

## 2025-26 High School – Team Maneuvers

	Jumps	Spins	Edge or Skating Skill Sequence
<b>A</b>  <u>Skaters may not have passed higher than Preliminary Singles</u>  <i>(This level is best suited for skaters that compete Aspire through Preliminary Excel)</i>	1. Waltz jump 2. Mazurka 3. Salchow/toe loop combination  4. Optional: Single Loop	1. Two-foot spin (min 3 revs) 2. Forward upright one-foot spin (min 3 revs) 3. Forward sit spin  4. Optional: Backward upright spin	1. Forward Power Three Turns (as performed on Preliminary Skating Skills) 2. Basic forward spiral on a straight line (no variations), right or left 3. Choreographic step sequence – ½ ice length  4. Optional: Backward one-foot glides, both feet
<b>B</b>  <u>Skaters may not have passed higher than Pre-Silver Singles</u>  <i>(This level is best suited for skaters that compete Pre-Juvenile through Intermediate Excel)</i>	1. Any single jump 2. Waltz jump/loop jump combination 3. Split jump  4. Optional: Single Lutz	1. Forward upright spin (optional free foot position, min 5 revs) 2. Forward or backward camel spin (optional free foot position, min 5 revs) 3. Combination spin, at least one change of position. (no fly, no change of foot, min 6 revs total)  4. Optional: Backward sit spin (min 3 revs)	1. Forward OR Backward Power Circle (as performed on Bronze Skating Skills) 2. Forward to Backward Lunge 3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105)*  4. Optional: Five-Step Mohawk Sequence (as performed on Pre-Bronze Skating Skills)

<p><b>C</b></p> <p>MEMBER OF:</p> <p><u>No test restrictions</u></p> <p><i>(This level is best suited for skaters that compete Novice through Senior Excel)</i></p>	<ol style="list-style-type: none"> <li>1. Single axel</li> <li>2. Any double jump</li> <li>3. Any 3 jump combination, consisting of single or double jumps</li> <li>4. Optional: Double Lutz</li> </ol>	<ol style="list-style-type: none"> <li>1. Forward upright spin to back upright spin (variations permitted, min 6 revs each foot)</li> <li>2. Flying spin (any position, no change of foot, variations permitted, min 5 revs)</li> <li>3. Combination spin (at least 1 change of position, change of foot optional, may fly, min 10 revs total)</li> <li>4. Optional: Layback spin (variations permitted, min 5 revs)</li> </ol>	<ol style="list-style-type: none"> <li>1. Spiral Sequence (as performed for Pre-Silver Skating Skills)</li> <li>2. Short edge element (NO change of position, NO change of edge, max 7 second hold, see Rule 8375 for acceptable elements)</li> <li>3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105)*</li> <li>4. Optional: Backward Rocker Choctaw Sequence (as performed for Silver Skating Skills)</li> </ol>
<p><b>D</b></p> <p><u>No test restrictions</u></p> <p><i>(This level is best suited for skaters that compete Intermediate through Senior Well-Balanced Singles)</i></p>	<ol style="list-style-type: none"> <li>1. Double axel</li> <li>2. Combination jump (double/double OR triple/double)</li> <li>3. Double or triple loop immediately preceded by connecting steps</li> <li>4. Optional: Double or Triple Lutz</li> </ol>	<ol style="list-style-type: none"> <li>1. Camel spin w/ EITHER difficult entry OR difficult exit (NO fly, change of foot required, variations permitted, min 6 revs each foot)</li> <li>2. Flying Sit Spin (variations permitted, NO change of foot, min 5 revs)</li> <li>3. Combination spin (change of foot REQUIRED, change of direction permitted, fly permitted, all 3 basic positions REQUIRED, min 2 revs per position, min 8 revs TOTAL)</li> <li>4. Optional: Forward upright spin to back upright spin (optional free foot position, min 8 revs each foot)</li> </ol>	<ol style="list-style-type: none"> <li>1. BO Power Dbl 3-Turns to Power Dbl Inside Rockers (as performed for Gold Skating Skills)</li> <li>2. Twizzle sequence (max 3 twizzles, change of direction REQUIRED, change of foot REQUIRED, optional free foot position, no more than 3 steps between twizzles)</li> <li>3. Choreographic sequence (at least 2 different movements REQUIRED, pattern not restricted, see Rule 6105)*</li> <li>4. Optional: Straight Line Step Sequence (as performed for Pre-Gold Skating Skills)</li> </ol>

