2026 Figure Skating Holiday Classic
Chevy Chase Club
Saturday, December 19

The Figure Skating Holiday Classic will be conducted in accordance with the rules and regulations of U.S. Figure Skating, as set forth in the current rulebook, as well as any pertinent updates which have been posted on the U.S. Figure Skating website.

SKATING LEVEL: Competition level is the highest test passed as of the entry deadline in the discipline the skater is entering. Entrants may skate one level above that for which they qualify, but they may not skate down in any event.

REGISTRATION: Registration will **close by December 9.** To enter please complete this form:

2026 CCC Figure Skating Holiday Classic Saturday 12/19 10:30am-3:30pm – Fill out form

ENTRIES: All entries must be received by December 9.

- **Registration fees per event - Basic Elements, Interpretive Event, Elements Challenge: $25. Programs to music : $30 will be charged to the member account.**

LATE ENTRIES: Late entries will be charged a $5 late fee per event, if accepted.

REFUND POLICY: Entry fees will not be refunded after December 11, 2026 unless no competition exists or the event is canceled.

FACILITIES: The competition will be held at the Chevy Chase Club Skate Shop and Arena. There will be locker rooms available for competitor use.

COACHING: All rink-side coaches must be contracted by Chevy Chase Club. There is no coaching permitted for interpretive events.

PROGRAMS & MUSIC: All programs must be choreographed by a CCC instructor or be approved by the CCC Skating Director in advance to ensure that skaters are competing at the appropriate level. Music must be prepared by a CCC instructor or approved by the CCC Skating Director.

JUDGING SYSTEM: The Majority Judging System will be used for all events.

SKATER CHECK-IN: Check in will be open one hour before the first event and run through the last event of the day. The check in table will be located in front of the fireplace in the skate shop. Please check in promptly upon arrival.

PHOTOGRAPHY: Action photos will be made available by a third party organization.

AWARDS: All participants will receive an award for every event entered. **More information will be available about how to pick up your awards, when the schedule is released.**

OFFICIAL NOTICES: Skaters are expected to arrive 45 minutes prior to the scheduled time of their event. A tentative schedule of events will be posted prior to the competition.

CONTACT INFO: If you have questions, please contact Kevin Sidwell at ksidwell@chevychaseclub.org

The following pages list the required information about all the events:

- Please consult with your figure skating instructor for which events and levels your skater should enter.
- Additional Events may be added to accommodate skaters.

Events Offered:

- **Basic Elements:** (no music or prepared choreography needed)
  For skaters in these levels: Snowplow Sam to Basic 6

- **Elements Challenge:**
  For skaters in these levels: Pre-Free Skate and above skaters

- **Interpretive Event:** (no music or prepared choreography needed)
  For skaters in these levels: Basic 4 Skaters and up

PROGRAMS TO MUSIC

- **Basic Program:**
  For skaters in these levels: Snowplow Sam to Basic 6
- **Aspire 1-4:**
  For skaters in these levels: Pre-Free Skate, Free Skate 1-6
- **Advanced Free Skate Programs:**
  Excel Pre-Preliminary
  Pewter Open Test Level
  Bronze Open Test Level
  Silver Open Test Level
  Gold Open Test Level
- **Solo Free Dance:**
  USFS Bronze and Up.

★ All competitors programs must be choreographed by a CCC instructor or be approved by the CCC Skating Director in advance to ensure that skaters are competing at the appropriate level.

★ Music must be prepared by a CCC instructor and approved by the CCC Skating Director.

Basic Elements:

Skaters will take the ice in groups. Each skater will perform each element when directed by a judge/referee (No Music). To be skated on 1/2 ice.

