



**Skate  
Patinage  
NB**

## 2024-2025 Element Event Requirements

STAR 5

Effective July 1, 2024

May 15, 2024

<b>JUMPS</b>			
Bonus: Fully rotated 2Lo or higher base value (+1.0)			
Required Elements	One single AXEL	One JUMP COMBINATION (single/single OR single/double OR double/single)	
<b>Error</b>	Wrong number of revs	May not repeat single Axel	No 2 <sup>nd</sup> jump
<b>Penalty</b>	No value	Repeated jump receives no value	Final GOE must be -5
<b>Examples</b>	1W (1A<<**)	1A*+1T+C	2S+C
	2A*		2S+C+1Lo* (step out or fall after 2S)

<b>SPINS</b>			
All spins to be called to a max Level BASE			
Required Elements	COMBO SPIN (change of foot optional) (No flying entry, No DV) Only 2 basic positions = "V"		
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	
	Must have at least 3 revs on each foot	No value	
	At least two different basic positions must have at least 2 revs each	No value	
<b>Limitations</b>	Difficult Variations are NOT permitted	No value	
	2 <sup>nd</sup> change of foot NOT permitted	No value	
	Flying entry is NOT permitted	No value	
<b>Grade of Execution (GOE)</b>	CoSp - minimum 4 revs CCoSp - minimum 3 revs per foot	GOE reduction for "Less than required revolutions"	

<b>SPIRAL SEQUENCE</b>			
All step sequences to be called to a max Level BASE			
	<b>Spiral Sequence</b> - At least two spirals connected by a <u>maximum of 4 steps, turns, hops or other comparable moves</u> ; one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence		
<b>Error</b>	Sustained position with knee and foot <u>at or</u> below hip on one or both spirals	Both spirals performed on the same foot	Both spirals in supported position
<b>Penalty</b>	No value	No value	No value



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## 2024-2025 Element Event Requirements

STAR 6

Effective July 1, 2024

May 15, 2024

JUMPS		Bonus: Fully rotated 2Lz or higher base value (+1.0)	
Required Elements	One SINGLE AXEL	One DOUBLE JUMP	
<b>Error</b>	Wrong number of revs	Wrong number of revs	
<b>Penalty</b>	No value	No value	
<b>Examples</b>	1W (1A<<**)	1T*	
	2A*	3T*	

SPINS		All spins to be called to a max <b>Level BASE</b>	
<b>Required Elements</b>	<b>FLYING SIT SPIN or FLYING CAMEL SPIN</b> (No change of foot, DV permitted) <i>Stepping over/no clear visible jump = "V"</i>		
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	
	Must have at least 3 revs	No value	
<b>Limitations</b>	Difficult Variations are permitted	Max <b>Level BASE</b>	
	Change of foot NOT permitted	No value	
<b>Grade of Execution (GOE)</b>	Minimum 5 revs	GOE reduction for "Less than required revolutions"	

SPIRAL SEQUENCE		All step sequences to be called to a max <b>Level BASE</b>	
	<b>Spiral Sequence</b> - At least two spirals connected by a <u>maximum of 4 steps, turns, hops or other comparable moves</u> ; one spiral on each foot, one must be unsupported position. Positions must be sustained (i.e. not kicked). The first two performed spirals shall be identified as the required spirals for the sequence		
<b>Error</b>	Sustained position with knee and foot <u>at or</u> below hip on one or both spirals	Both spirals performed on the same foot	Both spirals in supported position
<b>Penalty</b>	No value	No value	No value



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## 2024-2025 Element Event Requirements

STAR 7/8

Effective July 1, 2024

October 18, 2024

<b>JUMPS</b>				
<b>Bonus: Fully rotated 2A or higher base value (+1.0)</b>				
Required Elements	One DOUBLE JUMP	One JUMP COMBINATION (single/double OR double/single OR double/double)		
<b>Error</b>	Wrong number of revs	May not repeat double jump	Wrong number of revs	No 2 <sup>nd</sup> jump
<b>Penalty</b>	No value	Repeated jump receives no value	No value	Final GOE must be -5
<b>Examples</b>	1T*	2Lz	1A+1Lo*+C	2S+COMBO
	3T*	2Lz*+2T+C	2S+3T*+C	2S+C+2Lo* (step out or fall after 2S)

<b>SPINS</b>		
All spins to be called to a max <b>Level BASE</b>		
Required Elements	CAMEL SPIN or SIT SPIN (No flying entry, No change of foot)	
	<b>Minimum Requirements:</b>	<b>Penalty:</b>
	Must have at least 3 revs	No value
<b>Limitations</b>	Difficult Variations are permitted	Max <b>Level 2</b>
	Flying entry is NOT permitted	No value
	Change of foot NOT permitted	No value
<b>Grade of Execution (GOE)</b>	Minimum 5 revs in the <u>Basic Position</u>	GOE reduction for "Less than required revolutions"

<b>STEP SEQUENCE</b>	
All step sequences to be called to a max <b>Level 1</b>	
	<b>Step Sequence</b> - sequence of setps and turns in a pattern across the ice. <u>Must be visible and identifiable and must fully utilize the ice surface</u> (e.g. straight line, serpentine, circle, oval, or similar shape)
<b>Max Level 1</b>	Level 1 can only be acheived through the steps and turns (compulsory) feature
<b>Error</b>	Must fully utilize the ice surface
<b>Penalty</b>	No value