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

## **GENERAL EVENT PARAMETERS:**

MEMBER OF:

1. Team maneuver events consist of teams of **no fewer than 2 athletes** (any mix of gender) from the same high school team with no one skater performing more than 5 elements if 9 elements are used or 6 elements if 12 elements are used.

### **Note:**

- Teams may opt to use only the 9 core elements per level or add the optional 4th element for a total of 12 elements per level. The choice to utilize 12 elements must be noted clearly in the competition announcement and communicated to teams prior to the start of events. If an LOC is opting to use the optional 4th element, then they must use the 4th element in all levels and element categories.
  - Teams must attempt all listed elements in each category.
  - Each team will have only one skater assigned per element. Teams cannot assign two skaters to the same element.
  - 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.
  - If a competition chooses to do events by level and skill (ex: Level A jumps is one event, Level B Skating Skills is one event, Level C Spins is one event, etc.), each skater can perform no more than 2 of the elements for each element event.
2. The LOC will determine whether high school teams may enter one or two (maximum) entries at the same team maneuvers level. This must be clearly stated in the competition announcement and communicated to teams prior to the start of events. The Cyber Challenge will allow a maximum of 3 entries within the same level for a single high school team.
  3. An athlete may only compete at **one** team maneuvers level per competition.
  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. No re-skate or re-try for elements will be permitted.

6. For the Cyber Challenge event, warm-up times may be omitted from filming.

**RUNNING A TEAM MANEUVERS EVENT:**

*These guidelines are recommended but not required. The Chief Referee of the competition hosting Team Maneuvers events may adjust these below guidelines as needed. **If adjustments to these guidelines are made, they must be noted in the competition announcement or communicated to teams prior to the start of the event.***

- Each level (A, B, C, D) can be held as an event (ex: Level A Team Maneuvers is one event) or each skill in each level can be held as an event (ex: Level A Jumps is one event, Level A Spins is one event, Level A Skating Skills is one event, etc.).
- 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 Referee to limit the number of skaters.
  - For example, if 8 teams register for a Level A Team Maneuver event, it is recommended to split the event into 2 warm up groups. Events with multiple warm-ups are still judged together as one group.
- Events are conducted separately from each other (i.e. Level A Team Maneuvers will be completed in its entirety before Level B, Level A Spins will be completed in its entirety before Level A Jumps, etc.).
- Each event will be judged on a team basis using the 6.0 Judging System. Judges will give one mark per team.
- Athletes will have a general warm-up of stroking-only for 1 minute at the beginning of each level. The event referee will announce the stroking-only warm up has ended and teams should stand by the boards opposite of the official's panel.
- Teams may be assigned a place to line up along the barrier and should remain on the ice for their entire event.
- The event referee will call for a 30 second warm up per element, where all skaters performing the announced element will warm up together (or separated into separate warm up groups for safety, if needed).
  - For example, all skaters performing the first jump for Level A Team Maneuvers will receive 30 seconds to warm up for that element. Once that element has fully concluded, a 30 second warm up for the second jump element will be called, and so on. Skaters should return to the boards at the conclusion of the warm-up.
  - Skaters should not perform any other elements other than the announced element(s) during warm-ups.

MEMBER OF:

- At the discretion of the event referee, element warm-ups may be combined for the given level. For example, warm-ups for all Level A jump elements may be combined into one warm up.
- 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.

### **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
<b>Warm-Ups</b>	
Combined Warm-Ups (1 min stroking + 30s per element)	5.5
<b>Performances</b>	
One Team (30s x 9 elements = 4.5 min) x Number of Teams (4)	18
<b>Total Time Allotment</b>	<b>23.5</b>