LEVEL	*TIME*	*SKATING RULES/STANDARDS*
SNOWPLOW SAM	**1:00 max**	• March followed by a two-foot glide and dip • Forward swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
BASIC 1	**1:00 max**	• Forward two-foot glide and dip • Forward swizzles, 6-8 in a row • Beginning snowplow stop on one or two feet • Backward wiggles, 6-8 in a row
BASIC 2	**1:00 max**	• Forward one-foot glide (no variations), either foot • Scooter pushes, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward swizzles, 6-8 in a row
BASIC 3	**1:00 max**	• Beginning forward stroking showing correct use of blade • Forward half-swizzle pumps on a circle, either clockwise or counterclockwise, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
BASIC 4	**1:00 max**	• Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, clockwise and counterclockwise, 4-6 consecutive • Backward half-swizzle pumps on a circle, either cw or ccw, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
BASIC 5	**1:00 max**	• Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, clockwise and counterclockwise, 4-6 consecutive • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
BASIC 6	**1:00 max**	• Forward inside three-turn, right and left • C-Step (Mohawk), right to left and left to right • Bunny hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, optional free leg and entry position • T-stop, right or left

Elements Challenge:

Event Levels are grouped according to Free Skate level of skater indicated below.
Skater will perform one element at a time, as directed by the judges

Aspire 1 Elements
• Waltz Jump, Waltz Jump Sequence • One-foot Spin • Choreographic Sequence - Straight Line Spiral and lunge
Aspire 2 Elements
• Toe-Loop Jump • Scratch Spin • Choreographic Sequence - Outside Edge Spiral and Shoot the Duck
Aspire 3 Elements
• Flip Jump • Sit Spin • Choreographic Sequence – Any Spiral or Spiral Variation and another one foot glide
Aspire 4 Elements
• Lutz • Camel-sit spin • Choreographic Sequence – Any Spiral or Spiral Variation and a spread eagle or Ina Bauer
Silver Elements : Above Aspire 4
• Lutz, Toe-loop Combination • Camel-sit spin • Choreographic Sequence – Any Spiral or Spiral Variation and a spread eagle or Ina Bauer
Gold Elements Event: Solo Bronze and up
• Axel • Flying Camel Spin • Choreographic Sequence – Any Spiral or Spiral Variation and a spread eagle or Ina Bauer

Interpretive Event – no preparation needed:
All levels Basic 4 and up welcome. Skaters will be grouped by level.

Format for Interpretive –
Skaters will hear the music chosen for their group for the first time twice during the warm up.
Then each skater will listen to the music once more before performing to the music.
Each group will have a different piece of music.
Skaters will be judged on their ability to create a program on the spot and perform to the piece of music. Programs should be well balanced with skill, footwork and choreography.

PROGRAMS TO MUSIC

The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. To be skated on full ice with music. The skater may use elements from a previous level, but not higher levels.

Basic Programs:

The skating order of the required elements is optional. The elements are not restricted as to the number of times the element is executed or length of glides, number of revolutions, etc., unless otherwise specified. To be skated on full ice with music. The skater may use elements from a previous level, but not higher levels.

LEVEL	*TIME*	*SKATING RULES/STANDARDS*
SNOWPLOW SAM	**1:10 max**	• March followed by a two-foot glide and dip • Forward swizzles, 2-3 in a row • Forward snowplow stop • Backward wiggles, 2-6 in a row
BASIC 1	**1:10 max**	• Forward two-foot glide and dip • Forward swizzles, 6-8 in a row • Beginning snowplow stop on one or two feet • Backward wiggles, 6-8 in a row
BASIC 2	**1:10 max**	• Forward one-foot glide (no variations), either foot • Scooter pushes, right and left foot, 2-3 each foot • Moving snowplow stop • Two-foot turn in place, forward to backward • Backward swizzles, 6-8 in a row
BASIC 3	**1:10 max**	• Beginning forward stroking showing correct use of blade • Forward half-swizzle pumps on a circle, either cw or ccw, 4-6 consecutive • Forward slalom • Moving forward to backward two-foot turn on a circle • Beginning backward one-foot glide, either foot
BASIC 4	**1:10 max**	• Forward outside edge on a circle, clockwise or counterclockwise • Forward crossovers, clockwise and counterclockwise, 4-6 consecutive • Backward half-swizzle pumps on a circle, either cw or ccw, 4-6 consecutive • Backward one-foot glides (no variations), right and left • Beginning two-foot spin, maximum 4 revolutions
BASIC 5	**1:10 max**	• Backward outside edge on a circle, clockwise or counterclockwise • Backward crossovers, clockwise and counterclockwise, 4-6 consecutive • Forward outside three-turn, right and left • Advanced two-foot spin, minimum 4 revolutions • Hockey stop
BASIC 6	**1:10 max**	• Forward inside three-turn, right and left • C-Step (Mohawk), right to left and left to right • Bunny hop • Basic forward spiral on a straight line (no variations), right or left • Beginning one-foot spin, maximum 3 revolutions, opt. free leg and entry position • T-stop, right or left

Aspire, 1-4 Programs:

The skating order of the required elements is optional. The skater may use elements from a previous level, but not higher levels.