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## 2024-2025 Element Event Requirements

STAR 9/10

Effective July 1, 2024

October 18, 2024

JUMPS			
Required Elements	One DOUBLE JUMP (2Lo or higher base value jump)	One JUMP COMBINATION (double/double; may repeat solo jump)	
Error	Wrong number of revs or wrong element	Wrong number of revs	No 2 <sup>nd</sup> jump
Penalty	No value	No value	Final GOE must be -5
Examples	1Lz*	1A*+2Lo+C	2S+COMBO
	2S*	2S+3T*+C	2S+C+2Lo* (step out or fall after 2S)

SPINS			
All spins to be called to a max Level 3			
Required Elements	FLYIN CAMEL SPIN or FLYING SIT SPIN (Change of foot optional)		
	<b>Minimum Requirements:</b>	<b>Penalty:</b>	
	Must have at least 4 revs on each foot	No value	
Limitations	2 <sup>nd</sup> change of foot NOT permitted	No value	
	Difficult Variations are permitted	Max Level 3	
Grade of Execution (GOE)	FSSp or FCSp - Minimum 6 revs	GOE reduction for "Less than required revolutions"	
	FCSSp or FCCSp - Minimum 4 revs per foot		

BONUS ELEMENT		Must be a JUMP or a SPIN	
	<b>May not repeat an element already performed.</b> Must be a SOLO JUMP or a SPIN IN ONE POSITION		
SPIN	Max Level 3; Change of foot NOT permitted; Flying entry is permitted; Minimum 6 revs		
JUMP	May not repeat SOLO jump of jumps included in JUMP COMINATION; Must be a 1A or higher base value jump		
Penalty	No value		



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## 2024-2025 Element Event Requirements

GOLD

Effective July 1, 2024

October 18, 2024

JUMPS				
Required Elements	One DOUBLE JUMP 2F, 2Lz OR 2A	One JUMP COMBINATION (double/double OR double/triple OR triple/double OR triple/triple)		
Error	Wrong number of revs or wrong element	May not repeat double jump	Wrong number of revs	No 2 <sup>nd</sup> jump
Penalty	No value	Repeated jump receives no value	No value	Final GOE must be -5
Examples	2T*	2Lz	2A+1Lo*+C	2S+COMBO
	3T*	2Lz*+2T+C		2S+C+2Lo* (step out or fall after 2S)

SPINS			All spins to be called to a max Level 4
Required Elements	<b>COMBINATION SPIN</b> (Flying entry and change of foot MANDATORY) FCCoSp		
	<b>Minimum Requirements:</b> Must have at least 5 revs on each foot	<b>Penalty:</b> No value	
Limitations	2 <sup>nd</sup> change of foot NOT permitted	No value	
	Difficult Variations are permitted	Max Level 4	
Grade of Execution (GOE)	Minimum 10 revs total	GOE reduction for "Less than required revolutions"	

STEP SEQUENCE		All step sequences to be called to a max Level 4
	<b>Step Sequence</b> - sequence of setps and turns in a pattern across the ice. <u>Must be visible and identifiable and must fully utilize the ice surface</u> (e.g. straight line, serpentine, circle, oval, or similar shape)	
Error	Must fully utilize the ice surface	
Penalty	No value	



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## 2024-2025 Element Event Requirements

OPEN

Effective July 1, 2024

October 18, 2024

JUMPS				
Required Elements	One DOUBLE JUMP	One JUMP COMBINATION (single/double OR double/single OR double/double)		
<b>Error</b>	Wrong number of revs	May not repeat double jump	Wrong number of revs	No 2 <sup>nd</sup> jump
<b>Penalty</b>	No value	Repeated jump receives no value	No value	Final GOE must be -5
<b>Examples</b>	<b>1T*</b>	2Lz	1A+1Lo*+C	2S+COMBO
	<b>3T*</b>	<b>2Lz*+2T+C</b>		2S+C+2Lo* (step out or fall after 2S)

SPINS			All spins to be called to a max Level 4
<b>Required Elements</b>	<b>FLYING CAMEL SPIN or FLYING SIT SPIN</b> (No change of foot)		
<b>Limitations</b>	<b>Minimum Requirements:</b> Must have at least 3 revs	<b>Penalty:</b> No value	
	Change of foot NOT permitted	No value	
<b>Grade of Execution (GOE)</b>	Difficult Variations are permitted	Max Level 4	
	Minimum 5 revs	GOE reduction for "Less than required revolutions"	

BONUS ELEMENT		JUMP or SPIN
	<b>May not repeat an element already performed.</b> Must be a SOLO JUMP or a SPIN	
<b>SPIN</b>	Max Level 4; Change of foot is permitted; Flying entry is permitted; Minimum 6 revs; Must be a different spin than already performed	
<b>JUMP</b>	May not repeat SOLO jump of jumps included in JUMP COMINATION; Must be a 1A or higher base value jump	
<b>Penalty</b>	No value	