sequence covering entire ice surface, one choreo. sequence must be visible

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**Pre-Juvenile Pairs**

*Lifts* – one (1) group 1 lift or group 2 waist lift

*Throw Jump* – one (1) optional single throw jump

*Solo Jump* – one (1) single solo jump

*Jump Sequence/Combination* – unlimited jump sequences; jump combination not permitted

*Solo Spin/Combination* – one (1) solo spin, min. three (3) revs.; no change of foot or position

*Pair Spin/Combination* – one (1) pair spin, min. three (3) revs.; no change of foot or position

*Death Spiral/Pivot Figure* – one (1) optional pivot figure, no min. requirements; pivot figure not eligible for features

*Step Sequence* – one (1) step sequence using one-half the ice surface; stroking forward and backward, clockwise and counter clockwise
Juvenile Pairs

Lifts – one (1) group 1 or 2 lift, with or without full extension of man’s arms, min. of 1 and max. of 3.5 revs. by man

Throw Jump – one (1) single throw jump

Solo Jump – one (1) single or double solo jump

Jump Sequence/Combination – max. one (1) jump sequences; max. two (2) jumps; single or double jumps only

Solo Spin/Combination – one (1) solo spin, min. five (5) revs.; change of foot, position or flying entry optional

Pair Spin/Combination – one (1) pair spin, min. three (3) revs.; no change of foot; change of position optional

Death Spiral/Pivot Figure – one (1) optional pivot figure, regular 1-hand to 1-hand hold; both partners must execute min. of ½-revolution with man in pivot

Step Sequence – one (1) choreo. sequence must be clearly visible

Intermediate Pairs

Lifts – max. two (2) overhead lifts selected from groups 1-4, min. one (1) rev. and max. 3.5 revs.

Twist Lift – max. one (1), single take off, must be flip or lutz

Throw Jump – max. two (2) single or double throw jumps

Solo Jump – one (1) single or double solo jump

Jump Sequence/Combination – max. one (1) jump sequences; max. two (2) jumps; single or double jumps only

Solo Spin/Combination – one (1) solo spin, min. five (5) revs.; change of foot, position or flying entry optional

Death Spiral/Pivot Figure – max. one (1) death spiral or pivot figure, regular 1-hand to 1-hand hold; both partners must execute min. of ½-revolution with man in pivot

Step Sequence – one (1) choreo. sequence must be clearly visible
U.S. FIGURE SKATING – TEST EQUIVALENCY
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**Novice Pairs**
Lifts – max. two (2) overhead lifts selected from groups 1-4, min. one (1) revolution and max. 3.5 revs.
Twist Lift – max. one (1), single or double take off, must be flip or lutz
Throw Jump – max. two (2) single, double, or triple throw jumps
Solo Jump – one (1) single, double or triple solo jump
Jump Sequence/Combination – max. one (1) jump sequences; max. two (2) jumps; single, double, or triple jumps
Solo Spin/Combination – one (1) solo spin, min. five (5) revs.; change of foot, position or flying entry optional
Pair Spin/Combination – one (1) pair spin, min. five (5) revs.; change of foot, position or flying entry optional
Death Spiral/Pivot Figure – max. one (1) death spiral or pivot figure, regular 1-hand to 1-hand hold; both partners must execute min. of 1-revolution with man in pivot
Step Sequence – one (1) choreo. sequence must be clearly visible

**Junior Pairs**
Lifts – max. two (2) overhead lifts not all from Group 5, min. one (1) revolution and max. 3.5 revs.
Twist Lift – max. one (1), any take off or number of rotations
Throw Jump – max. two (2) of any rotation (each must be different), Solo Jump – one (1) any revolution
Jump Sequence/Combination – max. one (1) jump sequence or combination
Solo Spin/Combination – one (1) solo spin, min. ten (10) revs.; change of foot, position or flying entry optional
Pair Spin/Combination – one (1) pair spin, min. eight (8) revs.; change of foot, position or flying entry optional
Death Spiral/Pivot Figure – max. one (1) death spiral or pivot figure, both partners must execute min. of 1-revolution with man in pivot, lady’s head must reach the level of her skating knee
Step Sequence – one (1) choreo. sequence must be clearly visible
Senior Pairs
Lifts – max. three (3) overhead lifts not all from Group 5, min. one (1) revolution and max. 3.5 revs.
Twist Lift – max. one (1), any take off or number of rotations
Throw Jump – max. two (2) of any rotation (each must be different, Solo Jump – one (1) any revolution
Jump Sequence/Combination – max. one (1) jump sequence or combination
Solo Spin/Combination – one (1) solo spin, min. ten (10) revs.; change of foot, position or flying entry optional
Pair Spin/Combination – one (1) pair spin, min. eight (8) revs.; must be in combination with at least one change of foot by each partner, at least two (2) basic positions with at least 2 revs. in each position.
Death Spiral/Pivot Figure – max. one (1) death spiral, must be different than the short program, both partners must execute min. of 1-revolution with man in pivot, lady’s head must reach the level of her skating knee.
Step Sequence – one (1) choreo. sequence must be clearly visible

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