ASPIRE 1 — 1:40min MAX		
JUMPS	***SPINS***	***CHOREOGRAPHIC ELEMENTS***
Maximum 4 jump elements: • Maximum 2 of any same jump Permitted jumps: • Waltz Jump • 1/2 flip • 1/2 lutz Max 1 jump sequence Permitted sequence: • Waltz jump/waltz jump - no turns or hops in between	Maximum 2 spins: •Min 3 Rev. •No Flying Entry •Basic Positions Only (No Variations) Required spins: • Two-foot spin • Forward one foot spin (free foot optional)	Required: 1 Sequence must include 2 Choreographic Elements (and no more than 2) with limited steps in between. Permitted Choreographic Elements: • Spirals (forward) • Lunges (forward) • Shoot-the-Duck (forward) Must cover half the ice. No variation of position is allowed in elements

ASPIRE 2 — 1:40min MAX		
JUMPS	***SPINS***	***STEP SEQUENCES***
Maximum 4 jump elements: • Maximum 2 of any same jump Permitted jumps: • Any jump from Aspire 1 • Single Salchow • Single toe loop Max 2 jump combinations, or 1 jump combination and 1 jump sequence Permitted combinations: • Waltz jump+toe loop • Salchow+toe loop Permitted jump sequence: • Waltz jump+waltz jump with no hops or turns in between	Maximum 2 spins: •Min 3 Rev. •No Flying Entry •Basic Positions Only (No Variations) Required spin: • Forward sit spin Permitted spins: • Any spin from Aspire 1 • Back upright spin	Required: 1 Sequence must include 2 Choreographic Elements (and no more than 2) with limited steps in between. Permitted Choreographic Elements: • Spirals (forward or backward, variations of position permitted) • Lunges (forward or backward) • Shoot-the-Duck (forward or backward) • Forward Y or I spiral/glide • Spread Eagle • Ina Bauer Must cover half the ice. No variation of position is allowed in elements except spirals

ASPIRE 3 — 1:40min MAX		
JUMPS	***SPINS***	***STEP SEQUENCES***
Maximum 4 jump elements: • Maximum 2 of any same jump Permitted jumps: • Any jump from Aspire 1 and 2 • Single loop • Single flip Max 2 jump combinations (no sequence allowed) Required combination: • Any permitted listed jump+Euler+any permitted listed jump Only one combination may include an Euler.	Maximum 2 spins: •Min 3 Rev. •No Flying Entry •Basic Positions Only (No Variations) Required spin: • Forward upright spin to backward upright spin Permitted spins: • Any spin from Aspire 1 & 2 • Forward camel spin	Maximum 1 Sequence: Choreographic step sequence (ChSt) Must cover half the ice.

ASPIRE 4 — 1:40min MAX		
JUMPS	**SPINS**	**STEP SEQUENCES**
Maximum 4 jump elements: • Maximum 2 of any same jump Permitted jumps: • Any jump from Aspire 1, 2 and 3 • Single Lutz Max 2 jump combinations, or 1 jump combination and 1 jump sequence Required combination: • Lutz+toe loop or Lutz+loop	Maximum 2 spins: •Min 3 Rev. •No Flying Entry •Basic Positions Only (No Variations) Required spin: • Forward camel to forward sit spin combination Permitted spins: • Any spin from Aspire 1, 2 and 3	Maximum 1 Sequence: Choreographic step sequence (ChSt) Must cover half the ice.

Advanced Free Skate Programs:

Skaters will skate to the music of their choice. Level will be determined by the highest free skate test passed; skaters may compete at the highest level they have passed or skate up one level higher.

EXCEL PRE-PRELIMINARY — 1:40min MAX		
JUMPS	**SPINS**	**CHOREO SEQUENCES**
Maximum 5 jump elements: • All single jumps allowed, except for the Axel o No single Axels, double, or higher jumps allowed o 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 limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed - Jump sequence is any listed jump immediately followed by a Waltz jump	Maximum 2 spins – Max Level 1: • One spin must be in a single position with no change of foot* o No flying entry o 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 o No flying entry • Spins must be of a different character	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

OPEN TEST PEWTER — 1:20 min to 2:10 MAX - skater must not have passed juvenile free skate		
JUMPS	**SPINS**	**STEP SEQUENCES**
Maximum 5 jump elements: • All single jumps allowed, except for the Axel o No single Axels, double, or higher jumps allowed o 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 limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed - Jump sequence is any listed jump immediately followed by a Waltz jump	Max 2 Spins Minimum 3 revolutions • One spin MUST be a spin in ONE position • One spin MAY change positions If two one-position spins are performed, they must be executed in different basic positions One spin may start with a flying entry	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

OPEN TEST BRONZE 1:40 min to 2:10 MAX - skater must not have passed intermediate free skate		
JUMPS	***SPINS***	***STEP SEQUENCES***
Max 5 Jump Elements • All single jumps, including single Axel, allowed - No double, triple or quadruple jumps allowed - Axel may be repeated once as a solo jump or part of a jump sequence or combination (maximum of 2 single Axels) - Jumps may be repeated once (but not more) as solo jumps or as part of a jump combination or jump sequence. • Max 2 jump combinations or jump sequences - Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed - Jump sequence is any listed jump immediately followed by an Axel-type jump	Max 2 Spins pins must have different codes Minimum 3 revolutions • One spin MUST be a spin in ONE position • One spin MAY change positions and/or feet If two one-position spins are performed, they must be executed in different basic positions. One spin may start with a flying entry	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

OPEN TEST SILVER— 2:10 min to 2:40 MAX - skater must passed preliminary test but not passed intermediate free skate		
JUMPS	***SPINS***	***STEP SEQUENCES***
Max 5 Jump Elements • 1 must be an Axel-type jump or a waltz jump* • All single jumps, including single Axel, allowed. - Only 2 different double jumps may be attempted (limited to double Salchow, double toe loop and double loop) - Double flip, double Lutz, double Axel, triple and quadruple jumps not allowed - An Axel plus up to two different, allowed double jumps may be repeated once (but not more) as solo jumps or part of a jump sequence or combination - Jumps may be repeated once (but not more) as solo jumps or as part of a jump combination or jump sequence. • Max 2 jump combinations or jump sequences - Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed - Jump sequence is any listed jump immediately followed by an Axel or Waltz jump	**Max 2 Spins** 1 spin combination, with or without change of foot. Min 8 revolutions, Min. 2 revolutions in each position 1 spin with only 1 position. No Change of foot. Minimum 5 revolutions One spin may start with a flying entry	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

OPEN TEST GOLD— 1:50min to 2:40 MAX - skater must passed preliminary test but not passed novice free skate		
JUMPS	***SPINS***	***STEP SEQUENCES***
Max 5 Jump Elements • 1 must be an Axel-type jump • All single, double & triple jumps allowed. - No jump can be repeated more than twice, if any jump is repeated it must also be part of a combination or sequence • Max 2 jump combinations or jump sequences - Jump combinations limited to 2 jumps except that one 3-jump combination with a maximum of 3 single jumps is allowed - Jump sequence is any listed jump immediately followed by an Axel-type jump	**Max 2 Spins** 1 spin combination, with or without change of foot. Min 8 revolutions, Min. 2 revolutions in each position 1 spin with only 1 position. No Change of foot. Minimum 5 revolutions Both Spins may start with a flying entry	Maximum 1 choreographic sequence (pChSq): • Consists of at least 2 different movements (spirals, spread eagles, unlisted jumps, etc) • Steps and turns may be used to link the movements together. • The pattern is NOT restricted, but the sequence must be clearly visible. • Listed elements (jumps and spins) are not permitted in the pChSq.

Solo Free Dance:

Check USFS Solo Free Dance 'Test' rules for required elements.